

FOR ANY NUMBER OF PLAYERS, AGES 14 AND UP

DUNGEONS & DRAGONS®

DM'S GUIDE TO IMMORTALS



THE FANTASY ROLE-PLAYING GAME



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DUNGEONS & DRAGONS®

Fantasy Adventure Game

Dungeon Master's Guide to Immortals

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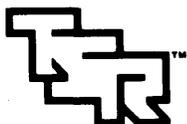
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The Multiverse

*"Whence this pleasing hope, this fond desire,
This longing after Immortality?"*

Cato
Joseph Addison (1672-1719)



Before you study this section, you should be familiar with the notes in the D&D® *Companion Set* which describe the Ethereal and Elemental Planes, vortices, and wormholes (DMC pages 18-19). You should also be familiar with the five Spheres of Power, as described in this set. Before we break new ground, a brief review is in order, and some new details are added to these now-familiar topics.

Planes of Existence

In game terms, the phrase "plane of existence" (or simply Plane) refers to an area seen by mortal beings as a three-dimensional volume of unmeasurable size. This is different than in geometry, in which a plane is a flat two-dimensional area. One Plane contains the PC homeworlds, other planets, moons, stars, other objects, and vast distances between them in which there is almost nothing. This plane is called the Prime Plane (or merely the Prime).

Any attempt at finding an end to this space will fail, for it extends without end in all normal directions (height, width, etc.). Any such plane of infinite size is tailed a universe.

One other plane, the Ethereal, touches the Prime at all points. Most adventurers from the Prime are quite familiar with the Ether, for it can be entered by using various magical effects and devices. The Ether is also an area through which characters must pass to reach the nearby planes of the four elements. The Prime and Elemental planes are connected by tubes that reach through the Ether, forming a branching network very similar to the roots of a tree.

From a greater perspective, this group of

six planes of existence—the Prime, Ether, and the four Elemental Planes—are collectively called the Inner Planes.

The Inner Planes are surrounded by the Astral Plane, which is connected to the Elemental and Ethereal Planes but not to the Prime. Far beyond the Inner Planes, across this vast "astral ocean," are other planes of existence, the homes of the Immortals and other beings. These other planes are commonly called the Outer Planes, a provincial and relative term that is nevertheless in common use because of the Prime-planar origin of most Immortals.

Only three of the known planes of existence are infinite in size—the Prime, Ethereal, and Astral. All others are limited, or "bounded" planes, or pocket universes.

Together, all these planes, bounded and infinite, Inner and Outer, is collectively called the Multiverse.

The Importance of the Prime

The Prime Plane is special in several ways. It is the only one in which the five Spheres of Power (Matter, Energy, Time, Thought, and Entropy) all blend together perfectly, in precisely equal proportions. It is also the only plane in which the four elements of Air, Earth, Fire, and Water blend perfectly, again in equal proportions. Every other plane of existence contains some imbalance in elements, Spheres, or both.

All Immortals, including those of Entropy, are extremely careful not to disturb the balance of all things in the Prime Plane. Their caution is in their own self-interest, for the Prime Plane is the only plane from which new Immortals consistently arise. For Immortals cannot create Immortal offspring. The only

way Immortals can replenish their numbers, to maintain their commanding positions as controllers of all of existence, is by finding, encouraging, and testing exceptional mortals who wish to achieve Immortality.

Breeding experiments have not improved the odds. On the rare occasions when Immortals have masqueraded as mortals (as documented by dozens of ancient myths), their offspring were mortals and neither more nor less likely to achieve Immortality than other humans of purely mortal origin. Such meddling poses dangers to the balance of the Prime that such attempts were abandoned long ago.

Potential Immortals are often discovered in planes other than the Prime, but few of these succeed in reaching Immortality. Those who do reach Immortality have never achieved greatness within the Immortal hierarchy. Immortals believe that this is because of the flaws caused by the imbalances in the native planes of such creatures.

Dimensions

Just as the five Spheres govern the multiverse, five dimensions govern each plane of existence. Each dimension is a way of measuring physical size or distance. Each dimension is a real direction perpendicular to every other. Time, often mistakenly called the fourth dimension, is not a direction, but one of the Spheres.

Imagine one dimension as a straight line on a piece of paper. Another line crossing it at a 90 degree angle shows a second direction, forming a plus sign on the paper. To add a third direction perpendicular to both, imagine a line passing through the center of the plus, leading above and below the fiat paper

Easy so far, for most of us. But the next dimension is in a direction perpendicular to all three of those lines, a direction that we as players are simply not equipped to see. We can, however, assume that our Immortal characters can see, use, live within, and even ignore this dimension as naturally as we do the first three.

Thus, a mortal can be simply defined as a being who is equipped to perceive only three dimensions at once. An Immortal can perceive four dimensions at once—but four only.

However, a fifth direction lurks around the corner, perpendicular to *all* of the first four dimensions. It is normally as impossible for Immortals to see this fifth direction as it is for humans to perceive the fourth. Its effect on mortals, who rarely but occasionally catch glimpses of its existence, can be horrifying. Mortals commonly call this fifth direction the Dimension of Nightmares. This bothersome name does not denote a place; it is a simple tag attached, through ignorance, to a direction that no mortal or Immortal can perceive.

Although all five directions are real, measurable distances, the latter two are commonly called "imaginary" dimensions by mortals. This is merely a natural refusal to admit their reality; they exist nevertheless.

The five known dimensions have been given names to define what each dimension is commonly used to measure when used in conjunction with other dimensions. The first dimension measures length or distance between two points, and thus has a beginning and an end. The second dimension measures breadth and direction of the object in the first dimension. The third dimension measures volume or magnitude or size of an object. The fourth dimension defines the relation between two objects, finding all points of similarity, or convergence. And finally, the fifth dimension measures the unique nature or essence of an object in relation to all others, or divergence.

If an object exists in only a few of the five dimensions, the first dimension by which it is measured—even if this is actually the second or third dimension—is viewed by creatures who perceive dimensions from the same perspective as the object, as the object's length. Dimensions that cannot be perceived do not appear to exist to the character's perceptions.

Infinite Dimensions

Let's back up a bit. When you imagined a line to represent one dimension, you also imagined the line to be somewhere—on a piece of paper, for example. But that paper exists in at least two dimensions. Thus, for a

line to have any real location or meaning, it must exist within a two-dimensional or larger space. The line itself describes only one dimension, but its location must be described by two.

Similarly, a two-dimensional plus sign can certainly exist alone, but to have real meaning, it must be located within a three-dimensional space from which it may be observed.

The conclusion of this line of reasoning is that any being who perceives a given number of dimensions must exist in a space that has a greater number of dimensions to perceive those dimensions; at least one more and possibly several. From this, it is easily proved that Immortals, who can perceive four dimensions, must exist in five or more.

Immortal discussions of mathematics, philosophy, and other topics led them to this conclusion. They further deduced that an infinite number of dimensions must exist, since each depends on the one "above" it to exist. They have attempted to explore the five obvious dimensions and to discover others.

Immortals quickly encountered creatures who naturally perceive three dimensions, but whose viewpoint is entirely different than humans'. These life forms consider the five dimensions in a way exactly opposite to the mortal view. Similar to mortals, they perceive and accept a three-dimensional world. But the dimensions that normal mortals call the fifth, fourth, and third, these beings perceive as their first, second, and third. They are disturbed by their fourth dimension (what normal mortals call the second), and horrified by the fifth (what normal mortals call the first).

Many of these beings, the so-called Nightmare creatures, were discovered coexisting already on the Prime Plane itself. This was startling but not entirely unexpected, since the planes and dimensions are two entirely different things. The Immortals now watch over and protect these beings, admitting their inability to understand them fully but accepting them as natural life forms of the inviolate Prime Plane.

Immortals realize problems posed by the very existence of these creatures. No life forms seemed to consider the second, third, or fourth dimensions as their "starting point," as it were. Why, then, this apparent importance of the fifth? Perhaps the five dimensions and five Spheres are somehow related, but no evidence has been found to support this theory. However, a peculiar phenomena has been discovered—something that strikes fear into even the most powerful of Immortals, millions of years since the first

explorations of the dimensions.

They found a barrier they cannot penetrate.

The Secret of the Multiverse

Immortals have imagined much of the following, and have in fact deduced most of the truth, but have never found real evidence to support their theories. They remain uneasy, intellectually capable but unable to fully accept their own deductions.

Coming from a place now lost in the mists of forgotten time and memory, the first Immortals found the multiverse; *they did not create it*. They found it without order, and without purpose, so they made the achievement of these things their highest goal. The many planes of existence are still being explored by the Immortals. The Outer Planes seem to be innumerable. With each passing millenium, the Immortals grow ever more awed by the apparently infinite size and variety of this vast creation.

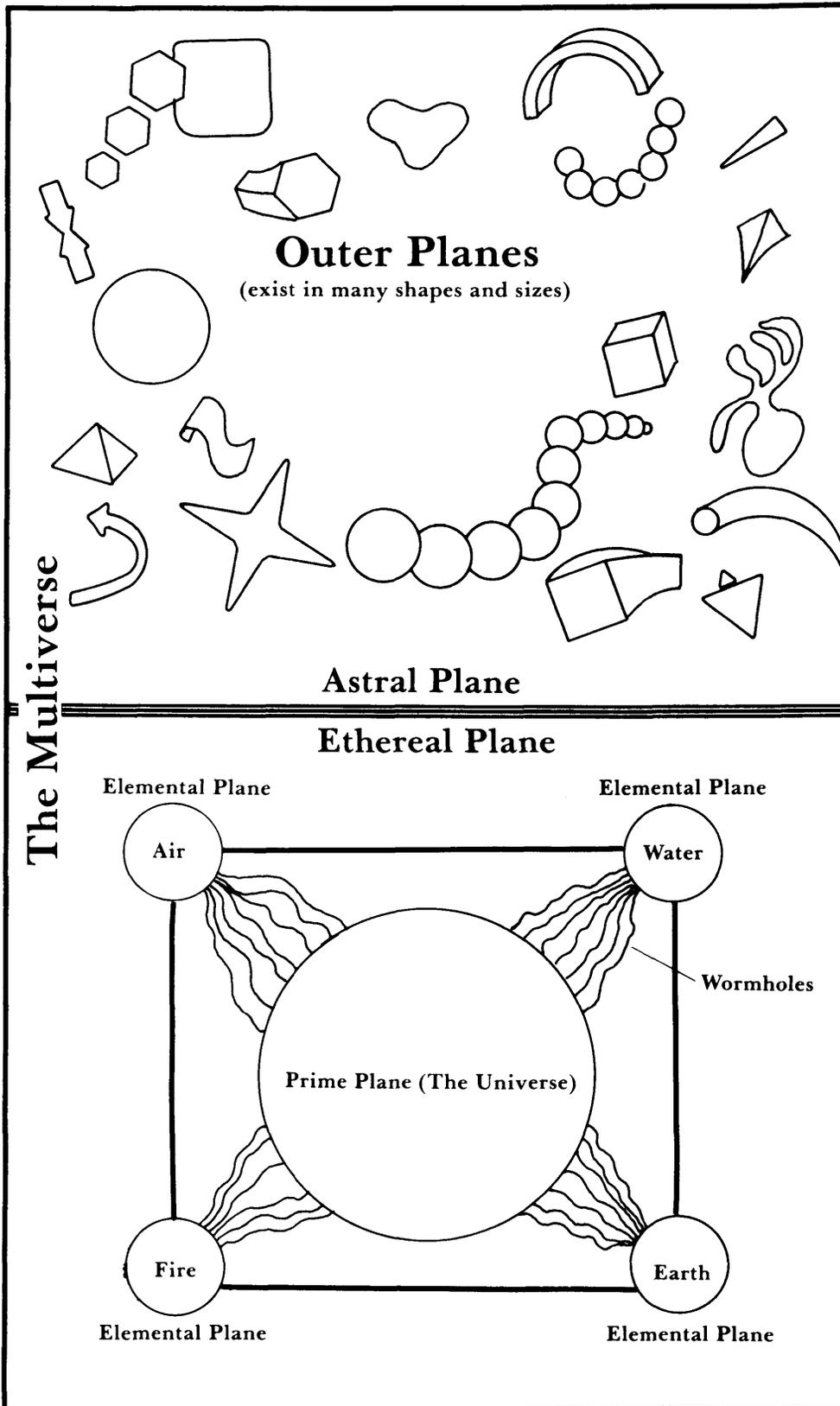
Someone must have been here before, they reason. Someone or some group, or perhaps some thing, made all of this. The Immortals call them the Old Ones—beings to whom even the power of the Immortals is but a drop in an ocean.

The Immortals are correct. With such power, the Old Ones knew that the Immortals would come. They saw this as an opportunity. For despite their unimaginable abilities, the Old Ones are tragically similar to Immortals in one respect. They cannot reproduce and the only way for other beings to achieve their level of power is through a test of time, experience, and will. Just as Immortals await and desperately desire the appearance of exceptional mortals, so do the Old Ones watch and wait for the greatest and best of all the Immortals.

But knowing that Immortal power could transcend all boundaries, the Old Ones set a limit to restrict the Immortals to help them concentrate their efforts. This is the Barrier.

Withdrawing themselves into the sixth and higher dimensions, the Old Ones created a type of wall between themselves and the rest of existence. Whenever an Immortal tries to pass beyond the first five dimensions, he or she enters a special realm. Immortals perceive this realm as a whirlpool of infinite size, made of a watery form of ether. Some Immortals have been lost in the huge swirling mass for many years; they are known to still live, but are missing, and presumed unrecoverable. The Immortals have made many

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attempts to explore, penetrate, and solve the mystery of this vast whirlpool, but have never succeeded. This swirling chaos is called the Dimensional Vortex.

Perhaps even worse than the existence of the barrier is the simple fact that some creatures, presumably life forces but of a type different from all others, enter and leave the Dimensional Vortex. Simply called vortex creatures by Immortals, these beings are powerful and greatly feared. The Immortals believe that the vortex creatures are servants of the Old Ones, sent to observe, correct, or destroy.

In creating the barrier, the Old Ones knew that its existence would produce certain odd effects—most notably the evolution of life forms with a new dimensional viewpoint, the Nightmare creatures. They saw this as another opportunity. Immortals have begun to look at Nightmare creatures as an alternate stock from which Immortals may arise once they have reached the level of evolution of the Normal dimensional creatures. The barrier will not be removed until this great experiment of the Old Ones has reached a conclusion, for it has been successful in creating new Old Ones.

Approximately one Immortal per 10,000 reaches Full Hierarchy status. Most of these beings are content in this exalted post. But some very few Hierarchs have become dissatisfied with their fate. They sought even greater power, and wondered about the paradox of the great barrier. Most of these overcame their concerns and curiosity, but a few—perhaps one of each hundred or two—chose to prove their ultimate superiority, on the remote chance that some greater power might be watching. They dispersed their life essences into their Home Planes, and reincarnated themselves as mere mortal humans once again.

Most of these daring individuals perished in the process, for they indeed became mere mortals, with no better chance to survive and achieve Immortality than any other mortal man. Only a handful both desired and reached Immortal status a second time. And of these, only a few reached Hierarchy status a second time. And finally, of these few, only two dared once again to seek more. They saw the coming of the blackballs as their punishment and final destruction, and the other Immortals still believe that this is what occurred. But unbeknownst to all, they passed beyond the barrier, and exist now with the Old Ones.

One success could have been chance, but the second arrival proved that the great experiment known as the Multiverse would

serve its purpose. The Old Ones continue to watch and wait for other daring Hierarchs. And someday when they are satisfied, when their unknown goals have been reached—someday the Old Ones will return.

Summary

This set does not attempt to fully describe the Old Ones. We cannot even fully describe their servants, the Immortals, nor their vast realm of the Multiverse. And no future volume will provide details on the Old Ones, for their powers transcend the framework of any mere game. To reduce them to game terms would trivialize their power, which is of an order far greater than the Immortals'.

The Old Ones are prepared to wait indefinitely, for Time has no hold over them. If any player character succeeds in the great journey, not merely achieving Hierarch status but proving his or her superiority by doing it *twice*—well, no higher goal can be attained, and no reward is too great. The player wins and his character vanishes. And that is the final end of this game.

One fact remains for you, as Dungeon Master, to decide. Who are the Old Ones? Are they indeed the greatest and most powerful beings of all? Or perhaps, as they wait secure in their power, do even the Old Ones naively fail to see the most obvious fact of all? Can they really believe that no higher Being watches them?

One who also watches... and waits...

Physical Characteristics

The number of planes of existence is infinite. Immortal explorations of the bounded Outer Planes continually find previously undiscovered ones. The infinite realms of the Prime, Ethereal, and Astral Planes are also being explored by both mortal and Immortal beings. The Immortals' chosen task of exploring the multiverse will thus never end, lasting as long as the Immortals themselves.

The Prime Plane

The Prime Plane alone, limited only by its perfect balance of Spheres and elements, offers incredible variety. It houses the entire realm of existence which we, the humans of the real world, have studied and catalogued. The possibilities are amazing—black holes and quasars, galaxies and nebulae, standard and variant planetary and stellar configurations, and so forth. Double and triple star sys-

tems can produce effects so outlandish as to seem entirely fantastic, but may be entirely real. Vast empires, both planet-bound and galaxy-wide, can exist for millions or billions of years without ever becoming aware of each others' existence, if separated by the vast depths of intergalactic space.

Unlike* the real world, teleportation is possible in this game. The Prime Plane can therefore be explored on a large scale, and contact can be made even between civilizations in separate galaxies. Such occurrences are very unlikely by random chance, but the Immortals as a group can serve to monitor many races and either prevent or encourage their interaction.

When we consider the further possibilities opened by other planes of existence, the elemental theory of matter, the common use of magic, and the imbalances of the Spheres, literally anything is possible. So for the DM, the problem of designing new worlds, life forms, and other game elements is not "Is it possible?" but rather "Where does it occur?"

* An assumption with which some readers will no doubt disagree. But no concrete evidence has yet come to light, only allegations.

Earth

The home world of human player characters as portrayed in the *D&D Basic, Expert, Companion*, and Master sets is merely one of many possibilities. Within its limited scope, this world is simply our real one, but at a point in the far past. The land masses diagrammed in the Companion set are a rough depiction of the ancient world of Pangea. The continents have only begun to drift from their early unified position, following the modern theories of the shifting tectonic plates.

Although the earth as portrayed in this game has been designed as if it were an actual predecessor to our real one, the DM may easily change this. It may be a parallel world, located at a far distance from our real one but bearing many similar characteristics. This method can be used to resolve various discrepancies between the game world and our real one. For example, names from ancient myths have been suggested for various Immortals, simply for familiarity, but the specified era predates such cultures by millennia. The possible invention and use of explosives can also pose a problem unless an alternate earth postulate is accepted where gunpowder does not exist. But these problems can be solved in other ways, even while maintaining the campaign world as it is described. The final choice is the DM's.

We have added the elements of fantasy to this likely early configuration, and the result is the campaign world described in the boxed rule sets and adventures. This period of earth's history is therefore known as the Age of Magic. Political and social developments are another matter, left almost entirely to the development of individual Dungeon Masters. The real fun of a good fantasy game lies in dealing with the scope of human activities, independent of mere geographical details.

Home System

For convenience, the star and other bodies of the solar system that contains the PC homeworld are essentially identical to that with which we are familiar. We assume that one moon orbits the earth, though you may prefer to add others. However, we chose one because of its pervasive influence on our history. According to some, the lunar cycle may have affected man both physically and mentally. It has certainly had widespread effects on the measurement of time, the agricultural and marine cycles, and other aspects of our world. So instead of reexamining all aspects of human life, and possibly changing them into details too alien to entertain us as a game form, we maintain the use of a single, familiar moon.

We also assume that most of the same planets exist. Three noteworthy exceptions are mentioned below, followed by a brief chart of the mass and position of each body of the home system.

A. A planet lies between Mars and Jupiter, in the area we now call the asteroid belt. If the DM desires, it may be the home of an advanced civilization. But this planet will be destroyed in the future—possibly in a few years, or perhaps in a few thousand; possibly by natural means, or perhaps by the actions of its residents. Its remains will form a hazardous region of floating debris, and large pieces will swing about the sun in collision-prone orbits for millions of years. For these and other reasons, let us call this doomed planet Damocles.

B. At the time of this game setting, the bodies now called Mercury and Pluto do not exist. When Damocles is destroyed, the two largest pieces will fly in opposite directions. The one heading toward the sun will be caught in an unusual orbit, and will be later known as Mercury. The other will almost escape the solar system entirely, but after passing nearby Uranus and Neptune it will also end up in orbit, to be later called Pluto.

Some large chunks of Damocles will be

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captured by gravity, becoming the infamous "retrograde moons" (which rotate in a direction opposite that of the other bodies of the solar system) of Jupiter and other planets. And many pieces will become asteroids and comets with elliptical solar orbits, the flying shrapnel now called Eros, Amor, Albert, Apollo, Icarus, Adonis, and Hermes (listed in order of size).

C. Beyond the orbit of Neptune lies the tenth planet, called Charon. It is slightly larger than Mars. Its location is accurate to the method of prediction known as Bode's Relation, but it will remain undiscovered until the solar system can be re-explored by use of technology, many thousands of years after the passing of the Age of Magic.

System Body	Diameter in miles	Distance from sun in millions of miles
The Sun	864,000	
Venus	7,581	67
Earth	7,926	93
Mars	4,200	141
Damocles	6,103	257
Jupiter	88,670	484
Saturn	75,062	887
Uranus	29,577	1,783
Neptune	27,589	3,230
Charon	5,320	7105

The Galaxy

So little is known about the nature of the "Milky Way," the galactic home of humanity, that the DM may add details with great freedom.

The galaxy is a large thin disc, 100,000 light years* (LY) across, with a central node that is 20,000 LY thick. The outer portions taper slowly, averaging 2,000-3,000 LY in thickness. The galaxy contains 125 billion stars, but only 125 million earthlike planets. Only 125,000 have produced intelligent life forms, and only about 125 of the races are able to use magic and/or technology to control their own destinies.

The stars closest to man's are (to use our modern names for them) Alpha Centauri (4.3 LY), Sirius (8.6 LY), Epsilon Eridani (10.7 LY), Procyon (11 LY), 61 Cygni (11.1 LY), Tau Ceti (11.2 LY), and Altair (15.7 LY). It may be noteworthy that Centauri, Sirius, Procyon, and Cygni are all double star systems. The closest civilization able to use magic (counting only those outside the home system of humanity) is on several planets orbiting Epsilon Eridani.

The home system of man is far removed from the galactic hub, hidden among many other stars in one of its several great arms.

Life forms similar to or compatible with humankind are only common in remote areas of this sort. The stars and systems of the central hub of the galaxy are much closer together, and would thus seem to have a greater chance of interaction between different life forms (and a corresponding greater theoretical chance of housing a galactic network or empire). However, the amount of hazardous radiation and incidence of stellar collisions are also correspondingly higher for those in the hub. It is much safer, albeit much quieter and lonelier, out in the sparsely settled backwaters of the galactic mass.

* One light-year (LY) is 5,875,000,000,000 miles.

The Astral Plane

The great gulf between the Inner and Outer planes of existence is the Astral Plane. It is the only known infinite plane outside of the Inner Planes.

Like most other planes, the Astral Plane is a pentaspaces (five-dimensional volume). However, the Astral Plane has a unique effect on all beings who enter it. It shifts their perspective by one dimension but not their physical reality, producing several unusual effects.

Within the Astral Plane, a mortal perceives the second, third, and fourth dimensions, and lacks the ability to see the first. (The Nightmare creatures are just the opposite, lacking the ability to see the fifth dimension.) A human sees himself as a flat, two-dimensional thing, unable to see one of his natural dimensions. Since Immortals are four-dimensional beings, mortals who encounter them on the Astral Plane see them as solid, three-dimensional creatures. It is thus easy to tell whether a creature encountered on the Astral Plane is mortal or Immortal; the difference is immediately visible.

The change in dimensional perspective causes all things on the Astral Plane to appear outlined in a sparkling, shimmering substance. No such substance actually exists; the effect is merely illusory, a matter of perception.

Effect on Magic

Material objects taken to the Astral Plane undergo the same shift, and some characteristics are changed. Magic items are especially affected. The magical strength of any enchanted item is reduced by one; for example, a *sword + 4* is treated as a *sword + 3* in all respects while on the Astral Plane. Any item of +1 enchantment is effectively non-magical. The magic is still there, not *dispelled* or suppressed, but has no effect.

Other magic items and spells of mortal ori-

gin may produce effects different from their standard forms, all of which can be logically deduced by the shift in dimensional perspective. In all cases, the "missing dimension" alters the effect so that it appears parallel to the two-dimensional spellcaster. For example, a *fire ball* spell cast by a mortal adventurer would create a perfectly thin disc-like explosion, similar to the blade of a circular saw. Potential victims might not be damaged even when very near the center of the explosion. A spell caster may practice spells while on the Astral Plane, and may learn to rotate the effect after 3 to 6 uses. With the previous *fire ball*, for example, the two-dimensional effect would initially be parallel to the two-dimensional caster, but the caster could thereafter cause the explosion to occur in any non-parallel direction.

Though the *fireball* actually exists in three dimensions, even mortals may be able to save to take no damage because they can see the direction in the fourth dimension that they must move to evade the spell.

For an area effect, this dimensional change also changes the result of the saving throw. If the saving throw is successful, the victim takes no damage at all, having avoided the effect entirely.

For all aspects of melee, both physical and magical, normal unmodified Hit and damage rolls apply.

Immortals, who perceive four dimensions, can see the fifth dimension but cannot see the "missing" first dimension. (Again, the reverse applies to Immortal Nightmare creatures, but the end result is the same.) Magical effects of Immortal origin are three-dimensional, existing in the second, third, and fourth dimensions. Any magical effect of Immortal origin appears in normal, unmodified form; for example, an Immortal's *fire ball* would explode in a full normal three-dimensional way.

On the Astral Plane, a -5 penalty applies to all mortal saving throws vs. magical effects of Immortal origin.

Finally, all magical aids to movement suffer modification, as described in the following section.

Movement

Normal movement within the Astral Plane (such as walking) is only possible when some surface is present. The usual means of travel is flight. Gravity is only present when some solid is nearby, and only has minor effect (similar to the relationship between Prime-Plane gravity and the nearby Ether, as described in the D&D *Companion Set*).

One quite noteworthy alteration in magical travel occurs on the Astral Plane. All magical travel loses, in effect, one dimension of its capacity.

A *teleport or dimension door* effect opens a pathway across the fourth dimension, allowing the user to bypass the first three dimensions and apparently cross any amount of space in very little time. However, this has little effect while the user is on the Astral Plane, as that dimension is now one of the three "normal" ones. A new spell effect, *astral teleport*, a variation of the *teleport* spell may be learned if the opportunity arises, but this is an entirely new spell. On the Astral Plane, it has the same effect described for the normal *teleport* spell (with the same PP cost if used by an Immortal).

On the Astral Plane, a standard *teleport* effect (including *teleport object*) merely allows three-dimensional flight, as the *fly* spell description. A *dimension door* effect also enables flight, but at half the speed given. A magical *fly* effect only enables *levitation* (slow two-dimensional movement), and a *levitate* is useless.

Within the Astral Plane, no signposts point the way to the Outer or Inner Planes. An inexperienced traveler may easily become utterly lost. A *wish* or other magical navigational aid can become critically important in this environment.

A *wish* can also be used to change dimensional perspective, either back toward normal or further by one increment. Magical aids to vision have no effect, since the problem is not one of sight but rather of dimensional orientation, a different matter entirely. With normal dimensional perspective, all magical movement aids function normally.

Contents

Similar to the Prime, the Astral Plane contains vast reaches of nearly empty space. All five Spheres and all four elements are represented. Planets, stars, and other typical huge objects can be found. However, these may seem to be either flat surfaces or full three-dimensional objects, depending on their true dimensional position. A planet similar to the PC homeworld, with one of its three dimensions apparently missing, would appear as a flat surface of large size. The rarer four-dimensional solids would appear three-dimensional in the Astral Plane (just as do Immortal creatures).

Other planes may also be found "in" the Astral Plane. Many of the Outer Planes are bubble-like and completely isolated, surrounded by the Astral. Planar boundaries are described in later sections (the Astral-Ethereal Boundary, and Other Planar Boundaries).

Creatures

The Astral Plane is the native plane of a few odd creatures, but most of the beings encountered therein are transient visitors. Because of its prominent location among the planes of existence, the Astral Plane is commonly used by many types of creatures, both mortal and Immortal.

The only creatures described in this set as very common in the Astral Plane are nippers and astral proteans. But this does not mean that these are the only ones present. You should create new creatures as desired, or as needed. The Astral Plane offers the ultimate freedom of design, because of its unusual characteristics and infinite expanse.

For random encounters in the Astral plane, use the following chart. The percentages given apply only if you design no new

creatures. The chart has extra spaces wherein you may insert the creatures you add, and an extra column for you to revise percentages.

Check for random encounters three times during any trip through the Astral Plane—once shortly after the plane is entered, once at the midpoint of the journey, and once near the end of the trip. Check also when the character or party moves near to or travels upon any large solid within the plane.

To check randomly, roll 1d6; an encounter occurs if the result is a 1. Roll 1d% to determine the exact creature encountered. The DM may select a result instead of using a random roll.

In the following chart, "Ref" lists the book and page reference for a full description of the creature. Be sure to review the notes given after the chart, which offer more details on the creature(s) encountered.

Random Encounters

d%	Your d%	Creature encountered	Number appearing	Ref
01-03	_____	Adaptors	3-18	M24
04-05	_____	Adventurers, diaboli	4-9	I37
06-19	_____	Adventurers, human	4-9	All
20	_____	Archons	2-4	M40
21	_____	Blackball	1-2	M40,I50
22-23	_____	Brain Collector	1-2	X2
24-28	_____	Demon (lesser)	1-4	I29
29	_____	Demon ruler	1	I33
30-31	_____	Djinni, Greater	1	M39
32	_____	Draeden	1	I38
33	_____	Dragon, brown	1-4	M27
34	_____	Dragon, gold	1-4	C29
35	_____	Dragon, red	1-4	C29
36	_____	Dragon, ruby	1-4	M27
37	_____	Dragon ruler (any)	1	M28,I39
38-39	_____	Efreeti, Greater	1	C39
40-41	_____	Elemaster	1	I40
42-45	_____	Flickers	2-8	I40
46	_____	Hag, Black	1-2	M31
47	_____	Hydrax, Immortal	1-2	C41,I
48-55	_____	Immortal NPC	1-6	I
56-57	_____	Jumpers	2-8	I42
58	_____	Kryst, Immortal	1-2	C42,I
59-61	_____	Lich	1-2	M33
62	_____	Malfera	2-5	C34
63	_____	Nightcrawler	1-2	M36
64	_____	Nightwalker	1-2	M36
65	_____	Nightwing	1-2	M36
66-72	_____	Nippers	3-60	I44
73-75	_____	Notions	2-8	I44
76-82	_____	Protean, Astral	1	I46
83-84	_____	Repeater	1-2	I47
85-87	_____	Soo	2-5	I48
88	_____	Spectral Hounds	3-6	C36
89-90	_____	Spiders, Planar	5-16	M41
91	_____	Spirits, Druj	2-5	C37
92	_____	Spirit, Odic	1-2	C37
93	_____	Spirit, Revenant	1-2	C37
94	_____	Titan (any Sphere)	1-2	I48
95-96	_____	Tonals	2-32	I49
97-98	_____	Undine, Immortal	1-2	C42
99-00	_____	Vampires	3-6	X57

Hag, Black: This malevolent creature is probably en route to or from an Outer Plane of Entropy, for a specific reason. It (or they) may have magic items or exceptional spell use (greater than that given in the monster description), and may (30%) be accompanying a lich.

Hydrax, Immortal: This creature is evil but not stupid. It probably has a specific purpose for being in the Astral Plane, and if so, will avoid anyone encountered. It is probably (90%) of the Sphere of Time, with appropriate powers. Select or randomly determine its rank, but reroll any result of 91 or more.

Immortal (any Sphere): Select or randomly determine one of the four PC Spheres (excluding Entropy), and one rank. All the Immortals encountered will be of the same Sphere and rank (though of any level within that rank). They are probably simply explorers, but may be en route to or from a mission. They will not be hostile unless attacked first.

Jumpers: These creatures usually avoid encounters with Immortals unless they are seeking employment or extremely hungry. They will attack nearly any mortal they recognize as such.

Kryst, Immortal: This being is probably (90%) of the Sphere of Matter, with appropriate powers. It is also probably good, and friendly as well. Select or randomly determine the creature's rank, but reroll any result of 91 or more.

Lich: This creature or pair may (80%) be en route to or from an Outer Plane of Entropy, or are otherwise simply wandering in search of victims (preferably mortal). Each carries 2-5 useful powerful magical items, 3-8 useful lesser magical items, and has cast 0-19 (1d20-1) spells in previous encounters. If one lich is encountered, it may (70%) be alone, or otherwise has a black hag (q.v.) for a companion.

Malfera: These Nightmare creatures are actually native to the Prime Plane, and are probably (80%) lost in the Astral. They are exceptional specimens, able to cast spells as magic-users of levels 9 to 28. Though of horrid appearance, the malfera will probably not be hostile, seeking only to return to its native plane and/or dimension.

Nightshade (Nightcrawler, Nightwalker, or Nightwing): This powerful but mortal minion of the Sphere of Entropy is heading to or from an Outer Plane of its Sphere. Its approximate location is known to at least one demon, who will know if its servant is attacked and who may (50%) come or send

others to assist. If two nightshades are encountered, they are bound for different destinations, merely traveling together for safety.

Nippers: This horde of tiny centipede-like creatures will attack anything. They are extremely dangerous.

Notions: This group will consist primarily of outlandish, bizarre, or extreme notions. They are not hostile, but may be lost.

Protean, Astral: This predictable and slow, but dangerous, life form is usually attacked on sight by Immortals. Proteans are the scourge of the Astral Plane. Determine Hit Dice randomly (d% x 10) and note that A-M is 1% per HD.

Repeater: This creature is a scavenger, and will probably (80%) attack anything it encounters. It is just as likely to not pursue mortal victims if they flee quickly.

Soo: If soo are encountered, some form of water (ice, liquid, or clouds) is 90% likely to be nearby on some Astral Planet. The soo normally avoid confrontation, but are notorious liars and thieves.

Spectral Hounds: In the Astral Plane, these creatures are up to five times normal (up to 25 HD) and take automatic minimum damage from all mortal attack forms (similar to demons). They are en route either to or from the Barrier.

Spiders, Planar: Since they can shift between planes and dimensions at will, these merchants are usually friendly and will seek to trade valuables and/or information. They are never lost, and can offer directions to those who are—for a price, of course. A group of spiders always includes one cleric and one magic-user of maximum (9th) level when encountered on the Astral Plane. If attacked, the entire group will shift to another plane, and will continue shifting through 2-5 more planes and/or dimensions as a precaution.

Spirit (any of 3): These malevolent creatures (not to be confused with the general term meaning life essence) are definitely lost, having wandered into the Astral Plane by accident. They will attack anyone they encounter, except superior beings of Entropy.

Titan: Select or randomly determine a Sphere for the titan to serve, ignoring Entropy. The titan encountered has a specific mission, and may contact his or her patron Immortal at any time, by telepathic means. The titan's attitude may be friendly or neu-

tral, but will never be overtly hostile. Titans encountered on the Astral Plane always retreat if attacked, since their assigned tasks have priority, but they may later seek out their attackers (often with allies) to settle unfinished business.

Tonals: The number appearing varies by the type(s) of tonals encountered, as per the creature description. Breves are never encountered alone, always accompanied by one or more other types. The tonals are probably (80%) of the wild, evil variety (atonals). Otherwise they are Lawful and friendly. Any tonal may have a purpose or simply be wandering.

Undine, Immortal: This being is probably (90%) of the Sphere of Time, with appropriate powers. It is Chaotic but always good. Select or randomly determine the creature's rank, but reroll any result of 91 or more.

Vampires: The group encountered is always of maximum size (9 HD). They are all spell users, either clerics or magic-users, and may be of any level, though usually from 25th to 36th (1d12+24). They are probably (80%) not lost, and are always in search of victims. They may sometimes (10%) be pawns of a more powerful undead, which need not be nearby but is certainly somewhere on the Astral Plane.

The Outer Planes

Because of the extremely wide variety of life forms found in the many planes of existence, and the infinite number of Outer Planes, descriptions cannot be given for each.

Home Planes of Immortals all have certain common characteristics, starting with those given in the *Players' Book*. However, those notes apply only to a starting plane. Immortals of Celestial and higher status have planes which are larger and more developed than the starting details given. Most of the Outer Planes are larger than that starting size, though some may be smaller.

Dimensions

Most (95%) of the Outer Planes are five-dimensional spaces, but not all. Some are four-dimensional, and a few have only three or fewer dimensions. Dimensional spaces vary in the proportions listed on Table 10. You may want to develop weird adventures by sending player characters to an odd dimensional plane.

Of every billion Outer Planes, there are 950 million pentaspaces, 47.5 million tetraspaces, 2,375,000 trispaces, 11,875 dispaces,

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and 6,250 monospaces. This last type is often completely undetectable from the Astral Plane, and has only been discovered with great difficulty.

A monospace (one-dimensional plane of existence) is simply a line. Peculiar life forms are only found in 1% of the known monospaces.

A dispace (two-dimensional plane of existence) is a perfectly flat surface. Life forms have been found in about 10% of such spaces.

A trispace (three-dimensional plane of existence) is easily understood, as this is the apparent size of all planes to the mortal perspective. Life forms have been found in 90% of the known planes of this type. Humans and most other mortal beings can enter and function within tridimensional space, but Immortals can do so only with difficulty, as they must compress their size (from four to three dimensions) to do so.

A tetraspace (four-dimensional plane of existence) is easily visualized by Immortals, since they are four-dimensional beings. Life forms are found in over 99% of the planes of this type. All known life forms can function easily within such spaces.

A pentaspaces (five-dimensional plane of existence), the most common type by far, is hard for Immortals to visualize fully, and the task is impossible for mortals. Life forms are believed to exist in three-dimensional portions of all planes of this type, and any form may be found. The three infinite planes are pentaspaces.

It is hypothesized that many pentaspaces actually possess other dimensions than the known five. But since these dimensions cannot be traveled in or perceived, they are grouped with true pentaspaces.

There are no known hexaspaces (six-dimensional planes of existence) because of the existence of the Dimensional Vortex.

Size

All of the dimensions within a single plane of existence are equal. The standard size of every Immortal's starting Home Plane is about 5 trillion miles. Outer planes of various sizes have been found. Their possible and average sizes vary by the number of dimensions present. Immortal terms for describing these various sizes of planes, are listed on Table 11.

To randomly determine the size of the dimensions within a plane, refer to Table 12. Roll d% and find the result in the column that gives the number of dimensions present.

Table 13 may be used to determine the

number of stars and planetary systems that exist in each outer plane. With this information in hand, an Immortal player character may begin to develop or explore the vastness of a plane. The size of a plane is used to determine the power cost to make changes to the natural laws of a plane as described in *Home System* (page 5).

The terms for the number and size of the dimensions of a plane found on the following tables may be used together. For example, a bounded region of maximum size and dimensions is called a pentaspacial tera-plane. Some terms cannot be combined, because of the size limits. For example, the only known

attoplanes are monospacial. The phrase "trispatial gigaplane" is similarly self-contradictory.

Table 10: Percentage of Spatial Planes

Dimensions	Percentage of Total Number of Outer Planes
5	95
4	4.75
3	0.2375
2	0.011875
1	0.000625

Table 11: Terms for Sizes of Planes

Size in miles	Size in other units	Immortal Term
0.000005	almost 1/3 in.	Attoplane
0.005	26 1/2 feet	Femtoplane
5.0	26,400 feet	Picoplane
5 thousand	208 + map hexes	Nanoplane
5 million	26.8LS	Microplane
5 billion	71/2 LH	Milliplane
50 billion	741/2LH	Centiplane
500 billion	745 LH	Deciplane
5 trillion	0.85 LY	Standard plane
50 trillion	81/2LY	Dekaplane
500 trillion	85 LY	Hectoplane
5 quadrillion	851 LY	Kiloplane
5 quintillion	851,000LY	Megaplane
5 sextillion	851 mill. LY	Gigaplane
5 septillion	851 bill. LY	Teraplane

1 Mile = 5,280 feet

1 Map hex = 24 miles

1 LS (Light second) = 186,282 miles

1 LH (Light hour) = 670,715,200 miles

1 LY (Light year) = 5,875,000,000,000 miles

Table 12: Random Determination of Planar Size

Plane size	Number of dimensions present				
	1	2	3	4	5
Attoplane	01-05				
Femtoplane	06-14	01-06			
Picoplane	15-32	07-17	01-08		
Nanoplane	33-68	18-35	09-20	01-10	
Microplane	69-86	36-65	21-37	11-23	01-12
Milliplane	87-95	66-83	38-62	24-39	13-26
Centiplane	96-97	84-87	63-68	40-45	27-30
Deciplane	98-99	88-91	69-74	46-52	31-35
Std. plane	00	92-94	75-79	53-60	36-41
Dekaplane		95-97	80-84	61-67	42-48
Hectoplane		98-99	85-88	68-72	49-54
Kiloplane		00	89-91	73-76	55-59
Megaplane			92-00	77-89	60-74
Gigaplane				90-00	75-88
Teraplane					89-00

Table 13: Contents of Planes

13A: Stars

Roll the same way as for treasure types in mortal games. Check each entry for each plane. Find number only (all 100% chance) for Dekaplanes and larger spaces.

Type of Plane Star Types			
	Micro	Dwarf	Standard	Giant
Attoplane	30% 1 special	Nil	Nil	Nil
Femtoplane	60% 1	Nil	Nil	Nil
Picoplane	60% 1-4 30% 1	Nil	Nil	Nil
Nanoplane	80% 2-5 10% 1	Nil	Nil	Nil
Microplane	99% 2-5	60% 1	Nil	Nil
Milliplane	99% 2-9	80% 1	30% 1-4	Nil
Centiplane	99% 2-12	60% 2-5 50% 1	95% 1	10% 1
Deciplane	99% 2-12 80% 2-5	60% 3-6 40% 1-4	10% 2-5 99%	40%. 1 1
Standard plane	99% 2-12 90% 2-5	80% 1-4 50% 1	50% 2-5 70% 1	20% 1-4 70% 1
Dekaplane	1d20 + 2	2d6	3d10	2d8 + 2
Hectoplane	1d100	1d8x10	1d10 x 40	1d4x 10
Kiloplane or larger*	1d6	1d10+4	1d20+20	1d8 + 4

* Kiloplane: multiply all results times 100
 Megaplane: as kiloplane, times 1,000
 Gigaplane: as kiloplane, times 1 million
 Teraplane: as kiloplane, times 1 billion

13B: Other Bodies

Number of planets = 3-8 (1d6 + 2) times the number of stars
 Number of moons, etc. = 1-10 times the number of planets (includes asteroids, comets, etc.)

Explanations

Special (Attoplane only): A pinpoint star-like object, with a diameter of less than one-thousandth of an inch. Mass 10-1,000 pounds. Temperature less than 1 % of our sun.

Microstar: Condensed dwarf star of low mass common to bounded planes but rare elsewhere. Diameter 2 feet to 20 miles. Mass 3-30 times earth. Temperature range 5% to 100% of our sun.

Dwarf star: Very small and dense star. Diameter 16,000 to 35,000 miles (1d20 + 15 x 1,000). Mass 100-400 times earth. Temperature range 120% to 200% of our sun.

Standard star: Typical and most common star type. In modern astronomy, one in the Main Sequence. Diameter 250,000 to 2,500,000 miles (1d10 x 250,000). Mass 100-1,000 times earth. Temperature range 50% to 200% of our sun.

Giant star: Very large but nearly gaseous star. Diameter 10 million to 390 million miles (2d20-1 x 10 million). Mass 1,000-10,000 times earth. Temperature range 50% to 100% of our sun.

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Other Notes on Dimensions

Dimensions and Magic

For reasons unknown to Immortals, mortals and Immortals who enter a plane with three or fewer dimensions are unable to use magical powers of any sort. Magical items likewise become entirely non-magical in such spaces. Immortals who enter a tetraspace are similarly limited to magical use by standard means (i.e. memorization and casting, rather than simple Power expenditure).

This phenomenon occurs because magic draws power from the dimension(s) that the user cannot perceive. A two-dimensional life form within a trispace might be able to use powers which, from its limited perspective, are the equivalent of magic.

Some magic may even use additional dimensions beyond the fifth, but because of the sixth-dimensional vortex, these dimensions may not be perceived nor traveled to.

Visiting Planes with Fewer Dimensions

Both mortals and Immortals may visit a plane with fewer dimensions than their form by first compressing themselves with a *wish* or other means, in incorporeal form, or by possessing a creature native to the plane. Any other attempt results in failure and the victim must make an Immortal level Constitution check or suffer 1-100 points of damage.

Unfortunately, such journeys often turn out to be one way because of the loss of magic-using abilities. To return, either a permanent *gate* needs to be created ahead of time or someone else must rescue the traveler from a magical plane.

Dimensional Contiguity

For a plane, object, or creature to exist, its dimensions must be numbered in sequence. A typical three-dimensional creature may exist in dimensions 1, 2, and 3 (such as Normal humans), dimensions 3, 4, and 5 (such as Nightmare creatures), or even dimensions 2, 3, and 4 (such as nippers, native to the Astral Plane, which seem to turn into squashed two-dimensional bugs if viewed from Normal or Nightmare perspective when taken to any other plane).

Planes and objects are not limited to three-dimensional existence, though most mortals are three-dimensional creatures. Immortals are four-dimensional, and baaka are five-dimensional. Other strange creatures are known to exist in only one or two dimensions. This same principle also applies to planes of existence, most often observed in the variety of the Outer Planes, and objects of all sorts.

Whatever the number of dimensions of a plane's or object's real existence, the sequence of numbers may not contain a gap. In terms used by the Immortals, the dimensions must be contiguous—not merely adjacent, but adjacent at all points. This invariable law of dimensional contiguity has no known exceptions.

It has further been discovered that interdimensional travel must be contiguous. It is to say that to travel to the fourth dimension, you must first travel through the third or fifth dimension.

Unusual Dimensional Effects

A one-dimensional object or plane has length, but no width (direction) nor depth (volume). If a two-dimensional being is struck by the edge of a one-dimensional object, it may be sliced in half. This effect is the same as described for a weapon with *slicing* ability—the victim must make a successful unmodified saving throw vs. Death Ray or lose half his hit points. However, a being who exists in three or more dimensions is completely unaffected by being struck by a one-dimensional object or plane, and is also unable to affect it by physical means. The creature's two remaining dimensions bind the figure together against the severing force. For example, a normal human adventurer who discovers a monospacial plane or object can reach through it, but cannot grasp it.

An identical effect occurs if an object or plane limited to two-dimensional existence strikes a three-dimensional being, but *only* if an edge is contacted.

Dimensional Aberrations

Some few planes of existence are dimensionally asymmetrical; that is, the dimensions within are not all the same length. As a simple example, imagine a two-dimensional plane which, instead of a perfect square, is the silhouette of an hourglass. A similar effect can occur in some multidimensional planes of existence.

The net effect of such distortion varies. If multiple dimensions compress at the same point, severe visual distortions may appear. Limited or curtailed magical effect and ranges is the most common symptom of dimensional aberration. This is most obvious when magic-using residents of one part of a plane find themselves unable to use magic in another part of the same plane.

All three of the known infinite planes, the Prime, Ethereal, and Astral, contain areas of dimensional aberration. Most of the princi-

pal residents of these planes are located well away from the distorted region.

Unfortunately, dimensional aberrations are not static phenomena; they move in waves. Magic-using residents of a plane may be subjected to regular cycles of limited or nonexistent magic, or may suffer a sudden and unexpected removal of magical power. Similarly, an entire technological civilization in the midst of a dimensionally turbulent area may suddenly find itself populated by magic-users when the aberration passes.

Immortals may sometimes erect obstacles to block or reduce the effects of the waves of dimensional distortion.

Many causes produce this type of turbulence, including the very motion of stellar and planetary bodies. A fluctuating mass, like a quasar, is another common disruptive influence, producing an effect sometimes called gravity waves that may distort dimensions.

Most of the planes of existence are free of major disturbances of this type, and many Outer planes have dimensions that are totally stable. But the three most critical planes of existence are affected by these distortions, and dimensional aberration is thus a natural enemy of all Immortals.

Boundaries

All known planes of existence border on other known planes, primarily the Astral and Ethereal Planes. If a plane of existence does not contact one of the other known planes of existence, it may not be reached by any means, magical or power use. The plane has no reference point from which to determine its location, and thus does not exist.

There is one exception, as explained in *Home Planes* in which an Immortal avatar on a plane with no access to other planes may be used as a reference point.

Planar Boundaries

A planar boundary is that region of a plane of existence at which another plane is adjacent to it and may be entered. A plane need not necessarily be contiguous. Two types of planar boundaries can be seen in the Astral Plane—one unique type at the Ethereal Plane, and another type at the edge of each of the Outer Planes.

The Astral-Ethereal Boundary

If the Astral Plane is imagined as an ocean, the Ethereal Plane is the sea bottom. If one travels far enough through the Astral Plane toward the Inner Planes, the Ether eventually

appears. The only way to continue is to either enter the Ether or bypass it by using a magical *gate*. The Prime and Elemental Planes are not adjacent to the Astral Plane. See the *D&D Companion Set*, DMC page 18, for more on the Ethereal Plane. After entering the Ethereal Plane, a traveler may move directly to either the Prime or an Elemental Plane which are overlapped by the ether.

Since the Astral and Ethereal are both planes of infinite size, this boundary is also infinite. The boundary does not block magical sight. From the Astral Plane the boundary appears as dull gray, because the Ether itself is gray. Once found, it is thus unmistakable. From the Ether, the Astral Plane is visible at a distance, appearing as a shimmering light that grows brighter as approached.

A traveler may cross the Astral-Ethereal boundary from either direction by the usual magical means (such as *plane travel*), but it resists all non-magical attempts. If the boundary is damaged in any way, it automatically seals itself. The substance of the Astral and Ethereal Planes will not mix, nor can a permanent non-magical hole be made in the boundary.

Other Planar Boundaries

From a viewpoint in the Astral Plane, the boundary of any other pentaspace (except the Ethereal, as described above) appears as a silvery surface. This surface may be perfectly smooth or may have edges.

The size of this boundary bears no relation to the size of the plane within it. The boundary only indicates the amount of the plane which is adjacent to the Astral Plane. A pentaspatial teraplane (the maximum sized five-dimensional space) may appear as a tiny ball if it has very few points adjacent to the Astral Plane.

This degree of adjacency may be reduced by an Immortal through permanent Power expenditure, resulting in the shrinking of the planar boundary.

Some Outer Planes are not adjacent to the Astral Plane at all, being adjacent only to another Outer Plane. Such areas are utterly undetectable from the Astral Plane. A few have been discovered by Immortals in the course of exploration. The Home Planes of some Hierarchs and Eternals have been deliberately and successfully hidden in this way, accessible only through one or more other Outer Planes.

The number of apparent dimensions of a planar boundary are determined by the relationship between the dimensions of the plane contained therein and the dimensions per-

ceived by the observer. Every pentaspace appears to a normal Immortal observer as a four-dimensional solid. A tetraspace appears the same if its dimensional orientation is the reverse of normal (i.e. if it contains the 2nd through 5th dimensions), since the dimension it lacks (the 1st) is the same one that the Immortal observer also lacks (while in the Astral Plane). If the tetraspace is the first through fourth dimensions, it appears three-dimensional, since the only common dimensions are the 2nd, 3rd, and 4th.

By similar logic, the boundary of a trispace may appear as a three-dimensional solid (if it contains dimensions 2 through 4, or 3 through 5) or as a two-dimensional flat surface (containing dimensions 1, 2, and 3, the first being unseen). A dispace may similarly appear two- or one-dimensional, and the boundary of a monospace (always one-dimensional) can only be seen if its dimension is one that can be observed from the Astral Plane.

All of the above assumes that the observer has a normal dimensional orientation. If multiple observers have different orientations, a single planar boundary may be seen entirely differently by each. For example, suppose that a pair of Immortals, one former human and one former diabolus, are together in the Astral Plane and observe the boundary of a trispace that contains dimensions 1, 2, and 3. The Immortal diabolus would describe it as a three-dimensional solid, since its perspective lacks only the fifth dimension (irrelevant in this case). But the other would perceive the boundary as flat and two-dimensional, seeing only dimensions 2 and 3. The Immortal diabolus could move behind the solid, suddenly vanishing into thin air from the viewpoint of the Immortal human. If the pair were to encounter a monospacial planar boundary existing only in the first dimension, only the Immortal diabolus could detect its existence (normally observable only by Normals)!

Planar boundaries are not observable from within planes of existence except in the case of infinite contiguity, such as the border between the Ethereal and Prime Planes.

Examination of the boundary of an Outer plane with magical aid, such as *detect invisible*, reveals a slight tint to the silvery color. This color reveals the Sphere which is dominant in the plane: pink for Energy, tan for Matter, light blue for Thought, light green for Time, and gray for Entropy. When multiple Spheres are present in perfect balance, a spectrum of colors can be observed. Astral explorers may thus gain forewarning of planar bias without actually entering a plane. If

a powerful magical aid (such as *truesight*) is used, some small part of the actual interior of the plane can also be examined, to the range limit of the effect employed.

Dimensional Boundaries

A more perplexing situation arises with the limits of the dimensions within a bounded plane. Although a planar boundary cannot be seen from within a plane of existence, the limit of its dimensions can be reached. To cross a planar boundary from within a plane requires the use of magic or power.

In most cases, a plane contains a few stars and planets surrounded by empty space. From within the plane, the emptiness seems to continue infinitely, despite the boundary limits. Or, if you desire, the answer to a question of "What's beyond the world's edge?" might literally be "Nothing!"

Optical effects aside, the practical effect on those who approach the dimensional boundary is relevant. The result of such actions depends on the number of dimensions within the plane.

Monospace: Stop. There is nowhere else to go except back; the creature is literally at the end of the line.

Dispace: Stretch. The inherent instability of bounded dispatial planes causes an odd result. Magical pressure may be applied to the boundary, and enough pressure will cause one dimension to enlarge, while the other contracts. This may continue until the space becomes very nearly monospacial, but not entirely, at which time the distortion is stopped. Pressure may then be applied to the other boundary, with the effect of re-widening the plane. The total area of the plane always remains constant, and the maximum length possible is given on Table 11.

Trispace: Slip. The creature seems to move, but it is illusory. Slippage occurs that results in no actual distance traveled.

Tetraspace: Skip. Movement is possible, but only along another dimension from that of the original movement. A change of position results, but not in the direction intended.

Pentaspacial: Loop. The creature continues moving in the same apparent direction, but is actually moved from one end of the plane to the other. The effect is the same as movement around the interior of a cylinder in a direction parallel to either end.

The Campaign

*"All the world's a stage,
And all the men and women merely players;
They have their exits and their entrances,
And one man in his time plays many parts..."*

*As You Like It, Act 2 Sc 7
William Shakespeare (1564-1616)*

Immortal player characters may participate in any type of D&D game. In their normal forms, traveling singly or in groups, they explore and control the Outer Planes. Immortals also assume mortal forms to watch and participate in the development of the Prime Plane.

Games involving Immortals fall into two general categories: those also involving mortal Inner Planar creatures, and those without them. Games of the second type usually take place in the Outer Planes, including the Astral. Those of the first type are most often in the Prime Plane, but may include the

Ethereal and four Elemental Planes.

All types of games usually involve Immortal characters from various Spheres. The Hierarchs of the four PC spheres cooperate to a great extent, and may offer specific tasks to player characters. These tasks may be declined, but are usually sought after, since they lead to gains of Power and status. There is no penalty for declining a task.

Games with Immortal characters can be easily run for one, two, or many players. One-on-one games (one player and DM) can be quite enjoyable at this level of play, especially since an Immortal character is able to do so many things alone. A blend of Spheres is helpful in an adventure, but not nearly as critical as a good selection of character classes in a mortal adventuring party.

Corrigenda

In the D&D *Master Set*, some of the details given about Immortals (MDM pages 13-15) were incorrect and/or oversimplified because of limits on space.

Page 13

Column 1, Paragraph 5

The Prime Plane holds special interest for Immortals because of its central location in the multiverse, but the Prime does not actually border all the other planes. Indeed, the reason the Immortals and many other beings dwell so far removed from the Prime Plane, among the Outermost Planes of Existence, is that their presence within of near the Prime can upset its perfect balance.

The Prime is perfectly equidistant from all other planes—a position unique in the multiverse. This perfect balance produces unusual effects not matched elsewhere. The facets of life in the typical campaign world may be reproduced elsewhere in part, but only on the Prime Plane do sentient humanoids occupy and manipulate an environment composed of all four elements in equal balance along with the powers of all five Spheres.

Paragraph 6

Immortals do not pass through the Prime, but rather visit it with regularity. Once, in the distant past, Immortals lived in the Prime and directly influenced the progress of man. They later wisely departed, simply to preserve the unique environment, for this is the only Plane of Existence from which new Immortals dependably arise.

Column 2, Paragraph 4

The actions of every Immortal, whatever his or her Sphere, always serve the greater goals of all the Immortals. No action that would endanger the Prime is ever taken by any Immortal, including one of Entropy.

Paragraph 6

These notes on material forms are greatly oversimplified, since the topic is rather complex. See the *Players'* book for detailed notes on the creation of material forms.

Whenever an Immortal's form is slain on the Prime Plane, the character should try to arrange for its utter destruction. At best, the form would leave clues about the existence and activities of Immortals, and powerful mortals could seriously interfere with Immortal plans if sufficiently aroused.

Paragraph 7

The number of days given is an approximate average, and includes normal travel time to the Home Plane. While time may not pass on that plane as it does in the Prime, the number of equivalent days on the Prime is given in the text. Again, this is not an actual limit, but an average of observed results from past occurrences.

Column 3, Paragraphs 2-6

Many of the notes herein are simply incorrect. Most of the originally planned details were revised in the process of developing this set. All details given in this set supercede the notes in the *Master Set*.

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The various notes on responses may be applied to NPC relations with mortals, but any PC Immortal may respond as desired. These guidelines should nevertheless be considered by the player, to maintain some balance and consistency. For example, mortals may expect some small gift if their actions are exceedingly great, and the Immortal should bring a minor magic item (easily obtained from another location nearby) before meeting with the mortal. Immortal PCs should be similarly strict in their requirements, and may actually be instructed to turn down the mortal, however great the achievement. This may occur when no spaces are available in the Immortal hierarchy, but may also occur for other reasons.

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Column 3, Paragraph 6

An Immortal PC obviously need not retire from play, now that these additional rules are available. As noted in this same paragraph and the next, the PC may easily take a mortal form of any class and level of adventurer.

The Immortal gains 1 PP for each 10,000 XP earned adventuring, not per 40,000. A set bonus award also applies to each such "observer" adventure.

Goals of the Immortals

One overall goal applies to all Immortal activities—the preservation of the Immortals themselves, and of their position of power in the multiverse. All Immortals (including those of Entropy) strive for three lesser goals that contribute to this greater one, and work to further these goals in their own ways. The following goals are listed in order of priority.

Immortals of different Spheres often work together to explore the Outer Planes, but each Immortal wants to further the goals of his own Sphere while doing so. Individuals are also vying for more Power and to rise in the ranks of their Sphere. Immortals of all the Spheres may put aside their differences if a greater task requires it, such as a serious threat to humanity from some force outside of the Immortal hierarchy.

Although these goals are multiversally acknowledged, they do not produce perfect harmony between the Spheres. Quite the contrary; the members of each Sphere constantly strive to further their own goals, often in conflict with the others. This constant striving to strengthen one's Sphere or maintain the balance of the Spheres results in a constant ebb and flow of Power. A wide variety of actions are permitted as long as they do not endanger the Prime Plane of the actual hierarchy of the Immortals.

In addition, each Immortal pursues the personal goal of accumulating power and gaining advancement among the ranks of the Immortals.

Disagreements often arise about the effects of actions. For example, an Immortal of Entropy may conduct a project on the Prime Plane with a destructive objective, and may claim that such actions are necessary to maintain balance. Immortals of other Spheres may either agree, not interfering with destruction, or may act to reduce or prevent the damage. All Immortals agree that all five Spheres are necessary. They only disagree about the balance between them.

Order of Immortals' Goals

1. To maintain the existence and integrity of the Prime Plane and the creatures within it who, through their achievements, replenish the ranks of the Immortals.
2. To assist, protect, and develop the Sphere that one serves and other individuals, mortal or Immortal, who serve the same Sphere.
3. To explore and develop the multiverse.

Existing Identities

To perform an assigned task on the Inner Planes, an Immortal may either assume a new role, pretending to be a traveler, adventurer, or other being whose past is unknown, or may take up the role of a creature that already exists.

The Immortals have prepared for such needs by establishing several pre-existing identities or characters whose form may be used by any Immortal granted permission. The following notes apply specifically to the homeworld of mortal humankind. But similar situations exist in many other areas of the Prime Plane, and in the Ethereal and Elemental Planes as well.

Many creatures around the world, human, demi-human, and monster, are actually Immortals. Some are avatars, but most are Immortals who are responsible to maintain in long-term positions as observers of the Prime Plane and history. The identities of these beings, the various details of their "natural" lives within society, usually belonged to true mortal beings who died. Immortals call these characters *Identities*. When the Immortals decide to create an Identity, they prefer to use a creature who died in some obscure way. They can repair, reanimate, and inhabit the form, or may simply create a new form that appears identical. Another option is to create an imaginary past and insert verifying facts and memories in the proper places and persons, but this is a far more complex task and involves quite a bit of meddling with the Prime itself. Though occasionally necessary, it is avoided.

A single Identity may be used by many different Immortals over a period of time. When one Immortal holds a long-term observer position, he or she may take a break by lending it to another for a special project, who returns it when the task is done. Sometimes Immortals take turns maintaining the Identity for relatively short periods, turning it over to a new Immortal to play every few years or so. In any case, the new Immortal arrives at a selected time, and the present occupant simply turns over the form and all details of that character's history.

If an Immortal needs to use an Identity, the character must first travel to the appropriate location (usually on the Prime Plane). Since magic is the usual mode of travel, the normal procedure is to assume a material form for the journey, and then trade that form for the one being maintained for the Identity. The Immortals involved can easily trade forms again once the task is finished. Each such maneuver requires a temporary expenditure

of 50 PP by each Immortal, the usual amount for inhabiting a form.

By using an appropriate Identity, an Immortal may take the form of any character type of any level. This is very helpful when most of the players have mortal characters, and one or two have Immortals but want to play in the same game. In a brief discussion before the game, the DM gives the player a character sheet for an NPC that fits the party's needs—in other words, the details of the Identity. A capsule description of the established personality and his background is also necessary. If handled properly, the other players may not even know that an Immortal is present!

When an Immortal uses an Identity, all the physical characteristics of the prepared form are used, including hit points, Armor Class, and physical ability scores. Special abilities must be either already possessed by the Immortal or magically through Power use. The Immortal knows all the history of the character and cannot be discovered to be a fraud through careful cross-examination. The player may make a few errors, but the character does not. The Immortal can maintain surface thoughts of mortal nature, to satisfy any *ESP* check. An Immortal's alignment must match the Identity's in order for the Immortal to be able to use the form.

If the form is slain while being used, the Immortal is forced into incorporeal form. If a *raise dead* is used, the Immortal may then reinhabit the form (though at the standard 50 PP cost). But any Immortal who destroys an Identity not only loses all experience that would be gained thereby, but may also be punished by the permanent loss of some Power.

An Immortal using an Identity may, of course, use Immortal abilities when needed. However, this is strongly discouraged; adventurers are a crafty lot, and may be watching at any time. Powerful mortals who observe suspicious actions may use *wishes* to gain explanations. But they can learn nothing if the Immortal has remained in character at all times. The Immortals who created and maintain the Identity have used *wishes* to maintain the secrets of the Identity. *Wishes* will not reveal the true Immortal nature of the life force inhabiting or maintaining the Identity.

However, if an Identity is observed using Immortal powers, he may be discovered and revealed to the public, ruining the effectiveness of the Identity.

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Games With Both Mortals and Immortals

Immortal activities on the Inner Planes are of two distinct types, Observation and Control. An Observer's task is to gather information, avoiding interference. A Controller's task is to cause specific changes through direct (though usually subtle) actions. Both types of activities involve games that include both mortal and Immortal characters.

Observers

In the business of managing the multiverse, the Immortals are concerned with many great and wondrous details. The scope of such concern is wide, and may involve whole galaxies or even entire planes of existence.

However, Immortals do try to keep aware of all facets of existence, down to the smallest scale. Though not all-knowing, Immortals have such great powers that, when applying these powers in organized ways, they can gather information so quickly and in such minute detail that they may seem omniscient from the mortal perspective.

The crucial parts of this network are the Temporals and Celestials. Characters of these ranks spend most of their time on the Inner Planes, gathering information by various means and relaying it to more powerful Immortals, who integrate and analyze it. Characters may be assigned duties of simple scanning, where general information is desired, or studying, when specific information is needed. Characters are free to refuse assignments. Most do not, as it is through such tasks that they gain power and experience.

An Observer's task may be to study a given area, person, race, item, or some other topic, either broad or specific. The Observer is usually required to assume a mortal form for the duration of the task. To make the necessary observations, the assignment may be of any length of time, from a single day to many decades. Pre-existing Identities are commonly used, though other methods are also acceptable as long as they cause absolutely no ill effects on the Prime Plane or its residents.

While either scanning or studying, an Immortal using an Identity must continue to play the role of the identity assumed. This may involve only normal everyday routines, or may require participation in great adventures through wilderness, dungeons, or even other planes of existence. But in any case, the DM and player should both remember that the goal is observation, not interference. The role should be played to reflect this. The char-

acter should be a follower or independent, not a leader or otherwise dominant force.

Controllers

Using the information they gain through observers, the Immortals take action to reach their goals. Whenever such actions are best accomplished by a leader of men, or by some other creature that greatly influences the fate of human- or demi-humankind, those in the key positions who influence leaders are called Controllers.

Controllers may be sages, any character class, powerful monsters, relatives dominion rulers, or other influential beings. Identities are almost always used, since a transient or other being without a known history can rarely accomplish a desired task.

Of special note here is the use of monster Identities, which are commonly used when the Immortals wish to present an adventurer or party with a specific and dangerous challenge. This is actually a common practice when dealing with mortals who aspire to Immortality. An Immortal, possibly even the mortal's sponsor, plays the role of a monster to be defeated. If an Identity is not used in this case, the Immortal may only assume the form of his or her original mortal self while on the Prime Plane. Any other inhabited form changes when the Immortal first enters the Prime. Though an Immortal could certainly *shapechange* into any monster desired, the original form reappears when the monster is slain, and this is obviously unacceptable. Although an Immortal could create and animate a monster (and this is indeed done, on occasion), monster Identities, especially dragons, provide a much cheaper and more easily controlled alternative.

Controllers may be very active or may take very little action, depending on the magnitude and nature of the change involved. Immortals always prefer to interfere as little as possible, obtaining maximum results from minimum action. But in every Controller job, a change must be accomplished, and a chance of error exists. If a task is too difficult, the DM may require Intelligence and Wisdom checks, usually modified as easy or of average difficulty, to determine the results of choices.

As an example, consider the following situation presented to the player in a one-on-one game (one player, one DM). The Immortal assumes the Identity of a sage who, at a critical point, must advise a dominion ruler. The advice must eventually lead to the ruler's downfall, but must also seem quite plausible at the time. This could be handled in any of

several ways in the game. The player might think of a good tactic based on the current events in the dominion, or the DM might offer several options and allow the player to choose. If the DM uses a Wisdom check to see if the character chooses the proper course of action, the check might be used as the only determining factor, or might be used to provide a second chance if the player chooses the wrong advice.

Ability score checks should not be used very frequently; the adventure should be designed so that the player makes most of the choices. But these checks are convenient tools when the DM needs to resolve some action or choice of which the character is usually capable, but which is too complex or detailed to be enjoyable in play.

Combinations

An Immortal character's first experience with Observing is always carefully Observed by other Immortals. Two or more members of the mortal party will thus be Immortals using Identities. Other creatures and NPCs encountered during the adventure may also be Immortals.

All of the Immortals involved in such trial situations scrupulously maintain their roles, and do not reveal themselves even to each other. A full report of every detail of the adventure will eventually reach the sponsor of the fledgling Immortal being observed. And this report will be used as a basis for power reward and future assignments.

An Immortal's first job as Controller is likewise observed, but usually by Immortals of Empyrean or higher status. All are prepared to take immediate action should severe problems arise. In no case will they take actions that prevent the character from behaving properly, or from having to solve the problems presented himself. They will also allow the character to make mistakes, and watch to see if they are recognized and corrected by the character alone. But if necessary they will use multiple *wishes* to repair the effects of any severe errors. In extreme cases, they may even end the assignment, sending the character back to the Outer Planes and taking control of the Identity involved.

Some exceptionally sensitive situations on the Prime Plane, such as the rise of a large empire or powerful individual, the Immortals may use both Observers and Controllers to guide the situation. The key individuals are usually mortal, but may actually be surrounded by more Immortals (as aides, staff, servants, etc.) than mortals.

XP Awards and Penalties

Experience awards for Observer and Controller jobs are based on the average gain per adventure, as determined by the DM using the Adventure Planning system (described on page 25). Awards are expressed as a percentage of this variable number.

A PC Immortal serving as an Observer earns an award of 1% of the calculated average PP award per adventure (rounded up to the nearest PP) per job successfully completed. The Temporal in the example above would earn 1 PP for a brief adventure with mortals. Long-term Observer jobs are typically of months or years in duration, but are usually held by NPCs only. The XP earned is usually 2%-8% of the average award per month.

Controller jobs are considerably riskier, and thus merit a 10% of the average award in the short term. Long-term controller jobs are similarly worth about 20%-80% of the average award per month of service. Controller positions normally include Observation.

If an Identity is ruined by an Immortal user, the offender gets only half the usual award at best, and may gain no award if his or her negligence caused the loss. A form that is slain and then recovered by raise *dead* or other magical means taken by the mortals does not count as a ruined Identity. Just the opposite; death during adventuring is common enough, especially to high-level adventurers, and is an accepted and repairable part of normal activity.

Failure at either type of job results in a complete loss of all normal PP awards. It may also incur a penalty equal to a loss of Power up to five times the award that would otherwise have been earned, based on the degree of failure. For example, if the Temporal mentioned above were to try a Controller job of running an empire for two months, but managed to not only damage the empire but also reveal his Immortal status in the process, the Identity is ruined, and many *wishes* (at the very least) would be needed to restore the empire and/or remove all memory of the events from the mortals affected. The unfortunate character would not gain the 88 PP that would have been awarded for success, and may be penalized as much as 440 PP. Such tasks are obviously not for Novices.

Bonuses can also be given. If a PC performs exceptionally well, the standard award may be doubled or tripled. Actions that promote one's Sphere without interfering with the primary objective also merit bonuses. Bonuses are only awarded by Eternals or Hierarchs, and only in a private session on the superior Immortal's Home Plane.

Standard XP awards for adventures also apply, cumulative with the Immortal awards. For example, if an Immortal PC using an adventurer Identity were to gain 30,000 gp as the share of the treasure gained in an adventure, the character would earn 3 PP extra (1 per 10,000 XP). The cash and/or magic items must be left with the Identity, to maintain its continuity, but the character gets the experience points.

Projects

Immortals usually conduct various projects for their own benefit. "Project" is a general term that applies to any sort of organized ongoing activity, some business which continues while the Immortal performs many other tasks elsewhere. The maximum number of projects that may be undertaken at one time is determined by an Immortal's Intelligence score. If an Immortal personally supervises a project continuously using an avatar, the Immortal may acquire mortal allies to help with the project. The maximum number of retainers is determined by each character's Charisma score. If an avatar is not used, allies may still be gained, but will act very independently interpreting the goal for themselves and developing their own strategies to reach it. Projects begun and left to unsupervised development may go astray, and may require repairs when the Immortal returns to check on them.

Typical projects include sponsoring a mortal on the route to Immortality (watching over him, placing challenges in his path, etc.), accepting a long-term Observer or Controller position, and developing an area on one planet of the Home Plane.

In some circumstances, Immortal projects may be handled by the same game mechanics used for strongholds and Dominions (D&D *Companion Set*, DMC pages 3-11). Use the *War Machine* Mass Combat System (DMC pages 12-17) as needed for large battles, or use the BATTLESYSTEM™ Supplement (a separate product) to play such battles in detail. Within one's Home Plane, an Immortal may freely and openly act as a king or emperor.

Some modifications to the Dominion rules may apply, and the DM should logically and reasonably modify details as needed. For example, weather effects are easily countered by Immortal power. The Confidence Level is quite high (since it includes the ruler's ability scores, which are now quite large), and uprisings are very unlikely. Revolts are nevertheless possible if a dominion is neglected. Income from a dominion has normal effects on XP gains (converted, of course, to PP for

the Immortal ruler).

Games for Immortals Only

Exploration

Both mortals and Immortals often explore the Prime and Outer Planes, but rarely together. Although these new locations are different and challenging to both players and their characters, the theme and activities are familiar, in a way. Explorations have probably been the most common type of adventures for mortal characters, and exploring with Immortals can be a reassuring feeling for players faced with the gamut of new situations presented in this set.

Explorations are common in the Prime, Ethereal, Astral, and Outer Planes. No exploration of the Elemental Planes is needed, since those bounded planes hold few secrets. They are entirely known and controlled by their respective Elemasters and elemental rulers.

As in mortal games, explorations are simply journeys into the unknown. The area involved may be totally new, or may have been previously explored to a minor extent. However, Immortals are eager to explore new areas, and only reexamine an area if it presents a problem or puzzling situation of some sort.

Investigation

Another type of game common to both mortal and Immortal play is the investigation. Characters are asked to find more information about a specific situation, and usually to solve any problem presented thereby.

Many of the scenarios presented in the D&D *Basic Set* are again applicable, but on a much grander scale. Others are certainly possible, but consider just these few, from an Immortal point of view.

1. Investigate an Enemy Outpost

Beings hostile to the Immortals themselves could threaten the hierarchy, and may have an outpost hidden in the Astral or some Outer Plane. Beings hostile to the human race, possibly from a distant galaxy, could begin to encroach on the home system.

2. Recover Ruins

Ancient remains, possibly of the Old Ones but definitely predating the Immortals, could be discovered anywhere. A newly explored Outer Plane might require development and cleansing before use by the Immortals.

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3. Destroy an Ancient Evil

Similar to the situation of an enemy outpost, this could involve a single creature or small group. It may simply be a project of one or more Immortals of Entropy.

4. Fulfill a Quest

One or more Immortal PCs may be required to recover a valuable object or person, or perform some other service for a higher level Immortal.

Immortals have ample incentive for hard work and loyal service. Gains in Power carry benefits of various sorts, including prestige. But some Immortals are less suited to the regimented hierarchy than others, and some bear petty resentments and unruly tendencies, usually carried over from mortal life. Some few have even maliciously turned on their own kind, though this is extremely rare.

During the Initiate period, each fledgling Immortal is taught the goals and basic rights of all Immortals. Actions contrary to the letter or spirit of the primary goals of the Immortals are always punished. Other actions are rarely punished. Any two or more Immortals who have a grievance may request, and will automatically receive, a hearing to decide their case by a superior Immortal. An Immortal may choose to change allegiance to a different Sphere, but at severe cost. The Immortal is reduced to Novice Temporal status, and must begin anew with 500 PP, 50% A-M, and a new Home Plane.

The sole judge of all Immortals of a Sphere

5. Escape from Enemies

Immortals are very difficult creatures to trap, but it is possible. At the start of the game, some item or creature (such as a brain collector) may have already captured the PCs, and they must find a way to escape.

6. Rescue Prisoners

Important mortals may be imprisoned in a way that defeats all mortal attempts at rescue. The Immortals may decide to get involved. Immortals may be trapped without means of

escape (see 5.), and may require rescue. Characters may be asked to find an Immortal who was lost in the Dimensional Vortex.

7. Find a Lost Race

In the course of general exploration, the characters may find a new race of creatures. This type of game can be very challenging, as PCs must learn about the new race and decide how to handle them. Are they a potential threat? Should they be ignored or destroyed? Or are they potential Immortals, to be protected at all costs?

Immortal Justice

is the Hierarch of that Sphere. When an Immortal is accused of some misdeed, he or she is summoned to the Hierarch's Home Plane, as are the accusers and superiors of the accused. When two or more Immortals seek a judgment on their difference of opinion, they must go to the Hierarch and present their cases.

If an Immortal accused of misdeeds refuses to attend the hearing, any number of Immortals may be sent by the Hierarch to bring in the accused, forcibly if necessary. One request for a delay is automatically granted if made, but incurs an additional penalty unless made for a good reason, in the Hierarch's sole opinion, such as reducing Power Points, stripping away some hit points, or changing the Sphere's bias in relation to the character for purposes of using spell-like effects. The request for a delay must be made directly to the Hierarch, not to an intermediary, but need not be made in person, magical communication being satisfactory.

All the evidence is collected and carefully weighed by the Hierarch. If found necessary,

a punishment appropriate to the misdeed is applied, often but not always being the permanent removal of some amount of Power Points. The accused cannot stop or avoid the punishment, and gets no saving throw. Penalties can only be decided on and applied by the Hierarch of the offender's Sphere, and only within the Hierarch's Home Plane.

When Immortals present different opinions to a Hierarch and ask for judgment, they are agreeing in advance to accept and implement the Hierarch's judgment. The Hierarch often decides such cases with a simple "you're right, and you're wrong" approach, but may also order one, both, or all parties to take some action, in the interest of fairness. Though rare, a penalty may also be applied. However, those who ask for penalties often become recipients instead, penalized for their unforgiving or malicious attitudes. When dealing with a Hierarch, it is best to stick to the simple facts of a situation, and avoid suggesting solution.

New Magic

Many players and Dungeon Masters have created new magical effects for the game. The framework of the Spheres also suggests many other possibilities. When creating spell-like effects, the DM must decide on the final details, comparing the range, level, and effect to existing spells and modifying as needed to preserve game balance.

Every magical effect is controlled by one of the four Spheres open to player characters. All the magical effects listed in the charts (Reference book) were divided according to the following guidelines. Use these notes to categorize new magical effects of your own design. These guidelines will also provide suggestions for other magical effects you might create.

To assign a base PP cost, a sense of game balance is again required. Generally, a first level spell effect has a 2 PP cost; a ninth level effect, 20 PP. No effect has a base cost of greater than 20 PP, though very minor effects costing 1 PP each are certainly possible. Magic of levels 2-8 is often modified for its relative effect, and compared to similar magic when determining the exact cost.

Be prepared to modify a cost you assign if, in the course of play, the magical effect has less or greater power than you anticipated. New magic which has destructive capacity unlike other existing effects may be added to the magic usable by Immortals of Entropy.

A. Magic of Energy

1. Create Energy in Air

Cause new energy to appear in the air, from no apparent source.

1a. Create Fire

Use in cone, sphere, or rectangular form to attack or obstruct. Useful also in small form.

1b. Create Light

Use in sphere, rectangular, or linear form to illuminate, obstruct, or destroy. Use to reproduce images and communicate.

1c. Create Sound

Use to inform, distract, delay, or destroy. Use with varying form, intensity, and complexity.

2. Create Energy in Matter

Create energy in living or non-living matter as dynamic or static (potential) force.

2a. Create energy within *non-living* matter

Use to improve material tools or, through heat, destroy their utility. Use to enable matter to move other matter to or from another plane

of existence or through another dimension.

2b. Create energy within *living* matter

Use to bestow general or specific movement ability to aid in coping with terrain or attacking. Use to bestow the ability to move other matter. Use to restore movement potential and life (level) energy.

1. Energy/ability to move self
2. Energy/ability to move other (creature or object)
3. Restore energy for life or movement

3. Change Energy

Change existing energy in appearance or substance.

Use to modify energy in air or matter. Use to augment destructive energy releases. Use to change light, fire, or sound energy to another form. Use to change class-oriented energy to another form.

4. Defeat Matter

Use to destroy the form and substance of terrain, equipment, and creatures.

5. Aid Paragons

Bestow Ability Score bonuses to deserving mortals.

B. Magic of Matter

1. Create Matter

Cause new living or non-living matter to materialize from no apparent source.

1a. Create *non-living* matter as objects of any type, size, shape, texture, and appearance.

Use to create any material tools and/or supplies (including garments, weapons, food, valuables, and misc. equipment), obstructions, devices, and non-living creatures. Use to create structures and large masses.

1b. Create *living* matter as whole creatures or parts thereof.

Use to recreate or duplicate any existing natural or magical creature, to create a new type of creature, or to aid movement and/or combat abilities which are dependent on new body parts or organs.

2. Change Matter

Cause a change in one or more material characteristics of existing living or non-living matter.

2a. Change *non-living* matter in form, appearance, and/or actual substance.

Use to restore non-living matter to living

form. Use to ruin or improve equipment or small terrain features. Use to modify material to occupy either more or less space, or for deception. Use to modify tools and/or supplies to become either more or less functional.

2b. Change *living* matter in form, appearance, and/or actual substance.

Use to change living matter to non-living. Use to add or remove physical abilities which are dependent on form. Use to modify creatures to occupy either more or less space. Use to repair damage, or as an aid to defense, movement, or physical abilities.

3. Move Matter

Cause matter to move in some (unlimited) direction.

3a. Move any type of matter in any normal direction.

Use to move a creature, object, or terrain feature in place or across any distance except into another dimension or plane of existence. Use to bestow energy for movement upon any non-living object or creature.

3b. Move any type of matter in a trans-dimensional or trans-planar direction.

Use to move a creature, object, or terrain feature in a very small amount of time. Apply to large or small distances, and either toward or from the user.

4. Defeat Thought

Destroy or prevent the creation and/or spread of Thought in ideas, information, and communication.

Use to destroy sensory organs and/or effects produced by them, defeating their functions. Use to defeat sight or sound, or normal or artificial thought.

5. Aid Polymaths

Bestow Ability Score bonuses on deserving mortals.

C. Magic of Thought

1. Create or Change Air

Create new visible or invisible air. Change the temperature, movement, or composition of existing air.

Use to create poisonous or explosive air, or to create visible air to obstruct vision. Use to change air into matter, and vice versa. Use to change the movements of large air masses. Use to change air into fire or water.

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2. Acquire Thought

Expand the scope and/or detail of existing thought by adding other thought.

2a. Acquire thought from Air or Thought.

Use to gain information from the thoughts of oneself or others. Use to learn general and specific characteristics of existing air, and to deduce future ones from them.

2b. Acquire thought from Earth or Matter.

Use to find and interpret changes in matter caused by creatures, including thoughts encoded in matter as writing, tracks, art or other means. Use to find the location of one or more specific types of matter. Use to aid movement through and/or around matter.

2c. Acquire thought from Fire or Energy.

Use to find and/or interpret energy in the forms of visual, magical, or sound effects.

2d. Acquire thought from Water or Time.

Use to learn general and specific characteristics of existing water or time, and to deduce past and future ones from them.

3. Change Thought

Change existing thought in any form.

3a. Change thought in self.

Use to strengthen thought or its defenses, or to modify thought capacity. Use to change thought to reality.

3b. Change thought in other creature.

Use to produce an emotion, urge, or compulsion, to control general behavior. Use to damage (disorganize) or repair (reorganize) thought.

3c. Change thought in *non-living* matter.

Use to modify thought encoded in matter as writing, tracks, art or other methods.

3d. Change thought in Energy.

Use to modify thought (information) in energy of any type. Use to modify veracity or content of communication, or to change visual images.

3e. Move thought.

Use to incapacitate by displacing thoughts. Use to insert life essence (self or other) into living or non-living objects.

4. Defeat Water or Time

4a. Defeat Water.

Use to destroy or block water, or to negate its destructive powers.

4b. Defeat Time.

Use to block or destroy the effects of time attacks, including poison, disease, paralysis,

and draining of both life and sight energy.

5. Aid Heroes

Bestow Ability score bonuses upon deserving mortals.

D. Magic of Time

1. Create Water

Cause new water in any form to appear from no apparent source.

Use as ice or fluid to attack or obstruct. Use to change terrain.

2. Move or Change Water

Move existing water in any form in any direction. Change water in any form in any way.

Use to move small or large volumes of ice or water in any normal or unusual direction, and at any speed. Use to change water to ice or the reverse, or to change the taste, weight, or location of water.

3. Create or Change Time

Create or change time or its effects on matter, energy, and thought.

Use in dynasties for strength and health (in strife). Use generally to extend durations of other powers. Use to modify time's rate of passage. Use to create more time when time gains in value.

4. Defeat Energy

Defeat energy of any type and form.

4a. Defeat magical energy in general.

Use to destroy or dampen the effects of magical energy in any form.

4b. Defeat energy in the air in all forms.

Use to destroy light. Use to defend against fire, light, sound, and environment.

4c. Defeat energy in non-living matter.

Use to stop or impede the movement of objects or non-living creatures. Use to stop or destroy movement energy in objects. Use to aid resistance to general entropy.

4d. Defeat energy in living matter.

Use to destroy life energy, to negate or block movement energy, or to negate defenses.

5. Aid Dynasts

Bestow Ability Score bonuses upon deserving mortals.

Home Planes

The myriad details of developing a Home Plane are mostly left to the ingenuity of the players and DMs involved. Once again, however, a few general details may be helpful.

Magical Effects

The effects produced by some magic may be helpful to a character developing areas of his Home Plane. Their obvious disadvantage is their magical nature. Anything magical can be dispelled. Creatures made entirely of magic are sterile, and cannot reproduce except by magical means unless permanent expenditures of power are made.

If desired, the DM may allow some magical effects of greater than instantaneous duration to be created in non-magical form, simply by requiring a permanent PP expenditure instead of a temporary one. This should only be possible by an Immortal on his or her Home Plane. For reasons of game balance, costs may also be increased by a factor of 2, 5, 10, or more.

For example, bestowing a permanent non-magical ability to move silently at 50% probability (Sphere of Energy) upon an existing non-magical creature would require a permanent expenditure of 7 PP, but should not cost more, since this is a relatively insignificant effect. The ability to use another dimension non-magically (such as *dimension door* of the Sphere of Matter) should cost considerably more than the base cost given of 5 PP—possibly as much as 50 PP or even 500 PP of permanent expenditure, if the ability can be inherited.

The DM may decide that certain effects are inalterably magical, and cannot be created in a non-magical form. No instantaneous effect can be exactly duplicated by non-magical means, though a similar but less powerful effect is often possible.

Adding Material

Immortals frequently develop their planes by opening *gates* to elemental planes, and drawing raw material from them for later use in construction. Elemental fire becomes a star, and elemental earth becomes an asteroid, moon, or planet. Elemental water and air will disperse unless kept within a gravity trap (i.e. on a sizeable mass of earth).

The *gate* to an elemental plane cannot be opened unless the elemental ruler of the plane or portion of the plane gives its permission. Because of the distance involved between the Outer and Inner Planes, elemental material cannot simply be stolen.

Moving a Plane

The many Outer Planes lie within a frame of reference called the Astral Plane. Their positions may be stable, or the planes may drift in the Astral sea, or they may be deliberately moved to hide their existence or to add to the size of the plane.

If a plane contains an Immortal life force, it is "anchored" in the Astral Plane, and cannot be moved. Infinite planes are also immobile. Any other plane can be moved, and even a Home Plane can be moved if the Immortal departs from it completely, leaving not even an avatar behind.

The cost of moving a plane of existence corresponds to its dimensional size, as given on the following table. The cost is a temporary Power expenditure, not a permanent one. The cost may be shared by several Immortals working simultaneously.

The expenditure of Power imparts a very slow movement rate on the entire plane, relative to the Astral Plane. From the Astral, the rate in feet per hour appears equal to the PP expenditure. The rate does not change once created, but may be increased. The same expenditure is needed to stop the movement.

If a plane in motion collides with another plane, the result depends on the anchoring of that plane. If any Immortal life force is present within the plane that is struck, the plane in motion comes to a stop. Otherwise, the plane struck is pushed ahead by the other, both moving at a proportionately lesser rate varying by the size of the planes involved. No creature can resist the movement of an entire plane, but the impact inflicts no damage.

If a plane in motion stops because of a collision, it instantly and automatically loses one of its dimensions. For example, a tetraspace would suddenly become a trispace. This may have drastic effects on the material and life forms within the plane, all of which are limited by its dimensions. The contents are physically unaffected if they have the same number or fewer dimensions than the new limit, but may otherwise be suddenly compressed. Such a compression never inflicts damage *per se*, but will cause confusion and may cause insanity in intelligent creatures. Magic use is another matter, as it requires one dimension more than those of the creatures using it. A sudden and total plane-wide disappearance of all magical objects and powers is a unique characteristic of planar collision. A lost dimension may be regained by expending permanent PP equal to 10% of the cost to move the plane.

The act of moving a plane invariably causes dimensional aberrations within the

plane, but the waves of aberration are transient and may stop by themselves after a period of time. Severe and recurrent aberrations may be stopped by direct action, but this usually requires permanent PP expenditures.

If a plane in motion is stopped exactly adjacent to another plane, the collision is averted, and a non-magical connection can be opened between the two.

Costs of Moving a Plane

Size	Cost in PP
Attoplane	10
Femtoplane	20
Picoplane	40
Nanoplane	80
Microplane	160
Milliplane, Centiplane, or Deciplane	320
Standard plane, Dekaplane, or Hectoplane	640
Kiloplane	1,280
Megaplane	2,560
Gigaplane	5,120
Teraplane	10,240

Major Changes

The Immortal ruler of an Outer Plane may, through permanent PP expenditures, cause major changes to his Home Plane's characteristics. The PP cost of any such change is 10% of the cost given for moving the plane (q.v.), which depends on the size of the dimensions within it. A major change can only be made by the ruler of a plane, not by any other creature. Planes of infinite size cannot be affected, but any Outer Plane that is not a Home Plane for an Immortal also may be affected by any creature who knows how to make the change.

The most common major change involves dimensional travel. An Immortal may prevent the use of *teleport*, *dimension door*, and similar effects. This is often an effective security device, for invaders unable to *teleport* within a plane may, depending on their point of entry, be unable to attack the Immortal or his projects without first traveling across vast distances, possibly for many years. It has its drawbacks, since everyone (including the Immortal ruler) is affected.

A planar boundary may be locked, and cannot thereafter be passed by the usual magical *plane travel*. It can be unlocked by any Immortal who expends the same amount of Power used to lock it (again a permanent

expenditure).

Dimensional aberrations can be introduced to a plane. The cost applies per dimension affected, and only produces a transient wave that automatically vanishes when it reaches the dimensional endpoint of the plane. Players may think of other changes or limits they may wish to apply.

A major change can be reversed or removed at the same permanent PP cost required to create it. Once again, this can only be performed by a Home Plane's Immortal ruler, if any, or if none, by any creature who knows how.

Planar Access

The apparent size of an Outer Plane, when seen from the Astral Plane, corresponds only to its accessibility from the Astral Plane. The actual number of access points is equal to the number of square inches of apparent surface area. In other words, an astral Immortal who wants to enter an Outer Plane must touch the planar boundary. The square inch of area touched corresponds to one specific volume within that plane. If a visitor always touches the same point on the surface, the visitor will always appear in the same approximate location within that plane. The requisite magical aid, *plane travel*, must be used in each case. The sole exception is when two Outer Planes are adjacent and a non-magical opening has been created.

Access points are fixed and evenly spaced if the plane's dimensions are stable. If the plane is affected by dimensional aberrations, the access points may be irregularly spaced, and may change.

An Immortal may change a plane so that it has either more or fewer access points. The visual effect in the Astral Plane is that the silvery sphere of the planar boundary gets larger or smaller. A Home Plane can only be modified in this way by its Immortal ruler. Outer Planes that are not Home Planes can be modified by any Immortal of the Sphere corresponding to the dominant Sphere of the plane.

The cost of decreasing or increasing the size of a planar boundary is 1 PP per square inch added or removed. Each change must be made separately; a large PP expense cannot be made all at once. The time required to add or destroy one square inch of planar boundary is 10 hours. The PP expenditure is permanent.

It is certainly possible to decrease the number of Astral access points to zero. Before the last step, the planar boundary appears as a tiny sphere with only 1 square inch of area.

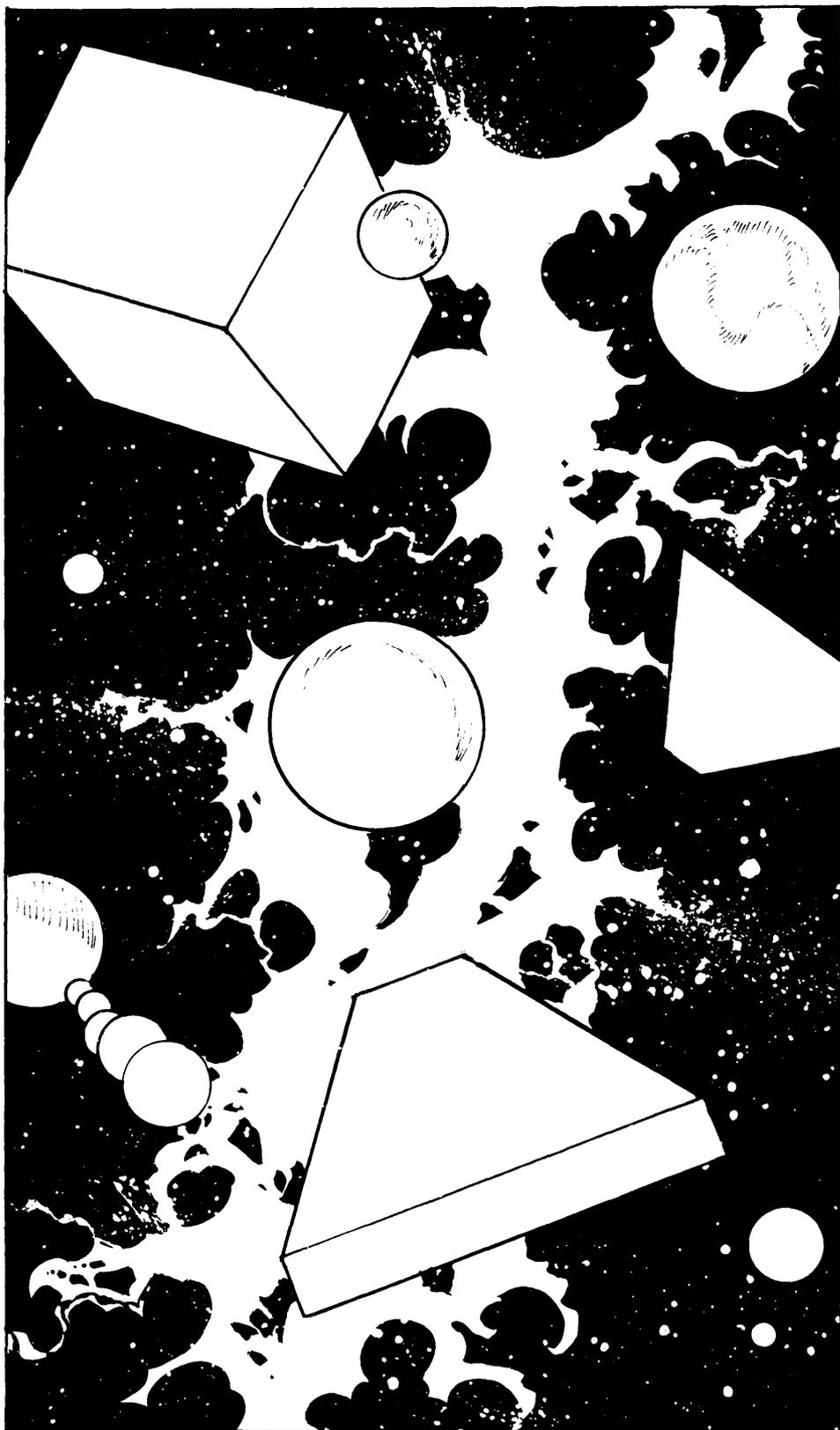
The Campaign

During the final change, it simply shrinks and vanishes. The notable hazard involved is that an Outer Plane with no Astral access is utterly inaccessible from then on, unless some other access has been provided. If the Immortal ruler is within the plane when this occurs, he or she may still increase the access size from zero to one square inch (and possibly more thereafter) when desired. Some Immortals have desired privacy to such an extent that they now reside within such "missing" planes, completely out of contact. An Outer Plane that can only be reached from another Outer Plane and has no point of access from the Astral Plane, cannot be reached via a *gate*.

Most Hierarchs and many other powerful Immortals have limited access to their Home Planes by shrinking the planar boundary. The most common situation is to move the plane to connect it to some other Outer Plane for access, and then to decrease the number of Astral access points to zero. Some few Outer planes can only be reached by way of several other planes, but not by way of the Astral Plane.

This method is also not without hazard. The access points to any Outer Plane must be permanent but magical *gates*. Any magical effect can be dispelled, and if the last remaining access points are destroyed thereby, the plane vanishes, inaccessible. Thus, any Immortal who eliminates Astral access to his or her Home Plane *always* leaves an avatar within the plane, so that whatever happens, his or her life force is within the plane and able to reopen the access. To do otherwise risks the loss of the Home Plane, and total destruction of the Immortal becomes a fairly easy matter of reducing the character to zero PP, hp, and ability scores.

A plane with no Astral access cannot be detected from the Astral Plane by any means, including *truesight*, *wish*, or otherwise. It is simply not there!



The Sphere of Entropy

The four Spheres available to player characters govern most of existence. The fifth Sphere, Entropy, balances all others. Entropy is the name for all changes during which the total essence of the Spheres decreases. Simply put, everything runs down, breaks, or otherwise ceases to be. That entire process is the domain of the Sphere of Entropy. What the other four Spheres give or create (Matter, Energy, Time, and Thought), Entropy takes away or destroys.

All higher Immortals recognize and fully understand the need for Entropy. Immortals of that Sphere are not really enemies of all others, even though the conflict between them is nearly continuous. The fight is part of the natural process. The balance is often oversimplified by fatalistic phrases, such as "all things must die," or "survival of the fittest." The balance is often mistakenly called Neutrality, and is sometimes confused with the druidic philosophy. To keep the balance of existence, there must be force from both sides—"good" and "evil," if you will—and the forces must remain in conflict to preserve all.

Without Entropy, the positive forces would quickly proliferate to extremes. At some point, conflict and destruction would result, and Entropy would be victorious. The Immortals agree that steady attrition, though often tragic, must continue; for without it, existence would eventually but inevitably suffer cataclysmic and possibly total destruction.

Each Immortal of the Sphere of Entropy has its own Home Plane. Although the hierarchy of that Sphere is a bit different from others, its members have equivalent positions. Despite the restrictions on their abilities, the total force of the Immortals of Entropy exactly balances the sum of all the forces of all four of the other Spheres.

All this is not to say that demons are not evil. Quite the opposite; each is a representative of ultimate Evil, thoroughly despicable in every way. This is by their deliberate choice. By being evil, they fulfill their own purpose. This is the primary reason why player characters cannot enter the Sphere of Entropy. The depths of the Evil in these beings is beyond the capacity for mortal characters and DMs, to even describe. The ways of this Sphere are beyond the imagination of mortal man.

Whatever you imagine, demons are infinitely worse. They are the ultimate opponents, to be fought and, if possible, destroyed as individuals. As a Sphere, they are perhaps

the only true Immortals, for Entropy shall continue until the last iota of matter, energy, time, and thought has ceased to be.

Mortal Forms

The servants of Entropy are legion, and are present in nearly every dimension and plane of existence in the D&D game. Those on the Prime are known as the undead.

The mortal servants of Entropy are (in order of power, from least to most): skeleton, zombie, ghoul, wight, wraith, mummy, spectre, vampire, phantom, haunt, spirit, nightshade, and lich. Other forms, very rare and very powerful, are occasionally created by an Immortal for a specific purpose—usually as an undead form of another creature (beholder, gargantua, etc.). Such creatures can be Turned, by mortal clerics, as a "Special."

Immortal Forms

The creature section gives full game statistics for a sampling of these ultimate opponents. All the levels of Immortals of Entropy are not described, for lack of space. If you, as DM, choose to create other opponents, sure that their characteristics are in balance with the examples given. Note the variety of possible forms, the limits on their abilities, and design corresponding details for your creations. Such work is not required for play; the demons given here should be more than adequate to fill the needs for difficult foes in games at the Immortal level.

To adequately balance the other four Spheres, Entropy has twice the normal number of Immortals. For example, the total number of Eternals in a Sphere is 27, so there are 54 Eternals of Entropy. The total numbers are rarely used, but may be relevant if you run an epic battle involving many demons.

Before you place even one demon in a game setting, be sure you understand how to handle the mechanics of its special abilities. A properly run demon should be a challenging opponent even to powerful characters and experienced players. Demons should be as clever and inventive as the best of characters.

Experience Points

The basic XP system is unchanged for mortal opponents, though additions are used when a creature can use Immortal Power. Experience points for defeating Immortal opponents are calculated in a slightly different manner, but use the same Base and Bonus values. The standard XP chart is given on page 25.

For every Hit Die over 21, add 250 points to both the Base value and Bonus value. Use the formulae below for fast calculation when the number of Hit Dice is large.

Base value = (HD x 250) minus 2,750

Bonus value = Base value minus 500

Mortal Opponents

Use the standard rules for determining the number of asterisks or bonus values to add. Add more asterisks for abilities that are comparable to those of the Immortals, as follows.

Ability scores: Add one asterisk for each two ability scores (rounding up) that exceed 20. Add another asterisk for every score that exceeds 50, and still another for each that exceeds 75. Add one more asterisk for every ability score of 100 or more.

Travel effects: If the mortal creature can travel across planes or dimensions, whether by use of Power, magic, or other means, add one asterisk.

Magic via Power: If the mortal can use Power to create a magical effect, add a number of asterisks equal to the equivalent spell level.

Power combat: Add five asterisks if a creature is completely immune to Power attacks. If a mortal can use Power only to Wrap defensively, add one asterisk. If a creature can use a Power attack against an opponent add five or more asterisks, depending on the creature's permanent PP total, as follows.

1- 100 PP	+ 5 asterisks
101- 500 PP	+ 10 asterisks
501-1,000 PP	+ 15 asterisks
1,001 or more PP	+ 20 asterisks

Immortal Opponents

The standard experience point chart is used to calculate the total XP values of Immortal opponents.

Base Value

Find the normal Base value determined by the Hit Dice of the Immortal creature.

If the Immortal is not immune to Power attacks (the most common case), divide the creature's permanent PP total by 10 and round up. Multiply the Base XP value by the result, and make a note of the total.

If the Immortal is completely immune to Power attacks, multiply the Base XP value by 100, and make a note of the result.

If the Immortal's permanent PP total is zero but the creature is not immune to Power attacks, calculate the XP value as if the creature were mortal in all respects.

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Bonus Amounts

Standard bonuses (asterisks) are added in three categories, which cover the range of most Immortals. Other special bonuses may also be added for certain Immortal creatures. The three basic categories are Magic, Power combat, and Status.

To find the total Bonus value, add up the number of asterisks and multiply the result by the Bonus value as determined by the creature's Hit Dice.

Magic: If the Immortal can create magical effects by use of Power, find the highest PP expenditure possible for creating a single unmodified effect. This number is 160 for Immortal PCs and most others, or 20 for those restricted to effects of a single Sphere. Divide that number by 10, and round up. Add that number of asterisks for magic use.

Power combat: If the Immortal is immune to Power attacks, add 10 asterisks. Otherwise, add one asterisk for each Power attack mode usable (even if only a defensive Wrap).

Status: This general bonus represents all the benefits of Immortality (A-M and various other resistances, high ability scores, Aura, and so forth). Find the Immortal's status on the following chart, and add the number of asterisks given.

Initiate	6
Temporal	
Novice or L1	7
L2 or L3	8
L4 or L5	9
Celestial	
Novice or L1	10
L2 or L3	11
L4 or L5	12
Empyrean	
Novice or L1	13
L4 or L5	15
Eternal	
Novice or L1	16
L2 or L3	17
L4 or L5	18
Hierarch	
Novice to L4	19
Level 5 (Full)	20

Other Bonuses

Add the following additional bonuses to XP calculations for Immortal creatures with special characteristics. The DM may add others as desired, but the balance and scope of the system should be carefully maintained.

One asterisk is added for each of the following abilities:

Takes only minimum damage from mortal

or Immortal blows

Immune to low-level Immortal magic (such as those effects with base cost of 7 PP or less)

Movement rate greater than 1,200 feet per round but less than 1 mile per round

Five asterisks are added for each of the following abilities:

Immune to mortal blows

Immune to ability score attacks

Immune to all mortal magic

Immune to medium-level Immortal magic (such as those effects with base costs 14 PP or less)

Movement rate from 1 to 24 miles per round

Ten asterisks are added for each of the following abilities:

Immune to all Immortal magic

Immune to Immortal blows

Movement rate greater than 24 miles per round

Special Situations

If the Immortal must expend only double PP cost to produce magical effects not of its Sphere, 8 asterisks are added for magic use, not 16.

If the Immortal's Wisdom or Intelligence score is 7 or less, the total XP value is halved.

If the Immortal's physical form limits the creature's physical ability scores to half value or less, the total XP value is also halved.

If an Immortal who is using an Identity is defeated, he is only worth the XP value of the Identity unless the Immortal was discovered using Immortal powers. If discovered to be an Immortal, then defeating the character, award XP as if this was an avatar, dividing the Identity's hit points by the Immortal's hit points to find the percentage.

Total XP Value

The total XP value is simply the sum of the multiplied Base value and the multiplied Bonus value. Since Immortals measure XP in Power Points, divide the total value by 10,000 to find the PP value.

Standard XP values (not PP) should be used in all games involving mortal adventuring parties. Amounts may be converted to PP for games in which most or all of the PCs are Immortal. XP totals are best kept to one decimal place (i.e. rounded to the nearest 1,000 XP) until the adventure is completed, when all the awards for creatures can be added together. Any leftover decimal should then be

discarded. Decimals in the second and further places (representing 100 XP or less) should always be discarded in Immortal-level games.

The DM and the players may decide together whether to discard or keep track of remainders to the permanent PP total. The amounts involved are insignificant to all but Temporals, but such characters may wish to gain every possible morsel of Power.

Examples

The XP/PP value of a normal PC Temporal (newly arrived) would be calculated as follows.

Base Value: 2,375 XP (for 20 HD) multiplied times 50 (500 PP divided by 10), for a Total Base Value of 118,750 XP.

Bonuses: 28 asterisks (16 for Magic, 5 for Power, 7 for Status) times 1,800 XP each (for 20 HD), for a Total Bonus Value of 50,400 XP.

Total Value: 169,150 XP, or 16.9 PP

The minimum XP/PP value of the Hierarchy of a Sphere (not counting special added bonuses, which are common at this rarefied height of existence) would be calculated as follows.

Base Value: 8,500 XP (for 45 HD) multiplied by 1,500 (15,000 PP divided by 10), for a Total Base Value of 12,750,000.

Bonuses: 41 asterisks (16 for Magic, 5 for Power, 20 for Status) times 8,000 XP each (for 45 HD), for a Total Bonus Value of 328,000 XP.

Total Value: 13,078,000 XP, or 1307.8 PP

Avatars

If the Immortal creature defeated is an avatar, only a small percentage of the total award is earned. The percentage is equal to the percentage of hit points placed in the avatar, compared to the Immortal's total. Example: An average 3rd level Empyrean has an XPV of 2,375,000, or 237.5 PP. If the Immortal places 60 of his 370 hit points in an avatar, the avatar's XPV is 60/370 of the original (16.2%), or 385,135 XP (38.5 PP). Though the avatar has comparatively few hit points, it is capable of using all 4,000 of the Empyrean's Power points for magic, Power attacks, and so forth.

Note on Magnitude

The XP values of Immortal creatures are obviously extremely large, and some DMs may feel inclined to lessen them. But try to resist the temptation, unless you play the creatures much weaker than they actually are. Consider the powers of a mere Novice Temporal.

With a quick and minor Power expenditure, the Temporal can make himself immune to magic by increasing A-M to 100%. His natural Aura, requiring no PP expense, will eventually immobilize all mortals nearby. With one bare-handed punch he can inflict up to 6-36 points of damage. One simple 5-point Power attack acts as a death ray against a victim who cannot use Power—and the Temporal has 500 PP, and can produce Power attacks for a very long time, and at very long range. Finally, if his form is slain he is still an effective opponent (though incorporeal), since the Aura and Power abilities remain.

Small wonder, then, that such a creature has an XP value of nearly 170,000 points. And imagine the shock to a mortal who discovers that even the powerful Immortals fear other even greater opponents, such as the repeater (1.8 million XP) or draeden (up to 30 million)!

The standard Adventure Planning method is explained fully in the *D&D Companion Set* (DMC page 2). It is provided so that the DM may plan ahead, estimating the number of game sessions needed for a character to gain one level of experience. Too many sessions can cause player frustration, while too few can make the game too easy, and thereby boring.

In the *Companion Set*, one planning chart was given for all mortal characters of Name level or higher. The XP needs of Immortals of different ranks require separate charts, which are given below.

To use the charts, first decide how many adventures should be needed, on the average, for an Immortal to gain a level of experience. Five is a recommended number for low levels, while six to eight are satisfying for higher levels. The DM may wish to poll the opinions of the players. Once the number has been chosen, it should apply to all adventures. When you have played several games, and observed the results of your choice, the number may be modified.

When planning for a game, find the chart that represents the rank of the characters in

Experience Points for Creatures

Monster's Hit Dice	Special Ability		Monster's Hit Dice	Special Ability	
	Base XP Value	Bonus per Asterisk		Base XP Value	Bonus per Asterisk
Under 1	5	1	8	650	550
1	10	3	8+	775	625
1+	15	4	9	900	700
2	20	5	9+ to 10	1,000	750
2+	25	10	10+ to 11	1,100	800
3	35	15	11+ to 12	1,250	875
3+	50	25	12+ to 13	1,350	950
4	75	50	13+ to 14	1,500	1,000
4+	125	75	14+ to 15	1,650	1,050
5	175	125	15+ to 16	1,850	1,100
5+	225	175	16+ to 17	2,000	1,150
6	275	225	17+ to 18	2,125	1,350
6+	350	300	18+ to 19	2,250	1,550
7	450	400	19+ to 20	2,375	1,800
7+	550	475	20+ to 21	2,500	2,000

For every Hit Die over 21, add 250 points to both the Base value and Bonus value.

Adventure Planning

the party. Sphere is irrelevant; all PC Immortals use the same progress chart. If the party is a mixed group, find the appropriate numbers of each rank on separate charts, and total the amounts indicated. The total figure is the amount of Power Points that should be awarded for an entire game session.

In games for mortal characters, XP for defeating monsters represented about 20% of the total gain, the balance made up by treasure and other awards. In games for Immortals, little or no awards are gained for treasure (the characters having gone beyond such mundane things), so the proportions vary widely. Most of the total award will usually be for completing a mission, aiding one's Sphere, and so forth.

The figures given on the charts represent amounts of Power Points, not XP. They should be applied without modification to parties consisting entirely of Immortals. Whenever an Immortal character serves as an Observer (q.v.), assuming the part of a mortal in all respects, the standard award is 10% of the number given on the chart, rounded up.

The numbers given apply only to good play. If mere bad luck interferes with success, be prepared to add extra bonus awards for a good attempt (though the total should still be less than for total success). If players make too many mistakes, or aren't properly playing their character roles, you may penalize the awards and/or the rate of progress to give them time to learn.

Extrapolation

The charts cover rates from 2 to 8 sessions per level gained, and any size group from 1 to 10 characters. Other numbers may be found by the following approximate method. Start with a figure from the Extrapolation chart below, based on the character's rank. Multiply the figure by the number of characters, and divide that result by the number of sessions selected. Round up to the next whole number of PP.

Extrapolation Chart

Temporal	220	Empyrean	1,700
Celestial	900	Eternal	3,400

Adventure Planning Charts

A. Temporals

Number of Characters	Rate of Progress						
	2	3	4	5	6	7	8
1	110	74	55	44	37	32	28
2	220	147	110	88	74	63	55
3	330	220	165	132	110	95	83
4	440	294	220	176	147	126	110
5	550	367	275	220	184	158	138
6	660	440	330	264	220	189	165
7	770	514	385	308	257	220	193
8	880	587	440	352	294	252	220
9	990	660	495	396	330	283	248
10	1,100	734	550	440	367	315	275

B. Celestials

Number of Characters	Rate of Progress						
	2	3	4	5	6	7	8
1	450	300	225	180	150	129	113
2	900	600	450	360	300	258	225
3	1,350	900	675	540	450	386	338
4	1,800	1,200	900	720	600	515	450
5	2,250	1,500	1,125	900	750	643	563
6	2,700	1,800	1,350	1,080	900	772	675
7	3,150	2,100	1,575	1,260	1,050	900	788
8	3,600	2,400	1,800	1,440	1,200	1,029	900
9	4,050	2,700	2,025	1,620	1,350	1,158	1,013
10	4,500	3,000	2,250	1,800	1,500	1,286	1,125

C. Emphyreals

Number of Characters	Rate of Progress						
	2	3	4	5	6	7	8
1	850	567	425	340	284	243	213
2	1,700	1,134	850	680	567	486	425
3	2,550	1,700	1,275	1,020	850	729	638
4	3,400	2,267	1,700	1,360	1,134	972	850
5	4,250	2,834	2,125	1,700	1,417	1,215	1,063
6	5,100	3,400	2,550	2,040	1,700	1,458	1,275
7	5,950	3,967	2,975	2,380	1,984	1,700	1,488
8	6,800	4,534	3,400	2,720	2,267	1,943	1,700
9	7,650	5,100	3,825	3,060	2,550	2,186	1,913
10	8,500	5,667	4,250	3,400	2,834	2,429	2,125

D. Eternals: Use Emphyreals chart, but double all numbers

E. Hierarchs: Use values as if Eternals

Introduction

This section cannot accurately be titled "monsters." Many of these beings are allies or acquaintances of player character Immortals, though some are monstrous foes indeed.

All the creatures described in the following pages are native to planes other than the Prime, home of mortal man. None should appear with any great frequency in usual D&D® games, those for mortal characters alone. A few could be used with good effect, if you are a skilled enough Dungeon Master to insert them properly. Read the notes carefully, however. Some of the creatures herein simply cannot exist in the environment of the PC homeworld. And some could destroy an entire planet in less time than it has taken you to read this book.

Here you will find creatures of all the Spheres of Power. They fit neatly into the great scheme of things, but some are entirely different from anything you have ever imagined. Despite this, you should have no difficulty using them in play, if you first become familiar with the new game rules for this level of play. When you encounter references you do not understand, turn to the Index and review the information on the topic.

Only one race of beings is given for the Sphere of Entropy. But these fearsome foes should be more than enough to challenge even the mightiest of player characters. General information about the Sphere of Entropy is given with that monster description.

Very few creatures given here are of the Sphere of Matter. Other beings of that Sphere are often variations on the usual monsters described in previous rule sets. Most of the creatures herein are from the other three Spheres—Energy, Time, and Thought. Some beings of these Spheres may lack material forms, and these will probably pose the greatest challenges to your imagination.

The following creatures are only a few of the infinite forms of life that populate the vastness of the multiverse. A complete catalog would no doubt span several thick volumes, an impossible task for this limited work. Therefore feel free to design your own creatures, following either the guidelines given in this set or, if you prefer, your own view of this fantasy realm. While designing, be sure that your creatures fit within a developed logical framework that governs existence. It makes little difference whether

your logic is familiar, alien, simple, or complex. You and your players will find that a logical multiverse offers far more satisfaction, and is much more playable, than a random creation.

Creature Descriptions

The basic statistics for each creature are preceded by details especially relevant to games that involve Immortal characters. The text describing each creature is divided and labeled clearly for ease of reference.

Name: The name given for each entry is the common term used by Immortals when referring to such creatures. Every intelligent race has its own name for itself, always different from the name given and often unpronounceable.

You might add an interesting twist to your games by not revealing the name of a creature encountered. Encourage the players to invent names for each, based on what the characters experienced. Then write this new name beside the common one given, and refer to the creature by that new name from then on.

Sphere: Most creatures of the Astral and Outer planes are affiliated with one of the five Spheres of Power—Matter, Energy, Time, Thought, or Entropy. Though most living things are composed of two or more Spheres, nearly every Immortal creature serves a single Sphere.

Status: If the creatures described are Immortal, their class or equivalent status is given. This may be used as a general guide to the challenge presented by the creature, especially if encountered as an opponent.

Power Points: Power and its uses are integral parts of D&D games at this level of play. If you are not familiar with Power, be sure to learn it before starting play.

Every Immortal creature has a fixed number or range of Power Points. This figure normally corresponds to the status, following the guidelines given for all Immortals (Table 1). Some entirely mortal creatures have gained the ability to use Power.

Anti-Magic (A-M): Nearly any extraplanar creature may be resistant to the effects of magic. The number given is always a percentage. Full details on A-M are given in the *D&D Master Set*, MDM page 2.

Armor Class (AC): Negative Armor Classes

are common in games at this level. Since many of these creatures may eventually appear in games involving both mortal and Immortal beings, the AC is always listed in full form.

Hit Dice: This number always determines a creature's base chance to hit a target in physical combat, applying standard procedures. Hit points, however, might be given as a constant, rather than a variable. This is a common feature of many Immortals. If this line is immediately followed by another giving specific hit point figures, use these, and do not roll for hit points. Otherwise, the range of hit points equals 1d8 for each Hit Die.

Move: As in previous rule sets, the first figure is the distance the creature may move in one 10-minute turn. The second figure, in parentheses, is the distance a creature moves in one 10-second round. Movement rates are given in feet. Some creatures are so large or fast that their movement rates may be given in miles, each 5,280 feet long. In all such cases, the number of miles is always a multiple of 3, and is usually a simple fraction or multiple of 24. This is for use with a campaign map of standard scale, in which each hex is 24 miles across.

Remember that nearly any creature can choose to move at very slow rates, or not at all. Few creatures reveal their full movement potential unless they are hurried or attacked.

Attacks: This figure is the number and type of physical attacks usable by the creature. If the creature is unable to use any physical attacks, the type of attack it most commonly uses is listed instead. If many attack forms are possible, only the details of the physical ones are noted. Others are explained in the text.

Damage: The range or number given applies to the types of attacks noted on the previous line. For creatures of the Astral and Outer planes, damage is often "special," and described in the text.

No. Appearing: Few of these creatures appear in dungeon settings, so only one number or range is given. If the creature is one-of-a-kind, the word "unique" appears next to the number appearing.

Save As: Saving throws for mortal creatures are the same as for characters, and a class and level is listed. Immortal creatures may sometimes save as mortals or Immortals.

Creatures

Morale: Morale checks are fully explained in the revised D&D *Basic Set* (DMR page 19). You may also modify or omit Morale to reflect the situation. Nearly any intelligent creature will flee or bargain if its death seems imminent. An Immortal, however, must weigh the factors carefully. He or she may choose to fight to the death of his material form, since a new form can be created. But the creature's current project may make such a delay unacceptable, and in such cases survival of the form may be critical.

If your creatures always fight to the death, your games are too combat-oriented, and probably contain very little role playing. Morale is an important factor in all good role-playing games.

Treasure Type: Treasure is not an important element of Immortal-level games. Many creatures native to planes other than the Prime have treasures in forms that mortals cannot appreciate. Immortals usually respect every creature's right to life, and good play-

ers will find more inventive uses for the creature's service than for their possessions.

Alignment: This category lists a general indication of the creature's behavior. By now you should know that behavior and motivation are different aspects of a creature. An orderly, law-abiding creature may have good, evil, or selfish intentions. A Chaotic is usually disruptive, but may be good-hearted. Neutral is the most common alignment found in the multiverse, as most creatures act in their own self-interest, whatever their intentions.

XP Value: The number listed is always measured in Power Points, on an Immortal scale. If the creature is defeated partially or wholly by mortals, remember to multiply the figure by 10,000 (adding four zeroes) before dividing it among the participants. If you do this, remember also to divide the share that applies to Immortal characters by 10,000 before announcing their total earned.

Text: The details presented in the text are always given in the same order: *Description* (appearance, size, etc.), *Abilities and Limits* (possible attack forms, senses, etc.), *Resistances* (including the attack forms to which the creature is wholly or partially immune), *Habits*, and *Background*. The information in the last two categories offers your best guide for role playing and further development of the creatures, and often explain how they fit into the greater scheme of things. Small ideas presented here can easily stimulate your imagination, leading to great epic adventures.

Whenever immunity to magical weapons of a given strength is noted, this applies only to standard weaponry. Immortal strength can propel most non-magical objects with enough force to overcome such resistance. An Immortal's simple Punch attack, for example, always inflicts damage when it hits, even though his or her fist is a non-magical weapon of sorts.

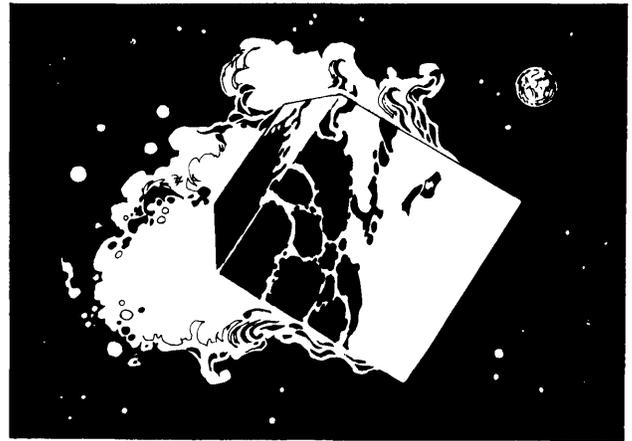
Archon

These Lawful champions of goodness are sworn enemies of Chaos. They are native to the Home Plane of the Hierarchy of Energy. Their full description is given in the D&D *Master Set* (MDM page 40). They are entirely mortal.

In the opinion of the Hierarchy (who has little experience in working with the substance of the other Spheres), his creations are shining examples of the perfect blend of beauty and power. Few other Immortals agree, but those of his Sphere dare not voice their opinions. Archons have very narrow views of what is acceptable behavior. They are so outraged by any neutral, chaotic, or evil behavior that they are avoided by all other creatures. Despite their good intentions, they manage to arouse resentment in nearly everyone they meet. And they are multiversally considered to be the most obnoxious creatures in all the Home Planes.

Baak

Sphere:	Matter
Status:	Mortal
Power Points:	5,000
Anti-Magic:	100% (vs. mortal) or None
Armor Class:	-15
Hit Dice:	100
Move:	None
Attacks:	Magic or Power only
Damage:	By effect or Power attack
No. Appearing:	1(1)
Save As:	Empyrean 5
Morale:	12
Treasure Type:	None
Alignment:	Lawful
XP Value:	566,000 vs. mortal opponents 457,250 (45 PP) vs. Immortal opponents



Description: Baaka are living guardian-obstructions (walls, doors, tunnels) created and used by the Immortals of Matter. They are made of reinforced diamond, so they are quite resistant to damage. They are often black monoliths, but may be any one color.

A baaka may have nearly any shape, with a maximum volume of 1 million cubic feet. Common forms include a cube 100 feet on each side, a thin strip encircling an entire planet, or a huge rectangular solid floating independently in space.

Abilities and Limits: Baaka never move or reason. They may nevertheless use all forms of Power combat, and may use Power to create any magical effect listed for the Sphere of Matter in response to attacks and other stimuli. Though they are mortal, baaka produce effects of Immortal levels.

Creatures

Resistances: Baaka have no ability scores so they are immune to ability score attacks. They are completely immune to mortal magic and take minimum damage from mortal blows. Baak suffer normal damage when attacked by Immortal blows or magic.

For each point of damage inflicted upon a baak, a diamond of 1,000 gp value is chipped loose. If its hit points are reduced to half normal or fewer, a baak cures itself magically (employing a *cureall* for maximum effect).

Habits: Baaka somehow have life without energy or thought, and successfully resist time. They are nearly the ultimate form of order and solidity.

A baak perfectly executes the instructions of its creator, guarding various treasures and secret ways, and does absolutely nothing else. It is typically ordered to attack all creatures (except its creator) who approach within a given range and/or those with hostile intentions. Exact types of attacks may be specified in its instructions, such as forcing movement without physical damage.

Background: An Immortal of Matter once studied the forms of the elemental rulers of Earth and discovered how to condense that form to make the baak. Created to serve as nearly invulnerable guardians, baaka are useless in any other capacity.

Demon

	<i>Screaming</i>	<i>Croaking</i>	<i>Howling</i>
Sphere:	Entropy	Entropy	Entropy
Status:	Temporal	Temporal	Celestial
Power Points:	500	800	1,300
Anti-Magic:	50	55	60
Armor Class:	0	-1	-2
Hit Dice*:	20*	23*	26*
Hit points:	100	130	180
Move:	120'(40')	60'(20')	60'(20')
Flying:	180'(60')	60'(20')	
Attacks:	2 claws/2 talons/1 bite	2 claws/1 bite	2 pincers/2horns/1 bite
Damage:	1-4 each/1-8 each/1-6	1-3 each/4-18	2-12 each/1-3 each/1-6
No. Appearing:	1 or 1-3	1 or 1-3	1 or 1-3
Save As:	Novice	Temporal 3	Celestial 1
Morale:	Special	Special	Special
Call Other:	10	20	30
Treasure Type:	B	C	D
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	71,075(7 PP)	137,750(13 PP)	271,375(27 PP)
	<i>Groaning</i>	<i>Hissing</i>	<i>Roaring</i>
Sphere:	Entropy	Entropy	Entropy
Status:	Celestial	Empyrean	Empyrean
Power Points:	2,200	3,500	5,000
Anti-Magic:	65	75	80
Armor Class:	-3	-4	-5
Hit Dice*:	29*	32*	35*
Hit points:	240	340	430
Move:	90'(30')	120'(40')	60'(20')
Flying:	120'(40')		150'(50')
Attacks:	2 claws/1 bite	1 tail/6 weapons	1 sword/1 whip
Damage:	1-4 each/2-8 + poison & disease	2-8/by weapon	1-10/1-2 or special
No. Appearing:	1 or 1-3	1 or 1-2	1 or 1-2
Save As:	Celestial 4	Empyrean 2	Eternal Novice
Morale:	Special	Special	Special
Call Other:	50	60	70
Treasure Type:	E	F	G
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	535,000(53 PP)	973,375 (97 PP)	1,568,750 (156 PP)

Creatures

	<i>Whispering</i>	<i>Orcus</i>	<i>Demogorgon</i>
Sphere:	Entropy	Entropy	Entropy
Status:	Initiate	Eternal	Eternal
Power Points:	400	9,500	5,000 per head
Anti-Magic:	70	85	90
Armor Class:	-6	-7	-8
Hit Dice*:	15*	39*	40*
Hit points:	75	620	660
Move:	120'(40')	90'(30')	150'(50')
Flying:	180'(60')	180'(60')	150'(50')
Attacks:	2 talons	See below	See below
Damage:	5-8 each + energy drain	See below	See below
No. Appearing:	1 (solitary)	1 (unique)	1 (unique)
Save As:	Initiate	Eternal 4	Eternal 5
Morale:	Special	Special	Special
Call Other:	40	Special	Special
Treasure Type:	1x2	E, F, G, I	B, H, 1x3
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	39,300 (3 PP)	6,825,500 (682 PP)	7,466,000 (746 PP)

Abilities of all Demons:

A + 1 bonus to surprise and initiative rolls
 Power use (combat and magic)
 Call Other (percentage chance to summon aid; see Tables D2 and D3)
 Speak with any undead or living thing
 Control undead
 Infravision 120'
 Enter/leave Ethereal Plane at no cost 1/day
 Enter/leave Astral Plane at no cost 1/day
 High ability scores (as other Immortals)
 Regenerate 1 hp per day

Resistances of all Demons:

Needs no sustenance (air, water, food)
 Immune to mind-reading, disease, aging, energy drain, death ray
 Minimum damage from any mortal attack form
 Anti-Magic

"Demon" is a common term once applied to nearly all monsters—including everything from gargoyles to dragons. In the D&D game, a demon is an Immortal who serves the Sphere of Entropy. It dwells in its own place, one of the Outer Planes of Existence. Any demon encountered outside of its Home Plane is performing a service of some sort, and was either sent or summoned by a more powerful demon or by an extremely powerful (or very foolish) mortal.

The statistics given describe the normal bodies that demons use for most of their appearances outside their Home Planes. These bodies can be slain, but as with other Immortals, this is a mere inconvenience. If it occurs, the demon's life force abandons the material form and returns to its Outer Plane home. Even one or more *wishes* cannot prevent this departure. After a time, the demon creates a new body and resumes normal activities.

Each demon was once a mortal, with a form much different than its current one. Most demons were men or monsters who became undead, and who were so evil and cunning that they achieved Immortality. Most demons have chosen and earned their Immortal positions, just as characters may aspire to other Spheres.

In its Home Plane, a demon is a very powerful creature. There it is immune to all mortal magic, can assume any form desired (as the 9th level *shapechange* spell, but at will), and regenerates quickly (1 hp per Hit Die per round). If the demon's body is slain in its Home Plane, however, its life force can be pursued, caught, and permanently destroyed.

Each demon is an individual, and each has its own names that it bore in mortal and Immortal life. A demon never reveals any of its true names, whatever the threat. However, it is rumored that if all of the truenames of a demon are somehow known, that demon can be forced to obey or serve. Many powerful spells must also be used. These are unknown, now lost to the past.

The ancient spells for calling demons may be discovered through costly research, if the DM permits. Some names of demons may also be discovered through similar research, but this may draw the attention of the demon involved. Such research is extremely dangerous, but can produce results, given sufficient time, money, and energy.

A mortal cannot gain complete control over any Immortal, and that a demon summoned and perhaps constrained in some ways is still free-willed. Legends describe the repeated attempts by mortals to control demons. All who have ever dealt with demons have eventually been utterly and permanently destroyed.

Standard Abilities and Resistances

All of the following characteristics are natural, non-magical effects unless noted otherwise. Many are normal powers of all Immortals.

Ability Scores

Demon ability scores are determined in the same way as for other Immortals. The Greater Talents of Immortals of Entropy are Strength, Intelligence, and Constitution. The physical scores (Strength, Dexterity, and Constitution) of a demon's form cannot exceed the number of Hit Dice given for that type.

For most demons, Charisma cannot exceed half its Hit Dice. For demons of High Empyrean status and above (the roaring demons and demon rulers described herein), Charisma may equal their Hit Dice. A whispering demon's Charisma may exceed its Hit Dice, to a maxi-

mum score of 25. All demons of Eternal and higher status have normal Aura powers when in material form, but all other demons lack this power. All demons have normal Aura when incorporeal.

A summary of typical ability scores is given in the general description of each type of demon. Use Strength and Dexterity bonuses in melee according to normal procedures (such as to Hit and damage rolls). Each Armor Class given already reflects the typical Dexterity of the form, and should not be adjusted except for situation modifiers. Hit points likewise already include all adjustments. Refer to Tables 2 and 3, Ability Score modifiers, for exact figures for all scores.

Call Other

Any demon may mentally summon help, hoping that another demon will hear and respond. There is a percentage chance (different for each type of demon) that the call is answered. Refer to Table D2. Only one demon responds, appearing within 60 feet of the summoning demon in 1-2 rounds.

Any demon may Call once per round, and may continue Calling at that rate, even when some aid has already arrived. A demon may not Call in the same round it uses magic or makes a Power attack. Each Call costs 10 Power Points, regardless of its success. Any demon responding to a Call may, if convinced that the situation is dangerous, Call even more aid. Nearly any demon who Calls for help will suffer punishment if the aid is not absolutely necessary, and thus most demons treat this as a last desperate maneuver. The sole exception is the whispering demon, who is poorly equipped to handle strong attackers and who is thus often Calls for help when necessary. A demon who makes a Call for another cannot use Power in any way during the same round except to Wrap defensively.

Control Undead

Any demon can attempt to control undead monsters as if it were a powerful undead creature itself. Refer to the *D&D Master Set* (MDM pages 22-23) for detailed information on undead Lieges and Pawns. Gaining this control requires the expenditure of 1 PP for each creature controlled. Example: A howling demon (HD 26) can control up to a total of 52 Hit Dice of undead, none being larger than 26 HD in size, and can maintain the control to a maximum range of 26 outdoor (24-mile) map hexes.

Orcus can automatically take control of up to 200 Hit Dice of undead if he is within 180 feet of them, and can maintain control as long as he remains anywhere in their plane of existence.

Demogorgon can automatically take control of a maximum of 150 Hit Dice of undead of any type if she is within 120 feet of them. However, she can only maintain control to a maximum range of 500 miles (about 21 map hexes), and cannot control any undead already controlled by Orcus.

Enter/Leave Planes

Any demon may magically enter or leave the Ethereal Plane at will, at no Power cost, once (each way) every 24 hours. From the Ether, a demon may enter the Astral Plane in the same fashion, or may enter the Ether from the Astral Plane—again, once (each way) every 24 hours at most, without using Power Points. More frequent magical travel is certainly possible by standard PP expenditure.

Holy Water

This substance can damage demons, but (as with all attacks) inflicts only minimum damage, or 1 point per vial. Its use also enrages the demon, who immediately responds by attacking the individual who used the holy water to attack it. If others interfere with this attack, the demon will usually try to pass them, if possible (such as by *teleporting*), rather than fighting its way through them.

Immunities

All demons are completely immune to all forms of mind reading, disease, aging, death rays, and energy draining. They are vulnerable to mortal blows and to mortal magic (except the effects listed) but only suffer minimal damage from damaging attacks. These are standard attributes of all Immortals of this Sphere.

Minimum Damage

Whenever dice are rolled to determine the amount of damage that an attack form inflicts on a demon, each die is instead automatically counted as a 1, and not rolled. Bonuses and penalties, if applicable, are applied normally and fully. Demons may not attempt a saving throw vs. Physical Blow to reduce such damage by half. This special effect supercedes that rule.

Number Appearing

The demon rulers, who send the other demons to perform specific tasks, usually send only one demon who has the abilities required. When that type is not available for some reason, one to three lesser demons may be sent. So for any type of demon, the normal number appearing is only one. If that demon finds unexpected obstacles, or happens to encounter dangerous foes (such as high level adventurers), the demon may Call for aid. In this case, the total number appearing may be two or more, and those present might be different types. When placing demons, never randomly select a number appearing. Always consider the reasons for their appearance.

If a demon ruler is encountered on any of the Inner Planes (an extremely rare event, always involving some great task which demands such exceptional force), he or she is normally attended by one whispering demon, one roaring demon, and up to six others of various types. The two rulers never travel together, and no problem has ever warranted their combined attention or presence.

Power Points

Immortals of this Sphere use all forms of Power combat in standard ways.

As they are not affiliated with any of the four Spheres controlling magic, demons are very limited in the type of magical effects they can produce. Furthermore, a demon can only expend a given maximum number of points for any one effect. Power costs for magical effects are always double the base cost. All possible magical effects, their fixed costs (for demons), and the limits for individual demon types are given on Table D1a.

The maximum expenditure applies only to Power used to produce magical effects. No limit applies to Power combat.

A demon must drop its A-M voluntarily when planning to create magical effects, and must leave it down if personal effects are to be maintained without risking their sudden disappearance.

Demogorgon may use Power from both heads at once. She may initiate two Power attacks per round, and may produce two magical effects per round by using Power. All demons may use Power to create magical effects while moving or physically attacking.

Regenerate

All demons regenerate hit points, Power Points, and ability score losses at standard Immortal rates. The bias of all inner and outer planes (except their Home planes) is hostile, and the rate is thus normally only 1 point per day. Darkness, however, provides friendly bias. A demon who remains within utter darkness, whether normal or magical, regenerates at the fastest rate of 1 point per round. The same rate applies to a demon in any Outer Plane of Entropy. No plane or local

Creatures

condition has neutral bias for demons. Since demons (and other Immortals) are regenerating creatures, certain weapons may inflict extra damage against them for this reason.

Saving Throws

Demon forms are vulnerable to both mortal and Immortal attacks of most types, though certain ones are immune to damage from normal or silvered weapons. Always apply Immortal saving throws to demons, even if the attack form is of mortal origin. Demons do not gain an Immortal save vs. a mortal physical blow which already inflicts only minimal damage. Refer to Immortal Saving Throws, for exact figures.

Speak with Anything

Any demon may, at will, speak with any living or undead creature of any type.

Surprise

All Immortals of this Sphere gain a + 1 bonus to all rolls for surprise and initiative, even when in melee with Immortals of other Spheres.

Treasure Type

If the demon has a lair on the Prime Plane for more than 48 hours, it has accumulated the treasure noted. Multiple demons of one type may have as much as five times the treasure given, but usually with many coins. Different types of demons never occupy a single lair.

Any demon encountered wandering (whatever the location or plane of existence) may be wearing expensive jewelry and carrying other items of value. Only very useful and powerful magic items are carried, as they function occasionally at best, because of the demon's personal Anti-Magic.

Physical Descriptions

Screaming Demon (Air Demon, Winged Fury)

This demon is part bird and part man in form, standing over 8 feet tall on stork-like legs. Powerful claws adorn humanoid arms. Its feet are taloned. Its large feathered 30-foot wingspread provides quick flight. If the air demon can gain surprise, it swoops down on one opponent. In a Swoop, it attacks with two talons (only), gaining double damage on each hit, and can carry off a man-sized or smaller victim as per the Swoop attack rule (D&D *Expert DM* book, pg 45). Lacking surprise, it screams in birdlike fashion as it dives to the attack. In melee it swings both claws, leaps and strikes with its foot talons, and bites as well. A winged fury can be damaged by any sort of weapon. Abilities include:

Each Greater Talent: 15-20 (1d6 + 14)

Wisdom and Dexterity: 1-20 (1d20)

Charisma: 3-10(1d8 + 2)

Croaking Demon (Swamp Demon, Gobbler)

This foul, slimy monster looks like a giant humanoid toad, standing about 7 feet tall. With surprise, it can lash out with its 10-foot-long magical tongue and, if it scores a hit, it pulls the victim into its jaws, biting for double damage (automatic hit). It does not use its tongue in normal melee, as that part is easily damaged (AC 5). In melee, the swamp demon uses two claws and a bite to attack. A gobbler can be damaged by any weapon. Typical ability scores are:

Each Greater Talent: 9-23 (1d8 + 15)

Wisdom and Dexterity: 3-22 (1d20 + 2)

Charisma: 2-11 (1d10 + 1)



Howling Demon (Fire Demon, Four-Armed Horror)

This bizarre demon form has a wolf's head with long, sharp horns, a large muscular body, but normal human legs. It stands about 9 feet tall. It has four arms; two long arms are attached at its shoulders and end in crablike pincers, and two smaller human arms protrude from its chest. The small arms are used only in normal activities, never in melee.

The fire demon uses magical fire effects whenever possible, to hamper or damage opponents. It can produce a fearsome howl, forcing all within 180 feet to check Morale or flee (PCs are unaffected). In addition to its two pincer attacks, it may attack with its long, sharp horns as well as a bite. It often howls whenever any of these attacks miss. A four-armed horror can be damaged by magical or silvered weapons, but not normal ones. Typical ability scores are:

Each Greater Talent: 25-26

Wisdom and Dexterity: 7-26 (1d20 + 6)

Charisma: 2-13 (1d12 + 1)

Groaning Demon (Forest Demon, Biter)

This is a tall humanoid with the torso and arms of an ape, a boar's head, and goat-like legs. It stands 10 feet tall. Its favorite weapon of terror is its groan, a nightmarish resonant sound which causes its victims to shake uncontrollably, effectively paralyzed, for 1 turn. Victims of less than 4 Hit Dice get no saving throw. A victim of 4 to 7 + Hit Dice may attempt a saving throw vs. Death Ray to avoid the effect, and any creature with 8 or more Hit Dice is not affected.

The forest demon attacks with two claws and a slavering, poisonous bite laden with disease. Even if the victim makes the saving throw vs. Poison, avoiding immediate death, the disease still takes effect (no saving throw). A diseased victim's wounds cannot be healed until the disease is cured. A biter can be hit only by magical weapons. Typical ability scores are:

Each Greater Talent: 26-29 (1d4 + 25)

Wisdom and Dexterity: 10-29 (1d20 + 9)

Charisma: 3-14 (1d12 + 2)



Hissing Demon (Water Demon, Destroyer)

This demon appears either as a 20-foot-long giant poisonous snake or as part snake, part humanoid. In snake form, it may either bite or spit poison to a 30-foot range. The spit causes blindness unless the victim makes a successful saving throw vs. Poison, and the bite venom is deadly (-4 penalty to the saving throw).

The water demon's semi-human form is a six-armed female human torso (about 7 feet tall) atop a 10-foot-long snake body. Each of the six arms may wield any one-handed weapon, and a wide variety of weapons are often used (including swords, whip, net). Furthermore, any pair of hands may instead be used to wield a two-handed weapon. The demon can change from one form to the other in 1 round, and may use a spell-like power at the same time. Any weapons used are dropped when the monster assumes snake form. A destroyer can be damaged only by magical weapons. Typical ability scores are:

Each Greater Talent: 25-32 (1d8 + 24)

Wisdom and Dexterity: 13-32 (1d20 + 12)

Charisma: 5-16 (1d12 + 4)

Roaring Demon (Mountain Demon, Manslayer)

This fearsome fanged demon has a 12-foot-tall human body. Sharp horns protrude 1 foot from each side of its head, and huge leathery wings rise from its back. It is a reasonable creature, and rarely attacks by surprise, preferring to allow its victims a chance to surrender totally and unconditionally. If refused, it usually roars. This roaring instantly *summons* one or both of two special weapons, a two-handed sword of *slicing* +5, +10 vs. *humans* or a *whip of draining* with the same bonuses. See the D&D *Companion Set* for details on slicing and draining abilities, and the attack forms of a whip. Either weapon appears in the demon's hand when summoned (as the 7th level magic-user spell *summon object*), but automatically vanishes if dropped or taken from the demon, returning to the demon's Home Plane. It can use either of these weapons one-handed, and may use both at once.

The mountain demon likes to perch on high peaks or crags, both for tactical reasons and to assume a commanding position. It can speak quite convincingly, and may use a spell-like power at the same time. It possesses leadership and domination abilities; its great power and Charisma enable it to convince or force even the most rampant chaotic to cooperate. A manslayer can be damaged only by magic weapons of +2 or greater enchantment. Typical ability scores are:

Each Greater Talent: 28-35 (1d8 + 27)

Wisdom and Dexterity: 16-35 (1d20 + 15)

Charisma: 16-35 (1d20 + 15)

Charisma: 14-17 (1d4 + 13)

Whispering Demon (Charmer, Gray Deceiver)

This demon is never found with others of its kind, nor with hissing demons. It prefers to act alone or as the companion of another powerful demon. Its natural form is that of a human female with small horns and great bat-like wings, but this form is rarely seen. It prefers to appear as an extremely seductive mortal, either male or female and of any race, as suits its goals. The touch of a gray deceiver causes an energy drain of 1 level (per round, as applicable), but the victim is completely unaware of the effect until 1 turn later (if still alive). In turn, the demon (if damaged) is cured 1-10 hit points and a like amount of Power Points with each such drain. The demon's spell-like powers of *charm person* and *hold monster* can be used to great advantage in combination with this energy drain effect.

The charmer seeks to dupe its victims by convincing them it is good and innocent, sometimes pretending to be a captive. It relies on false appearances and treachery. Rather than fighting for itself, it usually relies on a powerful companion or mistakenly beguiled allies to do the fighting for it. If forced, however, it can be a formidable opponent on its own. A whispering demon can be harmed only by weapons of +2 or greater enchantment. Typical ability scores are:

Each Greater Talent: 10-15 (1d6 + 9)

Wisdom and Dexterity: 8-15 (1d8 + 7)

Charisma: 13-24 (1d12 + 12)

The Demon Rulers

The two following individuals command all the other demons described in this section. However, they are but two of the many Eternals of this Sphere.

Orcus (commonly called The Goat) is commander of all mortals of the Sphere, which includes all undead monsters. He also commands a small body of loyal Immortals of various types. *Demogorgon* (commonly called The Child) commands most of the Immortals described here, and may technically command even Orcus, though great and sufficient cause must exist. The two rulers are nearly equal in power. Orcus is a 4th level Eternal and Demogorgon is a High Eternal.

The following abilities are usable at will by either demon ruler, at no cost in Power: *detect magic*, *detect invisible*, *know alignment*, *true seeing*, *read languages*, and *read magic*. Both rulers are telepathic, able to send and detect thoughts. Both are immune to mind-reading.

The demon rulers have all the standard abilities and immunities of other demons, and are also immune to poison, *paralysis*, *turn to stone*, and *fear*. They can be harmed only by weapons of +3 or greater enchantment.

These Eternals and all other Eternals of this Sphere possess Aura.

The physical forms described here are those most commonly employed by the demon princes. However, both commonly *shape-change* to any form convenient to their purposes. All of Orcus' ability scores are 90; all of Demogorgon's are 95.

Instead of the standard random Call Other ability of all demons, each ruler may choose the types of creatures to be Called, with varying chances of success (as listed on Table D3). If a Gargantuan is chosen, roll d% to determine the exact type responding, and refer to Table D4. Unlike other demons, a demon ruler may Call many lesser demons.

Table D5 gives statistics for the Special Followers which may respond to a Call from a demon ruler. A page reference is given for each normal-sized creature; "B" (D&D *Basic Set*) and "C" (D&D *Companion Set*) listings refer to the DM rulebooks in those sets. More detailed statistics are given for gargantuan followers; see the *Companion Set* (DM rulebook, pg. 32) for other details on these creatures. Their energy drains do not increase in power. Level-draining gargantuans (wights, wraiths, and spectres) can only be created or Called by a demon ruler, not by any mortal or lesser Immortal.

Orcus (*The Goat, Master of the Dead, Lord of Darkness, The Black Prince*)

This demon's normal form is a 15-foot-tall fat goat-like humanoid. His two great curled ram's horns are his most recognizable feature. His arms are giant-sized but very human. His legs are goatlike, with split hooves. When willing to fight personally (a rare event), he uses any convenient weapons, wielding one in each hand, and swings his deadly poisonous barbed tail (-6 penalty to saving throws) as well. Any Immortal struck by Orcus' tail loses 1 Hit Die permanently (with a corresponding loss of Power, hit points, etc.), and must successfully save vs. Power Drain or temporarily lose 3 more. Temporary losses of Hit Dice are restored automatically when the victim's PP total regenerates enough to reflect this. If Orcus is not at full Power when this occurs, he absorbs the victim's permanent Power losses (in the same way that a magical cure restores hit points).

Demogorgon (*The Child, Bane of Souls, The Lizard King, The Dark Lady*)

This demon often *polymorphs* into the form of a human child, apparently the essence of youth and innocence. When she chooses to fight, however, she assumes her normal form—an 18-foot-tall reptilian monster, with two monkey heads atop sinewy necks, two great tentacles in place of arms, and a forked tail. She can attack with one tail and both tentacles each round. The tail can strike as if a whip (either for

damage or entanglement), but any hit causes an energy drain of 1-4 levels (for mortal character types) or Hit Dice (for monsters). Any Immortal struck loses 1 Hit Die permanently (and the corresponding amount of PP, hit points, etc.), and must successfully save vs. Power Drain or lose 100 PP permanently. Each tentacle hit inflicts a horrible rot (no saving throw) which destroys one-fourth of the victim's (original) hit points immediately and permanently. Only a *wish* will permit curing of this damage. The blow affects mortals and Immortals equally (but an Immortal can create a new, undamaged form at a later time).

This unique demon can create two magical effects in a single round, one with each head. Either head can instead be used to *gaze* to a 120-foot maximum range, producing a special effect as follows. The left head's gaze can *charm* any mortal; the right head's gaze causes insanity for 1-6 turns. Either effect may be avoided if a successful saving throw vs. Spells is made. Both gazes can also affect Immortals, causing a permanent drain of 1-6 ability score points. The left head affects Wisdom, and the right, Intelligence. The Immortal may attempt to save vs. Mental Attack for each gaze, and success indicates that the effect is avoided.

If Demogorgon does not create any magical effects in a round, both heads may gaze in unison while twisting about. Against mortals, this has the net effect of *charming* up to 300 Hit Dice of creatures within a 120-foot radius. A mortal victim with 30 or more Hit Dice or levels of experience may attempt a saving throw vs. Spells to avoid the effect, but with a -5 penalty to the roll. For mortal characters, use levels, not Hit Dice. Mortal victims with less than 30 levels or Hit Dice (including all demi-humans) have no saving throw. All *charmed* victims will obey Demogorgon's commands for 1 turn, but of course will not perform any self-destructive activity. This double-gaze attack affects all Immortals in range as if each victim were attacked by both gazes. Demogorgon can affect a mixed group of mortals and Immortals simultaneously with this attack form.



Reference Tables: All Demons

Table D1: Magical Effects Produced by Demons

D1a. Limits to Magical Effects, by Demon Type

Demon Type	Maximum PP Expenditure for Magical Effects
Whispering	8
Screaming	8
Croaking	14
Howling	20
Groaning	26
Hissing	32
Roaring	38
Orcus	40
Demogorgon	40

D1b. All Magical Effects Usable by Immortals of the Sphere of Entropy (See Inside back cover for table D1b.)

Table D2: Call Other (Lesser Demons)

Find the demon Calling on the top row. Roll 1d100 to check the chance of success in Calling, given below each type. If a response is indicated, roll again and find the demon type which responds in the appropriate column.

Calling Demon	Responding Demon								
	Scream	Croak	Howl	Groan	Hiss	Roar	Whisper	Demon	Responding
	10%	20%	30%	60%	50%	70%	40%		
	01-95	01-20	01-13	01-12	01-08	01-02	01		Screaming
	96-99	21-95	14-40	13-30	09-20	03-05	02-03		Croaking
	00	96-99	41-91	31-55	21-37	06-25	04-06		Howling
		00	92-99	56-88	38-60	26-90	07-65		Groaning
			00	89-95	61-90	91-95			Hissing
				96-98	91-97		66-97		Roaring
				99-00					Whispering
					98-99	98-99	98-99		Orcus
					00	00	00		Demogorgon

Tables D3-D7: Call Other (Orcus and Demogorgon)

Choose one of the four categories on Table D3 and roll 1d100 to check the success of the Call. Refer to Table D4 for demons responding, or Tables D5, D6, and D7 for Special Followers.

Table D3: Demons Responding

Possible Responders	Chance of success for...	
	Orcus	Demogorgon
A. Hissing or Roaring Demon	50	55%
B. Croaking, Groaning, Screaming, or Howling Demon	80	85%
C. Whispering Demon	90	95%
D. Special Follower	100	100%

Table D4: Demons Appearing to Orcus' or Demogorgon's Call Only

Roll 1d100 and refer to the appropriate column as determined by the choice made on Table D3. Use Table D5 for choice D (Special Follower).

Responder	Number	A	B	C
Croaking	2-5		01-20	
Groaning	1-3		21-70	
Hissing	1-3	01-35		
Howling	1-4		71-95	
Roaring	1	36-00		01-02
Screaming	2-5		96-00	
Whispering	1			03-00

Table D5: Special Followers (Orcus and Demogorgon only)

Select one type only, and roll to determine the number appearing. The response is automatic (100% success).

Orcus	Demogorgon
3-30 Mummies	4-24 Horned Chameleons
2-20 Spectres	3-18 Tuatara Lizards
2-12 Vampires	3-12 Wyverns
1-6 Phantoms	2-8 Purple Worms
1-3 Spirits	1-4 Small Dragons
1 Nightshade	1-2 Dragon Turtles
1 Gargantuan	1 Gargantuan Snake
Undead (See Table D6)	or Lizard (See Table D6)

Table D6: Type of Gargantuan Responding (Orcus and Demogorgon Only)

Orcus	d %	Demogorgon
Skeleton	01-28	Spitting Cobra
Zombie	29-51	Pit Viper
Ghoul	52-69	Gecko
Wight	70-83	Rattlesnake
Wraith	84-93	Python
Mummy	94-99	Horned Chameleon
Spectre	00	Tuatara

Creatures

Table D7: Statistics of Special Followers

D7a. Normal Followers

Demogorgon

Dragon (small): B28; AC 2/1/-1/-2; HD 7** to 11**; MV 90' /240' flying; THACO 13/12/11/10; AT 2 claws/1 bite (+breath); choose any Chaotic (Black, Green, Red, Brown)
 Dragon Turtle: C31; AC -2; HD 30*; MV 90'/30' swimming; THACO 0; AT 2 claws/1 bite (+breath); Dmg 1d8/1d8/10d6
 Horned Chameleon: B32; AC 2; HD 5*; MV 120'/THACO 15; AT 1 bite/1 horn; Dmg 2d4/1d6
 Purple Worm: X55; AC 6; HD 15*; MV 60'; THACO 8; AT 1 bite/1 tail; Dmg 2d8/1d8 + poison
 Tuatara Lizard: B32; AC 4; HD 6; MV 90'; THACO 14; AT 2 claws/1 bite; Dmg 1d4/1d4/2d6
 Wyvern: X57; AC 3; HD 7*; MV 90'/240' flying; THACO 13; AT 1 bite/ 1 tail; Dmg 2d8/1d6+ poison

Orcus

Mummy: X54; AC 3; HD 5 + 1**; MV 60'; THACO 14; AT 1 touch; Dmg 1d12+ disease
 Nightshade: HD 20***** to 30*****
 Phantom: C35; HD 10**** to 12****
 Spectre: X56; AC 2; HD 6**; MV 150'/300' flying; THACO 14; AT 1 touch; Dmg 1d8 + drain (2 levels)
 Spirit: C37; HD 14**** to 18****
 Vampire: X57; AC 2; HD 7** to 9**; MV 120'/180' flying; THACO 13; AT 1 touch; Dmg 1d10 + drain (2 levels)
 Nightshade, Phantom or Spirit: Refer to the monster description for details. Randomly select one of the three possible types of each creature.

D7b. Gargantuan Followers

Type	AC	HD	MV	THACO	AT	Dmg	XPV
Cobra	7	8**	180'	12	1 bite	3d4 + poison	1,750
Gecko	5	25*	240'	3	1 bite	4d8	9,500
Ghoul	6	16**	180'	7	2 claw/1 bite	3d4/3d4/3d4 + paralysis	3,250
Chameleon	2	40**	240'	3	2 bites	4d8/4d6	20,750
Mummy	3	41***	120'	2	1 touch	4d12 + disease	28,500
Pit Viper	6	16**	180'	7	1 bite	2d8 + poison	3,250
Python	6	40**	180'	2	1 bite/1 squeeze 2d8/4d8	20,750	
Rattler	5	32**	240'	2	2 bites	2d8/2d8 + poison	14,750
Skeleton	7	8*	120'	12	1 weapon	4d6	1,200
Spectre	2	48***	300'	2	1 touch	4d8 + energy drain (2)	35,500
Tuatara	4	48*	180'	2	2 claw/1 bite	2d8/2d8/6d8	26,750
Wight	5	24**	180'	3	1 touch	1d4 + energy drain (1)	8,750
Wraith	3	32***	240'	2	1 touch	4d6 + energy drain (1)	19,500
Zombie	8	16*	180'	7	1 claw	4d8	2,300

Diabolus

Sphere:	None
Status:	Mortal
Power Points:	None
Anti-Magic:	100% (vs. normals) or 0
Armor Class:	8 (base; see below)
Hit Dice:	1 to 9
Move:	120'(40') (and see below)
Attacks:	1 bite or weapon/1 tail
Damage:	1-6 or 1-10/1-4 + special
No. Appearing:	Any
Save As:	Character class and level
Morale:	Any
Treasure Type:	Any
Alignment:	Any (mostly Chaotic)
XP Value:	By class and level

Description: The diaboli are a humanoid race of Nightmare creatures, of sizes equal to the range found in humans. Diaboli have well-muscled arms and legs, and their skin is bright red, shiny, and hairless. Their feet have split hooves like a pig's, and their hands have only three fingers each but are otherwise entirely human. The pupils of their eyes are vertical slits, similar to certain reptiles. The nose is usually longer and lumpier than a human's. A long, forked tongue, another reptilian feature, is equipped with the various senses of smell, sound, and heat detection. Two small horns protrude from the top of the head, but these are merely vestigial remains from early evolution, and are nearly useless. Each diabolus has a tail just slightly longer than its legs.

The diaboli are natives of the Prime Plane, but live in fifth dimensional space, a space made up of the third, fourth, and fifth dimension and referred to as the dimension of Nightmare. The homeworld(s) of player characters are near to, but never coincide with, those of the diaboli. Because of the alien perspective of the dimension of Nightmare, creatures from Normal space view Nightmare creatures as hideous monsters, even as the peaceful diaboli view Normal creatures as grotesque monstrosities.

Abilities and Limits: Diaboli abilities are mostly identical to those of normal men. Adventurous adult diaboli advance through the same character classes as those available to humans, and gain exactly the same abilities thereby. Diaboli are slightly more physically capable than humans, and can attack with bite and tail if no weapons are available. The tail is poisonous even to other Nightmare creatures, and a victim stung by the tail must save or be paralyzed for 1-6 rounds. All diaboli are immune to this venom.

The preferred tool of all adult diaboli is a barbless trident with an elongated handle. This can be used to attack (damage 1-10 plus strength bonus), but may also be used to communicate, enhance movement, and defend. If a diabolus does not attack in a round, it may defend with the trident, gaining a -5 bonus to its Armor Class. The trident can be used for silent but quite detailed communication, using a system of twirling and other motions understood by all adult diaboli. By using both its tail and its trident, a diabolus can use a form of acrobatic cartwheel movement at double the normal running rate, or 240 feet per round. The diabolus must concentrate when using this maneuver, and thus no other action is possible at the same time. Cartwheel movement incurs the same fatigue as running and it can be maintained for 30 rounds (5 minutes) at most, and must be followed by rest. The amount of time required for rest equals six times the

amount spent cartwheeling.

Resistances: Each diabolus saves either as a normal man or as its corresponding character class and level. All other resistances applicable to mortal humans apply also to the diaboli.

A diabolus' base Armor Class is 8, slightly better than a normal human's because of natural defensive skills (gaining +2 to their AC). Diaboli wear various types of armor and can thus improve their base AC to a maximum of -3 (with shield and their equivalent of suit armor).

All diaboli are utterly unaffected by magical effects produced by creatures from the Normal dimension. Similarly, magical effects of diabolic origin cannot affect normals. No immunity or exceptional resistance applies to magical effects of Immortal origin.

Habits: The diaboli are a cheerful, well-meaning race. As with most Nightmare creatures, they believe that Chaos is the natural disorder of all things, and they try to bring its joys to all who are receptive to such ideas. They do not generally force their beliefs on those who disdain them.

Diabolic interrelations and culture are similar to humans' in many ways, but strikingly different in others. They promote chaos, chance, and inspiration, viewing order, laws, and disciplines as evil. They do practice customs, though a chaotic society, but each time a custom is practiced, it changes slightly. The diaboli have no set organization or rulers, of course, but they seem to manage very well without them.

Background: Though both are native to the Prime Plane, the human and diaboli worlds are separate. The segregation is further aided by the opposed dimensional viewpoints of the races, as they thus have only one dimension in common. Although diaboli have existed for nearly as long as mankind, contact is extremely rare. Diaboli are aware of the existence of other planes, but only visit them occasionally by using magic. They strongly prefer their homeworlds.

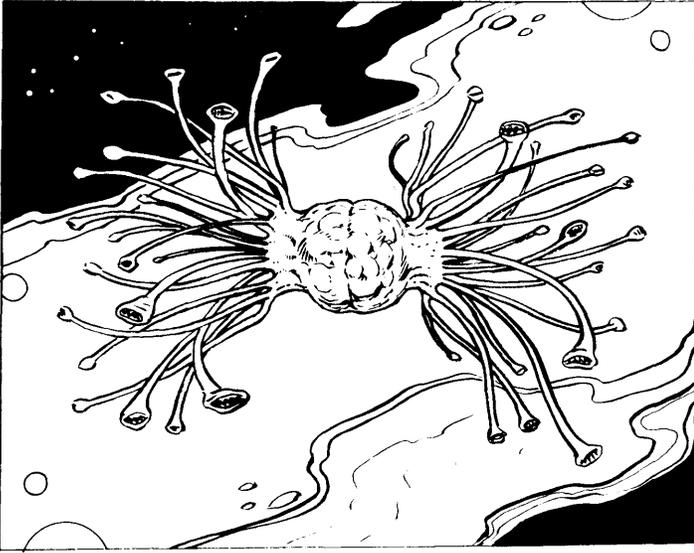
The diaboli have little interest in war or weaponry, and follow a strict moral code of non-interference. Their technological base is far more primitive than man's, but their art forms, generosity, philosophy, and tolerant attitudes surpass those of humankind.

Some few diaboli explorers have encountered humans on rare occasions, and mutual horror was the natural result. Human legends have exaggerated these events, and the diaboli are thus much feared and maligned. They tell similar tales to their own young, describing the horrible hairy beings who invent all manner of tools to ensure the destruction of all life. Some diaboli religions maintain that humans are agents of evil. The misunderstandings will probably never be resolved on either side.

Some diaboli have achieved Immortality by following routes very similar to those available to humans and demi-humans. However, their Chaotic nature makes most diaboli unsuited to long periods within the Immortal hierarchy. They may be found in every Sphere, but are generally looked upon with suspicion.

The mortal diaboli are constantly watched and tended by the Immortals who consider them to be a viable alternative source for Immortals if the primary experiment with humans fails—should the overly aggressive humans eventually succeed in their apparently self-destructive goals. The diaboli are unaware of all this, of course, and though they may eventually mature and inherit control of the multiverse, they will not (as a race) be ready for this responsibility for many eons.

Creatures



Draeden

Sphere:	Thought
Status:	Empyrean or Eternal
Power Points:	30 per HD (3,030-6,000)
Anti-Magic:	99%
Armor Class:	-20
Hit Dice:	101-200
Move:	18 miles (6 miles)
Attacks:	Up to 40 blows
Damage:	1-100 each
No. Appearing:	
Save As:	Immortal of equivalent PP total (Novice Empyrean to Eternal 1)
Morale:	
Treasure Type:	Special
Alignment:	Chaotic
XP Value:	101 HD: 7,587,500 (756 PP) 150 HD: 16,904,800 (1,690 PP) 200 HD: 30,126,500 (3,012 PP)

Description: Draedens are feared and respected by all who are aware of their existence. A draeden's true but rarely-seen appearance is a cluster of 20 tubular strands, all symmetrically attached at a central node and fanning out at both ends. Each strand has a mouth at each end, and contains a digestive passage leading to the central node. The node is the equivalent of a stomach, and contains several thousand boulders to aid digestion. These boulders range in size from 1-20 feet, and are made of solid diamond, worn to perfect smoothness by the acidic fluids. A draeden's intelligence resides throughout a neural network that spans most of the form. The creature's total length is about 1,000 feet per Hit Die. The width at the central node is 10% of the total length.

Although the six standard ability scores are inappropriate for describing this life form, treat each as maximum for Immortals (100). No ability score modifiers apply to a draeden's attacks in melee. Draedens have no Aura, but can understand Aura communication used by Immortals.

Abilities and Limits: Each creature who sees a draeden must make

a standard Wisdom check (unmodified and using 1d100). If the check succeeds, the viewer sees the draeden's true form. All those failing the check believe that they see the deadliest, most invulnerable being imaginable. For most Immortals, draedens appear to be huge and powerful enemies from the Sphere of Entropy, usually Eternals or Hierarchs. Mortal humans and demi-humans usually see them as huge dragons.

If a draeden encounters matter it usually tries to eat it. The draeden may choose either a bite or swallow attack for each of its mouths, and may thus attack up to 20 different opponents with each end of its body. The flexible strands may reach far to each side, to a maximum range of one-third the creature's total length. A target cannot be swallowed if it measures more than 1,000 feet in any dimension. A draeden will not knowingly swallow anything that could pose a threat thereafter, preferring to bite until the target is dead.

A simple bite attack inflicts 1-100 points of damage. A swallow attack inflicts only 1-10 points initially, but the target takes 1-100 points per round thereafter from the monster's acidic digestive fluids. The draeden's interior is AC -10.

The creature has a Power ability believed to be unique to its race. By expending only 5 PP, a draeden can reproduce the exact type and strength of any incoming Power attack. In play, this new form of Power attack is called "Reflect." Example: An Immortal declares a Power attack against the draeden. The DM chooses to Reflect. Whatever force and type of attack is revealed by the attacker, the DM reveals an identical effect and force, but only deducts 5 PP as the cost to the monster.

Immortals cannot use, learn, or otherwise duplicate Reflect as a Power combat option.

Draedens can also employ all normal options of Power combat if they so choose. They may create all magical effects by using Power, but rarely do so. A draeden can cross any dimensional or planar boundary by expending 10 PP. If seriously threatened, a draeden will usually use magic to escape across dimensions or planar boundaries if possible.

Draedens sense their surroundings in some unknown way which cannot be blocked by any known means, magical or otherwise. They can use their mouths to speak any language they encounter. They regenerate PP, hit points, and ability scores at maximum rate (1 per round), in all environments, planes, and dimensions.

Resistances: A draeden's high Armor Class and ability scores, 99% A-M, and unique Power ability serve to protect it from most attack forms. It cannot be affected by normal weapons or poison, but has no other special immunities. A draeden saves as if it were a Novice Empyrean, although it is apparently mortal. If they are Immortal, the Home Planes of the draeden are among the infinite number of Outer planes as yet unexplored by the Immortals. (The discovery of one would be an event of the greatest magnitude, but even after millions of years of nearly constant searching, the Immortals have not succeeded in doing so.)

Habits: Draedens despise all elemental material, and dislike the substance of the Ethereal and Astral planes. They prefer to wander the depths of perfect vacuum, especially those of the Prime and Elemental planes.

Draedens usually avoid Immortals and their projects, but are occasionally encountered randomly. They sometimes attack Immortal projects for no apparent reason. Many Immortals have chosen to abandon minor projects rather than confront the offending draedens. Such attacks are very rare, as a state of truce technically exists between the Immortals and this fearsome race.

These creatures are very rarely encountered, and almost always travel singly. The only known instances of multiple draeden appearing have occurred when they deliberately gather to attack some Immortal outpost or project. As many as 20 draeden have united in this way at least once in the distant past. No event of this type has occurred for over 200 million years.

Obviously of incredibly high intelligence, draedens sometimes agree to negotiation if opponents are numerous and of Immortal status. However, they are quite arrogant and self-centered, and may suddenly reject all proposals for no apparent reason.

Background: Draedens are the descendants of beings that existed before the Immortals, beings who may have actually created part or all of the multiverse. Their exact population is unknown, but numbers at least 1,000. Draedens still consider the entire multiverse to be their domain. When Immortals assumed the responsibility for all of existence, the draedens became resentful. But after long strife and negotiations, they agreed to peace. They plan to outlast their enemies by simply waiting until the Immortals destroy themselves, leaving the multiverse to the draedens once again.

Dragon Ruler

Name	Status	XP Value vs. Immortal opponents
Pearl, the Moondragon	Temporal 4	349,750 (34 PP)
Opal, the Sundragon	Celestial 2	438,500 (43 PP)
Diamond, the Stardragon	Celestial 5	526,000 (52 PP)
The Great Dragon	Eternal 5	846,500 (84 PP)

Description: The rulers of dragonkind are described in the D&D *Master Set* (MDM pages 28-29). As noted there, all are Immortal.

Dragons and dragon rulers are not affiliated with any one Sphere. The dragon rulers do not progress within any hierarchy; all the statistics given are unvarying.

Abilities and Limits: The dragon rulers have no Power Points, but are completely unaffected by Power. Any opponent using a Power attack against a dragon ruler deducts the amount of PP chosen for the attack form used, but then immediately realizes that the attack had no effect, although no responding attack occurs. Probes used against them produce normal results. The creatures cannot shield themselves against probes.

If a dragon ruler's form is slain on any plane but its Home, its life force returns to the Home Plane, just as that of any Immortal. Each ruler has the ability to create a new physical form by destroying the spirit of one loyal follower and converting the resulting essence. Although this totally destroys the victim, the dragon spirits of the Home Plane find it a great honor to sacrifice themselves for their liege. It is a joyous occasion, not a sad one. Luckily, it is rarely necessary, as the dragon rulers care deeply for their subjects and avoid damage whenever possible.

Resistances: These beings have no A-M. In addition to the previously published spell and weapon immunities, they are immune to certain magical effects of Immortal origin. Lesser dragon rulers are immune to magical effects for which the base cost is 7 PP or less; the Great Dragon is immune to effect which costs 15 PP or less. The base cost is always used to determine immunities, never the total cost.

Dragon rulers save as their Immortal status equivalents (given on the chart above) against attacks of Immortal origin. On any plane but the Prime, they may likewise save to reduce the damage from any physical attack by half. They do not enjoy this benefit when on the

Prime Plane, and thus always bring several attendants and allies when visiting.

Habits: Each of the dragon rulers has its own Home Plane. Immortals generally refer to this group of four adjacent Outer Planes as the Draconian Cluster, or simply the Four. They welcome visitors who are well-behaved. But woe to the disrespectful invader who may be attacked by thousands of dragons at once!

Each plane of the four is populated by the disembodied spirits of all dragons that have died in the past. All those of a single alignment stay within the plane of their ruler. The largest, bravest, most mature dragons—the draconian equivalent of epic heroes—earn the privilege of serving and living with the Great One. The dragon populations of each plane are approximately equal.

Once every 20 hours on the Outer Planes each spirit dragon can assume its original mortal form for up to 1 turn. Dragon spirits are reincarnated in mortal form once every 10,000 years and inhabit every Inner plane and many Outer planes. Dragon spirits bear no grudges against the slayers of their former mortal forms.

Dragons never attack draeden for any reason, and those creatures treat dragons with the same respect.

Background: Immortals believe that dragons and draedens are closely related, despite the extreme differences in their physical forms and abilities. Dragons certainly predate Immortals, as they were neutral bystanders during the great Draeden-Immortal war of the distant past. Dragons consider history to be irrelevant; they merely exist, fulfilling their function in the multiverse. They are party of the natural cycle of life. They provide a challenge to mortals to strive toward greatness in Immortality.

Elemental Creatures

Some of the elemental beings described in previous sets are capable of reaching Immortality. This is very rare, but possible.

Each type of elemental material corresponds to a single Sphere. Elemental races that are not true Elementals are thus limited to Immortal status within their corresponding Spheres. The routes to Immortality for these creatures are somewhat different from those available to player characters, but are not detailed here.

Normal Elementals are not ambitious, and cannot reach this level. Elemental rulers (described in the D&D *Master Set*) are content to serve as lords of their own kind. Their lifespans are so long that they see no reason to follow the difficult route to Immortality. But each race of elementals has an Immortal sponsor and protector. These beings, are called the elemasters.

Some exceptional individuals of other races native to the elemental planes do seek and occasionally achieve Immortality. These races are described in the D&D® *Companion Set*, and include the haouu and sshai (air), horde-beings and kryst (earth), helions (fire), and hydrax and undines (water). Of the noteworthy djinn (air) and efreet (fire), only their rulers, the pashas and amirs (respectively), may strive for Immortality.

These beings are not described in this set. If you wish to include them in your Immortal games, use the same procedures for converting mortal characters to Immortal status (Players Book, page 14) to the monster descriptions, and add powers as needed. All of these creatures have mental ability scores, usually in the same range as mortal characters. Their physical scores are 1-6 points greater than humans'. Note that special abilities, including spell effects, are lost as the wider Immortal powers are gained.

Notes on another elemental creature, the phoenix, appear on page 46.

Creatures

Elemaster

Sphere:	Element equivalent
Status:	Hierarch 2
Power Points:	12,000
Anti-Magic:	90%
Armor Class:	-18
Hit Dice:	42
Move:	As Immortal
Attacks:	4 fist strikes
Damage:	Up to 100 (each)
No. Appearing:	1 (unique)
Save As:	Hierarch 2
Morale:	Special
Treasure Type:	Special
Alignment:	Neutral
XP Value:	9,539,250 (953 PP)

Description: The elemasters are high-ranking aides who directly serve the Full Hierarchs of the Spheres. They represent and rule all of the elementals of the multiverse.

An elemaster's normal form is similar to its elemental type, but 20 feet tall. It is able to shrink or grow at will, to a minimum height of one inch, and a maximum of 300 feet. This ability is innate, non-magical, and requires no Power expenditure.

Abilities and Limits: An elemaster can use all forms of Power combat, and may expend Power to create any magical effect within its Sphere, at half normal cost (rounded up). Elemasters may create effects of other Spheres, but at 10 times the usual cost (cumulative with the multiplier for dominance).

The elemasters' normal forms are carefully designed and expensive to create so they are careful to avoid this destruction if possible. Each has the full ability scores of the elemaster, all of which are 75 (+13 modifier). Each elemaster has standard Aura power. Any ability score check manipulating the represented element is never penalized for difficulty (though bonuses for ease apply frequently). For example, if the Earthmaster tries to hurl an asteroid with a mass of billions of tons at an opponent, the base 75% chance of success (equal to its Strength score) applies without penalty.

Though of "trainee Hierarch" status, the elemasters cannot progress further, and can never become Full Hierarchs.

Resistances: The elemasters have 90% A-M, but usually negate it if they plan to create magical effects. They are completely immune to all mortal magic. They are immune to magical effects of Immortal origin that have a base cost of 15 PP or less. In addition, they are unaffected by all mind attacks except direct ability score attacks, all magic that could cause instant death (including *disintegrate*), and blows from weapons of +4 or lesser enchantment. All standard Immortal saving throws apply as well.

Habits: The business of the elemasters is primarily administrative, as their realms are vast. They spend much of this time visiting and examining their subjects, often stifling their auras and masquerading as young elementals. The local rulers of the elemental planes (detailed in the D&D *Master Set*) are aware of this, and never shirk their duties, lest they be under secret observation.

Background: The elemasters achieved Immortality long ago, and now protect their exalted positions by preventing any other true Elementals from reaching Immortal status. They are vain and self-centered, but extremely powerful and superb at their tasks. The

Immortals tolerate them for this reason and for fear that, if sufficiently irritated, an elemaster may upset the balance of the elements in the Prime plane.

Flicker

Sphere:	Energy
Status:	Mortal
Power Points:	100-1,000 (dl0 x 0)
Anti-Magic:	100% (None vs. Energy effects)
Armor Class:	None
Hit Dice:	9
Move:	Any (see below)
Attacks:	None (Power only)
Damage:	None
No. Appearing:	1-4
Save As:	N/A
Morale:	9
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	8,600

Description: A flicker is a being composed entirely of light energy. It appears as a strand of multi-colored light. This strand is only 1/4 inch in diameter, but a number of feet long equal to the creature's Intelligence score.

One end of the light strand moves in a complex path within a small space (about 100 cubic feet), and the rest of the strand appears to follow the leading end's path. Movement may be very slow or extremely rapid—indeed, as fast as light itself. The creature may thus appear to normal vision as a glowing symbol or as a written word.

The maximum movement rate of a flicker is half that of an incorporeal Immortal—63,360 feet (12 miles) per round. Flickers usually choose to move much more slowly, at rates similar to those of other life forms nearby, unless seriously threatened. They may accelerate to full speed instantly.

Abilities and Limits: These creatures have minds similar to those of Immortals, with Intelligence and Wisdom scores ranging from 17-28 (1dl2 + 16). They may use all forms of Power combat, but cannot create any magical effect. They have learned to use Power to cross planar boundaries (50 PP cost), but in a unique non-magical way. Power loss or usage regenerates at standard rates.

Since flickers have no material forms, the abilities and statistics dependent thereon do not apply to these creatures. They actually do not sense matter in any way, and are able to move through it with ease.

Resistances: Flickers are completely immune to the effects of matter, time, thought, and all magical effects other than those of Energy. For each full round that a flicker remains within fire or any magical energy effect, the creature may either regenerate damage or permanently gain 1 Power Point (to a maximum of 1,000 PP). Flickers do not otherwise regenerate, and are not classified as regenerating creatures.

Habits: Flickers communicate with each other by the patterns formed by their movements. These patterns can be understood by Immortals (in a manner similar to that used in Aura communication), or by anyone using *read magic*.

A flicker's mood can be detected without magical aid. Its patterns contain smooth, flowing lines when the creature is happy or peaceful. The patterns become jagged and irregular as the flicker's excitement or irritation increases. Color is another good indicator of mood, but the meanings of all the subtle hues of which the creature is capable are difficult to interpret fully.

This life form is common in the Astral Plane, and occasionally found in Outer Planes of Energy and the Elemental Plane of Fire. Flickers do not enter any other plane voluntarily, and die immediately if forced to do so unless carefully protected by total immersion in fire or energy.

Background: This race began, long ago, in the Home Plane of an Immortal of Energy. They developed intelligence through evolution, and eventually learned to leave their own plane. Their existence is well-known to Immortals, many of whom treat them (somewhat insultingly) as pets.



Immortals

As Dungeon Master, you may wish to create a roster of some or all of the 2,000 Immortals of the five Spheres of power. By creating your own list and populating the Immortal hierarchy with individuals of your own design, you have a free hand. You may wish to research and use the beings of classic Greek myths, or you may prefer the Roman to populate your courts of Immortals. You will find much of mythological interest in the tales of ancient Scandinavia, or you may prefer an entirely original creation of fantastic beings of your own invention. Or you may wish to mix several myths together, as we have done in presenting the "known" artifacts of the *D&D Master Set*. By choosing your own path, you avoid the pitfall of the player who reads the details of a published roster and acts according to knowledge of which the character would be ignorant.

All that is given here is a starting point. The game details for NPC Immortals of every level are the same as those for PCs, so refer to the appropriate Tables and other sections when you need such information.

Some of the first beings encountered by new Immortal player characters are their peers, the other Initiates and Temporals of their Spheres. Draw on your experience as a Dungeon Master, simply recast old but memorable personalities in these new roles. By using characters that were portrayed by former players, or those provided in some published game adventures, you can create NPCs with personalities and who are also driven by understandable motivations. Introduce them with care, for unlike the low-level NPCs whose exit can be as hasty and ill-planned as their entrance, these NPCs may be around for a while—possibly forever!

Everyone likes to know who's in charge, and new PC Immortals will be no exception. Thus, select Hierarchs for the Spheres before you start play. If you use a blend of various myths, the following individuals are recommended. They are vague enough to be unpredictable, but are similar to the major figures of ancient myths. For any Hierarch, all powers and ability scores should be at maximum level.

Finally, be sure to assign positions to the names of Immortals that players recall as being creators of the Known Artifacts. Their personalities should be appropriate to their sphere. The powers and ability scores of these lesser Immortals should be typical for their respective levels.

Sphere of Matter

Full Hierarch: Mother Earth, Terra, Djaea
 Hierarch 3: Ouranos (creator of the Sakkrad)
 Eternal 5: Maat (creator of Ivory Plume)
 Empyrean 2: Wayland (creator of Armet)
 Celestial 3: Ilmarinen (creator of Automoton)

Sphere of Energy

Full Hierarch: Light, Pyro, Solarios
 Empyrean 3: The Korrigans (9 elves, creator of the Comb)
 Empyrean 1: Ninsun (creator of Glaring Eye)
 Celestial 3: Saturnius (creator of Pileus)
 Celestial 4: Idraote (creator of Girdle)

Sphere of Time

Full Hierarch: Father Time, Grim Reaper, Kharonus
 Empyrean 5: Verthandi (creator of Invincible Hourglass)
 Celestial 3: Simurgh (creator of the Claw)
 Celestial 2: Hymir (creator of Steaming Cauldron)

Sphere of Thought

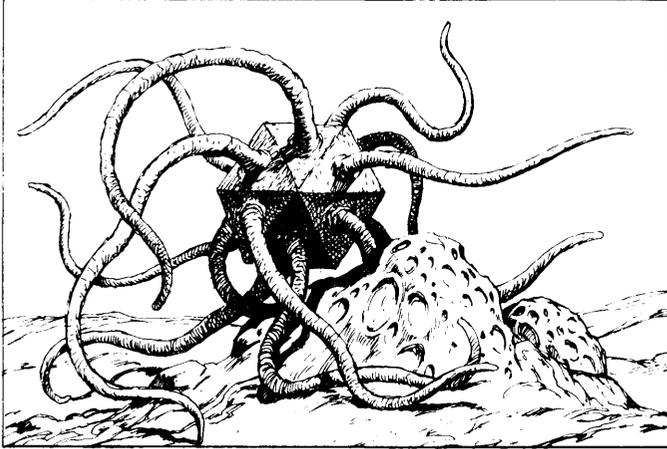
Full Hierarch: News, Noumena
 Eternal 2: Tyche (creator of Diamond Orb)
 Empyrean 4: Ssu-Ma (creator of Tome)
 Celestial 1: Sinbad (creator of Rainbow Scarf)

Sphere of Entropy

Full Hierarch: Night, Old Nick, Nyx
 Eternal 3: Masauwu (creator of Fiery Brand)
 Celestial 3: Skuld (creator of Ortnit's lance)

Not all Immortals of Entropy are demons. The ranks of demons are merely one group of this Sphere's population.

Creatures



Juniper

Sphere:	Time
Status:	Mortal
Power Points:	5 per Hit Die
Anti-Magic:	100% (or None vs. Time magic)
Armor Class:	-7 (body) or -2 (arms)
Hit Dice:	11 to 30
Hit points:	5 per Hit Die
Move:	450'(150')
Attacks:	12 arms (maximum 5 per target)
Damage:	2-12 each + Special (see below)
No. Appearing:	1-8
Save As:	Initiate
Morale:	8 (vs. Immortals) or 1 1
Treasure Type:	None
Alignment:	Neutral
XP Value:	11 HD: 7,500 20 HD: 16,775 (1 PP) 30 HD: 38,750(3 PP)

Description: Jumpers are intelligent life forms that feed on time. They appear very similar to marine brittle-starfish, with small bodies and long slender arms. Each is far larger than the aquatic version, the body measuring about 1 inch across per Hit Die, and the arms 1 foot per Hit Die. The body has the shape of a dodecahedron (1d12), and an arm extends from the center of each of the 12 sides.

Abilities and Limits: A jumper may use a maximum of five arms against any one victim, but can otherwise attack up to 12 times per round. Though its arm inflicts points of damage, the jumper also steals time from its victims. Any mortal victim is aged 10-40 years (no saving throw) per hit. Any Immortal struck must save vs. Power Drain for each blow. If this roll is successful, the character temporarily loses 1-10 PP. If it fails, the character's life force (only) jumps 5 rounds forward in time.

In play, this time-jump has a striking effect. The victim's form collapses, and no trace of life force remains. But unlike a typical physical death, the life force cannot be found nearby. The life force reappears in the same location 5 rounds after it vanished. If the body is also there, it animates immediately. If the body is moved during the interim, the life force reappears outside of it. The victim may re-inhabit the form in the usual way, by moving into it and expending 50

PP to regain control.

For each successful time-jump it causes, a jumper is cured of 5 hp of damage and regains 5 PP. These are applied in the same manner as normal cures, only restoring hp or PP lost or expended, to a maximum of the creature's original totals.

The creature may ignore any victim who is jumped ahead in time, as its attacks can only inflict damage to the uninhabited form, and produce no curative effect on the jumper. The jump effect is produced only by the creature's will, and can be omitted from the attack if the jumper chooses not to use it.

Jumpers may use all forms of Power combat, but they fear such attacks because they have so little power. If their motives for attacking are strong, they may Wrap defensively while continuing their assault.

Jumper ability scores are all typically 21 to 26. They cannot create magical effects. They move by very rapid but non-magical flying, and communicate by telepathy.

Resistances: Jumpers are completely unaffected by most magic, but have no special resistance to magical effects of their own Sphere of Time. Standard saving throws apply, made as if the jumpers were Initiate Immortals. Despite this, they are entirely mortal.

Habits: Jumpers are thieves whose self-interest is always paramount. They may be hired for payment in time units, usually demanding 5-50 days per mission (per jumper). They normally insist on payment before providing service, but they fear Immortals enough that once paid, they can be relied upon.

The payment can be contributed by up to two individuals per jumper. To collect, the creature gently wraps five arms around the victim, so that no physical damage is inflicted, and then concentrates deeply. The victim (having agreed to the payment) gets no saving throw, and is suddenly jumped forward by the agreed-upon amount after the jumper concentrates for a few rounds.

A jumper with full PP and hp totals gains 1 Hit Die for each 5 days of time that it eats. It gains a corresponding amount of hp, PP, and physical size for each Hit Die gained.

Background: These odd creatures were created by a former Hierarchy of the Sphere of Time, who granted them some characteristics of Initiates for their own protection. They thrived and spread quickly, and are now common sights on the Outer and Astral planes. When each new Immortal of Time gains a Home Plane, a flock of these creatures (3-24, each with 11-18 Hit Dice) soon arrive to seek employment. If none are hired, they may retaliate as a group by stealing something.

Megalith

Sphere:	Matter
Status:	Empyrean
Power Points:	5,000
Anti-Magic:	75%
Armor Class:	-5 (core) or +15 (mantle)
Hit Dice:	Unknown (see below)
Move:	Constant (see below)
Attacks:	See below
Damage:	See below
No. Appearing:	1
Save As:	Empyrean 5
Morale:	12+
Treasure Type:	Self
Alignment:	See below (Habits)
XP Value:	Not applicable

Description: Megaliths are the largest known life forms in the multiverse. They may be related to baaka (q.v.), but are of a greater order of magnitude, and are as yet classified as a different life form. A megalith may, at first sighting, appear to be a planetary body. In its long dormant phase, it may be indistinguishable from a planet.

The smallest known megalith is about 3,000 miles in diameter; the largest, over a million. The average weight of a megalith's form varies from 100 to 500 pounds per cubic foot. Its exact Hit Dice are unknown, and of no practical use in games, but are believed by Immortals to be about 1 per mile of the creature's diameter.

A megalith's body has two distinct parts. Its center, in which the life essence resides, is a warm, solid core weighing almost 20% of the total mass. This core, effectively the creature's brain, is protected by an outer covering of mixed solid and liquid matter. This covering is called its mantle, and can withstand nearly any imaginable attack due to its sheer size.

Over long periods of time, very thin layers of earth, water, and air collect on the creature's surface. Most transient life forms present during a megalith's active phase confine themselves to these added layers, and rarely penetrate any large fraction of the mantle.

Abilities and Limits: In its active phase, a megalith can use all forms of Power attacks, and can create any magical effect within its Sphere by standard procedures. The range of such effects is measured from the creature's outer edge, not the core. A megalith in dormant phase is immune to Power and magical attacks.

Megalith Strength and Constitution scores are extremely high. They vary by the creature's size, with a minimum of 1,000 (virtually incomprehensible even to Immortals). Megaliths have no Dexterity whatsoever, and are immune to direct attacks on that ability score. Mental ability scores, including Charisma, are of the usual range for Empyreals (50 to 75).

During its active phase, a megalith can communicate by gentle, subtle manipulations of the surface of its mantle. The only mortals able to understand megalith "speech" are specialists called druids, and even they do not fully understand the process or the implications. Immortal intelligence, augmented by magical aids such as *telepathy*, can establish two-way communication with megaliths in active phase.

During its dormant phase, a megalith rejects all attempts at communication, and will instinctively use its mantle to defend itself or to repel irritants. Its physical attacks include great earthquakes and huge volcanic eruptions. The latter may be used to hurl large quantities of lava (molten liquid matter) to a maximum range equal to the megalith's diameter. The combined force and heat of the lava causes an amount of damage equal to the megalith's Hit Dice, thus instantly slaying any victim hit and utterly obliterating any object, even an artifact. An Immortal may make a Dexterity check to avoid being struck, with bonuses or penalties based on the amount of warning indicated by the circumstances.

Resistances: A megalith's core has 75% A-M and is immune to direct Dexterity attacks, but has no other special defenses other than its protective mantle. Only the core life force can be attacked by Power or ability score attacks, and the process of physically reaching it can be difficult.

Habits: The monotony of a megalith's life is broken by cycles. Each cycle consists of two phases, active and dormant. In the active cycle, the megalith is fully awake and Lawful in alignment. It observes its surroundings and examines itself constantly, noting the appearance and disappearance of life forms on and within it aiding their development and defending itself. Of generally good intentions, a megalith

will try to avoid unexpected movements while awake, for such can damage or destroy the life forms. The active phase lasts for 10,000-1,000,000 years (1d100 x 100,000).

Near the end of its active cycle, a megalith loses interest in its surroundings. It cools its outer parts by rotating with increasing speed, slowing only after all extraneous material (such as water, life forms, etc.) is discarded. It then withdraws its life force to some central point, finally lapsing into a dormant phase (similar to animal hibernation). During this phase it ignores most activity within, on, and around itself, and becomes Chaotic in alignment reacting randomly and instinctively. Whether it dreams or not, who can tell.

Background: All the known megaliths were created at the same time as the multiverse. The home planet of all PCs is a megalith, now nearing the midpoint of its active phase. The Immortals made special arrangements with this creature, who is known to them as Urt, before starting to cultivate life forms upon and within it.

Nightmare Creatures

Life forms who live in fifth dimensional space comprised of the third, fourth, and fifth dimension of Nightmare, perceive the five dimensions in a way exactly opposite to the human viewpoint. These are commonly called Nightmare creatures. One such creature is the malfera (D&D *Companion Set*, DMC page 34); another is the diabolus, described earlier in this section. Beings such as humans are called Normals for they live in Normal space comprised of the first three dimensions.

Nightmare creatures are viewed by Normals as horrible, malevolent beings. Some Immortals share this view, but the feeling is by no means universal, and the diaboli are a noteworthy exception to the general rule. The Nightmare creatures view all mortal normals and most Immortals with much the same horror. Some Nightmare creatures are indeed evil, but some are good, and most are neutrally motivated. Alignment applies to these the same as it does to Normals, though the Nightmare beings' views of behavior are again opposite to the views of Normals. They find Chaos to be the natural disorder of all things, and believe Law to be unnatural and often with evil motivation. Among Nightmare beings, the different viewpoints of behavior and motivation occur in much the same proportions as they do in Normals.

All Nightmare creatures are poisonous to Normals. Normals are likewise poisonous to Nightmare creatures! This is not a commonly known fact, for most adventurers use weapons, magic, and other devices, and do not bite or claw their opponents. Magically created creatures of any sort are not poisonous in this way; for example, the attacks of a gargoyle (a magically created construct) are not poisonous to Nightmare creatures. Nightmare creatures are not poisonous to Immortals, and the reverse applies as well.

When a *wish* or other powerful magic is used to force a Nightmare creature into the dimensional space of Normals, the victim must make a successful saving throw vs. Spell or go insane. If it fails, the creature becomes uncontrollable, ignores all attempts at communication, and will automatically attack everyone around it, always fighting to the death. The same procedure and results apply when a Normal is forced into the dimensional space of Nightmares. However, any creature who voluntarily travels in this way (from either dimensional viewpoint) simply fails to enter the other dimension if the saving throw is failed, and suffers no ill effects. Only magical means can cure this insanity.

Creatures

The many life forms "native" to the dimensional space of Nightmares are as wide in variety as those encountered in normal D&D games. You may create creatures of your own, but remember that their origins and ancestors may differ wildly from the mammalian emphasis of the PC homeworlds, as should be evident from the descriptions of the malfera and the diaboli.

Refer to page 4 for more information on the five dimensions of the known multiverse.

Nipper

Sphere:	None
Status:	Mortal
Power Points:	None
Anti-Magic:	None
Armor Class:	0
Hit Dice:	1 (1 hit point)
Move (flying):	240'(80')
Attacks:	1 swarm
Damage:	1andspecial
No. Appearing:	3-60
Save As:	Fighter 1
Morale:	
Treasure Type:	None
Alignment:	Neutral
XP Value:	50 (1 PP per swarm)

Description: The nipper is a potentially dangerous pest common in the Astral Plane. It is similar in appearance to a tiny centipede with 12 legs and jagged mandibles, but is rarely more than 1/4 inch long.

Abilities and Limits: Nippers are unintelligent. They can sense warmth and are attracted by motion. When a flock of nippers senses a victim, they quickly swarm to the attack. They all try to burrow into the victim's body. If multiple targets are possible, a swarm of nippers may attack two different ones, dividing into two swarms of roughly equal size. They ignore other targets, never splitting their swarm more than once.

No Hit roll is made for the swarm attack. Instead, the armor class penetrated is indicated by the Hit roll number equal to the number of nippers attacking the victim. For example, the attack of 10 nippers will automatically hit AC 9, 20 nippers hit AC -1 through -5, 30 nippers hit AC -15 through -19, and so forth (refer each time to the standard Hit chart for creatures of 1 HD). If this non-random Hit roll indicates success, the number of nippers that succeed in penetrating their victim is equal to the difference between the victim's Armor Class and the Armor Class hit. For example, an Immortal with AC -3 attacked by 22 nippers (which can hit AC -7) is automatically infested by four nippers. The victim takes only 1 point of damage for each invading nipper, and suffers no ill effects from nippers that do not penetrate.

Once a nipper is within a victim's body, it quickly reproduces and bears live young. It can accomplish this alone and at remarkable speed, producing 2-20 young within 1 round, and 1-10 more each round for 5 rounds thereafter. Each young nipper feeds immediately after birth. For each newborn nipper, the victim takes 1 point of damage and must make a standard Constitution check. If failed, the victim permanently loses 1-4 points of Constitution. The effect is so severe that the loss affects an Immortal victim's actual essence, not merely the form used. An Immortal can avoid extensive damage by

simply vacating his or her material form. Damage to the form thereafter does not affect the Immortal's life force.

The young require 1 full turn to reach maturity. If still within a host, each reproduces again.

Resistances: Nippers have no resistance to any attack form, and save only as 1st level mortal Fighters. They are not a disease, merely parasites. They may be easily exterminated *en masse* by area effects if attacked before they can swarm upon a victim. A standard magical *fire ball cast* at a typical flock of nippers will incinerate 21-30 of them.

Nippers may also be located by probes and destroyed by Power attacks even after they enter a victim. However, a victim's A-M may interfere with magical attempts to attack them at this late stage.

Habits: Nippers can apparently live in the Astral Plane indefinitely without sustenance of any sort. They may float about for years in search of a host body. Unfortunately, nippers do not seem to like the taste of proteans, and usually avoid them. They also have no apparent effect on draeden. Nippers die instantly in any environment except that of the Astral Plane, and thus pose no threat to most inhabited worlds.

Background: Immortals view nippers with much the same disdain as humans view insects. They are generally hated and occasionally subjected to mass attempts at extermination, but their species survives nevertheless. Though they might originally have come from some other plane, they are now native to the Astral.

Notion

Sphere:	Thought
Status:	Initiate
Power Points:	250
Anti-Magic:	40%
Armor Class:	-12
Hit Dice:	5 to 50
Move:	72 miles (24 miles)
Attacks:	2 thoughts
Damage:	Special (see below)
No. Appearing:	1-8
Save As:	Initiate
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
XP Value*:	5 HD: 5,125 25 HD: 105,500 (10 PP) 50 HD: 299,250 (29 PP)

* The DM may reduce or omit XP awards for defeating notions which are benign or relatively insignificant to play.

Description: Notions are creatures of nearly pure thought, often completely undetectable (see Resistances). At rest, a notion appears as a lacy network of strands of air, similar to a small and loosely woven net. Its surface area is about 1 square foot per Hit Die. It may flutter about in this form, or may curl up into a tiny ball of airy fluff of extremely small size.

Abilities and Limits: Notions can use Power only to probe and shield. They are unable to initiate Power attacks, and automatically lose when attacked in this way. They cannot produce magical effects. They have no ability scores except Intelligence (which equals about 1 point per Hit Die), and are immune to all inapplicable ability score attacks. A notion flees immediately if its Intelligence is attacked directly.

Each notion has a specialty, a concept or emotion that makes up its essence. Notions and Immortals refer to this specialty as the notion's flavor. Though many are similar, each individual notion is a blend of specific thoughts. Notions with relatively low Hit Dice have weak flavor (minor effect); those of high Hit Dice contain very strong flavor (intense effect). In play, the greater the Hit Dice, the stronger the effect. Typical flavors (effects) of notions are listed below.

Notions rarely attack with evil intent, but may attack simply for entertainment or at the request of some other creature. A notion simply swoops near a victim. A successful Hit roll means that the victim is affected by the notion's essence. Mortal victims gain no saving throw, but those of Immortal status may make a modified Intelligence check to avoid the effect. Apply standard difficulty modifiers to this check, based on the Hit Dice of the attacking notion. Modify the check as Easy for notions of 5-14 Hit Dice, Average for 15-30 Hit Dice, and Difficult for notions of 31 or more Hit Dice.

A victim affected by a notion's attack immediately reacts to the notion. If the notion's current Power total is not at full strength, it regains 1-6 PP for each victim affected by it. It is unknown just where this Power comes from; the victim suffers no loss.

Any notion may attack at up to two targets per round. Large notions may choose to float down on a group of targets, rather than swooping at individuals. This is limited by the notion's physical size and by the locations of the victims.

The duration of the effect of a notion's attack is determined randomly. Mortal victims may make a saving throw vs. Spell once per hour, success indicating that the effect decreases to proportions which can be either controlled or ignored (player's choice). Immortals may save vs. Magic Spell each round, with the same results. There are two races of notions, the white, or positive thought, and the gray, or destructive, negative thought.

Typical Notion Flavors

alertness, unconcern	love, hate
certainty, doubt	optimism, pessimism
comprehension, misinterpretation	peace, rage
curiosity, indifference	pleasure, sorrow
fondness, dislike	pragmatism, absurdity
honesty, evasiveness	sanity, insanity
judgment (good or bad)	

Thousands of other types are certainly possible. Space does not permit full definitions of each term to be included here. Consult a good dictionary for subtleties of meanings of these terms.

The DM should privately reveal the flavor and strength of a notion to the player of the character affected. The exact Hit Dice of the creature need not be revealed. The player should make every attempt to add that effect to the character's reaction in a degree equal to the hit dice of the creature, and continuing until a saving throw indicates that the effect has abated.

Example: A character affected by a 5 Hit Die notion of hate would become a bit irritated with one other person for no apparent reason. Hate notions of progressively greater Hit Dice would produce corre-

spondingly greater effects, increasing both the number of other victims and the intensity of the hatred. In this case, the hatred need not lead to attacks; the individual might instead make a few insults and stomp off. The effects of notions should never in themselves produce irrational violence, though that may be the result if combined with circumstances.

Resistances: A notion is invisible in an environment of earth, fire, water, or vacuum, but can be seen with magical aid (or by innate Immortal *truesight*). These areas are neutrally biased for notions, allowing regeneration of Power and hit points at the standard rate of 1 point per turn. In air, ether, or the Astral Plane a notion simply cannot be detected by any normal or magical means. These areas are friendly biased for notions, producing fast regeneration. The only areas hostilely biased are those of the Sphere of Entropy.

A notion's location may be accurately found by use of Power. A probe used to find an unseen notion may fail to do so; the chance of success is 2 in 6. Once the notion is located in this way, the Immortal may continue to know its location by renewing the probe each round. However, if the creature uses Power to shield itself, it becomes utterly undetectable. A *wish* may be used to overcome this by enhancing the probe or negating the shield for one round.

Notions can be affected by any magic that affects air or thought, but are immune to all other types.

Habits: Notions are a friendly, inquisitive race, and mean no harm to anyone. Their personal habits are unknown. They sometimes reproduce simply by swooping at each other. Occasionally this interaction of two notions creates a new one, apparently instantaneously. Depending on its exact scope, the new notion may have any number of Hit Dice, up to a maximum of the total of the parent notions. Thus when two notions come together, nothing may result, or a small inspired notion may result, or they may form a major new nation, more complex than before. Notions of a single type are rarely found together. The creatures seem to prefer to congregate with others of widely different flavors.

Notions can be persuaded to perform services in exchange for payment in high emotional states. Individual notions have their own preference for payment, usually from an emotion corresponding to their own makeup. A creature willing to pay the price will be unable to experience the emotion for 1-20 days per HD of the notion.

Background: A powerful Immortal of Thought grew bored with his work, and chose to disperse his essence and return to mortal life. His well-meaning aide granted his new personality a minor gift to aid his survival, but the gift had a side effect. During a dream one fateful night, his mind was able to enter the Dimension of Nightmares, and his thoughts took on real forms which kept their existence after he awoke. The notions are the descendants of one of his more pleasant thoughts during that brief visit.

With the rise of human and demi-human powers, notions have become very common on the Prime Plane. They are perhaps the most widespread life form in the Outer Planes of Thought, serving many Immortals of that Sphere.

Creatures

Phoenix

	<i>Lesser</i>	<i>Greater</i>
Sphere:	Energy	Energy
Status:	Mortal	Mortal
Power Points:	100	200
XP Value:	Lesser: 11,400(1 PP) Greater: 22,375 (2 PP)	

As described in the D&D *Master Set* (MDM page 41), phoenixes are native to the Elemental Plane of Fire. They were created and granted a limited use of Power by Phoebus, currently an Eternal of Energy.

Having merely animal intelligence, the phoenix cannot control its Power. It uses it instinctively. Power always radiates from it as pure energy, taking the appearance of intense flame. The creature regenerates Power at a rate which exactly matches its expenditure, 1 point per round.

When a phoenix' form is slain, a burst of additional Power is released, creating an explosive effect (as detailed in MDM, pg. 41). This uses an extra 5 PP, which do not fully return for 24 hours. The explosion creates the same effect as a *raise dead fully*, and the phoenix thus arises 1 round later, alive and fully cured once again. A phoenix can be permanently slain, if subjected to enough "deaths" in quick succession to drain all of its Power.

The phoenix despises captivity of any sort (including paralysis), and fears Power attacks. In the event of either, it instinctively Wraps itself and immediately teleports in a random direction, expending 5 PP in the process. The effect is that of a long-range *dimension door* to a place either 36,000 feet away (10 times normal) or, if that location is occupied by a solid, to the next vacant area in the same direction. The magical movement thus never fails to work unless insufficient Power remains to activate it.

Each such shift has a 1 % chance of error. If this occurs, the shift crosses the nearest planar boundary instead of a dimensional one. A phoenix may thus be occasionally found on planes other than its own.

Phoenixes have been captured alive, but the process is obviously very difficult. The only known victors in the attempts were Immortals, using complex and carefully planned strategies.

Protean

	<i>Local (Giant)</i>	<i>Astral</i>
Sphere:	None	None
Status:	Mortal	Mortal
Power Points:	0or10-100	10 per Hit Die
Anti-Magic:	None	1 % per Hit Die
Armor Class:	10 to 8	0
Hit Dice:	10-100	10-1,000
Move:	120'(30') to 240'(60')	30'(10')per Hit Die
Attacks:	1	1 per 10 Hit Dice
Damage:	2-12 to 4-24	1perHitDie
No. Appearing:	1(1)	1(1)
Save As:	Fighter 7	Fighter 36
Morale:	10	
Treasure Type:	Nil	Special
Alignment:	Neutral	Neutral

XP Value:	Local (without Power)	Astral
	HD 10: 500 HD 100: 11,125(1 PP)	HD 10: 5,000 HD 100: 337,375 (33 PP)
Local (with Power use)		HD 1,000: 26,032,400 (2,603 PP)
	HD 10: 2,375 to 4,250 HD 100: 65,500 (6 PP) to 119,875(11 PP)	

Half XP value is awarded for all form of Proteans because of their very limited Intelligence.

Description: Proteans are the most widespread life form in the entire Prime Plane, including the PC homeworld(s). They are almost entirely unknown to mortals, since they are usually limited to microscopic size by the conditions of that plane. The few mortals even aware of the existence of proteans call them amoebas.

At rest, a protean has a form similar to a thin circular disc. Its thickness is about 1 % of its width. Its circumference is about 6 feet per Hit Die. When it moves or attacks, a protean's form is irregular.

Whatever their size, proteans are very simple single-celled organisms. In the Prime Plane, they are occasionally encountered in "giant" size. In the Astral and Outer Planes, they can grow to nearly any size.

Proteans may be assigned Strength and Constitution scores for combat purposes. Each score is usually 1 point per Hit Die of the monster, and scores over 100 are possible. Protean Intelligence, Wisdom, Dexterity, and Charisma scores are negligible, and these cannot be attacked directly in ability score combat.

Abilities and Limits: A protean extends a finger of protoplasm to envelop its victim at the same time, and secretes acidic digestive juices to consume its food. The damage given is used for both the attack and each round while enveloped.

Astral proteans are able to attack multiple opponents simultaneously, to a maximum of 1 target for each 10 Hit Dice. The largest known protean can attack up to 100 opponents each round. Only one attack can be made against any one opponent.

An astral protean moves and attacks by using Power. Its intelligence is rudimentary at best, but sufficient for this purpose. It is unable to probe or shield, but may use all types of Power attacks. It cannot produce magical effects.

Resistances: With 1% A-M per Hit Die, large proteans are effectively immune to magical effects due to their sheer size. All proteans can be damaged by normal blows, and are usually very easy to hit. Proteans of 20 or more Hit Dice are effectively immune to poison, able to identify and isolate it before damage can occur. At least half of its volume must be poisoned for it to suffer ill effects from poisoning.

Habits: A protean has little or no thought, and is thus quite predictable. It will instinctively reach for objects of all sorts, and can digest any solid or liquid. Proteans do not react to light or darkness. They tend to retreat from serious danger if they recognize it as such.

Protean hit points increase as they feed, to a maximum of 8 points per Hit Die. When this limit is reached, a protean may reproduce. It requires 1 hour per Hit Die to prepare to reproduce. After this time, the protean splits into two halves, each with exactly half the size, Hit

Dice, and hit points of the original. The division process takes 1 turn per Hit Die. During division, a protean can only attack a maximum of one opponent per round.

Background: Proteans originated on the Prime Plane, and were some of the first forms of animal life. Despite Immortal efforts to quarantine proteans therein, the first human adventurers to discover and visit other planes of existence brought microscopic proteans with them. Some proteans survived and grew in the vast depths of the astral plane. They are now too prolific and widespread to be completely eliminated.

Most Immortals are well aware of the hazard posed by these creatures. Whenever mortals visit Outer Planes, Immortals arrive soon after they depart and conduct a mass protean hunt, lest the plane be contaminated. This became standard procedure when, in the course of routine Immortal exploration of the infinite number of Outer Planes, one was discovered to contain nothing but decomposing protean matter—apparently the end result of an unstopped infestation.



Repeater (or Ditto)

Sphere:	Time
Status:	Empyreal
Power Points:	5,000
Anti-Magic:	75%
Armor Class:	-13
Hit Dice:	25
Hit points:	400
Move (flying):	360'(120')
Attacks:	6 claws/1 bite + 1 snort
Damage:	2-20 each/8-80 + special
No. Appearing:	1-2
Save As:	Empyreal 5
Morale:	11
Treasure Type:	Teeth
Alignment:	Lawful
XP Value:	1,825,000(182 PP)

Description: The repeater, also called the ditto-monster, is a six-legged reptilian Immortal life form. It is 75 feet long and 15 feet wide. Its body is covered with shimmering multi-colored scales, and its teeth

and claws are long and razor-like. It has four pairs of wings, two protruding between each set of legs.

Abilities and Limits: The repeater can be a formidable opponent in physical combat. It makes one Hit roll for each of the six claws, and another for the bite, but each Hit roll determines the success of a double attack routine. For example, if one Hit roll indicates that a claw hits an opponent, the victim is struck twice in quick succession by the same claw. When the Hit roll indicates a miss, both attacks miss. All attacks can be directed at a single opponent, if desired, or divided among up to seven (one per claw and one bite). The damage given in the statistics above is for each blow that hits.

The repeater can use all forms of Power combat, and can use Power to create a limited number of magical effects. It can create any detection or movement aid, and can also produce any effect of the Sphere of Time. It cannot create other magical effects.

This creature's most feared ability is its snort. The monster can snort at the end of any melee round, and no other limit applies to the frequency. Its snort produces an odd feeling of entrapment in all life forms within 300 feet of the repeater. Each victim within range must make a saving throw vs. Magic Spell. If successful, the victim resists the trap; but if failed, the victim falls prey to the infamous repeater effect.

Any victim of the repeater effect must repeat all of the previous round's actions. The repeater, of course, is under no such compulsion, and acts with deadly foreknowledge of its victim's actions. It cannot, however, move about during the round after it snorts. The Power attack it initiates (if any) must be the same one as in the previous round.

For each victim affected by the snort, the previous round's Hit and damage rolls apply once again, and all magic use and Power combat actions are repeated exactly. If movement occurred, the same movement is taken again, but starting from the current position. The most dangerous part of such repetition is in Power combat, since the monster knows what attack mode will be used against it, and can automatically select a winning strategy.

The repeater can sense which members of a group have fallen into its trap, and favors them with its attacks if possible. It gains a +8 bonus to all Hit rolls in melee against a victim.

The creature will usually choose not to snort at the end of a round in which it has been physically damaged, for the same damage would then recur. It will probably snort when subjected to Power attacks from multiple sources, as it can win them all if repeated.

Anyone entrapped by the repeater effect may make a new saving throw (vs. Magic Spell) at the end of the round of repetition. If this is successful, the effect ends at that time, and the victim can freely choose actions for the coming round. If failed, the victim must repeat the same actions again. Any number of rounds of action may be repeated in this way, and a repeater may snort every round if desired.

Resistances: In addition to its 75% A-M and respectable Armor Class, the repeater cannot be affected by any magic of the Sphere of Time except its own. It has the dangerous characteristic of automatically reflecting all energy attacks back at the persons casting or creating them. In play, this effect can be deadly, for most Immortals drop their A-M before creating such effects, and the magic reflected back at the attacker often has severe effects.

Habits: Repeaters are dangerous scavengers of the Astral and Outer Planes. They do not usually attack Immortal projects, preferring to wander and search for single travelers or those in small groups.

Creatures

Repeaters enjoy eating the forms created by Immortals, but also savor mortal humans and demi-humans. They can converse in many languages, and also by telepathy, but usually find communication unimportant.

Background: Repeaters are thought to be related to draeden and/or dragons, but all three life forms deny the connection. Little else is known about these creatures.

Soo

Sphere:	Time
Status:	Mortal
Power Points:	30-200 (10 per Hit Die)
Anti-Magic:	50%
Armor Class:	-5
Hit Dice:	3 to 20
Move:	180'(60')
Swimming:	180'(360')
Attacks:	1 envelop/1 magical effect
Damage:	Special/by effect
No. Appearing:	1-3(1-4)
Save As:	Thief 36
Morale:	10
Treasure Type:	Potions (see below)
Alignment:	Neutral
XP Value:	HD3: 245 HD 20: 36,575 (3 PP)

Description: Soo are watery time-beings, and have no solid forms. They appear as small dark spheres, each about 1 foot across per hit die. Each soo is composed mostly of water and time.

Abilities and Limits: A soo may use all forms of Power combat, and may use Power to produce magical effects listed for the Sphere of Time (only). Its physical attack is simply to envelop its target. This may cause an air-breather to suffocate, and may block the victim's vision (treat the result as if a *darkness* spell effect), but inflicts no other damage. Once in contact with a victim, however, a soo may use *cause wounds* and other magical attacks, possibly with deadly effect.

Although a soo's form is not magical, its substance can produce an effect identical to those of any one potion. Most soo (90%) deliberately choose one such effect, usually *ethereality*, *gaseous form*, or *poison*. If part of a soo is ingested by an opponent (such as in the course of a bite attack), the potion takes effect immediately. The attacker may make a saving throw vs. Poison (or Physical Attack, if Immortal) to avoid the effect. Any effect produced in this way is magical, despite its non-magical origin, and may thus be *dispelled* or otherwise magically countered.

A soo's form collapses when the creature is slain, forming a puddle of water which rapidly disperses in most environments. If the victors act quickly, they may gather 2-5 potions from the remains.

Resistances: The soo are completely immune to all fire and energy-based attack forms. They are somewhat resistant to magic (A-M 50%), but voluntarily drop this resistance to zero when using magic themselves.

Habits: Soo are rather independent creatures, not very interested in other life forms. They feed by absorbing water, and enjoy savoring its impurities.

Background: The soo are notorious liars, and have offered a large number of conflicting stories about their origin and background. Their true story has probably been revealed but disbelieved with all others. This habit has led to the Immortal expression, "not worth a soo."

Titan

Sphere:	Any except Entropy
Status:	Initiate
Power Points:	250
Anti-Magic:	25 %
Armor Class:	-3
Hit Dice:	15
Move:	150'(50')
Attacks:	2 fists or 1 weapon/ 1 magical effect
Damage:	By Punch (x2) or by weapon/ by magical effect
No. Appearing:	1-2(1-2)
Save As:	F36
Morale:	11
Treasure Type:	Nil or 10-100 gems (see below)
Alignment:	Any
XP Value:	52,800 (5 PP)

Description: Titans are giants that appear very similar to attractive humans, 21 to 30 feet tall. All their ability scores are 18-25 (1d8 + 17), and hit points are always 5-8 (1d4 + 4) per Hit Die. Titans are the special servants of the Immortals, and share many Immortal characteristics. They cannot, however, progress beyond the details given here.

Each Sphere (except Entropy) has approximately 20 titans. All the titans of each Sphere share a common Home Plane, and theirs are four of the largest of the Outer Planes.

Abilities and Limits: Titans are able to use Power to create magical effects, but are limited to those within their respective Spheres (thus always applying base costs). They regenerate Power and hit points at standard rates (according to Sphere and bias).

Titans have no Aura, and are not able to create usable material forms. If a titan's body is slain, the life force returns to the Home Plane, but the titan must await Immortal assistance before another form can be created and occupied.

Resistances: Titans cannot be damaged by normal or silver weapons, nor by magical weapons of +2 or lesser enchantment. Their innate Anti-Magic is less than any Immortal's. Titans are also unaffected by first- and second-level spells (including their own effects of this type). Against mortal magic, they save as 36th level fighters. They use standard Initiate saving throws against attacks of Immortal strength.

Habits: Titans are found singly or in pairs on all planes except their Homes. They freely reveal their common names to anyone encountered, and strongly prefer to be addressed informally. Titans are rarely encountered on the Prime Plane, but prefer to dwell with 2-8 Cyclopes (D&D *Expert Set*, page 47) when visiting. Each titan usually carries 10-100 gems when encountered where valuables are useful, but rarely carries anything else. Though titans are able to use all types of weapons, they prefer to carry none.

Background: The titans aspire to full Immortal status, but none have ever achieved it. All titans nevertheless maintain hope that eventually, through their devotion and service, they may yet achieve that greatest of rewards. Some few titans secretly resent humans and demi-humans because of this, although they successfully hide this attitude from the Immortals.

Tonal

	<i>Breve</i>	<i>Semibreve</i>	<i>Minim</i>
Sphere:	Energy	Energy	Energy
Status:	Eternal	Empyrean	Celestial
Power Points:	8,000	4,000	2,000
Anti-Magic:	80	70	50
Armor Class:	-10	-8	-6
Hit Dice:	38	33	28
Move:	60'(20')	120'(40')	240'(80')
Attacks:	1 blast	1 blast	1 blast
Damage:	64 + special	32 + special	16 + special
No. Appearing:		1 or 2	2 or 4
Save As:	Eternal 3	Empyrean 3	Celestial 3
Morale:		10	9
Treasure Type:	Special	Special	Special
Alignment:	Lawful	Lawful	Lawful
XP Value:	5,550,000 (555PP)	2,305,000 (230 PP)	917,500 (91 PP)
	<i>Crotchet</i>	<i>Quaver</i>	<i>Semiquaver</i>
Sphere:	Energy	Energy	Energy
Status:	Temporal	Temporal	Initiate
Power Points:	1,000	500	250
Anti-Magic:	50	50	25
Armor Class:	-4	-2	0
Hit Dice:	25	20	15
Move:	480'(160')	960'(320')	1,920'(640')
Attacks:	1 blast	1 blast	1 blast
Damage:	8 + special	4 + special	2 + special
No. Appearing:	2, 4, or 8	4, 8, or 16	8, 16, or 32
Save As:	Temporal 5	Novice Temporal	Initiate
Morale:	8	7	6
Treasure Type:	Special	Special	Special
Alignment:	Lawful	Lawful	Lawful
XP Value:	398,000 (39 PP)	143,950(14 PP)	54,900 (5 PP)

Description: Tonals have physical forms very similar to bubbles of light. These forms vary in size and color according to each tonal's status. The color varies during communication, but the size is constant. The diameter of a tonal is 1 foot per Hit Die. A breve, semibreve, or minim is pale in color, ranging from nearly pure white to pinkish yellow. Crotchets, quavers, and semi-quavers are darker colored, ranging from deep blue to brown or black.

Tonals cannot progress within the hierarchy of their Sphere. All statistics for each are permanent and unvariable.

A tonal's form collapses when its hit points reach zero. Its flimsy outer skin may be gathered and compressed to form a small object similar to a sling stone. This may then be used as a weapon, for it explodes on impact and releases one final blast of a strength and size equal to the original tonal's. Remember to add the original tonal's size to the blast radius to find the resulting area of effect.

Abilities and Limits: Each tonal may use all forms of Power combat, and may use Power to create some magical effects. In the latter case they are limited to magic which creates or negates sound.

A tonal's normal non-magical attack form is a blast of sound, which radiates evenly from the creature in all directions to a range in feet equal to the tonal's Hit Dice. No Hit roll is required; the blast always inflicts a fixed amount of damage to all victims in range. Each victim may make a saving throw (vs. Breath for mortals, Physical Blow for Immortals) to take only half damage. However, a penalty of -8 applies to mortal saving throws against this effect.

A tonal's blast attack is effective anywhere, even in a vacuum.

Tonal ability scores follow the standard range for those of all Immortals.

Though most tonals are now Lawful (see Background), many older Chaotic tonals still wander the Outer and Astral Planes. These can be dangerous; they are often evil, and are usually cacophonous. They are commonly called atonals, to distinguish them from their civilized counterparts.

Resistances: Though a tonal's blast may be avoided by use of magical silence, such effects never adhere to tonals. In play, they automatically succeed in the saving throw, and may move out of the magically affected area. Their innate A-M may apply as well.

Tonals cannot be damaged by normal weapons, and are immune to ability score attacks. Unarmed combat can force them to move, but cannot inflict damage.

Habits: Most tonals are social creatures, found in groups of various sizes. Except for breves, all tonals congregate in even numbers. They communicate by changing colors, a language understandable to others only with magical aid.

Tonals sing to each other frequently, producing harmonic sounds that do not inflict damage. This music is a favorite entertainment during Olympic meets and other festive occasions.

Background: Tonals were created by Thalia, a famous High Eternal of Energy. Her work in developing the Prime Plane predates mortal magic use. Tonals were originally utterly Chaotic, but were made Lawful by one of Thalia's aides, an Eternal with the common name of Guidarezzo. The creatures seem to enjoy their relatively new alignment, which has significantly improved their ability to communicate.

Most Immortals know of and avoid conflict with the Lawful tonals. However, the old wild and often evil atonals are considered fair game.

Tonals have no relation to the non-living sounds common to the Prime Plane, some of which bear similar names.

All tonals share a common Home Plane in the Outer Planes. In addition to the usual protections, this plane is watched by Thalia herself, and is considered unassailable by most Immortals.

Creatures

Vortex Creatures

The great dimensional Barrier, whose very existence creates the dilemma and paradox of the missing dimensions (as explained on page 3), is commonly called the Dimensional Vortex. The few life forms known to arise from dimensional space including the Vortex, are called vortex creatures. All of these beings can be described as either minor or major. A typical minor vortex creature is the spectral hound, described in the D&D *Companion Set* (DMC page 36). Major vortex creatures are incredibly dangerous to both mortals and Immortals. A typical example is the blackball (*Master Set*, MDM page 40).

Minor vortex creatures are immune to fire and cold (whether normal or magical), and can only be struck by magical or silvered weapons. Major vortex creatures can only be damaged by Power attacks, and are immune to all other forms of damage.

The characteristics of all vortex creatures place them within the Sphere of Entropy, though they are not actually part of that organization. You may create others following this example.

Blackball

Sphere:	Entropy
Status:	Temporal or Celestial
Power Points:	500 to 2,500 (as level)
Anti-Magic:	50 or 60 (as rank)
Armor Class:	10
Hit Dice:	11
XP Value:	Temporal Novice: 71,000 (7 PP) Celestial 5: 295,000 (29 PP)

Description: These odd beings appear as featureless black globes, each about 5 feet in diameter. The Immortals know them to be life forms, but only within a very broad definition. They do not communicate, but it is unknown whether this is by choice or lack of ability.

Abilities and Limits: Blackballs use all Power attacks, but cannot use shield or probe. They move slowly, *disintegrating* everything they touch (no saving throw). If a blackball touches an Immortal (whether in physical or incorporeal form), the Immortal must make a successful saving throw vs. Power Drain or lose a third of his or her current Power Points, whatever the amount. Success indicates that the Immortal has pulled away from the blackball, resisting the powerful suction draining his power. If this first saving throw is failed, another must be made, with the same results. If three saving throws are failed in succession, the Immortal's essence is sucked through the blackball and cast adrift in the Dimensional Vortex.

Resistances: As with all major vortex creatures, blackballs are immune to all magical, physical, aura, and ability score attacks. But they may be maneuvered by non-aggressive and non-attack effects.

Habits: The only predictable trait observed in blackballs is their tendency to move toward great sources of Power when possible. If there is no power present, they move randomly. However, they apparently do not distinguish between amounts that differ by 100 PP or less.

Background: Unknown, even to Immortals. Blackballs seem to arise spontaneously from the Dimensional Vortex space, and have been seen returning to it voluntarily. Immortals suspect that blackballs can pass through the Vortex, and that they serve the Old Ones, but all this is conjecture.

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Bibliography

III. Inspirational Reading

Various fictional works were written or edited by the following authors. We heartily recommend that you at least sample, if not widely read, as many authors as possible. Most or all are represented at your local library. Fictional reading can provide ideas for character roles, settings, and adventures.

- | | | |
|-----------------------|----------------------------------|---------------------|
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| Aiken, Joan | Green, Roland | Smith, Clark Ashton |
| Alexander, Lloyd | Haggard, H. Rider | Smith, David C. |
| Anderson, Poul | Haiblum, Isidore | Smith, Thorne |
| Anthony, Piers | Haldeman, Linda | Springer, Nancy |
| Asprin, Robert | Hancock, Neil | Stephens, James |
| Baum, L. Frank | Hazel, Paul | Stewart, Mary |
| Beagle, Peter S. | Heinlein, Robert A. | Stoker, Bram |
| Beaumont, Charles | Hodgson, William H. | Straub, Peter |
| Bellairs, John | Hoffmann, E.T.A. | Sturgeon, Theodore |
| Blackwood, Algernon | Howard, Robert E. | Swann, Thomas B. |
| Blish, James | Ipcar, Dahlov | Thompson, Ruth P. |
| Bloch, Robert | Iverson, Eric | Tolkien, J.R.R. |
| Bok, Hannes | Jake, John | Vance, Jack |
| Brackett, Leigh | Jansson, Tove | Wagner, Karl E. |
| Briggs, K.M. | Jones, Diana W. | Walker, Hugh |
| Brooks, Terry | King, Stephen | Walton, Evangeline |
| Brown, Fredric | Kirk, Richard | Wellman, Manly D. |
| Broxon, Mildred D. | Kurtz, Katherine | Wells, H.G. |
| Brunner, John | Lafferty, R.A. | Westall, Robert |
| Burroughs, Edgar Rice | Le Fanu, Sheridan | White, Theodore H. |
| Cabell, James B. | Le Guin, Ursula K. | Williams, Charles |
| Caldecott, Moyra | Lee, Tanith | Williamson, Jack |
| Campbell, J. Ramsey | Leiber, Fritz | Yarbro, Chelsea Q. |
| Carroll, Lewis | Lewis, C. S. | Zelazny, Roger |
| Carter, Lin | Long, Frank Belknap | |
| Chambers, Robert W. | Lord Dunsany (E.J.M.D. Plunkett) | |
| Chant, Joy | Lovecraft, H.P. | |
| Chapman, Vera | Lumley, Brian | |
| Cherryh, C.J. | MacDonald, George | |
| Chute, B.J. | Machen, Arthur | |
| Cook, Glenn | Matheson, Richard | |
| Cooper, Susan | Mayne, William | |
| Copper, Basil | McCaffrey, Anne | |
| Crowley, Aleister | McKillip, Patricia | |
| Crowley, John | Merritt, Alan | |
| Davidson, Avram | Mitchison, Naomi | |
| de Camp, L. Sprague | Monaco, Richard | |
| Delaney, Samuel R. | Moorcock, Michael | |
| Derleth, August | Moore, C.L. | |
| Diamond, Graham | Morris, William | |
| Dickinson, Peter | Mundy, Talbot | |
| Dickson, Gordon R. | Munn, H. Warner | |
| Donaldson, Stephen R. | Nesbit, Edith | |
| Eager, Edward | Niven, Larry | |
| Eddison, E.R. | North, Joan | |
| Eisenstein, Phyllis | Norton, Andre | |
| Farmer, Phillip Jose | Offutt, Andrew | |
| Finney, Charles G. | Peake, Mervyn | |
| Finney, Jack | Powers, Tim | |
| Forster, E.M. | Pratt, Fletcher | |
| Fox, Gardner | Price, E. Hoffman | |
| Garner, Alan | Quinn, Seabury | |
| Gaskell, Jane | Russ, Joanna | |
| Goudge, Elizabeth | Saberhagen, Fred | |

Postscript

This concludes the D&D game line of boxed rule sets. Dozens of adventures and other accessories are also available. With all at hand, and equipped with imagination and a pencil, your game experiences are now unlimited.

Similar to the original set published in 1974, this final boxed set opens many doors without entering them. Many possibilities are mentioned, but limits on time and space (for a mere mortal such as I) have limited the amount of detail. Develop the information in any way you wish. If you find areas where more detail would be extremely helpful, write:

Immortals Rules, c/o TSR, Inc.
POB 756, Lake Geneva, WI 53147

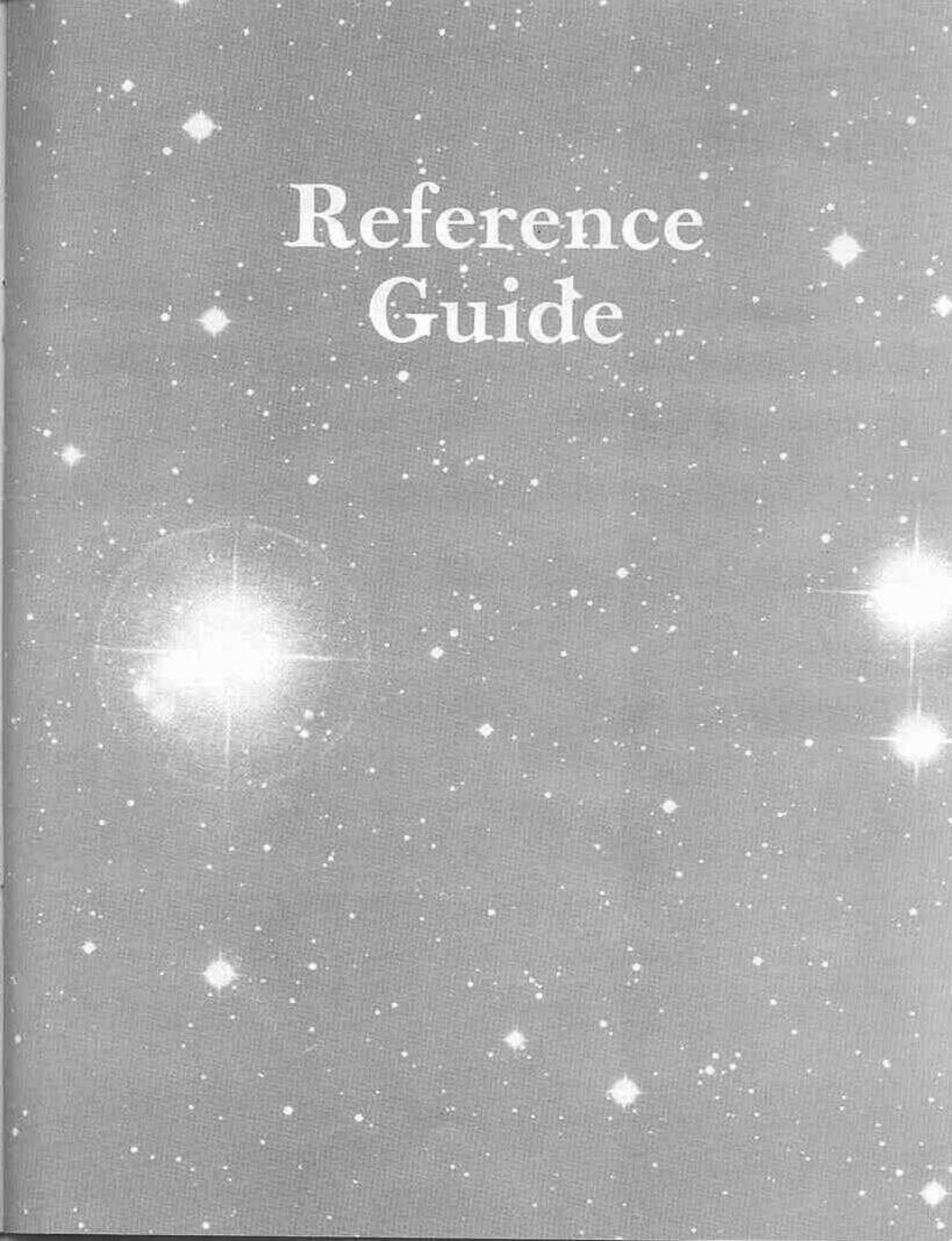
D1b. All Magical Effects Usable by Immortals of the Sphere of Entropy

Refer to the standard reference charts for details on the following magical effects. The Sphere of each effect is given.

PP Cost	Sphere	Effect	PP Cost	Sphere	Effect	PP Cost	Sphere	Effect
4	Time	Blight*	16	Thought	Communication	30	Time	Anti-Magic 40%
4	Matter	Cause Fear*	16	Time	Create Poison*	30	Time	Anti-Magic Shell
4	Time	Cause Light Wounds	16	Thought	Detect Danger	30	Matter	Create Normal Objects
4	Matter	Cure Light Wounds	16	Matter	Feeblemind	30	Matter	Dance
4	Thought	Remove Fear	16	Energy	Free Monster*	30	Thought	Explosive Cloud
4	Energy	Ventriloquism	16	Time	Lower Water	30	Thought	Mass Charm
4	Matter	Web	16	Time	Silence 15' Radius	30	Matter	Polymorph Any Object
6	Time	Anti-Magic 10%	16	Matter	Telekinesis	30	Time	Victory
6	Thought	Confuse Alignment*	18	Time	Anti-Animal Shell	32	Energy	Disintegrate
6	Time	Darkness*	18	Thought	Charm Plant	32	Thought	Find the Path
6	Thought	Detect Magic	18	Thought	Cloudkill	32	Matter	Force Field
6	Matter	Levitate	18	Matter	Create Normal Monsters	32	Matter	Metal to Wood
6	Time	Sleep	18	Time	Ice Storm	32	Thought	Mind Barrier
6	Matter	Warp Wood	18	Matter	Pass-Wall	32	Matter	Open Mind*
8	Thought	Charm Person	18	Matter	Polymorph Other	32	Energy	Travel
8	Matter	Growth of Animal	18	Matter	Turn Wood	32	Thought	X-Ray Vision
8	Time	Hold Person	20	Matter	Animate Dead	34	Time	Close Gate*
8	Time	Hold Portal	20	Matter	Babble*	34	Time	Inertia Control
8	Matter	Invisibility	20	Time	Death Spell	34	Energy	Power Word Blind
8	Matter	Knock	20	Time	Finger of Death	34	Energy	Power Word Kill
8	Thought	Locate Object	20	Matter	Flesh to Stone	34	Matter	Protection from Magic Detection
8	Thought	Obscure	20	Thought	Lie Detection	34	Matter	Teleport Any Object
10	Time	Cause Disease*	20	Energy	Phantasmal Force	34	Matter	Teleport Any Object
10	Time	Cause Serious Wounds	20	Matter	Stone to Flesh	36	Time	Anti-Magic Ray
10	Thought	Clairvoyance	20	Matter	Teleport	36	Matter	Container, to 50,000 cn
10	Matter	Confusion	20	Thought	Truesight	36	Matter	Create Mag. Monsters
10	Matter	Cure Serious Wounds	22	Time	Anti-Magic 30%	36	Matter	Earthquake
10	Time	Curse*	22	Time	Dispel Magic	36	Time	Obliterate*
10	Matter	Dimension Door	22	Energy	Fire Ball	36	Time	Symbol
10	Thought	ESP	24	Matter	Animate Objects	38	Time	Anti-Magic 50%
10	Energy	Fly	24	Time	Appear*	38	Energy	Gate
10	Time	Ice Wall	24	Energy	Lightning Bolt	38	Matter	Summon Object
10	Time	Slow*	24	Matter	Mass Invisibility	38	Matter	Regeneration
10	Thought	Speak with the Dead	24	Energy	Power Word Stun	40	Energy	Blasting
10	Energy	Wall of Fire	24	Matter	Reverse Gravity	40	Matter	Create Any Monster
12	Time	Anti-Plant Shell	24	Thought	Speak with Monsters	40	Matter	Cureall
12	Thought	Charm Monster	24	Thought	Treasure Finding	40	Time	Immune to Breath Weap- ons
12	Time	Continual Darkness*	26	Energy	Delayed Blast Fire Ball	40	Time	Life Trapping
12	Matter	Gaseous Form	26	Matter	Plane Travel	40	Matter	Maze
12	Energy	Haste	26	Matter	Polymorph Self	40	Energy	Meteor Swarm
12	Time	Neutralize Poison	26	Thought	Remove Charm*	40	Energy	Prismatic Wall
12	Time	Protection from Poison	28	Matter	Barrier	40	Matter	Shapechange
12	Thought	Speak with Plants	28	Time	Life Drain*	40	Time	Timestop
14	Time	Anti-Magic 20%	28	Thought	Magic Jar			
14	Time	Cause Critical Wounds	28	Energy	Projected Image			
14	Energy	Create Magic Aura	28	Energy	Remove Barrier*			
14	Matter	Cure Critical Wounds	28	Energy	Remove Curse			
14	Time	Dissolve	28	Matter	Statue			
14	Thought	Find Traps	28	Matter	Sword			
14	Energy	Hallucinatory Terrain						
14	Time	Hold Monster						
14	Matter	Size Control						
14	Matter	Wall of Stone						

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The background of the cover is a dark, textured grey with a fine, repeating pattern. It is filled with numerous small, white, four-pointed star-like shapes of varying sizes, scattered across the entire surface. In the lower-left quadrant, there is a faint, light-colored outline of a constellation, possibly the constellation of the Great Bear or a similar shape, with a few brighter stars within it. On the right side, there are three prominent, bright white stars, each with a distinct four-pointed diffraction pattern extending outwards. The overall effect is that of a starry night sky.

Reference Guide

Reference Tables

TABLE 1: Rank Advancement Chart

Rank	Level	PP	HD	hp	A-M	Greater Talent Scores	Pop.**
Initiate			15	75	50	(var)	7
Temporal	Novice	500	20	100			25
	1st level	600	21	110			24
	2nd level	700	22	120			23
	3rd level	800	23	130			22
	4th level	900	24	140			21
High Temporal	5th level	1,000	25	150			20
Celestial	Novice	1,050	25	160	60	25	19
	1st level	1,300	26	180			18
	2nd level	1,600	27	200			17
	3rd level	1,900	28	220			16
	4th level	2,200	29	240			15
High Celestial	5th level	2,500	30	260			14
Empyreal	Novice	2,625	30	280	70	50	13
	1st level	3,000	31	310			12
	2nd level	3,500	32	340			11
	3rd level	4,000	33	370			10
	4th level	4,500	34	400			9
High Empyreal	5th level	5,000	35	430			8
Eternal	Novice	5,250	35	460		75	7
	1st level	6,000	36	500			6
	2nd level	7,000	37	540			5
	3rd level	8,000	38	580			4
	4th level	9,000	39	620			3
High Eternal	5th level	10,000	40	660			2
Hierarch	Novice	10,500	40	700	90		*(1)
	1st level	11,000	41	750			
	2nd level	12,000	42	800			
	3rd level	13,000	43	850			
	4th level	14,000	44	900			
Full Hierarch	5th level	15,000	45	1,000			

* Each Sphere of Immortals has its own sole ruling Hierarch, who always has one "trainee" (an aide or apprentice) who can assume the senior position whenever necessary.

** Population refers to the total number of Immortals that may exist at each level.

TABLE 2: Modifiers based on Strength, Intelligence, Wisdom, Dexterity, and Constitution scores

Ability Score	Adjustment
0	-5
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	
18	+3
19-20	+4
21-23	+5
24-27	+6
28-32	+7
33-38	+8
39-45	+9
46-53	+10
54-62	+11
63-70	+12
71-77	+13
78-83	+14
84-88	+15
89-93	+16
94-96	+17
97-98	+18
99	+19
100	+20

TABLE 3: Charisma Effects

Ability Score	Reac	Retainers		Aura
		Max	Morale	
1	-3	1	3	(+4)
2-3	-2	1	4	(+3)
4-5	-1	2	5	(+2)
6-8	-1	3	6	(+1)
9-12	0	4	7	(0)
13-15	+1	5	8	-1
16-17	+1	6	9	-2
18	+2	7	10	-3
19-20	+2	8	11	-4
21-23	+3	9	12	-5
24-27	+3	10	(+1)	-6
28-32	+4	11	(+2)	-7
33-38	+4	12	(+3)	-8
39-45	+5	13	(+4)	-9
46-53	+5	14	(+5)	-10
54-62	+6	15	(+6)	-11
63-70	+6	16	(+7)	-12
71-77	+7	17	(+8)	-13
78-83	+7	18	(+9)	-14
84-88	+8	19	(+10)	-15
89-93	+8	20	(+11)	-16
94-96	+9	21	(+12)	-17
97-98	+9	22	(+13)	-18
99	+10	23	(+14)	-19
100	+10	24	(+15)	-20

TABLE 4: Saving Throws

	Physical	Power	Mental	Magic
	Attack	Drain	Attack	Spell
Initiate	14	16	18	20
Temporal				
Novice	14	16	17	20
1st level	14	15	17	19
2nd level	13	15	16	19
3rd level	13	14	16	18
4th level	12	14	15	18
5th level	12	13	15	17
Celestial				
Novice	11	13	14	17
1st level	11	12	14	16
2nd level	10	12	13	16
3rd level	10	11	13	15
4th level	9	11	12	15
5th level	9	10	12	14
Empyrean				
Novice	8	10	11	14
1st level	8	9	11	13
2nd level	7	9	10	13
3rd level	7	8	10	12
4th level	6	8	9	12
5th level	6	7	9	11
Eternal				
Novice	5	7	8	11
1st level	5	6	8	10
2nd level	4	6	7	9
3rd level	4	5	7	8
4th level	3	5	6	7
5th level	3	4	5	6
Hierarch (all)	2	3	4	5

TABLE 5: Hit Rolls

HD	Creature's Negative AC Hit													
	0	1	2	3	4	5	6	7	8	9	10	11	12	13
13 + to 15	8	9	10	11	12	13	14	15	16	17	18	19	20	20
15 + to 17	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17 + to 19	6	7	8	9	10	11	12	13	14	15	16	17	18	19
19 + to 21	5	6	7	8	9	10	11	12	13	14	15	16	17	18
21 + to 23	4	5	6	7	8	9	10	11	12	13	14	15	16	17
23 + to 25	3	4	5	6	7	8	9	10	11	12	13	14	15	16
25 + to 27	2	3	4	5	6	7	8	9	10	11	12	13	14	15
27 + to 29	2	2	3	4	5	6	7	8	9	10	11	12	13	14
29 + to 31	2	2	2	3	4	5	6	7	8	9	10	11	12	13
31 + to 33	2	2	2	2	3	4	5	6	7	8	9	10	11	12
33 + to 35	2	2	2	2	2	3	4	5	6	7	8	9	10	11
35 + to 37	1	2	2	2	2	2	3	4	5	6	7	8	9	10
37 + to 39	0	1	2	2	2	2	2	3	4	5	6	7	8	9
39 + to 41	1*	0	1	2	2	2	2	2	3	4	5	6	7	8
41 + to 43	2*	1*	0	1	2	2	2	2	2	3	4	5	6	7

HD	Creature's Negative AC Hit													
	14	15	16	17	18	19	20	21	22	23	24	25	26	27
13 + to 15	20	20	20	21	22	23	24	25	26	27	28	29	30	30
15 + to 17	20	20	20	20	21	22	23	24	25	26	27	28	29	30
17 + to 19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
19 + to 21	19	20	20	20	20	20	21	22	23	24	25	26	27	28
21 + to 23	18	19	20	20	20	20	20	21	22	23	24	25	26	27
23 + to 25	17	18	19	20	20	20	20	20	21	22	23	24	25	26
25 + to 27	16	17	18	19	20	20	20	20	20	21	22	23	24	25
27 + to 29	15	16	17	18	19	20	20	20	20	20	21	22	23	24
29 + to 31	14	15	16	17	18	19	20	20	20	20	20	21	22	23
31 + to 33	13	14	15	16	17	18	19	20	20	20	20	20	21	22
33 + to 35	12	13	14	15	16	17	18	19	20	20	20	20	20	21
35 + to 37	11	12	13	14	15	16	17	18	19	20	20	20	20	20
37 + to 39	10	11	12	13	14	15	16	17	18	19	20	20	20	20
39 + to 41	9	10	11	12	13	14	15	16	17	18	19	20	20	20
41 + to 43	8	9	10	11	12	13	14	15	16	17	18	19	20	20

* Automatic hit unless rolling a natural 1, add number given to damage.

Index to Magical Effects

Sphere	Spell Name	Sphere	Spell Name
All	Ability Score Bonuses	Matter	Dance
Thought	Aerial Servant	Time	Darkness, Continual Darkness
Time	Age Change	Time	Death Spell
Matter	Animate (Dead or Object)	Time	Delay
Time	Anti-Animal and Plant Shells	Thought	Detect Danger, Evil, Invisible, Magic, Enemies
Time	Anti-Magic percentage (10% -50%), Shell, or Ray	Thought	Detect Slopes, New Construction, Gems, Metal, Shifting Walls & Rooms
Time	Appear	Matter	Dimension Door
Time	Armor Class Bonus (2 to 10)	Matter	Disarm Attack
Matter	Babble	Energy	Disintegrate
Matter	Barrier	Energy	Dispel Evil
Energy	Bearhug	Time	Dispel Magic
Energy	Blasting	Energy	Displacement
Matter	Blend with Surroundings	Time	Dissolve
Energy	Bless	Time	Dodge Missiles, Directional Attacks
Time	Blight	Matter	Earthquake
Time	Breath Weapon, Acid or Ice	Matter	Elasticity
Energy	Breath Weapon, Fire	Thought	ESP
Thought	Breath Weapon, Poison Gas	Thought	Explosive Cloud
Time	Bug Repellent	Matter	Feeblemind
Matter	Buoyancy (various amounts)	Thought	Find Path, Secret Door, Trap (spell ability)
Energy	Burrowing	Time	Finger of Death
Thought	Call Lightning	Energy	Fire Ball, Delayed Blast Fire Ball
Thought	Calm Others	Matter	Flesh to Stone
Time	Cancellation	Matter	Floating Disc
Time	Cause Disease	Energy	Fly
Matter	Cause Fear	Matter	Force Field
Time	Cause Wounds (Light, Serious, Critical)	Energy	Free Monster, Free Person
Thought	Change Odors	Matter	Gaseous Form
Time	Change Tastes	Energy	Gate
Thought	Charm Monster, Person, Plant, Mass Charm	Thought	Geas or Quest
Thought	Choose Best Option	Matter	Growth of Animal, Growth of Plant
Thought	Clairaudience	Energy	Hallucinatory Terrain
Thought	Clairvoyance	Thought	Harden
Energy	Climb Walls (70% -120%)	Energy	Haste
Matter	Clone	Matter	Heal
Time	Close Gate	Thought	Hear Noise (50%-140%)
Thought	Cloudkill	Energy	Heat Metal
Thought	Commune	Matter	Hide in Shadows (30%-100%)
Thought	Communication	Time	Hit Point Bonus (+ 1 to + 3 per HD)
Thought	Confuse Alignment	Energy	Hit Rolls Bonus (+ 2 to +10)
Matter	Confusion	Time	Hold Animal, Monster, Person, Portal
Thought	Conjure Elemental	Energy	Holy Word
Thought	Contact Other Plane	Time	Ice Storm or Wall
Matter	Container (5,000-50,000 cn)	Thought	Identify
Time	Contingency	Time	Immune to Aging Attack
Thought	Control Animals, Dragons, Giants, Humans, Plants	Time	Immune to Breath Weapons
Thought	Control Temperature 10' Radius	Thought	Immune to Disease, Paralysis, Time
Time	Control Undead (Lesser or Greater)	Time	Immune to Energy Drain & Poison
Thought	Control Winds	Time	Immunity
Matter	Create Animal, Monster, or Normal Object	Time	Inertia control
Matter	Create Food	Thought	Infravision
Energy	Create Magic Aura	Thought	Insect Plague
Time	Create Poison	Matter	Invisibility, Inv. 10' Radius, Mass Inv.
Time	Create Water	Thought	Invisible Stalker
Thought	Creeping Doom	Matter	Knock
Matter	Cureall, Automatic Cureall	Thought	Know Alignment
Thought	Cure Blindness	Energy	Leap 30' to 120' (with Hit roll bonus)
Matter	Cure Disease	Matter	Levitate
Matter	Cure Wounds (Light, Serious, Critical)	Thought	Lie Detection
Time	Curse	Time	Life Drain

Index to Magical Effects

Sphere	Spell Name	Sphere	Spell Name
Time	Life Trapping	Thought	Resist Cold
Energy	Light, Continual Light	Time	Resist Fire
Energy	Lightning Bolt	Energy	Restore
Thought	Locate Plant/Animal, Locate Object	Matter	Reverse Gravity
Thought	Lore	Time	Rulership
Time	Lower Water	Time	Saving Throws Bonus (+ 2 to +6)
Time	Luck	Energy	Security
Energy	Magic Door	Matter	Set Normal Trap (50% -90%)
Thought	Magic Jar	Matter	Shapechange
Time	Magic Lock	Time	Shelter
Matter	Magic Missile	Time	Shield
Thought	Mapmaking	Matter	Shrink Plants
Energy	Massmorph	Time	Silence 15' Radius
Matter	Maze	Matter	Size Control
Thought	Memorize + 1 to +10 Spell Levels	Time	Sleep
Matter	Merging	Time	Slow
Matter	Metal to Wood	Energy	Smash Attack
Energy	Meteor Swarm	Thought	Snake charm
Thought	Mind Barrier, Mindmask	Thought	Speak with Animal, Dead, Monster, Plant
Energy	Mirror Image	Energy	Spell Damage Bonus + 1 to +4 Per Die
Matter	Move Earth	Time	Spell Turning
Energy	Move Silently (50%-100%)	Matter	Statue
Time	Neutralize Poison	Matter	Sticks to Snakes
Time	Obliterate	Matter	Stone to Flesh
Thought	Obscure	Energy	Striking
Energy	Open Locks (60% -120%)	Thought	Summon Animal, Elemental, Weather
Matter	Open Mind	Matter	Summon Object
Time	Paralysis	Time	Survival
Matter	Parry	Matter	Sword
Energy	Pass Plant	Time	Symbol
Matter	Pass-Wall	Matter	Telekinesis
Time	Permanence	Matter	Teleport, Teleport Object
Energy	Phantasmal Force	Time	Timekeeping
Energy	Pick Pockets (50%-100%)	Time	Timestop
Matter	Plane Travel	Thought	Tracking
Energy	Plant Door	Energy	Transport Through Plants
Time	Poison	Energy	Travel
Matter	Polymorph Object, Other, Self	Thought	Treasure Finding
Energy	Power Word Blind, Kill, Stun	Energy	Tree movement
Thought	Predict Weather	Thought	Truesight
Energy	Prismatic Wall	Time	Turn Undead (as Cleric L6, 12, 24, 36)
Energy	Produce Fire	Time	Turn Undead bonus + 2 to +6, + 1d6 to +3d6
Energy	Projected Image		HD
Time	Protection From Creatures (some, many, most, all)	Matter	Turn Wood
Time	Protection from Evil, Prot. from Evil 10' Radius	Energy	Ventriloquism
Time	Protection from Lightning	Time	Victory
Time	Protection from Lycanthropes	Energy	Wall of Fire
Matter	Protection from Magic Detection	Matter	Wall of Iron, Stone
Time	Protection from Normal Missiles	Matter	Warp Wood
Time	Protection from Poison	Thought	Water Breathing
Time	Protection from Undead	Energy	Weapon bonus (to damage or strength)
Thought	Purify Food & Water	Thought	Weather Control
Energy	Raise Dead, Raise Dead Fully	Matter	Web
Thought	Read Languages	Energy	Web movement
Thought	Read Magic	Thought	Wish
Matter	Regeneration	Thought	Wizard Eye
Matter	Reincarnation	Time	Wizard Lock
Energy	Remove Barrier, Curse, Traps (50% -100%)	Energy	Wizardry
Thought	Remove Charm, Fear, Geas, Quest	Matter	Word of Recall
Matter	Repair Object (normal or magical)	Thought	X-Ray Vision

Charts S1-S4: Magical Effects by Sphere

S1. Energy

Ia. Spells of Energy

Ref	PP Cost	Spell Name	Range & Duration
X5	2	Bless	R 60f, DR 6T
X6	8	Continual Light	R 120f, DR Perm
C22	13	Delayed Blast Fire Ball	R 240f, DR 0-60r
X16	16	Disintegrate	R 60f, DR Inst
X8	8	Dispel Evil	R 30f, DR 1T
X11	11	Fire Ball	R 240f, DR Inst
X12	5	Fly	R 0 DR 1d6T+1 T/L
X15	8	Free Monster*	R 120f, DR Perm
X12	5	Free Person*	R 180f, DR Inst
C26	19	Gate	R 30f, DR 1 or 1d% T
X13	7	Hallucinatory Terrain	R 240f, DR to Touch
X12	6	Haste	R 240f, DR 3T
M4	5	Heat Metal	R 30f, DR 7r
C13	19	Holy Word	R 0, DR Inst
B40	4	Light	R 120f, DR 6T + 1T/L
X12	12	Lightning Bolt	R 180f, DR Inst
C22	8	Magic Door	R 10f, DR 7 use
X13	6	Massmorph	R 240f, DR Cone
C26	20	Meteor Swarm	R 240f, DR Inst
B42	5	Mirror Image	R 0, DR 6T
C16	7	Pass Plant	R 0, DR Inst
B42	10	Phantasmal Force	R 240f, DR Cone
C15	4	Plant Door	R 0, DR 1T/L
C25	17	Power Word Blind	R 120f, DR 2hr-4/day
C26	17	Power Word Kill	R 120f, DR Perm
C22	12	Power Word Stun	R 120f, DR 2d6/1d6T
M9	20	Prismatic Wall	R 60f, DR 6T
C15	3	Produce Fire	R 0, DR 2T/L
X16	14	Projected Image	R 240f, DR 6T
C12	12	Raise Dead	R 120f, DR Perm
C18	17	Raise Dead Fully	R 60f, DR Perm
X14	14	Remove Curse	R 0, DR Perm
C12	14	Remove Barrier*	R 60f, DR Perm
C13	18	Restore	R 0, DR Perm
X7	6	Striking	R 30f, DR 1T
C16	9	Transport Through Plants	R 0, DR Inst
M8	16	Travel	R 0, DR 1T/L
B40	2	Ventriloquism	R 60f, DR 2T
X14	5	Wall of Fire	R 60f, DR Cone
M4	18	Wizardry	R 0, DR 1T

Ib. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 0, DR 6T
	8	Ability bonus (2 in GT)	R 0, DR 6T
	12	Ability bonus (all 3 GT)	R 0, DR 6T
	16	Ability bonus (all 3 LT)	R 0, DR 6T
	20	Ability bonus (all 6)	R 0, DR 6T
	4	Ability penalty (1 in GT)	R 0, DR 6T
	8	Ability penalty (2 in GT)	R 0, DR 6T
	12	Ability penalty (all 3 GT)	R 0, DR 6T
	16	Ability penalty (all 3 LT)	R 0, DR 6T
	20	Ability penalty (all 6)	R 0, DR 6T
M51	5	Bearhug	R 0, DR 1T
M51	20	Blasting	R 60f, DR Inst
M51	12	Burrowing	R 0, DR 6T
M53	2	Climb Walls, 70%	R 0, DR 12T
M53	4	Climb Walls, 80%	RO,DR 12T
M53	5	Climb Walls, 90%	RO,DR 12T

M53	8	Climb Walls, 100%	R 0, DR 12T
M53	11	Climb Walls, 110%	RO,DR 12T
M53	14	Climb Walls, 120%	RO,DR 12T
M52	7	Create magic aura	R 120f, DR 3T
X63	10	Displacement	RO,DR 1T
M52	12	Fire breath	R 30f, DR Inst
M52	4	Hit Rolls bonus +2	R 0, DR 1T
M52	6	Hit Rolls bonus +3	R 0, DR 1T
M52	8	Hit Rolls bonus +4	R 0, DR 1T
M52	10	Hit Rolls bonus +5	RO,DR 1T
M52	12	Hit Rolls bonus +6	R 0, DR 1T
M52	14	Hit Rolls bonus +7	R 0, DR 1T
M52	16	Hit Rolls bonus +8	RO,DR 1T
M52	18	Hit Rolls bonus +9	R 0, DR 1T
M52	20	Hit Rolls bonus +10	R 0, DR 1T
M52	5	Leap 30', +2 Hit	R 0, DR 1T
M52	10	Leap 60', +4 Hit	R 0, DR 1T
M52	15	Leap 90', +6 Hit	R 0, DR 1T
M52	20	Leap 120', +8 Hit	R 0, DR 1T
M53	7	Move Silent, 50%	R 0, DR 6T
M53	9	Move Silent, 60%	R 0, DR 6T
M53	11	Move Silent, 70%	R 0, DR 6T
M53	13	Move Silent, 80%	R 0, DR 6T
M53	15	Move Silent, 90%	R 0, DR 6T
M53	17	Move Silent, 100%	R 0, DR 6T
M53	2	Open Locks, 60%	R 0, DR 6T
M53	5	Open Locks, 70%	R 0, DR 6T
M53	8	Open Locks, 80%	R 0, DR 6T
M53	11	Open Locks, 90%	R 0, DR 6T
M53	14	Open Locks, 100%	R 0, DR 6T
M53	17	Open Locks, 110%;	R 0, DR 6T
M53	19	Open Locks, 120%	R 0, DR 6T
M53	6	Pick Pockets, 50%	R 0, DR 6T
M53	11	Pick Pockets, 75%	R 0, DR 6T
M53	16	Pick Pockets, 100%.	R 0, DR 6T
	20	Pick Pockets perfectly	R 0, DR 6T
M53	6	Remove Traps, 50%	R 0, DR 6T
M53	12	Remove Traps, 75%;	R 0, DR 6T
M53	18	Remove Traps, 100%	R 0, DR 6T
M53	6	Security	R 0, DR Var
M53	17	Smash Attack	R 0, DR 1T
M53	6	Spell damage bonus + 1/die	R = Spell, DR Inst
M53	11	Spell damage bonus + 2/die	R = Spell, DR Inst
M53	16	Spell damage bonus + 3/die	R = Spell, DR Inst
M53	20	Spell damage bonus + 4/die	R = Spell, DR Inst
M54	3	Tree movement	R 0, DR 12T
M54	3	Weapon damage + 2	RO,DR 1T
M54	5	Weapon damage + 3	RO,DR 1T
M54	7	Weapon damage + 4	R 0, DR 1T
M54	9	Weapon damage + 5	R 0, DR 1T
M54	11	Weapon damage + 6	RO,DR 1T
M54	13	Weapon damage + 7	R 0, DR 1T
M54	15	Weapon damage + 8	RO,DR 1T
M54	17	Weapon damage + 9	RO,DR 1T
M54	19	Weapon damage + 10	R 0, DR 1T
M54	9	Weapon damage x2	RO,DR 1T
M54	12	Weapon damage x3	R 0, DR 1T
M54	15	Weapon damage x4	RO,DR 1T
M54	18	Weapon damage x5	RO,DR 1T
M54	5	Weapon strength + 1	RO,DR 1T
M54	8	Weapon strength + 2	R 0, DR 1T
M54	11	Weapon strength + 3	R 0, DR 1T
M54	14	Weapon strength + 4	RO,DR 1T
M54	17	Weapon strength + 5	R 0, DR 1T
M54	20	Weapon strength + 6	R 0, DR 1T
M54	7	Web movement	RO,DR 12T

S2. Matter

2a. Spells of Matter

Ref	PP Cost	Spell Name	Range & Duration
X14	10	Animate Dead	R 60f, DR Perm
X9	12	Animate Objects	R 60f, DR 6T
X9	10	Babble*	R 60f, DR 1T/L
C12	14	Barrier	R 60f, DR 12T
X5	2	Cause Fear*	R 120f, DR 2T
M6	16	Clone	R 10f, DR Perm
X13	5	Confusion	R 120f, DR 12r
M8	20	Create Any Monster	R 90f, DR 3T
X8	7	Create Food	R 10f, DR Perm
M7	18	Create Magical Monsters	R 60f, DR 2T
C12	8	Create Normal Animals	R 30f, DR 10T
C22	9	Create Normal Monsters	R 30f, DR 11T
C12	7	Cure Critical Wounds	R 0, DR Perm
X6	4	Cure Disease	R 30f, DR Perm
B26	3	Cure Light Wounds	R 0, DR Perm
X7	5	Cure Serious Wounds	R 0, DR Perm
M9	20	Cureall	R 0, DR Perm
C24	15	Dance	R 0, DR 3-7 r
X13	5	Dimension Door	R 10f, DR 1r
C13	18	Earthquake	R 360f, DR 1T
C20	8	Feeblemind	R 240f, DR Perm
X16	10	Flesh to Stone	R 120f, DR Perm
B39	2	Floating Disc	R 0, DR 6T
M8	16	Force Field	R 120f, DR 6T
X6	4	Growth of Animal	R 120f, DR 12T
X13	5	Growth of Plants	R 120f, DR Perm
B41	4	Invisibility	R 240f, DR Perm
X12	5	Invisibility 10' radius	R 120f, DR Perm
B41	4	Knock	R 60f, DR Var
B41	3	Levitate	R 0, DR 6T+1T/L
B40	3	Magic Missile	R 150f, DR 1r
C22	12	Mass Invisibility	R 240f, DR Perm
C26	20	Maze	R 60f, DR 1r-6T
C16	16	Metal to Wood	R 120f, DR Perm
C21	10	Move Earth	R 240f, DR 6T
C24	16	Open Mind*	R 0, DR 6T/L
X15	9	Pass-Wall	R 30f, DR 3T
C25	15	Polymorph Any Object	R 240f, DR 1T/L-Prm
X13	9	Polymorph Other	R 60f, DR Perm
X14	13	Polymorph Self	R 0, DR 6T+1T/L
C21	15	Reincarnation	R 10f, DR Perm
C22	12	Reverse Gravity	R 90f, DR 2 sec
M9	20	Shapechange	R 0, DR 1T/L
X13	5	Shrink Plants*	R 120f, DR Perm
C23	14	Statue	R 0, DR 2T/L
X8	7	Sticks to Snakes	R 120f, DR 6T
X16	10	Stone to Flesh	R 120f, DR Perm
C23	19	Summon Object	R Inf, DR Inst
C24	14	Sword	R 30f, DR 1r/L
C2	8	Telekinesis	R 120f, DR 6r
X15	10	Teleport	R 10f, DR Inst
C24	17	Teleport any Object	R 0, DR Inst
M5	9	Turn Wood	R 30f, DR 1T/L
C21	10	Wall of Iron	R 120f, DR Perm
X15	7	Wall of Stone	R 60f, DR Perm
C15	3	Warp Wood	R 240f, DR Perm
B42	2	Web	R 10f, DR 48T
X9	18	Word of Recall	R 0, DR Inst

2b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 0, DR 6T
	8	Ability bonus (2 in GT)	R 0, DR 6T
	12	Ability bonus (all 3 GT)	R0,DR6T
	16	Ability bonus (all 3 LT)	R 0, DR 6T
	20	Ability bonus (all 6)	R 0, DR 6T
	4	Ability penalty (1 in GT)	R 0, DR 6T
	8	Ability penalty (2 in GT)	R 0, DR 6T
	12	Ability penalty (all 3 GT)	R 0, DR 6T
	16	Ability penalty (all 3 GT)	R 0, DR 6T
	20	Ability penalty (all 6)	R 0, DR 6T
M51	20	Automatic Healing	R 0, DR Perm
M51	18	Blend with Surroundings	R 0, DR 6T
M51	3	Buoyancy to 10,000 cn	R 0, DR 6T
M51	6	Buoyancy to 20,000 cn	RO,DR 12T
M51	9	Buoyancy to 40,000 cn	RO,DR 1ST
M51	12	Buoyancy to 80,000 cn	R 0, DR 24T
M51	15	Buoyancy to any weight	R 0, DR 36T
M51	2	Container, to 5,000 cn	R 0, DR 36T
M51	4	Container, to 10,000 cn	R 0, DR 36T
M51	6	Container, to 15,000 cn	R 0, DR 36T
M51	8	Container, to 20,000 cn	R 0, DR 36T
M51	10	Container, to 25,000 cn	R 0, DR 36T
M51	12	Container, to 30,000 cn	R 0, DR 36T
M51	14	Container, to 35,000 cn	R 0, DR 36T
M51	16	Container, to 40,000 cn	R 0, DR 36T
M51	18	Container, to 50,000 cn	R 0, DR 36T
M52	15	Create Normal Objects	R 30f, DR Perm
M52	5	Disarm Attack	R 0, DR 6T
M52	9	Elasticity	RO,DR 12T
M52	6	Gaseous Form	R 0, DR 3T
M53	6	Hide in Shadows, 30%	R 0, DR 6T
M53	9	Hide in Shadows, 50%	R 0, DR 6T
M53	12	Hide in Shadows, 70%	R 0, DR 6T
M53	15	Hide in Shadows, 90%	R 0, DR 6T
	18	Hide in Shadows Perfectly	R 0, DR 6T
M53	8	Merging	RO,DR 1ST
M53	5	Parry	R 0, DR 6T
M53	13	Plane Travel	R 0, DR Inst
M53	17	Regeneration	R 0, DR 6T
M53	19	Regeneration	RO,DR 1T
M53	2	Repair Normal Objects	R 0, DR Perm
M53	8	Repair Temporary Magic	R 0, DR Perm
M53	14	Repair Permanent Magic	R 0, DR Perm
M53	4	Set Normal Trap 50%	R 2f, DR Perm
M53	8	Set Normal Trap 70%	R 2f, DR Perm
M53	13	Set Normal Trap 90%	R 2f, DR Perm
M53	7	Size Control	R 0, DR 6T

S3. Thought

3a. Spells of Thought

Ref	PP Cost	Spell Name	Range & Duration
C12	14	Aerial Servant	R 60f, DR 1 day/L
C15	12	Call Lightning	R 360f, DR 1T/L
X13	6	Charm Monster	R 120f, DR Var
B39	4	Charm Person	R 120f, DR Var
C21	9	Charm Plant	R 120f, DR 3 mon
X11	5	Clairvoyance	R60f, DR 12T
X14	9	Cloudkill	R 1f, DR 6T
X8	18	Commune	R 0, DR 3T
X5	3	Confuse Alignment*	R 0, DR 1T/L
X14	12	Conjure Elemental	R 240f, DR Cone
C20	17	Contact Other Plane	R 0, DR Var
X61	7	Control Plants	R 0, DR 20T
C15	7	Control Temperature 10' rad	RO,DR 1T/L
C16	6	Control Winds	R 0, DR 1T/L
C16	20	Creeping Doom	R 120f, DR 1r/L
X6	4	Cure Blindness	R 0, DR Perm
M4	8	Detect Danger	R 5f/L, DR 6T/3T
B41	3	Detect Evil	R 0, DR 6T
B41	7	Detect Invisible	R 0, DR 6T
B39	3	Detect Magic	R 0, DR 2T
B41	5	ESP	R 60f, DR 12T
C24	15	Explosive Cloud	R 1f, DR 6T
X9	16	Find the Path	RO,DR 6T+1T/L
X5	7	Find Traps	R 0, DR 2T
X9,16	10	Geas or Quest	R 30f, DR Var
C20	6	Harden	R 240f, DR Perm
X12	4	Infravision	R 0, DR 1 day
X8	8	Insect Plague	R 480f, DR 1 day
X16	10	Invisible Stalker	R 0, DR Var
X5	4	Know Alignment	RO,DR 1r
C15	2	Locate	R 0, DR 6T
X6	4	Locate Object	R 0, DR 6T
C22	14	Lore	R 0, DR Perm
X15	14	Magic Jar	R 30f, DR Var
C24	15	Mass Charm	R 120f, DR Var
C24	16	Mind Barrier	R 10f, DR 6T/L
X11	3	Mindmask*	RO,DR 12T
C15	4	Obscure	R 0, DR 1T/L
C15	2	Predict Weather	RO,DR 12hr
B27	2	Purify Food & Water	R 10f, DR Perm
B40	2	Read Languages	R 0, DR 2T
B40	2	Read Magic	RO,DR 1T
C24	13	Remove Charm*	R 120f, DR Perm/1T
B27	2	Remove Fear	R 0, DR 2T
X9,16	9	Remove Geas or Quest*	R 30f, DR Perm
B27	2	Resist Cold	R 0, DR 6T
X6	3	Snake Charm	R 60f, DR 2-5r,T
X6	3	Speak with Animals	R 0, DR 6T
X7	5	Speak with the Dead	R 10f, DR 1r/L
X9	12	Speak with Monsters	RO,DR 1r/L
X8	6	Speak with Plants	R 0, DR 3T
M5	6	Summon Animals	R 360f, DR 3T
M5	16	Summon Elemental	R 240f, DR 6T
C16	11	Summon Weather	R 5mi/L-14, DR 6T/L
C12	10	Truesight	RO,DR 1T+1r/L
X12	3	Water Breathing	R 30f, DR 1 day
C16	16	Weather Control	R 0, DR Cone
M10	20	Wish	R 0, DR Any
X14	6	Wizard Eye	R 240f, DR 6T

3b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration
	4	Ability bonus (1 in GT)	R 1 cr, DR 6T
	8	Ability bonus (2 in GT)	R 1 cr, DR 6T
	12	Ability bonus (all 3 GT)	R 1 cr, DR 6T
	16	Ability bonus (all 3 LT)	R 1 cr, DR 6T
	20	Ability bonus (all 6)	R 1 cr, DR 6T
	4	Ability penalty (1 in GT)	R var, DR 6T
	8	Ability penalty (2 in GT)	R var, DR 6T
	12	Ability penalty (all 3 GT)	R var, DR 6T
	16	Ability penalty (all 3 GT)	R var, DR 6T
	20	Ability penalty (all 6)	T var, DR 6T
M51	6	Calm Others	R 120f, DR Perm
M51	3	Change Odors	R 120f, DR Perm
M51	9	Choose Best Option	R 0, DR Inst
X61	3	Clairaudience	R 60f, DR 12T
M51	12	Control Animals	R 60f, DR 20T
M51	19	Control Dragons	R 120f, DR 20T
M51	17	Control Giants	R 120f, DR20T
M51	20	Control Humans	R 120f, DR20T
M51	8	Communication	R 0, DR 6T
B45	7	Detect Enemies	R60f, DR 1r
X60	3	Detect Gems	R 60f, DR 3T
X62	4	Detect Metal	R 20f, DR 6r
M52	2	Detect New Construction	R 0, DR 36T
X60	5	Detecting Shifting Stone	R 10f, DR 1r
M52	3	Detect Slopes	R 0, DR 36T
M52	7	Find Secret Doors	R 0, DR 6T
M53	2	Find Traps, 50%	R 0, DR 6T
M53	4	Find Traps, 60%	R 0, DR 6T
M53	6	Find Traps, 70%	R 0, DR 6T
M53	8	Find Traps, 80%	R 0, DR 6T
M53	10	Find Traps, 90%	R 0, DR 6T
M53	12	Find Traps, 100%	R 0, DR 6T
M53	14	Find Traps, 110%	R 0, DR 6T
M53	5	Hear Noise, 50%	RO,DR 12T
M53	10	Hear Noise, 90%	R 0, DR 24T
M53	15	Hear Noise, 140%	R 0, DR 36T
C54	5	Identify	R60f, DR 1r
M52	10	Immune to Aging attack	RO,DR 18T
M52	4	Immune to Disease	R 0, DR 18T
M52	6	Immune to Paralysis	R 0, DR 6T
M52	10	Lie Detection	R 0, DR 3T
M52	11	Mapmaking	R 0, DR 1T
M52	2	Memorize + 1 spell level	R 0, DR 1 study
M52	4	Memorize + 2 spell levels	R 0, DR 1 study
M52	6	Memorize + 3 spell levels	R 0, DR 1 study
M52	8	Memorize + 4 spell levels	R 0, DR 1 study
M52	10	Memorize + 5 spell levels	R 0, DR 1 study
M52	12	Memorize + 6 spell levels	R 0, DR 1 study
M52	14	Memorize + 7 spell levels	R 0, DR 1 study
M52	16	Memorize + 8 spell levels	R 0, DR 1 study
M52	18	Memorize + 9 spell levels	R 0, DR 1 study
M52	20	Memorize + 10 spell levels	R 0, DR 1 study
M53	10	Poison Gas Breath	RO,DR 3r
M54	6	Tracking 90%, 50% indoor	R 0, DR 36T
M54	14	Tracking 90% anywhere	R 0, DR 36T
M54	12	Treasure Finding	R 0, DR 6T
M54	16	X-Ray Vision	RO,DR 1T

4a. Spells of Time

Ref	PP Cost	Spell Name	Range & Duration				
C16	9	Anti-Animal Shell	R 0, DR 1T/L	X62	8	Age Change (2-20 years)	R touch, DR Perm
X15	15	Anti-Magic Shell	RO,DR12T	X62	12	Age Change (3-30 years)	R touch, DR Perm
C16	6	Anti-Plant Shell	RO,DR1r/L	X62	16	Age Change (4-40 years)	R touch, DR Perm
C22	12	Appear*	R 240f, DR Perm	X62	20	Age Change (5-50 years)	R touch, DR Perm
X5	2	Blight*	R 60f, DR 6T	M51	18	Anti-Magic Ray	R 60x10f, DR IT
C12	7	Cause Critical Wounds	R 0, DR Inst	M51	3	Anti-Magic 10%	R 0, DR 6T
X6	5	Cause Disease*	R 30f, DR P2d12d	M51	7	Anti-Magic 20%	R 0, DR 6T
X5	2	Cause Light Wounds	R 0, DR Inst	M51	11	Anti-Magic 30%	R 0, DR 6T
X7	6	Cause Serious Wounds	R 0, DR Perm	M51	15	Anti-Magic 40%	R 0, DR 6T
C26	17	Close Gate*	R 30f, DR Perm	M51	19	Anti-Magic 50%	R 0, DR 6T
M8	20	Contingency	R 0, DR Var	M51	4	AC bonus -2	R 0, DR 6T
X6	6	Continual Darkness*	R 120f, DR Perm	M51	6	AC bonus -3	R 0, DR 6T
X8	8	Create Poison*	R 0, DR Perm	M51	8	AC bonus -4	R 0, DR 6T
X7	4	Create Water	R 10f, DR 6T	M51	10	AC bonus -5	R 0, DR 6T
X14	5	Curse*	R 0, DR Var	M51	12	AC bonus -6	R 0, DR 6T
X11	3	Darkness*	R 120f, DR 6T+1T/L	M51	14	AC bonus -7	R 0, DR 6T
X16	10	Death Spell	R 240f, DR Inst	M51	16	AC bonus -8	R 0, DR 6T
X8	11	Dispel Magic	R 120f, DR Perm	M51	18	AC bonus -9	R 0, DR 6T
C20	7	Dissolve	R 240f, DR 3-18 day	M51	20	AC bonus -10	R 0, DR 6T
C12	10	Finger of Death	R 60f, DR Perm	M51	5	Bug Repellant	R 0, DR 40T
X12	3	Hold Animal	R 180f, DR 1T/L	B45	20	Cancellation (one item)	R touch, DR Perm
X15	7	Hold Monster	R 120f, DR 6T+1T/L	M51	3	Change tastes	R 60f, DR Perm
X12	4	Hold Person	R 180f, DR 9T,1T/L	M51	14	Control Undead, Lesser	R 120f, DR 20T
B39	4	Hold Portal	R 10f, DR 2d6T	M51	18	Control Undead, Greater	R 120f, DR 20T
X13	9	Ice Storm	R 120f, DR 1r	C50	2/r	Delay Spell Effect	R Spell, DR 1-10r
X13	5	Ice Wall	R 120f, DR 12T	M52	7	Dodge normal missiles	R 0, DR 1T
M9	20	Immunity	R 0, DR 1T/L	M52	10	Dodge any missiles	R 0, DR 1T
C13	14	Life Drain*	R 0, DR Perm	M52	13	Dodge directional attacks	RO,DR1T
X16	8	Lower Water	R 240f, DR 10T	M52	6	Hit point bonus +1 per HD	R 0, DR 1T
C22	12	Magic Lock*	R 10f, DR 7 use	M52	12	Hit point bonus +2 per HD	RO,DR1T
X8	6	Neutralize Poison	R 0, DR Perm	M52	18	Hit point bonus +3 per HD	RO,DR1T
C13	18	Obliterate*	R 60f, DR Inst	M52	11	Ice breath	R 30f, DR Inst
C25	18	Permanence	R 10f, DR Perm	M52	20	Immune to Breath Weapons	RO,DR1T
B40	2	Protection from Magic	RO,DR12T,6T	M52	16	Immune to Energy Drain	R 0, DR 6T
X8	5		RO,DR12T	M52	8	Immune to Poison	R 0, DR 18T
C15	8		R 0, DR 1T/1	M52	17	Inertia control	R 0, DR 24T
X12	4		R 30f, DR 12T	M52	20	Life Trapping	R 0, DR Var
X5	3	Resist Fire	R 30f, DR 2T	M52	10	Luck bonus +1 per HD	R 0, DR 1T
B40	2	Shield	R 0, DR 2T	B44	10	Paralysis	R 60f, DR 5r
X6	8	Silence 15' radius	R 180f, DR 12T	B44	15	Paralysis (-2 save)	R 120f, DR 1T
B40	3	Sleep	R 240f, DR 4d4T	B44	20	Paralysis (-4 save)	R 180f, DR 15r
X12	5	Slow*	R 240f, DR 3T	B43	6	Poison, special effect	R touch, DR 1-12r
M3	13	Survival	R 0, DR 6T/L	B43	12	Poison, damage (1 pt/PP)	R touch, DR Perm
C25	18	Symbol	R 0, DR Perm	B43	18	Poison, deadly (-2 save)	R touch, DR Perm
M10	20	Timestop	R 0, DR 2-5r	M53	4		R 0, DR 6T
B42	6	Wizard Lock	R 10f, DR Perm	M53	8		R 0, DR 6T
				M53	12		R 0, DR 6T
				M53	17		R 0, DR 6T
				B44	9		

4b. Non-Spell Magic

Ref	PP Cost	Spell Name	Range & Duration				
	4	Ability bonus (1 in GT)	R 1 cr, DR 6T	M5	6	Lycanthropes	R 10f, DR 6T
	8	Ability bonus (2 in GT)	R 1 cr, DR 6T	B44	13		RO,DR1T/L
	12	Ability bonus (all 3 GT)	R 1 cr, DR 6T	M53	10	Rulership	R 10f, DR 6T
	16	Ability bonus (all 3 LT)	R 1 cr, DR 6T	M53	5	Saving Throws bonus +2	R 1 obj, DR 1 check
	20	Ability bonus (all 6)	R 1 cr, DR 6T	M53	10	Saving Throws bonus +4	R 0, DR 6T
	4	Ability penalty (1 in GT)	R var, DR 6T	M53	15	Saving Throws bonus +6	R 0, DR 6T
	8	Ability penalty (2 in GT)	R var, DR 6T	M53	7	Shelter	RO,DR24hr
	12	Ability penalty (all 3 GT)	R var, DR 6T	X62	20	Spell Turning	R 0, DR 1 spell
	16	Ability penalty (all 3 GT)	R var, DR 6T	M54	2	Timekeeping	R 0, DR 24hr
	20	Ability penalty (all 6)	T var, DR 6T	M54	4	Turn Undead as Cleric L6	R Sight, DR 3T
M51	13	Acid breath	R 30f, DR 1r	M54	9	Turn Undead as Cleric L12	R Sight, DR 3T
X62	4	Age Change (1-10 years)	R touch, DR Perm	M54	14	Turn Undead as Cleric L24	R Sight, DR 3T
				M54	19	Turn Undead as Cleric L36	R Sight, DR 3T
				M54	4	Turn bonus +2, +1d6 HD	R Sight, DR 1T
				M54	8	Turn bonus +4, +2d6 HD	R Sight, DR 1T
				M54	12	Turn bonus +6, +3d6 HD	R Sight, DR 1T
				M54	15	Victory	R 0, DR 1 check

Character Common Name _____ Race & Level _____
 Sphere _____ Alignment _____ Hit Dice _____
 TRUE NAME _____
 Temporal Celestial Emyrean Eternal Heirarch

DUNGEONS & DRAGONS®

IMMORTAL CHARACTER RECORD

HIT ROLLS

0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Immortal										
0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
Mortal										

SAVING THROWS

Power Drain Magical Spell Physical Blow Mental Blow

Poison or Death Ray Magic Wands Petrify or Paralysis Breath Weapon Spell or Rod/Staff

ANTI-AURA

Save Mod. _____

Affected _____

_____ %

Permanent Power Points
Current Power Points

FORM Normal Avatar Original Identity Beast Construct

ARMOR CLASS

AC	Hit Points Permanent	Wounds
	Current	

ATTACK #AT Dmg/Effect Def. Special/Range

FORM Normal Avatar Original Identity Beast Construct

ARMOR CLASS

AC	Hit Points Permanent	Wounds
	Current	

ATTACK #AT Dmg/Effect Def. Special/Range

ABILITY SCORES

Strength	Punch (To Hit/Dmg)	Current Score	GREATER TALENTS <input type="checkbox"/> Str <input type="checkbox"/> Dex <input type="checkbox"/> Int <input type="checkbox"/> Con <input type="checkbox"/> Wis <input type="checkbox"/> Chr <table border="1" style="width: 50px; height: 20px; margin-top: 5px;"> <tr><td>Points</td><td>Mod.</td></tr> </table> LESSER TALENTS <input type="checkbox"/> Str <input type="checkbox"/> Dex <input type="checkbox"/> Int <input type="checkbox"/> Con <input type="checkbox"/> Wis <input type="checkbox"/> Chr <table border="1" style="width: 50px; height: 20px; margin-top: 5px;"> <tr><td>Points</td><td>Mod.</td></tr> </table>	Points	Mod.	Points	Mod.
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Points	Mod.						
Intelligence	Projects (Add. Lang)	Current Score					
Wisdom	Aura (Mental Save Adj)	Current Score					
Dexterity	Unarmed (AC/Missiles)	Current Score					
Constitution	Poison (HP Adj)	Current Score					
Charisma	Reaction/Retainers/Morale	Current Score					

ABILITY SCORES

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Constitution	Poison (HP Adj)	Current Score					
Charisma	Reaction/Retainers/Morale	Current Score					

Wrestling **Special Attacks** _____

Rating _____

Vision _____

Detections _____

Wrestling **Special Attacks** _____

Rating _____

Vision _____

Detections _____

Methods of Movement Walk _____ Run _____
 Fly _____ Special _____

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Methods of Movement Walk _____ Run _____
 Fly _____ Special _____

Description: (Head; # of Limbs; Garb/Hide; Manifestations; Abilities)

Shape/Race _____ Size _____

Difficulty Modifiers

Easy _____ _____ x1

Average _____ _____ x8

Difficult _____ _____ x4

Shape/Race _____ Size _____

Recovery Rates

Friendly _____ 1/round

Neutral _____ 1/turn

Hostile _____ 1/day