

SWORD & SPELL

Booklet 1

MIGHT & MAGIC

**BY
LLOYD**

Dedicated to all those whose imaginations still run rampant with
warriors, wizards, dragons, treasures, and adventure.

This work is inspired by the works of
E. Gary Gygax and Dave Arneson.

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INTRODUCTION

SWORD & SPELL a fantasy adventure game that replicates the concepts of play first published in the 1974 iteration of the Dungeons & Dragons® game. Like that game, it incorporates concepts of play from the Chainmail® game, published in 1971. Where necessary there have been some alterations or additions to help clarify those concepts and avoid confusion, but the changes haven't changed the fundamental concepts.

The guidelines in these three booklets make for a complete game. This booklet, **Might & Magic** (Bk 1), details what types of characters players can play, their abilities, their limitations, and relevant magical spells. **Monsters & Treasure** (Bk 2) details the varied beasts the referee can use to challenge players, along with the kinds and amounts of treasure they might guard. **Underworld & Wilderness Adventures** (Bk 3) offers guidelines on how to set up and play through sessions and campaigns.

Read each booklet in succession, since the progression helps to understand the materials in successive booklet.

While the game herein is fantasy-oriented, that needn't prevent anyone from applying these concepts to ancient historical or science fiction settings. Other resources, like miniatures and counters, may provide additional enjoyment, but they aren't necessary to play the game.

HOW TO PLAY

To play **SWORD & SPELL** requires at least two players. One person must be the **referee**, who creates the fantasy world, fills it with challenges—monsters, traps, tricks—and arbitrates play of the game. The other players create **player characters** (PCs) to explore this world and overcome its challenges. A ratio of 1 referee to 20 players is good for an ongoing campaign (but not a single session!). Other characters met in the game, which the referee controls, are **monsters** or **nonplayer-characters** (NPCs). A group of PCs and NPCs that travel together is called a **party**.

The referee establishes the setting for each session. For low-level characters, this is generally a dungeon. A **dungeon** is any setting that's underground or inside, whether in caverns or stone rooms beneath ruins or castles. Either the referee prepares a map of the environment and keys each encounter, or she can purchase a pre-designed dungeon, called a **dungeon module**. In either case, the referee must prepare for the session to ensure a good game experience for the players.

Players create characters with attribute scores, which measure the extent of their strength, cleverness, persuasiveness, and so on; with a character-type, which provides certain capabilities; and decide with which **faction** to side in the cosmic struggle.

When the referee and players are ready, the game begins. Each session is called an **adventure**. An adventure generally lasts for a few hours but can last for as long as the referee and players agree to play. A **campaign** is a series of related adventures, one leading to another and starring the same player characters.

To start the game, your characters enter the dungeon, and the referee describes what they see. Players should choose someone to be the **mapper** and to draw a map from the referee's descriptions. As you explore more of the area, the map slowly takes shape.

You should also choose someone to be the **caller**. The caller speaks for the entire party. As an intermediary between the referee and players, his role is to mitigate confusion and help facilitate quicker play. In unusual situations, the referee may ask players what their characters are doing.

As you explore the dungeon, you'll come across other challenges as well, such as traps or hazards. You'll also discover **treasure**. Often, you'll meet NPCs that you'll want your characters to avoid, interact with, or fight. This is called an **encounter**. Monsters can be animals, shopkeepers, or demons. Generally, nonhuman-types are called monsters to help distinguish them from nonplayer-characters. Not all meetings with monsters go well, of course, and so sometimes you'll need to fight monsters. This is called **combat**.

At the end of a session, when characters return to a safe location, the referee awards characters **experience points** (XP) based on the treasure split among characters and all monsters defeated. When characters earn enough XP, they earn a level, which provides more power and abilities.

RECOMMENDED EQUIPMENT

- **SWORD & SPELL** (you have it!).
- One each of a d4, d8, and d12. Several d20. Dozens of d6.
- Something by which to log your character and adventures.
- Graph Paper (6 lines per inch is best).
- Pencils.
- Imagination.
- 1 Patient Referee.
- Players.

COMMON TERMS

This section defines some common terms important to game play.

Adversity Checks are made on 1d100 (d%) to survive the reversal of such conditions as death, petrification, polymorph, and so on.

Armor Class measures the degree of protection a character has against physical attacks. The lower the armor class, the better the protection.

Attack Rolls are made with 1d20. A successful result is a **Hit**.

Referees adjudicate actions taken by player-types. They also control and adjudicate actions taken by nonplayer-characters and monsters.

Damage Rolls are made with 1d6. The result is the number of **Hit Points** a target accrues.

Dungeon Level refers to the degree of distance the dungeon is below the surface. The 2nd dungeon level is deeper than the 1st dungeon level, and so on. Deeper dungeon levels are more dangerous than shallower ones.

Experience Level measures the relative abilities of characters. The weakest level is 1st level, while 2nd level is more powerful, and so on. There's no limit to the number of levels Human player-types can earn. Nonhuman-types are limited in their advancement.

Experience Points (XP) are points awarded by the referee to player-types and nonplayer-types after adventures for successful retrieval of gold pieces (or their equivalent wealth) and for the defeat of monsters. Generally, 1 GP = 1 XP and 1 HD = 100 XP.

Fantastic-types are creatures that aren't normal-types, including heroic-types and legendary-types. Fantastic-types generally have 3 or more Hit Dice.

Fantastic-weapons are any non-magical weapon (melee or missile) used by fantastic-types or any magical weapon.

Heroic-types (or Heroes) are character-types or monster-types that have extra-ordinary abilities. They generally have 3 to 6 Hit Dice.

Hit Dice (HD) are the number d6 rolled to determine the maximum number of Hit Points a character can sustain. Hit Dice also factors into the degree to which a monster is dangerous to characters.

Hit Points measure the maximum amount of harm a character can accrue before it dies.

Hits are successful **Attack Rolls**. They prompt **Damage Rolls**.

Human-types are Humans and creatures like them. They have a head, a torso, two arms, two legs, and are about the same size. This includes Dryads, Dwarves, Elves, Goblins, Gnolls, Gnomes, Hobbits, Hobgoblins, Nixies, Orcs, Lizardfolk, Merfolk, and Pixies. While most human-types are normal-types, some can be heroic-types or legendary-types.

Legendary-types (or Legends) are character-types or monster-types that have all the abilities of Heroes and then some. They generally have 7 or more Hit Dice.

Monster-types is a general term for all creatures played by the referee, whether they're nice shopkeepers or demonic fiends.

Morale Checks are made with 2d6. The result helps the referee determine if foes of character-types flee combat or stand their ground.

Nonplayer-types are characters controlled by both players and the referee.

Normal-weapons are any non-magical weapon (melee or missile) used by normal-types. Normal-weapons used by fantastic-types are fantastic-weapons.

Normal-types are generally creatures with 1 or 2 Hit Dice.

Player-types (also player-characters) are characters controlled by players.

Reaction Checks are made with 2d6. The result helps the referee determine how monsters react to character-types.

Saving Throws are made with 1d20 to avoid harmful effects, such as poison, spells, fire breathed by Dragons, and so on.

Turns are any point in the game in which players have their characters take actions. A turn of dungeon exploration is equal to 10 minutes of game time. A turn of wilderness exploration is equal to 1 day of game time. A turn of combat is equal to 1 minute of game time.

STEPS TO CREATE A CHARACTER

Create a character using the following sequence of steps.

- Obtain attribute scores and starting money from the referee.
- Choose a character-type.
- Choose a faction.
- Buy equipment.
- Choose additional languages, name an heir, name your character.

CHARACTER ATTRIBUTE SCORES

Every character has six attributes: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. The referee rolls 3d6 for each and assigns the result.

Strength is the prime requisite of the Fighter character-type. Referees may consult it when characters want to do something related to strength.

Intelligence is the prime requisite of the Wizard character-type. For every point of Intelligence over 10, a character knows one additional language. It can be used to help the referee determine the actions of nonplayer-characters.

Wisdom is the prime requisite of the Cleric character-type. It can be used to help the referee determine the actions of nonplayer-characters.

Constitution modifies the number of hit points a character earns when rolling hit dice. It also determines the chance a character survives reversion from polymorph, petrification, death, and other shocks to the system.

	Constitution Score								
	3-6	7	8	9	10	11	12	13-14	15-18
Hit Point Modifier/HD	-1*	-	-	-	-	-	-	-	+1
Chance to Survive Adversity	0%	40%	50%	60%	70%	80%	90%	100%	100%

* Minimum of 1 hit point.

Dexterity modifies missile attack rolls. It also determines the order of actions when firing missiles, using spells, and so on.

Dexterity Scores		
3-8	9-12	13-18
-1 to hit	None	+1 to hit

Charisma determines the number of character-types (hirelings) a character can hire. It also modifies reaction checks and morale checks. It can be used to help the referee determine how monsters treat player-characters.

	Charisma Score						
	3-4	5-6	7-9	10-12	13-15	16-17	18
Max Nº of Retainers	1	2	3	4	5	6	12
Loyalty Modifier	-2	-1	-	-	+1	+2	+4

Primary Requisite

Each character-type has a primary attribute associated with it. For Fighters, it's Strength; for Wizards, it's Intelligence; and for Clerics, it's Wisdom. The score of the primary attribute is the base score of the prime requisite, modified for any of the following.

Clerics: +1 every 3 points of Strength over 9, +1 every 2 points of Intelligence over 9.

Fighters: +1 every 3 points of Wisdom over 9, +1 every 2 points of Intelligence over 9.

Wizards: +1 every 2 points of Wisdom over 9.

Find the modified prime requisite score below. The percentage listed is the modifier to the amount of XP a character earns.

3-6	7-8	9-12	13-14	15-18
-20%	-10%	None	+5%	+10%

STARTING GOLD

The referee rolls $3d6 \times 10$ to determine the amount of gold pieces (GP) player-characters have at the start of play. They use this money later to buy their equipment.

CHOOSE A CHARACTER-TYPE

Choose from among the following: Cleric, Fighter, Wizard, Dwarf, Elf, Hobbit. Player-characters are Human unless a nonhuman-type is chosen.

Experience Points (XP)

At the end of an adventure, the referee awards XP to character-types for slaying monsters and retrieving treasure. XP earned from monsters and treasure is relative. For example, an 8th-level character who kills a 7th-level monster and takes 7,000 GP out of the dungeon. He would earn $\frac{7}{8}$ of 7,000 (the worth of the treasure) + 700 (the worth of the monster), or 6,738 XP. XP is never awarded at a ratio better than 1-for-1. Nor can characters earn more than one level after an adventure. If enough XP is earned that would allow for two or more levels of advancement, the referee will award enough XP to be 1 XP short of the second level.

Level Limits

Humans have no level limits. While the tables for each character-type show progression to 20th level, there's no limit to progression. See entries for Dwarf, Elf, and Hobbit for the specific level limits for those nonhuman-types.

Hit Dice (HD)

The tables show the number of Hit Dice a character has at each level. This is the number of d6 rolled to determine the maximum number of hit points a character can sustain before dying. A bonus is added to the total rolled (not to each die rolled).

Spells

Spell progression tables show how many spells of a relevant spell level a character can prepare and use for one adventure.

XP NEEDED & HD, PER CHARACTER-TYPE

Level	Clerics		Fighters		Wizards	
	XP Needed	HD	XP Needed	HD	XP Needed	HD
1	0	1	0	1+1	0	1
2	1,500	2	2,000	2	2,500	1+1
3	3,000	3	4,000	3	5,000	2
4	6,000	4	8,000	4	10,000	2+1
5	12,000	4+1	16,000	5+1	20,000	3
6	25,000	5	32,000	6	35,000	3+1
7	50,000	6	64,000	7+1	50,000	4
8	100,000	7	120,000	8+2	75,000	5
9	200,000	7+1	240,000	9+3	100,000	6+1
10	300,000	7+2	480,000	10+1	200,000	7
11	400,000	7+3	720,000	10+3	300,000	8+1
12	500,000	8+1	960,000	11+1	600,000	8+2
13	600,000	8+2	1,200,000	11+3	900,000	8+3
14	700,000	8+3	1,440,000	12+1	1,200,000	8+4
15	800,000	9+1	1,680,000	12+3	1,500,000	9+1
16	900,000	9+2	1,920,000	13+1	1,800,000	9+2
17	1,000,000	9+3	2,160,000	13+3	2,100,000	9+3
18	1,100,000	10+1	2,400,000	14+1	2,400,000	10+1
19	1,200,000	10+2	2,640,000	14+3	2,700,000	10+2
20	1,300,000	10+3	2,880,000	15+1	3,000,000	10+3

CLERICS

Clerics are either Lawful or Chaotic (never Neutral). They can use only blunt weapons (no Axes, Daggers, Swords, Bows, Crossbows, and so on), but they can use any armor and Shield. They become Heroes at 7th level and Legends at 13th level. Clerics of Law can turn undead and can use the ordinary versions of spells. Clerics of Chaos can't turn undead and must use the reverse versions of spells. Clerics can build a stronghold at any time and can claim income from those who settle in the region. Clerics of 8th level and above who build a stronghold do so at half the cost with help from faithful devotees. They are also considered Rulers, and they can invest money in their Domains to earn even more income. Whenever Clerics build a stronghold, they attract a following of fanatical mercenaries.

When a Cleric of Law attempts to turn Undead, the referee consults the following table.

CLERIC VS. UNDEAD MONSTER TABLE

	1st	2nd	3rd	4th	5th	6th	7th	8th+
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	—	11	9	7	T	T	D	D
Wraith	—	—	11	9	7	T	T	D
Mummy	—	—	—	11	9	7	T	T
Specter	—	—	—	—	11	9	7	T
Vampire	—	—	—	—	—	11	9	7

A result on 2d6 that meets or exceeds the number listed means 2d6 monsters flee immediately. A "T" result means automatic success, and a "D" results means immediate destruction. A "—" results means a Cleric of that level is unable to affect that type of Undead.

FIGHTERS

Fighters can use any weapon and any armor. They become Heroes at 4th level and Legends at 8th level. They can build a stronghold at any time and claim income from those who settle in the region they protect. Fighters of 9th level and above who have a stronghold are considered Rulers, and they can invest money in their Domains to earn even more income.

WIZARDS

Wizards start as the weakest character-type but advance to become the most powerful, if they survive. They may use only a Dagger and can't use armor or Shield. Wizards can use spells, up to the 6th spell-level. They can also use several kinds of magic items. Wizards become Heroes at 8th level and Legends at 10th level. At 11th level and above, Wizards can create magic items. While there are no specific benefits that accrue for Wizards who build a stronghold, they may do so nonetheless at any time they have the resources. Such strongholds are generally towers, built in distant lands, far from the prying eyes of simple folk.

DWARVES

Dwarves are nonhuman. They can only be Fighters and advance no higher than 6th level. They must be Lawful or Neutral, never Chaotic. Besides those restrictions, they have several other advantages.

- Consider them four levels higher when making saving throws. For example, a 6th-level Dwarf saves as a 10th-level Fighter.
- They know the Dwarf, Gnome, Goblin, and Kobold languages.
- They spot slanting passages, new construction, traps, and shifting walls when underground.
- They take half damage from Ogres, Trolls, and Giants.
- They can take full advantage of the +3 *war hammer*.
- They have 2-in-6 chance to hear noise when listening at doors.

ELVES

Elves are nonhuman. On their first adventure, they are either Fighters or Wizards. Each adventure thereafter, they may be played as either Fighters or Wizards. The choice is up to the player, but players may not switch back and forth between the two character-types during an adventure. Track experience separately for each character-type. They advance no higher than 4th level as Fighter or 8th level as Wizard. They must be Lawful or Neutral, never Chaotic. Besides those restrictions, they have several other advantages.

- An Elf wearing magical armor may use spells.
- They know the Elf, Orc, Hobgoblin, and Gnoll languages.
- They can use the split-fire maneuver with Bows (but not Crossbows).
- They do double damage against Ogres/Trolls (but not True Trolls).
- Elves with magical Swords have +1 to hit and to damage with them.
- Elves with any magical weapon have an additional +3 to attack rolls against Orcs and +2 to attack rolls against Goblins.
- They have 4-in-6 chance to sense a secret door when passing by one.
- They have 2-in-6 chance to find secret doors when looking for them.

HOBBITS

Hobbits are nonhuman. They can be Fighters only and advance no higher than 4th level. They must be Lawful, never Neutral or Chaotic. Besides those restrictions, they have several other advantages.

- Consider them four levels higher when making saving throws. For example, 4th-level Hobbits save as 8th-level Fighters.
- They have +4 to attack rolls when using Slings.
- They can become hidden when lightly obscured in woodlands and brush.

Other Character-Types

The referee may allow players to play virtually any character-type, if the character begins weak and progresses in power. For example, the referee might allow a player to play a Dragon. The character would start young and progress in levels determined by the referee.

Changing Character-Types

If the referee allows, a player can advance as both a Fighter and a Wizard (like an Elf) if the character has an unmodified score of 16 in the prime requisite of the other character-type. For example, a Fighter with a base score of 16 in Intelligence can advance as both a Fighter and a Wizard, choosing to play one or the other at the start of an adventure. The only restriction to this is that a character can't advance as both a Cleric and Wizard.

HEROES & LEGENDS

Character-types may become Heroes or Legends at certain levels.

Heroes never check morale. Those that can be seen and heard grant allies within their sphere of command +1 to morale checks (see the section on Hiredlings for more details on sphere of command). Normal-type foes target Heroes only if there are no other normal-type foes to attack. They have +2 to attack rolls when using Bows of any kind (except Crossbows) against Dragons.

Legends have all the abilities of Heroes. They also cause foes within their charge range to make an immediate morale check, and they can target foes hidden by obscurity or magic.

ALIGNMENT

An eternal struggle exists in the cosmos between the factions of Law and Chaos. All characters must decide whether they will side with one side or the other, or whether they will remain Neutral. Lawful characters support and defend civilization. Chaotic characters seek to undermine civilization and all that's good. Neutral characters are self-interested or have no stake in the conflict.

The chart below notes which side of the cosmic drama other monsters serve. Monsters underlined can serve Law or Neutrality. Monsters **bolded** can serve Chaos or Neutrality. Monsters underlined and bolded can serve any faction. Clerics can be for both Law and Chaos.

Law	Centaurs, <u>Clerics</u> , <u>Dwarves</u> , <u>Elves</u> , <u>Gnomes</u> , Hippogriffs, Hobbits, <u>Humans</u> , <u>Lycanthropes</u> , Pegasi, Rocs, Treants, Unicorns
Neutrality	Animals, Centaurs, Chimeras, Dragons, Dryads, <u>Dwarves</u> , <u>Elves</u> , Giants, Gnomes, Griffons, Hydrae, <u>Humans</u> , <u>Lycanthropes</u> , Minotaurs, Nixies, Ogres, Orcs, Pixies, Purple Worms, Rocs, Sea Monsters, Wyverns
Chaos	Chimeras, <u>Clerics</u> , Dragons, Gargoyles, Ghouls, Giants, Goblins, Gorgons, Gnolls, Hobgoblins, <u>Humans</u> , Kobolds, <u>Lycanthropes</u> , Manticores, Medusae, Minotaurs, Mummies, Ogres, Orcs, Specters, Trolls, Wights, Wraiths, Vampires

LANGUAGES

All player-types and most Humans know the "common tongue," which is the primary language used among many of the immediate lands of the game. Monster-types have a 20% chance of knowing the common tongue. Dwarves, Elves, and other monster-types know their own language, and every creature that can speak knows the common language of their faction. Any creature can recognize the use of a faction language they can't use. Monster-types will generally attack those that aren't aligned with them.

RELATIVES

The referee may allow player-types to designate a relative (another 1st-level character-type played by the player) to inherit their possessions if they die or disappear. Authorities may declare characters dead if they're gone for over a game month, for example. When the relative inherits any possessions, he or she must pay the authorities a 10% tax on all items and money.

If the character returns to take possession of his wealth and estate, the referee decides if the relative acquiesces. Whatever possessions return to the character, he or she must pay a 10% tax on the transfer. The relative may be allowed to remain as a nonplayer-character. His or her Loyalty score would be lower by 0 to 6 points. However, he or she might also plot against the returned character.

Characters with no relative lose their possessions if they don't return within a window set by the authorities (referee).

EQUIPMENT

Players select items they wish to buy and spend the requisite GP. Costs are for the average type of item listed. Better or worse quality items may be available for purchase. The referee may revise the list, and player-types may sell and trade items among themselves, if they wish. Encumbrance is measured in coins (Cn). Use the list below to help with weights of other items.

Weapons	Cost	Transportation	Cost	Miscellaneous	Cost
Dagger	3	Mule	20	Backpack	5
Hand Axe	3	Horse, Draft	30	Belladonna, Bunch	10
Mace	5	Horse, Light	40	Garlic, Bud	5
Sword	10	Horse, Medium War	100	Spikes (12)	1
Battle Axe	7	Horse, Heavy War	200	Holy Water (1 vial)	25
Morning Star	6	Saddle	25	Lantern	10
Flail	8	Saddle Bags	10	Mirror, Small Silver	15
Spear	1	Cart	100	Mirror, Steel	5
Pole Arm	7	Wagon	200	Oil Flask	2
Halberd	7	Raft	40	Pole (10 feet)	1
Great Sword	15	Boat, Small	100	Rations, Iron	15
Lance	4	Ship, Small	5,000	Rations, Standard	5
Pike	5	Ship, Large	20,000	Rope (50 feet)	1
Short Bow	25	Galley, Small	10,000	Sack, Large	2
Long Bow	40	Galley, Large	30,000	Sack, Small	1
Composite Bow	50	Armor	Cost	Stakes (3) & Mallet	3
Light Crossbow	15	Leather (AC 7)	15	Symbol, Silver	25
Heavy Crossbow	25	Mail (AC 5)	30	Symbol, Wood	2
Quiver, 20 arrows	10	Plate Mail (AC 3)	50	Torches (6)	1
Case, 30 quarrels	10	Helmet	10	Water/Wine Skin	1
20 arrows/30 quarrels	5	Shield (+1 AC)	10	Wine, Quart	1
Silver-Tipped Arrow	5	Barding	150	Wolvesbane, Bunch	10
Weapons	cn		cn	Treasure	cn
Dagger	20	Flail	100	Gem	1
Hand Axe	50	Pole Arm	150	Scroll/Piece of Jewelry	20
Mace	50	Halberd	150	Potion/Wine Skin	50
Sword	50	Great Sword	150	Flagon/Chalice	50
Battle Axe	100	Pike	150	Wand and Case	100
Morning Star	100	Bow & Arrows	50	Staff and Case	300
Flail	100	Light Crossbow	15		
Pole Arm	150	Heavy Crossbow	25		
Armor	cn		cn		
Leather	250	Helmet	50		
Mail	500	Shield	150		
Plate Mail	750	Barding	750		
Transportation	cn	Miscellaneous Items			
Saddle	250	All gear together	80		
Movement Rate	120	90	60	30	
Coin-Weight	0-750	751-1,000	1,001-1,500	1,501-3,000	
Item	Cn				
Plate Mail	750				
Helmet	500				
Shield	150				
Flail	100				
Bow, Quiver & 20 Arrows	50				
Dagger	20				
Misc. Equipment	80				
Total Coins:		1,200			

Body weight of a typical Human male is 1,750 coins.

HIRELINGS

Player-types may hire other characters to help them on their adventures. Hirelings are nonplayer-types (Example Character: Suppose a player-character was a merchant, guides), character-types (Dwarves, Elves, Orcs, Ogres). Hirelings of the latter two character-types are equipped as follows. With 1,200 CN, the character has a movement rate of 60. If he carries an additional 300 CN, his movement rate of 60. If he carries an additional 300 CN, his movement rate becomes 30. Hirelings must advertise. Advertisements include messengers to regions or lands where the desired nonplayer-character-type might be found, such as The Mountains for Dwarves and The Forest for Elves. The referee determines the costs and time required.

More information about wages for normal hirelings is in **Dungeon & Wilderness Adventures** (Bk 3). For retainers, a player-type must make an offer of no fewer than 100 GP to entice a Human into service, while Dwarves prefer gold, Wizards and Elves prefer magic items, and Clerics prefer pledges of a place to advance their faction.

Player-types can woo Monster-types too, if the monster-types are of the same faction, the Charisma score of a player-type is sufficiently high, and there's a way for the two sides to communicate. This is a good way to employ some high-level nonplayer-types. Otherwise, monster-types can be magically charmed and ordered to serve. Some reward must be provided to a monster-type other than simple assurances that their lives will be spared. If hostile monster-types surrender or are captured, player-types can attempt to hire them too. Subdued monster-types obey for a time without a Reaction Check, and player-types can sell them on the open market. More details about selling subdued monsters are in **Monsters & Treasure** (Bk 2).

The referee determines how a candidate reacts to an offer by making a Reaction Check and consulting the following table.

2d6	Reaction
2	Attempts to attack
3-5	Hostility
6-8	Uncertain
9-11	Accepts offer
12	Enthusiastic, +3 to Loyalty score

An “uncertain” result (6-8) allows a player-type to make additional offers to entice a candidate.

LOYALTY ATTRIBUTE

Hirelings have another attribute called Loyalty. The referee rolls 3d6 to determine its score and modifies the result for the Charisma score of the employer and the initial payments made to entice the hireling into service. Employers will never know the Loyalty score of a hireling unless they have some way of reading minds.

Loy Score	Morale Modifier
3	Deserts at first opportunity
4-6	-2 to morale checks
7-8	-1 to morale checks
9-12	None
13-14	+1 to morale checks
15-18	+2 to morale checks
19+	Never checks morale

The scores of human-types, Dwarves, and Elves remain relatively unchanged if they receive regular pay, receive fair treatment, avoid unexceptional hazard duty, and receive bonuses for dangerous ventures.

SPHERE OF COMMAND

Human-type hirelings must be within the sphere of command of their employer to have any chance of obeying their orders; otherwise, they don't respond. The sphere of command is a radius equal to the Charisma score of their employer × 10. Player-types can rely on up to two nonplayer, character-type

hirelings to serve as lieutenants. If lieutenants are within the sphere of command of their employer, they can extend the sphere of command for all human-types. Lieutenants have a range equal to (the Charisma score of their employer × 10) – 10.

Hirelings in melee have a 4-in-6 chance each turn of obeying the command of their employer. Employers in melee have their sphere of command halved. If in plain view of their hirelings, they can extend their radius of command by 10 for every 10 they're above their hirelings. Nonhuman-type monsters act regardless of whether they're in the sphere of command of their employer.

MORALE CHECKS

All nonplayer-types must make morale checks when in highly dangerous, unnerving, or tempting situations. These rules provide two methods for a referee to check morale. The first way is to use the Reaction Check table mentioned earlier. The referee rolls 2d6 whenever a situation warrants and interprets the roll. The other way is for the referee to equate monster-types with a unit-type. When the monster-type suffers casualties from any and all causes that equal or exceed the listed fraction of its force, the referee rolls 2d6 and consults the table below.

Unit Type	Fraction of Force Out of Action	Target Number
Light Foot, Peasants	1/4	8
Heavy Foot, Medium Horse	1/3	7
Elite or Armored Foot	1/3	6
Heavy Horse	1/2	6
Mounted Knights	1/2	4

For help in categorizing monsters, consider the following equivalents.

Light Foot, Peasants, Levies: human-types in Leather with Shield. **Heavy Foot, Medium Horse:** human-types in Mail with Shield. **Elite Foot, Armored Foot, Heavy Horse:** human-types in Plate Mail with Shield. **Mounted Knights:** human-types in Full Plate Armor with Shield.

A morale check triggered during missile fire is made before melee. A morale check triggered during melee is made at the end of the turn. Results are handled immediately. If monster-types succeed with the first morale check, they needn't worry about morale until they again suffer losses equal to or greater than their casualty level; at which time, they immediately lose morale and flee.

COMBAT SYSTEM

The following system of combat is the preferred method. The referee rolls 1d20 and refers to the following attack matrix for character-types to determine whether blows hit or not. Without armor or shield, AC is 9.

Type of Attacker			Armor Class of Defender							
Fighter	Cleric	Wizard	9	8	7	6	5	4	3	2
1-3	1-4	1-5	10	11	12	13	14	15	16	17
4-6	5-8	6-10	8	9	10	11	12	13	14	15
7-9	9-12	11-15	5	6	7	8	9	10	11	12
10-12	13-16	16-20	3	4	5	6	7	8	9	10
13-15	17-20	21-25	1	2	3	4	5	6	7	8
16+	21+	26+	1	1	1	1	2	3	4	5

SPELLS & MAGICAL RESEARCH

Wizards and Clerics can use spells. This section discusses how it's done.

Number and kinds of spells available. Progression tables indicate which spell levels can be accessed and how many spells can be prepared. Spell-users may prepare any spell from a spell-level they can use.

Wizard spell books. Wizards have spell books. They have one spell book for each spell level they know. Generally, they don't take them on adventures.

Preparing and using spells. Before an adventure, Wizards and Clerics choose which spells to prepare for use. Once used, the spell may not be used again in the same game day. Spell-users may prepare a spell more than once, if they can use more than one spell for that spell level.

Requirements for using a spell. To use a spell or maintain concentration, spell-users must be able to talk, gesture freely (can't be bound or gagged), remain stationary, can't be in melee, and must be able to see the foe or area they want to affect.

Range and durations of spells. Each spell has a range and duration.

Ranges include:

- Self:** Benefits, or is centered on, the spell-user;
- Touch:** Must be adjacent to the recipient;
- A number:** The maximum feet (inside) or yards (outside) for the effect.

Durations include:

- Instant:** happens immediately;
- Indefinite:** lasts until dispelled;
- Concentration:** lasts until dismissed or dispelled, or the spell-user enters melee, is hit, fails a saving throw, is incapacitated, or is killed. A spell-user may not do anything (move, talk, etc.) when concentrating; otherwise, the spell ends.
- Turns/Hours/Days:** has the duration given.

New spells. Spell-users can create new spells. They must have access to the spell level of the spell they wish to create. The referee determines the spell level of new spells.

	Spell Level of New Spell					
	1st	2nd	3rd	4th	5th	6th
Cost (GP)	2,000	4,000	8,000	16,000	32,000	64,000
Game Weeks	1	2	3	4	5	6

Each investment of the base cost increases the chance of success by 20%. For example, a 2,000 GP investment to create a 1st-level spell provides a 20% chance of success; a 10,000 GP investment provides certain (100%) success. Spell-users may keep the new spell to themselves; if they share it, the spell becomes part of the spell list for everyone.

Magic item creation. See below examples of cost and time for creating magic items.

Item	Cost	Game Weeks
<i>scroll of spells</i>	100/spell level	1/spell level
<i>potion of healing</i>	250	1
<i>potion of giant strength</i>	1,000	4
<i>20 +1 arrows</i>	1,000	4
<i>+1 armor</i>	2,000	8
<i>wand of cold</i>	10,000	26
<i>ring of x-ray vision</i>	50,000	52

CLERIC SPELL LIST

	1st level	2nd level	3rd level	4th Level	5th level
1	Cure Light Wounds	Bless	Continual Light	Circle of Protection	Commune
2	Detect Evil	Find Traps	Cure Disease	Create Water	Create Food
3	Detect Magic	Hold Person	Locate Objects	Cure Serious Wounds	Dispel Evil
4	Light	Speak with Animals	Remove Curse	Neutralize Poison	Insect Plague
5	Protection from Evil			Speak with Plants	Quest
6	Purify Food & Drink			Sticks to Snakes	Raise Dead

For those spells **bolded and italic** on the Cleric Spell List, Chaotic Clerics must use the reverse effect. They may not use the regular spell. Lawful Clerics may use the reverse spell at the risk of changing their faction. Details for ordinary and reverse effects are given later.

WIZARD SPELL LIST

	1st level	2nd level	3rd level
1	Charm Person	Continual Light	Circle of Invisibility
2	Detect Magic	Detect Evil	Circle of Protection
3	Hold Portal	Detect Thoughts	Clairaudience
4	Light	Illusory Forces	Clairvoyance
5	Protection from Evil	Invisibility	Dark Vision
6	Read Languages	Knock	Dispel Magic
7	Read Magic	Levitate	Fire Ball
8	Sleep	Locate Object	Fly
9		See Invisible	Haste
10		Wizard Lock	Hold Person
11			Lightning Bolt
12			Protection from Missiles
13			Slow
14			Water Breathing

	4th Level	5th level	6th-level
1	Charm Monster	Animate Dead	Anti-Magic Barrier
2	Confusion	Cloudkill	Death Spell
3	Dimension Door	Conjure Elemental	Conjure Stalker
4	Grow Plants	Contact Higher Plane	Control Weather
5	Illusory Terrain	Enlarge Animals	Disintegrate
6	Massmorph	Feeblemind	Geas
7	Polymorph Others	Hold Monster	Lower Water
8	Polymorph Self	Magic Jar	Move Terrain
9	Remove Curse	Passwall	Part Water
10	Wall of Fire	Rock to Mud	Project Image
11	Wall of Ice	Telekinesis	Reincarnation
12	Wizard Eye	Teleport	Stone to Flesh
13		Wall of Iron	
14		Wall of Stone	

CLERIC SPELL PROGRESSION TABLE

Level	1st	2nd	3rd	4th	5th
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	—	—	—
6	2	2	1	1	—
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3
11	4	4	4	3	3
12	4	4	4	4	4
13	5	5	5	4	4
14	5	5	5	5	5
15	6	6	6	5	5
16	6	6	6	6	6
17	7	7	7	6	6
18	7	7	7	7	7
19	8	8	8	7	7
20	8	8	8	8	8

WIZARD SPELL PROGRESSION TABLE

Level	1st	2nd	3rd	4th	5th	6th
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	3	1	—	—	—	—
4	4	2	—	—	—	—
5	4	3	1	—	—	—
6	4	4	2	—	—	—
7	4	4	3	1	—	—
8	4	4	4	2	—	—
9	4	4	4	3	1	—
10	4	4	4	3	2	—
11	4	4	4	3	3	—
12	4	4	4	4	4	1
13	5	5	5	4	4	2
14	5	5	5	4	4	3
15	5	5	5	4	4	4
16	5	5	5	5	5	5
17	6	6	6	5	5	5
18	6	6	6	6	6	6
19	7	7	7	6	6	6
20	7	7	7	7	7	7

SPELL DESCRIPTIONS

Values in parenthesis are for Clerics. Spells that harm targets allow for a saving throw.

Animate Dead. Duration: Indefinite. Animate remains and corpses to create 1d6 skeletons and zombies at 9th level, 2d6 monsters at 10th level, and so on.

Anti-Magic Barrier. Range: Self. Duration: 12 turns. A barrier surrounds the Wizard, who becomes impervious to magic that originates on the other side. Likewise, others are impervious to magic that originates inside of it.

Bless. Range: 120. Duration: 6 turns. The Cleric may grant this spell to any who aren't in combat. Recipients have +1 to hit and +1 to morale checks.

The reverse spell, **blaspheme**, gives foes -1 to hit and -1 to morale checks.

Charm Monster. Range: 120. Duration: Indefinite. Charm 3d6 3rd-level and lower types, or one 4th-level and higher type. Creatures are completely under the influence of the Wizard until the effect is dispelled.

Charm Person. Range: 120. Duration: Indefinite. Charm any human-type creature. The creature is completely under the influence of the Wizard until the effect is dispelled.

Circle of Protection. Range: Self. Duration: 12 turns. No enchanted creature can move to within 10 feet or harm those within 10 feet with natural attacks. All Chaotic foes have -1 to hit those within the circle; all those protected have +1 to all saving throws against threats from Chaotic foes. The effect isn't cumulative with magic armor, magic rings, magic shields, and so on.

The reverse spell, **circle of retribution**, hedges out enchanted monsters, gives -1 to hit to Lawful foes, and gives +1 to saving throws against threats from Lawful foes.

Circle of Invisibility. Range: 240. Duration: Indefinite. Everything within 10 feet is hidden. The spell ends if a recipient tries to harm a foe.

Clairvoyance. Range: Self. Duration: 12 turns. Both see and know the direction and distance, up to 60 away, of any sentient creatures. The spell penetrates up to 2 feet of solid rock. A thin coating of lead foils it.

Clairaudience. Range: Self. Duration: 12 turns. Both hear and know the direction and distance, up to 60 away, of any sentient creatures. The spell penetrates up to 2 feet of solid rock. A thin coating of lead foils it. This spell can be used through a *crystal ball*.

Cloudkill. Range: Self. Duration: 6 turns. Conjure a 15-foot radius cloud of poisonous vapor. It kills 4th-level and lower types instantly. Without a wind, it moves directly away at a move of 60; otherwise, it moves with the wind. It sinks to the lowest possible level. Strong winds and trees dispel it.

Commune. Range: Self. Ask of a greater entity three questions of any type. Answers are always given and truthful. Use this spell no more than once a week. Once a year, ask six questions.

Confusion. Range: 120. Duration: 12 turns. Muddle the minds of 2d6 creatures at 8th level, 2d6+1 creature at 9th level, 2d6+2 at 10th level, and so on. 2nd-level and lower types are affected in the same turn. 3rd-level and higher types are affected the same combat turn if the Wizard is 12th level, while there's a 1-in-12 chance at 11th level, a 2-in-12 chance at 10th level, and so on; otherwise, creatures are affected next turn. 4th-level and higher types earn a saving throw each turn to ignore the effects. The referee rolls 2d6 each turn for confused creatures. They attack the party of the Wizard (2-5), do nothing (6-8), or attack each other (9-12).

Conjure Elemental. Range: 240. Duration: Concentration. Conjure an elemental of one type—air, earth, fire, or water. It has 16 HD. Only one of each type of elemental may be conjured in a day, whether by the Wizard or another entity. An elemental attacks the Wizard if the Wizard loses control of it.

Conjure Stalker. Duration: Instant. Conjure an Invisible Stalker. Give it a mission or goal. The entity obeys until it achieves the mission or goal, regardless of time or distance.

Contact Higher Plane. Range: Self. Mentally transcend dimensions to ask 3-12 yes/no questions of an alien entity (the referee). The referee rolls d% for each question determine if the entity knows the answer and

tells the truth. After all questions are asked, there's a chance the Wizard goes insane. Decrease the chance 5% for every level above 11th. Insane characters miss a number of game weeks equal to the number of questions asked. Use of this spell is limited to once a game week.

Number of Questions	Answer Known	Answered Truthfully	Insanity Occurs
3	25%	30%	–
4	30%	40%	10%
5	35%	50%	20%
6	40%	60%	30%
7	50%	70%	40%
8	60%	75%	50%
9	70%	80%	60%
10	80%	85%	70%
11	90%	90%	80%
12	95%	100%	90%

Continual Light. Range: 120. Duration: Indefinite. Conjure a 120-radius light. (The light of Clerics is equivalent to daylight.)

The reverse spell, *continual darkness*, conjures a 120-radius gloom. All within it are blinded.

Control Weather. Range: Self. Duration: Instant. Cause one of the following weather conditions: Rain, Stop Rain, Cold Wave, Heat Wave, Tornado, Stop Tornado, Deep Clouds, Clear Sky.

Create Water. Duration: Instant. Create enough food to sustain 12 human-types for a day. Double the quantity for every level above 8th.

Create Water. Duration: Instant. Create enough water to sustain 12 human-types and 12 horse-types for a day. Double the quantity for every level above 8th.

Cure Light Wounds. Range: Touch. Duration: Instant. Alleviate 1d6+1 hit points from one recipient at the end of the turn.

The reverse spell, *cause light wounds*, inflicts 1d6+1 hit points with a touch at the end of the turn.

Cure Serious Wounds. Range: Touch. Duration: Instant. Alleviate 2d6+2 hit points from one recipient at the end of the turn.

The reverse spell, *cause serious wounds*, inflicts 2d6+2 hit points with a touch at the end of the turn.

Dark Vision. Range: Self. Duration: 1 day. See in normal darkness, up to 40-60 feet.

Death Spell. Range: 240. Duration: Instant. Instantly kill 2d8 6th-level and lower types in a 60 × 60 area.

Detect Evil. Range: Self. Duration: 2 turns (6 turns). Know whether a creature, object, or area within 60 (120 for Clerics) is malevolent or has hostility toward someone.

The reverse spell, *conceal evil*, conceals malevolent intent within 120 of a person, place, or thing.

Detect Magic. Range: Self. Duration: Instant. Know whether a person, place, or thing within 30 has a dweomer.

Detect Thoughts. Range: Self. Duration: 12 turns. Know the direction and distance, up to 60 away, of any sentient creatures. The spell penetrates up to 2 feet of solid rock. A thin coating of lead foils it.

Dimension Door. Range 10. Duration: Instant. Move an object or recipient instantly up to 360 feet in any direction, even if the destination is unseen. Arrival within a solid object results in death.

Disintegrate. Range: 60. Duration: Instant. Any creature or mundane object is annihilated.

Dispel Evil. Range: 120. Duration: Instant. End any harmful effect and banish any enchanted Chaotic entity within 30 feet. The chance of success is a ratio of the level of the dispeller over the level of the original spell-user. For example, a 5th-level Cleric attempting to dispel an effect from a 10th-level Cleric has a 50% chance of success.

The reverse spell, **dispel good**, ends any beneficial effect and banishes any enchanted Lawful entity within 30 feet.

Dispel Magic. Range: 120. Duration: Instant. End one magical effect. The chance of success is a ratio of the level of the dispeller over the level of the original spell-user. For example, a 5th-level Wizard attempting to dispel an effect from a 10th-level Wizard has a 50% chance of success.

Enlarge Animals. Range: 120. Duration: 12 turns. Change 1d6 normal-type animals into their giant-types.

Feeblemind. Range: 240. Duration: Indefinite. The spell causes any Wizard-type to be unplayable until cured. A target has -4 to the saving throw.

Find Traps. Range: Self. Duration: 2 turns. Know the location of all traps within 30.

Fire Ball. Range: 240. Duration: Instant. A magical bead erupts in flames in a 20-foot radius area. The fire conforms to the shape of the space. The spell inflicts 1d6 hit points per level of the Wizard.

Fly. Range: Self. Duration: 1d6 turns + 1 per level. Fly at a move of 120.

Geas. Range: 30. Duration: Indefinite. Compel a recipient to complete a task. Deviation from the task results in weakness. Ignoring the task results in death. Completion of the task or death of the creature ends the spell.

Grow Plants. Range: 120. Duration: Indefinite. Normal brush or woods become impassable. Affect up to 300 square feet, dimensions decided by the Wizard.

Haste. Range: 240. Duration: 3 turns. Up to 24 recipients in a 60 × 120 area have a movement rate of 150%. This dispels a **slow** spell.

Hold Monster. Range: Self. Duration: 1d6 turns + 1 per level. Charm 1d4 creatures of any type, up to 120 away. They come under the complete influence of the spell-user. If used on one creature, it has -2 to its saving throw.

Hold Person. Range: Self. Duration: 1d6 turns + 1 per level (9 turns). Charm 1d4 human-types, up to 120 (180) away. They come under the complete influence of the spell-user. If used on one creature, it has -2 to its saving throw.

Hold Portal. Range: Touch. Duration: 2d6 turns. Magically seal a door, gate, or similar portal. A dispel or a strong anti-magical creature ends the spell. A **knock** spell opens it.

Illusory Forces. Range: Self. Duration: Concentration. Create an experience of anything imaginable, up to 240. Believed damage is real. Touch of a living creature ends the spell.

Illusory Terrain. Range: 240. Duration: Indefinite. Hide or create a terrain feature, such as swamp, hill, ridge, woods, and so on. The touch of a sentient creature ends it.

Insect Plague. Range: 480. Duration: 1 day. When outdoors, conjure a swarm of insects in a 360 × 360 area. Creatures of 2 HD and fewer rout immediately. Creatures in the swarm are blinded and hidden.

Invisibility. Range: 240. Duration: Indefinite. One recipient or object becomes hidden. The spell ends if the recipient attacks or uses spells.

Knock. Range 60. Duration: Instant. Open any portal, door, gate, or like barrier that's held, barred, magically locked, and so on.

Levitate. Range: Self. Duration: 6 turns + level. Move vertically at a move of 60, up to 20 per level. Horizontal movement along a surface is treated as climbing.

Light. Range: Touch. Duration: 6 turns + 1 turn per level (12 turns). Conjure a 15-foot radius light.

The reverse spell, **darkness**, conjures a 15-foot radius gloom. All within are blinded.

Lightning Bolt. Range: 240. Duration: Instant. Create a bolt of lightning 60 feet long and 7½ feet wide that begins anywhere in range. The head of the bolt never extends beyond 240. If a space prevents the bolt from extending, it rebounds to reach its full length. The spell inflicts 1d6 hit points per level of the Wizard.

Locate Object. Range: Self. Duration: Instant. Know the direction, but not the distance, to any well-known object, such as a flight of stairs, up to 60 + 10 per level (90 for Clerics). For unique items, their exact nature, dimension, color, and so on, must be known.

Lower Water. Range: 240. Duration: 10 turns. The depth of a river or similar liquid lowers by half.

Magic Jar. Range: Self. Duration: Indefinite. The spirit of the Wizard is stored in an inanimate object (a “receptacle”) up to 30 feet away. The body remains in a catatonic state. The spirit can possess another creature within 120 feet of the receptacle. The spirit returns to the receptacle if the possessed body is killed or destroyed, or at will. If the original body is killed or destroyed, the spirit remains in the receptacle or in a possessed body. If the receptacle is destroyed, the Wizard is annihilated.

Massmorph. Range: 240. Duration: Indefinite. Conceal up to 100 human-types as woods or orchards. Recipients seem to be trees even if creatures move through them.

Move Earth. Range 240. Duration: 6 turns. Move hills or ridges when outside. The effects begin in the turn following its use. Terrain moves at a move of 60.

Neutralize Poison. Duration: Instant. One recipient ignores the effects of poison. This spell has no effect on someone already killed by poison.

Part Water. Range 120. Duration: 6 turns. Form a path in a body of water, up to 10 feet deep.

Passwall. Range: 30. Duration: 3 turns. Open a passageway in solid rock large enough for human-types. The hole can be up to 10 feet long.

Polymorph Self. Range: Self. Duration: 6 turns + level. Take the shape of anything desired. The Wizard benefits from the shape but not from its combat abilities (such as hit dice, spells, breath or gaze attacks, and so on).

Polymorph Self. Range: Self. Duration: 6 turns + level. Take the form of anything desired. The Wizard benefits from the form but not from its combat abilities (such as hit dice, spells, breath or gaze attacks, and so on).

Polymorph Other. Range: 60. Duration: Indefinite. Change the form of one recipient. If changed to another creature, the recipient retains all the benefits of its current form and obtains all the benefits of the new form.

Project Image. Range: 240. Duration: 6 turns. An image of the Wizard appears within range. All actions of the Wizard appear to originate from the image.

Protection from Chaos. Range: Self. Duration: 6 turns (12 turns). No enchanted creature can harm the spell-user with its natural attacks. All Chaotic foes have -1 to hit the spell-user, and the spell-user has +1 to all saving throws against threats from Chaotic foes. The effect isn't cumulative with magic armor, magic rings, magic shields, and so on.

The reverse spell, **protection from law**, hedges out enchanted monsters, conveys -1 to hit to Lawful foes, and provides +1 to saving throws for the spell-user against any threats from Lawful foes.

Protection from Missiles. Range: 30. Duration: 12 turns. A recipient is immune to normal-type missiles.

Purify Food & Drink. Duration: Instant. Spoiled or poisoned food and drink becomes usable for 12 human-types.

The reverse spell, **spoil food & drink**, putrefies food and drink for 12 human-types.

Quest. Range: 30. Duration: Indefinite. Compel a recipient to complete a task. Curse the recipient with some detrimental effect if he deviates from the task or ignores it. Effectiveness of the curse is based on the phrasing of the cure and the faction and actions of the creature cursed. Task completion or death of the creature ends the spell.

Raise Dead. Duration: Instant. Return to life a Human, Dwarf, or Elf who died within the last four days. Increase the time limit by four days for each level above 8th. An Adversity save is required to survive the return to life. Even if successful, the character must spend two game weeks recuperating.

The reverse spell, **slay living**, kills one creature. Range is 120. Clerics of Law may use this spell only in life-or-death situations; otherwise they become Clerics of Chaos.

Read Languages. Range: Self. Duration: Instant. A spell to comprehend brief, unknown writing, including treasure maps.

Read Magic. Range: Self. Duration: Instant. A spell that enables a Wizard to use one or two magic items, such as scrolls or command words on an item.

Reincarnation. Duration: Instant. Return a dead creature to life as some other creature. The referee randomly determines the new form by rolling a random creature from the faction lists (page 11). The referee randomly determines character-type if the new form is Human. For Humans and Dwarves, the referee also rolls 1d6 for the new level, and for Elves, the referee rolls 1d4 and 1d8 for Fighter and Wizard levels respectively.

Cure Disease. Range: Touch. Duration: Instant. Remove one disease. It's the only way to remove a disease from a curse.

Remove Curse. Range: Touch. Duration: Instant. Remove one curse or harmful effect caused by a Chaotic entity. Used on a cursed item, the item becomes a normal-weapon.

Rock to Mud. Range: 120. Duration: Indefinite. Up to 300 square feet of earth, rock, and so on, becomes mud. Encumbered creatures are stuck or sink, if heavy enough; otherwise, move is 10% normal rates. The reverse of this spell, **mud to rock**, makes the ground solid again. The ground dries and hardens normally in 3d6 days.

See Invisible. Range: Self. Durations: 6 turns. See creatures or objects hidden by invisibility, up to 10 feet per level.

Sleep. Range: 240. 2d8 1st-level types (up to 1+1 HD), 2d6 2nd-level types (up to 2+1 HD), 1d6 3rd-level types (up to 3+1 HD), or one 4th-level type (up to 4+1 HD) slumber. The referee randomly determines the creatures affected.

Slow. Range: 240. Duration: 3 turns. Up to 24 recipients in a 60 × 120 area have a movement rate of 50%. This dispels a **haste** spell.

Speak with Animals. Range: 30. Duration: 6 turns. Speak to and understand any form of animal life. Animals never attack the Cleric or party. They might perform a service.

Speak with Plants. Range: 30. Duration: 6 turns. Speak to and understand any form of plant life. Plants obey commands to enable passage or block it, but nothing more.

Sticks to Snakes. Range: 120. Duration: 6 turns. Transform 2d8 sticks into obedient snakes. There's a 50% chance they're venomous.

Stone to Flesh. Range: 120. Duration: Instant. End the condition of being petrified. Its reverse, **flesh to stone**, causes a physical creature to become petrified indefinitely unless **stone to flesh** is used.

Teleport. Range: Self. Duration: Instant. Move instantly from one location to another, no matter the distance. See the table below for chances of success and consequences of failure.

Unfamiliar	Familiar	Studied	Result
01-75	—	—	Death
—	01-10	01	Too low ¹
76-00	11-90	02-96	Success
—	91-00 ²	97-00 ³	Too high

¹ Instant death if arrival is in solid object. ² Arrives 1d10×10 feet above the ground

³ Arrives 1d4×10 feet above the ground

Telekinesis. Range: Self. Duration: 6 turns. Move up to 200 coin-weight per level from one location to another within 120 feet.

Wall of Fire. Range: 60. Duration: Concentration. Conjure an opaque wall of fire. 3rd-level and lower types can't move through it. Undead take 2d6 hit points when moving through it; all others suffer 1d6 hit points. The wall is either a plane 60 wide × 20 high or a circle 15 radius × 20 high.

Wall of Ice. Range: 120. Duration: Indefinite. Conjure a wall of ice immune to normal and magical fire. 4th-level and higher creatures can break through the wall but suffer 1d6 hit points (2d6 hit points for fire creatures). The wall is either a plane 60 wide × 20 high or a circle 15 radius × 20 high.

Wall of Iron. Range: 60. Duration: 12 turns. Conjure an iron wall of up to 50 square feet in length and height. The wall is three inches thick.

Wall of Stone. Range: 60. Duration: Indefinite. Conjure a stone wall of up to 100 square feet in length and height. The wall is two feet thick.

Water Breathing. Range: 30. Duration: 12 turns. One recipient can breathe underwater.

Wizard Eye. Range: Self. Duration: 6 turns. Conjure an invisible eye that can see in normal darkness. It can move up to 240 from the Wizard. It has a move of 120.

Wizard Lock. Range: Touch. Duration: Indefinite. Magically seal a door, gate, or similar portal. A Wizard-type of three or more levels greater than the caster of the spell can move through it. A *knock* spell suppresses this spell for the duration of the *knock* spell.

NOTES and REFEREE CHANGES to MIGHT & MAGIC GUIDELINES

REFERENCE SHEETS

Level	Clerics		Fighters		Wizards	
	XP Needed	HD	XP Needed	HD	XP Needed	HD
1	0	1	0	1+1	0	1
2	1,500	2	2,000	2	2,500	1+1
3	3,000	3	4,000	3	5,000	2
4	6,000	4	8,000	4	10,000	2+1
5	12,000	4+1	16,000	5+1	20,000	3
6	25,000	5	32,000	6	35,000	3+1
7	50,000	6	64,000	7+1	50,000	4
8	100,000	7	120,000	8+2	75,000	5
9	200,000	7+1	240,000	9+3	100,000	6+1
10	400,000	7+2	480,000	10+1	200,000	7
11	500,000	7+3	720,000	10+3	300,000	8+1
12	600,000	8+1	960,000	11+1	600,000	8+2
13	700,000	8+2	1,200,000	11+3	900,000	8+3
14	800,000	8+3	1,440,000	12+1	1,200,000	8+4
15	900,000	9+1	1,680,000	12+3	1,500,000	9+1
16	1,000,000	9+2	1,920,000	13+1	1,800,000	9+2
17	1,100,000	9+3	2,160,000	13+3	2,100,000	9+3
18	1,200,000	10+1	2,400,000	14+1	2,400,000	10+1
19	1,300,000	10+2	2,640,000	14+3	2,700,000	10+2
20	1,400,000	10+3	2,880,000	15+1	3,000,000	10+3

	1st	2nd	3rd	4th	5th	6th	7th	8th+
Skeleton	7	T	T	D	D	D	D	D
Zombie	9	7	T	T	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D
Wight	—	11	9	7	T	T	D	D
Wraith	—	—	11	9	7	T	T	D
Mummy	—	—	—	11	9	7	T	T
Specter	—	—	—	—	11	9	7	T
Vampire	—	—	—	—	—	11	9	7

Weapons	Cost	Transportation	Cost	Miscellaneous	Cost
Dagger	3	Mule	20	Backpack	5
Hand Axe	3	Horse, Draft	30	Belladonna, Bunch	10
Mace	5	Horse, Light	40	Garlic, Bud	5
Sword	10	Horse, Medium War	100	Spikes (12)	1
Battle Axe	7	Horse, Heavy War	200	Holy Water (1 vial)	25
Morning Star	6	Saddle	25	Lantern	10
Flail	8	Saddle Bags	10	Mirror, Small Silver	15
Spear	1	Cart	100	Mirror, Steel	5
Pole Arm	7	Wagon	200	Oil Flask	2
Halberd	7	Raft	40	Pole (10 feet)	1
Great Sword	15	Boat, Small	100	Rations, Iron	15
Lance	4	Ship, Small	5,000	Rations, Standard	5
Pike	5	Ship, Large	20,000	Rope (50 feet)	1
Short Bow	25	Galley, Small	10,000	Sack, Large	2
Long Bow	40	Galley, Large	30,000	Sack, Small	1
Composite Bow	50	Armor	Cost	Stakes (3) & Mallet	3
Light Crossbow	15	Leather (AC 7)	15	Symbol, Silver	25
Heavy Crossbow	25	Mail (AC 5)	30	Symbol, Wood	2
Quiver, 20 arrows	10	Plate Mail (AC 3)	50	Torches (6)	1
Case, 30 quarrels	10	Helmet	10	Water/Wine Skin	1
20 arrows/30 quarrels	5	Shield (+1 AC)	10	Wine, Quart	1
Silver-Tipped Arrow	5	Barding	150	Wolvesbane, Bunch	10

EQUIPMENT TABLES (cont.)

Weapons	cn
Dagger	20
Hand Axe	50
Mace	50
Sword	50
Battle Axe	100
Morning Star	100
Flail	100
Pole Arm	150
Armor	cn
Leather	250
Mail	500
Plate Mail	750

	cn
Flail	100
Pole Arm	150
Halberd	150
Great Sword	150
Pike	150
Bow & Arrows	50
Light Crossbow	15
Heavy Crossbow	25
	cn
Helmet	50
Shield	150
Barding	750

Treasure	cn
Gem	1
Scroll/Piece of Jewelry	20
Potion/Wine Skin	50
Flagon/Chalice	50
Wand and Case	100
Staff and Case	300

Carry Capacity	cn
Small Sack	50
Large Sack/Backpack	300

Transportation	cn	Miscellaneous Items	
Saddle	250	All gear together	80

Body weight of a typical Human male is 1,750 coins

Movement Rate	120	90	60	30
Coin-Weight	0-750	751-1,000	1,001-1,500	1,501-3,000

Type of Attacker			Armor Class of Defender							
Fighter	Cleric	Wizard	9	8	7	6	5	4	3	2
1-3	1-4	1-5	10	11	12	13	14	15	16	17
4-6	5-8	6-10	8	9	10	11	12	13	14	15
7-9	9-12	11-15	5	6	7	8	9	10	11	12
10-12	13-16	16-20	3	4	5	6	7	8	9	10
13-15	17-20	21-25	1	2	3	4	5	6	7	8
16+	21+	26+	1	1	1	1	2	3	4	5

CLERIC SPELL PROGRESSION TABLE

Level	1st	2nd	3rd	4th	5th
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	—	—	—
6	2	2	1	1	—
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3
11	4	4	4	3	3
12	4	4	4	4	4
13	5	5	5	4	4
14	5	5	5	5	5
15	6	6	6	5	5
16	6	6	6	6	6
17	7	7	7	6	6
18	7	7	7	7	7
19	8	8	8	7	7
20	8	8	8	8	8

WIZARD SPELL PROGRESSION TABLE

Level	1st	2nd	3rd	4th	5th	6th
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	3	1	—	—	—	—
4	4	2	—	—	—	—
5	4	3	1	—	—	—
6	4	4	2	—	—	—
7	4	4	3	1	—	—
8	4	4	4	2	—	—
9	4	4	4	3	1	—
10	4	4	4	3	2	—
11	4	4	4	3	3	—
12	4	4	4	4	4	1
13	5	5	5	4	4	2
14	5	5	5	4	4	3
15	5	5	5	4	4	4
16	5	5	5	5	5	5
17	6	6	6	5	5	5
18	6	6	6	6	6	6
19	7	7	7	6	6	6
20	7	7	7	7	7	7

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