

Swords & Wizardry



Swords & Wizardry™

Core Rules

FIRST PRINTING

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Dedicated to E. Gary Gygax (1938-2008)
and to Jerry Mapes for his contributions to old-school gaming
With special thanks to: The Knights & Knaves Alehouse

Mythmere Games™
www.swordsandwizardry.com

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Core Edition

Introduction

In 1974, Gary Gygax (1938-2008) wrote the world's first fantasy role-playing game, a simple and very flexible set of rules that launched an entirely new genre of gaming. In 1976, the first supplement to these rules was published, with Rob Kuntz as Mr. Gygax's co-author. Many years later, in the year 2000, Wizards of the Coast allowed the use of most of the material from that game under a license called the Open Game License. What you're reading is an approximate re-creation of the Gary Gygax original fantasy role-playing game, created using the Open Game License. The re-creation isn't exact - it's not allowed to be, and we have treated the original copyright with utmost respect. But while the language in this book may be a little bit less magical than in the original, we believe the rules and system are close enough to reproduce the "lightning in a bottle" of that original edition (often called Oe). In fact, we think Swords & Wizardry is actually a bit better organized and easier to learn than the original. Since the original rules were supplemented with several later books, it's impossible to nail down any "canon" set of rules for Oe. This is our interpretation of the game, using rules and systems from only the original set of rulebooks and some selected rules-material from the later supplements.

Swords & Wizardry is a fantasy role-playing game. The rules are extremely short, compared to the multi-paged rule-libraries required to play most modern role-playing games. Yet this game contains within itself all the seeds and soul of mythic fantasy, the building blocks of vast complexity, the kindling of wonder. The game is so powerful because it's encapsulated in a small formula, like a genie kept imprisoned in the small compass of an unremarkable lamp. It's also, for that matter, the ultimate tool for the expert Game Master who customizes his worlds with variant rules and non-Tolkienesque visions of swords & sorcery. The customizability of a small system is very powerful.

Because the rules and system of Oe was the foundation for many later fantasy role-playing games, you will find that Swords & Wizardry is more than just a simulacrum of Oe. It is also designed to be compatible with a number of other fantasy games, both in their original forms or created using the Open Game License. You will find that this game is compatible with First Edition (Gary Gygax), Second Edition, Basic (Moldvay), Basic (Holmes), OSRIC, Labyrinth Lord, and others. Modules created for these games will be usable (to a greater or lesser degree) with Swords & Wizardry, and Swords & Wizardry modules are playable using the rules for any of these other games.

Also, you can publish your own adventures, house rules, and other materials for this game. Guidelines and requirements are in the back of the book right before the Open Game License.

Enjoy!
Matt Finch

A note about Sword & Sorcery gaming: The Swords & Sorcery genre of writing presented characters who were morally ambiguous, not fighting for the greater good, but scrabbling for power and money with only a few scruples. True, they usually had more scruples than the villains, but not by all that much. High fantasy, on the other hand, is often defined by the fact that the heroes are unquestionably the good guys, fighting evil powers for the greater good of mankind. Swords & Wizardry is designed for the Swords & Sorcery genre, where the characters begin as a seedy band of tomb-robbers and mercenaries. Along the way, these characters might become more respectable and morally conscientious as they gain wealth and lands . . . but they might not. The rules of Swords & Wizardry can be used for High Fantasy gaming just as easily as they can for Swords & Sorcery gaming - which is why there aren't any official rules for "alignment" - but to really kick it loose, this is a game of Swords & Sorcery.

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Part I

How to Play Swords & Wizardry

The Dice

Swords & Wizardry uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There's one other die, the d100. There is no die with 100 sides - what you do to roll a d100 is to roll two ten sided dice, treating the first roll as the "tens" and the second roll as the "ones." A result of 0 and 0 means a result of "100." So, if you were to roll a 7 and then a 3, that would mean a 73.

Creating a Character

Unless you're going to be the Game Master, you start by creating a character. You'll roll some dice to determine your character's strength and other basic attributes, pick a character class, use the character's game money to buy equipment, and then start to play. If you're the Game Master, you've got a bit more preparation to do - that's covered later in a section especially for you.

Set Up Your Character Sheet

Information about your character goes on a character sheet, which can be as simple as an index card (at least, until your character gets more powerful). The card might look like this, with your equipment (and maybe spells) jotted down on the back:

Name:		
Strength:	Race:	Weapon:
Dexterity:	Class:	Base Hit Bonus:
Constitution:	Level:	Total Hit Bonus:
Intelligence:	XP Bonus:	Damage Bonus:
Wisdom:	Current XP:	Armor Class:
Charisma:		
Gold Pieces:		Hit Points:

Roll Ability Scores

The basic attributes of a character are numbers representing strength, dexterity (quickness and coordination),

constitution (general health and hardiness), intelligence (education and IQ), wisdom (common sense), and charisma (leadership). The first step to create a character is to roll dice for these six ability scores.

Strength: Roll 3d6 for your Strength score, and write it on your character sheet. A high strength gives your character bonuses when attacking with a sword or other hand-held weapon (called a "melee weapon"). The table below shows you the effects of your strength score. For convenience, you may want to write down these bonuses on your character sheet next to the strength score. Strength is the prime attribute for fighting-men

Strength Score	Strength	Hit Bonuses and Penalties with Hand-held Weapons	Damage Bonus with Hand-held Weapons
3-8	-1	-1	-1
9-12	0	0	0
13-18	+1	+1	+1

Dexterity: Roll 3d6 for your Dexterity score. A high dexterity score gives your character bonuses when attacking with a bow or other missile weapon (usually called a "ranged weapon"), and improves your "armor class," making you harder to hit.

Important Note: Your Game Master will decide whether your game is using the "Descending" armor class system where a lower AC is harder to hit, or the "Ascending AC" system, where a higher AC is harder to hit. Some people find it easier to think of a "high" AC as being better, so your GM has the option of handling AC in this way. Numbers for the "Ascending AC" system are set off in brackets, as you will see in the table below, to distinguish the two systems when the numbers appear side by side.

Dexterity Score	Dexterity	Bonus to Hit with Ranged Weapons	Descending Armor Class Adjustment	Ascending Armor Class Adjustment
3-8	-1	-1	+1	[-1]
9-12	0	0	0	0
13-18	+1	+1	-1	[+1]

Constitution: Roll 3d6 for your Constitution score. A high constitution gives your character extra hit points. Your hit points depend on what character class you choose.

Constitution

Constitution Score	Hit Point Bonus (added to hit points with each level)
3-8	-1
9-12	0
13-18	+1

Intelligence: Roll 3d6 for your Intelligence score. A high intelligence is the prime attribute for magic-user characters, and only magic-users with high intelligence are able to learn the highest-level spells. Note: the maximum number of bonus first level spells is one; the rows of the table are not cumulative.

Intelligence			
Intelligence Score	Maximum Additional Languages	Maximum Spell Level	Bonus Spell (Magic-Users Only)
3-7	0	Nil	None
8	1	Nil	None
9	1	5	None
10	2	5	None
11	2	6	None
12	3	6	None
13	3	7	None
14	4	7	None
15	4	8	1 1 st level spell
16	5	8	1 1 st level spell
17	5	9	1 1 st level spell
18	6	9	1 1 st level spell

Wisdom: Roll 3d6 for your Wisdom score. Wisdom is the prime attribute for cleric characters, and any character with a wisdom score of 13 or higher gains a 5% bonus to all experience point awards. If a cleric has a wisdom score of 15+, he gains an additional first level spell.

Charisma: Roll 3d6 for your Charisma score. A highly charismatic character has a better chance to talk his way out of trouble, and can lead more followers than characters with a low charisma. Any character with a charisma score of 13 or higher receives a bonus of 5% to all experience point awards.

Charisma

Charisma	Maximum number of special hirelings (normal men-at-arms not included)
3-4	1
5-6	2
7-8	3
9-12	4
13-15	5
16-17	6
18	7

Choose a Character Class

Once you've rolled up your ability scores, the next step is to choose a character "class." There are three character classes: fighting-man, cleric, and magic-user. Your Game Master may also have invented other character classes, or may be allowing optional character classes from some other fantasy game. After choosing your character class, make sure to write down your experience point (XP) bonus. It's based on your Wisdom (possible +5%), your charisma (possible +5%), and the Prime Attribute for the character class you choose (possible +5%), with a total possible +15%.

The Cleric

Clerics are armored priests who serve Law/Good or Chaos/Evil. Most clerics have a patron deity or serve a particular religion. Feel free to make up the details, if your Game Master doesn't use a particular mythology for the campaign you're playing in. Regardless of the details, you are a champion of your faith and moral alignment. You might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of the Temple hierarchy. Because most of a cleric's abilities are oriented toward healing and protecting, clerics tend to play a support role during combat, backing up the front line, but able to stand shoulder to shoulder with the party's fighting-men if need be - at least for a while. As a cleric grows in power and reputation, he might establish a stronghold for his faith: a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes him as the

best way to protect and serve his flock of acolytes and peasant followers...

The Cleric	
Hit Die Type:	1d6+1 per level After reaching 9 hit dice, the cleric gains only 2 hit points per level
Armor/Shield Permitted:	Any
Weapons Permitted:	Blunt only - club, flail, hammer, mace, oil, staff. No missile weapons other than oil (or a sling, if the GM permits)
Prime Attribute (5% xp bonus)	Wisdom 13+ (cumulative)

Cleric Class Abilities

Spell Casting: Clerics cast divine spells from a specific list, per the table below. Each day, the cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the GM, but the standard cleric picks from the standard list. Once a spell is cast, it cannot be cast again until the next day, unless the cleric can prepares the spell more than once.

Banishing Undead: Clerics can “Turn” the undead, making them flee from the Cleric’s holiness (or, in the case of an Evil Cleric, bringing them to heel as servants and minions).

Religious Stronghold (9th level): At ninth level, a cleric character may establish a stronghold and attract a body of loyal (or perhaps even fanatic) men-at-arms who will swear fealty to him.

Cleric Advancement Table

Level	Experience Points Required	Hit Dice (d6+1)	Saving Throw	Spell Preparation Capability
1	0	1	14	None
2	1,500	2	13	1 - - - - -
3	3,500	3	12	2 - - - - -
4	6,500	4	11	2/1 - - - - -
5	14,000	5	10	2/2/1 - - - -
6	30,000	6	9	2/2/1/1 - - -
7	60,000	7	8	2/2/2/1/1 - -
8	110,000	8	7	2/2/2/2/2 - -
9	165,000	9	6	3/3/3/2/2 - -
10	225,000	9+2	5	3/3/3/3/3 - -
11	290,000	9+2	4	4/4/4/3/3 - -
12	360,000	9+2	4	4/4/4/4/4/1 -
13	430,000	9+2	4	5/5/5/4/4/1 -
14	500,000	9+2	4	5/5/5/5/5/2 -
15	570,000	9+2	4	6/6/6/5/5/2 -
16	640,000	9+2	4	6/6/6/6/6/3 -
17	710,000	9+2	4	7/7/7/6/6/3/1
18	780,000	9+2	4	7/7/7/7/7/4/1
19	850,000	9+2	4	8/8/8/7/7/4/2
20+	920,000 (+70,000 per level beyond)	9+2 (+2hp per level beyond)	4	8/8/8/8/8/5/2

The Fighting-Man (Fighter)

You are a warrior, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking-type raider, a roaming samurai, or a medieval knight. Whatever type of fighting-man you choose to play, you will probably end up on the front lines of your adventuring party, going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. The fighting-man character is best equipped of all the character classes to dish out damage and absorb it, too. Clerics heal, and magic-users cast spells, but the down-and-dirty hack and slash work is up to you. You're going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you'll die, just another forgotten warrior in a dangerous world...

The Fighting-Man	
Hit Die Type:	1d6+2 per level After reaching 9 hit dice, the fighting-man gains only 3 hit points per level
Armor/Shield Permitted:	Any
Weapons Permitted:	Any
Prime Attribute (5% xp bonus)	Strength 13+

Fighting-man Class Abilities:

Establish Stronghold (9th): At ninth level, a fighting-man may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. Most likely, the protection of a castle will attract villagers, and the fighting-man will become a feudal lord or even a baron.

Multiple Attacks: Against creatures with less than one full hit die, a fighting-man makes one attack per level each round.

Fighting-Man Advancement Table

Level	Experience Points Required	Hit Dice (d6+2)	Saving Throw
1	0	1	16
2	2,000	2	15
3	4,000	3	14
4	8,000	4	13
5	16,000	5	12
6	32,000	6	11
7	64,000	7	10
8	128,000	8	9
9	256,000	9	8
10	350,000	9+3 hp	7
11	450,000	9+3 hp	6
12	550,000	9+3 hp	6
13	650,000	9+3 hp	6
14	750,000	9+3 hp	6
15	850,000	9+3 hp	6
16	950,000	9+3 hp	6
17	1,050,000	9+3 hp	6
18	1,150,000	9+3 hp	6
19	1,250,000	9+3 hp	6
20	1,350,000 (100,000 per level beyond)	9+3 hp (+3 per level beyond)	6 (remains at 6)

The Magic-User

The magic-user is a mysterious figure, a student of arcane powers and spell casting. Usually cloaked in robes woven with mystical symbols, magic-users can be devastating opponents. However, they are usually physically weaker than other adventuring classes, and are untrained in the use of armor and weapons. As magic-users progress in level, they generally become the most powerful of the character classes, but at lower levels they are quite vulnerable and must be protected by the other party members. Perhaps one day, though, you will rise to such heights of power that you can build a mystically protected tower for your researches, create fabulous magic items, and scribe new formulae for hitherto unknown spells.

Such arch-mages can sway the politics of kingdoms, and command respect and fear across the realms ...

The Magic-User	
Hit Die Type:	1d6-1 per level After reaching 9 hit dice, the magic-user gains only 1 hit point per level
Armor/Shield Permitted:	None
Weapons Permitted:	Dagger, staff, darts
Prime Attribute (5% xp bonus)	Intelligence 13+

Magic-User Advancement Table

Level	Experience Points Required (Single-Class)	Hit Dice (d6-1)	Saving Throw	Spell Preparation Capability
1	0	1	15	1 -----
2	2,500	2	14	2 -----
3	5,000	3	13	2/1 -----
4	10,000	4	12	3/2 -----
5	20,000	5	11	4/2/1 -----
6	40,000	6	10	4/2/2 -----
7	65,000	7	9	4/3/2/1 -----
8	95,000	8	8	4/3/3/2 -----
9	135,000	9	7	4/3/3/2/1 -----
10	190,000	9+1	6	4/4/3/2/2 -----
11	285,000	9+1	5	4/4/4/3/3 -----
12	385,000	9+1	5	4/4/4/4/4/1 ---
13	515,000	9+1	5	5/5/5/4/4/2 ---
14	645,000	9+1	5	5/5/5/4/4/3/1 --
15	775,000	9+1	5	5/5/5/5/4/4/2 --
16	905,000	9+1	5	5/5/5/5/5/5/2/1 -
17	1,035,000	9+1	5	6/6/6/5/5/5/2/2 -
18	1,165,000	9+1	5	6/6/6/6/5/2/2/1
19	1,295,000	9+1	5	7/7/7/6/6/6/3/2/2
20	1,425,000 (130,000 per level beyond)	9+1 (+1 hp per level beyond)	5 (remains at 5)	7/7/7/7/7/7/3/3/2

Note: A magic-user gains a minimum of one point per level.

Magic-User Class Abilities

Spell Casting: Unlike the cleric, a magic-user owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from the book, the magic user presses his chosen spell formulae into his mind, "preparing" these spells. Once a prepared spell is cast, it disappears from the magic-user's ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available "slots" in the magic-user's memory/capability. If the magic user finds scrolls of spells while adventuring, he can copy them into his spell book.

Wizard's Tower (11th): At 11th level, a magic-user gains the title of "wizard," and can build a stronghold for himself to house his libraries and laboratories. He will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and even a few monsters, perhaps. This motley crew will swear fealty to him and serve him with whatever loyalty he can inspire in them

Choose a Character Race

In a fantasy world, humans often aren't alone. Elves may populate the great forests, dwarves may carve their halls and mines into the deepnesses of the earth, and halflings may reside in the comfortable hill-houses of their bucolic shires. By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself. Some fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players - such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The Game Master determines what non-human races, if any, you can choose for your character. In fact, the Game Master might permit races that aren't covered here.

Dwarves

The player-character dwarf has a +4 on saving throws against any magic, and easily takes note of certain features of stonework: sloping corridors, traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts), and moving walls. There is no established die roll or rule for using these abilities; exactly what the dwarf does or does not perceive is up to the Game Master. The only character classes available to player-character dwarves are those of fighting-man or dwarven warrior. Dwarven fighting-men are normal fighting-men, but they cannot progress beyond sixth level. Dwarven warriors gain levels more slowly than a fighting-man, with the progression slowing dramatically after sixth level, but they can progress beyond sixth level. Dwarves that are NOT player characters might have completely different limitations or abilities than player-character dwarven adventurers, as determined by the Game Master.

The Dwarven Warrior	
Hit Die Type:	1d6+2 per level After reaching 9 hit dice, the dwarven warrior gains only 3 hit points per level
Armor/Shield Permitted:	Any
Weapons Permitted:	Any
Prime Attribute (5% xp bonus)	Strength 13+

Dwarven Warrior Class Abilities:

Establish Stronghold (9th): At ninth level, a dwarven warrior character may establish a stronghold and attract a body of loyal dwarves-at-arms who will swear fealty to him.

Dwarven Warrior Advancement Table

Level	Experience Points Required	Hit Dice (d6+2)	Saving Throw
1	0	1	16
2	2,000	2	15
3	4,000	3	14
4	8,000	4	13
5	16,000	5	12
6	32,000	6	11
7	110,000	7	10
8	220,000	8	9
9	330,000	9	8
10	440,000	9+3 hp	7
11+	110,000 per level above 10.	9+3, with an additional +3 per additional level	6, and remains at 6 thereafter

Elves

Game Masters interpret elves in all kinds of different ways. Are they the sinister faerie-folk of Irish legend, the Vanir of Norse legend, the human-like wood elves of Tolkien, the powerful and alien grey elves of Tolkien, or something else defined by the Game Master's own imagination? As a baseline, most elves of folklore are associated with magic as well as being skilled with sword and bow. As one possible game-interpretation of elves, elves are presented here with one possible character class available only to elves, called, for lack of a better term, an "Elven Adventurer." As noted for dwarves, above, non-player character elves might have abilities and limitations completely different from those of an adventuring elf. The nature of the elven race as a whole is completely the province of the Game Master, and might include non player characters of any class.

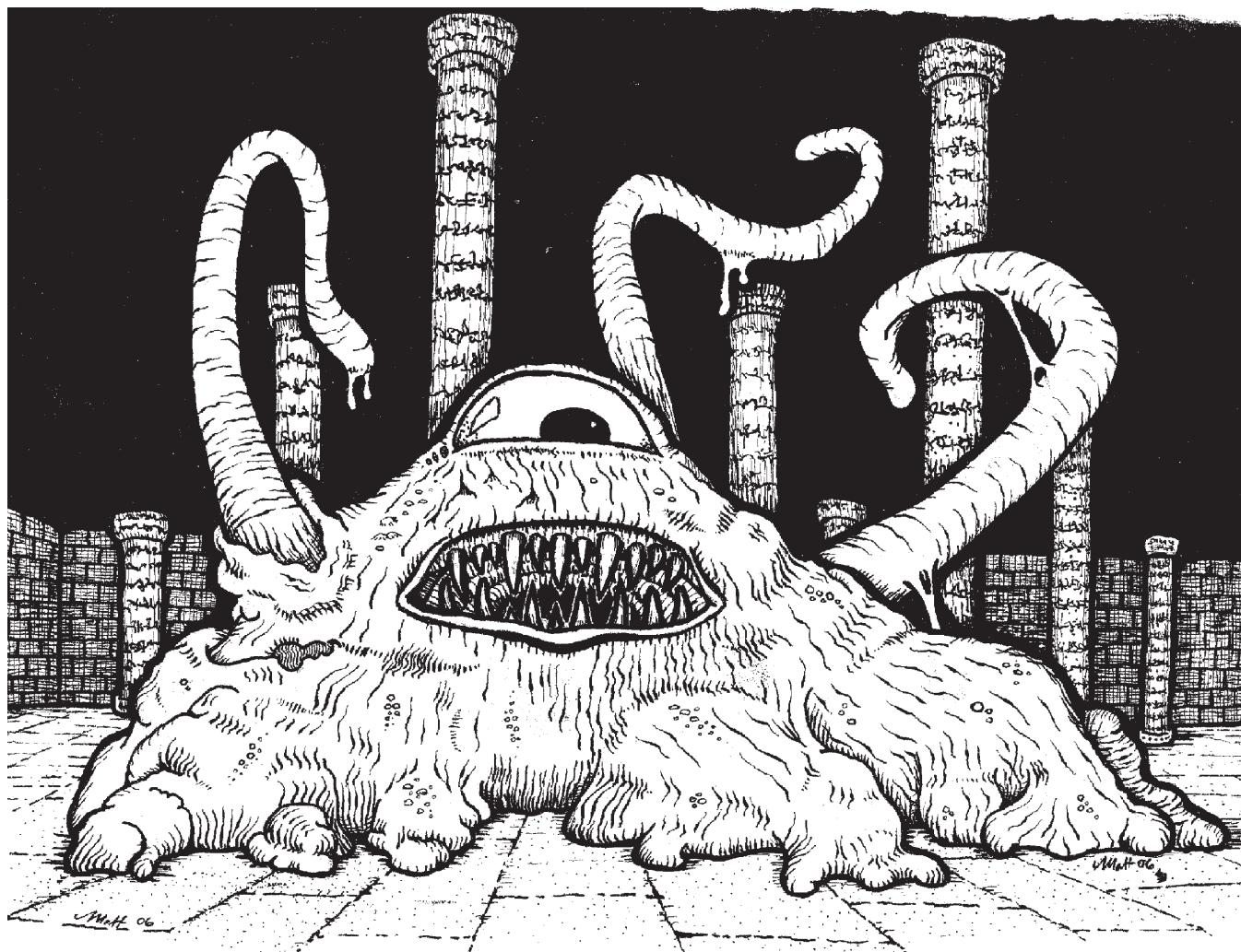
In Sword & Sorcery campaigns where there are ancient pre-human races such as Atlanteans, Stygians, and the like, such races might be substituted for elves using the same parameters provided for the elven race.

The elven adventurer may choose, on any given day (perhaps when the moon rises) whether to use the

capabilities of a magic-user, or of a fighting-man. As a result, the adventurer has two alternate class to-hit bonuses and saving throws, depending upon whether he donned steel that day or summoned up the power to cast spells.

Elven adventurers must use a spell book to prepare spells, just as a magic-user, and spells disappear from his casting capability once they are cast, also in the same way as a magic-user's do.

The Elven Adventurer	
Hit Die Type:	1d6 per level After reaching 9 hit dice, the elven adventurer gains only 2 hit points per level
Armor/Shield Permitted:	Only magical armor when acting as magic-user, any armor when acting as fighting-man
Weapons Permitted:	Dagger, staff, or darts when acting as magic-user, any when acting as fighting-man
Prime Attribute (5% xp bonus)	Strength or Intelligence 15+



Elven Adventurer Advancement Table

Level	Experience Points Required	Hit Dice (d6)	Saving Throw	Spell Preparation Capability
1	0	1	15 (magic-user); 16 (fighter)	1 -----
2	2,500	2	14 (magic-user); 15 (fighter)	2 -----
3	5,000	3	13 (magic-user); 14 (fighter)	2/1 -----
4	10,000	4	12 (magic-user); 13 (fighter)	3/2 -----
5	20,000	5	11 (magic-user); 12 (fighter)	4/2/1 -----
6	40,000	6	10 (magic-user); 11 (fighter)	4/2/2 -----
7	65,000	7	9 (magic-user); 10 (fighter)	4/3/2/1 -----
8	95,000	8	8 (magic-user); 9 (fighter)	4/3/3/2 -----
9	140,000	9	7 (magic-user); 8 (fighter)	4/3/2/2/1 -----
10	205,000	9+2	6 (magic-user); 7 (fighter)	4/3/2/2/2 -----
11	330,000	9+2	5 (magic-user); 6 (fighter)	4/4/3/3/2 -----
12	450,000	9+2	5 (magic-user); 6 (fighter)	4/4/3/3/2/1 ---
13	550,000	9+2	5 (magic-user); 6 (fighter)	5/5/3/3/3/1 ---
14	650,000	9+2	5 (magic-user); 6 (fighter)	5/5/4/4/3/1/1 --
15	780,000	9+2	5 (magic-user); 6 (fighter)	5/5/5/4/4/2/2 --
16	910,000	9+2	5 (magic-user); 6 (fighter)	5/5/5/5/4/3/2/1 -
17	1,040,000	9+2	5 (magic-user); 6 (fighter)	6/6/5/5/4/4/2/1 -
18	1,170,000	9+2	5 (magic-user); 6 (fighter)	6/6/6/5/5/4/2/1/1
19	1,300,000	9+2	5 (magic-user); 6 (fighter)	6/6/6/5/5/2/2/1
20	1,430,000 (130,000 per level beyond)	9+2 (additional +2 per level beyond)	5 (magic-user); 6 (fighter) - remains the same beyond	6/6/6/6/5/3/2/1

Halflings ('obbits)

In the monster descriptions, it noted that halfling leaders might have the capabilities of a fourth level fighting-man (if a player is willing to play a character race limited to fourth level, the GM might allow such an odd choice). If the GM is using a house-ruled system that includes a “thief” character class, and it makes sense for the GM’s campaign, he might also choose to allow halfling thief characters.

Choose an Alignment

There is no “official” alignment system for Swords & Wizardry. In some campaigns, the struggle between Law and Chaos is the only supernatural conflict, and Good and

Evil are nothing more than personal preferences held by mortals (the Sword & Sorcery model). In other campaigns, it is the struggle between Good and Evil that defines where gods and mortals stand in the grand scheme of events (the High Fantasy model). Some campaigns might contain supernatural factions backing the whole set of Law, Chaos, Good, Evil, Neutrality, or mixtures of the various alignments. These core rules don’t try to tell the Game Master how to handle alignment; the Game Master is free to use any system he chooses. If you’re playing the game and you want an “unofficial” default, then the players may choose one of three alignments: Law, Chaos, or Neutrality. Most characters will be neutral. This is the basic Sword & Sorcery type of alignment system. The good guys are Lawful, the bad guys are Chaotic, and anyone just trying to achieve fame and fortune is Neutral.

Buy Equipment

Each character starts with $3d6 \times 10$ gold pieces, which can be used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

General Equipment Table	
Item	Cost
Backpack (30 pound capacity)	5gp
Bedroll	2 sp
Bell	1 gp
Block and tackle	5 gp
Boat, rowboat	20 gp
Bottle (wine), glass	2 gp
Cart, hand	10 gp
Case (map or scroll)	1 gp
Chain (10ft)	30 gp
Chalk, 1 piece	5 cp
Chest	2 gp
Crowbar	2 sp
Fishing net (25 sq feet)	4 gp
Flask (leather)	3 cp
Flint & Steel	1 gp
Garlic (1 pound)	1 sp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol, silver	25 gp
Holy Symbol, wooden	1 gp
Horse, riding	40 gp
Ink (1 oz)	1 gp
Ladder (10 ft)	5 cp
Lamp (bronze)	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
Manacles	15 gp
Mirror (small steel)	20 gp
Mule	20 gp
Musical Instrument	5 gp
Oil (kerosene), 1 pint	1 gp
Parchment (sheet)	2 sp
Pole, 10 ft.	2 sp
Rations, dried (day)	1 gp
Rations, trail (day)	5 sp
Rope, hemp (50 ft)	1 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Saddle, pack or riding	10gp
Shovel	2 gp
Signal Whistle	5 sp
Spellbook (blank)	25 gp
Spikes, iron (10)	5 sp
Tent	10 gp
Torches (10)	1 sp
Waterskin	1 gp
Wolvesbane (1 bunch)	1 sp

Armor Table			
Armor Type	Weight*	Effect on AC (base AC 9 [10])	Cost
Chain	50 lbs	-4 [+4]	75 gp
Leather	25 lbs	-2 [+2]	5 gp
Plate	70 lbs	-6 [+6]	400 gp
Ring	40 lbs	-3 [+3]	30 gp
Shield	10 lbs	-1 [+1]	15 gp

*Magical armor weighs half normal

Melee Weapons Table				
Weapon Type	Damage	Weight	Notes	Cost
Arrows (20)	1d6	1		2 gp
Axe, battle	1d8 (+1 two-handed)	15	One or two- handed	5 gp
Axe, hand	1d6	10		1 gp
Bolt, hvy. Crossbow, 20	1d6+1	1		2 gp
Bolt, lt. Crossbow, 20	1d4+1	1		4 gp
Club	1d4+1	10		0
Dagger	1d4	2		2 gp
Dart	1d3	1		2 sp
Hammer, war	1d4+1	10		1 gp
Javelin	1d6	5		5sp
Lance	2d4+1	15		6 gp
Mace, heavy	1d6+1	10		10 gp
Mace, light	1d4+1	10		4 gp
Sling stones, 20	1d4	5		0
Spear	1d6 (+1 when used two-handed)	10	One or two- handed	1 gp
Staff	1d6	10		0
Sword, Broad	1d8	10		10 gp
Sword, Long	1d8	10		15 gp
Sword, Short	1d6	5		8 gp
Sword, Two- handed	1d10	15	Two- handed	30 gp

Missle Weapons Table					
Weapon Type	Damage	Rate of Fire	Range (-2 to hit per increment)	Weight	Cost
Bow, long	1d6	2	70 ft	5	60 gp
Bow, short	1d6	2	50 ft	5	15 gp
Crossbow, heavy	1d6+1	1/2	80 ft	5	20 gp
Crossbow, light	1d4+1	1	60 ft	5	12 gp
Dart	1d3	3	15 ft	1	2 sp
Hand Axe	1d6	1	10 ft	5	1 gp
Javelin	1d6	1	20 ft	5	5 sp

How Much You Can Carry

A “normal” level of miscellaneous equipment (not including armor and weapons) is assumed to weigh 70 pounds. Treasure is added to this, with each coin and gem weighing 0.1 pound. Obviously, these are big, heavy coins and gems, but that’s just the way of things in a fantasy world of adventure. Coins should clink, and gems should be the size of dice.

Calculate Your Movement Rate

Base movement rate for all races is calculated on the table below. There is no adjustment for the character’s strength attribute.

Weight Carried	Movement Rate
Up to 75 pounds	12
76-100 pounds	9
101-150 pounds	6
151-300 pounds (300 pound maximum)	3

Calculate Your Armor Class

IMPORTANT NOTE

Your Game Master is going to pick whether his game uses the “Ascending AC System” or the “Descending AC System.” In the Ascending System, the more armor you wear, the higher your armor class gets. In the Descending System, the more armor you wear, the LOWER your armor class gets. It’s just a matter of personal preference which system to use.

If Your Game Master uses the Ascending AC System:

For the Ascending AC system, an unarmored person is armor class [10]. Note that numbers for the Ascending AC System are always in [brackets]. Your armor *adds* to your AC, so the higher your AC, the harder it is for enemies to hit you. To calculate your armor class, look at the Armor Table above, in the “Effect on AC” column. For whatever type of armor you bought, *add* the number shown in brackets to your base armor class of 10. That’s your new armor class.

If Your Game Master uses the Descending AC System:

In the Descending AC System, an unarmored human is armor class 9. The armor you buy *lowers* your armor class, and the lower the armor class, the harder you are to hit. To calculate your armor class, look at the Armor Table above, in the “Effect on AC” column. For whatever type of armor you bought, *subtract* the number shown from your base armor class of 9. That’s your new armor class.

How to Play

Once you’ve got a character, the Game Master will describe where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, a tavern, or at the gates of an ancient tomb. That’s up to the Game Master. But from that point on, *you* describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet: all of these sorts of things are *your* decisions. The Game Master tells you what happens as a result: maybe those stairs lead down to a huge tomb, or that dragon attacks your character. That’s up to the Game Master to decide. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the Game Master work together, with the Game Master handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character’s rise to greatness (or of his unfortunate death) is yours to create in the Game Master’s world.

Gaining Experience

Characters are awarded experience points for killing monsters and accumulating treasure. Monsters have a set experience point value (in the monster descriptions), and one gold piece is equal to one experience point. It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player’s skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight. Awarding experience points only for killing monsters fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a prime attribute listed in the character class description. If this prime attribute is 13 or higher, all experience point awards to the character are increased by 5%. Additionally, if the character has a charisma score of 13+, experience point awards are increased by 5%. Finally, if the character has a wisdom score of 13+, the character gains a third 5% bonus. It is possible for a character to gain as many as three 5% bonuses to experience point awards.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and gain new spells if you’re a magic-user or cleric. Your combat skills may also increase. In other words, you’ve become more powerful and can pursue greater challenges!

Time

Sometimes the GM will rule that “an hour passes,” or even, “a month passes,” in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the “turn,” and the “combat round.” A turn represents ten minutes, and a combat round is 1 minute. Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.

Movement and Encumbrance

Movement Rates

All characters, depending on what sort of armor they’re wearing and what they’re carrying, have a base movement rate. The tables below describe how and when that base movement rate is used.

Indoor/Subterranean/City Movement Rates		
Description	Speed	Results
Careful	Base movement rate times ten feet per turn	Mapping permitted, normal chances for surprise
Walking	Base movement rate times twenty feet per turn (times two per round)	No mapping or careful observation.
Running	Base movement times forty feet per turn (times 4 per round)	No mapping, automatically surprised, no chance to surprise, sound may attract enemies.
Combat	Base movement rate (by race) in feet per round (e.g., 12ft per round for an unencumbered human)	Depending on the group’s house rules, this may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or other adverse consequences that a “retreating” character might incur.

Outdoor Movement Rates		
Description	Speed	Results
Hiking	Base movement rate in miles per day	No forced march check required
Forced march	Two times base movement rate in miles per day	Forced march check once per day (4d6 versus strength score).
Combat	Base movement rate (by race) in yards (or meters) per round (e.g., 12 yards/round for an unencumbered human)	Depending on the group’s house rules, this may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or other adverse consequences that a “retreating” character might incur.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a “saving throw.” A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character class has a “Saving Throw” target number, which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the character’s saving throw target number, the saving throw succeeds. Monsters can also make saving throws (a monster’s saving throw target number is listed in the monster’s description).

Converting Ascending and Descending Armor Class Systems

As a player, you probably won’t ever need to do this, but here’s how to convert between the Ascending and Descending AC systems. Ascending and Descending armor class values always add up to 19. So, for example, an AC7 monster (Descending System) would have AC [12] in the Ascending System because $19-7=12$.

Combat

The Attack Roll

The most important rule to understand about combat is the attack roll. Here’s how your character makes an attack.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons.

The attack roll is then compared to a chart to see if the attack hits – according to whichever system the GM has chosen to use. If the attack roll is equal to or higher than the number on the table, the attack hits. If you’re using the ascending AC system, there is a quick formula that may be easier to use than referring to a chart – it’s in the Appendices.

Clerics																			
AC (Descending System)	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AC] (Ascending System)	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 3-4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Level 5-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Level 7-8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Level 9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Level 10-11	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Level 12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Level 13-14	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Level 15-16	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Level 17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Level 18-19	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Level 20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Fighting-Men																			
AC (Descending System)	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AC] (Ascending System)	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Level 4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Level 6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Level 7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Level 8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Level 9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Level 10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Level 12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Level 13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
Level 15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
Level 16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Level 17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Level 19-20	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Magic-User																			
AC (Descending System)	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
[AC] (Ascending System)	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Level 4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Level 6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
Level 8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Level 10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Dwarven Warrior																				
Attack Roll (d20) Required to hit Opponent's Armor Class																				
AC (Descending System)	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	
[AC] (Ascending System)	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
Level 1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
Level 3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
Level 4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
Level 6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
Level 7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
Level 8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
Level 9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
Level 10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
Level 12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Level 13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
Level 15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
Level 16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
Level 17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
Level 19-20	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	

Elven Adventurer

The Elven Adventurer rolls either as a fighting-man or as a magic-user, depending upon the "mode" being used at the time.

Monsters

Monsters																				
Attack Roll (d20) Required to hit Opponent's Armor Class (by Hit Dice, not by Level)																				
AC (Descending System)	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	
[AC] (Ascending System)	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
Less than 1 HD	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
1 HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
2HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
3HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	
4HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
5HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	
6HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
7HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
8HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
9HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
10HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
11HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
12HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
13HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
14HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15HD or more	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	

Order of Battle

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. The GM decides if one side or the other is entitled to a free attack or move as a result of surprising the other side - this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Declare Spells
3. Determine Initiative (d6, highest result is the winner). One roll is made for each side, not for each individual.
4. Party with Initiative acts first (casting spells, attacking, etc), and results take effect.
5. Party that lost initiative acts, and results take effect.
6. Anyone who "held" initiative acts, and results take effect (both sides simultaneously).
7. The round is complete; roll initiative for the next round if the battle has not been resolved.

1. Determine Surprise. GM determines if one side gets a free initiative phase before the first initiative roll. This is either through common sense (adventurers or monsters are not alert), or it can be a range of probability (e.g., a particular ambush has only a 50% chance of succeeding when the victims are alert and watchful).

2. Declare Spells. Any player whose character is going to cast a spell must say so before the initiative roll. Spell casting begins at the beginning of the round. Thus, if the enemies win the initiative roll and damage the spell caster, the spell's casting may be disturbed.

3. Determine Initiative. At the beginning of a combat round, each side rolls initiative on a d6. The winning side acts first: moving, attacking, and casting spells. The other side takes damage and casualties, and then gets its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously unless the Game Master decides to allow another die roll to break the tie. When both sides are acting simultaneously, it is possible for two combatants to kill each other in the same round!

4. First Initiative Phase. Winners of the Initiative Roll take their actions, including moving, attacking, and anything else such as climbing onto tables, swinging from ropes, pushing boulders off cliffs, etc. Characters can move and attack in the same round.

Specific Situations

Backstabbing and Flanking

The Game Master will probably assign a bonus to hit for any attacks made from behind (perhaps +2), or assign a smaller bonus (perhaps +1) to *all* attackers who manage to place themselves on opposite sides of a single defender. This isn't an official rule either way, but it's common to find gaming groups using one method or the other.

Critical Hits and Fumbles

There is no official system for handling critical hits or fumbles, but many GMs have rules that a "natural" roll of 20 is an automatic hit or inflicts double damage, and/or that a natural roll of 1 is an automatic miss and may result in dropping a weapon or suffering some other kind of problem. A strained muscle might give a -1 penalty to damage rolls for the rest of a combat, or a helmet knocked awry might cover a character's eyes until a round is taken to fix it. This is up to the Game Master.

House Rules

Many gaming groups decide upon (and sometimes write down for reference) a specific "house rule." This is sometimes done to ensure consistent rulings on the results of commonly employed tactics, but it shouldn't override the Game Master's ability to decide that a particular situation is unusual enough to require a different bonus, penalty, or ruling. One example of a house rule is the decision about how to handle backstabbing/flanking (see above), or fleeing opponents.

Invisible Opponents

Attacks against an invisible opponent have a -4 penalty. Powerful magical monsters, or those with more than 11 hit dice, will usually be able to see invisible creatures normally.

Melee Attacks

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above ("The Attack Roll"). In addition to all other bonuses, a character's strength bonuses to hit and on damage (see "Strength") are added to melee attacks. It's only possible to make a melee attack when the two combatants are within 10 feet of each other. Two combatants within ten feet of each other are considered to be "in combat."

Missile Attacks

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character's dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it usually isn't possible to choose which opponent (or friend) will receive the attack.

Movement within Melee

A defender effectively blocks an area about three feet to either side, and enemies cannot move through this area. Alternatively, the Game Master might allow such movement but grant a free attack to the defender(s) who cover these areas.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don't seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat - or at least delay it until conditions get more favorable. Striking bargains, persuading monsters or non-player characters to do things, and getting out of trouble by using your wits are an important part of the game. Don't replace them with die rolls. Using dice to determine a monster's initial reaction before negotiations start is fine, but use player skill (or lack thereof) to decide how far the players can improve a monster's initial reaction. This isn't a matter of "my character ought to be really persuasive" - this is one of the places where the players' skill, not the characters', is tested.

Retreating

It is up to the Game Master to decide if there will be any special rules for retreating away from a melee combat. Most Game Masters allow the enemy a free attack if the character (or monster) moves away by more than its "combat" movement of base movement rate in feet.

Spacing

Because most movement and combat increments are divisible by three, it is easiest to assume that a character "occupies" an area about three feet across for purposes of marching and fighting.

Spears and Polearms

Spears and polearms in the second rank of a battle formation can attack by reaching through the first rank of fighting-men.

Spells

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster's initiative phase.

Subdual Damage

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill, and such points are recovered at a rate of 1 hp per hour. If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks.

Terrain Features

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Game Master will assign bonuses and penalties for terrain features. Most such bonuses will only be a +/ -1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -3 ... but remember, the penalty to hit an invisible opponent is only -4, so a +/ -4 is about the outside limit for terrain adjustments on the to-hit roll.

Two-Weapon Fighting

Using two weapons, one in each hand, does not add an additional attack roll; but you gain +1 to hit on your attack roll. The off-hand weapon must be a dagger, and the damage is the average of the two weapons you used.

Unarmed Combat

Brawling attacks, such as those conducted with fist, foot or dagger pommel, will normally inflict 1d2 points of damage, plus the attacker's strength bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned will be knocked unconscious by the next successful attack for 1d4 rounds. Example: a blow of the fist inflicts 3 hit points of damage, and the defender has 4 hit points. The defender is stunned and suffers the penalties for being stunned. If the blow had only inflicted 2 points of damage (exactly half), the defender would not be stunned. If the stunned character is hit a second time, he will be knocked unconscious. If unarmed combat is an important part of the GM's game (a game focusing on martial arts in an Asian-type fantasy culture) might create more complicated rules to reflect unarmed combat.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him backward, will be determined by the GM's common sense (dragons aren't easily wrestled to the ground, unlike goblins). A good rule of thumb is to require a successful attack roll.

Turning the Undead

Clerics have the ability to turn undead, causing them to flee or even outright destroying them. When a turning attempt is made, a d20 should be rolled and the Turning table consulted for the result.

- o If the number on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee.

- o If the table indicates “T”, all undead creatures of the targeted type are automatically turned and will flee for 3d6 rounds, or cower helplessly if they cannot flee.
- o For Lawful or Good clerics, if the table indicates “D”, the undead creature is automatically destroyed and will crumble to dust. For Chaotic or Evil clerics, a result of “D” indicates that the undead are forced into the cleric’s command for a period of 24 hours

Turning the Undead

Type of Undead	Example	Cleric Level										
		1	2	3	4	5	6	7	8	9-13	14-18	19+
Type 1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
Type 2	Zombie	13	10	7	T	T	D	D	D	D	D	D
Type 3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
Type 4	Shadow	19	16	13	7	4	T	T	D	D	D	D
Type 5	Wight	20	19	16	10	7	4	T	T	D	D	D
Type 6	Ghast	---	20	19	13	10	7	4	T	T	D	D
Type 7	Wraith	---	---	20	16	13	10	7	4	T	D	D
Type 8	Mummy	---	---	---	19	16	13	10	7	4	T	D*
Type 9	Spectre	---	---	---	20	19	16	13	10	7	T	T
Type 10	Vampire*	---	---	---	---	20	19	16	13	10	4	4*
Type 11	Ghost	---	---	---	---	---	20	19	16	13	7	4
Type 12	Lich	---	---	---	---	---	---	20	19	16	10	7
Type 13	Demon	---	---	---	---	---	---	---	20	19	13	10

*Vampires cannot be turned automatically

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character is unconscious. The character actually dies if he reaches negative hit points equal to his level. In other words, a fifth level character only actually dies at -5 hit points.

Healing

In addition to the various magical means of restoring hit points, a character recovers 1 hit point per day that he takes uninterrupted rest. Four weeks of rest will return a character to full hit points regardless of how many hit points the character lost.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The GM decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.

Playing the Game, Generally

Swords & Wizardry is a free-form role-playing game, meaning that there aren't very many rules. The Game Master is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the GM, even though the GM is responsible for creating tricky traps, dangerous situations, and running the monsters and other foes the PCs will encounter during the game. In fact, the players and the GM cooperate with each other to create a fantasy epic, with the GM creating the setting and

the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the GM's job to defeat the players - it's his job to provide interesting (and dangerous) challenges, then referee the story fairly.

Here is a quick example of how the game works. A fighting-man, Arnold the Lion, is fighting three goblins in a dark alley of the Glittering City of Semoulia. We begin eavesdropping slightly after the encounter begins.

Arnold's player: "I draw myself up to full height and inform them that I'm a captain of the guard. My soldiers are right behind me, and these vermin better run or I'll have them killed and brought in for interrogation."

GM: "Um, no. They're not buying it. You're covered in filth from that garbage pit, remember?"

Arnold's player: "Oh, yeah, I forgot that."

GM: "Roll initiative." (Secretly rolls a d6 and gets a 6).

Arnold's player: "I rolled a 2."

GM: The goblins attack first. They're all more than ten feet from you, and they move forward with their clubs at the ready."

Arnold's player: "They don't charge?"

GM: "Nope."

Arnold's player: "So they don't get an attack because they closed in. My turn to attack, right?"

GM: "Yep."

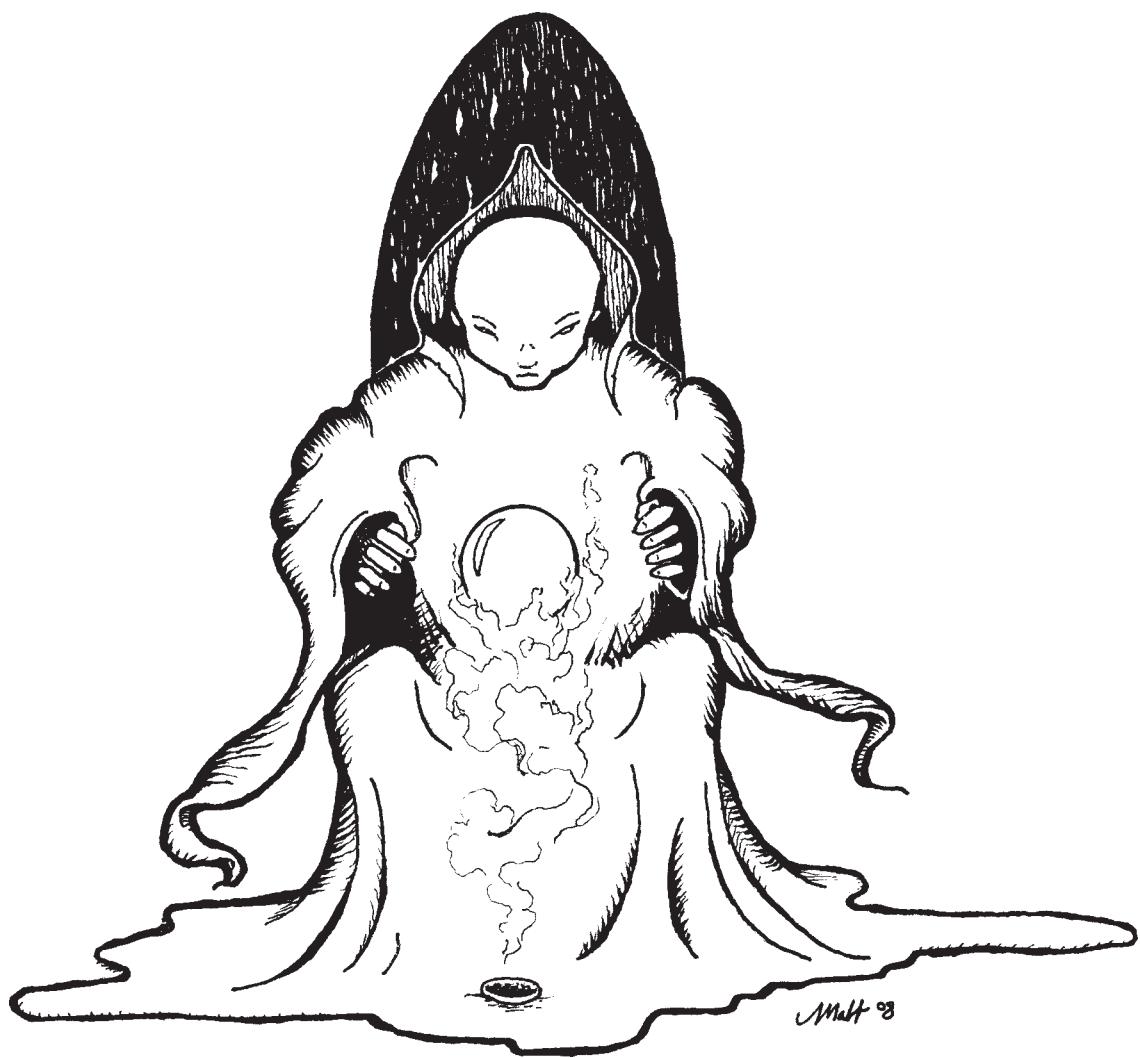
Arnold's player: (rolls a d20) "16. Hah! Plus my BHB that equals 17, plus my strength bonus makes it a total of 18."

GM: (Takes note that goblins have an armor class of 14, using the ascending AC rules). "You chop your sword into the leading goblin. Roll damage."

Arnold's player: (rolls a d8). "1 point, but I've got a +2 damage bonus, so that's 3."

GM: (Thinks to himself: That's enough to kill it. It only had 2 hit points). "Okay, so as it's moving forward, it slips a little bit in a puddle on the stones of the narrow alley where you're fighting, and it skids right onto your sword. You yank out the blade and it falls dead to the ground. The other two are still attacking, but they look nervous now. They're obviously starting to reconsider this whole thing."

Spells



Spells

Cleric Spell List

Level 1		Level 2		Level 3	
1	Cure Light Wounds	1	Bless	1	Continual Light
2	Detect Evil	2	Find Traps	2	Cure Disease
3	Detect Magic	3	Hold Person	3	Locate Object
4	Light	4	Silence, 15ft Radius	4	Prayer
5	Protection from Evil	5	Snake Charm	5	Remove Curse
6	Purify Food and Drink	6	Speak with Animals	6	Speak with the Dead

Level 4		Level 5		Level 6		Level 7	
1	Create Water	1	Commune	1	Animate Object	1	Aerial Servant
2	Cure Serious Wounds	2	Create Food	2	Blade Barrier	2	Astral Spell
3	Neutralize Poison	3	Dispel Evil	3	Conjure Animals	3	Control Weather
4	Protection From Evil 10 ft. Radius	4	Finger of Death	4	Find the Path	4	Earthquake
5	Speak With Plants	5	Insect Plague	5	Speak with Monsters	5	Holy Word
6	Sticks to Snakes	6	Quest	6	Word of Recall	6	Part Water
		7	Raise Dead			7	Restoration
						8	Resurrection (Raise Dead Fully)
						9	Symbol
						10	Wind Walk

Magic-User Spell List

Level 1		Level 2		Level 3		Level 4	
1	Charm Person	1	Continual Light	1	Clairaudience	1	Charm Monster
2	Detect Magic	2	Darkness, 15 ft. Radius	2	Clairvoyance	2	Confusion
3	Hold Portal	3	Detect Evil	3	Darkvision	3	Dimension Door
4	Light	4	Detect Invisibility	4	Dispel Magic	4	Extension I
5	Magic Missile	5	ESP	5	Explosive Runes	5	Fear
6	Protection From Evil	6	Invisibility	6	Fireball	6	Hallucinatory Terrain
7	Read Languages	7	Knock	7	Fly	7	Ice Storm
8	Read Magic	8	Levitate	8	Haste	8	Massmorph
9	Shield	9	Locate Object	9	Hold Person	9	Monster Summoning II
10	Sleep	10	Magic Mouth	10	Invisibility 10 ft. Radius	10	Plant Growth
		11	Mirror Image	11	Lightning Bolt	11	Polymorph Other
		12	Phantasmal Force	12	Monster Summoning I	12	Polymorph Self
		13	Pyrotechnics	13	Protection From Evil 10 ft. Radius	13	Remove Curse
		14	Stinking Cloud	14	Protection From Normal Missiles	14	Wall of Fire
		15	Strength	15	Rope Trick	15	Wall of Ice
		16	Web	16	Slow	16	Wizard Eye
		17	Wizard Lock	17	Suggestion		
				18	Water Breathing		

Level 5		Level 6		Level 7		Level 8		Level 9	
1	Animal Growth	1	Anti-Magic Shell	1	Cacodemon	1	Clone	1	Astral Spell
2	Animate Dead	2	Control Weather	2	Charm Plants	2	Mass Charm	2	Maze
3	Cloudkill	3	Death Spell	3	Delayed Blast Fireball	3	Mind Blank	3	Gate
4	Conjure Elemental	4	Disintegrate	4	Extension III	4	Monster Summoning VI	4	Meteor Swarm
5	Contact Other Plane	5	Enchant an Item	5	Limited Wish	5	Permanency	5	Monster Summoning VII
6	Extension II	6	Geas	6	Mass Invisibility	6	Polymorph Object	6	Power Word Kill
7	Feeblemind	7	Invisible Stalker	7	Monster Summoning V	7	Power Word Blind	7	Prismatic Sphere
8	Hold Monster	8	Legend Lore	8	Phase Door	8	Symbol	8	Shape Change
9	Magic Jar	9	Lower Water	9	Power Word Stun			9	Time Stop
10	Monster Summoning III	10	Monster Summoning IV	10	Reverse Gravity			10	Wish
11	Passwall	11	Move Earth	11	Simulacrum				
12	Telekinesis	12	Part Water						
13	Teleport	13	Project Image						
14	Transmute Rock to Mud	14	Reincarnation						
15	Wall of Iron	15	Repulsion						
16	Wall of Stone	16	Stone to Flesh						

Spell Descriptions

Aerial Servant (Clerical)

Level 7

Range: Not applicable

Duration: Until task completed or insanity

This spell summons a powerful creature from the elemental planes of air, do fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him.

Animal Growth (Arcane)

Level 5

Range: 120ft

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of the normal animal.

Animate Dead (Arcane)

Level 5

Range: GM discretion

Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated per level of the caster above 8th. The corpses remain animated until slain.

Animate Object (Clerical)

Level 6

Range: 60ft

Duration: 1 hour

The cleric "brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the cleric's commands, attacking his foes or performing other actions on his behalf. The GM must determine the combat attributes of the objects, such as armor class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7-9HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Anti-Magic Shell (Arcane)

Level 6

Range: Caster

Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

Astral Spell (Arcane)

Level 9

Range: 100 miles (above ground) 100 yards (below ground)

Duration: 2 hours

The caster projects his astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken. The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Astral Spell (Clerical)

Level 7

Range: 100 miles (above ground) 100 yards (below ground)

Duration: 2 hours

The caster projects his astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken. The astral form is capable of casting spells, but there is a 3% chance per spell level that the spell will fail. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Blade Barrier (Clerical)

Level 6

Range: 60ft

Duration: 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15ft. The barrier inflicts 7d10 points of damage to anyone trying to pass through.

Bless (Clerical)

Level 2

Range: Only upon a character not in combat

Duration: 1 hour (6 turns)

This spell grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

Cacodemon (Arcane)

Level 7

Duration: GM discretion

Range: 10 ft

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection whatsoever against the wrath of the summoned creature, and the magic user should be versed in the lore of pentacles and other magical means of hedging out demons. Gaining the demon's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

Charm Monster (Arcane)

Level 4

Duration: See below

Range: 60 ft

This spell operates in the same manner as *charm person*, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters can break free of the charm, (one chance per week) based on their hit dice:

Hit Dice	Chance per week to break the charm
Fewer than 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%

Charm Person (Arcane)

Level 1

Duration: Until dispelled

Range: 120 ft.

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Charm Plants (Arcane)

Level 7

Range: 120 ft

Duration: Until dispelled

If the plant fails a saving throw (and it need not be intelligent), it will obey the caster to the extent of its ability. The spell affects one large tree, six man-sized plants, twelve plants three feet tall, or twenty-four flower-sized plants.

Clairaudience (Arcane)

Level 3

Range: 60ft

Duration: 2 hours

Clairaudience allows the caster to hear through solid stone (limiting range to 2ft or so) and other obstacles, any sounds within a range of 60ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a crystal ball.

Clairvoyance (Arcane)

Level 3

Range: 60ft

Duration: 2 hours

Clairvoyance allows the caster to see through solid stone (limiting range to 2ft or so) and other obstacles, any sounds within a range of 60ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly.

Clone (Arcane)

Level 8

Range: Short

Duration: Permanent

By this eerie and disturbing spell, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed (whether this requires a laboratory and how much time is required to re-grow the clone depend upon the spell formula and the GM's discretion). If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane.

Cloudkill (Arcane)

Level 5

Range: Moves 6ft per minute

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15ft in radius. The cloud moves directly forward at a rate of 6ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. Even touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

Commune (Clerical)

Level 5

Range: Upon self

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the GM.

Confusion (Arcane)

Level 4

Range: 120ft

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will:

Die Roll	Reaction (2d6)
2-5	Attack the caster and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and are permitted a saving throw once the spell is at full power. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

Conjure Animals (Clerical)

Level 6

Range: 30ft

Duration: 1 hour

The cleric conjures up normal animals to serve as his allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

Conjure Elemental (Arcane)

Level 5

Range: 240ft

Duration: Until dispelled

The caster summons a 16HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

Contact Other Plane (Arcane)

Level 5

Range: None

Duration: a certain number of yes or no questions
The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effects depend upon how deeply into the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence he wishes to make contact. The number of planes in "depth" that he chooses will affect the number of yes or no questions he can ask, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that he will become temporarily insane from the experience. Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed (or was deliberately removed).

Contact Other Plane

Plane of Existence (selected by the caster)	Maximum Number of Questions	Chance of Knowledge Being Available	Chance of Wrong Result or Misinterpretation	Chance of Temporary Insanity (reduced by 5% per level above 11)
3rd	3	25	70%	1%
4th	4	30	60%	10%
5th	5	40	50%	20%
6th	6	50	40%	30%
7th	7	60	30%	40%
8th	8	70	25%	45%
9th	9	80	20%	55%
10th	10	85	15%	65%
11th	11	90	10%	75%
12th	12	95	1%	85%

Continual Light (Arcane)

Level 2

Range: 120ft

Duration: Permanent until dispelled

The targeted person or object produces light about as bright as a torch, to a radius of 120ft.

Continual Light (Clerical)

Level 3

Range: 120ft

Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120ft.

Control Weather (Arcane)

Level 6

Range: GM discretion

Duration: GM discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

Control Weather (Clerical)

Level 7

Range: GM discretion

Duration: GM discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

Create Water (Clerical)

Level 4

Range: Close

Duration: Immediate

This spell creates a one-day supply of drinking water for 24 men (or horses, which drink the same amount as a man for game purposes). At 9th level, the amount of water doubles, and doubles again at every level thereafter.

Create Food (Clerical)

Level 5

Range: Close

Duration: Immediate

This spell creates a one-day supply of food for 24 humans (or the like). At 9th level, the amount of water doubles, and doubles again at every level thereafter.

Cure Disease (Clerical)

Level 3

Range: Touch

Duration: Immediate

Cures the spell's recipient of any diseases, including magically inflicted ones.

Cure Light Wounds (Clerical)

Level 1

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of damage

Cure Serious Wounds (Clerical)

Level 4

Range: Touch

Duration: Immediate

Cures 2d6+2 hit points of damage

Darkness 15ft Radius (Arcane)

Level 2

Range: 120ft

Duration: 1 hour

Darkness falls within the spell's radius, impenetrable even to darkvision. A Light spell or Dispel Magic can be used to counteract the darkness.

Darkvision (Arcane)

Level 3

Range: 40ft

Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration.

Death Spell (Arcane)

Level 6

Range: 240ft

Duration: Causes normal death

Within a 60ft radius, up to 2d8 creatures with fewer than 7 hit dice perish.

Delayed Blast Fireball (Arcane)

Level 7

Range: 240ft

Duration: Chosen by caster, up to 10 minutes

This spell creates a normal fireball, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a normal fireball, is 20ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas.

Detect Evil (Arcane)

Level 2

Range: 60ft from caster

Duration: 20 minutes

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

Detect Evil (Clerical)

Level 2

Range: 120ft from caster

Duration: 1 hour

This spell has greater range and duration than the arcane version cast by magic-users. The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

Detect Invisibility (Arcane)

Level 2

Range: 10ft per caster level

Duration: 1 hour

The caster can perceive invisible objects and creatures, possibly even those lurking in another plane of existence.

Detect Magic (Arcane)

Level 1

Range: 60ft

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Detect Magic (Clerical)

Level 1

Range: 60ft

Duration: 20 minutes

This spell is identical in effect to the arcane spell of the same name. The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Dimension Door (Arcane)

Level 4

Range: 10ft casting distance (360ft teleport distance)

Duration: Immediate

Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleportation spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

Disintegrate (Arcane)

Level 6

Range: 60ft

Duration: Permanent, cannot be dispelled

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw.

Dispel Evil (Clerical)

Level 5

Range: 30ft

Duration: 10 minutes against an item, spell, or agent of evil

This spell is similar to the arcane spell Dispel Magic, but affects only evil magic. Also unlike the dispel magic spell, Dispel Evil functions (temporarily) against evil "sendings," possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed.

As with the arcane spell, the chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 6th level cleric attempting to dispel an evil charm cast by a 12th level cleric has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level cleric were dispelling the 6th level cleric's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

Dispel Magic (Arcane)

Level 3

Range: 120ft

Duration: 10 minutes against an item

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments. The chance of successfully dispelling magic is a percentage based on the ratio of the level of the magic-user trying to dispel over the level of the magic user (or HD of the monster) who cast the original magic. Thus, a 6th level magic user attempting to dispel a charm cast by a 12th level magic-user has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level magic user were dispelling the 6th level magic-user's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

Earthquake (Clerical)

Level 7

Range: GM discretion

Duration: Immediate

In an area 60x60ft plus an additional 10ft (in both length and width) per three levels above 17th, the cleric causes a powerful earthquake. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Enchant an Item (Arcane)

Level 6

Range: Touch

Duration: Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, and other efforts the GM may determine are necessary for the task.

ESP (Detect Thoughts) (Arcane)

Level: 2

Range: 60ft

Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60ft. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

Extension I (Arcane)

Level 4

Range: Same as the spell being extended

Duration: See below

Extension lengthens the duration of another spell by 50%. Only spells of level 1-3 can be affected by Extension I.

Extension II (Arcane)

Level 5

Range: Same as the spell being extended

Duration: See below

Extension II lengthens the duration of another spell by 50%. Extension II can affect only spells of level 1-4.

Extension III (Arcane)

Level 6

Range: Same as the spell being extended

Duration: See below

Extension III lengthens the duration of another spell by 50%. Extension II can affect spells of level 1-5.

Fear (Arcane)

Level 4

Range: 240ft

Duration: 1 hour of fear

This spell causes the creatures in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 240ft to a base 120ft across.

Feeblemind (Arcane)

Level 5

Range: 240ft

Duration: Permanent until dispelled

Feeblemind is a spell that affects only magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted magic-user becomes feebleminded until the magic is dispelled.

Find The Path (Clerical)

Level 6

Range: Upon caster

Duration: 1 hour plus 10 minutes per level (1 day outdoors)

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate (such as a labyrinth). In the outdoors, the spell has greater power, lasting a full day.

Find Traps (Clerical)

Level 2

Range: 30ft around caster

Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30ft.

Finger of Death (Clerical)

Level 5

Range: 120ft

Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

Fireball (Arcane)

Level 3

Range: 240ft

Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. A successful saving throw means that the target only takes half damage.

Fly (Arcane)

Level: 3

Range: Touch

Duration: 1d6 turns plus 1 turn/level

This spell imbues the magic-user with the power of flight, with a movement rate of 120 ft per round. The Game Master secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

Gate (Arcane)

Level: 9

Range: Near the caster

Duration: See below

A gate spell creates an opening to another plane of existence, and summons forth a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

Geas (Arcane)

Level 6

Range: 30ft

Duration: Until task is completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and trying to ignore the geas causes death.

Hallucinatory Terrain (Arcane)

Level 4

Range: 240ft

Duration: Until touched (other than by an ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Haste (Arcane)

Level 3

Range: 240 ft

Duration: 30 minutes

In an area of radius of 60ft around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

Hold Monster (Arcane)

Level 5

Range: 120ft

Duration: 1 hour + 10 minutes per caster level

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

Hold Person (Arcane)

Level: 3

Range: 120 ft

Duration: 1 hour plus 10 minutes per caster level

The caster targets 1d4 persons (the same parameters as the Charm Person spell), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

Hold Person (Clerical)

Level: 2

Range: 180 ft

Duration: 9 turns (90 minutes)

The caster targets 1d4 persons (the same parameters as the Charm Person spell), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

Hold Portal (Arcane)

Level: 1

Range: GM discretion

Duration: 2d6 turns

This spell holds a door closed for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without effort.

Holy Word (Clerical)

Level 7

Range: 40ft radius

Duration: Immediate

The speaking of a holy word dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed.

Ice Storm (Arcane)

Level 4

Range: 120ft

Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

Insect Plague (Clerical)

Level 5

Range: 480ft

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400sq feet (20ft by 20ft, with roughly corresponding height). Any creature of 2HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

Invisibility (Arcane)

Level 2

Range: 240ft

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the Game Master is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility, 10 ft Radius (Arcane)

Level: 3

Range: 240ft

Duration: Until dispelled or an attack is made

Like the invisibility spell, Invisibility 10ft radius makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. If the Game Master uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisible Stalker (Arcane)

Level 6

Range: Summoned near caster

Duration: Until mission is completed

This spell summons (or perhaps creates) an invisible stalker, an invisible being with 8HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of dispel magic; it must be killed in order to deter it from its mission.

Knock (Arcane)

Level 2

Range: 60 ft

Duration: ImmediateThis spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Legend Lore (Arcane)

Level 6

Range: Caster

Duration: See below

Over the course of long and arduous magical efforts (1d100 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

Levitate (Arcane)

Level: 2

Range: 20 ft/ level

Duration: 1 turn/ level

This spell allows the magic user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up or downward movement at a rate of up to 6ft per minute (60ft per turn), and the caster cannot levitate more than 20ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Light (Arcane)

Level 1

Range: 60 ft

Duration: 1 hour + 10 minutes per caster level

The target person or object (at a range of up to 120ft) produces light about as bright as a torch, to a radius of 20ft.

Light (Clerical)

Level 1

Range: 60 ft

Duration: 2 hours

The target person or object (at a range of up to 120ft) produces light about as bright as a torch, to a radius of 20ft.

Lightning Bolt (Arcane)

Level 3

Range: 240ft maximum distance

Duration: Instantaneous

A bolt of lightning extends 60ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60ft, even if this means that it ricochets backward from something that blocks its path.

Limited Wish (Arcane)

Level: 7

Range: GM discretion

Duration: changes reality

This spell is an extremely weak version of the "wish" spell. Limited wish is not even powerful enough to create or bring treasure to the caster, and under some circum-

stances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present.

Locate Object (Arcane)

Level: 2

Range: 60ft + 10ft/level

Duration: 1 round/ level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Locate Object (Clerical)

Level: 3

Range: 90ft

Duration: 1 round/ level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Lower Water (Arcane)

Level 6

Range: 240 ft

Duration: 2 hours

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to one-half normal.

Magic Jar (Arcane)

Level 5

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30ft of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the magic-user's soul is within, the soul is lost. The magic user can return from the jar to his own body whenever desired, thus ending the spell.

Magic Missile (Arcane)

Level 1

Range: 150ft

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150ft. There are two versions of the magic missile spell, and your GM will specify which version (one

or both) is available in his campaign: in the first version, the magic user must roll to hit the target with a +1 bonus to the roll. The missile inflicts $1d6+1$ points of damage. In the second version of the spell, the missile hits automatically, doing $1d4+1$ points of damage.

In either case, the magic user casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

Magic Mouth (Arcane)

Level 2

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to 30 words long.

Mass Charm (Arcane)

Level 8

Range: 120ft

Duration: until dispelled

This spell operates in the same manner and with the same restrictions as Charm Person. However, it affects a total of 30HD of creatures, in any combination. All saving throws are made with a penalty of -2.

Mass Invisibility (Arcane)

Level 7

Range: 240ft

Duration: See below

This spell makes $1d3$ hundred man or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility spell. The spell can also affect up to 6 creatures of dragon size. As with the invisibility spell, the enchantment lasts until dispelled or until the creature makes an attack.

Massmorph (Arcane)

Level 4

Range: 240ft

Duration: Until negated by the caster or otherwise dispelled

One hundred or fewer man or horse-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

Maze (Arcane)

Level 9

Range: 60ft

Duration: Depends on intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with intelligence lower than 6 require $2d4 \times 3$ rounds (minutes) to escape the interdimensional prison. Creatures with intelligence 7-11

require $2d4$ rounds, and creatures with an intelligence of 12+ require only $1d4$ rounds to puzzle the way back into normal reality. Although monsters aren't described with specific intelligence scores, it shouldn't be hard to determine into which category any specific monster falls. Unless ruled otherwise by the GM, there is no saving throw to avoid the spell.

Meteor Swarm (Arcane)

Level 9

Range: 240ft

Duration: Instantaneous

Tiny meteors swarm from the caster's hands and explode into fireballs where he desires. The caster may hurl 4 normal fireballs for $10d6$ damage or 8 fireballs of 10ft diameter that inflict $5d6$ points of damage. A saving throw is permitted in order to take half damage.

Mirror Image (Arcane)

Level 2

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates $1d4$ images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determine randomly). When a hit is scored upon one of the images, it disappears.

Monster Summoning I (Arcane)

Level 3

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Monster Summoned

Die Roll Evil casters may get the monsters in parentheses, at the GM's option (**d6**)

1	1d6 Giant rats
2	1d3 Dwarves (goblins)
3	1d3 Elves (hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

Monster Summoning II (Arcane)

Level 4

Range: Not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned (d6)	Die Roll	Monster Summoned (d6)
1	1d2 Hobgoblins	1	1 Gargoyle
2	1d2 Zombies	2	1 Ogre
3	1d2 Gnolls	3	1 Owlbear
4	1d2 Bugbears	4	1 Shadow
5	1d6 Orcs	5	1 Werewolf
6	1d6 Skeletons	6	1 Wraith

Monster Summoning III (Arcane)

Level 5

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned (d6)	Die Roll	Monster Summoned (d6)
1	1d4 Bugbears	1	1 Cockatrice
2	1d2 Harpies	2	1 Manticore
3	1d2 Ochre Jellies	3	1 Minotaur
4	1d2 Were-rats	4	1 Ogre Mage
5	1d2 Wights	5	1 Salamander
6	1d2 Wild Boar	6	1 Troll

Monster Summoning IV (Arcane)

Level 6

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned (d6)	Die Roll	Monster Summoned (d6)
1	1 Gargoyle	1	1 Ogre
2	1 Owlbear	2	1 Shadow
3	1 Shadow	3	1 Werewolf
4	1 Werewolf	4	1 Wraith

Monster Summoning V (Arcane)

Level 7

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned (d6)	Die Roll	Monster Summoned (d6)
1	1 Cockatrice	1	1 Manticore
2	1 Manticore	2	1 Minotaur
3	1 Minotaur	3	1 Ogre Mage
4	1 Ogre Mage	4	1 Salamander
5	1 Salamander	5	1 Troll
6	1 Troll	6	

Monster Summoning VI (Arcane)

Level 8

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Move Earth (Arcane)

Level 6

Range: 240ft

Duration: 1 hour, effects permanent

This spell can only be used aboveground. It allows the caster to move hills and other raised land or stone at a rate of 6ft per minute (60ft per turn).

Die Roll	Monster Summoned (d10)
1	1 Black Dragon
2	1 Chimera
3	1 Efreeti
4	1 Flesh Golem
5	1 Frost Giant
6	1 Hill Giant
7	1 Hydra (7 heads)
8	1 Mummy
9	1d2 Ogre Magi
10	1 White Dragon

Monster Summoning VII (Arcane)

Level 9

Range: not applicable

Duration: 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Neutralize Poison (Clerical)

Level 4

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

Part Water (Arcane)

Level 6

Range: 1 hour

Duration: 120ft

This spell creates a gap through water, but only to a depth of 10ft.

Part Water (Clerical)

Level 7

Range: 240ft

Duration: 2 hours

This spell creates a gap through water, to a depth of 20ft. At 18th and every level thereafter, the cleric adds 10ft to the depth of water parted, and 1 additional hour to the spell's duration.

Passwall (Arcane)

Level 5

Range: 30 ft

Duration: 30 minutes (3 turns)

This spell creates a hole through solid rock, about 7 feet high, 10ft wide, and 10ft deep (possibly deeper at the discretion of the GM). The hole closes again at the end of the spell's duration.

Permanency (Arcane)

Level 8

Range: See below

Duration: Permanent until dispelled by opponent of twice caster's level

This spell makes the effect of another spell permanent - unless a wizard of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature.

Considerable GM discretion is required for the use of this spell: many spells should not be subject to being made permanent.

Phantasmal Force (Arcane)

Level 2

Range: 240ft

Duration: Until concentration ends

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage

Die Roll	Monster Summoned (d10)
1	1d2 Chimerae
2	1 Fire Giant
3	1 Hydra (9 heads)
4	1 Iron Golem
5	1 Lich
6	1 Purple Worm
7	1 Red Dragon
8	1 Stone Golem
9	1 Storm Giant
10	1 Titan

from it. Unless the Game Master rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim.

Plant Growth (Arcane)

Level 4

Range: 240ft

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (GM's decision) would allow the spell to affect an area of 300x300ft, for a total of 90,000 square feet)

Polymorph Object (Arcane)

Level 8

Range: 240ft

Duration: Varies at GM discretion - see below

An object can be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. Determining how long a proposed use of the spell will last is the province of the GM; it is important to remember that this is an eighth level spell of considerable power - but not as powerful as a ninth level wish spell.

Polymorph Other (Arcane)

Level 4

Range: 240ft

Duration: Permanent until dispelled

This spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.

Polymorph Self (Arcane)

Level 4

Range: Affects caster

Duration: 1 hour or GM discretion

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The GM might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Game Master to decide.

Power Word, Blind (Arcane)

Level 8

Range: 120ft

Duration: 1d4 or 2d4 days (see below)

The caster speaks a word of power to a particular creature. If that creature has fewer than 40 hit points, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit

points, it is blinded for 1d4 days. If the creature has more than 80 hit points it is not affected by the spell. No saving throw applies.

Power Word Kill (Arcane)

Level 9

Range: 120ft

Duration: Immediate

The caster speaks a word of power to a particular creature. If that creature has fewer than 50 hit points, it is slain by the word it hears; if it has more than 50 hit points it is not affected by the spell. No saving throw applies.

Power Word, Stun (Arcane)

Level 7

Range: 120ft

Duration: 1d6 or 2d6 turns (see below)

The caster speaks a word of power to a particular creature. If that creature has fewer than 35 hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw applies.

Prayer (Clerical)

Level 3

Range: 30ft

Duration: The following melee round

The prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20x20ft area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.



Prismatic Sphere (Arcane)

Level 9

Range: 10ft sphere

Duration: 1 hour

A sphere of seven colors whirls about the magic-user, with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be

destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns.

The layers of the spectrum are as follows:

Layer (outermost to innermost)	Effect of the Color	Layer Negated by:
Red	Causes 12 points of damage to the touch, stops any magic arrows or missiles (including the spell magic missile)	Ice Storm or other cold-based attack
Orange	Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile.	Lightning Bolt or other electrical attack
Yellow	Causes 48 points of damage to the touch. Blocks all breath weapons.	Magic missile spell or a magical arrow
Green	Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within.	Passwall spell or other earth-moving magic
Blue	Turns flesh to stone when touched (saving throw allowed). Blocks all divine (clerical) magic from passing through	Disintegrate spell (or from a wand or item)
Indigo	Causes death and destroys the soul utterly when touched (saving throw allowed)	Dispel magic
Violet	Causes permanent insanity when touched. Blocks all arcane (magic-user) spells.	Continual light

Project Image (Arcane)

Level 6

Range: 240ft

Duration: 1 hour

The caster projects an image of himself, to a maximum range of 240ft. Not only does the projected image mimic the caster's sounds and gestures, but also any spells he casts will appear to originate from the image.

armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Protection From Evil, 10 ft Radius (Arcane)

Level 3

Range: 10ft radius around the caster

Duration: 2 hours

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Protection From Evil, 10 ft Radius (Clerical)

Level 4

Range: 10ft radius around the caster

Duration: 2 hours

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Protection From Evil (Arcane)

Level 1

Range: Affects caster only

Duration: 1 hour

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Protection From Evil (Clerical)

Level 1

Range: Affects caster only

Duration: 2 hours

This spell is identical to, but has twice the duration of, the arcane spell of the same name. It creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or

Protection From Normal Missiles (Arcane)

Level 3

Range: Upon caster

Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic.

Purify Food and Drink (Clerical)

Level 1

Range: Close or touch (GM discretion)

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Pyrotechnics (Arcane)

Level 2

Range: 240 ft

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The GM will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

Quest (Clerical)

Level 5

Range: Speech range

Duration: Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and an attempt to entirely abandon the quest incurs a curse set by the caster (details to be approved by the GM).

Raise Dead (Clerical)

Level 5

Range:

Duration:

Raise Dead allows the cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Characters with low constitution might not survive the ordeal, and even for those with strong constitution a period of at least a week is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").

Read Languages (Arcane)

Level 1

Range: normal reading distance

Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. Particularly useful for treasure maps; doesn't solve codes.

Read Magic (Arcane)

Level 1

Range: Caster only

Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a magic-user.

Reincarnation (Arcane)

Level 6

Range: Touch

Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body.

Die Roll

Reincarnated as:

1	Bugbear
2	Centaur
3	Dog, cat, or wolf
4	Dwarf
5	Elf
6	Gnoll
7	Goblin
8	Half-orc
9	Harpy
10	Hobgoblin
11	Human
12	Kobold
13	Lizard man
14	Lycanthrope (werewolf or other)
15	Minotaur
16	Ogre
17	Ogre Mage
18	Orc
19	Troll
20	Wyvern

If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

Remove Curse (Arcane)

Level 4

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

Remove Curse (Clerical)

Level 3

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object, in the same manner as the arcane spell of the same name.

Repulsion (Arcane)

Level 6

Range: 120ft

Duration: 1 hour

Any creature trying to move toward the caster finds itself moving away, instead.

Restoration (Clerical)

Level 7

Range: GM discretion

Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows an evil cleric to drain a level from his target. The “good” version of the spell is exhausting to the caster, incapacitating him for 2d10 days. It is in the discretion of the GM to allow this spell to restore lost points of ability scores as well as lost levels.

Resurrection (Clerical)

Level 7

Range: GM discretion

Duration: Immediate

This spell (also called “Raise Dead Fully”) raises the dead back to life, in the same manner as the raise dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death, and suffers no other penalties. An evil “reversal” of the spell can also be cast, which causes death with no saving throw.

Reverse Gravity (Arcane)

Level 7

Range: 90ft

Duration: 1 round (minute)

The spell reverses gravity in a cubical area, 30x30x30ft.

Anything in the area falls upward, and then when the spell ends they fall back down again.

Rope Trick (Arcane)

Level 3

Range: As far as you can throw a rope

Duration: 1 hour + 1 turn/level

The caster tosses a rope into the air, and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small other dimension. The rope itself can be pulled into the pocket dimension, or left outside. If it's left outside, someone may steal it, though.

Shape Change (Arcane)

Level 9

Range: Cast on self

Duration: 1d6+10 turns, plus 1 turn/level

When the caster casts this spell upon himself, he is able to turn at will into a variety of creatures. In each form, he gains the characteristics of the creature (much as with the polymorph others spell). Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, and whatever other creatures he might choose. It is not, of course, required that the caster use more than one shape - if he wants to remain as a dragon for the duration of the spell, that's fine.

Shield (Arcane)

Level 1

Range: Cast upon self

Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

Silence, 15ft Radius (Clerical)

Level 2

Range: 180ft

Duration: 12 turns

Magical silence falls in an area 15ft around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

Simulacrum (Arcane)

Level 7

Range: Touch

Duration: Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (animate dead is an acceptable means). A limited wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30-60% (use a d3) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. It is worthy of note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a detect magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

Sleep (Arcane)

Level 1

Range: 240ft

Duration: 1 hour

This spell puts enemies into an enchanted slumber (a saving throw is permitted). It affects creatures based on their hit dice.

Hit Dice of Victims	Number Affected
Less than 1 to 1+	4d4
1+ to 2	2d6
3+ to 4+1	1d6

Slow (Arcane)

Level 3

Range: 240ft

Duration: 3 turns (30 min)

In an area of radius of 60ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

Snake Charm (Clerical)

Level 2

Range: 60ft

Duration: 1d4+2 turns

1 hit die of snakes can be charmed per level of the caster. The snakes obey the caster's commands.

Speak with Animals (Clerical)

Level 2

Range: Upon caster

Duration: 6 turns

The caster can speak with normal animals. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Speak with the Dead (Clerical)

Level 3

Range: Close or touch (GM discretion)

Duration: 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic. Only higher-level clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can only gain answers from bodies that have been dead 1d4 days. Clerics level 8-14 can speak to corpses that have been dead 1d4 months. Clerics of level 15+ can gain answers from a corpse of any age, including thousand-year old relics (as long as the body is still relatively intact). Take note that there's a die roll involved here: for example, a seventh level cleric attempting to speak with a 2 day old corpse might still fail - his d4 roll might indicate that he can only talk to a 1 day old corpse with this attempt at the spell.

Speak with Monsters (Clerical)

Level 6

Range: Speaking range

Duration: 3d4 questions

The caster can speak with any type of monster, for the duration of a certain number of questions. The monster is not forced to answer.

Speak with Plants (Clerical)

Level 4

Range: 30ft speaking range

Duration: 6 turns

The caster can speak with and understand the speech of plants. Plants smaller than trees will obey his commands, moving aside when requested, etc.

Strength (Arcane)

Level 2

Range: Touch

Duration: 8 hours (80 turns)

This spell may be cast upon a fighting-man or a cleric. For the duration of the spell, a fighting-man gains 2d4 points of strength, and a cleric gains 1d6 points of strength. Strength cannot exceed 18 unless the GM chooses to allow additional bonuses resulting from the additional strength.

Sticks to Snakes (Clerical)

Level 4

Range: 120ft

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Stone to Flesh (Arcane)

Level 6

Range: 120ft

Duration: Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue (until the stone-to-flesh version of the spell is cast).

Suggestion (Arcane)

Level 3

Range: Up to shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

Symbol (Arcane)

Level 8

Range: GM discretion according to the symbol

Duration: Varies according to the symbol used

A symbol spell creates a deadly magical trap, written into the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:
Symbol of Death: Deals 80 hit points of damage
Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Insanity: Up to 100HD of creatures are driven insane by a curse.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 Hit dice of creatures are affected as per a Power Word: Stun.

Symbol (Clerical)

Level 7

Range: GM discretion according to the symbol

Duration: Varies according to the symbol used

A symbol spell creates a deadly magical trap, written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different divine runes are known, and others may be possible:

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 Hit dice of creatures are affected as per a Power Word: Stun.

Divine symbols cannot be crafted that would cause a permanent effect (such as insanity) upon those affected.

Telekinesis (Arcane)

Level 5

Range: 120ft

Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level. It is up to the GM's interpretation of the spell whether the objects can be thrown and at what speed.

Teleport (Arcane)

Level 5

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a picture or a map). Success depends on how well the caster knows the targeted location:

1) If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.

2) If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives low, $1d10 \times 10$ feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives $1d10 \times 10$ ft over the targeted location - probably resulting in a deadly fall.

3) If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error - a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is $1d4 \times 10$ ft high or low.

Time Stop (Arcane)

Level 9

Range: Around caster

Duration: $1d4 + 1$ rounds (minutes)

The caster stops the passage of time in a radius about 15 feet around himself (the time-stopped area does not thereafter move with the caster. Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

Transmute Rock to Mud (Arcane)

Level 5

Range: 120ft

Duration: $3d6$ days, unless spell is reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300×300 ft becomes a deep mire, reducing movement to 10% of normal.

Wall of Fire (Arcane)

Level 4

Range: 60 ft

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts $1d6$ hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60ft long and 20ft high, or a circular wall with a 15ft radius, also 20ft high.

Wall of Ice (Arcane)

Level 4

Range: 60ft

Duration: Concentration

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60ft long and 20ft high, or a circular wall with a 15ft radius, also 20ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking $1d6$ points of damage in the process. Creatures with fire-based metabolisms take $2d6$ instead of the normal $1d6$. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Iron (Arcane)

Level 5

Range: 60ft

Duration: 2 hours

The caster conjures an iron wall from thin air. The wall is 3ft thick, 50ft tall, and 50ft long.

Wall of Stone (Arcane)

Level 5

Range: 60ft

Duration: Permanent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50ft long (in which case it would be 20ft tall), or 100ft long (in which case it would be only 20ft tall).

Water Breathing (Arcane)

Level 3

Range: 30ft

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

Web (Arcane)

Level 2

Range: 30ft

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20ft. It is extremely difficult to get through the mass of strands - it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through - perhaps 3-4 turns or longer at the GM's discretion.

Wind Walk (Clerical)

Level 7

Range: Touch

Duration: 1 day or until dispelled

The caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The cleric can bring this companion along, traveling at 48ft per minute indoors (or in subterranean settings) and much faster outdoors.

Wizard Eye (Arcane)

Level 4

Range: 240ft movement from creator

Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240ft from its creator. It floats along as directed by the caster, at a rate of 120ft per turn (12ft per minute)

Wizard Lock (Arcane)

Level 2

Range: Close to door

Duration: Permanent until dispelled

As with a hold portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any magic-user three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

Wish (Arcane)

Level 9

Range: Unlimited

Duration: See below

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a limited wish). The Game Master's discretion will rule what sort of wishes are within the spell's power (one possible guideline - not official - might be that a wish can grant effects that would be similar in power to a spell of level 8 or lower, with permanent effect in many cases). After casting a wish spell, the magic-user is too mentally drained to cast spells for a period of 1d4 days.

Word of Recall (Clerical)

Level 6

Range: Indefinite

Duration: Immediate

The cleric teleports without error back to his pre-prepared sanctuary.

Converting S&W Rules and Games to OSRIC or 1e

A character's armor class in 1e and OSRIC will be the same as in S&W (despite the fact that some 1e armor types such as banded armor don't exist in S&W) - with two exceptions. A character with no armor in S&W (AC 9) would have an armor class of 10 in OSRIC, and if that person were also carrying a shield he would be considered AC 9 in OSRIC/1e instead of the AC 10 in S&W. Other than

that, the armor classes resulting from wearing armor are the same. Experience point progressions for S&W are quite different from those in OSRIC and 1e. Converting a character into S&W from OSRIC or 1e, or vice versa, should probably be done by keeping the character's level the same, and adjusting the experience points to conform with that level in the new system.

This concludes the players' guide to Swords & Wizardry, and players don't need to read further to be able to play the game.

Part 2

Information for the Game Master

In general, running a game of SW is a lot easier than in most role-playing games, simply because there aren't many rules - and your discretion overrides them anyway. Most situations are handled by your common sense decisions about what would happen next. If you know that a bunch of zombies are around the corner, and the players decide not to go around that corner, it's up to you whether it makes sense for the zombies to come out and attack, or whether their orders are simply to stay where they are. If a player decides that his character jumps through a wall of fire, and there are several bottles of flammable oil in his backpack, it's up to you to decide whether the bottles explode or whether they're sealed well enough to survive a couple of seconds in the wall of fire. This means that you have to make up a lot on the spot. If you're not a good storyteller, and you're not up to doing a lot of creative thinking on the fly, you might do better with a game that provides more rules and more guidance for every little situation that might arise. But if you're a good storyteller, creative and fair, Swords & Wizardry's small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

Swords & Wizardry also frees up your creativity in terms of customizing the game. You can add house rules wherever you want to without accidentally messing up something else buried in the rules of a more complex game. If your campaign needs a special set of rules for Asian spellcasting, plug them in as a replacement for the normal magic-user character class. If you want to use critical hits and fumbles in the game, add 'em in. You won't break anything, because there's not much to break.

This section contains the following:

Designing an Adventure

Creating a Campaign

Monsters (including the "to-hit" numbers)

Treasure

Designing an Adventure

Basically, the "adventure" is just the setting for the game, usually a map and your notes about certain locations on the map. As the players tell you where their characters go and what they do, you're referring to the map and your notes to describe what happens as a result. Don't try to plan for all contingencies - it's guaranteed that the players will do something unexpected during the adventure, and you'll just have to run with it, thinking on your feet and making up new things as you go. Just as you challenge the players with the adventure, they'll challenge you to keep up with their collective creativity.

Creating a Campaign

A campaign is the world beyond the adventure, the cities and forests and coastlines and kingdoms of the fantasy world. The players will almost certainly want their characters to explore wildernesses, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out the map of a single village (the starting point) and some of the area around the village: the location of the first adventure, perhaps a dark forest, perhaps a road that leads to the Great Empire beyond your campaign area. As the players move the characters around from adventure to adventure, you can expand the little map bit by bit into a whole fantasy world, with continents, kingdoms, and great empires. If you want to take a shortcut, you might want to set your entire campaign in a fictional world already created by the author of one of your favorite fantasy books. Most of these already have maps, and the author has already created the details and the feel of the world for you. The world of Conan's Hyboria by R.E. Howard, the multiverse of Elric and the eternal champions created by Michael Moorcock, and the Dying Earth of Jack Vance are popular fictional settings for the game. There are also many campaign worlds created specifically for fantasy gaming.

Monsters

A Quick Guide to Reading Monster Descriptions:

Armor Class is explained in the rules for combat. If you're using the descending AC system (where a lower AC is better), disregard the numbers in brackets. If you're using the ascending system, where a high AC is better, use the numbers in brackets.

Hit Dice is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you'd roll 4d8, and then add one more hit point. **Note:** *in Swords & Wizardry, the monster's normal hit bonus (same as the Character Hit Bonus characters add as they gain levels) is equal to its number of hit dice (capped at +15). A monster with 3HD attacks with a +3 bonus to its roll on the to-hit chart. When using the Ascending AC system, the monster would attack by rolling a d20, adding its hit dice, and comparing the result to the opponent's AC - if the result is equal to or higher than AC, the attack hits. When using the descending AC system, the 3HD monster would roll d20, add 3 for its hit dice, and compare the result to the target number on the chart.*

Attacks is the number of attacks the monster has, and the damage they inflict. Monsters get a separate attack roll for each attack. A monster's attack bonus is the same as its hit dice, up to a maximum bonus of +15.

Saving throw means the target number (on a d20) the monster needs to meet or beat in order to make a successful saving throw.

Special is usually just a "flag" for the Game Master, to remind him that the monster has a special ability.

Move is the monster's movement rate, and it's handled just as movement rates are handled for characters.

Challenge Level is used to separate the monsters into "difficulty levels," so when you're creating an adventure you've got some guidelines about what the characters can handle and what they can't. XP tells you how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, or capturing it to bring home are two examples of when such an award might be made).

Magic Resistance: This isn't one of the entries, but some creatures may have "magic resistance." The given percentage chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. Roll a d100, and if the result is less than the given percentage, the magic will fail.

There's not a lot of detail given about the monsters, because the more detail given, the less your imagination kicks in. We're not going to say that giant ants are red, nocturnal, exactly three feet long, and fond of eating elves. Because in your mind, they might be blue, hunt in daylight, be five feet long, and eat only plants unless they're attacked. Details about monsters toss roadblocks in front of your imagination. It's true that details can also inspire the imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination that doesn't need details about the size of a giant ant.

ANTS, GIANT

	Worker	Warrior	Queen
Armor Class:	3 [16]	3 [16]	3 [16]
Hit Dice:	2	3	10
Attacks:	Bite (1d6)	Bite (1d6 + poison)	Bite (1d6)
Saving Throw:	16	14	5
Special:	None	Non-lethal Poison	None
Move:	18	18	3
Challenge Level/XP:	2/30	4/120XP	8/800XP

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5. The poison of a warrior ant does 2d6 points of damage if a saving throw is failed, 1d4 points of damage if the saving throw succeeds.

BADGERS, GIANT

Armor Class: 4 [15]

Hit Dice: 3

Attacks: 2 Claws (1d3), bite (1d6)

Saving Throw: 14

Special: None

Move: 6

Challenge Level/XP: 3/120XP

These subterranean predators are the size of a full-grown human, and quite aggressive when defending their territory.

BANSHEES

Armor Class: 0 [19]

Hit Dice: 7

Attacks: 1 claw (1d8)

Saving Throw: 9

Special: Magic or silver to hit; magic resistance 49%; shriek of death; Immune to enchantments

Move: 12

Challenge Level/XP: 11/ 1700XP

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the GM's discretion, such creatures might be undead rather than fearie-folk, and are considered Type 9 undead for turning purposes.

BASILISKS

Armor Class: 4 [15]
 Hit Dice: 6
 Attacks: 1 bite (2d6)
 Saving Throw: 11
 Special: Petrifying gaze
 Move: 12
 Challenge Level/XP: 8/800XP

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (one way of resolving this: fighting without looking incurs a -4 penalty to hit). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

BATS, GIANT

	Giant Vampire Bat	Greater Bat	Bat Monster
Armor Class:	8 [11]	7 [12]	6 [13]
Hit Dice:	1	4	8
Attacks:	Bite (1d6)	Bite (1d10)	Bite (2d8), 2 claws (1d6)
Saving Throw:	17	13	8
Special:	Sucks blood	None	None
Move:	4, 18 (fly)	4, 18 (fly)	4, 18 (fly)
Challenge Level/XP:	3/60XP	5/240XP	9/1,100XP

Giant Vampire Bat: These bats suck blood for automatic damage of 1d6 after a successful bite. They are the size of a falcon.

Greater Bat: These massive, man-sized cousins of the bat do not suck blood, but their bite is nonetheless deadly.

Bat Monster: These creatures attack with claws as well as a bite. They are twice the size of a man, with a tremendous wingspan. Fearful peasants might even mistake them for small dragons when they fly by night.

BEETLES, GIANT FIRE

Armor Class: 4 [15]
 Hit Dice: 1+3
 Attacks: bite (1d4+2)
 Saving Throw: 18
 Special: None
 Move: 12
 HDE/XP: 1/ 15XP

A giant fire beetle's oily light-glands glow reddishly, and continue to give off light for 1d6 days after they are removed (shedding light in a 10ft radius).

BLACK PUDDINGS

Armor Class: 6 [13]
 Hit Dice: 10
 Attacks: 1 attack (3d8)
 Saving Throw: 5
 Special: Acidic surface, immune to cold, divides when hit with lightning.
 Move: 6
 Challenge Level/XP: 11/1700 XP
 Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chainmail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved.

BLINK DOGS

Armor Class: 5[15]
 Hit Dice: 4
 Attacks: 1 bite (1d6)
 Saving Throw: 13
 Special: Teleports
 Move: 12
 Challenge Level/XP: 4/240 XP
 Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn - in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

BOARS, WILD

Armor Class: 7 [12]
 Hit Dice: 3+3
 Attacks: 1 gore (3d4)
 Saving Throw: 14
 Special: Continues attacking 2 rounds after death
 Move: 15
 Challenge Level/XP: 4/120XP

Boars continue to attack for two rounds after they are actually killed before they drop dead. These stats might also be used for your "blue tusken-hogs of the Ymar Plains," or whatever's appropriate for your campaign.

BUGBEARS

Armor Class: 5 [14]

Hit Dice: 3+1

Attacks: 1 bite (2d4) or by weapon

Saving Throw: 14

Special: Surprise opponents on a 1-3

Move: 9

HDE/XP: 3/ 120XP

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even alert opponents with a roll of 1-3 on a d6 (50%).

CENTAURS

Armor Class: 5[15] or 4[16] with shield

Hit Dice: 4

Attacks: 2 kicks (1d6) + weapon

Saving Throw: 13

Special: none

Move: 18

Challenge Level/XP: 5/240 XP

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The GM may choose any “version” of the centaur from myth or folklore for his campaign: some are evil, some aloof, and some are soothsayers.

CENTIPEDES, GIANT

	Small (Lethal)	Small (Non-lethal)	Man-sized	Large (20ft long)
Armor Class:	9 [10]	9 [10]	5 [14]	0 [20]
Hit Dice:	1d2	1d2	2	4
Attacks:	1 bite (0)	1 bite (1hp)	1 bite (1d8)	1 bite (3d8)
Saving Throw:	18	18	16	13
Special:	Lethal poison, +4 save	Non-lethal poison, +4 save	Lethal poison, +6 save	Lethal poison, +4 save
Move:	13	13	15	18
HDE/XP:	2/ 30 XP	1/15XP	4/ 240XP	6/400XP

Small (Lethal): Giant lethal centipedes of the small size inflict a lethal bite with a +4 saving throw, but inflict no damage if the saving throw is successful.

Small (Non-Lethal): The non-lethal variety has larger pincers but its poison is not lethal (though it is deadly). Failing a saving throw (at +4) against the poison of the non-lethal variety causes 1d4 rounds of crippling pain (the victim is helpless, as if asleep). Additionally, the limb (roll 1d4) is temporarily crippled (treat as a disease) for 2d4 days. A crippled leg reduces movement by 50%; a crippled shield arm cannot use weapon or shield; a crippled sword arm can only attack at -4. A second bite on a leg reduces movement to one quarter normal, and a third bite to the legs reduces movement to 1ft per minute (prone, dragging oneself by the arms).

Man-sized: The man-sized giant centipede is a deadly predator with armored segments, a deadly bite, and a lethal (though relatively weak) poison.

Large: A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.

CHIMERAE

Armor Class: Goat head 6 [13], Lion head 5 [14], Dragon head 2 [17]

Hit Dice: 9

Attacks: 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), dragon bite (3d4)

Saving Throw: 6

Special: Breathes fire, flies

Move: 9 (18 fly)

Challenge Level/XP: 11/1700 XP

The chimera has three heads; one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per day) with a range of 50ft, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

COCKATRICES

Armor Class: 6 [13]
Hit Dice: 5
Attacks: 1 bite (1d3 +stone)
Saving Throw: 12
Special: Bite turns to stone
Move: 6 (18 fly)
Challenge Level/XP: 7/600XP
Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

DEMONS

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful magic-users or evil priests. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils; all are creatures of the lower planes.

DEMON, BAALROGS

Armor Class: 2 [17]
Hit Dice: 9
Attacks: 1 Sword (1d12+2) and 1 Whip (see below)
Saving Throw: 6
Special: 75% Magic Resistance; surrounded by fire (3d6 damage)
Move: 6 (15 fly)
Challenge Level/XP: 10/1400 XP
The Baalrog's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a baalrog uses whip and sword; the whip can be used to reach great distances - on a successful hit the victim is pulled close to the baalrog and burned by the fires of the demon's body (3d6 hit points). Baalrogs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A baalrog could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

DEMON, LEMURES

Armor Class: 7 [12]
Hit Dice: 3
Attacks: 1 Claw (1d3)
Saving Throw: 14
Special: Regenerate (1hp/round)
Move: 3
Challenge Level/XP: 4/ 120XP
Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. They are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

DJINN

Armor Class: 4 [15]
Hit Dice: 7+3
Attacks: 1 fist or weapon (1d10+1)
Saving Throw: 9
Special: Flies, magical powers, whirlwind
Move: 9 (24 fly)
Challenge Level/XP: 9/1100XP
Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10ft. More powerful types of djinn might be capable of granting limited wishes or even true wishes.

DOPPELGANGERS

Armor Class: 5 [14]
Hit Dice: 4
Attacks: 1 claw (1d12)
Saving Throw: 13 (5 against any magic)
Special: Mimics shape, immune to sleep and charm
Move: 9
Challenge Level/XP: 5/240XP
A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (5) against magic of all kinds.

DRAGONS

All dragons have a breath weapon of some kind, which can be used three times in a day. The GM chooses when a dragon will use the breath weapon, or may roll a 60% chance in any given round.

Do not roll hit points for dragons as normal. Instead, determine the age category of the dragon, and that will tell you both the dragon's hit points per die and how many points of damage per hit die the dragon's breath inflicts:
Very young dragon: 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.
Young: 2 hit points per hit die, 2 hit points per die inflicted by breath weapon.
Immature: 3 hit points per hit die, 3 hit points per die inflicted by breath weapon.
Adult: 4 hit points per hit die, 4 hit points per die inflicted by breath weapon.
Old: 5 hit points per hit die, 5 hit points per die inflicted by breath weapon.

Very Old (100 years old): 6 hit points per hit die, 6 hit points per die inflicted by breath weapon.
 Aged (100-400 years old): 7 hit points per die, 7 hit points per die inflicted by breath weapon
 Ancient (400+ years old): 8 hit points per die, 8 hit points per die inflicted by breath weapon

Note that dragons, while they are dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend - so the statistics for dragons reflect a deadly but not mythical foe. The GM is, of course, free to create stats for a more "mythical" conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more "numbers" per die than it's actually possible to roll on a hit die.

Breath weapons come in three different types: a cloud-shape for gaseous exhalations, a cone shape for fiery-type breath, and a line for spitting dragons. The dimensions of a dragon's breath differ according to the dragon's type.

If a dragon is beaten down by subdual damage (see rules for combat), the dragon will surrender and serve its masters, even to the point of allowing itself to be sold. However, subdued dragons are only loyal while they are impressed by and frightened of their masters - signs of weakness may cause the dragon to escape or even attack its master.

DRAGON, BLACK

Armor Class: 2 [17]
 Hit Dice: 6 to 8
 Attacks: 2 claws (1d4), 1 bite (3d6)
 Saving Throw: 11, 9, or 8
 Special: Spits acid
 Move: 12 (24 fly)
 Challenge Level/XP:
 6HD: 8/800XP
 7HD: 9/1100XP
 8HD: 10/1400XP

Black dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5ft wide and 60ft long.

DRAGON, BLUE

Armor Class: 2 [17]
 Hit Dice: 8 to 10
 Attacks: 2 claws (1d6), 1 bite (3d8)
 Saving Throw: 8, 6, or 5
 Special: spits lightning
 Move: 9 (24 fly)
 Challenge Level/XP:
 8HD: 10/1400XP
 9HD: 11/1700XP
 10HD: 12/2000 XP

Blue dragons spit a blast of electric lightning in a line 5ft wide and 100ft long, affecting everything in its path. A saving throw indicates half damage.

DRAGON, GREEN

Armor Class: 2 [17]
 Hit Dice: 7 to 9
 Attacks: 2 claws (1d6), 1 bite (2d10)
 Saving Throw: 9, 8, or 6
 Special: Breathes poisonous gas
 Move: 9 (24 fly)
 Challenge Level/XP:
 7HD: 9/ 1100XP
 8HD: 10/1400XP
 9HD: 11/1700XP

Green dragons breathe a cloud of poisonous gas, 50ft in diameter. A successful saving throw indicates half damage.

DRAGON, RED

Armor Class: 2 [17]
 Hit Dice: 9 to 11
 Attacks: 2 claws (1d8), 1 bite (3d10)
 Saving Throw: 6, 5, or 4
 Special: Breathes fire
 Move: 9 (fly 24)
 Challenge Level/XP:
 9HD: 11/1700XP
 10HD: 12/2000XP
 11HD: 13/2300XP

Red dragons are the fire-breathing wyrm of legend. They breathe fire in a cone-shape 90 feet long and roughly 30ft wide at the base.

DRAGON, WHITE

Armor Class: 2 [17]
 Hit Dice: 5 to 7
 Attacks: 2 claws (1d4), 1 bite (2d8)
 Saving Throw: 12, 11, or 9
 Special: Breathes cold
 Move: 9 (24 fly)
 Challenge Level/XP:
 5HD: 7/600XP
 6HD: 8/800XP
 7HD: 9/1100XP

White dragons are usually found in cold regions, where they can camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70ft and a base of 30ft.

DRYADS

Armor Class: 9 [10]
 Hit Dice: 2
 Attacks: wooden dagger (1d4)
 Saving Throw: 16
 Special: Charm person (-2 save)
 Move: 12
 Challenge Level/XP: 3/60XP

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a charm person spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

DWARVES

Armor Class: 4 [15]
Hit Dice: 1
Attacks: 1 war hammer (1d4+1)
Saving Throw: 17
Special: Detects attributes of stonework
Move: 6
Challenge Level/XP: 1/15XP

Statistics above are for the common dwarf with no particular unusual characteristics. A dwarf-at-arms would usually have a full 8 hit points, reflecting skill and general toughness. Stronger dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses to hit, even magical abilities if dwarves are magical in your fantasy universe (Norse myths are a good example of this). Do not bother to treat more powerful NPC dwarves as fighting-men or character types; just assign the right number of hit dice and abilities (if any) and keep moving along with the fantasy.

EFREET

Armor Class: 2 [17]
Hit Dice: 10
Attacks: 1 fist or sword (1d8+5)
Saving Throw: 5
Special: Wall of fire
Move: 9 (24 fly)
Challenge Level/XP: 12/2000XP

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast Wall of Fire (per the spell). They appear as giant humans with cruel features, their skin flickering with flames.

ELEMENTALS

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

ELEMENTAL, AIR

Armor Class: 2 [17]
Hit Dice: 8, 12, or 16
Attacks: 1 strike (2d8)
Saving Throw: 8, 3, or 3
Special: Whirlwind
Move: Fly 36
Challenge Level/XP:

8HD: 9/1100XP
12HD: 13/2300 XP
16HD: 17/3400 XP

Air elementals can turn into a whirlwind of air with a diameter of 30ft, hurling any creature of 1 HD or less for great distances (and almost certainly killing them). Elemental whirlwinds are approximately 100ft high.

ELEMENTAL, EARTH

Armor Class: 2 [17]
Hit Dice: 8, 12, or 16
Attacks: 1 Fist (3d6)
Saving Throw: 8, 3, or 3
Special: Tear down stone
Move: 6
Challenge Level/XP:

8HD: 9/1100XP
12HD: 13/2300 XP
16HD: 17/3400 XP

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes).

ELEMENTAL, FIRE

Armor Class: 2 [17]
Hit Dice: 8, 12, or 16
Attacks: 1 strike (2d6)
Saving Throw: 8, 3, or 3
Special: Ignite materials
Move: 12
Challenge Level/XP:

8HD: 9/1100XP
12HD: 13/2300 XP
16HD: 17/3400 XP

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials (including wood) to ignite if the material fails a saving throw (determined by the GM).

ELEMENTAL, WATER

Armor Class: 2 [17]
Hit Dice: 8, 12, or 16
Attacks: 1 strike (3d6)
Saving Throw: 8, 3, or 3
Special: can overturn boats
Move: 6 (swim 18)
Challenge Level/XP:

8HD: 9/1100XP
12HD: 13/2300 XP
16HD: 17/3400 XP

Water elementals cannot move more than 60ft from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc). These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within 1 hour if not prevented or distracted.

ELVES

Armor Class: 5 [14]

Hit Dice: 1+1

Attacks: 1 sword (1d8) or 2 arrows (1d6)

Saving Throw: 17

Special: None

Move: 12

Challenge Level/XP: 1/15XP

The example above is for a typical elf; trained warriors would likely have the maximum 9 hit points. Obviously, elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The GM will assign such powers as he sees fit, in accordance with the way he envisions elves. They might be the woodland dwellers of Tolkien's The Hobbit, or the high elves of the Lord of the Rings, or might be the fearie folk of Irish legend. In any case, as with dwarves, don't bother trying to fit your "advanced" elves into the constraints of character classes - just make up their attributes to fit what you need. Non-player characters aren't subject to the rules that govern building a player character; the NPCs are your tools for good fantasy, not an exercise in applying formulas.

GARGOYLES

Armor Class: 5 [14]

Hit Dice: 4+4

Attacks: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6)

Saving Throw: 13

Special: fly

Move: 9 (15 fly)

Challenge Level/XP: 6/400XP

Gargoyles are winged beings resembling the carven monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are vicious predators.

GELATINOUS CUBES

Armor Class: 8 [11]

Hit Dice: 4

Attacks: 1 (2d4)

Saving Throw: 13

Special: Paralysis, immune to lightning and cold

Move: 6

Challenge Level/XP: 5/240XP

Gelatinous cubes are semi-transparent cubes that slush through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns) for the cube to devour. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested.

GHOULS

Armor Class: 6 [13]

Hit Dice: 2

Attacks: 2 claws (1d3), 1 bite (1d4)

Saving Throw: 16

Special: Immunities, paralysis

Move: 9

Challenge Level/XP: 3/60XP

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures, is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

GIANTS

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

GIANT, CLOUD

Armor Class: 2 [17]

Hit Dice: 12+1d6 points

Attacks: 1 weapon (6d6)

Saving Throw: 3

Special: Hurl boulders

Move: 15

Challenge Level/XP: 13/2300XP

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

GIANT, FIRE

Armor Class: 3 [16]

Hit Dice: 11 +1d6 points

Attacks: 1 weapon (5d6)

Saving Throw: 4

Special: Hurl boulders, immune to fire

Move: 12

Challenge Level/XP: 12/2000XP

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points

GIANT, FROST

Armor Class: 4 [15]

Hit Dice: 10+1d6 hit points

Attacks: 1 weapon (4d6)

Saving Throw: 5

Special: Hurl boulders, immune to cold

Move: 12

Challenge Level/XP: 11/1700XP

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage.

GIANT, HILL

Armor Class: 4 [15]

Hit Dice: 8+2

Attacks: 1 weapon (2d8)

Saving Throw: 8

Special: Throw boulders

Move: 12

Challenge Level/XP: 9/1100XP

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

GIANT, STONE

Armor Class: 0 [20]
Hit Dice: 9+3 hit points
Attacks: 1 club (3d6)
Saving Throw: 6
Special: Throw boulders
Move: 12
Challenge Level/XP: 10/1400XP

Stone giants dwell in caves, isolated in the mountain fastnesses. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains. Travelers who wander into the territory of stone giants seldom return.

GIANT, STORM

Armor Class: 1 [18]
Hit Dice: 15+5
Attacks: 1 weapon (6d6)
Saving Throw: 3
Special: Throw boulders, control weather
Move: 15
Challenge Level/XP: 16/ 3200XP

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to control weather (as per the spell).

GNOLLS

Armor Class: 5 [14]
Hit Dice: 2
Attacks: Bite (2d4) or weapon (1d10)
Saving Throw: 16
Special: None
Move: 9
Challenge Level/XP: 2/ 30XP

Gnolls are tall humanoids with hyena-like heads. They may be found both aboveground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

GOBLINS

Armor Class: 7 [12]
Hit Dice: 1d6 hp
Attacks: 1 weapon (1d6)
Saving Throw: 18
Special: -1 to hit in sunlight
Move: 9
Challenge Level/XP: B/10XP

Goblins are small creatures (4ft tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack at -1 in the full sunlight.

GOLEMS

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

GOLEM, FLESH

Armor Class: 9 [10]
Hit Dice: 45 hit points
Attacks: 2 fists (2d8)
Saving Throw: 4
Special: Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells
Move: 8
Challenge Level/XP: 12/2000XP
A creation stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the golem (per the movie), and it is slowed by fire and cold spells. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

GOLEM, IRON

Armor Class: 3 [16]
Hit Dice: 80 hit points
Attacks: 1 weapon or fist (4d10)
Saving Throw: 3
Special: Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic
Move: 6
Challenge Level/XP: 17/3500XP
Iron golems are huge moving statues of iron. They can breathe a 10ft radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect them. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

GOLEM, STONE

Armor Class: 5 [14]
Hit Dice: 60 hit points
Attacks: 1 fist (3d8)
Saving Throw: 3
Special: Unaffected by +1 or lesser weapons, immune to most magic
Move:
Challenge Level/XP: 16/3200 XP
Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by +2 or better weapons.

GORGONS

Armor Class: 2 [17]

Hit Dice: 8

Attacks: 1 gore (2d6)

Saving Throw: 8

Special: Breath turns to stone

Move: 12

Challenge Level/XP: 10/1400XP

Gorgons are bull-like creatures with dragon-like scales.

Their breath turns people to stone (60ft range, saving throw applies)

GREY OOZES

Armor Class: 7 [12]

Hit Dice: 3+3

Attacks: 1 strike (2d6)

Saving Throw: 14

Special: Acid, immunities

Move: 1

Challenge Level/XP: 5/ 240XP

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze - it is impervious to blunt or crushing attacks.

GREEN SLIME

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a cure disease spell.

GRIFFONS

Armor Class: 3 [16]

Hit Dice: 7

Attacks: 2 claws (1d4), 1 bite (2d8)

Saving Throw: 9

Special: Flies

Move: 12 (27 fly)

Challenge Level/XP: 8/800XP

Griiffs have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the market-places of the great cities, or to barons and wizards.

HARPIES

Armor Class: 7 [12]

Hit Dice: 3

Attacks: 2 talons (1d3) and weapon (1d6)

Saving Throw: 14

Special: Flies, siren-song

Move: 6 (fly 18)

Challenge Level/XP: 4/120XP

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, saving throw applies).

HELL HOUNDS

Armor Class: 4 [15]

Hit Dice: 4-7

Attacks: 1 bite (1d6)

Saving Throw: 13, 12, 11, or 9

Special: breathe fire

Move: 12

Challenge Level/XP:

4HD: 5/240XP

5HD: 6/400XP

6HD: 7/600XP

7HD: 8/800XP

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2hp damage per hit die (10ft range, saving throw for half damage).

HIPPOGRIFFS

Armor Class: 5 [14]

Hit Dice: 3+3

Attacks: 2 claws (1d6) 1 bite (1d10)

Saving Throw: 14

Special: Flies

Move: 18 (24 fly)

Challenge Level/XP: 4/120XP

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem Orlando Furioso (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse - but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons - again, from Orlando Furioso: "Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole..."

HOBGOBLINS

Armor Class: 5 [14]

Hit Dice: 1+1

Attacks: 1 weapon (1d8)

Saving Throw: 17

Special: None

Move: 9

Challenge Level/XP: 1/15XP

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins, or perhaps not, as the GM decides. As a matter of the campaign's flavoring, the GM might choose to make hobgoblins the "fey" goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

HORSES: Horses are AC 7 [12], with riding horses having 2HD and warhorses having 3HD. Horses move at a speed of 18.

HUMANS

Humans are such a versatile race that any number of “monsters” and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human “monsters.” Don’t try to build your non-player characters according to the rules for player characters. Just make up their stats and abilities as you see fit.

HUMAN, BANDIT

Armor Class: 7 [12]
Hit Dice: 1
Attacks: 1 weapon (1d8)

Saving Throw: 17
Special: None
Move: 12
Challenge Level/XP: 1/15XP
Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

HUMAN, BERSERKER

Armor Class: 7 [12]
Hit Dice: 1
Attacks: 1 weapon (1d8)

Saving Throw: 17
Special: Berserking
Move: 12
Challenge Level/XP: 2/30XP

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

HUMAN, SERGEANT-AT-ARMS

Armor Class: 5 [14]
Hit Dice: 3
Attacks: 1 weapon (1d8)

Saving Throw: 17
Special: None
Move: 12
Challenge Level/XP: 1/15 XP

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies.

HUMAN, SOLDIER

Armor Class: 7 [12]
Hit Dice: 1
Attacks: 1 weapon (1d8)

Saving Throw: 14
Special: None
Move: 12
Challenge Level/XP: 3/60 XP

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear (don’t bother using damage from the specific weapon – just use a d8). For every five guardsmen there is usually a sergeant.

HYDRAE

Armor Class: 5 [14]
Hit Dice: 5 to 12
Attacks: 5 to 12

Saving Throw:
5HD: 12
6HD: 11
7HD: 9
8HD: 8
9HD: 6
10HD: 5
11HD: 4
12HD: 3

Special: None
Move: 9
Challenge Level/XP:

5HD: 7/600XP
6HD: 8/800XP
7HD: 9/1100XP
8HD: 10/1400XP
9HD: 11/1700XP
10HD: 12/2000XP
11HD: 13/2300XP
12HD: 14/2600XP

Hydrae are great lizard-like or snake-like creatures with multiple heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breath fire or regenerate their heads are also known to exist.

INVISIBLE STALKERS

Armor Class: 3 [16]
Hit Dice: 8
Attacks: 1 “bite” (4d4)

Saving Throw: 8
Special: Invisible, flies
Move: 12
Challenge Level/XP: 9/1100XP

Invisible stalkers are generally only found as a result of the spell “Invisible Stalker.” They are invisible flying beings created to follow a single command made by the caster.

KOBOLDS

Armor Class: 13

Hit Dice: 1d4 hp

Attacks: 1 weapon (1d6)

Saving Throw: 18

Special: None

Move: 6

Challenge Level/XP: A/ 5XP

Kobolds are subterranean, vaguely goblin-like humanoids.

They have a -1 penalty when fighting above ground.

Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

LICHES

Armor Class: 0 [20]

Hit Dice: 12+

Attacks: 1 hand (1d10 + automatic paralysis)

Saving Throw: 3

Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells

Move: 6

Challenge Level/XP:

12 HD: 15/2900

13 HD: 16/3200XP

14HD: 17/3500XP

15HD: 18/3800XP

16HD: 19/4100XP

17HD: 20/4400XP

18HD: 21/4700XP

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original magic-user (the same level as the liche's hit dice). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4HD or below. Liches are highly malign and intelligent.

LION

Armor Class: 6 [13]

Hit Dice: 5+2

Attacks: 2 claws (1d4), 1 bite (1d8)

Saving Throw: 12

Special: None

Move: 12

Challenge Level/XP: 5/240XP

A lioness has an AC of 7 [12], but is otherwise similar to the male lion.

LIZARDMEN

Armor Class: 5 [14]

Hit Dice: 2+1

Attacks: 2 claws (1d3), 1 bite (1d8)

Saving Throw: 16

Special: underwater

Move: 6 (swim 12)

Challenge Level/XP: 2/30 XP

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while others can actually breathe underwater.

LYCANTHROPS

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought below 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

LYCANTHROPE, WEREBEAR

Armor Class: 2

Hit Dice: 7+3

Attacks: 2 claws (1d3), 1 bite (2d4)

Saving Throw: 9

Special: Lycanthropy

Move: 9

Challenge Level/XP: 8/800XP

LYCANTHROPE, WEREOAR

Armor Class: 4

Hit Dice: 5+2

Attacks: 1 bite (2d6)

Saving Throw: 12

Special: Lycanthropy

Move: 12

Challenge Level/XP: 6/400XP

LYCANTHROPE, WERERAT

Armor Class: 6

Hit Dice: 3

Attacks: 1 bite (1d3), 1 weapon (1d6)

Saving Throw: 14

Special: Control rats, lycanthropy

Move: 12

Challenge Level/XP: 4/120XP

Wererats can control rats, and are extremely stealthy (surprising opponents on 1-4 on a d6).

LYCANTHROPE, WERETIGER

Armor Class: 3

Hit Dice: 6

Attacks: 2 claws (1d4), 1 bite (1d10)

Saving Throw: 11

Special: Lycanthropy

Move: 12

Challenge Level/XP: 7/600XP

LYCANTHROPE, WEREWOLF

Armor Class: 5

Hit Dice: 4+4

Attacks: 1 bite (2d4)

Saving Throw: 13

Special: Lycanthropy

Move: 12

Challenge Level/XP: 5/240XP

MANTICORES

Armor Class: 4 [15]
Hit Dice: 6+4
Attacks: 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6)
Saving Throw: 11
Special: Flies
Move: 12 (fly 18)
Challenge Level/XP: 8/800XP
A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180ft.

MEDUSA

Armor Class: 5 [14]
Hit Dice: 6
Attacks: 1 weapon (1d4)
Saving Throw: 11
Special: Gaze turns to stone
Move: 9
Challenge Level/XP: 8/800XP

Medusae are horrid creatures with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

MERMEN

Armor Class: 7 [12]
Hit Dice: 1+3
Attacks: 1 weapon (1d6)
Saving Throw: 17
Special: breathe water
Move: 1 (swim 18)
Challenge Level/XP: 1/15 XP
Mermen have the torso of a man and the lower body of a fish.

MINOTAURS

Armor Class: 6 [13]
Hit Dice: 6+4
Attacks: Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8)
Saving Throw: 11
Special: Never get lost in labyrinths
Move: 12
Challenge Level/XP: 6/400XP
The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

MUMMIES

Armor Class: 3 [16]
Hit Dice: 6+4
Attacks: 1 fist (1d12)
Saving Throw: 11
Special: Rot, hit only by magic weapons
Move: 6
Challenge Level/XP: 7/600XP
Mummies cannot be hit by normal weapons, and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A cure disease spell can increase healing rate to half normal, but a remove curse spell is required to completely lift the mummy's curse.

NIXIES

Armor Class: 7 [12]
Hit Dice: 1d4 hit points
Attacks: 1 weapon (1d6)
Saving Throw: 18
Special: Charm
Move: 6 (12 swim)
Challenge Level/XP: B/10XP
Nixies are weak water fey creatures. One in ten of them has the power to cast a powerful charm person (-2 on saving throw) that causes the victim to walk into the water and join the nixies as their slave (1 year). Casting dispel magic against the curse has only a 75% chance of success, and once the victim is actually in the water the chance drops to 25%. Nixies are ordinarily friendly, but they are capricious.

OCHRE JELLY

Armor Class: 8 [11]
Hit Dice: 6
Attacks: 1 acid-laden strike (3d4)
Saving Throw: 11
Special: lightning divides creature
Move: 3
Challenge Level/XP: 6/400XP
Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a raise dead spell impossible.

OGRES

Armor Class: 5 [14]
Hit Dice: 4+1
Attacks: 1 weapon (1d10+1)
Saving Throw: 13
Special: None
Move: 9
Challenge Level/XP: 4/120XP
Ogres are normally quite stupid, but more intelligent versions might be encountered here and there.

OGRE MAGES

Armor Class: 4 [15]
Hit Dice: 5+4
Attacks: 1 weapon (1d12)
Saving Throw: 12
Special: magic use (see below)
Move: 12 (fly 18)
Challenge Level/XP: 7/600XP

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10ft radius circle of magical darkness, change into human form, cast sleep and charm person once per day, and cast a cone of frost with a range of 60ft to a base of 30ft, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different interpretations of magical ogres whether or not they are called "ogre mage."

ORCS

Armor Class: 6 (14)
Hit Dice: 1
Attacks: 1 by weapon, usually spear (1d6) or scimitar (1d8)
Saving Throw: 17
Special: None
Move: 12
Challenge Level/XP: 1/15XP

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a penalty of -1 in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional hit dice, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a sorcerer.

OWLBEARS

Armor Class: 5 [14]
Hit Dice: 5+1
Attacks: 2 claws (1d6), 1 bite (2d6)
Saving Throw: 12
Special: hug for additional 2d8 if to-hit roll is 18+
Move: 12
Challenge Level/XP: 5/240XP

Owlbears have the body of a bear, but the beak of an owl (with some feathers on the head and places on the body as well). On an attack roll of 18+ (natural roll), the owlbear grabs its victim and hugs it for an additional 2d8 points of damage.

PEGASI

Armor Class: 6 [13]
Hit Dice: 4
Attacks: 2 hooves (1d8)
Saving Throw: 13
Special: Flies
Move: 24 (fly 48)
Challenge Level/XP: 4/120XP

Pegasi are winged horses. Some might have bat wings, some might be evil; such choices are left to the Game Master.

PURPLE WORMS

Armor Class: 6 [13]
Hit Dice: 15
Attacks: 1 bite (2d12), 1 sting (1d8)
Saving Throw: 3
Special: Poison sting, swallows whole
Move: 9
Challenge Level/XP: 17/3500XP

Purple worms are massive annelids that grow 40ft and more in length, and sometimes exceed ten feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist...

RATS, GIANT

	Giant	Monstrously Huge
Armor Class:	7 [12]	6 [13]
Hit Dice:	1d4 hit points	3
Attacks:	1 bite (1d3)	2 claws (1d3), 1 bite (1d6)
Saving Throw:	18	14
Special:	5% are diseased	5% are diseased
Move:	12	12
HDE/XP:	A/ 5XP	4/240 XP

Giant rats are often found in dungeons, and are about the size of a cat, or perhaps a lynx. Monstrously huge rats are vicious predators the size of a wolf. The bite of some (1 in 20) giant rats - of both sizes - causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the GM.

ROCS

Armor Class: 4 [15]

Hit Dice: 12

Attacks: 1 bite (3d12), 2 claws (3d6)

Saving Throw: 3

Special: None

Move: 3 (30 fly)

Challenge Level/XP: 12/2,000XP

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18HD, with commensurately increased statistics.

SALAMANDERS

Armor Class: 5 [14] (torso); 3 [16] (serpent body)

Hit Dice: 7

Attacks: Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6)

Saving Throw: 9

Special: Heat, constrict

Move: 9

Challenge Level/XP: 8/800XP

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human and the lower body of a snake, and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round (as the victim also writhes in the deadly heat of the serpentine coils). The salamander's human torso is AC 5 [14], and the armored serpent-tail is AC 3 [16]. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

SEA SERPENTS

Armor Class: 2 [17]

Hit Dice: 30

Attacks: 1 bite (4d10)

Saving Throw: 3

Special: Swallow whole

Move: 0 (18 swim)

Challenge Level/XP: 30/8400XP

The size and nature of sea serpents is a matter for the GM to determine. The sea serpent depicted here would be about middle size, about sixty feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

SHADOWS

Armor Class: 7

Hit Dice: 3+3

Attacks: 1 touch (1d4 + Str drain)

Saving Throw: 14

Special: Drains 1 Str with hit, only hit by magical weapons

Move: 12

Challenge Level/XP: 4/120XP

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the GM may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension (or gaps in the dimensions). Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a Strength of 0, he becomes a shadow. Strength points return after 90 minutes (9 turns).

SKELETONS

Armor Class: 8 [11], with shield 7 [12]

Hit Dice: 1

Attacks: 1 weapon or strike (1d6)

Saving Throw: 17

Special: None

Move: 12

Challenge Level/XP: 1/15 XP

Skeletons are animated bones of the dead, usually under the control of some evil master.

SLUG, GIANT

Armor Class: 8 [11]

Hit Dice: 12

Attacks: 1 bite (1d12) or acid

Saving Throw: 3

Special: Spit acid for 6d6 damage

Move: 6

Challenge Level/XP: 13/2,300 XP

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60ft, and within this range the slug's spittle will be 50% likely to hit (no to-hit roll required). For every additional 10ft of range, the chance to hit decreases by 10%. On its first spitting attack, the slug only has a 10% chance to hit within 60ft, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

SPECTERS

Armor Class: 2 [17]

Hit Dice: 7

Attacks: 1 spectral weapon or touch (1d8 + level drain)

Saving Throw: 9

Special: Drain 2 levels with hit

Move: 15 (30 fly)

Challenge Level/XP: 9/1,100XP

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself, a pitiful thrall to its creator.

SPIDERS, GIANT

	Smaller	Man-sized (4ft diameter)	Greater (6ft diameter)	Phase Spider
Armor Class:	8 [11]	6 [13]	4 [15]	6 [13]
Hit Dice:	1+1	2+2	4+2	2+2
Attacks:	Bite (1hp + poison)	Bite (1d6 + poison)	Bite (1d6+2) + poison	Bite (1d6 + poison)
Saving Throw:	17	16	13	16
Special:	Poison (+2 save or die)	Poison (+1 save or die); surprise on 1-5	Poison (save or die); Webs	Poison (+1 save or die); phases
Move:	9	18	4	18
HDE/XP:	3/60XP	5/240XP	7/600XP	6/400XP

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those making a saving throw can fight in, and move at a rate of 5ft per round through, the webs. Medium-Sized giant spiders surprise on a roll of 1-5, being able to hide well in shadows.

Phase spiders can shift out of phase with their surroundings (can be attacked only by ethereal creatures), coming back into phase to attack.

STIRGES

Armor Class: 7 [12]

Hit Dice: 1+1

Attacks: 1 "sting" (1d3 + blood drain)

Saving Throw: 17

Special: Drain blood 1d4/round

Move: 3 (fly 18)

Challenge Level/XP: 1/15XP

Resembling small, feathered, winged anteaters, stirges have a proboscis which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d4 per round.

TICKS, GIANT

Armor Class: 4 [15]

Hit Dice: 3

Attacks: 1 bite (1d4)

Saving Throw: 14

Special: Drains blood

Move: 3

Challenge Level/XP: 3/60XP

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days (Cure Disease spells will remove the infection). A giant tick can be forced off a victim by fire as well as by killing the beast.

TITANS

Armor Class: from 2 [17] to -3 [22]

Hit Dice: 1d6 HD+16 HD

Attacks: 1 weapon (2d8)

Saving Throw: 3

Special: Spells

Move: 21

Challenge Level/XP:

17HD: 19/4,100XP

18+ HD: Add 1 challenge level and 300XP per additional HD over 17

Titans are mythological creatures, almost as powerful as gods. A titan has 2 spells of each spell level from first level magic user spells to 7th level magic user spells, and 2 clerical spells of each spell level from first to 7th. The GM might choose to substitute other magical abilities for spells - these creatures vary considerably in powers and personalities from one to the next.

One possible spell list for a titan might include the following. **Magic User:** Charm Person (1), Sleep (1), Invisibility (1), Mirror Image (1), Fireball (3), Fly (3), Polymorph Other (4), Confusion (4), Conjure Elemental (5), Feeblemind (5), Anti-magic Shell (6), Stone to Flesh (6), Limited Wish (7), Power Word Stun (7). **Clerical:** Light (1), Protection From Evil (1), Hold Person (2), Speak with Animals (2), Cure Disease (3), Dispel Magic (3), Cure Serious Wounds (4), Neutralize Poison (4), Finger of Death (5), Quest (5), Blade Barrier (6), Word of Recall (6), Earthquake (7), Resurrection (Raise Dead Fully) (7).

TREANTS

Armor Class: 2 [17]

Hit Dice: 1d6HD + 6HD

Attacks: 2 strikes (2d6, 3d6, or 4d6)

Saving Throw:

7HD: 9

8HD: 8

9HD: 6

10HD: 5

11 HD: 4

12 HD: 3

Special: Control trees

Move: 12

Challenge Level/XP:

7HD: 7/600XP

8HD: 8/800XP

9HD: 9/1100XP

10HD: 10/1400XP

11 HD: 11/1700XP

12 HD: 12/2000XP

Treants are tree-like protectors and “shepherds” of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9-10 hit dice inflict 3d6 points, and treants of 11-12 hit dice inflict 4d6 points. All treants can “wake” trees within 60ft, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

TROLLS

Armor Class: 4 [15]

Hit Dice: 6+3

Attacks: 2 claws (1d4), 1 bite (1d8)

Saving Throw: 11

Special: Regenerates

Move: 12

Challenge Level/XP: 8/800XP

Trolls are as tall as ogres, and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

UNICORNS

Armor Class: 2 [17]

Hit Dice: 4+5

Attacks: 2 hoofs (1d8), 1 horn (1d8)

Saving Throw: 13

Special: double damage for charge, 25% magic resistance, teleport

Move: 24

Challenge Level/XP: 5/240 XP

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360ft, with a rider. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the GM). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

VAMPIRES

Armor Class: 2 [17]

Hit Dice: 7-9

Attacks: 1 bite (1d10 + level drain)

Saving Throw: 9, 8, or 6

Special: See below

Move: 12 (18 fly)

Challenge Level/XP:

7HD: 9/1100XP

8HD: 10/1400XP

9HD: 11/1700XP

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when “killed” in this way they turn into gaseous form (per the spell), returning to their coffins. They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a

vampire's eyes necessitates a saving throw at -2, or the character is charmed (per a charm person spell). Most terrifyingly, a vampire's bite drains two levels from the victim. Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of “good” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the “Dracula” type of vampire. Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and more blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created – what about an ancient Egyptian mummified vampire, or an Aztec vampire?

WIGHTS

Armor Class: 5 [14]

Hit Dice: 3

Attacks: 1 claw (1hp + level drain)

Saving Throw: 14

Special: Level drain (1 level), hit only by magical or silver weapons

Move: 9

Challenge Level/XP: 5/240XP

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels by a wight becomes a wight.

WILL-O-THE-WISPS

Armor Class: -8 [27]

Hit Dice: 9

Attacks: 1 shock (2d6)

Saving Throw: 6

Special: None

Move: 18

Challenge Level/XP: 10/1400XP

Will o' the wisps are phantom-like shapes of eerie light, creatures that live in dangerous places and try to lure travelers into quicksand, off the edges of cliffs, etc. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence, and change their shapes as well, to appear as a group of lights, a wisp of light, or in the glowing wraithlike shape of a human (often female). They will generally depart if the attempt to lead victims into danger fails, but if they are attacked they can defend themselves with violent shocks of lightning-like power. These creatures are intelligent, and can be forced to reveal the location of their treasure hoards.

WOLF

Armor Class: 7 [12]

Hit Dice: 2+2

Attacks: 1 bite (1d4+1)

Saving Throw: 16

Special: None

Move: 18

Challenge Level/XP: 2/30XP

Wolves are pack hunters, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

WORG

Armor Class: 6 [13]

Hit Dice: 4

Attacks: 1 bite (1d6+1)

Saving Throw: 13

Special: None

Move: 18

Challenge Level/XP: 4/120XP

Worgs are large, intelligent, and evil wolves. They may have supernatural origins.

WRAITHS

Armor Class: 3 [16]

Hit Dice: 4

Attacks: 1 Touch (1d6 + level drain)

Saving Throw: 13

Special: Drain 1 level per hit

Move: 9

Challenge Level/XP: 6/400XP

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

WYVERNS

Armor Class: 3 [16]

Hit Dice: 8

Attacks: 1 bite (2d8) or 1 sting (1d6)

Saving Throw: 8

Special: Poison sting, flies

Move: 6 (24 fly)

Challenge Level/XP: 9/1100XP

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

YELLOW MOLD

Armor Class: n/a

Hit Dice: n/a

Attacks: 1d6 damage if touched

Saving Throw: n/a

Special: Poisonous spores

Move: 0

Challenge Level/XP: 3/60XP

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10ft

in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

ZOMBIES

Armor Class: 8 [11], or 7 [12] with shield

Hit Dice: 2

Attacks: 1 weapon or strike (1d8)

Saving Throw: 16

Special: Immune to sleep and charm

Move: 6

Challenge Level/XP: 2/30XP

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their Undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Creating Monsters

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters – not even the stats for races that can have player characters, such as dwarves. The Game Master decides a monster's abilities, and he doesn't have to follow any rules about this! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! The rules aren't responsible for the quality of the swords and sorcery in your game, you are! So don't try to create monsters according to any sort of power formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're “allowed” to do.

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. “Challenge Level” determines the experience point value for a monster. To determine a monster's challenge level, take its hit dice and then add to that number if the monster has special abilities that make it harder to kill, or more dangerous to the characters. The first table shows the XP values for challenge levels. The second table contains guidelines for how many additional challenge levels to add to a monster's hit dice, based on special abilities.

Monster Tables

To determine a monster's saving throws and to-hit bonuses, use the table below.

Monster Attack and Saving Throw Table

Monster Hit Dice	Saving Throw Target Number
Less than 1	18
1	17
2	16
3	14
4	13
5	12
6	11
7	9
8	8
9	6
10	5
11	4
12+	3 (remains at 3)

Challenge Level (see below)

Challenge Level (see below)	XP Value
A (1d4 hit points or less)	5
B (1d6 hit points)	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1100
10	1400
11	1700
12	2000
13	2300
14	2600
15	2900
16+	+300 per additional HD level

Challenge Level Modifications (see special note on Undead)

4+ attacks per round (minimum d6 or saving throw each)	+ 1 HD value
AC 20 or higher	+ 1 HD value
Automatic damage after hit	+ 1 HD value
Breath weapon 25 points max or below	+ 1 HD value
Breath Weapon 26 points max or more	+ 1 HD value
Disease	+ 1 HD value
Drains level with no save	+3 HD value
Drains level with save	+2 HD value
Flies, or breathes water	+ 1 HD value
Greater than human intelligence	+ 1 HD value
Immune to blunt/piercing (including half damage)	+ 1 HD value
Immune to energy type (acid, fire, etc)	+ 1 HD value
Immune to non-magic weapons	+ 1 HD value
Magic resistance 50% or below	+ 1 HD value
Magic resistance higher than 50%	+2 HD value
Massive attack for 20+ hps	+ 1 HD value
Paralysis, swallows whole, immobilizes enemies (web, etc)	+ 1 HD value
Petrification, poison, or death magic	+2 HD value
Regenerates	+ 1 HD value
Undead (subject to banishment but immune to sleep, charm, hold)	+0 HD value, net
Uses a spell-like power level 3 equivalent or above	+2 HD value
Uses multiple spells level 2 or lower	+ 1 HD value
Uses multiple spells level 3 or above	+2 HD value
Uses multiple spells level 5 or higher	+3 HD value
Poison	+ 1 HDE value
Miscellaneous other	+ 1 HD value

Using Challenge Level to Design an Adventure

Most adventures are designed so the players can choose how risky they want to get. The classic dungeon adventure gives the players the choice of whether to “go for it” in a lower, more dangerous level or to be cautious and adventure in areas that aren’t so risky (but have less treasure). I suggest that ANY adventure ought to give the players some choice about how fast they’re going to go into the riskier areas. It doesn’t matter whether you’re running a wilderness adventure or a classic dungeon – giving the players decisions is part of the fun for them. When you design wilderness areas, try to have some areas that are more dangerous and some that are less – and figure out a way to let the players know where these are. It’s obvious in a dungeon that the lower levels are riskier and richer; in a wilderness adventure, you’ve got to work a little harder to communicate the risk levels to the players, but it’s worth it.

How Do Challenge Levels Work?

At each “Level,” whether it’s how deep into a dungeon or how far into a forest they’ve gone, the players ought to know they’re moving into an area where there’s a somewhat predictable level of risk and reward. The first thing to keep in mind is that a monster’s challenge level isn’t the same as the “level” on which it’s found: challenge level is really about calculating experience points. The table below gives you an idea of what might be found in a particular “level” of a dungeon or forest. The table is NOT a rule; it’s a guideline. Use your judgment.

Level One has the lowest level of risk, and the lowest level of treasure. Players are never guaranteed that every encounter is “beatable” at a particular level, though. Survival depends on knowing when to run and when to get tricky; assuming that every encounter is designed to “fit” the party’s combat capabilities is a sure way to die.

Die Roll	Level 1	Level 2	Level 3	Level 4	Level 5
1	3d8 CL A creatures	6d8 CL A creatures	12d8 CL A creatures	2d100 CL A creatures	3d100 CL A creatures
2	3d6 CL B creatures	6d6 CL B creatures	12d6 CL B creatures	1d100 CL B creatures	2d100 CL B creatures
3	2d6 CL 1 creatures	4d6 CL 1 creatures	8d6 CL 1 creatures	16d6 CL 1 creatures	32d6 CL 1 creatures
4	1d6 CL 2 creatures	2d6 CL 2 creatures	4d6 CL 2 creatures	8d6 CL 2 creatures	16d6 CL 2 creatures
5	1 CL 3 creature	1d6 CL 3 creatures	2d6 CL 3 creatures	4d6 CL 3 creatures	8d6 CL 3 creatures
6	1 CL 4 creature	1 CL 4 creature	1d6 CL 4 creatures	2d6 CL 4 creatures	4d6 CL 4 creatures
7		1 CL 5 creature	1 CL 5 creature	1d6 CL 5 creatures	2d6 CL 5 creatures
8		Roll again	1 CL 6 creature	1 CL 6 creature	1 CL 6 creature
9				1 CL 7 creature	1 CL 7 creature
10				Roll again	Roll again

Die Roll	Level 6	Level 7	Level 8	Level 9	Level 10
1	16d6 CL 3 creatures	16d6 CL 4 creatures	16d6 CL 5 creatures	16d6 CL 6 creature	16d6 CL 7 creature
2	8d6 CL 4 creatures	8d6 CL 5 creatures	8d6 CL 6 creature	8d6 CL 7 creature	8d6 CL 8 creature
3	4d6 CL 5 creatures	4d6 CL 6 creature	4d6 CL 7 creature	4d6 CL 8 creature	4d6 CL 9 creature
4	2d6 CL 6 creature	2d6 CL 7 creature	2d6 CL 8 creature	2d6 CL 9 creature	2d6 CL 10 creature
5	1d6 CL 7 creature	1d6 CL 8 creature	1d6 CL 9 creature	1d6 CL 10 creature	1d6 CL 11 creature
6	1 CL 8 creature	1 CL 9 creature	1 CL 10 creature	1 CL 11 creature	1 CL 12+ creature

Part 4: Treasure

The amount of treasure a monster owns or guards is usually related to the monster's Challenge Level. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures, and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 2-3 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, that's the breaks. You can't make the game perfectly fair, trying too hard isn't worth your time, and too much fairness feels artificial to the players, too.

"Trading out" Monetary Value for More Interesting Treasures

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures have got to be interesting: endless series of, "another treasure worth 100gp in total" is a surefire recipe for boring your players.

For every 100gp in value, there is a 10% chance of a 100gp trade-out, AND

For every 1,000 gp in value, there is a 10% chance of a 1,000gp trade-out, AND

For every 5,000gp in value, there is a 10% chance of a 5,000gp trade-out.

100gp trade-out (d20)

1-19 Minor Gem/Jewelry
20 Minor Magic Item

1,000gp trade-out (d20)

1-19 Medium Gem/Jewelry
20 Medium Magic Item

5,000gp trade-out (d20)

1-19 Major Gem/Jewelry
20 Major Magic Item

Minor Gems/Jewelry (1d4)

1 Gem or item of jewelry worth 1d6 gp
2 Gem or item of jewelry worth 1d100 +25 gp
3 Gem or item of jewelry worth 1d100 +75 gp
4 Gem or item of jewelry worth 1d1000 gp

Medium Gems/Jewelry (1d4)

1 Gem or item of jewelry worth 1d100 gp
2 Gem or item of jewelry worth 1d1000 + 250 gp
3 Gem or item of jewelry worth 1d1000 + 750 gp
4 Gem or item of jewelry worth 1d10,000 gp

Major Gems/Jewelry (1d4)

1 Gem or item of jewelry worth 1d1000 gp
2 Gem or item of jewelry worth 1d1000 x8 gp
3 Gem or item of jewelry worth 1d1000 x12 gp
4 Gem or item of jewelry worth 1d1000 x20 gp

Minor Magic Items

Roll 1d12 on the potions table
Roll 1d6 on the scrolls table
Roll 1d6 on the weapons and armor table
Roll 1d20 on the miscellaneous table (includes rings and staffs)

Medium Magic Items

Roll three times on the potions table
Roll 1d6 +6 on the scrolls table
Roll 1d6 +6 on the weapons and armor table
Roll 1d20 +20 on the miscellaneous table (includes rings and staffs)

Major Magic Items

Roll six times on the potions table
Roll 1d6 +12 on the scrolls table
Roll 1d6 +12 on the weapons and armor table
Roll 1d20 +40 on the miscellaneous table (includes rings and staffs)

Potions Table

Die Roll (d100)	Potion All potions have a duration of 1d6+1 turns
1-3	Animal Control: as per the spell
4-6	Clairaudience: as per the spell
7-9	Clairvoyance: as per the spell
10-12	Diminution: shrink to six inches tall for 2d6 hours
13-15	Dragon Control: 1d3 dragons of a specific type (determined randomly by the GM) are affected as per charm monster.
16-18	Ethereality: imbiber can move through solid objects but cannot attack. Equipment also becomes ethereal.
19-21	Fire Resistance: immune to normal fire, +2 saving throws against fire attacks, half damage to magic fire attacks that do not permit saving throws.
22-24	Flying: as per the spell
25-27	Gaseous Form: user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.
28-30	Giant Strength: Character gains strength above and beyond 18. Gains an additional 1d8 to damage rolls and +4 to hit.
31-33	Growth: character grows to 30ft in height
34-36	Heroism: +2 to attacks and damage
37-39	Invisibility: as per the spell
40-42	Invulnerability: +2 saving throws, opponents attack at -2.
43-45	Levitation: as per the spell
46-48	Plant Control: as per the spell
49-55	Poison: save or die
56-58	Slipperiness: except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.
59-61	Treasure Finding: character can detect hoards of treasure within 400ft.
62-64	Undead Control: 2d4 undead of fewer than 4HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the control animals spell.
65-75	Extra Healing: cures 3d8+3 hit points of damage
76-00	Healing: cures 1d8+1 hit points of damage

Scrolls Table

Die Roll	Scroll (50% clerical magic, 50% arcane)
Re-roll any results of a spell level 8 or 9 for scrolls of clerical magic	
1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	3 spells, level 1 each
5	Cursed Scroll
6	Protection Scroll (normal duration)
7	2 spells, level 1d4
8	2 spells, level 1d8+1 each
9	1 spell level 1d6+3
10	5 spells, level 1d3 each
11	Cursed scroll
12	Protection Scroll (double duration)
13	5 spells, level 1d8 each
14	6 spells, level 1d8 each
15	7 spells, level 1d8 each
16	8 spells, level 1d8 each
17	Cursed scroll
18	Protection Scroll (triple duration and double effect if applicable)

Protection Scrolls

Die Roll	Protection Scroll (d8)
1	Demons: All within a 10ft radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.
2	Drowning: All within a 10ft radius of the reader gain the ability to breathe underwater for 1 full day.
3	Elementals: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.
4	Magic: Anti-magic shell surrounds and moves with the reader, having a radius of 10ft. Spells cannot pass in or out of the shell. Duration: 1 hour.
5	Metal: Metal cannot harm the reader for a duration of 1 hour.
6	Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.
7	Undead: All within a 10ft radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4-5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.
8	Were-creatures: All within a ten-foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

Weapons and Armor

Die Roll	Weapon or Armor (1d6+modifier)
1	Cursed armor or shield
2	+1 missile weapon(s)
3	+1 shield
4	+1 melee weapon
5	+1 armor
6	Cursed weapon
7	+2 missile weapon(s)
8	+2 shield
9	+2 melee weapon
10	+2 armor
11	+2 melee weapon
12	+1 melee weapon with minor ability
13	+3 missile weapon(s)
14	+3 melee weapon
15	+3 shield
16	+3 armor
17	Unusual weapon
18	Unusual armor

Magic Missile Weapons

Die Roll	Weapon
1-8	2d6 arrows
9-10	1d10 sling stones
11	1 javelin
12-15	2d4 darts
16-20	2d6 crossbow bolts

Minor Abilities for Melee Weapons

Die Roll	Ability
1-5	Additional +1 damage (e.g., sword is +1 to hit but +2 damage)
6	Sheds light, 15ft radius
7	Sheds light, 30ft radius
8	Inflicts additional +4 damage against a particular type of opponent: 1) undead, 2) dragons, 3) demons, 4) giants.

Unusual Armors

Die Roll	Unusual Armor
1	+4 armor (determine type randomly)
2	+4 shield
3	+5 armor (determine type randomly)
4	+5 shield
5	Armor of Arrow Deflection
6	Demonic Armor: possessed by a spirit or demon, with effects to be determined by the Game Master
7	Ethereal armor: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, at which time it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).
8	Fiery armor

Cursed Armor and Shields

Die Roll	Curse (cannot be put down without remove curse)
1-2	-1 weapon or armor
3-4	-2 weapon or armor
5	-3 weapon or armor
6	Attracts missiles (even those fired at others nearby), and grants +1 to hit on such missiles
7	Causes wearer to run away from combat
8	Causes wearer to charge into combat

Unusual Weapons

Die Roll	Unusual Weapon
1	+1 Blunt weapon (mace, hammer, sling, staff) that destroys undead - lesser types don't get a saving throw, more powerful types do.
2	+1 thrown weapon, axe, javelin, or hammer, returns to hand
3	+1 weapon, grants 1 additional attack once per day
4	+1, +2 vs. particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.)
5	+1, +4 vs. particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.)
6	+2, +3 vs. particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.)
7	+4 weapon
8	+5 weapon
9	Weapon flames for additional 1d6 damage: roll 1d4-1 for to-bonus
10	Weapon is cold, inflicting additional 1d6 damage: roll 1d4-1 for to-bonus
11	Dancing weapon, fights in the air after 3 rounds, as a +1d3 weapon
12	Intelligent weapon, roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

Miscellaneous Magical Items

Die Roll	Item (d20+modifier)
1	Lesser Wand
2	Lesser Ring
3-20	Table 1 Item
21	Lesser Wand
22	Lesser Wand
23	Greater Wand
24	Lesser Ring
25	Lesser Ring
26	Greater Ring
27-40	Table 2 Item
41	Greater Wand
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46-60	Table 3 Item

Lesser Wands Table

Die Roll	Wand
1-2	Spell, level 1, holds 10 charges
3-4	Spell, level 2, holds 5 charges
5-6	Spell, level 3, holds 2 charges

Greater Wands Table

Die Roll	Greater Wand
1	Spell, level 3, holds 10 charges
2	Spell, level 4, holds 10 charges
3	Wand of Detection, enemies: detects enemies in a radius of 60ft, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.
4	Wand of Detection, metal: detects large caches of metal, with a range of 20ft. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.
5	Wand of Detection, magic: functions as a detect magic spell with a range of 20ft. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.
6	Wand of Detection, traps and secret doors: detects traps and secret doors with a range of 20ft. Always active when held, does not use charges.
7	Wand of Polymorph: casts either polymorph self or polymorph other, carries 10 charges.
8	Wand of Fear: causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60ft to a base 30ft across. Holds 25 charges (cannot be recharged)
9	Wand of Cold: Casts a cone of cold 60ft to a base 30ft across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges (cannot be recharged)
10	Wand of Paralyzing: Casts a cone of paralysis 60ft to a base 30ft across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges (cannot be recharged)

Lesser Rings Table

Die Roll	Lesser Ring
1	Protection, +1
2	Protection, +2
3	Invisibility
4	Mammal control
5	Fire Resistance (+5 to saving throws, immune to normal fire)
6	Poison Resistance (+5 to saving throws)

Greater Rings Table

Die Roll	Greater Ring
1	Human Control
2	Three Wishes
3	Regeneration
4	Djinni Summoning
5	Shooting Stars
6	X-ray vision
7	Telekinesis
8	Spell Turning
9	Spell Storing, arcane
10	Spell Storing, clerical

Staffs Table

Die Roll	Staff
1	Healing
2	Command
3	Snake, the
4	Striking
5	Withering
6	Power
7	Wizardry
8	Beguiling
9	Absorption
10	Lordly Might

About wands: becomes useless with zero charges, can be recharged by casting spell into it, has 5% chance per recharge of being destroyed.

Miscellaneous Magic Items, Table 1 (Lesser Items)

Die Roll	Table 1 Item (Lesser Items) (1d20)
1	Arrow of Direction
2	Bag of Holding
3	Boots of Elvenkind
4	Boots of Speed or Boots of Leaping (50%)
5	Bracers of Defense, AC 6 [13]
6	Chime of Opening
7	Cloak of Elvenkind
8	Cloak of Protection, +1
9	Cursed Item
10	Decanter of Endless Water
11	Dust of Appearance or Disappearance (50%)
12	Dust of Sneezing and Choking
13	Gauntlets of Swimming and Climbing
14	Horseshoes of Speed
15	Luckstone (+1 saving throws and attack rolls)
16	Manual of Beneficial Exercise
17	Pipes of the Sewers
18	Rope of Climbing
19	Rope of Entanglement
20	Spade of Excavation

Miscellaneous Magic Items, Table 2 (Medium Items)

Die Roll	Table 2 Item (Medium Items) (1d20)
1	Amulet against Scrying
2	Boots of Flying
3	Bracers of Defense, AC 4 [15] or AC 2 [17] (50% chance)
4	Carpet of Flying
5	Cloak of Displacement
6	Cloak of Protection, +2 or +3 (50%)
7	Deck of Many Things
8	Figurine of the Onyx Dog
9	Gauntlets of Ogre Power
10	Helm of Reading Magic and Languages
11	Hole, Portable
12	Horn of Valhalla, Bronze
13	Horn of Valhalla, Silver
14	Jug of Alchemy
15	Manual of Quickness
16	Medallion of ESP
17	Mirror of Mental Scrying
18	Robe of Blending
19	Robe of Eyes
20	Robe of Wizardry

Miscellaneous Magic Items, Table 3 (Greater Items)

Die Roll	Table 3 Item (Greater Items) (1d20)
1	Amulet of Demon Control
2	Beaker of Potions
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals
4	Crystal Ball
5	Efreeti Bottle
6	Figurine of the Golden Lions
7	Gauntlets of Dexterity
8	Gem of Seeing
9	Girdle of Giant Strength
10	Helm of Fiery Brilliance
11	Helm of Teleportation
12	Horn of Blasting
13	Horn of Valhalla, Iron
14	Lenses of Charming
15	Libram, Magical (level gain)
16	Manual of Golems
17	Manual of Intelligence
18	Manual of Wisdom
19	Necklace of Fireballs
20	Symbol-scarab of Insanity

Miscellaneous Magic Item Descriptions (alphabetical)

Amulet against Scrying: Protects the wearer from all scrying, such as ESP or being viewed through a crystal ball. Usable by: any class.

Amulet of Demon Control: Functions as a protection from evil spell, and allows the wearer to attempt to "Charm Monster" upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: magic-users and clerics.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than seven times in a single week. Usable by: any class.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3ft, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: all classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as the number of different potions it can produce. Usable by: all classes.

Boots of Elvenkind: The wearer moves with complete silence. Usable by: all classes.

Boots of Levitation: These boots allow the wearer to levitate as per the spell, with unlimited duration. Usable by: all classes.

Boots of Speed or Boots of Leaping (50%): Boots of speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10ft high and up to 30ft horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: all classes.

Bracers of Defense, AC 4 [15] or AC 2 [17] (50% chance): these bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level - there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: all classes.

Bracers of Defense, AC 6 [13]: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level - there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: all classes.

Carpet of Flying: the carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: all classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, Bowls (when filled) control water elementals, braziers control fire elementals, and

stones control earth elementals. These items can be used to summon a 12HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-users.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or wizard locked. Usable by: any class.

Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His armor class improves by 2, and he gains a +2 saving throw against any targeted attack upon him. Usable by: all classes.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible. Usable by: all classes.

Cloak of Protection, +1: This cloak improves the wearer's armor class by 1, and grants a bonus of +1 on saving throws. Usable by: all but fighting-men.

Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer's armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. Usable by: all but fighting-men.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.

Cursed Item

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstoppered. Usable by: all classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per placard in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results of the cards are as follows.

The Hearts

Ace: gain 50,000 xp.

King: gain a magic item from Table 3

Queen: gain 1d3 wishes

Jack: gain the ability to summon an 8HD warrior with +3 weapon, shield, and sword, to serve for a total of 1 hour.

The Clubs

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Geas (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

The Spades

Ace: Lose a level of experience

King: A warrior with 9HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds

Ace: gain a map to a very significant treasure

King: gain 5d6 items of jewelry

Queen: gain a scroll of seven spells, all 2nd level or higher

Jack: Add one point to a single attribute of the player's choice

The Joker: gain 25,000 xp OR choose to draw two more cards.

Dust of Appearance or Disappearance (50%): Dust of

Appearance is tossed in a radius of 10ft around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20-30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10ft radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. Usable by: all classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10ft, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: all classes.

Efreeti Bottle: The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: all classes.

Figurine of the Golden Lions: a small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: all classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of

defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: all classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). Usable by: all classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +6 (not cumulative with the wearer's existing strength bonus, if any). Usable by: all but magic-users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but magic-users.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: all classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). The girdle does not increase to-hit probability. Usable by: all classes.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a wall of fire himself. Fighting-men wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a fireball or delayed blast fireball spell. Clerics wearing the helm can ignite objects within 30ft at will, and may cast two light or continual light spells for each one actually prepared. The wearer of this ring is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: all classes.

Helm of Reading Magic and Languages: the wearer can read all languages, including magic script. Usable by: all classes.

Helm of Teleportation: When the wearer casts a teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a teleportation spell on anyone other than the wearer. Usable by: magic-users.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10ft deep - items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired - hence the name "portable." Usable by: all classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as

well. The cone of sound is 100ft long, and widens to a base of 20ft (the “point” of the cone, at the horn’s mouth, is 10ft wide). Usable by: all classes.

Horn of Valhalla, Bronze: Summons 2d4 berserk warriors (3HD) to assist the one who winded the horn. Usable by: fighting-men and clerics.

Horn of Valhalla, Iron: Summons 2d4 berserk warriors (4HD) to assist the one who winded the horn. Usable by: fighting-men.

Horn of Valhalla, Silver: Summons 2d4 berserk warriors (2HD) to assist the one who winded the horn. Usable by: all classes.

Horseshoes of Speed: These double a horse’s movement rate. Usable by: horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than seven times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: all classes.

Lenses of Charming: these lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a Charm Person spell). The saving throw against the power of the lenses is made at -2. Usable by: all classes.

Libram, Magical (level gain): Magical librams grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written. Usable by: varies.

Luckstone: This stone grants +1 to saving throws and attack rolls. Usable by: all classes.

Manual of Beneficial Exercise: Reading this tome increases the reader’s strength by 1 point (to a maximum of 18). Usable by: all classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: magic-users only.

Manual of Intelligence: Reading this tome increases the reader’s intelligence by 1 point (to a maximum of 18). Usable by: all classes.

Manual of Quickness: Reading this tome increases the reader’s dexterity by 1 point (to a maximum of 18). Usable by: all classes.

Manual of Wisdom: Reading this tome increases the reader’s wisdom by 1 point (to a maximum of 18). Usable by: all classes.

Medallion of ESP: Functions as an ESP spell within 30ft (75%) or 90ft (25%). Usable by: any class.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast Clairaudience, Clairvoyance, and ESP, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: all classes.

Necklace of Firebaubles: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: all classes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4x10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: all classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: all classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240ft, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: magic-users only.

Robe of Wizardry: This robe grants the wearer the ability to cast Charm, Polymorph, and Hold with a 95% chance of success. The robes may be tied to specific alignments. Usable by: magic-users only.

Rope of Climbing: A 50ft length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: all classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: all classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cubic feet) per ten minutes (1 turn). Usable by: fighting-men only.

Symbol-scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30ft, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab’s insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the GM, it might be recharged using a Symbol of Insanity spell, but with a 5% chance per charge that the item will be destroyed. Usable by: all classes.

Cursed Items

Cursed items come in many shapes and forms - most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items

cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the GM is encouraged to create his own cursed items, the samples below should prove useful guidance:

Die Roll	Cursed Item and Brief Description (d10)
1	Bag of Devouring: functions as a bag of holding, but devours any item placed into it within $1d4+1$ hours.
2	Censer of Hostile Elementals: a censer (or brazier, bowl, or stone) that summons elementals - but the elementals are hostile instead of under the summoner's control.
3	Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.
4	Crystal Ball of Suggestion: does not function as a crystal ball, but implants a Suggestion (per the spell) in the viewer's mind. Powerful versions of this item might even implant a geas.
5	Dancing Boots: these boots function as boots of elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately pavane.
6	Flask of Stoppered Curses: This flask releases a curse of some kind when its seal is broken.
7	Horn of Collapse: when sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.
8	Medallion of Projecting Thoughts: the wearer's thoughts can be "heard" by all nearby.
9	Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.
10	Robe of Feeble-mindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.

**Here end the rules of the game!
May they bring you great enjoyment and
fantastic adventure!**

Appendix

Quick Formula for Attack Rolls Using the Ascending AC System

If you're using the Ascending AC system, it may be easier to calculate your to-hit rolls according to a simple formula. The numbers are the same as the tables - this is just a different way of calculating the results. Here's how it's

done: each character class gains a base to-hit bonus as levels increase. Add this bonus to your attack roll, and if the result is equal to or greater than the opponent's AC, the attack hits. (The same "bonuses" apply to the descending system, but they don't match up to the descending armor classes, so this quick system only works for the ascending AC system).

In order to use this system, you'll need to write down your "base to hit" bonus, and adjust it as you gain levels, but after doing that, you won't have to check the table to see if you score a hit

Level	Base To Hit Bonus by Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Cleric	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11
Fighting-Man	+0	+0	+1	+2	+2	+3	+4	+5	+6	+7	+7	+8	+9	+9	+10	+11	+12	+12	+13	+13
Magic-User	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8
Dwarven Warrior	+0	+0	+1	+2	+2	+3	+4	+5	+6	+7	+7	+8	+9	+9	+10	+11	+12	+12	+13	+13
Elven	+0	+0	+0	+1	+1	+2	+2	+3	+3	+3	+3	+3	+4	+4	+4	+4	+4	+5	+5	+5
Adventurer	+0	+0	+1	+2	+2	+3	+3	+4	+4	+4	+4	+5	+5	+5	+5	+5	+6	+6	+6	+6

Monsters using this system add their hit dice as the base to hit bonus, up to a maximum of +15.

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The Rules of 1974-1979

(Pretty much, anyway)

Swords & Wizardry is a newly written description of the rules of the original 1974 fantasy roleplaying game, in a format more accessible to modern gamers. It includes selected material from all the supplements (1974-1979), but also leaves out a great deal of the supplemental material. Some adaptations have also been made, since this game is based on the Open Gaming License.

This is also an introduction to the old style of free form gaming. The rules can be interpreted in many ways, and they are highly flexible. That's not the modern style, where comprehensive rules are designed to cover as many situations as possible. The original style of gaming uses only a few broad rules (and a good referee) to create a game like you've never played before.

Take this book, and then Imagine the Hell Out of It!

