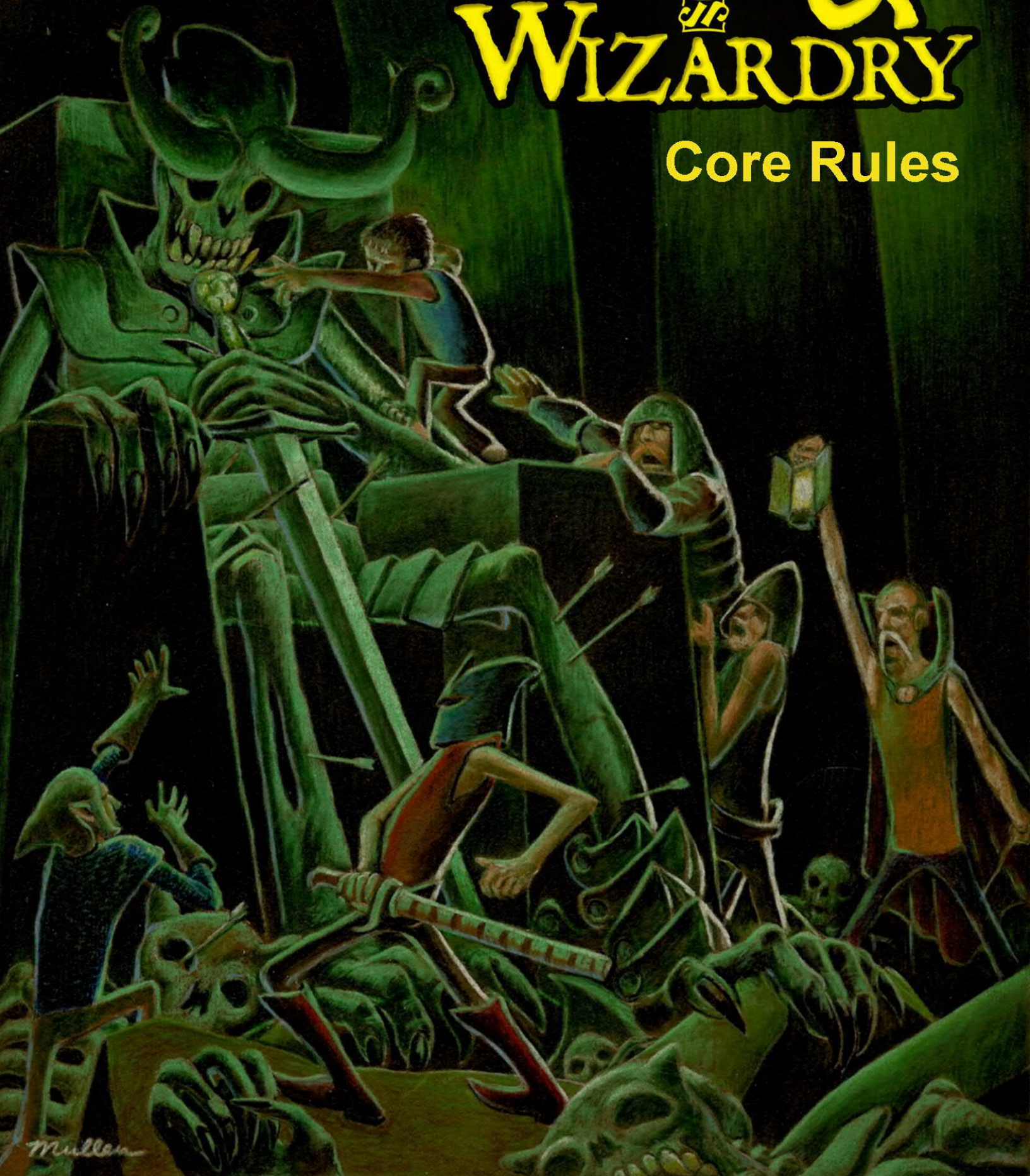


SWORDS & WIZARDRY

Core Rules



Mullen



Core Rules

By Matthew J. Finch

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Foreword

By Tim Kask, founding editor of *The Dragon Magazine*

For thirty-five years, I have been telling role-playing gamers to ignore rules that they do not like. The essence of RPGing is in the story, not the accomplishment of arbitrary goals and benchmarks. We all take part in creating the story; the GM writes an outline, tots up a list of “plot elements,” and then sets the players loose to fill in the details. This has never changed.

What you hold in your hand are guidelines; this is one set of “rules” that has an internal integrity that makes it work. Is it the only way to play? Certainly not; from the very beginning of role-playing GMs have been encouraged to extrapolate and interpret, to make the game their own. If a given rule does not seem “right” to you, then ignore it! Or, better still, change it! Make your game or campaign your own. All GMs need to worry about is keeping a “logical reality” active in their campaigns; the players rely on that logic to find their way through the perils and puzzles of the adventure.

The truest test of whether or not you are doing it right has always been two-fold: are you having fun, and do your players keep showing up every session? If you can answer yes to either, you’re on the right path. If you can answer in the affirmative to both, you have the “right” of it. From the very conception of RPGing, the whole idea was to have fun. We showed the world a new way to do it, but we never said there was only one way.

Have fun adventuring.

Tim Kask
July 10, 2010

TREASURE and glittering gems; dark places beneath the earth where monsters dwell; magic circles, pentagrams and pentacles; runes of evil import, and iron-banded doors of mouldering oak; wizards of vast power, living in their isolated towers above black seaside cliffs; great-horned demons in their bloody lairs; massive stone idols with jeweled eyes and hieroglyphic pedestals, carved in the distant eons before the young civilizations of humankind; strange and glowing orbs, floating in the air above rusted metal grates leading to deeper levels of the underground passageways...

It is about flying carpets and cursed blades, about hooded priests gathered for unspeakable rites in their forgotten temples; it is about adventure and about perilous undertakings, forcing back the evil creatures of Chaos from the borderlands of embattled civilization; it is about battle-scarred warriors and deadly sorcerers...

It’s about SWORDS & WIZARDRY

Introduction

In 1974, Gary Gygax (1938-2008) and Dave Arneson (1947-2009) 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. Unfortunately, the original rules are no longer in print, even in electronic format. The books themselves are becoming more expensive by the day, since they are now collector items. Indeed, there is a very good chance that the original game could, effectively, disappear.

That's why this game is published. When you play *Swords & Wizardry*, you are using those original rules. They are entirely re-described, and some parts have had to be left out – we can publish rules and licensed material, but not all of the original game falls into those legal categories. For the same reason, a couple of rules have been altered from the original (and we try to point out when this has been done in a significant way). We would, by the way, like to thank Wizards of the Coast, Inc., the publishers of *Dungeons & Dragons*, for open-licensing a great deal of material from that game, which has made it much easier to legally complete this project.

Even though there are a couple of legal-protection digressions from the original version in these rules, most people think we've hit the target. The game has won an ENnie Award at GenCon, and has caught on like wildfire over the Internet. The credit, of course, goes to the original designers, Gary Gygax and Dave Arneson; and also to Rob Kuntz, co-author of the game's first supplement.

This Core Rulebook is a complete game in and of itself, good for a lifetime of campaigning and adventuring. You may have seen that there are two other versions of *Swords & Wizardry*, which is admittedly confusing, since each one is a separate and complete game. We're hobbyists and gamers over here, not marketing specialists; it would have been smarter to have only one set of rules, but we couldn't stop ourselves. The WhiteBox is a version of *only* the first three booklets of the original game, and nothing from the supplements. The Complete Rules is a version based on those three books plus *all* the supplements that were published in the seventies before the game moved on to "Advanced."

The Core Rules are a middle ground between *none* and *all* of the supplements. A close description is that it uses the rules from Supplement One, but ignores the new character classes to stay with the archetypal categories of clerics, fighters, magic-users and (possibly) thieves. You can view the Core Rules either as a game in which those four character classes are simply broad categories, or you can see the rules as a framework for building your own more complex system without tripping over the original specialist classes like paladins and druids.

But all that really misses the point. The point is that this game contains within itself all the seeds and soul of mythic fantasy, the building blocks of vast complexity, the kindling of wonder. The Original Game is so powerful because it is encapsulated in a small formula, like a genie kept imprisoned in the small compass of an unremarkable lamp. Take this framework, and then imagine the hell out of it!

Enjoy!

Matt Finch

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Getting Started

Most likely, you already know basically how this game works. One of you is the “Referee,” who runs the game world: the Referee designs the adventures, makes decisions and dice rolls for the monsters, describes what the characters see, and judges the effects of their actions. The rest of you are the “players,” each of you taking on the role of a “player character” who might be a powerful wizard, a hard-bitten warrior, or any other sort of fantasy avatar representing you in the game world. You do not need to use miniature figures for playing the game, although they can sometimes help clarify who was standing underneath the stone block when it fell, and other such important questions.

The first step is to complete a character sheet, recording your character’s statistics and equipment; the next step is to sit down around a table with some dice and start playing! Unless, of course, you are the Referee, in which case you will have to prepare the adventure first. There is more for you later on in the book – you are important enough to have whole sections of the rulebook for your use only!

Creating a Character

Your first step as a player is to create a character. A Referee who is just learning the rules should also become familiar with how this part of the game works.

Setting up the Character Sheet

Information about your character goes on a character sheet, which can be a simple sheet of paper or an index card. An example character sheet might look like this:

NAME:	
Strength:	Race:
Intelligence:	Class:
Wisdom:	Level:
Constitution:	Experience (XP):
Dexterity:	XP Bonus:
Charisma:	Saving Throw:
	Hit Points:
Gold:	Weapon:
Equipment:	Armor Class:

If you prefer, there is also a blank character sheet included at the end of the book.

Roll Attribute Scores

The basic attributes of a character are numbers representing Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step to creating your character is to roll 3d6 for each of the six ability scores. If this is a long-term game and you want to play a specific character class, the Referee will probably allow you to shift the scores around – in some fashion – if your dice rolls are a disaster for that particular kind of character. Keep in mind that your character will almost certainly have at least one score that is lower than average. This is not a game of armored superheroes! The great wizards and knights of the world do not begin as superior specimens of human perfection; they are flawed like anyone else. What truly makes heroes of legend, in the end, is not what they were born with; it is what they achieve, in a risky life full of adventure, peril, and courage – and sometimes lots of trickery and guile, too.

Strength

Roll 3d6 for your character’s Strength score, and write it on your character sheet. High strength lets the character force doors open more easily, and allows much more weight (treasure!) to be carried. For Fighters *only*, high strength gives bonuses to hit and to inflict damage. The table below shows the effects of your character’s Strength score. Write down these bonuses on your character sheet. Strength is the Prime Attribute for Fighters. (The Prime Attribute is important for calculating bonuses to your experience points when you get them and is described later in the rules.)

Table 1: Strength

Score	To-Hit Modifier*	Damage Modifier*	Open Doors**	Carry Modifier (in pounds)
3–4	-2	-1	1	-10
5–6	-1	+0	1	-5
7–8	+0	+0	1-2	+0
9–12	+0	+0	1-2	+5
13–15	+1	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

*Only Fighter-class characters get the bonuses unless the Referee decides otherwise.

** On a d6, these are the die rolls that successfully open the door.

Dexterity

Roll 3d6 for your character's Dexterity score. A high Dexterity score gives your character bonuses when attacking with a bow or other missile weapon, and improves your Armor Class (explained later in the rules), making you harder to hit. Dexterity is the Prime Attribute for the Thief class.

Table 2: Dexterity

Score	Missile Weapon To-Hit Bonus/Penalty*	Effect on Armor Class
3-8	-1	Worse by 1 point
9-12	+0	None
13-18	+1	Better by 1 point

*For Fighters, this bonus is in addition to any bonuses for Strength, unless the Referee tells you otherwise.

Constitution

Roll 3d6 for your character's Constitution score. A high constitution gives your character extra hit points for each hit die. It is not the Prime Attribute for any character class, but those extra hit points can come in very, very handy. Constitution is also used to determine a character's likelihood of successfully being raised from the dead, or surviving other truly major shocks to the system like reversing a transformation into stone ("Raise Dead Survival").

Table 3: Constitution

Score	Hit Point Modifier (per hit die)	Raise Dead Survival
3-8	-1	50%
9-12	+0	75%
13-18	+1	100%

Intelligence

Roll 3d6 for your character's Intelligence score. High intelligence allows a character to speak additional languages, as shown on the table below. Intelligence is the Prime Attribute for Magic-Users. Only Magic-Users with high intelligence are able to learn the highest-level spells. There are also limitations on how many spells a Magic-User can learn, based on the character's intelligence. The author doesn't use that rule, though.

Table 4: Intelligence

Score	Max. Additional Languages	Max. Spell Level	Learn Spell	Minimum/Maximum Number of Basic Spells Understandable per Level
3-7	0	4	30%	2/4
8	1	5	40%	3/5
9	1	5	45%	3/5
10	2	5	50%	4/6

11	2	6	50%	4/6
12	3	6	55%	4/6
13	3	7	65%	5/8
14	4	7	65%	5/8
15	4	8	75%	6/10
16	5	8	75%	7/10
17	5	9	85%	7/All
18	6	9	95%	8/All

Available languages include the Common Tongue (known by all characters), Dwarven, Elvish, Dragon, Giantish (which includes ogres), Goblin (which includes orcs), and various other possibilities depending on your Referee's campaign. The alignments (described later) have rudimentary "alignment tongues," allowing simple communication between those who serve the same alignment. You can't learn the common tongue of a different alignment, and Neutrality does not have any sort of alignment common language.

Wisdom

Roll 3d6 for your character's Wisdom score. Wisdom is the Prime Attribute for Clerics. If a Cleric has a Wisdom score of 15 or greater, the character gains an additional first-level spell. Note: the potential for a bonus spell is not a feature of the Original Game, but it is a way to give low-level parties a bit more stamina and flexibility during an adventure. Any character with a Wisdom score of 13 or higher receives a +5% bonus to all experience point awards. (Clerics with high wisdom receive both this bonus and any bonus for Wisdom as their Prime Attribute.)

Charisma

Roll 3d6 for your character's Charisma score. Highly charismatic characters have a better chance to talk their way out of trouble, and can lead more followers than characters with low charisma. Charisma also limits the number of "special hirelings" your character can attract into service as vassals. This does not mean normal men-at-arms; it means henchmen who are character-types: Magic-Users, Clerics and others. Once your character reaches higher levels, you will need those minions! Charisma does not affect the number of regular troops, lantern-bearers, and pack-carriers you can employ, although it might affect how loyal they are. Any character with a Charisma score of 13 or higher receives a +5% bonus to all experience point awards.

Table 5: Charisma

Score	Maximum Number of Special Hirelings
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 have rolled up your ability scores, the next step is to choose a “character class.” The available classes are: Cleric, Fighter, Magic-User, and possibly Thief (if the Referee allows Thief characters). Your Referee may also have invented other character classes which are available to you. Decide what sort of character you want to play, keeping in mind that certain ability scores work well with certain character classes. Later you will choose your character's race and Alignment.

Cleric

Clerics are armored warrior-priests (or priestesses) who serve the cause of Law or Chaos. Most Clerics have a patron deity or serve a particular religion. As a Cleric, you are a champion of your faith and moral alignment. You might be a shining knight of the faith, an exorcist of demons, or a sinister witch-hunter. 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 Fighters if the need arises—at least for a while. As your Cleric grows in power and reputation, the character might establish a stronghold for the faith: a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes the Cleric as the best way to protect and serve a growing flock of acolytes and loyal peasant followers. Clerics may not be of neutral alignment unless the Referee rules otherwise.

Prime Attribute: Wisdom, 13+ (+5% experience bonus)
Hit Dice: 1d6/level (Gains 1 hp/level after 9th.)
Armor/Shield Permitted: Any
Weapons Permitted: Blunt weapons only (club, flail, hammer, mace, staff, etc.). No missile weapons, other than oil or slings if the Referee permits.

Cleric Class Abilities

Spell Casting: Clerics cast “divine” spells from a specific list; the Cleric Advancement table tells you how many spells of each spell level. Clerics of specific deities might have different lists of available spells, or even some new spells, but that's for your group of gamers to decide and invent if you want to. Each day, the Cleric selects and prays for a particular set of spells, choosing any spells from the list. Once a spell is cast, it can't be cast again until the next day, unless the Cleric has prepared (prayed for) the spell more than once.

Banishing Undead: Lawful (or “good”) clerics can turn undead monsters away (see “Turning the Undead” in the Combat section), making them flee from the Cleric's holiness.

Saving Throw Bonus: Clerics gain a +2 bonus on saving throw rolls against being paralyzed or poisoned.

Religious Stronghold (9th level): At ninth level, a Cleric character may establish a stronghold and attract a body of men-at-arms who will swear fealty to the character as loyal (or perhaps even fanatical) soldiers and retainers.



The Cleric

Table 6: Cleric Advancement Table

Level	Experience Points Required for Level	Hit Dice (d6)*	Saving Throw	Number of Spells (by level)**						
				1	2	3	4	5	6	7
1	0	1	15	—	—	—	—	—	—	—
2	1,500	2	14	1	—	—	—	—	—	—
3	3,000	3	13	2	—	—	—	—	—	—
4	6,000	4	12	2	1	—	—	—	—	—
5	12,000	5	11	2	2	—	—	—	—	—
6	24,000	6	10	2	2	1	1	—	—	—
7	48,000	7	9	2	2	2	1	1	—	—
8	100,000	8	8	2	2	2	2	2	—	—
9	170,000	9	7	3	3	3	2	2	—	—
10	240,000	9+1 hp	6	3	3	3	3	3	—	—
11	310,000	9+2 hp	5	4	4	4	3	3	—	—
12	380,000	9+3 hp	4	4	4	4	4	4	1	—
13	450,000	9+4 hp	4	5	5	5	4	4	1	—
14	520,000	9+5 hp	4	5	5	5	5	5	2	—
15	590,000	9+6 hp	4	6	6	6	5	5	2	—
16	660,000	9+7 hp	4	6	6	6	6	6	3	—
17	730,000	9+8 hp	4	7	7	7	6	6	3	1
18	800,000	9+9 hp	4	7	7	7	7	7	4	1
19	870,000	9+10 hp	4	8	8	8	7	7	4	2
20	940,000	9+11 hp	4	8	8	8	8	8	5	2
21+	+70,000 per level	+1 hp/level	4	9	9	9	8	8	5	3

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level Cleric has 9HD plus 2 hit points total, *not* 9HD plus one hit point gained at 10th level and another 2 hit points gained at 11th.

** Clerics continue to gain spells after 21st level according to the same pattern.



Fighter

Fighters are warriors, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking raider, a roaming samurai, a dashing swashbuckler, a deadly swordswoman, or a chivalrous knight. Whatever type of Fighter 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 Fighter 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 swordplay and archery are generally up to you. You are 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. But it's a dangerous world out there.

Prime Attribute: Strength, 13+ (+5% experience bonus)
Hit Dice: 1d8/level (Gains 2 hp/level after 9th.)
Armor/Shield Permitted: Any
Weapons Permitted: Any



Fighter Class Abilities

Multiple Attacks: Against creatures with 1HD or less, a Fighter makes one attack per level each round.

Parry Enemy Attacks: See sidebar

Strength Bonuses: Unlike the other character classes, Fighters with a high Strength can have bonuses to hit and on damage.

Establish Stronghold (9th): At ninth level, a Fighter may establish a stronghold and attract a body of men-at-arms who will swear their loyalty to the character as their liege Lord (or Lady). Most likely, the castle will attract peasants seeking safe places to establish homes, and the Fighter will become more powerful and influential as the number of such followers increases. The stronghold will likely be a small territory carved from the wilderness, held as a freehold by the self-ennobled character.

Table 7: Fighter Advancement Table

Level	Experience Points Required for Level	Hit Dice (d8)*	Saving Throw
1	0	1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6
10	350,000	9+2 hp	5
11	450,000	9+4 hp	4
12	550,000	9+6 hp	4
13	650,000	+8 hp	4
14	750,000	+10 hp	4
15	850,000	+12 hp	4
16	950,000	+14 hp	4
17	1,050,000	+16 hp	4
18	1,150,000	+18 hp	4
19	1,250,000	+20 hp	4
20	1,350,000	+22 hp	4
21+	+100,000 per level	+2/level	4

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level Fighter has 9HD plus 4 hit points total, *not* 9HD plus 2 hit points gained at 10th level and another 4 hit points gained at 11th.

Parrying

In the Original Game, only Fighters with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks instead of attacking, as shown on the table below. This is the “official” *Swords & Wizardry* Core Rule.

Table 8: Fighter Parrying Ability

Dexterity Score	Penalty to Enemy Attacks
14	-1
15	-2
16	-3
17	-4
18	-5

For your game, you might want to create your own alternate rules for this. One common rule is to let any character parry if the character has high enough dexterity. Another possibility is to let any character parry, but with a maximum effect of -2 to the enemy attack (but the Fighters with 16+ Dexterity still get the higher bonuses). There are lots of possibilities here; the default *Swords & Wizardry* Core Rule is that only Fighters can choose to parry instead of attacking.



The Adventuring Party

Magic-User

The Magic-User is both a figure of mystery and a student of mysteries, steeped in ancient and arcane knowledge. As a Magic-User you have studied long hours deep into the candlelit nights, delving into the parchment pages of cobweb-covered magic tomes, learning the intricacies of magical circles and runes, the strange significances of the stars and moons, the disquieting theories of mad philosophers, and above all, the casting of magic spells. You can be a truly devastating opponent as long as your fellow adventurers protect you from physical combat, in which you are the weakest of all the character classes: completely untrained in the use of armor, barely adequate with even the simplest weapons, and having fewer hit points than most other members of an adventuring expedition. You are not limited to the role of providing the party with offensive spells, though, for your spellbook provides an array of other spells that can be critical for surviving the perils of dungeons, lost temples, and other such places where you might venture in search of treasure and knowledge. If you succeed in such forays into the wild and dangerous places of the world, you might eventually 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 great Archmages can sway the politics of kingdoms, commanding respect and fear across the realms.

Prime Attribute: Intelligence, 13+ (+5% experience bonus)
Hit Dice: 1d4 (Gains 1 hp/level after 11th level.)
Armor/Shield Permitted: None
Weapons Permitted: Dagger, staff, and darts

Magic-User Class Abilities

Spell Casting: Unlike the Cleric, a Magic-User owns a book of spells, which doesn't necessarily include all of the spells on the standard lists. Reading from this book, Magic-Users force selected spell formulae into their minds, "preparing" as many spells as the character can mentally sustain. (Note: Magic-Users are usually allowed to prepare the same spell multiple times if desired, up to the available "slots" in the Magic-User's memory and mental capability.) Once a prepared spell is cast, it disappears from the Magic-User's ability to cast, until it is prepared again. If a Magic-User finds scrolls of spells while adventuring, these spells can be added to the Magic-User's spell book.

Knowing Spells: In *Swords & Wizardry*, a beginning Magic-User's spell book contains as many of the eight basic first level spells as the neophyte character can know. Check each spell to see if the Magic-User can learn and know it, using the "Learn Spell" column on the table in the description of the Intelligence attribute. Each time the magician gains a level (if the Referee permits) he or she may re-check the spells not understood before, to see if increased experience

has granted new understanding – although the Maximum Number of Basic Spells Understandable (from the Intelligence Table) is still the upper limit if you use that rule. A Magic-User would also still need to find and copy these new spells into his or her spell book. The same procedure applies to each higher spell level; a wizard must find the higher-level spells in dungeons or musty libraries and copy them into a spell book, or trade copies with other Magic-Users. New and unusual spells outside the basic lists are not part of the "maximum number" of knowable spells, although they still require a roll to see if a Magic-User can understand one. (Such spells are rare and seldom traded.)

Saving Throw Bonus: Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staves.

Wizard's Tower (11th): At 11th level, a Magic-User gains the title of "wizard," and can build a stronghold to contain the necessary libraries and laboratories of a high level mage. Such a powerful sorcerer will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and perhaps even a few monsters. This colorful crew will swear fealty and serve the wizard with considerable (but not unlimited) loyalty. In general, such a freehold will encompass a small territory around the tower as well – whatever quantity of wilderness the Magic-User chooses to tame and protect.

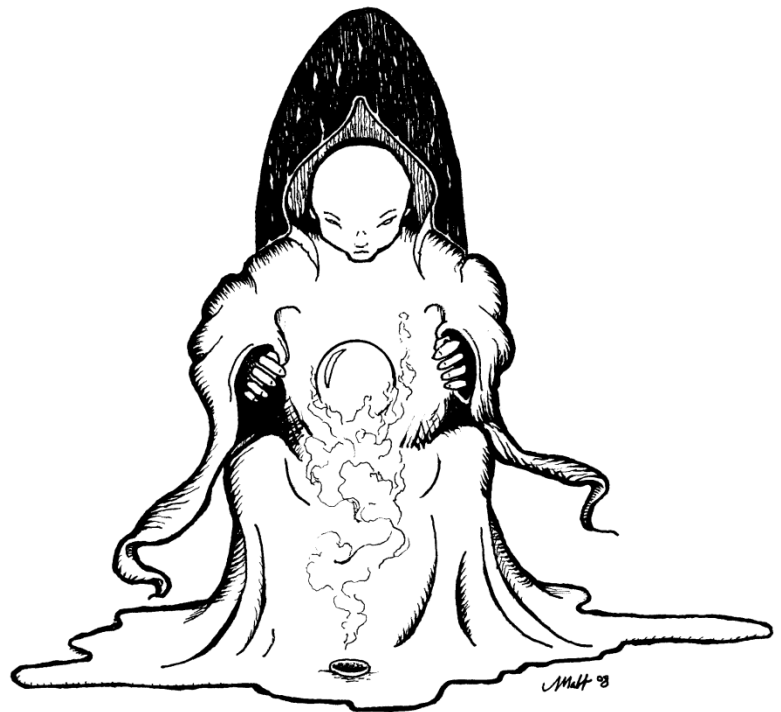


Table 9: Magic-User Advancement Table

Level	Experience Points Required for Level	Hit Dice (d4)*	Saving Throw	Number of Spells (by level)**								
				1	2	3	4	5	6	7	8	9
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	35,000	6	10	4	2	2	—	—	—	—	—	—
7	50,000	7	9	4	3	2	1	—	—	—	—	—
8	75,000	8	8	4	3	3	2	—	—	—	—	—
9	100,000	9	7	4	3	3	2	1	—	—	—	—
10	200,000	10	6	4	4	3	2	2	—	—	—	—
11	300,000	11	5	4	4	4	3	3	—	—	—	—
“Wizard”												
12	400,000	11+1 hp	5	4	4	4	4	4	1	—	—	—
13	500,000	11+2 hp	5	5	5	5	4	4	2	—	—	—
14	600,000	11+3 hp	5	5	5	5	4	4	3	1	—	—
15	700,000	11+4 hp	5	5	5	5	5	4	4	2	—	—
16	800,000	11+5 hp	5	5	5	5	5	5	5	2	1	—
17	900,000	11+6 hp	5	6	6	6	5	5	5	2	2	—
18	1,000,000	11+7 hp	5	6	6	6	6	6	5	2	2	1
“Archmage”												
19	1,100,000	11+8 hp	5	7	7	7	6	6	6	3	2	2
20	1,200,000	11+9 hp	5	7	7	7	7	7	7	3	3	2
21+	+100,000 per level	+1 hp/level	5	8	8	8	7	7	7	4	3	3

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. A 13th level Magic-User has 11 HD plus 2 hit points total, *not* 11 HD plus 1 hit point gained at 12th level and another 2 hit points gained at 13th.

** Magic-Users continue to gain spells after 21st level according to the same pattern.

“Dual-Classed” Human Characters

Single-classed Fighters, Magic-Users, Clerics, and Thieves can change character class, progressing in the new class and abandoning the old one. The only limitation is that Magic-Users may not switch to become Clerics, nor can Clerics switch to Magic-User. In order to change class, the character must have a minimum ability score of 16 in the prime attribute of the new class. Further rules are up to the Referee. Note that switching classes would not allow the character to have more than 9 full hit dice no matter how many total levels were gained. Obviously, too, the character must be behaving mainly in the capacity of the new class, relying on the abilities of the former class as a secondary or even last-ditch resort. There are many possible ways to handle such “dual-classing,” and the Referee is the ultimate decision maker on how to handle it.

Thief

Note: the Thief is an optional character class that the Referee may choose to allow or forbid, depending on the campaign.

The thief is a figure in the shadows, an expert in stealth and delicate tasks. As a thief, locks, traps, and scouting are your trade; you are the eyes and ears of the adventuring party, the one who handles the perils of the dungeon itself. In many ways, you are a scholar of the world; in the course of your profession you pick up knowledge about languages and even magic. True, in combat you are not the equal of armored Fighters or Clerics, but they have to rely on your knowledge and specialized skills to get them safely into and out of the dangerous places where treasure is to be found. You are the guide; the scout; and when necessary, the deadly blade that strikes from the shadows without warning. In your profession, it takes great skill to survive – the life expectancy of most Thieves is very short. However, if you rise to high level, your reputation in the hidden community of tomb robbers and alley skulkers will attract followers to your side, often enough allies to place you in power as a guildmaster of Thieves. A high-level Thief is a deadly opponent, for such an individual has learned subtlety and survival in the game's most difficult profession.

Prime Attribute: Dexterity, 13+ (+5% experience bonus)
Hit Dice: 1d4/level (Gains 1 hp/level after 10th.)
Armor/Shield Permitted: Leather armor only; no shield
Weapons Permitted: Any, but magical weapons are limited to daggers and swords

Alignment: All Thieves must be either Neutral or Chaotic in alignment. If you use “evil” as an alignment in your game, that’s a possibility too.

Thief Class Abilities

Backstab: When attacking with surprise, from behind, the Thief gains +4 to hit and inflicts double damage. At levels 5-8, damage is tripled, and from a Thief above level 8 such an attack inflicts quadruple damage.

Saving Throw Bonus: Thieves gain a +2 bonus on saving throws against devices, including traps, magical wands or staffs, and other magical devices.

Read Normal Languages (3rd): Thieves of third level and above can figure out the gist of most written languages, and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says, for example.

Read Magical Writings (9th): At ninth level, a Thief has gained enough knowledge to decipher magical writings

(although not the “divine” writings of Clerics), but their understanding is not perfect when the magic is complicated (that is, for spells higher than sixth level). Thieves can cast Magic-User spells from scrolls, but for the high-level spells they have a 10% chance to get a dangerously unpredictable result, usually the reverse of the intended effect.

Establish Guild (9th): At ninth level, a Thief is well enough known to assemble a small guild of Thieves if the character chooses, attracting a shadowy band of sneaks, thugs, and other unsavory characters into his (or her) service.



Thieving Skills:

- 1) Climbing walls or cliffs. The percentage chance is what the thief needs to climb a wall that others cannot climb. If the wall is more difficult than normal (very slippery, for example), the referee may lower a thief's chances of success. In general, if a normal person has a chance to climb a wall, a thief can most likely do it automatically.
- 2) Delicate tasks. This percentage chance is used for disabling small mechanical traps like poisoned needles, and is also used for picking pockets. The skill is also used to detect whether a mechanism, keyhole, or other small location contains a trap that can be removed.
- 3) Hearing sounds. A thief can hear well when concentrating; this mainly includes listening at doors.
- 4) Hiding in shadows. Thieves can make themselves very hard to see when lurking in the shadows. Anyone can hide, of course, but thieves are virtually invisible and can move around while hiding.
- 5) Moving silently. Thieves can move quietly, without being heard.
- 6) Opening Locks. Thieves can pick locks; some locks might be unusually difficult, in which case the Referee might reduce the percentage chance as appropriate.

Table 10: Thieving Skills

Level	Climb Walls (%)	Delicate Tasks (%)	Hear Sounds	Hide in Shadows (%)	Move Silently (%)	Open Locks (%)
1	85	15	3 in 6	10	20	10
2	86	20	3 in 6	15	25	15
3	87	25	4 in 6	20	30	20
4	88	30	4 in 6	25	35	25
5	89	35	4 in 6	30	40	30
6	90	40	4 in 6	35	45	35
7	91	45	5 in 6	40	50	40
8	92	50	5 in 6	55	60	55
9	93	60	5 in 6	65	70	65
10	94	70	5 in 6	75	80	75
11	95	80	6 in 6	85	90	85
12	96	90	6 in 6	95	100	95
13	97	100	6 in 6	100	100	100
14	98	100	6 in 6	100	100	100
15	99	100	6 in 6	100	100	100
16+	Remains at 99	Remains at 100	Remains at 6 in 6	Remains at 100	Remains at 100	Remains at 100

Some non-human Thieves gain bonuses to certain thieving abilities, as described in the table below:

Table 11: Non-human Thief Bonuses Table

Race	Climb Walls	Delicate Tasks	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
Dwarf	-	+10	-	+5	+5	+5
Elf	-	-	-	+15	+10	-
Halfling	-	+5	-	+10	+10	+10

Table 12: Thief Advancement Table

Level	Experience Points Required for Level	Hit Dice (d4)	Saving Throw
1	0	1	15
2	1250	2	14
3	2500	3	13
4	5000	4	12
5	10000	5	11
6	20000	6	10
7	40000	7	9
8	60000	8	8
9	90000	9	7
10	120000	10	6
11	240000	10+1 hp	5
12+	+130,000	+1 hp/level	Remains at 5

Choose a Character Race

Non-Human Characters

In a fantasy world, humans often are not alone. Elves may populate the great forests, Dwarfs carve their halls and mines into the heart of the earth, and Halflings reside in the comfortable hill-houses of their bucolic shires. The Referee will inform you if there are other non-human races available for use as player characters.

The first version of these rules didn't include the Thief class, which made it simple to describe elves and dwarves as specific character classes. Now that the Thief class has been added as an option, that original method doesn't cover all the possibilities, so non-human characters with a combination of classes are treated as multi-classed characters, as described below.



Dwarf

Dwarfs

The player-character Dwarf has a +4 on saving throws against any magic, and easily takes note of certain features of stonework: sloping corridors, moving walls, and traps made of stone – in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts. They can also identify whether stonework is recent or not. There is no established die roll or rule for using these abilities; exactly what a Dwarf does or doesn't perceive is up to the Referee. Dwarfs can see in the dark (darkvision), to a limit of 60 feet.

Dwarf player characters must be either Fighters or Fighter/Thieves. Multi-classed Fighter-Thieves are limited to 6th level as Fighters, and may not advance beyond this point. (For more information on multi-classed characters, see below.) A Dwarf who is purely a Fighter may advance beyond 6th level only if the warrior has Strength of 17 (maximum 7th level) or 18 (maximum 8th level). Such a Fighter may also take advantage of any XP bonus due to a high Strength score to gain experience more quickly.

Dwarfs that are *not* player-characters might have completely different limitations or abilities than player-character Dwarven adventurers, as determined by the Referee. In particular, dwarven Fighter-Clerics exist, with the ability to reach as high as 7th level as a Cleric, and the Referee might choose to allow such a class to players.

Continued Level-Advancement Options for Non-Human Characters

Non-human characters are limited in their advancement in many classes. If a character has only a single class, rather than completely halting the advancement in that class, the Referee might allow the character to continue gaining levels more slowly. A severe penalty would be applied to the amount of experience being gained once the ordinary maximum (as indicated in the appropriate Race description) is attained. The penalty might, for example, be 50%, although any XP Bonus would still apply.

If a character with multiple classes has maximum limits to levels in all classes, the Referee might allow the character to advance slowly in one class after all limits have been reached. When the multi-classed character has reached the highest permitted level in all classes, the Referee may let the player choose one class in which the character can continue to advance. The character could then continue gaining levels, but with a severe penalty to the amount of experience being gained, such as the 50% suggested above. In addition, the usual procedure of dividing experience points among all classes still applies.



Elves

Elves can see in the dark (darkvision) to a range of 60 feet and generally have a 4-in-6 chance to find secret doors when searching, unlike the other races, which have a 2-in-6 chance. Elves also have a 1-in-6 chance to notice a secret door even when they are not searching. They also cannot be paralyzed by ghouls.

Player-character Elves may be Fighter/Magic-Users, Thieves, or Fighter/Magic-User/Thieves. In the Thief class, an Elf may advance with no maximum level limit. An Elf that is solely a Thief may take advantage of any XP bonus due to a high Dexterity score to gain experience more quickly. Elves advancing in more than one class are limited to 4th level Fighter (5th level with Strength of 17, 6th level with Strength of 18) and 8th level Magic-User (9th with an Intelligence of 18). (For more information on multi-classed characters, see next page.) Regardless of any further progression in levels as a Magic-User, Elves are able to cast magic spells only as high as 5th-level spells.

Those Elves who are not player-characters might have abilities and limitations completely different from those of an adventuring Elf. The nature of the elven race as a whole is entirely the province of the Referee, and might include non-player characters of any class.

Halflings

Halflings gain a +4 on saving throws against magic, and a +1 to-hit bonus when using missile weapons. Halfling characters may advance as Fighters, but they are limited to 4th level simply due to their diminutive size and generally non-aggressive nature. They may also choose to be Thieves, in which case they have no limit on level advancement. Halfling characters may take advantage of any XP bonus due to high Attribute scores to gain experience more quickly.

Halflings who are not player-characters might have classes, abilities and limitations which are completely different from those of a Halfling adventurer. The nature of the Halfling race as a whole is determined by the Referee, and might include non-player characters of any class.

Humans

Humans are the default race for *Swords & Wizardry*, and thus they receive no specific bonuses or penalties as do the other races. Humans are a hardy breed, fighting vigorously to expand and guard their civilization in a dangerous world. Many perils lurk beyond the borders of the human lands, but humanity must be ever alert to the possibility of treachery within its own territories and kingdoms: The very individuality that makes humankind so diverse and energetic as a race can also breed those who are dark of mind and willing to cooperate with the forces of evil and chaos.

Other Possibilities

In your campaign, it is possible that none of the “standard” races will be available: they might perhaps be replaced by other fictional species appropriate to the campaign world, or simply be quite different from the “high fantasy” options presented here. *Swords & Wizardry* is a game that permits all kinds of innovation and house ruling! Indeed, your Referee might even allow player characters from some of the monster races, such as lizard-men, minotaurs, or orcs. Hybrids of humanity and the other races are certainly possible; the world might include half-elves, half-orcs, or even stranger combinations such as demon kindred, humans mutated by magical radiations, plant-people, or members of some ancient human species or bloodline that yet survive after most of their race has long died out. A campaign might be set in the far future, on a strange planet, or in the dim and primordial past. In that case, the Referee might have a different “spin” on elves and dwarfs (even if the rules for them remain the same), or might entirely alter the available non-human races.

A Quick Historical Note

The rules of the Original Game are exceedingly unclear about the details of how some multi-classing operates. *Swords & Wizardry* treats each multi-class in the same basic fashion, which is certainly not the only possible interpretation of the Original Game rules.

Multi-Classed Characters (Non-Human)

Dwarfs and Elves may have more than one class at a time, called “multi-classing.” Each race has certain allowed combinations for player characters. Halfling and Human characters may have only a single class. Multiple classes are written with a slash as a separator, as are multiple levels. For instance, a dwarf Fighter/Thief may be level 6/7 (listing the Fighter level and then the Thief level).

Humans cannot be true multi-class characters, but can still be dual-class characters. See the earlier sidebar, “Dual-Classed Human Characters,” for details.

Hit Dice

Multi-class characters begin with a single hit die. Each multi-class hit die is calculated by rolling the appropriate die for each class and averaging the result. *A multi-classed character is limited to a total of 9 hit dice no matter what combination of classes is used.* After reaching 9 HD, the character gains only 1 hit point per additional level.

Abilities and Limitations

The multi-classed character acts with the abilities of both (or all three) classes at one time, and is also subject to the limitations of each class at once. Therefore, although a Fighter/Thief can choose to wear armor of any kind, the character cannot use thief skills while wearing any armor heavier than leather. In addition, an Elf cannot cast spells while wearing non-magical armor, although magical armor does not inhibit spell casting (that’s for Elves *only*, by the way).

Saving Throws

The saving throw of a multi-classed character is the best available one from the character’s multiple character classes.

Experience Points

Any experience points received are divided evenly among all the classes of a multi-classed character, even when the character can no longer advance in one or more classes (in which case, those XP are simply lost). You still need to keep track, though, because it may be important for when you gain more hit dice (see below). Multi-classed characters do not receive bonuses to experience points, regardless of their Attribute scores.

Level Advancement

The abilities of a class are gained as soon as a new level is achieved in that class, but a new hit die is not gained until the character has advanced a level in all classes. In other words, a dwarven Fighter/Thief would not gain a “Thief” hit die at level 1/2; instead, the character would receive a second multi-class hit die (the averaged result of the roll of a d8 and a d4) after reaching second level as a Fighter also.

If a multi-classed character reaches the point where one class is “capped,” and the character cannot advance in that class any more, the character still only gains a new hit die when both (or all three) levels *would* have been reached. For example, an elven Fighter/Magic-User reaches 4th-level Fighter and 4th-level Magic-User with 10,000 XP, when the Magic-User experience reaches 5th level. Now the player rolls a new hit die, rolling a d8 and a d4 and taking the average of the result. When the character later reaches 16,000 XP, normally that would mean gaining a level as a Fighter. However, since an Elf is capped at 4th level as a Fighter, there is no result. When the Elf reaches 20,000 XP and becomes a 5th-level magic-user, the new hit die is rolled. (It is still an average of rolling a d8 and a d4.) For the sake of example, if somehow the Elf had lost XP in the Fighter class, reaching 10,000 XP in the Magic-User class (4th level) without first reaching 8,000 XP (4th level) as a Fighter, then the Elf would not gain an additional hit die until reaching 8,000 XP as a Fighter. This situation is not likely to arise.

Choose an Alignment

The Original Game used only three alignments: Law, Chaos, and Neutrality. This system can be made more complex if the Referee desires. However, the basic assumption of the Core Rules is that there are three alignments. As a general rule, those who are Lawful are relatively unselfish, and try to improve the world. Neutral characters are generally out for themselves. Chaotic individuals are the opposite of Lawful ones: they are psychotically selfish, willing to commit murder or cruelty against others. Cosmic forces, whether divine, diabolical, or simply impersonal, are associated with each of these three alignments – many spells depend on the alignment of the caster or the target.

It is not necessary, of course, to run a “heroic” game of *Swords & Wizardry*; many adventuring parties are out for fame and fortune, and do not want to get tangled up in the opposition of Law and Chaos. These freebooters might have their own codes of personal morality, but heroism and honor seldom guide their actions if balanced against survival and loot.

Buy Equipment

Each character starts with some gold pieces at the beginning of an adventuring career; these are used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below. To make it easier to add up, items of equipment that cost less than a gold piece are shown in fractions of a gold piece, not with the silver piece or copper piece price.

Starting Gold

Roll 3d6 and multiply by 10. This represents the number of gold pieces (gp) that your character has at the start of the campaign.

Item Descriptions

Most of the items are self-explanatory, but extra details are useful for a few of them.

Garlic, charmed: A head of garlic with hexes and blessings on it. Normal garlic has a minor effect on undead, but charmed garlic works much better.

Holy symbol: Often needed for Cleric spells and for turning the undead. In some cases, silver ones work better.

Holy water: Causes damage when thrown on most types of undead creatures and demons (1d6hp). This can be useful, since many of the more-powerful undead and demons can otherwise only be damaged with magical weapons.

Lantern, bullseye: These shine a beam of light 60 feet long but only 10 feet wide, through a hole in the lantern's metal cylinder. They have a hinged cover, allowing the light to be hidden.

Lantern, hooded: These are normal lanterns open on all sides, with the flame shielded by glass. They shine a 30-foot radius of light in all directions.

Oil, lamp: A pint of oil will keep a lantern (either type) burning for 4 hours. Oil is also highly flammable; a lit flask of oil can be used as a thrown weapon to cause 1d4 points of damage with a successful hit, and 1 more point of damage per round for the next 2 rounds. Burning oil can also be used to create a hazard for pursuing monsters.

Torches: Torches burn for one hour and create a 30-foot radius of light. They are easily blown out by gusts of wind, and may even extinguish when dropped. However, if the party needs to set something on fire quickly – and they will – a lit torch can come in very handy.

Wolfsbane: Fresh wolfsbane will often keep werewolves at bay... temporarily.

Equipment Tables

Table 13: General Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	0.2gp
Bell	1 gp
Block and tackle	5 gp
Bottle of wine, glass	2 gp
Candle	0.01 gp
Canvas (per square yard)	0.1 gp
Case (map or scroll)	1 gp
Chain (10 feet)	30 gp
Chalk, 1 piece	0.05 gp
Chest	2 gp
Crowbar	0.2 gp
Fishing net (25 square feet)	4 gp
Flask, leather	0.03 gp
Flint & steel	1 gp
Garlic, charmed	10 gp
Grappling hook	1 gp
Hammer	0.5 gp
Holy symbol, wooden	1 gp
Holy symbol, silver	25 gp
Holy water (flask)	25 gp
Ink (1-ounce bottle)	1 gp
Ladder (10 foot)	0.05 gp
Lamp, bronze	0.1 gp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20 gp or more
Manacles	15 gp
Mirror, small steel	20 gp
Musical instrument	5 gp
Oil, lamp (1 pint)	0.1 gp
Parchment (sheet)	0.2 gp
Pole (10 foot)	0.2 gp
Pot, iron	0.5 gp
Rations, trail (per day)	0.5 gp
Rations, dried (per day)	1 gp
Rope, hemp (50 feet)	1 gp
Rope, silk (50 feet)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal whistle	0.5 gp
Spellbook, blank	25 gp
Spike, iron	0.05 gp
Tent	10 gp
Torch	0.01 gp
Waterskin	1 gp
Wolfsbane	0.1 gp



Table 14: Transportation

Type	Cost
Cart, Hand	10 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Table 15: Melee Weapons

Weapon	Damage	Weight (pounds)	Cost
Axe, battle ^{1,2}	1d8	15	5 gp
Axe, hand ³	1d6	5	1 gp
Club	1d4	10	0 gp
Dagger ³	1d4	2	2 gp
Flail (two-handed)	1d8	10	8 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6	10	10 gp
Polearm, two-handed	1d8+1	15	10 gp
Spear ^{1,2,3}	1d6	10	1 gp
Staff (two-handed)	1d6	10	0 gp
Sword, bastard ^{1,2}	1d8	10	20 gp
Sword, long	1d8	10	15 gp
Sword, short	1d6	5	8 gp
Sword, two-handed	1d10	15	30 gp

¹ Weapon can be used either one- or two-handed

² When wielded two-handed, gain +1 damage bonus

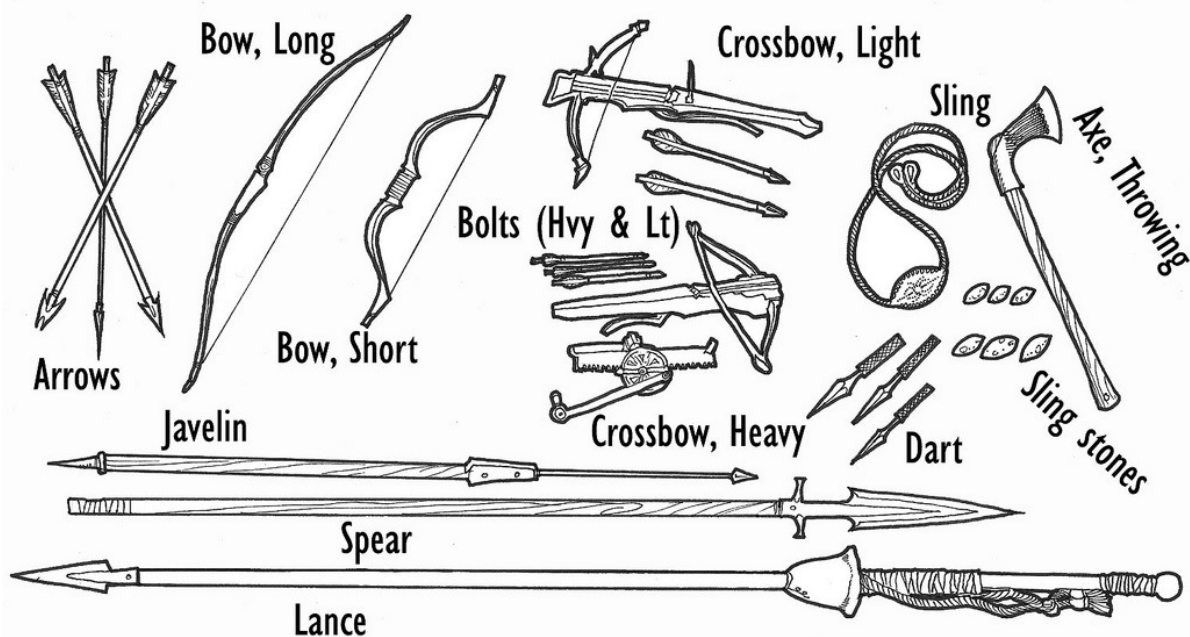
³ Can be used as both a melee and a missile weapon

Table 16: Missile Weapons

Weapon	Damage	Rate of Fire*	Range**	Weight (pounds)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10ft	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	2 gp
Bow, long	See Arrows	2	70ft	5	60 gp
Bow, short	See Arrows	2	50ft	5	15 gp
Crossbow, heavy	See Bolts, heavy	1/2	80ft	5	20 gp
Crossbow, light	See Bolts, light	1	60ft	5	12 gp
Dart	1d3	3	15ft	1	0.2 gp
Javelin	1d6	1	20ft	5	0.5 gp
Sling	See Stones, sling	1	40ft	1	0.2 gp
Spear	1d6	1	20ft	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

*Rate of fire is the number of times that a missile weapon can be fired during a single combat round. Some bows, such as a short bow, can be fired two times during a combat round, while a heavy crossbow can only be fired once in a round and must then be reloaded for a full round before it can be fired again.

**Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.



Calculating Armor Class

Now it is time to talk about Armor Class and what it means. Basically, Armor Class (AC) is an indicator of how difficult it is to “hit” a character or creature in combat, but here is where it gets complicated:

Swords & Wizardry has two different ways of numbering armor class, and a group must choose which system to use. Ask the Referee if he or she is using the ascending system or the descending system for Armor Class. The numbers all work out the same, but in the ascending system it is better to have a high Armor Class, and in the descending system it is better to have a low Armor Class. The Original Game used a descending system, and that is the official system of *Swords & Wizardry* as well. However, many gamers prefer the ascending system (high numbers are always better, right?) so it is included throughout as an option. All numbers for the alternate ascending Armor Class system are in [brackets]. When using the regular system, simply ignore the numbers in brackets. (Everywhere. Wipe them from your mind. Make them invisible.)

Here is how to calculate the effect of your armor on your Armor Class:

Using the Descending (regular) System

If you are using the regular descending Armor Class system, an unarmored character has an Armor Class of 9. Every type of armor has an “Effect on AC.” Ignore the bracketed numbers and use the “Effect on AC” to reduce the base Armor Class of 9. The lower the result, the better; powerful characters may have an AC reaching into the negative numbers.

Using the Ascending (alternate) System

If you are using the alternate ascending Armor Class system, an unarmored character has an Armor Class of 10. (That is not 9, as in the regular system, but TEN.) Actually, it is [10], because we use brackets to identify that system. Now the “Effect on AC” numbers are the ones in [brackets] and wearing armor will cause AC to go up rather than down, the higher the better.

Table 17: Armor

Armor Type	Effect on AC	Weight ¹ (pounds)	Cost
Chain	-4 [+4]	50	75 gp
Leather	-2 [+2]	25	5 gp
Plate	-6 [+6]	70	100 gp
Ring	-3 [+3]	40	30 gp
Shield	-1 [+1]	10	15 gp

¹ *Magical armor weighs half normal*



Chainmail and Shield
AC 4 [15]

Leather Armor
AC 7 [12]

Plate Armor
AC 3 [16]

Ring Mail
AC 6 [13]

No Armor
AC 9 [10]

Weight and Movement

Weight is listed in pounds. A “normal” level of general equipment (not including armor and weapons) is assumed to weigh 10 pounds. Treasure is added to this, with each coin and gem weighing one tenth of a pound. These are big, heavy coins and gems, but that is just the way of things in a fantasy world. Coins should clink, and gems should be the size of dice.

All characters, depending on the weight of the armor and equipment they are carrying, have a base movement rate as follows:

Table 18: Base Movement Rate

Weight Carried*	Base Movement Rate
Up to 75 pounds plus Carry Modifier, if any	12
76–100 pounds plus Carry Modifier, if any	9
101–150 pounds plus Carry Modifier, if any	6
151–300 pounds (300-pound maximum) plus Carry Modifier, if any	3

*For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.

This table has a change from the earlier Swords & Wizardry Core Rules. Combat movement is now determined by a simple formula of dividing your Base Movement Rate by 3, and then multiplying by ten feet (underground or indoors) or ten yards (outside) to find out how fast the character can move in one combat round. There is no official rule for combat round movement in the Original Game, and this method works well.

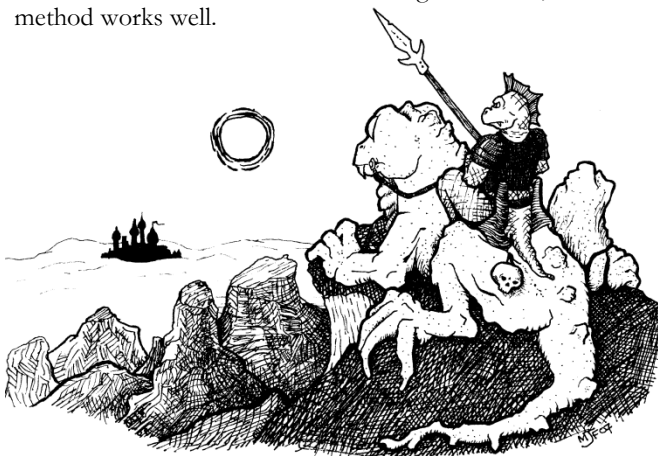


Table 19: Indoor, Underground, and City Movement

Description	Speed	Results
Walking	Base movement rate times 20 feet/turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40 feet/turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base movement rate divided by 3, times ten feet, is how far the character can move in one round. Thus: Base movement of 6 = 20ft Base movement of 9 = 30ft Base movement of 12 = 40ft.	Dashing around, battling your foes. Alternatively, running for your life. When fleeing, you don't have to be the fastest as long as someone is behind you to get eaten first.

Table 20: Outdoor Movement

Description	Speed	Results
Hiking	Base movement rate in miles/day	No forced march checks required.
Forced March	Double base movement rate in miles/day	Forced march checks required once per day (4d6 vs. Strength) to continue at this pace.
Combat	Base movement rate divided by 3, times ten <i>yards</i> (not feet), is how far the character can move in one round.	Dashing around, battling your foes. Alternatively, running for your life. When fleeing, you don't have to be the fastest as long as someone is behind you to get eaten first.



LARRY 2011

How to Play

Once you have created a character, the Referee will describe the setting and what your character can see. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, in a tavern, or at the gates of an ancient tomb—that is up to the Referee. But from that point on, *you* describe what your character does. Going down stairs, attacking a dragon, talking to people on the street: all of these sorts of things are *your* decisions. The Referee tells you what happens as a result. Maybe those stairs lead down to a huge and echoing tomb, or perhaps that dragon attacks your character with a storm of fiery breath. These are the Referee's decisions. 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 Referee work together, with the Referee handling the details of a dangerous fantasy world, and you deciding what your character does in it. The epic story of your character's rise to greatness (or unfortunate death) is yours to create in the Referee's world.

Gaining Experience

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters each have a set experience point value (given in the monster's statistics), and each gold piece acquired earns one point as well. Skilled players avoid risking their characters' lives if there is another, smarter way to walk out of the dungeon with sacks full of gems and loot.

XP Bonus: Each Character Class has a Prime Attribute listed in the class description. If a character has this Prime Attribute at 13 or higher, all experience point awards to the character are increased by 5%. Additionally, if the character has a Charisma score of 13 or more, experience point awards are increased by 5%. Finally, if the character has a Wisdom score of 13+, the character gains a third 5% bonus. Clerics get to count the wisdom bonus twice. It is possible for a character to gain as many as three 5% bonuses to experience point awards for a total increase of 15%.

Some multi-classed characters do not receive this bonus — see the rules for multi-classed characters for details.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and add that number to the character's hit points. The character may gain new spells or other abilities, as applicable, and combat skills may also increase. In other words, your character has become more powerful and can now pursue

greater challenges! Reminder: multi-class characters don't get a new hit die until they have advanced in all class levels.

A Note About Experience Point Bonuses

The Swords & Wizardry method for granting bonuses to earned experience points isn't the same as in the Original Game, which tended to break down a bit when thieves and multi-classing were introduced in Supplement One. The Swords & Wizardry system is a variant that handles the supplemental classes with a bit less initial confusion.

An *alternate* method more similar to that of the Original Game is simply to give the character a bonus of 10% if the Prime Attribute is 15+, 5% if the Prime Attribute is 13-14, and -10% if the Prime Attribute is lower than 9. There is no bonus for scores between 9 and 12. If you use this method, do *not* also give the +5% bonuses described in the regular method: if you use this alternate rule, the maximum XP bonus is 10%.

Time

Sometimes the Referee will rule that “an hour passes,” or even, “a month passes,” in the life of the intrepid adventurers. However, two important time measurements need quick explanations. 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. See the Movement Rate tables as an example of how “rounds” and “turns” are used.

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 – easier to beat, in other words – as a 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.

Take note: Some character classes (and races) have better-than-average chances to make a saving throw against particular types of hazards. Magic-Users, for example, get a bonus of +2 to the die roll on their saving throws against spells of all kinds. The bonuses are described in the character class and character race descriptions.

Monsters can also make saving throws; a monster’s saving throw target number is listed in its description.

Different Categories of Saving Throws

The *Swords & Wizardry* saving throw system is an adaptation of the original, which had several categories of different risks instead of a single basic saving throw as used in the *Swords & Wizardry* adaptation. The original version had the following categories and target numbers:

Table 21: Saving Throw Categories (Alternative Method)

	Death Rays and Poison	Wands (all)	Turned to Stone	Dragon’s Breath	Spells and Staffs
Clerics	Level 1: 11	Level 1: 12	Level 1: 14	Level 1: 16	Level 1: 15
	Level 5: 9	Level 5: 10	Level 5: 12	Level 5: 14	Level 5: 12
	Level 9: 6	Level 9: 7	Level 9: 9	Level 9: 11	Level 9: 9
	Level 13: 3	Level 13: 5	Level 13: 7	Level 13: 8	Level 13: 7
Fighters	Level 1: 12	Level 1: 13	Level 1: 14	Level 1: 15	Level 1: 16
	Level 4: 10	Level 4: 11	Level 4: 12	Level 4: 13	Level 4: 14
	Level 7: 8	Level 7: 9	Level 7: 10	Level 7: 10	Level 7: 12
	Level 10: 6	Level 10: 7	Level 10: 8	Level 10: 8	Level 10: 10
	Level 13: 4	Level 13: 5	Level 13: 5	Level 13: 5	Level 13: 8
Magic-Users and Thieves	Level 1: 13	Level 1: 14	Level 1: 13	Level 1: 16	Level 1: 15
	Level 6: 11	Level 6: 12	Level 6: 11	Level 6: 14	Level 6: 12
	Level 11: 8	Level 11: 9	Level 11: 8	Level 11: 11	Level 11: 8
	Level 16: 5	Level 16: 6	Level 16: 5	Level 16: 8	Level 16: 3

This table does not integrate directly into *Swords & Wizardry*: if you were to house-rule it in, you would have to make some changes such as eliminating the *Swords & Wizardry* class bonuses on saving throws for Magic-Users, Clerics, and Thieves.

Combat

A Quick Introduction

The Original Game offered essentially no information about the *order* in which combat takes place, other than the fact that there is a surprise roll at the beginning of combat, and that the battle is divided into rounds. The game referred readers to a set of wargaming rules for mass combat by the same publisher, but there were no specific guidelines for smaller scale battles. Each set of players simply took those wargaming rules and adapted them in whatever way they liked. Power to the people!

Swords & Wizardry provides a bit more starting guidance, to help you get playing quickly. Even so, there are two options. Option 1 is faster, simpler, and involves more of a random factor for exciting shifts in the flow of the combat. Option 2 is a bit more complicated, but it allows more tactical options and takes a character's dexterity into account. Both methods come from the history of early gaming, and both are equally "official" for *Swords & Wizardry*. If you can't decide which to use at first, flip a coin!

Surprise

In general, a group cannot be surprised if they are already aware of an opponent's presence even though they have not yet seen them – due to hearing them on the other side of a door, for instance. If surprise is a possibility, roll 1d6 for either or both groups, as appropriate. (Roll only once for each side, not for each individual character or monster.) If the result is a 1 or a 2, the group is surprised. It is possible for both groups to be surprised, effectively canceling out the effect on both sides.

And here is something really nasty: if a group is surprised, each person (or creature) in it has a 1 in 4 (25%) chance to drop any hand-held items!

Underground or in a dungeon, the distance between two groups when they discover each other is 1d6 x 10 feet. That is very close; the monsters may already be inside the radius of the adventurers' light source. Outside, the distance will be about ten times this number, or, if the visibility is bad, three times. Anything affecting visibility could also affect surprise distance. For instance, someone with darkvision will be able to see up to 60 feet clearly at night or underground. A party carrying a light will be visible from much farther away, raising the possibility of an ambush. Other factors that may affect surprise are related to terrain types – thick woods or crowded city streets may decrease visibility and make it easier to surprise travelers. These and similar factors are left up to the judgment of the Referee.

Take note: Monsters do not always leap to the attack. Unless they are on the alert for intruders, the Referee may roll 2d6 to determine whether the monsters will attack if they surprise the adventurers. On a roll of 2-6, the monsters will be hostile and attack; on a roll of 7-9, the monsters will withhold judgment and wait to see if the adventurers are hostile; on a roll of 10-12, the monsters will have a positive initial reaction to seeing the adventurers, and might even be convinced to offer some help – if they are well paid, of course!

Initiative and Order of Battle

Option 1

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

1. Surprise and Distance. The Referee determines if one side is surprised. As with all of the Referee's decisions, this can be based on common sense instead of a die roll. The Referee may also determine the distance of the encounter (see above) if desired.
2. Declare Spells. Spell casters must state if they are casting spells this round. The spell does not actually take effect until the party's initiative. If the spell caster takes damage before the spell is finished casting, the spell is lost. Notice that this is different from the way spells work in Option 2.
3. Determine Initiative. Each side rolls 1d6, and the highest result wins. Note that this is rolled for each side, not for each combatant.
4. Winning Initiative Goes. The side that won Initiative acts first (casting spells, attacking, moving, etc.), and results take effect. A character or monster can "hold" initiative, choosing not to act until after the other side has acted.
5. Losing Initiative Goes. The side that lost initiative acts; results take effect.
6. Held Initiatives Go. Anyone who "held" initiative acts, and results take effect (both sides simultaneously).
7. The Round Ends. The round is complete; if the battle has not been resolved, begin the cycle again, starting with declaring any spells for the next round.

Option 2 (Blue Book Method)

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

1. **Surprise and Distance.** The Referee determines if one side is surprised. As with all of the Referee's decisions, this can be based on common sense instead of a die roll. The Referee may also determine the distance of the encounter (see above) if desired. This is exactly the same as in Option 1.

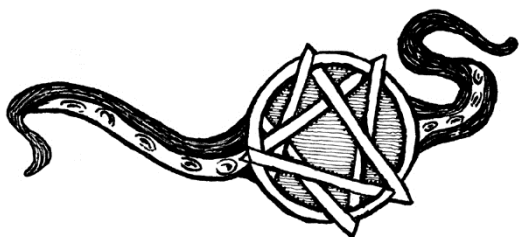
2. **Referee Determines Dexterity of Monsters.** Instead of using several initiative rolls throughout the battle, Option 2 is based on dexterity scores. At this point, if the Referee hasn't already noted the dexterity score of the monsters, now is the time to determine the dexterity scores of the monsters. There are many ways to do this, including (1) rolling 3d6 for *each* monster (not recommended because it's slow), (2) deciding ahead of time that all members of a particular monster *type* always have the same dexterity, (3) rolling once for each monster type, and (4) rolling for all the monsters as a single group. The way the author usually does it is to roll once for each type of monster in the battle. So, for example, if there are ten orcs and a single ogre on the other side, roll 3d6 once for the orcs (who will thus all act at the same time) and 3d6 for the ogre (who will thus act at a different time than the orcs).

3. **Readied Spells are Cast and Take Effect.** This is very different from the way spells are handled in Option 1 (see the Sidebar). All spells are cast in order of dexterity, from highest to lowest, including monster spell casters. It is possible, for example that at the beginning of a combat round, Barzoom the Mystical (a character with DEX 18) will cast his spell first, followed by the enemy dragon (DEX 17), followed by Simoon the Slow (a character with DEX 16). Barzoom was faster than the dragon, but the dragon was faster than Simoon.

3. **Missiles** may be fired, in order of dexterity, and immediately inflict damage if they hit. See "The Attack Roll," below.

4. **Melee** (hand to hand) combat is resolved, with each opponent making attacks in order of dexterity. See "The Attack Roll," below.

5. **Movement** takes place: each character and monster moves, in order of dexterity. See "Movement."



Option 2 Spell-Casting

Option 2 is based on a rules description that contained several ambiguities. In order to make the *Swords & Wizardry* game easier to start playing immediately, we have included several "rules" that are actually just our interpretations of the original. Some options for other interesting ways to treat spell casting are listed at the end of the sidebar, but first, here is the "official" way to handle spell casting for the Option 2 sequence of combat.

Readying a Spell. A spell caster can gather the energies for a particular spell and hold the spell in readiness without actually casting it. Readying a spell takes one combat round (1 minute) but the energies can only be held in readiness for one turn (10 one-minute rounds). If the spell isn't cast by that time, the spell caster doesn't lose it from memory, but the spell is no longer "ready." If the caster wishes, a spell can be "un-readied," but this takes a full combat round.

Readied spells, as you can see from the Option 2 order of combat, are cast and take effect at the very beginning of a combat round, before anything else happens.

Once all the spells have been cast, each spell caster must decide whether to start readying/casting a spell for the next round. If so, that's what the character (or monster) is doing for the rest of the round, and if he or she takes damage before the round is over, the spell being readied is lost and cannot be cast. It is up to the Referee whether the spell is simply "not cast" or whether it is lost from the caster's memory as if it had misfired (or, you could roll to see if it is "truly lost" or just "not cast," perhaps using a saving throw). Just so that there's an "official" rule, we'll say that the spell is completely lost if the caster takes damage.

Some other ideas:

It's possible, instead of having the spells cast in order of dexterity, to say that they all go off at exactly the same time at the beginning of the round. This can be pretty wild, with people and monsters dropping like flies all over the place as fireballs explode, webs leap from the walls, bolts of power ricochet around, and so on. Two spell casters might even take each other out of commission with simultaneous spells.

It's also possible to allow spell casters to hold a spell in readiness for longer than a turn, or to rule that a spell can't be readied until combat starts (which would mean that no spell caster can cast spells in the first round of combat).

The Attack Roll

The most important rule to understand about combat is how the attack roll works.

Whenever a character attacks with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include a Fighter’s strength bonus, a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. The player or the Referee also subtracts any “to-hit” penalties, which might come from using cursed weapons, enemies hiding behind cover, etc.. The total attack roll is then compared to a table to see if the attack hits. If the attack roll is *equal to or higher than* the number shown on the table, the attack succeeds.

If you are using the Ascending AC system, there is a quick formula presented at the end of this chapter that a Referee can use instead of the charts. (See “Quick Method for Ascending AC Combat”). The Referee will decide whether to use Descending AC or Ascending AC, as discussed earlier in the book.

If an attack hits, it inflicts damage; a number of hit points determined by the type of weapon the attacker is using. Damage is subtracted from the defender’s hit point total. (See “Damage and Death”).

Attack Tables

Table 22: Cleric Attack Table

Attack Roll (d20) required to hit Opponent’s Armor Class

Armor Class [or Ascending Armor Class] of Opponent																			
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[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
3–4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
5–6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7–8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10–11	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
13–14	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15–16	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
18–19	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Table 23: Fighter Attack Table

Attack Roll (d20) required to hit Opponent's Armor Class

	Armor Class [or Ascending Armor Class] of Opponent																		
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]
Level																			
1–2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4–5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10–11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13–14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17–18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19–20	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15



Table 24: Magic-User and Thief Attack Table

Attack Roll (d20) required to hit Opponent's Armor Class

	Target Armor Class [Ascending Armor Class]																		
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]	-3 [22]	-4 [23]	-5 [24]	-6 [25]	-7 [26]	-8 [27]	-9 [28]
Level																			
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
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

Alternate Quick Method for Ascending AC Combat (Secret Formula!)

If you are 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 Descending AC tables—this is just a different way of calculating the results. This is how it is done: each character class gains a base “to-hit” bonus, which increases as a character’s level increases (see the table below). Add this bonus to the attack roll, and if the result is equal to or greater than the opponent’s AC, the attack hits. That’s it; no chart needed for combat.

To use this system, write down your character’s base “to-hit” bonus. You will need to adjust it as your character gains levels, but after doing that, you will not have to check any table to see if he or she scores a hit.

Table 25: Alternate Quick Method of Calculating Hits with the Ascending AC System

	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Class	Base “To-Hit” Bonus																			
Cleric	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11
Fighter	+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
Thief	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8

Table 26: Monster Attack Rolls

Attack Roll (d20) required to hit Opponent's Armor Class

Target Armor Class [Ascending Armor Class]

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

Hit Dice

Attack Roll (d20) Required to hit Opponent's Armor Class¹

< 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
2 HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3 HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4 HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5 HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6 HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7 HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8 HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9 HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10 HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11 HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12 HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13 HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14 HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+ HD	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

¹ For the "Quick Method" for the Ascending Armor Class system, a monster's base "to-hit" bonus is equal to the number of Hit Dice (HD) it has, up to a maximum of +15.

Specific Situations

The following is a compilation of guidelines and options for handling certain specific situations that might arise during combat.

Attacking from Behind

Any attack made from behind has a to-hit bonus of +2, or +4 if made by a Thief. There are only two ways for most people to get behind someone during combat. One is to surprise an opponent and attack from behind during the surprise action. The other is to attack an opponent from behind when an ally is attacking from the front. Thieves can get behind a target during normal combat if they successfully hide in shadows, even if no one is attacking the target from the front.

Invisible Opponents

Attacks against an invisible opponent have a -4 penalty. Powerful magical monsters, or monsters 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"). It is only possible to make a melee attack when the two combatants are within ten feet of each other, and two combatants within ten feet of each other are considered to be "in melee."

Missile Attacks

Missile attacks are attacks with ranged weapons such as a bow, crossbow, sling, or thrown weapon. A character's dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons, and Fighters may receive an extra bonus for strength. When using missiles to attack into a melee, it usually is not possible to choose which participant (opponent or friend) will receive the attack; the Referee will determine this randomly.

Movement within Melee

For purposes of *Swords & Wizardry*, a defender effectively blocks an area about five feet across, and enemies cannot simply move through this area without first killing the defender. Alternatively, the Referee might allow such movement but grant a free attack to the defender(s) in the area. The Referee's common sense ultimately controls the situation, but it is good for players to have some idea of what results their tactics will have. Whatever rule a Referee chooses for this should be applied consistently unless the situation is quite unusual.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words, which may include lies. If a party is out-matched, or the monsters do not 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 become more favorable. Striking bargains, persuading monsters or non-player characters to do things, and getting out of trouble by using wits, are all important parts of the game. Do not 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 adventurers can improve a monster's initial reaction. This is not a matter of "my character ought to be really persuasive"—this is one of the places where the player's skill, not the character's, is tested.

Retreating

It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if a hero (or monster) tries to move out of the ten-foot "melee range." In some cases the free attack is made at +2 to hit (since it is from behind as the coward turns tail and runs).



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. In combat, however, some weapons take more space to wield than others. In *Swords & Wizardry*, only daggers, short swords, spears, and polearms can be used three abreast in a ten-foot area. All other one-handed weapons require five feet of room (two abreast in a ten-foot area), and two-handed weapons (other than thrusting weapons like spears) require a full ten-foot space to wield.

Second Rank

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

Subdual Damage

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted by a character can be composed of half “real” damage and half “subdual” damage. Subdual damage does not kill, and such points are recovered at a rate of 1 hp per hour. If an 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 killed accidentally!

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 Referee will assign bonuses and penalties for terrain features. Most such bonuses will only be +/- 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 -4 (as suggested in the Holmes Basic Set in 1977). Remember, however, that the penalty to hit an invisible opponent is only -4, so +/- 4 is about the outside limit for terrain adjustments on the to-hit roll.

Two-Weapon Fighting and Two-Handed Weapons

Just as shields improve armor class by 1, fighting two-handed grants a +1 to damage rolls (except for weapons that can only be used two-handed, where this is already taken into account in the weapon’s damage), and fighting with a weapon in each hand gives a +1 to hit, but only in rounds in which the attacker won the initiative roll. Note that fighting with two weapons does not actually give two separate attacks; it just increases the likelihood of landing a successful blow. Damage is rolled based on the primary weapon.

Design Note

This rule for two-handed and two-weapon fighting is the “official” rule for *Swords & Wizardry*, but it does not come from the Original Game, which had no rule for either situation. It comes from the creative pen of Jason Cone (“Philotomy Jurament”), a renowned crafter of house rules for the Original Game. Philotomy points out on his website that there are no specific, official rules in the Original Game for fighting two-handed or for fighting with a weapon in each hand. Under these rules, there is a result for each of three possibilities for what a hero is doing with his or her “off” hand: holding a shield, holding a weapon two-handed, or holding a second weapon. By assigning a different result to each choice (improve Armor Class, increase Damage, or gain a To-Hit bonus), players are able to pick a strategy for each particular conflict.

By the way, since a bonus on a to-hit roll has more of an effect than a bonus on damage rolls, the +1 to hit for two-weapon fighting occurs only in rounds when the wielder’s side wins the initiative roll (if using Option 1). If using Option 2, the +1 to hit occurs only if the attacker has a higher dexterity than the defender. If you choose to play “by the book” using the Original Rules, ignore this whole section and substitute your preferred house rules for two-handed and two-weapon fighting.

Unarmed Combat

Grappling (or overbearing) an opponent is resolved as follows: the attackers (or attacker) make individual to-hit rolls. The grapple is resolved among those who hit: each combatant rolls 1d6 per hit die. If the sum of the dice of all the attackers is higher than the defender’s total, the hapless defender is completely pinned and can be killed in the next round unless help arrives or the victim manages to break loose before the knife falls. If the sums are exactly equal, everyone is struggling and none of them can attack with a weapon. If the defender wins, the attackers are beaten back and stunned. They remain stunned for a number of rounds equal to the number of points by which the defender beat them. For example, if five orcs attempt to overwhelm a fifth-level Fighter, each orc rolls to hit. Let us assume that two of them succeed on the to-hit roll. The orcs roll a total of 2d6 (each orc has 1HD), and the Fighter rolls 5d6 (the Fighter has 5HD). The orcs get a total of 10, and the Fighter gets a total of 15. Each orc is tossed aside and stunned for 5 rounds.

Fist-fights can be resolved by assuming that a fist does 1 point of damage, and that there is a 50% chance per hit that the damage is subdual damage (see Subdual Damage, above). All Strength bonuses to damage are considered subdual damage only. A word to the wise: tavern brawls are more efficiently conducted with chairs than with fists.

Turning the Undead

Lawful Clerics have the ability to “turn” the undead, causing the horrid creatures to flee or even destroying them outright. When a Lawful Cleric attempts a turning, the player should roll 2d10 and consult the Turning Undead table for the result.

- If the number on the die is equal to or greater than the number shown on the table, 2d6 creatures of the targeted type are turned and will depart, not returning for 3d6 rounds.
- If the table indicates “T,” 2d6 undead creatures of the targeted type are *automatically* turned and will depart for 3d6 rounds.
- If the table indicates “D,” 2d6 of the undead creatures are *automatically* destroyed and will crumble to dust.

Flee before the power of LAW, foul undead things of Chaos!

Chaotic clerics cannot turn the undead, for turning back the undead is a power of Law. As an optional rule, Chaotic Clerics might have some Chaos-based power corresponding to the Lawful power to turn the undead. Non-player Clerics of Chaos may have whatever additional powers the Referee assigns, of course, without reference to the rules for player characters.

Table 27: Turning the Undead

Roll 2d10 to determine the result:

Challenge Level of Undead	Specific Undead (Examples)	Clerical Level										
		1	2	3	4	5	6	7	8	9–13	14–18	19+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
4	Shadow*	19	16	13	7	4	T	T	D	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D	D
6	Wraith	—	20	19	13	10	7	4	T	T	D	D
7	Mummy	—	—	20	16	13	10	7	4	T	D	D
8		—	—	—	19	16	13	10	7	4	T	D
9	Spectre	—	—	—	20	19	16	13	10	7	T	T
10	Vampire**	—	—	—	—	20	19	16	13	10	4	4
11	Vampire**	—	—	—	—	—	20	19	16	13	7	4
12		—	—	—	—	—	—	20	19	16	10	7
13	Demon	—	—	—	—	—	—	—	20	19	13	10

**Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons (also not undead) can be turned.*

***Vampires and more-powerful undead cannot be turned automatically. Vampires appear more than once on the table because they can be of varying power.*

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from hit points. When total hit points reach 0, the character is unconscious. The unconscious character remains alive but is bleeding to death at the rate of 1 hp/round if no assistance is rendered. Death takes place when the character reaches negative hit points equal to the character's level. In other words, a fifth-level character actually dies only upon reaching -5 hit points.

Healing

In addition to the various magical means of restoring hit points, a character recovers naturally at the rate of 1 hit point per day of uninterrupted rest. Four weeks of rest will return a character to full hit points regardless of how many hit points may have been 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; they will seek to retreat, flee, or surrender. The Referee decides when monsters abandon the battle and retreat, based on the situation and the monsters' intelligence. Keep in mind that the party's own non-player-character allies might decide to flee if their prospects of survival look grim.



A cleric attempts to turn a horde of undead skeletons

Example of Play

The Brave Adventurers Prepare to Enter the Dungeons

Referee: "Everybody got your character sheets? Potato chips? Ready to go?"

Brian (Werner the Cleric): "Ready."

Lindsey (Yesdinil the Sorceress): "Let's go."

Donovan (Hobart the Half-pint): "Pass the dip over here."

Russell (Eyeballs the Thief): "Here you go."

Referee: "Last time you were just at the top of the stairs leading into the deep ruins of Mythus Tower. You're headed down the stairs. What's your marching order, and what kind of light source are you using?"

Donovan: "Standard marching order. I'm in front with my axe, Lindsey is in the back to cast spells, and Brian is behind me so he can cure me if giant ants eat my face, like last time."

Lindsey: "I have my bullseye lantern lit so we can see further into the dark. Brian, you should carry a torch or something, because my bullseye lantern is more like a beam, and we need some light around us."

Brian: "I'm Werner the Cleric, not Brian."

Donovan: "Whatever."

Lindsey: "Light a torch, Werner."

Brian: "Werner lights a torch."

Referee: "That means Werner can't carry a shield, so what armor class are you without the shield?"

Brian: "Are we using ascending or descending armor class?"

Referee: "Descending armor class. The lower your AC the harder you are to hit."

Brian: "I'm wearing plate mail with no shield, so since my base armor class is 9 for descending AC, I subtract 6 for the plate mail, so I'm AC 3 with no shield. I carry it slung on my back, though."

Russell: "Eyeballs the Thief is just lurking in the shadows of their torchlight. I'm at the back guarding Lindsay's Magic-user."

Donovan: "Also, you're a total chicken."

Russell: "You've got to go with your strengths. It's what I do, man."

Referee: "Okay, you start down the stairs. It's a twisting, dark stone staircase leading down into the darkness. The walls are damp, reflecting your torchlight. You can hear faint echoes from the dwarf and the cleric's plate mail as they clank their way down. After about fifty feet, the stairs end, coming down into a ten-foot wide corridor leading north. It goes as far as you can see, even with the sixty-foot range on the bullseye lantern."

Lindsay (checking the map the party made in their last adventure): "We go north for 80 feet, keeping an eye out for trouble. I think that takes us to the Long Hall. Oh, I forgot, I ready a sleep spell."

Referee: "Readying the spell takes a round, which we'll just ignore. You have the spell prepared for a turn. No problems along the way, you can reach the intersection with the Long Hall. Sixty feet was the first half of your move because the guys in plate mail have a movement rate of 6. You've got 40 feet left to move in this turn."

Donovan: "What do we see?"

Referee: "The 10 foot corridor you have been following makes a T-intersection with a wider hallway, 20 feet wide. It looks like it goes a long way both east and west."

Lindsay: "Bullseye lantern, shining it around."

Referee: "Like last time, you can see that the Long Hall goes as far as you can see with the bullseye lantern, that's 60 feet, both east and west. There is a door leading south 40 feet from your corridor, and a door in the northern wall 60 feet from where you are."

Brian: "There's an open pit trap right in front of us, right?"

Referee: "Not right in front of you: it's in the northern half of the Hall, so you've got ten feet before you hit it, but yes. You can sort of see it in the shadows of the torchlight, an open pit."

Donovan: "Russell's great at finding pit traps."

Lindsay: "Yeah, by falling into them."

Russell: "I check the ceiling."

Brian: "Werner goes to the edge of the pit and looks down with the torch."

Referee: "There's a skeleton in there."

Lindsay: "Seriously?"

Donovan: "It wasn't there last time."

Referee: *Rolls some dice.*

Lindsay: "I hate it when you do that."

Referee: *Rolls more dice.* "There's a gold ring on the skeleton's finger. You can see it glinting in the torchlight."

Donovan: "I'm going down there to take a look. Can they lower me down? It's only ten feet deep, right?"

Referee: "It's ten feet deep. In that plate mail, you're too heavy for them to lower down without rope, though."

Lindsay: "I have rope in my backpack. I'll take it out."

Russell: "Anything interesting on the ceiling?"

Referee: "Nope, just damp stone."

Brian: "Or we could lower you in there, Lindsay. You're not wearing armor, you're a Magic-user."

Lindsay: "I'm not going down there, it might be an animated skeleton, and I'd be in hand-to-hand combat with it."

Trouble Develops

Referee: "Brian is looking down into the pit, and Lindsay is digging through her backpack. You aren't paying much attention to what might be coming down the hall." *Rolls to see if the goblins who set this ambush will surprise the party. He rolls 1d6 to see if the party is surprised, and gets a "1." The party is surprised. Normally the Referee would also roll to see if the goblins are surprised*

as well, but he decides that the party has made enough noise searching the pit to put the goblins on alert. Since Russell mentioned that his Thief was lurking in the shadows, the Referee decides to check and see if this is successful as a Thief's Hide in Shadows skill. He rolls percentile dice, with a result of "2" and "0," which means 20. Eyeballs is a third level thief, so his chance to Hide in Shadows is 20%. The roll is exactly equal to what Eyeballs needs (it would have failed if the die roll had been 21 or higher), so the goblins don't notice Eyeballs lurking in the shadows.

Referee: "All of a sudden, arrows shoot from the darkness." There are six goblins waiting beyond the edge of the torchlight, firing short bows. Since a short bow has a rate of fire of 2, each goblin gets 2 shots, for a total of 12 attack rolls. The Referee decides that each character will be attacked by 4 arrows. The range is 70 feet (the goblins are outside the 60ft range of Lindsay's bullseye lantern), and the range on a short bow underground is only 50ft, so the goblins are attacking at -2 due to the range.

Referee: "Each of you except Eyeballs is getting shot by 4 arrows. Lindsay, what's your AC (armor class)?"

Lindsay: "9. I'm not wearing armor. Duh."

Referee: Rolls 4d20, getting a 3, 7, 15, and 19. He checks the tables to see what a goblin needs to hit armor class 9, and finds that a monster with less than one hit die needs a 10 to hit armor class 9. Even with the -2 to hit because of the range, two of the attacks score hits.

Referee: "You're hit by two arrows." Rolls 1d6 for each of the hits to find out how much damage the hits cause. The rolls are a 2 and a 5. "You take a total of 7 points of damage."

Lindsay: "I'm still alive, but I've only got 15 hit points. I'm down to 8."

Referee: Rolls more dice to find out whether there are more hits, and Werner the Cleric is hit twice.

Brian: "Fear not, dear lady, for there is an honorable cleric of Law present to cure you!"

Referee: "Brian, you're hit twice."

Brian: "Ouch! Seriously? I'm armor class 3."

Referee: "Yep." The goblins need a 16 to hit AC 3, and there's a -2 for range. The Referee rolled a 1, an 18, a 6, and a 20. "You take (rolls 2d6) five hit points. And Donovan, they totally missed you."

The Referee now rolls 3d6 to see what the goblins' collective dexterity is, and rolls a 12.

"Okay, anyone casting spells?"

Lindsay: "Not until I can see what's out there, but I ready a sleep spell."

Donovan: "Can we even see what's attacking?"

Brian: "Cast the sleep spell."

Referee: "No, you don't know what's out there. They aren't using any light, so they aren't illuminated. Just a dark hallway down there, with arrows shooting out at you. Anyone firing missile weapons?"

Donovan: "Nope. I'm holding an axe, Werner's got his mace, and Eyeballs has a dagger."

Brian: "Seriously, cast the sleep spell."

Referee: "Russell, do you want to throw the dagger?"

Russell: "Heck, no."

Referee: "Melee combat. Nobody's in melee yet. Movement. Donovan, your Dexterity is 14; that's the highest."

Donovan: "I charge and attack. I'm a dwarf, so I can see in the dark. Eat dwarf axe, monsters!"

Referee: "Your movement rate is 6, so you can move 20 feet. You are now close enough to see six goblins. They were 70ft from the party, so you're now within 50ft of them."

Donovan: "I charge and kill them. I can totally go faster than 20 feet in a minute. What am I, a snail?"

Referee: (improvising) "If you seriously want to just charge in there, I'll let you move 40ft, double your normal combat movement, but they can attack you at +1."

Donovan: "Totally. Game on. I charge."

The goblins, with a dexterity of 12, would be able to move at this point (after Donovan's Hobart character) if they wanted to, but the Referee decides that they will hold their ground.

Referee: "Hobart the Half-Pint charges forward, axe held high. Brian, what does Werner the Cleric do? Your dexterity is 11."

Brian: "Follow Donovan."

Referee: Your movement rate is 9, so you can go 30ft, or 60ft if you charge. 60 feet will get you into melee combat."

Brian: "Charge."

Referee: "You charge forward 60 feet, and you're now in melee combat with the goblins. Lindsay? Dexterity 10."

Lindsay: "Draw my dagger, but stay where I am."

Referee: "Russell, what does Eyeballs the Thief do? Your dexterity is 9."

Brian: "Can I just interrupt to ask why you decided to play a thief with a dexterity of 9?"

Russell: "I draw my longsword and move up. I want to move silently and hide in the shadows, and see if I can get around back of whatever's there."

The Referee rolls the percent chance to see if Eyeballs the Thief is able to successfully move silently and hide in the shadows. Eyeballs is third level, so his chance is 20% to hide in shadows and 30% to move silently. The Referee rolls a 34, which is not good enough; the number would have to be 20 or lower. He rolls an 85 for the move silently check, so Eyeballs is not moving any more quietly or invisibly than a regular person sneaking along. Even so, the Referee decides that with all the combat going on, the goblins probably won't notice Eyeballs unless he does something to draw attention to himself.

Referee: "Eyeballs sneaks forward ... what's your movement rate, Russell?"

Russell: "9. I go forward 30 feet. Does it look like they see me?"

Referee: "You can't tell; they're all watching Donovan and Brian."

Brian: "I'm Werner the Cleric."

Donovan: "Whatever."

Russell: (turns to the other players) "I can probably still get behind these guys if they cluster around Werner and Hobart."

Referee: "New combat round starts. Any spells? Lindsay?"

Lindsay: "I cast sleep. I aim it just far enough past the goblins so that it won't catch the dwarf and the cleric."

The Referee remembers that the group's house rule makes spells go off target by 1d10 feet in a random direction, but since Werner's cleric is a

full ten feet from the goblins (even though he's in melee), that rule won't change anything.

Referee: "You wave your arms and say the magic words, and some goblins fall into magical slumber." He rolls 4 four-sided dice, and every single die comes up with a 1. "Your spell was really weak. Probably you sneezed or something while you were casting it. Only four goblins go down. Two are still standing. Okay, that's the spells, anyone using missiles? Wait, Lindsay, are you going to prepare another spell for next round?"

Lindsay: "Another sleep spell. I don't have to actually cast it if Donovan and Brian kill the goblins, right?"

Brian: "Werner."

Referee: "You don't have to cast it, you can just let the spell energy go and still have the spell memorized."

Lindsay: "Okay, I ready a sleep spell."

Referee: "Donovan, missiles?"

Donovan: "Nope."

Referee: "The two remaining goblins shoot again."
(the goblins miss)

Referee: "Time for melee. Donovan, you're in melee range."

Donovan: "I attack the nearest one." *Rolls a d20 to hit.* "I got a 15, and with my strength bonus, that's a 16."

The Referee checks his to-hit chart. Hobart is a fourth level fighter, and the goblins are armor class 6, so Hobart needs an 11 to hit.

Referee: "Hobart's axe slices into the goblin. Roll damage."

Donovan rolls to see how much damage Hobart's hit inflicted. Hobart has a battle-axe, so the damage is 1d8. He rolls a 5, but since his strength is 16, he gets +1 to his damage.

Donovan: "6 points."

The Referee has already rolled hit points for the goblins; this one has 2 hit points.

Referee: "The goblin falls to the floor, dead. You've got three more attacks, since you're a fourth level fighter. Goblins don't have more than one hit die, so you get one attack per level."

Donovan proceeds to roll a 10, a 5, and an 8 against the surviving goblin, all misses.

Russell: "That's got to be the world's luckiest goblin."

If these monsters were hobgoblins, with 1 hit die plus 1 hit point, Hobart would not have the extra attacks. Against regular goblins (less than 1 HD), with four attacks per round, he is like a chainsaw.

After the combat, the Referee checks to see if any wandering monsters were attracted by the noise, rolling 1d6 to see if he gets a 1. He rolls a 3, so no wandering monsters hear the noise and come to investigate.

Referee: "The surviving goblin is in melee range, but he's holding a bow. They use their melee time to drop the bows and switch to short swords. Nobody else is in melee range. Next comes movement. Donovan, does Hobart want to turn tail and flee?"

Donovan: "Nope."

Referee: "I think this goblin is going to try and run..."

Traps and Loot

After the battle, the party goes back to the pit to check out the ring the skeleton is wearing.

Donovan: "Let's tie a rope to Eyeballs and lower him down."

Russell: "Okay by me."

Lindsay: "We tie a rope around Eyeballs and lower him into the pit."

Referee: "Who's holding the rope?"

Brian: "Lindsay and I hold the rope, and Donovan's character keeps an eye out for more trouble."

Referee: "Okay, you lower Eyeballs down into the pit. There's a skeleton wearing a ring."

Russell: "I don't touch anything yet. I'm going to light a torch so I can see better."

Referee: "Okay, you light a torch."

Russell: "Check for traps."

Referee: "It doesn't work like that. You can check a small mechanism to see if there's a trap in it, but you can't just illuminate the place with find traps radar."

Russell: "Okay, I look around the ring and the bones to see if there are any tripwires or anything attached to it."

Referee: "No tripwires. While you're checking the ring, you notice that there's an inscription on it, though. It isn't in a language you can read."

Russell: "Okay, I check inside the pit for secret doors."

Referee: "It takes you a full turn to check a ten-by-ten area for secret doors. Which wall are you searching?" *The Referee knows that there is actually a secret door in the floor of the pit, but is careful not to reveal anything by specifically mentioning the floor.*

Russell: "North wall and the floor."

Referee: "That will take two turns." He rolls two six-sided dice in the first turn, when Eyeballs is checking the north wall of the pit. Even though he knows there is no secret door, he rolls a die anyway. If he didn't, the players would know for sure that there was no secret door. The second die roll is a check for wandering monsters, because the party is using a full turn of time to search. "Nothing happens in the first turn, and you don't find a secret door in the north wall. You start searching the floor of the pit." Once again, the Referee checks for wandering monsters, but still doesn't roll a 1. He rolls 1d6 to see if Eyeballs finds the secret door, and now he rolls a 1, meaning that the secret door is found.

Referee: "You discover that the crack between the floor and the walls goes in really deep. You think that the floor might swing downward like a trap door. You also find what looks like a keyhole in the floor, in the northwest corner."

Russell: "Can I check the keyhole for traps?"

Referee: "You can use your Delicate Tasks skill to see if you can find a trap in there. If there's a trap, you can roll again to see if you can remove it."

Russell: "If I screw up the roll when I'm checking to see if there's a trap, does that set off the trap?"

Referee: "No. Only if you fail the roll when you're trying to actually remove it."

Donovan: "Did we loot the goblins yet?"

Referee: "No, you forgot."

Donovan: "I go check the bodies while Russell's thief is messing around in the pit."

Referee: "The rope jerks and starts to pull Eyeballs upward as you walk off."

Donovan: "Very funny. Okay, I hand my end of the rope to Lindsay and *then* I go loot the bodies."

Russell: "I check the keyhole for traps." *The Referee knows that there is a trap in the lock, which will drop a stone block into the pit if the key is not used. This is not an issue yet, because just checking the*

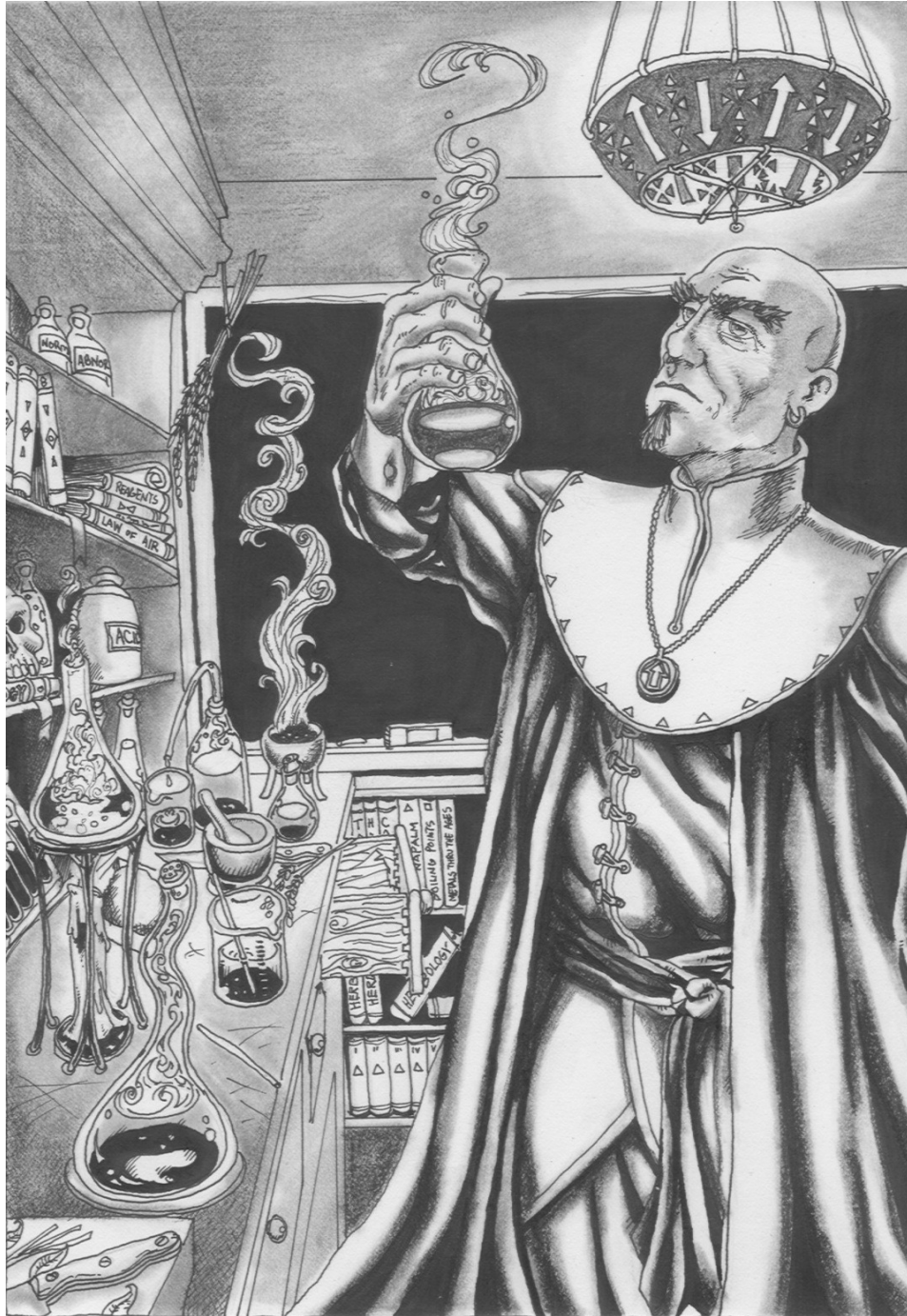
keyhole for traps will not activate the trap. Eyeballs the Thief's Delicate Tasks skill is 25%. The Referee rolls 1d100, and gets a 58.

Referee: "You don't find any traps."

Russell: "Okay, I'm going to pick the lock."

Referee: "Donovan, Hobart finds a total of 10 gold pieces on the goblins, and also a key."

Russell: "Wait, I don't pick the lock yet, I wait to see what Hobart found on the goblins...."



The Archmage in his Tower Laboratory

High Level Adventuring

Swords & Wizardry usually is not played just once for a single adventure; it is usually a weekly or monthly series of sessions in which the characters continue to adventure, gaining experience and power. Eventually, the more powerful characters will begin to make a mark on the game world itself. They may take control of a castle, build armies, and even, if the game goes on long enough and the group decides not to retire the characters, name kingdoms after themselves or venture into other worlds, realms, or dimensions. Perhaps they will do battle with demon princes, maybe they will forge artifacts of great power—even unite great empires through diplomacy in grand courts or beneath their banners on the field of war. Later “generations” of characters might even be serving as henchmen for the old, retired heroes of the game!

In playing the game, the first several levels of character advancement are devoted mainly to the characters becoming more powerful, bringing back treasure to buy better equipment, finding magic items, learning spells, and getting more hit points as they gain levels. Often these adventures are expeditions into underground dungeon complexes, but they might also be sea voyages or any number of other adventures—whatever the players decide to embark upon. As the characters reach higher levels, the players will most likely want them to begin projects that are not specifically covered by the rules. Perhaps the Magic-User wants to build an army of magically animated iron warriors, but needs to figure out how to do it. Maybe the Fighter wants to establish a small, fortified manor in the wilderness hills, but needs to hire some troops and clear out the area. This side of the game is limited only by your collective imaginations. Of course, as the heroes become better known (or more notorious), they will be petitioned for help by all manner of people from kings to peasants, and they will hear of mysterious places and rumors far beyond the normal fare of less-renowned adventurers.

As your character reaches higher level, you will find that he or she may start having an effect on the actual game world. Indeed, once one becomes powerful and influential enough to build a stronghold, the character’s name is literally going to get written on the campaign map itself. Later adventurers might hear about “Arnold’s Freehold” and never realize that “Arnold” is – or was – a high level Fighter character with a very skillful player. To the new players, of course, Arnold’s Freehold is just a castle located in the hills, a good place to rest up and buy provisions. They might never realize that the rumors about Lord Arnold’s exploits are true accounts of desperate adventures played out with dice and maps!

Exactly how your character makes a mark on the game world is up to you – although the rules offer some ideas, such as doing magical research or clearing out some

wilderness for a small castle. You might, indeed, decide to settle your experienced adventurer in a city, or on a galleon traveling the seas of the world. The game can twist and turn in many directions. Nevertheless, at some point, some of the following information will probably become a factor as your higher-level character begins to be involved in the world beyond the dungeon.

The Stronghold

All of the character classes have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Thieves. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner’s fortified place of residence. The nature and type of stronghold will differ, of course, for the individual’s choices will play an important role. For instance, it is traditional for you, the player, to create a map of your castle.

In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and vils will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the character’s needing to get involved.

Owning a castle allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep treasure.

Building the actual castle, of course, is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress.

Costs to build a castle will vary, but as guidelines:

A 200x200ft Keep: 50,000gp

Second Tier on Keep: 30,000gp

Portcullis/Gate: 500gp

Castle Wall (20ft tall, 10ft thick): 300gp/10ft

Buildings (20x30ft): 500gp (stone), 250gp (wood)

Tower (30ft diameter): 8,000gp

Hiring Followers

Normal hirelings are assumed to be employed full time by the player character. They are given room and board plus a wage, and the employer supplies any materials needed. (It is possible to employ people for single tasks or short periods; such costs are left up to the Referee.) As a general rule, food for a single person in a rural community such as a castle or village is about 1 gp per month, and perhaps twice that in a city. If the employer does not own a stronghold to house servants and followers, lodging may need to be considered separately. The cost is up to the referee, but staying in an inn, even in a stable, will cost at least 1 sp per night. In the following list, "Upkeep" covers food and lodging, but does not include wages or any equipment needed to set up a professional or craftsperson. It does cover materials needed for the hireling to function on an ongoing basis. Note that for some crafts or professions, this materials cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running, alchemists constantly conduct experiments, etc. Wages depend upon the type of services being sought. The cost of initial equipment should be calculated using the equipment tables. If the hireling requires a great deal of initial equipment (such as a forge or a library), the Referee may use the values in the list below or adjust the costs as needed for local conditions.

Alchemist

Upkeep Cost: 1,000 gp/month

Wage: 500 gp/month

Initial Equipment: A fully equipped lab costs 1,000 gp.

Animal Trainer

Upkeep Cost: 500 gp/month, including costs for the animal(s) being trained.

Wage: 20 gp/month, or none, if the trainer is a follower of a character with a stronghold.

Initial Equipment: This depends on the animal being trained.

Armorer

Upkeep Cost: 100 gp/month

Wage: 100 gp/month, or none, if the armorer is a follower of a character with a stronghold.

Initial Equipment: A fully equipped forge costs around 100 gp.

Assassin

Upkeep Cost: Not applicable; assassins are available for hire on a mission-by-mission basis only.

Wage: 2,000 gp per mission

Initial Equipment: None.

Blacksmith

Upkeep Cost: 25 gp/month

Wage: 10 gp/month

Initial Equipment: A fully equipped forge costs around 100 gp.



Man-at-Arms (Soldiers)

Upkeep Cost: 1 gp/month in camp or castle. Standard costs of rations if operating in the field; this is reduced to 10 gp/month if the character is fielding an army with adequate wagons to purchase in bulk.

Wage: None, if the man-at-arms is a follower of a character with a stronghold. Otherwise, household troops cost 2 gp/month, archers 4 gp/month, and cavalry troopers cost 8 gp/month. Mercenaries are more expensive; infantry cost 4 gp/month, archers 8 gp/month, and cavalry troopers cost 16 gp/month. Sergeants (one required for every 10 men-at-arms) cost twice the normal amount for a man-at-arms of the same type, Lieutenants (required for every 20 men) cost three times normal, and Captains (required for every 60 men), cost four times normal.

Initial Equipment: Determine from equipment list.

Man-at-Arms (Adventuring)

Upkeep Cost: Cost of rations and lodging.

Wage: 2 gp/day, or upwards of 5 gp/day.

Initial Equipment: Determine from equipment list.

Sage

Upkeep Cost: 1,000 gp/month, which includes books for research, scribe expenses, and so on.

Wage: 1,000 gp/month

Initial Equipment: A small library costs 2,000 gp.

Sailor

Upkeep Cost: 10 gp/month

Wage: 2 gp/month

Initial Equipment: None.

Servant (Domestic)

Upkeep Cost: 1 gp/month

Wage: 5 gp/month

Initial Equipment: None.

Ship Captain

Upkeep Cost: 50 gp/month

Wage: 250 gp/month

Initial Equipment: A ship.

Siege or Construction Engineer

Upkeep Cost: 750 gp/month (Siege engine repairs and upgrades are expensive.)

Wage: 250 gp/month

Initial Equipment: None.

Spy

Upkeep Cost: 10 gp/month

Wage: 500 gp per mission

Initial Equipment: None.

Torchbearer (or Other Adventuring Non-combatant)

Upkeep Cost: Cost of rations and lodging.

Wage: 1 gp/day

Initial Equipment: Determine from equipment list.

Magic

Magic, sorcery, and strange miracles, are the beating heart of the game: the bizarre fluctuations of power beyond the laws of normal reality, mystically glowing runes of unknown meaning and deadly portent; the auguries of bird-flocks and fallen stones; arcane incantations that twist the mind when memorized and scorch the throat when spoken; dusty tomes in forgotten libraries; knowledge that can melt the very soul of the incautious reader...

The world is drenched in the tides and isolated lakes of magical power. A great deal of this is ancient and deadly; only a very small portion of the vast pattern can be harnessed into the shape of mere spells, formulae spat out by rote memory. As difficult as it is for a mere human to grasp and control the powers of a Magic-User, most spells are still no more than a feeble shortcut into the depthless powers of true magic. The greatest wizards and archmages can mold and shape such terrifying powers, reaching deep into the very maelstroms of true power, able to perceive the patterns behind the planes of existence, even if these are obscured,

seen only through the uncertain lens of mortal perception, and retained within the weak and fragile vessel of the mortal mind.

The Magic-User attempts to harness powers far beyond the true scope of mortal understanding, using memorized formulae, gestures, and incantations, that have been meticulously recorded in books of magic. The very words and diagrams of these spells hold dreadful and incomprehensible power, as demonstrated by the fact that a Magic-User must use a spell (Read Magic) merely to read an unfamiliar magical incantation. To the untrained eye, the spells written in a spellbook are gibberish; the letters almost seem to move at the corner of the eye and the words are disturbing to the mind, the visual counterpart to fingernails dragging across a slate.

A Magic-User can only hold a certain quantity of magical power in mental, memorized reserve to be released later in the form of a spell. Indeed, it is the first warning taught to

apprentice mages: that to successfully memorize a spell beyond one's training and mental powers is the last action one will ever take as a sane human being. The mind will be utterly broken, and the vitriol of Chaos will seep into that broken vessel (if the fool is even left alive), turning the mindless husk into a thing far less, and far worse, than human.

Beyond spells, of course, lies an unfathomable realm of such magic as can be harnessed by great rituals and secret knowledge that exceed the confines of mere spells, where the Magic-User's own mind is not the gathering point and lightning rod of vast magical energies. The creation of golems is such a task, and one which is relatively well known. Manuals for the creation of golems are rare, but they exist in lost treasure hoards and forgotten ruins. Building and animating a golem is a task that cannot be achieved by spells alone, but with the appropriate knowledge, a Magic-User can still perform such a task. Most other feats of great magic are not so well documented as the animation of golems; the creation of cloud castles and other such unique artifacts of power are lost arts, for which a Magic-User would have to do prodigious and dangerous researches at the boundaries of human knowledge – and perhaps beyond.

Clerical spellcasting is quite different from the way in which a Magic-User draws upon the complex, mindless patterns and channels of arcane power. A Cleric's magic, by contrast, is a matter of faith and reverence; the Cleric can draw forth miracles, sometimes of truly staggering power. The number of spells that a Cleric can cast in a single day is limited and the particular spells must be selected ahead of time, but this is done through a process of prayer and meditation, not by the study of formulae in a spell book. It is said that these are "memorized," but such is not precisely the case – "memorization" is simply the closest term that has been coined to describe the preparation of Clerical spells.

Indeed, the divine powers are inscrutable: layer upon layer of mysteries, revelations, and understandings that are peeled away slowly as the Cleric progresses to higher levels. Whether these deeper mystical realities are imparted by visions and sudden insight or whether they are taught to initiates after the prescribed achievements, they represent the ability to cast higher level spells and to commune more directly with the divine powers. Most Clerics are the servants of Law or Chaos, for these are primordial forces that infuse the very foundations of the universe and cosmos. Clerics of Law might have a patron saint or deity who intercedes between the Cleric and the ultimate power of Law, or the Cleric might simply worship Law as an abstract power. Clerics of Chaos might, similarly, commune directly with the storm-insanity of pure Chaos, or take the different path of serving powerful demon princes or blood-drenched gods. Neutral Clerics (if allowed by the Referee) must generally serve a lesser, independent supernatural power, one that has chosen to go its own way in rejection of both the stark path of Law and the dark, mad labyrinths of Chaos. In many cases, although such Neutral patrons are weaker than Law

and Chaos in the cosmic sense, they can grant as much power to their mortal followers as greater entities. The difference in standing between a mortal and a great Being of Neutrality is still so extreme that any relative "weakness" on the part of the worshipped being is undetectable by the worshipper. As far as humans are concerned, these Neutral powers are just as strong as Law and Chaos in terms of what boons they can grant to their followers.

And what of necromancers, sorcerers, warlocks, witches, and mystics? Are these independent character classes? Or are they rare sub-classes of the Magic-user and Cleric, or merely substitute names for those classes? This is for the Referee and the players to decide as together you delve into the game beyond the framework of this book. Part of the game is to press beyond the rules, to explore the undiscovered country of the fantastic realms of imagination! The rules of the game are just the beginning, and this description of magic is merely an introduction, the threshold of infinite possibilities...

An Alternate Approach to High-Level Magic

Before the supplements came out for the Original Game, Magic-User spells went up only to 6th level, and Cleric spells only to 5th level. In fact, if you take a look at those spell lists, you will see that the list of 6th-level Magic-User spells includes one called *Limited Reincarnation*, and the 5th-level Cleric spells include *Raise Dead*. These are pinnacle-type spells; you do not really need to power them up any further with *Wish* and *Resurrection*. So, this author, as a Referee, does not use the higher level spells – at least, not as spells.

Instead, all the higher-level spells are treated as the same sort of thing as creating a golem or a cloud castle, or some other type of magical project that would require doing research, finding books, and spending gold. There are books to be found and studied, expensive arcane components to locate, particular times of the year or lunar cycle when the magic can be performed, runes to know, circles to scribe, and other strange and forbidden knowledge to be researched.

These things are bigger than mere spells that can be cast multiple times a day. For example, to summon a supernatural being, a Magic-User must use the right magic circle to hold a being of a particular name or type, and that requires research into forbidden tomes, which are likely located in a dungeon or ruin somewhere. To "cast" *Resurrection* (on someone who has been dead too long for a *Raise Dead* spell), a Cleric might have to bring the remains to a specific holy place, and seek much more assistance from other Clerics. The possibilities are vast and the author, at any rate, thinks it is more fun to limit the top end of spell power and switch the high-level spells from mere "spells" to serious undertakings of magic, requiring research, adventuring, and the expenditure of huge quantities of gold.

Magical Research

Magical research is another area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level Magic-Users may want to develop new spells, and higher-level Magic-Users might become involved in all kinds of research from developing potion formulae, to creating magical items, to creating golems, to breeding monsters. In general, the details of such projects are left to the Referee; they will certainly be expensive, and will probably involve finding books of lost lore (yes, in dungeons, although perhaps the Wizard has henchmen to retrieve them

by this point) and strange components ranging from eye of newt up to the heart of a dragon. Special laboratories might be required, as might the services of a hired alchemist or sage. Remember that new spells should be carefully reviewed to make sure they are not too powerful—the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the Referee's prerogative to protect the game by adjusting the level of the new spell.



Magical Research can greatly increase a wizard's power, but great risks may be involved for those who would explore the deeper mysteries of the cosmos

Spell Lists

Cleric Spells

Level 1

Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Drink

Level 2

Bless
Find Traps
Hold Person
Silence, 15-foot Radius
Snake Charm
Speak with Animals

Level 3

Continual Light
Cure Disease
Locate Object
Prayer
Remove Curse
Speak with Dead

Level 4

Create Water
Cure Serious Wounds
Neutralize Poison
Protection from Evil, 10-ft Radius
Speak with Plants
Sticks to Snakes

Level 5

Commune
Create Food
Dispel Evil
Finger of Death
Insect Plague
Quest
Raise Dead

Level 6

Animate Object
Blade Barrier
Conjuration of Animals
Find the Path
Speak with Monsters
Word of Recall

Level 7

Aerial Servant
Astral Spell
Control Weather
Earthquake
Holy Word
Part Water
Restoration
Resurrection
Symbol
Wind Walk



Magic-User Spells

Level 1

Charm Person
Detect Magic
Hold Portal
Light
Magic Missile
Protection from Evil
Read Languages
Read Magic
Shield
Sleep

Level 2

Continual Light
Darkness, 15-foot Radius
Detect Evil
Detect Invisibility
ESP
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image
Phantasmal Force
Pyrotechnics
Strength
Web
Wizard Lock

Level 3

Clairaudience
Clairvoyance
Darkvision
Dispel Magic
Explosive Runes
Fireball
Fly
Haste
Hold Person
Invisibility, 10-foot Radius
Lightning Bolt
Monster Summoning I
Protection from Evil, 10-foot Radius
Protection from Normal Missiles
Rope Trick
Slow
Suggestion
Water Breathing

Level 4

Charm Monster
 Confusion
 Dimension Door
 Extension I
 Fear
 Hallucinatory Terrain
 Ice Storm
 Massmorph
 Monster Summoning II
 Plant Growth
 Polymorph Other
 Polymorph Self
 Remove Curse
 Wall of Fire
 Wall of Ice
 Wizard Eye

Level 5

Animal Growth
 Animate Dead
 Cloudkill
 Conjunction of Elementals
 Contact Other Plane
 Extension II
 Feeblemind
 Hold Monster
 Magic Jar
 Monster Summoning III
 Passwall

Telekinesis
 Teleport
 Transmute Rock to Mud
 Wall of Iron
 Wall of Stone

Level 6

Anti-Magic Shell
 Control Weather
 Death Spell
 Disintegrate
 Enchant Item
 Geas
 Invisible Stalker
 Legend Lore
 Lower Water
 Monster Summoning IV
 Move Earth
 Part Water
 Project Image
 Reincarnation
 Repulsion
 Stone to Flesh

Level 7

Charm Plants
 Conjunction of Demons
 Delayed Blast Fireball
 Extension III
 Limited Wish

Mass Invisibility
 Monster Summoning V
 Phase Door
 Power Word, Stun
 Reverse Gravity
 Simulacrum

Level 8

Clone
 Mass Charm
 Mind Blank
 Monster Summoning VI
 Permanency
 Polymorph Object
 Power Word, Blind
 Symbol

Level 9

Astral Spell
 Maze
 Gate
 Meteor Swarm
 Monster Summoning VII
 Power Word, Kill
 Prismatic Sphere
 Shape Change
 Time Stop
 Wish

Spell Descriptions

Contained herein are all of the Cleric and Magic-User spells, presented in alphabetical order.

Aerial Servant

Spell Level: Cleric, 7th Level

Range: N/A

Duration: Until completed or insanity

This spell summons a powerful creature from the elemental planes of air, to 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 240 feet. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him or her.

Animal Growth

Spell Level: Magic-User, 5th Level

Range: 120 feet

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 themselves.

Animate Dead

Spell Level: Magic-User, 5th Level

Range: Referee's 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

Spell Level: Cleric, 6th Level
Range: 60 feet
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 foes or performing other actions on the caster’s behalf. The Referee 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 7–9 HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Anti-Magic Shell

Spell Level: Magic-User, 6th Level
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. The shell is ten feet in radius.

Astral Spell

Spell Level: Magic-User, 9th Level
Range: 100 miles (above ground), 100 yards (below ground)
Duration: 2 hours

The caster projects his or her 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. (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: 120 feet per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Blade Barrier

Spell Level: Cleric, 6th Level
Range: 60 feet
Duration: 12 turns

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

Bless

Spell Level: Cleric, 2nd Level
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 or Cacodaemon

Original spell name: See *Conjuration of Demons*

Charm Monster

Spell Level: Magic-User, 4th Level
Range: 60 feet
Duration: See below

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 have one chance per week to break free of the charm, with the probability based on their hit dice (as shown on the following table).

Table 28: Charm Monster

Hit Dice	Chance to Break Charm ¹
Fewer than 2	5%
2–4	10%
5–7	20%
8–10	40%
11+	80%
¹ <i>Per week</i>	

Charm Person

Spell Level: Magic-User, 1st Level
Range: 120 feet
Duration: Until dispelled

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

Spell Level: Magic-User, 7th Level
Range: 120 feet
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

Spell Level: Magic-User, 3rd Level
Range: 60 feet
Duration: 2 hours

Clairaudience allows the caster to hear through solid stone (limiting range to 2 feet or so) and other obstacles, any sounds within a range of 60 feet. 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

Spell Level: Magic-User, 3rd Level
Range: 60 feet
Duration: 2 hours

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

Clone

Spell Level: Magic-User, 8th Level
Range: Close
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 needed to regrow the clone depend upon the spell formula and the Referee'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

Spell Level: Magic-User, 5th Level
Range: Moves 6 feet per minute
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves directly forward at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud. 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 unless the creature has 5 or more hit dice.

Commune

Spell Level: Cleric, 5th Level
Range: Caster
Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers do not like being constantly interrogated by mere mortals, so use of the spell should be limited to once per week or so by the Referee.

Confusion

Spell Level: Magic-User, 4th Level
Range: 120 feet
Duration: 2 hours

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

Table 29: Confusion

Die Roll	Reaction
2-5	Attack caster & caster's allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every 10 minutes or so, and the dice are once again rolled.

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 instantly. 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 only then are they permitted a saving throw. 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

Original spell name: See *Conjunction of Animals*

Conjure Elemental

Original spell name: See *Conjunction of Elementals*

Conjunction of Animals

Spell Level: Cleric, 6th Level
Range: 30 feet
Duration: 1 hour

The Cleric conjures up normal animals to serve as 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.

Conjunction of Demons

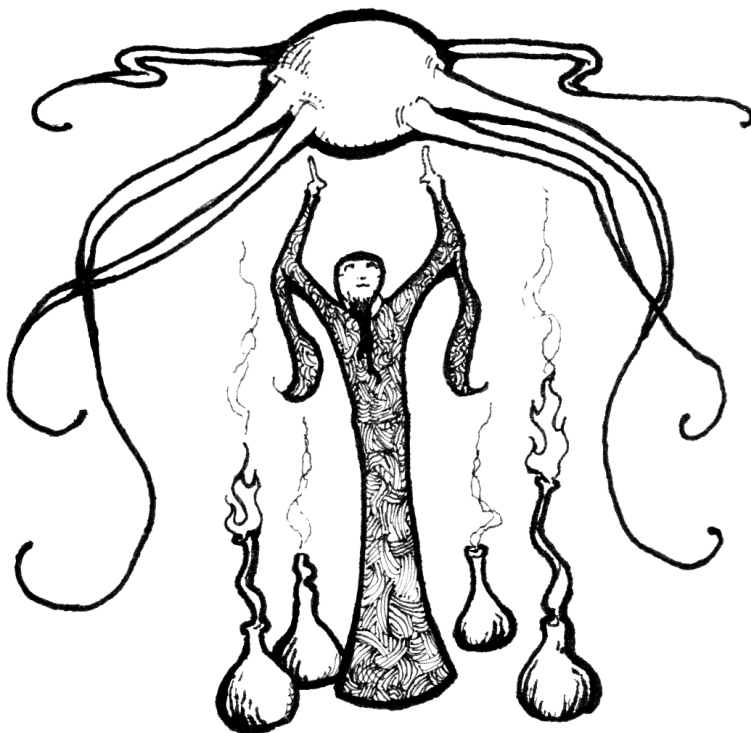
Spell Level: Magic-User, 7th Level
Range: 10 feet
Duration: Referee's discretion

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.

Conjunction of Elementals

Spell Level: Magic-User, 5th Level
Range: 240 feet
Duration: Until dispelled or slain

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to follow 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 its former master.



Contact Other Plane

Spell Level: Magic-User, 5th Level
Range: None
Duration: Number of “Yes/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 being contemplated. The spell’s effects depend upon how deeply the caster quests into the various planes of existence. The caster must decide how “far” into the planes of existence the contact will be attempted. The number of planes in “depth” that the caster chooses will affect the number of yes or no questions that can be asked, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that the caster 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 perhaps was deliberately removed.

Continual Light

Spell Level: Magic-User, 2nd Level
Range: 120 feet
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 120 feet.

Control Weather

Spell Level: Cleric, 7th Level; Magic-User, 6th Level
Range: Referee’s discretion
Duration: Referee’s 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.

Table 30: Contact Other Plane

Plane of Existence	Max. # Questions	Knowledge Available	Wrong Result	Temporary Insanity ¹
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%

¹ This chance is reduced by 5% for every level of the caster above 11th

Create Water

Spell Level: Cleric, 4th Level
Range: Close
Duration: Immediate

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

Create Food

Spell Level: Cleric, 5th Level
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 food doubles, and it doubles again at every level thereafter.

Cure Disease

Spell Level: Cleric, 3rd Level
Range: Touch
Duration: Immediate

Cures the spell's recipient of any diseases, including magically inflicted ones. An evil reversal of this spell allows a Chaotically aligned Cleric to cause disease.

Cure Light Wounds

Spell Level: Cleric, 1st Level
Range: Touch
Duration: Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows a Chaotically aligned Cleric to cause light wounds rather than curing them.

Cure Serious Wounds

Spell Level: Cleric, 4th Level
Range: Touch
Duration: Immediate

Cures 2d6+2 hit points of damage. An evil reversal of this spell allows a Chaotically aligned Cleric to cause serious wounds.

Darkness 15-foot Radius

Spell Level: Magic-User, 2nd Level
Range: 120 feet
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

Spell Level: Magic-User, 3rd Level
Range: 40 feet
Duration: 1 day

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

Death Spell

Spell Level: Magic-User, 6th Level
Range: 240 feet
Duration: Causes normal death

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

Delayed Blast Fireball

Spell Level: Magic-User, 7th Level
Range: 240 feet
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 20 feet, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 10-foot x 10-foot x 10-foot cubical areas.

Detect Evil (Cleric)

Spell Level: Cleric, 1st Level
Range: 120 feet
Duration: 1 hour

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. Whether there is any distinction between "evil" and "Chaos" is left to the Referee; in most campaigns they are exactly the same.

Detect Evil (Magic-User)

Spell Level: Magic-User, 2nd Level
Range: 60 feet
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. Whether there is any meaningful distinction between "evil" and "Chaos" is left to the Referee; in most campaigns they are exactly the same.

Detect Invisibility

Spell Level: Magic-User, 2nd Level
Range: 10 feet per caster level
Duration: 1 hour

The caster can perceive invisible objects and creatures, even those lurking in the Astral or Ethereal planes of existence.

Detect Magic

Spell Level: Cleric, Magic-User, 1st Level
Range: 60 feet
Duration: 20 minutes

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

Dimension Door

Spell Level: Magic-User, 4th Level
Range: 10 feet (360-foot teleport distance)
Duration: 1 hour

Dimension Door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the *Teleport* 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

Spell Level: Magic-User, 6th Level
Range: 60 feet
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

Spell Level: Cleric, 5th Level
Range: 30 feet
Duration: 10 minutes against an item

This spell is similar to the Magic-User 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 *Dispel Magic*, 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 9th-level Cleric attempting to dispel an

evil charm cast by a 12th-level Cleric has a 75% chance of success ($9/12 = .75$, or 75%). If the 12th-level Cleric was dispelling the 9th-level Cleric's charm, success would be certain ($12/9 = 1.33$, or 133%).

Dispel Magic

Spell Level: Magic-User, 3rd Level
Range: 120 feet
Duration: 10 minutes against an item

Dispel Magic, although not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), 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 dispelling caster over the level of original caster (or HD of the monster). Thus, a 6th-level Magic-User attempting to dispel a charm cast by a 12th-level Magic-User has a 50% chance of success ($6/12 = .50$, or 50%). If the 12th-level Magic-User was dispelling the 6th-level Magic-User's charm, success would be certain ($12/6 = 2.00$, or 200%).

Earthquake

Spell Level: Cleric, 7th Level
Range: Referee's discretion
Duration: Immediate

The Cleric causes a powerful earthquake in an area 60x60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rockslides, 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 being killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Enchant Item

Spell Level: Magic-User, 6th Level
Range: Touch
Duration: Permanent

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

ESP (Detect Thoughts)

Spell Level: Magic-User, 2nd Level
Range: 60 feet
Duration: 2 hours

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

Explosive Runes

Spell Level: Magic-User, 3rd Level
Range: Written on parchment
Duration: Permanent

The Magic-User scribes a rune onto parchment, vellum, or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing 4d6 points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed will also be destroyed. An explosive rune can be detected, bypassed, and even removed by a higher-level Magic-User. Any Magic-User at least two levels higher than the rune's creator has a 60% chance to detect it, a 75% chance to bypass it (if it is detected), and a 100% chance to remove it (if it is successfully detected and bypassed).

Extension I

Spell Level: Magic-User, 4th Level
Range: Caster
Duration: See below

Extension I lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–3 can be affected by *Extension I*.

Extension II

Spell Level: Magic-User, 5th Level
Range: Caster
Duration: See below

Extension II lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–4 can be affected by *Extension II*.

Extension III

Spell Level: Magic-User, 6th Level
Range: Caster
Duration: See below

Extension III doubles the duration of another of the caster's spells. Spells of level 1–5 can be affected by *Extension III*.

Fear

Spell Level: Magic-User, 4th Level
Range: 240 feet
Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw. If they do so, there is a 60% chance that they will drop whatever they are holding. The cone extends 240 feet to a base 120 feet across.

Feeblemind

Spell Level: Magic-User, 5th Level
Range: 240 feet
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 feeble of mind until the magic is dispelled.

Find the Path

Spell Level: Cleric, 6th Level
Range: Caster
Duration: 1 hour +10 minutes/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. Outdoors the spell has greater power, lasting a full day.

Find Traps

Spell Level: Cleric, 2nd Level
Range: 30 feet
Duration: 20 minutes (2 turns)

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

Finger of Death

Spell Level: Cleric, 5th Level
Range: 120 feet
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

Spell Level: Magic-User, 3rd Level
Range: 240 feet
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 20 feet, and damage is 1d6 per level of the caster. The blast fills 33,000 cubic feet (33 ten-foot x ten-foot x ten-foot cubical areas) but shapes itself to the available volume. A successful saving throw means that the target takes only half damage.

Fly

Spell Level: Magic-User, 3rd Level
Range: Touch
Duration: 1 turn/level + 1d6 turns

This spell imbues the Magic-User with the power of flight, with a movement rate of 120 feet per round. The Referee secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

Gate

Spell Level: Magic-User, 9th Level
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, demi-gods, demons, etc. The caster must know the name of the creature being summoned or the spell will fail. There is a 5% chance that the wrong being might be summoned forth, 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

Spell Level: Magic-User, 6th Level
Range: 30 feet
Duration: Until task is completed

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

Hallucinatory Terrain

Spell Level: Magic-User, 4th Level
Range: 240 feet
Duration: Until touched (other than by 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 it could be replaced with an illusory forest, for example.

Haste

Spell Level: Magic-User, 3rd Level
Range: 240 feet
Duration: 30 minutes

In an area with a radius of 60 feet 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

Spell Level: Magic-User, 5th Level
Range: 120 feet
Duration: 1 hour (+10 minutes/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 (Clerical)

Spell Level: Cleric, 2nd Level
Range: 180 feet
Duration: 9 turns

The caster targets 1d4 persons (according to 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 (Magic-User)

Spell Level: Magic-User, 3rd Level
Range: 120 feet
Duration: 1 hour (+10 minutes/level)

The caster targets 1d4 persons (according to 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

Spell Level: Magic-User, 1st Level
Range: Referee's 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

Spell Level: Cleric, 7th Level
Range: 40-foot 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 5-8 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

Spell Level: Magic-User, 4th Level
Range: 120 feet
Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly 30 feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw) to all within the area.

Insect Plague

Spell Level: Cleric, 5th Level
Range: 480 feet
Duration: 1 day

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

Invisibility

Spell Level: Magic-User, 2th Level
Range: 240 ft
Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal sight and darkvision. 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-Foot Radius

Spell Level: Magic-User, 3rd Level
Range: 240 feet
Duration: Until dispelled or an attack is made

Like the *Invisibility* spell, *Invisibility 10-Foot Radius* makes the target creature or object invisible to normal sight and darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/her/it. Nothing inside the radius of invisibility can be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If an invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisible Stalker

Spell Level: Magic-User, 6th Level
Range: Close
Duration: Until mission is completed

This spell summons (or perhaps creates) an invisible stalker, an invisible being with 8 HD. (See the Monster section for more details.) 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

Spell Level: Magic-User, 2nd Level
Range: 60 feet
Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by most magic.

Legend Lore

Spell Level: Magic-User, 6th Level
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

Spell Level: Magic-User, 2nd Level
Range: 20 feet/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 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast. (Such range is applied both to movement into the air and to downward movement into a pit or chasm.)

Light

Spell Level: Cleric; Magic-User, 1st Level
Range: 60 feet
Duration: 1 hour (+10 minutes/level) for Magic-Users
2 hours for Clerics

The target person or object (at a range of up to 60 feet) produces light about as bright as a torch, to a radius of 20ft.

Lightning Bolt

Spell Level: Magic-User, 3rd Level
Range: 240 feet (maximum distance)
Duration: Instantaneous

A bolt of lightning extends 60 feet 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 60 feet, even if this means that it ricochets backward from something blocking its path.

Limited Wish

Spell Level: Magic-User, 7th Level
Range: Referee's discretion
Duration: Changes reality

This powerful spell allows the caster to change reality, although in limited ways and sometimes only for limited periods of time. Such limitations will be determined by the Referee in accordance with the circumstances.

Locate Object (Clerical)

Spell Level: Cleric, 3rd Level
Range: 90 feet
Duration: 1 round/level

Within the spell's range, the Cleric perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Locate Object (Magic-User)

Spell Level: Magic-User, 2nd Level
Range: 60 feet +10 feet/level
Duration: 1 round/level

Within the spell's range, the caster perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Lower Water

Spell Level: Magic-User, 6th Level
Range: 240 feet
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

Spell Level: Magic-User, 5th Level
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 30 feet 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 120 feet of the jar and fail a saving throw. The caster can return his or her soul to the magic jar at any time; if a body the caster controls is slain, the soul returns to the jar immediately. The Magic-User can return from the jar to his or her original body whenever desired, thus ending the spell. If the caster's body is destroyed while his or her 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 Unpleasant "Magic Jar" Spell

Magic Missile

Spell Level: Magic-User, 1st Level
Range: 150 feet
Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 feet. At the Referee's discretion, this spell may have one of two effects: 1) The Magic-User must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. 2) 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 5th level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

Magic Mouth

Spell Level: Magic-User, 2nd Level
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 on the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

Mass Charm

Spell Level: Magic-User, 8th Level
Range: 120 feet
Duration: Until dispelled

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

Mass Invisibility

Spell Level: Magic-User, 7th Level
Range: 240 feet
Duration: See below

This spell makes 1d3 x 100 man- or horse-sized creatures (or objects) invisible, as if they had been affected by a single *Invisibility* spell. The spell can instead affect up to 6 creatures of dragon size. As with the *Invisibility* spell, the enchantment lasts until dispelled or until one of the creatures makes an attack.

Massmorph

Spell Level: Magic-User, 4th Level
Range: 240 feet
Duration: Until negated by the caster or 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

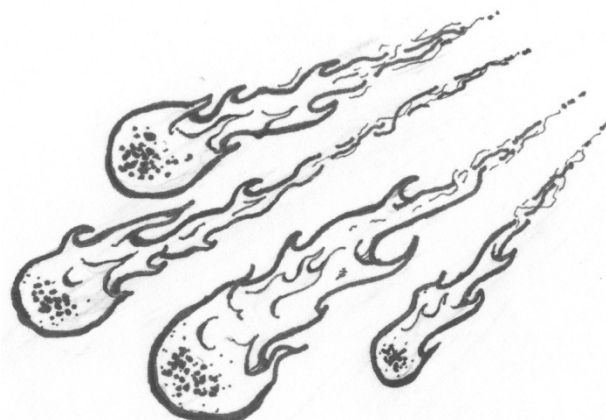
Spell Level: Magic-User, 9th Level
Range: 60 feet
Duration: Depends on Intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with an Intelligence score lower than 6 require 2d4 x3 rounds (minutes) to escape the interdimensional prison. Creatures with Intelligence scores 7-11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds to puzzle their way back into normal reality. Although monsters are not described with specific Intelligence scores, it should not be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Referee, there is no saving throw to avoid the spell.

Meteor Swarm

Spell Level: Magic-User, 9th Level
Range: 240 feet
Duration: Instantaneous

Tiny meteors swarm from the caster's hands and explode into balls of fire where desired. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10-foot diameter that inflict 5d6 points of damage. Targets are permitted a saving throw, allowing them to take half damage.



Mind Blank

Level: Magic-user, 8th Level
Range: 10-foot radius
Duration: 24 hours

The spell protects against all magic spying, including crystal balls, spells (including *Wish*), and even magical scrying by minor deities.

Mirror Image

Spell Level: Magic-User, 2nd Level
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 (determined randomly). When a hit is scored upon one of the images, it disappears.

Monster Summoning I

Spell Level: Magic-User, 3rd Level
Range: N/A
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.

Table 31: Monster Summoning I

Die Roll	Monster Summoned ¹
1	1d6 Giant Rats
2	1d3 Dwarves (Goblins)
3	1d3 Elves (Hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

¹ *Chaotically-aligned casters might get the monster in parenthesis, at the Referee's discretion*

Monster Summoning II

Spell Level: Magic-User, 4th Level
Range: N/A
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.

Table 32: Monster Summoning II

Die Roll	Monster Summoned
1	1d2 Hobgoblins
2	1d2 Zombies
3	1d2 Gnolls
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Skeletons

Monster Summoning III

Spell Level: Magic-User, 5th Level
Range: N/A
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.

Table 33: Monster Summoning III

Die Roll	Monster Summoned
1	1d4 Bugbears
2	1d2 Harpies
3	1d2 Ochre Jellies
4	1d2 Were-rats
5	1d2 Wights
6	1d2 Wild Boar

Monster Summoning IV

Spell Level: Magic-User, 6th Level

Range: N/A

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.

Table 34: Monster Summoning IV

Die Roll	Monster Summoned
1	1 Gargoyle
2	1 Ogre
3	1 Owlbear
4	1 Shadow
5	1 Werewolf
6	1 Wraith

Monster Summoning V

Spell Level: Magic-User, 7th Level

Range: N/A

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.

Table 35: Monster Summoning V

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

Monster Summoning VI

Spell Level: Magic-User, 8th Level

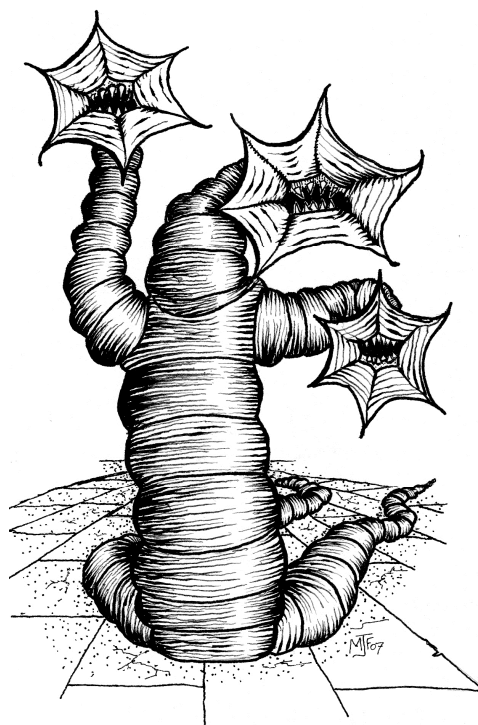
Range: N/A

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.

Table 36: Monster Summoning VI

Die Roll	Monster Summoned
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

Spell Level: Magic-User, 9th Level

Range: N/A

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.

Table 37: Monster Summoning VII

Die Roll	Monster Summoned
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

Move Earth

Spell Level: Magic-User, 6th Level

Range: 240 feet

Duration: 1 hour; effects permanent

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

Neutralize Poison

Spell Level: Cleric, 4th Level

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but cannot be used to bring the dead back to life later.

Part Water (Cleric)

Spell Level: Cleric, 7th Level

Range: 240 feet

Duration: 2 hours

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

Part Water (Magic-User)

Spell Level: Magic-User, 6th Level

Range: 120 feet

Duration: 1 hour

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

Passwall

Spell Level: Magic-User, 5th Level

Range: 30 feet

Duration: 3 turns (30 minutes)

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

Permanency

Spell Level: Magic-User, 8th Level

Range: See below

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

This spell makes the effect of another spell permanent—unless a Magic-User 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 Referee discretion is required for the use of this spell; many spells should not be subject to being made permanent.

Phantasmal Force

Spell Level: Magic-User, 2nd Level

Range: 240 feet

Duration: Until concentration ends

This spell creates an illusion that seems realistic to all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the Referee rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim. This will depend on circumstances; a truly brilliant use of the spell can be quite devastating, and a poorly thought-out illusion might cause almost immediate disbelief.

Phase Door

Level: Magic-User, 7th Level
Range: 10 feet from caster
Duration: Seven uses

The phase door is an invisible portal about 7 feet high, 10 feet wide, and 10 feet deep, accessible only to the caster. A barrage of *Dispel Magic* spells can close the passage, but only if the combined level of the dispelling casters is twice that of the portal's creator.

Plant Growth

Spell Level: Magic-User, 4th Level
Range: 240 feet
Duration: Permanent until dispelled

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

Polymorph Object

Spell Level: Magic-User, 8th Level
Range: 240 feet
Duration: Referee's discretion

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 Referee; 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

Spell Level: Magic-User, 4th Level
Range: 240 feet
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, or 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

Spell Level: Magic-User, 4th Level
Range: Caster
Duration: 1 hour or Referee's 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 Referee 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 Referee to decide.

Power Word, Blind

Spell Level: Magic-User, 8th Level
Range: 120 feet
Duration: 1d4 or 2d4 days (See below)

The caster speaks a word of power to a particular creature. If that creature has 40 hit points or fewer, 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

Spell Level: Magic-User, 9th Level
Range: 120 feet
Duration: Immediate

The caster speaks a word of power to a particular creature. If that creature has 50 hit points or fewer, 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 is permitted.

Power Word, Stun

Spell Level: Magic-User, 7th Level
Range: 120 feet
Duration: 1d6 or 2d6 turns (See below)

The caster speaks a word of power to a particular creature. If that creature has 35 or fewer 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 is permitted.

Prayer

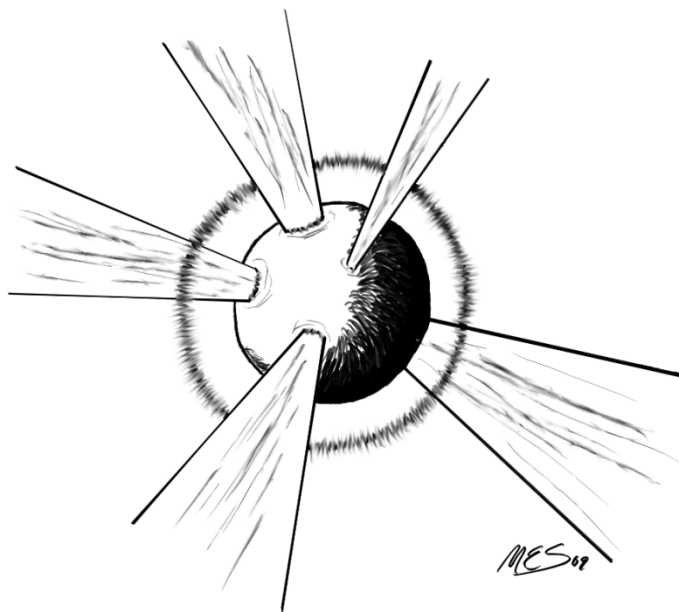
Spell Level: Cleric, 3rd Level
Range: 30 feet
Duration: Following melee round

The *Prayer* spell seeks short-term favor from the gods to help some other spell or attack to succeed. *Prayer* affects a 20-foot x 20-foot 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

Spell Level: Magic-User, 9th Level
Range: 10-foot sphere
Duration: 1 hour

A sphere of seven colors whirls about the Magic-User, with a radius of 10 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 Formidable Prismatic Sphere Spell

Table 38: Prismatic Sphere

<u>Layer</u>	<u>Effects of Color</u>	<u>Negated By</u>
Red	Causes 12 points of damage when touched. Stops any magic arrows or missiles (including the spell <i>Magic Missile</i>).	<i>Ice Storm</i> or other cold-based attack
Orange	Causes 24 points of damage when touched. Stops arrows and any other non-magical missile.	<i>Lightning Bolt</i> or other electrical attack
Yellow	Causes 48 points of damage when touched. Blocks all breath weapons.	<i>Magic Missile</i> spell or a magical arrow
Green	Causes death (saving throw allowed) when touched. Blocks any scrying and detection-type spells from seeing within.	<i>Passwall</i> spell or other earth-moving magic
Blue	Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical) magic from passing through.	<i>Disintegrate</i> spell (may be from a wand or item)
Indigo	Causes death and destroys the soul utterly when touched (saving throw allowed).	<i>Dispel Magic</i>
Violet	Causes permanent insanity when touched. Blocks all arcane (Magic-User) spells.	<i>Continual Light</i>

Project Image

Spell Level: Magic-User, 6th Level
Range: 240-foot sphere
Duration: 1 hour

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

Protection from Evil

Spell Level: Cleric, 1st Level; Magic-User, 1st Level
Range: Caster
Duration: 2 hours

Creates a magical field of protection immediately around the caster, blocking out all enchanted monsters such as 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 saving throws or armor class, the bonus from the magic circle has no effect, although the protective circle still functions against enchanted creatures.

The Magic-User version of this spell is exactly the same as the one used by the Cleric, except that it has a duration time of 1 hour.

Protection from Evil, 10-Foot Radius

Spell Level: Cleric, 4th Level; Magic-User, 3rd Level
Range: Centered on caster
Duration: 1 hour

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (such as 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 saving throws or armor class, the bonus from the magic circle has no effect for that person, although the protective circle still functions against enchanted creatures.

Protection from Normal Missiles

Spell Level: Magic-User, 3rd Level
Range: 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

Spell Level: Cleric, 1st Level
Range: Close/Touch (Referee's discretion)
Duration: Immediate

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

Pyrotechnics

Spell Level: Magic-User, 2nd Level
Range: 240 feet
Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 x 20 x 20 feet).

Quest

Spell Level: Cleric, 5th Level
Range: Speaking range
Duration: Until completed

If the spell succeeds (saving throw applies), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, a deadly weakness will set in (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster in the wording of the original *Quest*. The details, of course, must be approved by the Referee.

Raise Dead

Spell Level: Cleric, 5th Level
Range: Close/Touch (Referee's discretion)
Duration: Immediate

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 functions only on "human-like" races, that is, ones that can be used for player characters.

Read Languages

Spell Level: Magic-User, 1st Level

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. This can be particularly useful for treasure maps, but it does not solve any codes.



Read Magic

Spell Level: Magic-User, 1st Level

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

Spell Level: Magic-User, 6th Level

Range: Touch

Duration: Instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Reincarnation will not affect someone who has been dead more than a week. Roll 1d20 on the following table. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

Table 39: Reincarnation by Magic-Users

Die Roll	Reincarnated as...
1	Bugbear
2	Centaur
3	Dog, Cat, or Wolf
4	Dwarf
5	Elf
6	Gnoll
7	Goblin
8	Grey Ooze
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

Remove Curse

Spell Level: Cleric, 3rd Level; Magic-User, 4th Level
Range: Very close
Duration: Immediate

This spell removes one curse from a person or object.

Repulsion

Spell Level: Magic-User, 6th Level
Range: 120 feet
Duration: 1 hour

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

Restoration

Spell Level: Cleric, 7th Level
Range: Referee's discretion
Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows a Chaotically aligned Cleric to drain a level from the target. The “good” version of the spell is exhausting to the caster, incapacitating him for 2d10 days. At the discretion of the Referee, this spell may restore lost points of ability scores as well as lost levels.

Resurrection

Spell Level: Cleric, 7th Level
Range: Referee's discretion
Duration: Immediate

This spell (also known as “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

Spell Level: Magic-User, 7th Level
Range: 90 feet
Duration: 1 round (minute)

The spell reverses gravity in a cubical area approximately 30 feet x 30 feet x 30 feet in size. Everything in the area falls upward, and then when the spell ends it all falls back down again.

Rope Trick

Spell Level: Magic-User, 3rd Level
Range: As far as the caster 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 is left outside, however, someone may steal it.

Shape Change

Spell Level: Magic-User, 9th Level
Range: Caster
Duration: 1d6+10 turns +1 turn/level

When the caster casts this spell upon him- or herself, it allows the caster to turn at will into a variety of creatures. In each form, the wizard 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, or whatever other creature is chosen. It is not, of course, required that the caster use more than one shape—remaining as a dragon for the duration of the spell works perfectly well.

Shield

Spell Level: Magic-User, 1st Level
Range: Caster
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, 15-Foot Radius

Spell Level: Cleric, 2nd Level
Range: 180 feet
Duration: 12 turns

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

Simulacrum

Spell Level: Magic-User, 7th Level
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 d4) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. 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

Spell Level: Magic-User, 1st Level
Range: 240 feet
Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw permitted). It affects creatures based on their hit dice.

Table 40: Sleep

Hit Dice of Victims	Number Affected
1 or less	4d4
1+ to 2+	2d6
3 to 3+	1d6
4 to 4+	1

Slow

Spell Level: Magic-User, 3rd Level
Range: 240 feet
Duration: 3 turns (30 minutes)

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

Snake Charm

Spell Level: Cleric, 2nd Level
Range: 60 feet
Duration: 1d4+2 turns

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

Speak with Animals

Spell Level: Cleric, 2nd Level
Range: Caster
Duration: 6 turns

The caster can speak with normal animals. There is a good chance that the animals will provide reasonable assistance if requested, and they will not attack – unless the caster uses the spell to say something particularly offensive.

Speak with the Dead

Spell Level: Cleric, 3rd Level
Range: Close/Touch (Referee's discretion)
Duration: 3 questions

The caster can ask three questions of 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 gain answers only from bodies that have been dead 1d4 days. Clerics levels 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. Note that a die roll is involved here: for example, a seventh-level Cleric attempting to speak with a two-day-old corpse might still fail—the d4 roll might indicate that only a one-day-old corpse can be reached with this particular attempt at the spell.

Speak with Monsters

Spell Level: Cleric, 6th Level
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

Spell Level: Cleric, 4th Level
Range: Speaking range
Duration: 6 turns

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

Strength

Spell Level: Magic-User, 2nd Level
Range: Touch
Duration: 8 hours (80 turns)

This spell may be cast upon a Fighter or a Cleric. For the duration of the spell, a Fighter gains 2d4 points of Strength, and a Cleric gains 1d6 points of Strength. Strength cannot exceed 18 unless the Referee chooses to allow additional bonuses resulting from the additional Strength.

Sticks to Snakes

Spell Level: Cleric, 4th Level
Range: 120 feet
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 commands, but turn back into sticks at the end of the spell, or when killed.

Stone to Flesh

Spell Level: Magic-User, 6th Level
Range: 120 feet
Duration: Permanent until reversed

This spell can be used to counteract the negative effects of monsters who petrify their victims. It can also be reversed to turn flesh into stone, as desired by the caster. A saving throw is permitted to avoid being turned to stone, but if the spell succeeds the victim is transformed into a statue; the stone-to-flesh version of the spell will restore the victim to normal.

Suggestion

Spell Level: Magic-User, 3rd Level
Range: Shouting distance
Duration: 1 week

The caster speaks a hypnotic suggestion to the intended victim. Victims who fail a saving throw 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, and can be contingent upon something else happening first. A suggestion that the victim commit suicide is only 1% likely to be obeyed.

Symbol (Cleric)

Spell Level: Cleric, 7th Level
Range: Referee's discretion (according to symbol)
Duration: Varies (depends upon 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 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: Up to 150 hit dice (HD) of creatures are affected as per a *Power Word, Stun*.

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

Symbol (Magic-Users)

Spell Level: Magic-User, 8th Level
Range: Referee's discretion (according to symbol)
Duration: Varies (depends upon 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 100 HD 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: Up to 150 hit dice (HD) of creatures are affected as per a *Power Word, Stun*.



Magic Symbols (Death, Fear, Discord, Sleep, Insanity)

Telekinesis

Spell Level: Magic-User, 5th Level
Range: 120 feet
Duration: 6 turns (1 hour)

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

Teleport

Spell Level: Magic-User, 5th Level
Range: Touch
Duration: Instantaneous

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

1. If the caster has only seen the location in a picture or through a map (so that 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. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10 x10 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 x10 feet above the targeted location—likely 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. On a 1 in 6 the teleport is low, otherwise it is high. In either case, the arrival is 1d4 x10 feet high or low.

Time Stop

Spell Level: Magic-User, 9th Level
Range: Caster
Duration: 1d4+1 rounds

The caster stops the passage of time in a radius of 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

Spell Level: Magic-User, 5th Level
Range: 120 feet
Duration: 3d6 days, unless reversed

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

Wall of Fire

Spell Level: Magic-User, 4th Level
Range: 60 feet
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 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

Wall of Ice

Spell Level: Magic-User, 4th Level
Range: 60 feet
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 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet 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

Spell Level: Magic-User, 5th Level
Range: 60 feet
Duration: 2 hours

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

Wall of Stone

Spell Level: Magic-User, 5th Level
Range: 60 feet
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 50 feet long (in which case it would be 20 feet tall), or 100 feet long (in which case it would be only 10 feet tall).

Water Breathing

Spell Level: Magic-User, 3rd Level
Range: 30 feet
Duration: 2 hours

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

Web

Spell Level: Magic-User, 2nd Level
Range: 30 feet
Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 x 10 x 20 feet. 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 alone take more time to break through—perhaps 3–4 turns or longer at the Referee's discretion.

Wizard Eye

Spell Level: Magic-User, 4th Level
Range: 240 feet
Duration: 1 hour

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

Wizard Lock

Spell Level: Magic-User, 2nd Level
Range: Close
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 at least three levels 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

Spell Level: Magic-User, 9th Level
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 Referee's discretion will rule what sort of wishes are within the spell's power. (One possible—unofficial—guideline might be that a *Wish* can grant effects that would be similar in power to a spell of level 8 or lower, with permanent effects in many cases.) After casting a *Wish* spell, the Magic-

User is mentally drained and unable to cast spells for a period of 1d4 days.

Wind Walk

Spell Level: Cleric, 7th Level
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 and travel at 48 feet per minute indoors (or in subterranean settings) and much faster outdoors.

Word of Recall

Spell Level: Cleric, 6th Level
Range: Indefinite
Duration: Immediate

The Cleric teleports without error back to a prepared sanctuary.

Remember

Swords & Wizardry is a free-form roleplaying game, meaning that there are not very many rules. The Referee is responsible for handling situations not 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 Referee, even though the Referee 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 Referee cooperate with each other to create a fantasy epic, with the Referee creating the setting and the players developing the story of the heroes. If they are not skillful and smart, the epic might be very short indeed! It is not the Referee's job to defeat the players; the job is to provide interesting (and dangerous) challenges, and then guide the story fairly along the path that it takes – a path sure to contain twists and turns that surprise the Referee as well as the players!

End of Players' Section

This concludes the player's section of *Swords & Wizardry*. To play this game, it is unnecessary to read any further.

For the Referee Only

Introduction

As the Referee of a game of *Swords & Wizardry*, you do not have a character; instead, you are the player who is in charge of the game. You create the adventure, you run the monsters, and you are the one who decides the *results* of all the decisions made by the players for their characters. You don't get to tell the players what the characters do – that is *their* part of the game – but you referee the results according to the rules, and you interpret what the rules mean. Compared to most other fantasy roleplaying games, the *Swords & Wizardry* rules require a lot of interpretation because – by design – they do not try to cover every single possibility for what the players will do. It takes a little bit of practice to referee a game smoothly, but once you get the hang of it, you will find that you can run a fast-paced game without getting caught up in every little detail.

The three most important things to know about running a game of *Swords & Wizardry* are these:

The rules are just guidelines
There is not a rule for everything.
When in doubt, make a ruling (not a rule).

If you are a beginner Referee, and have never played a roleplaying game before, it is a good idea to stick to “the rules” for a few gaming sessions, just to learn how the game works. We have provided enough of these basic rules to get you started without having to make too many difficult decisions. But once you are comfortable with the basic idea of a roleplaying game you can start thinking about the optional rules, about creating house rules, and about adapting the rules. There is a whole world of fantasy out there waiting for you.

This part of the book gives you the basic resources for the two main tasks of the Referee: creating the adventure, and running the adventure. Creating the adventure is done ahead of time; it is the job of dreaming up an adventurous place or situation, creating a map, and deciding what dangerous things lurk there, just waiting for a party of adventurers to stumble across them. Running the adventure is what happens when your friends are assembled around the gaming table with dice and character sheets: it is your job to describe the starting point and then to keep the game moving once the adventuring begins. As you and your players get more familiar with the game, and their characters start to go up in level, you may want to start

creating some details about the world that surrounds these adventures – which is called your campaign world. The following part of the book contains basic advice about all these aspects of being a Referee.

Designing the Adventure

Basically, the “adventure” is just the setting for the game, usually a map and your notes about the places in it. 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. This is a good thing; part of your fun in running the game is when the players surprise *you*, not just when you surprise them.

Adventures can take place anywhere: abandoned dungeons far underground, ruined castles, enchanted forests, ships on the high seas, and even stranger places like the deeps of the ocean or the blasted wastelands of some distant planet, where the characters have been teleported by evil wizards. In general, if you have never designed an adventure before, it is a good idea to start with a dungeon adventure, because these are the easiest to design and run. After a couple of sessions of dungeon adventuring, the players might be ready to strike out into the wilderness, or venture out to the seas. Encourage them to make whatever decisions they want to make – the epic stories of their characters are theirs to make, as long as the players can keep them alive. It is your job to referee the results, not to make the decisions. Sometimes they will test your skill as a Referee, just as you test their skills as players. It is all part of the game.

If you would like to read more ideas for designing adventures, the *Ultimate Book of Adventure Design*, published by Frog God Games, is an excellent resource.



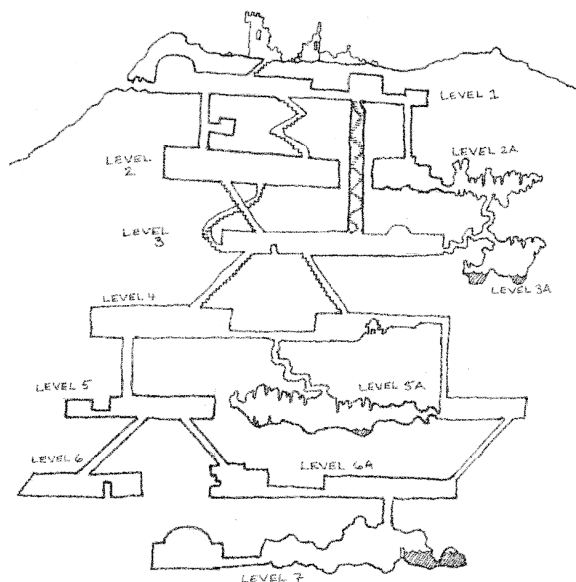
Designing a Dungeon

Adventure

The “dungeon” is probably a vast underground complex built in the distant past, abandoned and perhaps forgotten by civilization. Over the centuries, monsters have taken up residence in the echoing halls and narrow passages of this place, hoarding the treasure they have stolen from the world above, or that was left behind by the ancient inhabitants of these deep catacombs.

For the basic dungeon adventure, draw the dungeon floor plan on graph paper, number the rooms (or other important locations), and then write yourself a “key” to remind yourself what monsters, treasures, traps, and tricks are found in these numbered locations. It will probably be helpful to draw a cross-section map of the different levels of the dungeon as well. The levels are important because the further down the characters go, the more dangerous the place is – the monsters are more deadly, and the traps are more devious – but on the other hand, the treasures are greater. It is in the deeper dungeon levels where vast piles of gold are to be found, and where enchanted weapons lie covered in cobwebs along with other, stranger items with strange magical powers.

To help you get started, the diagram of a dungeon cross-section and the sample floor plan maps included here may be a good resource for you. Do *not* worry if your maps are messy and your room descriptions are nothing but a few quick notes. The goal is not to be an artist or an author – the goal is to be a good Referee. Whatever helps you do that job is all you need. The players are not going to be looking at your map or reading your notes; they are going to be *experiencing* the map as adventurers, and hearing the descriptions of the rooms *as if they are seeing* what you describe. It doesn’t matter what your hidden notes look like: that is not what the players see.



Sample Map Key

LEVEL 2: THE FALLEN FLOORS

Notes: Level 2, the Fallen Floors, is an area that was built with several sub-basements below the main floors. As a succession of occupants continued to dig and modify the level, some of the structural supports failed in places, resulting in some ceiling collapses and many collapse of the floors.

When floors above collapsed into the sub-basements below, it generally resulted in sheer-walled drops down into 20ft deep pits, which are floored with rubble and uneven stone. Some of these are connected to each other by old passages that were once part of the sub-basements before the collapses.

Wandering Monsters on Level 2

Check once every three turns for wandering monsters, with a 1 in 6 chance per check.

- 1) 2d6 Goblins
- 2) 1d3 normal albino crabs, walking along and minding their own business.
- 3) 1d3 stuffed corpses (see new monsters)
- 4) 1d3 Stuffed Sturges: HD 1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 12); Save 17; CL/XP 1/15; Special: blood drain (1d4).
- 5) 1d6 giant rats: Giant Rats: HD 1d4hp; AC 7(12); Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 1 in 20 are diseased.
- 6) 1d3 giant spiders (small, lethal): Giant Spider (1ft diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw)

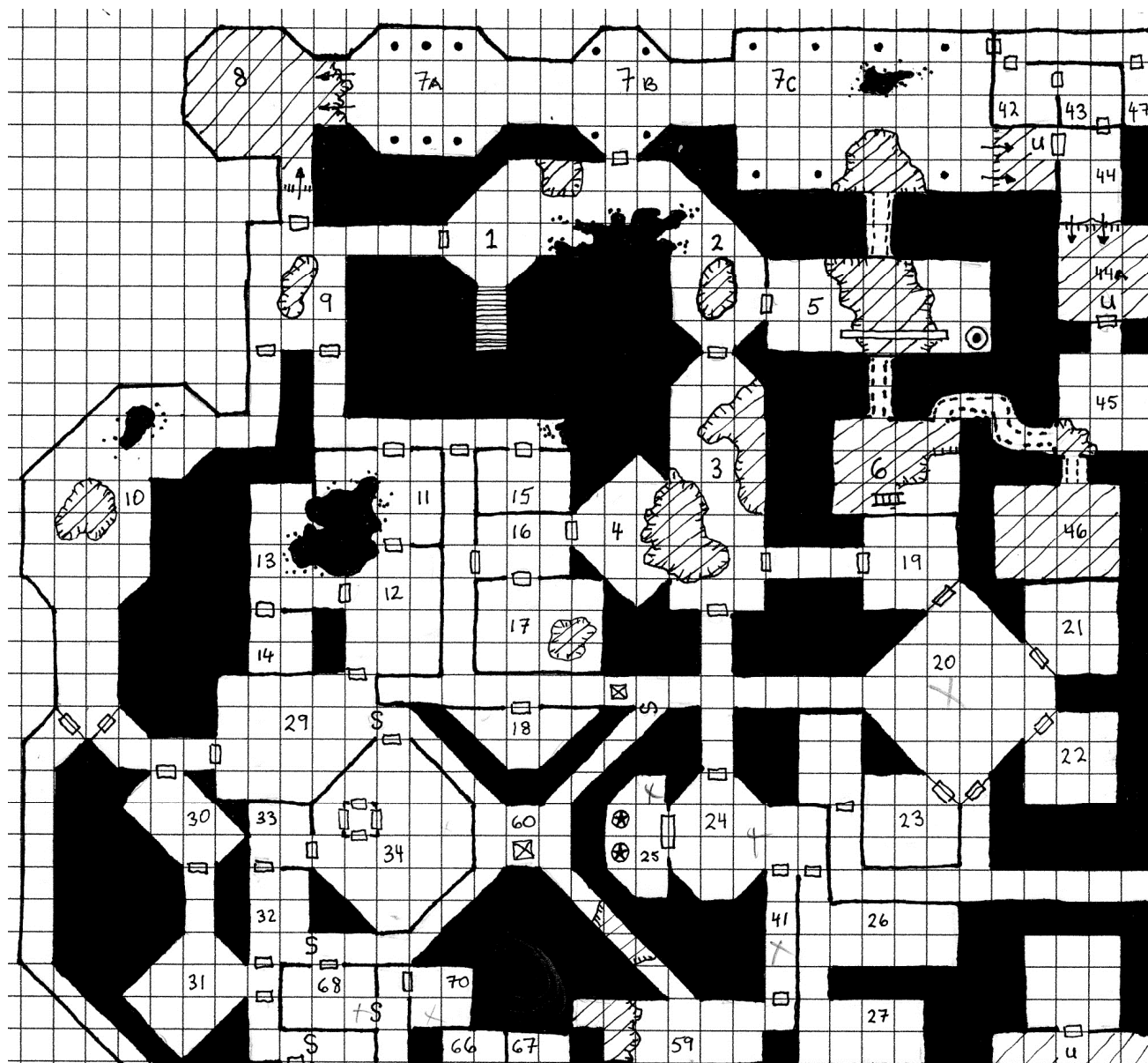
MAP KEY

1. STAIRS UP. Stairs lead down to this room from the first Level (Room6, lv2) and continue downward to Level 3 (Room 8, lv3). If more than 14 people walk up or down the stairs in any 1 hour period, a big stone block slides to block the stairs leading up, but it is still possible to use the stairs down to Level 3. The block slides back again after 24 hours. The room contains a large cave-in where the ceiling has fallen, and part of the floor is collapsed into the old sub-basement.

Monsters: None

Treasure: None

Notes:



Level 2 Dungeon Map

2. SOUTHEAST CHAMBER. There is a floor collapse in the middle of this chamber, a 20ft drop to a rubble-covered lower floor. The bottom has water in it (only 1ft deep) and a couple of old construction beams (rotted).

Monsters: The hole in the floor is the lair of

6 Giant Killer Frogs: HD 1+4; AC 7[12]; Atk 2 claws (1d2), 1 bite (1d4+1); Move 3 (or 150ft leap); Save 17; CL/XP 2/30; Special: Leap.

Treasure: In the water 450gp

Notes:

3. GOBLIN TARGETRY ROOM. A large floor-collapse in the southwest corner of the room leaves it open to ROOM 4, where there are goblin archers. The two rooms are separated by a 20ft deep pit roughly 20ft across, floored with large, uneven stones and rubble.

Monsters: None (but the room is open to archery from ROOM 4) where there are goblins.

Treasure: None

Notes:

Summary of Important Dungeon Facts

Secret Doors: When the characters search a 10 foot area for one turn, each character has a 2 in 6 chance to find a secret door if there is one. Elves, however, have a 4 in 6 chance to find it, and a 1 in 6 chance to notice it without even searching. Finding a secret door does not necessarily mean the characters know how to open it; they just know that it is there.

Listening at Doors: Listening at a door has a 1 in 6 chance of success for humans; non-human characters most likely have better hearing than humans and can hear noises with a 2 in 6 chance of success.

Opening Doors: Stuck doors (and many doors in an ancient dungeon may be stuck closed) require a die roll on a d6 to force open. The chance to succeed is based on a character's Strength (see the description of the Strength attribute). Multiple characters – up to a maximum of three – can smash through a door together, giving each one a separate, normal chance of success all at once. However, they will spill into the room and should automatically lose initiative if there are monsters within. It is important to get the door open on the first try, because a failed attempt will warn any monsters on the other side of the door that there is trouble.

Traps and Pits: In general, unless the Referee rules otherwise for this particular trap, anyone passing over or through the trigger for a trap has a 2 in 6 chance to spring it. It is suggested (but not required) that the Referee allow Dwarfs to recognize traps involving stonework. Here is a starter rule that the Referee can modify as desired: For traps involving a stone trigger (such as a pressure plate) or a hole or gap in stonework (such as a falling block or an arrow-hole), a Dwarf has a 1 in 6 chance to notice the features of a trap before passing over/through it, as long as movement is at a careful speed; the Dwarf has a 4 in 6 chance to notice features of a stonework trap when searching (one turn per ten-foot square of wall or floor). Identifying the features of a trap does not tell the dwarf how to disarm the trap, although in some cases the disarming mechanism might be obvious once the trap's visible features are identified. This rule treats stone traps for dwarfs in the same way that secret doors are treated for elves.

Sample Map Symbols

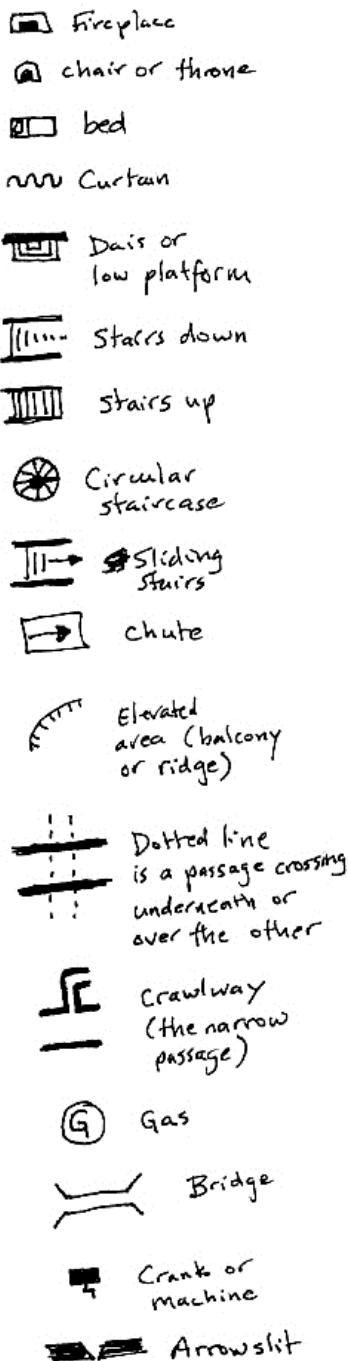
	wall		water or pool
	cave wall		pit trap, covered
	Door		pit, open
	Double door		trap or teleport (varies)
	secret door		statue
	concealed door		pillar
	one way door		fountain
	False door		well
	Revolving Door		Altar
	Archway (sometimes window)		Table, chest, all kinds of other things
	One-way secret door		slope down
	Portcullis or bars		slope up
	ceiling trap door		slide
	Floor trap door		Fire Pit
	sinkhole		Rubble
	chasm		cave-in
	Depression		stalagmites
			stalagmites

Filling in the Map Key

Here are a few brainstorming ideas for things that can be found in a dungeon: pit traps, teleporters, statues (that might animate and attack, or reward certain actions), altars, arrow-traps, pools (possibly with magical waters), magic pentacles, areas of natural caves, shaky ceilings, chutes to lower levels, stairs up and down, sliding staircases, chasms into the depths (possibly with a bridge, possibly not), pools of lava, secret doors (very important), shifting walls, scything blade traps, poison gas, and whatever else you can dream up.

Try to dress up the dungeon with little details, too, like a few broken arrows scattered on the floor, a skull in one corner of the room, a snuffed-out torch, a dented helmet, chains on the walls, and other such things. This also helps to hide from the players when one of those details actually turns out to be important. That snuffed-out torch might actually be a clue that the oxygen in the room can get sucked away by a trap! If the players get used to seeing the little details, they won't suddenly become suspicious when they see the important ones.

In an abandoned dungeon, most of the rooms will be empty, with only perhaps half of them containing a trap, monster, unusual trick, or a room with something unusual (architecture, information, murals, or the like). If every room contains something important or dangerous, the “feel” of exploring an abandoned place is lost; on the other hand, if details are too sparse, the pace of the adventure can become boring. The half-half ratio is a good rule of thumb.



Monsters in the Dungeon

Dungeon Levels

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 have their characters “go for it” in a lower, more dangerous level or to be cautious and adventure in areas that are not so risky, but have less treasure. *Any* adventure ought to give the players some choice about how fast they are going to go into the riskier areas. It does not matter whether you are 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 is obvious in a dungeon that the lower levels are riskier and richer; in a wilderness adventure, you have to work a little harder to communicate the risk levels to the players, but it is worth it.

Challenge Levels

As the degree of danger increases from one area to the next, the players ought to know that their heroes are moving into places where there is a somewhat predictable level of risk and reward. The first thing to keep in mind is that a monster’s challenge level is not the same as the “level” on which it is 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 is a guideline, so absolutely use your judgment.

Note About Challenge Levels

The Original Game didn’t specify much about how many monsters would be encountered at different depths. We have organized the material from the Original Game into a “Challenge Level” system, giving you a tool for figuring out how many monsters to place in an encounter on any particular dungeon level.

Challenge Level is different from the level of depth, the “dungeon level.” Monsters of various different Challenge Levels will be found in each level of the dungeon, but with more being encountered in the lower dungeon levels.

Dungeon 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.

Table 41: Generating Encounters (Dungeon Levels 1–5)

Die Roll	Dungeon Level 1	Dungeon Level 2	Dungeon Level 3	Dungeon Level 4	Dungeon Level 5
1	3d8 CL A creatures	6d8 CL A creatures	12d8 CL A creatures	2d100 CL A creatures (50%) or 2d6 CL4	3d100 CL A creatures
2	3d6 CL B creatures	6d6 CL B creatures	12d6 CL B creatures	1d100 CL B creatures (50%) or 1d6 CL4 with 1d2 CL5 creatures	2d100 CL B creatures
3	2d6 CL 1 creatures	4d6 CL 1 creatures	8d6 CL 1 creatures	8d6 x2 CL 1 creatures	8d6 x4 CL 1 creatures
4	1d6 CL 2 creatures	2d6 CL 2 creatures	4d6 CL 2 creatures	8d6 CL 2 creatures	8d6 x2 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	1d3 CL2 and 1d6 CL1	1 CL 5 creature	1 CL 5 creature	1d6 CL 5 creatures	2d6 CL 5 creatures
8	1 CL3 and 1d2 CL2	1 CL4 and 1d6 CL 1	1 CL 6 creature	1 CL 6 creature	1d6 CL 6 creature
9	1 CL3 and 1d6 CL1	1d3 CL3 and 1d6 CL2	1d3 CL4 and 1d6 CL3	1 CL 7 creature	1 CL 7 creature
10	1d2 CL2 and either 2d6 CL A or 1d6 CL B	1CL5 and 1d6 CL1	1 CL4 and 4d6 CL1	1 CL5 and 4d6 CL2	1 CL6 and 4d6 CL3

Table 42: Generating Encounters (Dungeon Levels 6–10)

Die Roll	Dungeon Level 6	Dungeon Level 7	Dungeon Level 8	Dungeon Level 9	Dungeon Level 10
1	8d6 x2 CL 3 creatures	16d6 CL 4 creatures	16d6 CL 5 creatures	16d6 CL 6 creatures	16d6 CL 7 creatures
2	8d6 CL 4 creatures	8d6 CL 5 creatures	8d6 CL 6 creatures	8d6 CL 7 creatures	8d6 CL 8 creatures
3	4d6 CL 5 creatures	4d6 CL 6 creatures	4d6 CL 7 creatures	4d6 CL 8 creatures	4d6 CL 9 creatures
4	2d6 CL 6 creatures	2d6 CL 7 creatures	2d6 CL 8 creatures	2d6 CL 9 creatures	2d6 CL 10 creatures
5	1d6 CL 7 creatures	1d6 CL 8 creatures	1d6 CL 9 creatures	1d6 CL 10 creatures	1d6 CL 11 creatures
6	1 CL 8 creature	1 CL 9 creature	1 CL 10 creature	1 CL 11 creature	1 CL 12+ creature
7	8d6 CL 3 creatures and 8d6 of another CL 3 creature	8d6 CL 4 creatures and 8d6 of another CL 4 creature	4d6 CL 6 creatures and 4d6 of a second type of CL 6 creatures	4d6 CL 7 creatures and 4d6 of a second type of CL 7 creatures	4d6 CL 8 creatures and 4d6 of a second type of CL 8 creatures
8	4d6 CL 4 creatures and 4d6 of a second type of CL 4 creatures	4d6 CL 5 creatures and 4d6 of a second type of CL 5 creatures	1 CL10 creature and 3d6 CL7 creatures	1 CL11 creature and 3d6 CL8 creatures	1 CL12 creature and 3d6 CL9 creatures
9	2d6 CL5 creatures and 2d6 of another type of CL 5 creatures	1 CL9 creature and 3d6 CL6 creatures	1d6 CL 8 and 4d6 CL 6 creatures	1d6 CL 9 and 4d6 CL 7 creatures	1d6 CL 10 and 4d6 CL 8 creatures
10	1 CL8 creature and 3d6 CL5 creatures	1d6 CL 7 and 4d6 CL 5 creatures	1d6 CL 8 creatures and 1d6 CL 8 creatures of another type	1d6 CL 9 creatures and 1d6 CL 9 creatures of another type	1d6 CL 10 creatures and 1d6 CL 10 creatures of another type

Dungeon Monster List (Roll 1d20)

Challenge Level (CL) A

- 1-10 Rats, Giant
- 11-20 Kobolds

Challenge Level (CL) B

- 01-20 Goblins

Challenge Level (CL) 1

- 1 Beetles, Giant (Fire)
- 2 Centipedes, Giant (Small, non-lethal)
- 3 Dwarfs
- 4 Elves
- 5-6 Hobgoblins
- 7-8 Human, Bandit
- 9-14 Orcs
- 15-16 Piercers (1 HD)
- 17-18 Skeletons
- 19-20 Stirges

Challenge Level (CL) 2

- 1-3 Ants, Giant (Worker)
- 4-5 Centipedes, Giant (Small, lethal)
- 6-8 Gnolls
- 9-11 Human, Berserker
- 12-14 Lizardmen
- 15 Demon, Manes
- 16-17 Piercer (2 HD)
- 18-20 Zombies

Challenge Level (CL) 3

- 1 Badgers, Giant
- 2-3 Bats, Giant (Vampire Bat)
- 4-7 Bugbears
- 8-11 Ghouls
- 12-13 Piercers (3 HD)
- 14-15 Ticks, Giant
- 16-17 Shrieker
- 18-19 Spiders, Giant (Smaller)
- 20 Yellow Mold

Challenge Level (CL) 4

- 1-3 Ants, Giant (Warrior)
- 4-5 Centipedes, Giant (Man-sized)
- 6 Demon, Dretch
- 7 Demon, Lemures
- 8 Harpies
- 9-10 Lycanthrope, Wererat
- 11-14 Ogres
- 15-16 Piercers (4 HD)
- 17-18 Rats, Giant (Monstrously Huge)
- 19-20 Shadows

Challenge Level (CL) 5

- 1-2 Bats, Giant (Greater Bat)
- 3 Dopplegangers
- 4-6 Gelatinous Cubes
- 7-8 Grey Oozes
- 9 Hell Hounds (4HD)
- 10-11 Lycanthrope, Werewolf
- 12-13 Owlbeats
- 14-17 Spiders, Giant (Man-sized)
- 18-20 Wights

Challenge Level (CL) 6

- 1-2 Centipedes, Giant (Large)
- 3-5 Gargoyles
- 6 Hell Hounds (5HD)
- 7-8 Lycanthrope, Wereboar
- 9-12 Minotaurs
- 13-14 Ochre Jelly
- 15-16 Slithering Tracker
- 17-18 Spiders, Giant (Phase)
- 19-20 Wraiths

Challenge Level (CL) 7

- 1-3 Cockatrices
- 4 Demon, Quasit
- 5-7 Dragon
- 8 Hell Hounds (6HD)
- 9 Hydrae (5HD)
- 10-13 Mummies
- 14-16 Ogre Mages
- 17-20 Spiders, Giant (Greater)

Dragons!

Table 43: Dragon Encounters

Die Rolls	Type	Age Category	Number
1-4	Black	2	1
5-8	Blue	3	1
9-12	Green	4	1
13-16	Red	5	2
17-19	White	1	Nest
20	Gold	8	Large Nest

Roll separately for each column on the table.

2 Dragons are a mated pair of the same age.

A nest of dragons is a mated pair of the same age with 1d4 hatchlings of age category 1d2.

A large nest of dragons is a mated pair of the same age with 1d6 hatchlings of age category 1d2.

If the dice indicate a nest, and the age category is not a 4, then re-roll with 1d8 as follows: 1-4 indicates age category 4; rolls of 5-8 are the age category shown on the dice.

Challenge Level (CL) 8

- 1-3 Basilisks
- 4-6 Dragon
- 7 Hell Hounds (7HD)
- 8-10 Hydrae (6HD)
- 11-12 Manticores
- 13-14 Medusae
- 15 Salamanders
- 16-20 Trolls

Challenge Level (CL) 9

- 1-2 Bats, Giant (Bat Monster)
- 3 Demon (Succubus or Erinyes)
- 4 Demon, Vrock
- 5-6 Djinn
- 7-8 Dragon
- 9-10 Elemental (8HD) Roll 1d4 for type
- 11-13 Giant, Hill
- 14 Hydrae (7HD)
- 15 Invisible Stalkers
- 16-18 Specters
- 19 Vampires (7HD)
- 20 Wyverns

Challenge Level (CL) 10

- 1 Demon, Baalrochs
- 2-7 Dragon
- 8-10 Giant, Stone
- 11-12 Gorgons
- 13 Hydrae (8HD)
- 14-15 Lurker, Ceiling
- 16-17 Naga, Water
- 18 Shambling Mound (7HD)
- 19 Vampires (8HD)
- 20 Will-o-the-Wisps

Challenge Level (CL) 11

- 1 Banshees
- 2-4 Black Puddings
- 5-6 Chimerae
- 7 Demon, Glabrezu (Third-Category Demon)
- 8 Demon, Hezrou (Second-Category Demon)
- 9-11 Dragon
- 12-15 Giant, Frost
- 16 Hydrae (9HD)
- 17 Shambling Mound (8HD)
- 18-19 Trapper Beast (10 HD)
- 20 Vampires

Challenge Level (CL) 12

- 1-3 Dragon
- 4-5 Efreet
- 6-9 Giant, Fire
- 10-11 Golem, Flesh
- 12-13 Hydrae (10HD)
- 14-15 Rakshasa
- 16-17 Shambling Mound (9HD)
- 18-20 Trapper Beast (11 HD)

Challenge Level (CL) 13

- 1 Demon, Marilith (Fifth-Category Demon)
- 2-3 Demon, Nalfeshnee (Fourth-Category Demon)
- 4-5 Dragon
- 6-7 Elemental (12HD) Roll 1d4 for type
- 8-9 Giant, Cloud
- 10-11 Hydrae (11HD)
- 12 Naga, Guardian
- 13 Naga, Spirit
- 14-15 Shambling Mound (10 HD)
- 16-18 Slug, Giant
- 19-20 Trapper Beast (12 HD)

Challenge Level (CL) 14–16

- 1-6 Dragon
- 7-10 Giant, Storm
- 11-12 Golem, Clay
- 13-14 Golem, Stone
- 15-16 Hydrae (12HD)
- 17-18 Liches (HD 12 or 13)
- 19 Shambling Mound (12HD)
- 20 Shambling Mound (11 HD)

Challenge Level (CL) 17

- 1 Demon Prince, ORCUS
- 2-5 Elemental (16HD) Roll 1d4 for type
- 6-9 Golem, Iron
- 10-14 Liches (HD 14-18)
- 15-18 Purple Worms
- 19-20 Titan

Mixing Monsters in an Encounter

The monster tables show some of the possible mixes of different monster types, but there is room for much more variation in addition to just following the table. It is a good idea to periodically throw in some encounters involving more than one monster type, such as an ogre leading some orcs, or kobolds with a trained stirge. These mixed encounters add important variety, and at least a fourth of your encounters should be of this type. When all the monsters in the mix are of the same challenge level, this is not difficult. However, if one or more of the monsters are from a different challenge rating (an ogre with orcs, for instance), the tables above do not provide much in the way of guidance. Keep in mind that these are not binding rules; they are just starter guidelines for a Referee who wants a little guidance rather than designing encounters out of thin air. With that caution in mind, you can treat monsters of one higher challenge level as “counting” for two of the weaker monsters. Monsters that are two challenge levels higher are treated as four of the weaker creatures, those that are three challenge levels higher count for 8 of the weaker creatures, and so on.

Wandering monsters are often checked on a roll of 1 in 6 each turn, but the Referee is, of course, free to make such encounters less common (checking only once per three turns, for example).

Wilderness Adventures

After some dungeon adventuring, the players will almost certainly want their characters to explore wildernesses, visit cities, and do all sorts of things in the fantasy world beyond the dungeon. At the beginning of the game, you might want to sketch out a map of a single village (as a starting point) and some of the surrounding area in case the players decide to explore a bit in the area around the dungeon itself. As the players move their characters around from adventure to adventure, you can expand your original map into an entire, epic fantasy world—with continents, kingdoms, and great empires at your disposal.

Wilderness adventures can take the characters anywhere, from teeming cities or remote castles, to dark forests and high mountains, and even to other planes of existence, alternate worlds, and distant planets or moons, where odd life forms abound. The most common reason for adventuring parties to be moving through the wilderness is to investigate a treasure map found in a dungeon, or in pursuit of a particular mission such as guarding a caravan, delivering a message for some noble, wiping out a particular nest of monsters, escaping the arm of justice, following a criminal to obtain a bounty, looting a ruin, or helping to attack a castle. Sometimes, however, the characters might just be exploring or wandering around to see what they can find. In either case, they should find the wilderness to be as exciting as the dungeon, which can be a more difficult task for you than to populate an underground complex with gold and strange creatures. It is useful to assume that the human population density of the fantasy world is far less than that of our mundane Earth — if the characters are always within one day's march of a friendly village, the feeling of perilous adventure is lost. Rather, expeditions into the wilderness, even in relatively civilized areas, will find villages few and far



between, with dangers of many kinds lurking even on the roads and trails.

Rate of movement for adventurers on foot is as described in the movement section of the rules, essentially a number of miles equal to the character's base movement rate. However, in many cases the characters will be traveling on horseback, by wagon, in a ship, or by some other means. It is generally useful to make your map using hexes or squares that are five miles across. Maps intended to show continents, coasts, and kingdoms might be larger in scale, of course, but these would not ordinarily be used for exploration-adventuring.

Table 44: Vehicle Movement Rates*

Vehicle	Smooth Terrain	Hills or Rough	Mountains	Forest	Swamp/Marsh
Wagon or Cart	12	6	0-1	6	0
Horse	30	15	0-3	10	3
Mule	12	12	6	12	6
Raft or Barge (no sail or small sail)	40 (downriver) 3 (upriver)				
Boat (sail)	60				
Ship (sail)	15				
Ship (galley)	20				
Flying	Per monster or item description				

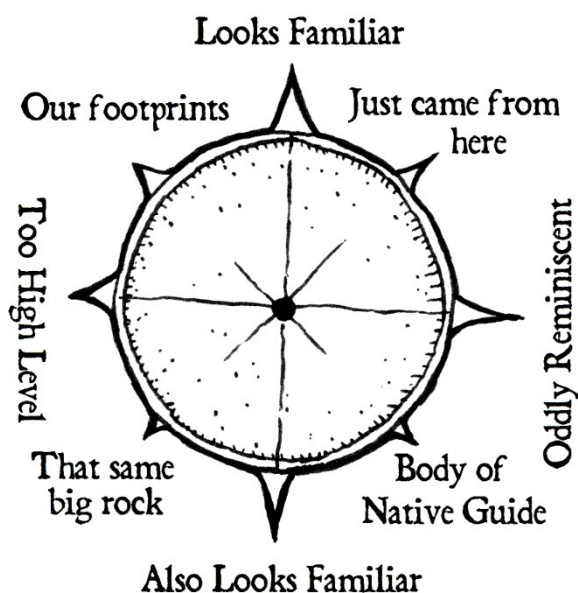
*If the party is exploring an area rather than just passing through, distances traveled are one-half normal (assuming the party is exploring an area in roughly a 5 mile wide band). Exploration simply means mapping, not searching; actually searching a five mile by five mile area would reduce forward movement to roughly one-tenth normal, although the Referee would adjust all these numbers accordingly based on the circumstances. Searching a five by five mile area for a person who can call for help would not reduce forward movement to one-tenth, for example.

Getting Lost

Unless the party is following the course of a trail or river, following a map, or has a native guide, there is a good chance of getting lost while adventuring in the wilderness. In forests and swamps, getting lost can lead to the party moving toward any point of the compass or not moving significantly (going in circles). Roll 1d8: starting with the party's intended direction, count up to seven points of the compass (e.g., north, northeast, east, southeast, etc.), and if the result was an 8 (which would indicate the intended direction), then the party is moving in a circle and gets nowhere. In all other types of terrain, getting lost only results in moving off track by one compass point to the left or right of the intended direction. The party may check the next day and discover that they were lost, but they will not know what direction they went off course. If it is not possible to navigate by the stars or sun, the chance and effect of getting lost is the same as in a swamp.

Table 45: Chance of Getting Lost

Terrain Type	Chance of Getting Lost
Clear	10%
Desert	40%
Forest	70%
Hills	20%
Mountains	50%
Rough	30%
Swamp	60%
Woodlands	30%



Encounters in the Wilderness

In general, wilderness adventuring is more dangerous than adventures into the upper levels of the dungeon. The encounter tables below are for actual wilderness; patrolled areas will be somewhat – although not drastically – less deadly. Keep in mind, however, that the wilderness reaches very close indeed to the bastions of civilization. The distance at which enemies are spotted is left to the discretion of the Referee, for it varies a great deal based on terrain, weather, and other circumstances. Check once per day for normal travel.

Encounter Tables for Wilderness Adventuring

Treat “rough” terrain as hills or desert, as appropriate

Table 46: Encounters in Clear Terrain (1 in 6 chance)

Die Roll	Type of Encounter (see Sub-Tables for Details)
01-24	Animals
25-35	Dragon
36-48	Flying Monster
49-73	Humankind
74-86	Humanoids and Giants
87-00	Miscellaneous Monster

Table 47: Encounters in Desert Terrain (2 in 6 chance)

Die Roll	Type of Encounter (see Sub-Tables for Details)
01-20	Animals
21-30	Dragon
31-50	Flying Monster
51-70	Humankind
71-90	Humanoids and Giants
91-00	Undead

Table 48: Encounters in Forest or Woodland Terrain (2 in 6 chance)

Die Roll	Type of Encounter (see Sub-Tables for Details)
01-12	Animals
13-23	Dragon
24-36	Flying Monster
37-61	Humankind
62-80	Humanoids and Giants
81-00	Miscellaneous Monster

Table 49: Encounters in Hills or Mountain Terrain
(3 in 6 chance)

Die Roll	Type of Encounter (see Sub-Tables for Details)
01-12	Animals
13-38	Dragon
39-51	Flying Monster
52-64	Humankind
65-89	Humanoids and Giants
90-00	Miscellaneous Monster

Table 50: Encounters in River Areas (2 in 6 chance)

Die Roll	Type of Encounter (see Sub-Tables for Details)
01-12	Animals
13-23	Dragon
24-36	Flying Monster
37-49	Humankind
50-62	Humanoids and Giants
63-75	Miscellaneous Monster
76-00	Swimming Creature

Table 51: Encounters on the High Seas (1 in 6 chance)

Die Roll	Type of Encounter (see Sub-Tables for Details)
01-20	Swimming Creature
21-30	Dragon
31-40	Flying Monster
41-50	Merchant Galley (roll for small or large)
51-60	Merchant Ship
61-70	Pirate Galley (roll for small or large)
71-80	Pirate Ship (roll for small or large)
81-90	Warship (patrolling galley)
91-00	Warship (patrolling ship)

Table 52: Encounters in Swamp Terrain (3 in 6 chance)

Die Roll	Type of Encounter (see Sub-Tables for Details)
01-10	Animals
11-20	Dragon
21-30	Flying Monster
31-40	Humankind
41-50	Humanoids and Giants
51-60	Miscellaneous Monster
61-70	Swimming Creature
71-00	Undead

Subtables for Wilderness Encounters

Table 53: Animal Encounters

Die Roll	Type
01-10	Ants or Beetles
11-20	Apes or Bears
21-30	Boars
31-40	Centipedes or Scorpions
41-50	Frogs or Toads
51-60	Lions or great cat
61-70	Lizards or Snakes
71-80	Spiders
81-90	Wolf or great dog
91-00	Terrain-Specific

Table 54: Draconic Encounters

Die Roll	Type
01-10	Basilisk
11-15	Black Dragon (1d4 for age category)
16-20	Black Dragon (1d6+2 for age category)
21-25	Black Dragon (1d8 for age category)
26-30	Blue Dragon (1d4 for age category)
31-35	Blue Dragon (1d6+2 for age category)
36-40	Blue Dragon (1d8 for age category)
41-50	Cockatrice
51-55	Green Dragon (1d4 for age category)
56-60	Green Dragon (1d6+2 for age category)
61-65	Green Dragon (1d8 for age category)
66-75	Hydra
76-80	Red Dragon (1d4 for age category) In arctic terrain, this is a White Dragon
81-85	Red Dragon (1d6+2 for age category) In arctic terrain, this is a White Dragon
86-90	Red Dragon (1d8 for age category) In arctic terrain, this is a White Dragon
91-00	Wyvern

Table 55: Flying Creature Encounters

Die Roll	Type
01-05	Chimeræ
06-10	Djinni or Efreet
11-15	Gargoyles
16-20	Griffons
21-25	Griffons
26-30	Harpies
31-35	Hippogriffs
36-40	Hippogriffs
41-45	Manticores
46-50	Manticores
51-55	Normal Birds (flock)
56-60	Normal Birds (flock)
61-65	Ogre Mage
66-70	Pegasi
71-75	Pegasi
76-80	Rocs
81-85	Rocs
86-90	Stirges (day) or Giant bat (night)
91-95	Stirges (day) or Giant bat (night)
96-00	Wyverns

Table 56: Humankind Encounters

Die Roll	Type
01-10	Adventurers
11-30	Bandits
31-40	Berserkers
41-50	Brigands
51-60	Caravan
61-65	Cavemen
66-70	Dwarves
71-75	Elves
76-85	Patrol
86-90	Pilgrims
91-95	Priests of Chaos
96-00	Wizard



Table 57: Humanoid and Giant Encounters

Die Roll	Clear Terrain	Forest	River	Swamp	Hills	Desert
01-05	Kobolds	Kobolds	Kobolds	Kobolds	Kobolds	Kobolds
06-10	Goblins	Goblins	Goblins	Goblins	Goblins	Goblins
11-15	Orcs	Orcs	Orcs	Orcs	Orcs	Orcs
16-20	Hobgoblins	Hobgoblins	Hobgoblins	Hobgoblins	Hobgoblins	Hobgoblins
21-25	Gnolls	Gnolls	Gnolls	Gnolls	Gnolls	Gnolls
26-30	Ogres	Ogres	Ogres	Ogres	Ogres	Ogres
31-35	Trolls	Trolls	Trolls	Trolls	Trolls	Trolls
36-40	Giant, Hill	Giant, Hill	Giant, Hill	Giant, Hill	Giant, Hill	Giant, Hill
41-45	Giant, Cloud	Elves	Giant, Cloud	Giant, Cloud	Giant, Cloud	Giant, Cloud
46-50	Gnolls	Bugbears	Bugbears	Bugbears	Bugbears	Bugbears
51-55	Gnolls	Kobolds	Lizardmen	Lizardmen	Giant, Fire	Giant, Fire
56-60	Ogres	Goblins	Trolls	Trolls	Giant, Stone	Giant, Stone
61-65	Trolls	Orcs	Lizardmen	Lizardmen	Giant, Storm	Gnolls
66-70	Bugbears	Hobgoblins	Lizardmen	Lizardmen	Giant, Frost	Gnolls
71-75	Kobolds	Gnolls	Ogres	Ogres	Goblins	Ogres
76-80	Goblins	Ogres	Goblins	Goblins	Orcs	Gnolls
81-85	Giant, Hill	Trolls	Kobolds	Kobolds	Orcs	Trolls
86-90	Giant, Hill	Giant, Hill	Trolls	Trolls	Trolls	Ogres
91-95	Gnolls	Elves	Orcs	Orcs	Ogres	Trolls
96-00	Ogres	Bugbears	Ogres	Ogres	Giant, Hill	Gnolls

Table 58: Miscellaneous Monster Encounters

Die Roll	Type
01-10	Cockatrice
11-20	Medusa
21-30	Minotaurs
31-40	Owlbears
41-50	Purple Worm
51-60	Treant
61-70	Werebears
71-80	Wereboars
81-90	Weretigers
91-00	Werewolves

Table 59: Swimming Creature Encounters

Die Roll	Type
01-10	Crocodile, giant or sea
11-20	Dragon Turtle
21-30	Fish, giant
31-40	Leeches, giant
41-50	Mermen
51-60	Nixie
61-70	Octopus, giant
71-80	Sea Monster (10%) or Naga, water (90%)
81-90	Sea Serpent
91-00	Squid, giant

Table 60: Terrain-Specific Encounters

Die Roll	Clear Terrain	Forest	River	Swamp	Hills	Desert
01-10	Cattle, wild	Bear	Badger, giant	Crocodile, normal	Badger, giant	Bulette
11-20	Centaur	Boar	Bear	Dryad	Bear	Camel, wild
21-30	Deer or gazelle	Centaur	Beavers	Flamingoes	Bulette	Iguana
31-40	Dinosaur (herbivores)	Centipede, giant	Deer	Lizardmen	Cattle, wild	Jackals, wolves, or coyotes
41-50	Dinosaur (predator)	Dryad	Dryad	Naga, spirit	Deer	Jackrabbits
51-60	Elephants or mammoths	Halflings	Halflings	Pelicans	Eagles or hawks	Naga, guardian
61-70	Gorgon	Spider, giant	Hippopotamus	Rats, giant	Goats, wild or mountain	Naga, spirit
71-80	Lions	Tiger (per lion)	Otters	Shambling mound	Halflings	Rakshasa
81-90	Ostriches	Unicorn	Slug, giant	Slug, giant	Lion	Snake, normal
91-00	Rhinoceros (50%) or Bulette (50%)	Wolf	Spider, giant	Spider, giant	Wolf	Vulture

Table 61: Undead Encounters

Die Roll	Type
01-15	Ghouls
16-25	Mummies
26-40	Skeletons
41-50	Spectres
51-60	Vampires
61-75	Wights
76-85	Wraiths
86-00	Zombies



Mass Combat Rules

Outdoor Distances

Note that the combat movement rates for outdoors are essentially three times the rate of indoor movement. The range of missile weapons is similarly tripled (using yards instead of feet to measure distance. Thus, a longbow, with an underground range of 70 feet, will have a range of 70 yards in an outdoor combat, and a maximum range of 140 yards at –2 to hit.

Mass Combat

In some cases, your high-level character may actually become the battle commander for regular troops, particularly after establishing a stronghold. Any wargame rules can be used for larger-scale combat; these are simply a convenience for the hurried Referee who needs to run a combat that is too large for normal treatment.

Units of Troops

For mass combats, the soldiers are lumped together into units of five or ten, depending on the scale of the combat. All troops in a unit should have the same type of armor. For the unit, add up the hit points of all the soldiers in the unit and treat the unit as if it were a single creature. Stronger creatures, such as giants or dragons, do not need to be grouped into units (although they are each treated as a separate unit for combat purposes), and each individual player characters should be treated as a separate unit as well.

Initiative and Combat Rounds

Combat rounds are five minutes long if troops are grouped into five-man units, and ten minutes long if they are grouped into ten-man units. At the beginning of the battle, roll for initiative. Whichever side wins the initiative can choose to move first or last, and can also choose whether to attack first or last. For example, at the beginning of the Battle of Azure Wood, where the forces of Garfinkel the Wizard's forces are opposing an invading goblin army, if Garfinkel wins the initiative he might choose to move first and attack first, to move first but attack last, to move and attack last, or to move last but attack first. All units on one side move or attack at the same time, and then those on the other side.

Order of Battle (Mass Combat):

- Missile attacks and spells are resolved before anything else happens. If archers have a rate of fire of 2, only the first shot is resolved at this point; the second shot is resolved at the end of the round. Both sides resolve their missile attacks and spells, in the order chosen by the side with the initiative.
- Movement is resolved in the order chosen by the side with initiative. If soldiers are charging and make their impact for the first time, the results of the charge are determined immediately during the movement phase: defenders with long weapons will get a first attack, and then the charging soldiers get an attack.
- Melee combat is resolved (see below) in the order determined by the side with initiative.
- Broken units may attempt to rally (see below).
- Any final missile fire from archers with a rate of fire of 2 is resolved, in the order determined by the side with initiative.
- Initiative is rolled for the next round, and the new round begins.

Missile and Melee Combat

When a unit makes its attack, it makes a single attack roll against the armor class of the opposing unit; in melee combat, the attack can be made only against a unit directly in front of the attacking unit. A unit of five soldiers with 1 HD each makes its attack roll as a 1 HD creature, not as a 5 HD creature. The first hit inflicted against a unit inflicts no damage. After a unit has been hit once, later hits are resolved as follows: damage is inflicted by rolling once (for whatever type of weapon the attackers are using), and multiplying the result by the number of people in the attacking unit. If a unit is attacking a single target (such as a giant or a lone player character), the damage is reduced by half.

Keep in mind that monsters retain their abilities; a monster that cannot be damaged by non-magical weapons will not be hurt at all by normal arrows from a unit of regular longbowmen. There is one special rule here: if a monster, character, or unit cannot be hit because of a good armor class or terrain modifiers (explained later), there is still a chance that a unit can inflict some damage. If an attacking unit rolls a natural 20 to hit, it will inflict damage (unless the defender is actually immune to normal weapons), but only one-quarter of the damage it would normally inflict.

Hit points inflicted on a unit do not actually kill anyone until the unit makes a morale check (see below). When a unit is down to half its original hit points, and any time it is hit after losing half its hit points, the unit must make a morale check. The morale check is made on a d6, with the result being as follows:

- 1: Four out of five of the soldiers in the unit are dead. The unit is removed from the board and the 1 or 2 survivors are fleeing.
- 2: The unit has no casualties, but is forced back one half of its move; the attackers can also move up their troops by the same amount if they choose to do so. The unit is “broken.” (See below.)
- 3: The unit remains in place, but is “broken.”
- 4–6: Morale check succeeds, and the unit remains in the combat normally.

If a unit loses all its hit points, all the soldiers in the unit are considered dead.

Broken Units

If a unit is “broken,” it means that the unit is thrown into confusion or fright, or that they are simply so battered that they cannot function until they rally themselves. A broken unit cannot attack, but after the melee phase of combat they may attempt to rally. A broken unit can move backward out of combat, but cannot advance toward the enemy. A well-trained or experienced unit of regular troops (not mercenaries) has a 75% chance to rally. Well-trained mercenaries have a 50% chance to rally. Levees and militia have a 25% chance to rally. If the unit rallies, it is no longer considered to be “broken” and can attack normally again when the time comes.

Modifiers

Large-scale combat depends greatly upon the terrain, and gaining superior terrain is an important part of such combats. Fighting down a slope or from higher ground is a major factor, perhaps the most important one. Do not forget, though: even if a unit cannot be hit, when an aggressor rolls a natural 20 the attack still inflicts one-quarter of its normal damage.

A unit fighting from the higher ground has a choice to make each round; it can gain a +4 on its attack roll or it can force all attackers to take a -4 on attack rolls against the unit during that round.

Units fighting inside a forest are immune to missile fire unless they are lined up at the edge, using trees as cover, in which case all enemy attacks are made at -4. This includes melee attacks; holding the edge of a tree line is an advantage even in close combat.

Defending from behind a wall causes enemy attacks to be made at -4. (Note: Defenders behind a wall at the edge of a tree line do not get modifiers from both the wall and the trees; only one of these modifiers will be applied to enemy attacks.) Thus, if a unit is on top of a castle wall, defending against archers firing from below, an attack against them might be made at -8 (-4 for the higher ground, and -4 for the wall).

If a unit is flanking another unit (attacking from the side) it gains +4 to hit. A unit attacking another unit from the rear attacks at +4 and also inflicts double normal damage.

Movement Rule: A unit cannot turn and move in the same round unless it is a mounted cavalry unit.

These rules should be enough to handle most situations that will arise, short of the characters becoming involved in a full-scale war. Keep in mind also that these are not “official” rules, just a quick outline of one way to play out the sort of battles in which the characters might find themselves as commanders or participants. The players and Referee are completely free to use another set of rules to suit their purposes.

Monsters

Reading the Monster Descriptions

Not a lot of detail is given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We are not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves, because in your mind, they might be blue, diurnal, five feet long, and eat only plants unless they are attacked. Details about monsters toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we are making the assumption that if you are interested in fantasy gaming in the first place, you have a good imagination that does not need details about the size of a giant ant.

The following is a quick reference guide for how to read monster descriptions:

Armor Class is explained in the rules for combat. If you are using the descending AC system (where a lower AC is better), disregard the numbers in brackets. If you are 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 would roll 4d8, and then add one more hit point.

Attacks includes the number of attacks the monster has, and the damage these attacks inflict if they hit. Monsters get a separate attack roll for each attack. Monster attack rolls are made on the table below. Note: if you are using the "ascending AC system," do not bother using the chart, because there is a quicker way: Roll to hit, add the monster's hit dice, and if the result is equal to or greater than the character's armor class, the attack hits.

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

Special is usually just a "flag" for the Referee, to remind him or her that the monster has some unusual ability or feature. If necessary, more explanation may be included in the monster description. *Most monsters can see in the dark*, so this is not specifically mentioned.

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

Challenge Level is used to separate the monsters into "difficulty levels," so when you are creating an adventure you have some guidelines about what the characters can handle and what they cannot. **XP** tells 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 a monster by creative means, or capturing it to bring home, are two examples of when such an award might be made.

Magic Resistance

One of the "Special" items that may be listed for some creatures is "Magic Resistance," followed by a percentage. 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 d100 and if the result is less than the given percentage, the magic will fail.

Monster Descriptions

Ant, Giant (Worker)

Hit Dice: 2
Armor Class: 3 [16]
Attacks: Bite (1d6)
Saving Throw: 16
Special: None
Move: 18
Alignment: Neutrality
Challenge Level/XP: 2/30

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 5:1. A hive also contains one giant queen ant.

Ant, Giant (Warrior)

Hit Dice: 3
Armor Class: 3 [16]
Attacks: Bite (1d6 + poison)
Saving Throw: 14
Special: None
Move: 18
Alignment: Neutrality
Challenge Level/XP: 4/120

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.

Ant, Giant (Queen)

Hit Dice: 10
Armor Class: 3 [16]
Attacks: Bite (1d6)
Saving Throw: 5
Special: None
Move: 3
Alignment: Neutrality
Challenge Level/XP: 8/800

The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

Badger, Giant

Hit Dice: 3
Armor Class: 4 [15]
Attacks: 2 claws (1d3), bite (1d6)
Saving Throw: 14
Special: None
Move: 6
Alignment: Neutrality
Challenge Level/XP: 3/60

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

Banshee

Hit Dice: 7
Armor Class: 0 [19]
Attacks: Claw (1d8)
Saving Throw: 9
Special: See below
Move: 6
Alignment: Chaos
Challenge Level/XP: 11/1700

Banshees are horrid undead creatures that live in swamps and other desolate places. Banshees are only damaged by magic or silver weapons, they have a magic resistance of 49%, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. One particularly unusual thing about banshees is that they often associate with living faerie creatures of the less savory variety; they might even be an undead form of faerie.

A Banshee 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. Banshees look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. They are considered Challenge Level 9 undead for turning purposes.



A Banshee awakens in the Tower of the Salka

Basilisk

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

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.

Bat, Giant (Vampire Bat)

Hit Dice: 1
Armor Class: 8 [11]
Attacks: Bite (1d6)
Saving Throw: 17
Special: Sucks blood
Move: 4/18 (flying)
Alignment: Neutrality
Challenge Level/XP: 3/60

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

Bat, Giant (Greater Bat)

Hit Dice: 4
Armor Class: 7 [12]
Attacks: Bite (1d10)
Saving Throw: 13
Special: None
Move: 4/18 (flying)
Alignment: Neutrality
Challenge Level/XP: 5/240

These massive, man-sized cousins of the bat do not suck blood, but nonetheless their bite can be deadly.

Bat, Giant (Bat Monster)

Hit Dice: 8
Armor Class: 6 [13]
Attacks: Bite (2d8), claws (1d6)
Saving Throw: 8
Special: None
Move: 4/18 (flying)
Alignment: Neutrality unless intelligent (Chaos)
Challenge Level/XP: 9/1,100

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 the bats fly by at night.

Bear

Hit Dice: 4+1
Armor Class: 7 [12]
Attacks: 2 Claws (1d3) and bite (1d6)
Saving Throw: 13
Special: Hug
Move: 9
Alignment: Neutrality
Challenge Level/XP: 4/120

If a bear hits with both claws, it hugs for an additional 1d8 hit points of damage. Larger bears are to be found in mountains, caves, and arctic regions, with more hit dice and inflicting more damage with the hug.

Beetle, Giant (Fire)

Hit Dice: 1+3
Armor Class: 4 [15]
Attacks: Bite (1d4+2)
Saving Throw: 18
Special: None
Move: 12
Alignment: Neutrality
Challenge Level/XP: 1/15

A giant fire beetle's oily light-glands glow a reddish color. If they are removed, they continue to give off light for 1d6 days, shedding light in a 10-foot radius.

Black Pudding

Hit Dice: 10
Armor Class: 6 [13]
Attacks: Attack (3d8)
Saving Throw: 5
Special: Acidic surface, immune to cold, divides when hit with lightning
Move: 6
Alignment: Neutrality
Challenge Level/XP: 11/1,700

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), chain mail 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 magical +1 before being dissolved.

Blink Dog

Hit Dice: 4
Armor Class: 5 [15]
Attacks: Bite (1d6)
Saving Throw: 13
Special: Teleports without error
Move: 12
Alignment: Law
Challenge Level/XP: 4/120

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 appropriate bonuses.

Boar, Wild

Hit Dice: 3+3
Armor Class: 7 [12]
Attacks: Gore (3d4)
Saving Throw: 14
Special: Continues attacking 2 rounds after being “killed”
Move: 15
Alignment: Neutrality
Challenge Level/XP: 4/120

Wild boars continue to attack for two rounds after they reach zero hit points before they finally drop dead. These stats might also be used for any similar creature that is unique to a campaign, such as “the blue tusken-hogs of the Ymar Plains.”

Bugbear

Hit Dice: 3+1
Armor Class: 5 [14]
Attacks: Bite (2d4) or by weapon
Saving Throw: 14
Special: Surprise opponents on a 1–3
Move: 9
Alignment: Chaos
Challenge Level/XP: 3/60

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%).

Bulette

Hit Dice: 7 to 10
Armor Class: -2 [21]
Attacks: Bite (4d12) and 2 Claws (3d6)
Saving Throw: 9 (7HD), 8 (8HD), 6 (9HD), 5 (10HD)
Special: Leaping, surprise
Move: 15
Alignment: Neutrality
Challenge Level/XP: 7 HD (9/1100), 8 HD (10/1400), 9 HD (11/1700), 10 HD (12/2000)

Roughly ten feet in height, a bulette (boo-LAY) is covered in natural armor plating like that of an armadillo, and has a beak-like head that opens to show wicked, serrated teeth. These creatures can leap to the attack; in which case they cannot bite, but may attack with all four claws. Bulettes dig underground to surprise their prey, leaving a furrow in the ground as they go, caused by a dorsal crest in the creature’s armor. These voracious hunters eat horses and halflings with gusto, although they will devour anything from badgers to

plowshares if their preferred foods are not readily available. Although bulettes burrow, they do not venture further underground, for they are surface predators. When the dorsal crest of the bulette is raised (during combat this is usually only after the thing has been wounded), the area underneath is AC 6 [13], and this vulnerable point can be attacked if the monster is well enough surrounded for its opponents to attack from behind as well as in front.

Carrion Creeper

Hit Dice: 2+4
Armor Class: 7 [12]
Attacks: Bite (1 hp) and 6 tentacles
Saving Throw: 14
Special: Tentacles cause paralysis
Move: 12
Alignment: Neutrality
Challenge Level/XP: 4/240

This caterpillar-like creature has 6 waving tentacles which, when they score a hit, require the target to make a saving throw or be paralyzed for 2d6 turns. These underground scavengers can be aggressive when they are hungry, and will pursue prey unless distracted. They are good climbers, but when crossing water they are unable to do much more than float with the current.

Centaur

Hit Dice: 4
Armor Class: 5 [15] or 4 [16] with shield
Attacks: 2 kicks (1d6) and weapon
Saving Throw: 13
Special: None
Move: 18
Alignment: Any (usually Neutrality)
Challenge Level/XP: 5/240

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

Centipede, Giant (Small, Lethal)

Hit Dice: 1d2
Armor Class: 9 [10]
Attacks: Bite (deals 0 damage)
Saving Throw: 18
Special: Lethal poison, +4 save
Move: 13
Alignment: Neutrality
Challenge Level/XP: 2/30

Lethal giant centipedes of the small size inflict a deadly bite (+4 bonus to saving throw), but cause no damage if the saving throw is successful.

Centipede, Giant (Small, Non-lethal)

Hit Dice: 1d2
Armor Class: 9 [10]
Attacks: Bite (1 hp damage)
Saving Throw: 18
Special: Non-lethal poison, +4 save
Move: 13
Alignment: Neutrality
Challenge Level/XP: 1/15

The non-lethal variety of giant centipede has a painful bite but its poison is only crippling, not lethal. Failing a saving throw (at a +4 bonus) against the poison of this centipede causes 1d4 rounds of crippling pain (the victim is helpless, as when 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 wield weapon or shield; a crippled sword arm attacks at -4. A second bite on a leg reduces movement to one quarter normal, and a third bite to the legs reduces movement to 1 foot per minute (prone, dragging oneself by the arms).

Centipede, Giant (Man-sized)

Hit Dice: 2
Armor Class: 5 [14]
Attacks: Bite (1d8)
Saving Throw: 16
Special: Lethal poison, +6 save
Move: 15
Alignment: Neutrality
Challenge Level/XP: 4/120

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

Centipede, Giant (Large, 20 ft long)

Hit Dice: 4
Armor Class: 0 [20]
Attacks: Bite (3d8)
Saving Throw: 13
Special: Lethal poison, +4 save
Move: 18
Alignment: Neutrality
Challenge Level/XP: 6/400

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

Chimera

Hit Dice: 9
Armor Class: Goat 6 [13], Lion 5 [14], Dragon 2 [17]
Attacks: 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), and 1 dragon bite (3d4)
Saving Throw: 6
Special: Breathes fire
Move: 9/18 (flying)
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 11/1,700

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 50 ft, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

Cockatrice

Hit Dice: 5
Armor Class: 6 [13]
Attacks: Bite (1d3+ turn to stone)
Saving Throw: 12
Special: Bite turns to stone
Move: 6/18 (flying)
Alignment: Neutrality
Challenge Level/XP: 7/600

This nasty creature resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless the victim makes a successful saving throw.



Crocodile, Normal

Hit Dice: 3
Armor Class: 4 [15]
Attacks: Bite (1d6)
Saving Throw: 14
Special: None
Move: 9 (12 swimming)
Alignment: Neutrality
Challenge Level/XP: 3/60

Some normal crocodiles are man-eaters; all are dangerous and can conceal themselves well. Normal crocodiles can grow to be as long as 15ft.

Crocodile, Giant or Sea

Hit Dice: 6
Armor Class: 3 [16]
Attacks: Bite (3d6)
Saving Throw: 11
Special: None
Move: 9 (12 swimming)
Alignment: Neutrality
Challenge Level/XP: 6/400

The smallest of giant crocodiles are about 20ft long (normal crocodiles can grow to be as long as 15ft).

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 Clerics. 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, Baalroch (Balor)

Hit Dice: 9
Armor Class: 2 [17]
Attacks: Sword (1d12+2) and whip (see below)
Saving Throw: 6
Special: Magic resistance (75%), surrounded by fire
Move: 6/15 (flying)
Alignment: Chaos
Challenge Level/XP: 10/1,400

The Baalroch'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 still 75% immune to all spells.

In combat, a baalroch uses whip and sword. The whip can be used to reach great distances; on a successful hit the victim is pulled close to the baalroch and burned by the fires of the demon's body (3d6 hit points). Baalrochs 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 baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Demon, Dretch

Hit Dice: 4
Armor Class: 2 [17]
Attacks: 2 claws (1d4), 1 bite (1d6)
Special: Magical abilities.
Move: 9
Saving Throw: 13
Alignment: Chaos
Challenge Level/XP: 6/400

These creatures are fat, with long, spindly arms and legs. They have rudimentary human heads, with slobbering jaws and folds of fat. Dretch demons have some weak demonic powers. Although they are not particularly intelligent, they can cause a horrible stinking cloud once per day, can teleport once per day, can cause darkness (10-foot diameter) once per day, and can summon 1d4 giant rats once per day.

Demon, Erinyes

Hit Dice: 6
Armor Class: 2[17]
Attacks: 1 bronze sword (1d6 + paralysis)
Special: Magic resistance (25%),magical abilities, immune to fire and cold, entangle
Move: 12/24 (flying)
Save: 11
Alignment: Chaos
Challenge Level/XP: 9/1100

The erinyes, the "Furies" of Ancient Greek mythology, are female demons who pursue those guilty of crimes against the order of the gods. Their appearance is so terrible as to cause fear (saving throw). They are able to see invisible things and locate objects at will, so it is impossible to hide from them. Each fury carries a whip which, if it hits, entangles the victim (saving throw) until the Fury releases it. The Furies are immune to fire and cold, and have a magic resistance of 25%. The blade of a Fury's sword causes paralysis (saving throw).

Demon, Glabrezu (Third-Category Demon)

Hit Dice: 10
Armor Class: -3[22]
Attacks: 2 pincers (2d6), 2 claws (1d3), 1 bite 1d4+1
Special: Magic resistance (60%), immune to fire, magical abilities
Move: 9
Saving Throw: 5
Alignment: Chaos
Challenge Level/XP: 11/1700

The third-category demons, Glabrezu, are massive and horrible, standing ten feet high or more. They have goat horns and a humanoid shape, but no wings. Four arms sprout from the torso: two huge arms with great crab-pincers, and two much shorter arms with claws. Glabrezu can cause darkness in a 10-foot radius, are immune to fire, can cause fear at will, can levitate at will, can polymorph themselves, and are 60% resistant to magic.

Demon, Hezrou (Second-Category Demon)

Hit Dice: 9
Armor Class: 0[19]
Attacks: 2 claws (1d3), 1 bite (2d8)
Special: Magic resistance 50%, magical abilities
Move: 9/14 (flying)
Saving Throw: 6
Alignment: Chaos
Challenge Level/XP: 11/1700

Toad-like demons with bat wings, the Hezrou have magic resistance of 50%. At will, they can cause fear (per the spell), detect invisibility (per the spell), and cause darkness in a 15-foot radius. They are immune to fire.

Demon, Lemures

Hit Dice: 3
Armor Class: 7 [12]
Attacks: Claw (1d3)
Saving Throw: 14
Special: Regenerate (1 hp/round)
Move: 3
Alignment: Chaos
Challenge Level/XP: 4/120

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. (This amorphous form allows them to regenerate 1 hp per round.) Lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can be permanently destroyed only by sprinkling their disgusting bodies with holy water.

Demon, Manes

Hit Dice: 1
Armor Class: 5[14]
Attacks: 2 claws (1d2), 1 bite (1d4)
Special: Half damage from non-magic weapons
Move: 5
Saving Throw: 18
Alignment: Chaos
Challenge Level/XP: 2/30

Pathetic, damned souls, manes are demons no larger than humans, with gray skin and empty eyes. Non-magical weapons inflict only half normal damage on them.

Demon, Marilith (Fifth-Category Demon)

Hit Dice: 8
Armor Class: -3[22]
Attacks: 6 weapons (1d8), tail (1d8)
Special: Magic resistance (80%), +1 or better magic weapon required to hit, immune to fire, magical abilities
Move: 12
Saving Throw: 8
Alignment: Chaos
Challenge Level/XP: 13/2300

Mariliths appear as a cruel-eyed beautiful woman with a six-armed torso, but the lower body of a huge constrictor snake. They can wield weapons in all six arms at once, and the tail, if it hits, constricts for automatic damage after the initial hit. Mariliths are among the most feared of demons – as much, even, as the mighty Baalrochs. They can, at will, cast *Charm Person*, *Levitate*, and *Polymorph Self*, and are 80% resistant to magic. Fire does not affect them.

Demon, Nalfeshnee (Fourth-Category Demon)

Hit Dice: 11
Armor Class: -1[20]
Attacks: 2 claws (1d4), 1 bite (1d6+2)
Special: Magic resistance (65%), +1 or better magic weapon needed to hit, immune to fire, +2 on to-hit rolls, magical abilities
Move: 9/14 (flying)
Saving Throw: 4
Alignment: Chaos
Challenge Level/XP: 13/2300

Nalfeshnee demons have the body of an enormous gorilla, the head of a boar, and cloven hooves. These massive, brutish demons are actually quite intelligent, despite their appearance, an incongruity that has deceived and doomed many who would attempt to control or enslave them. The very size of a nalfeshnee prevents them from being particularly agile flyers, though they do have wings. Nalfeshnee are incredibly powerful (+2 to hit), and have various demonic powers in addition to being immune to fire: at will, they can cause fear (as per the spell), polymorph self, and dispel magic (at will). They can also create a symbol of discord once per day.

Demon, Quasit

Hit Dice: 3
Armor Class: 2[17]
Attack: 2 claws (1d2 + non-lethal poison), 1 bite (1d3)
Special: Magic resistance (25%), regenerate (1 hp/round), non-lethal poison, magical abilities
Move: 14
Saving Throw: 14
Alignment: Chaos
Challenge Level/XP: 7/600

Quasits are demon familiars, much like imps but without wings and with a less human-like shape. A quasit can polymorph into two other forms (commonly a giant centipede and a bat). These demons are 25% resistant to magic, regenerate at 1 hp per round, can become invisible at will, and once per day can cast a *Fear* spell. The quasit's claws are laden with a poison that reduces an opponent's Dexterity score by 1 point (saving throw applies, lasts for 2d6 rounds).

Demon, Succubus

Hit Dice: 6
Armor Class: 9 [10]
Attacks: 2 scratches (1d3)
Saving Throw: 11
Special: Magic resistance (70%), immune to non-magic weapons, cause darkness in a 10-foot diameter, level drain (1 level) with kiss, summon other demons, spells, change shape.
Move: 12 (18 fly)
Alignment: Chaotic
Challenge Level/XP: 9/1,100

A succubus is a creature of demonic lust, a drinker of souls who offers fatal temptation to mortals that fall into the trap of her deadly embraces: each kiss drains one level of experience. (The male form of this demon is called an incubus. A succubus is always female, just as an incubus is always male.) The demon's form is that of a supernaturally beautiful woman, curvaceous and alluring, but whose furled bat wings and delicate horns betray her true nature. Small white fangs gleam from behind the demoness's full lips, and when she is enraged the pupils of her eyes will contract and shift into those of a vicious serpent.

A succubus can "cast" *Charm Person* whenever desired, as well as *ESP*, *Clairaudience*, and *Suggestion*. They can change shape at will, but only into human or human-like forms. Succubi also have the ability to call forth (by gate) other demons. A succubus can summon a demon prince (40% chance to succeed), but will seldom do so, for the price to be paid afterwards is generally significant and unpleasant. However, a succubus can summon a Baalroch demon or a Nalfeshnee (fourth-category demon), again, with a 40% chance of success regardless of the type of demon being summoned. If a succubus does not specify the sort of demon she is summoning, there is a 5% chance that the respondent will be a demon prince, and if not, there is a 75% chance that the demon will be of the fourth category, a Nalfeshnee.

Succubi almost never rely upon physical attacks; they use their charm and suggestion abilities to allow them to bestow their deadly kisses upon opponents.

Demon, Vrock (First-Category Demon)

Hit Dice: 8
Armor Class: 1 [18]
Attacks: 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6)
Special: Magic resistance (50%), immune to fire, darkness
Move: 12/18 (flying)
Saving Throw: 8
Alignment: Chaos
Challenge Level/XP: 9/1100

These demons are vulture-headed, with feathered humanoid bodies, and huge dark-feathered wings. All can create darkness in a radius of 5 feet and are immune to fire. They use their wings to bring both their arms and legs into combat, along with their beaked bite. Vrock demons are

quite stupid, though like most demons they consider themselves to be tremendously intelligent.

Demon Prince, ORCUS

Hit Dice: 30 (125hp)
Armor Class: -6 [25]
Attacks: 1 staff (death – no save), tail (2d8), 1 claw (2d8)
Special: Magic resistance (75%), +3 magic weapon required to hit, immune to fire and charm, death staff, spells, magical abilities, control undead, summon demon minions
Move: 9 (Fly 20)
Saving Throw: 3
Alignment: Chaos
Challenge Level/XP: 35/5900

Orcus is a demon-prince of death and the dead (specifically, the undead), and can also call upon his lesser demon-minions as well. His staff causes death at its touch, and he uses magic-user spells at the following levels. Level 1: 6; level 2: 5; level 3: 4; level 4: 3; level 5: 2; level 6: 1. He has a magic resistance of 75%, and is completely immune to fire and charm spells. At will Orcus can animate dead, create darkness (15 foot radius), cause fear, dispel magic, make a suggestion per the spell, polymorph himself, or use ESP. Such powers can be used at the same time as normal attacks. His skull-tipped staff might have independent powers of its own, even possibly being an entity in its own right, merely cooperating with the demon prince and using him for its own purposes.

Djinni

Hit Dice: 7+3
Armor Class: 4 [15]
Attacks: Fist or weapon (1d10+1)
Saving Throw: 9
Special: magical powers, whirlwind
Move: 9/24 (flying)
Alignment: Any
Challenge Level/XP: 9/1,100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 lbs of weight, and have a number of magical powers. A djinni can create food and water 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. A djinni can give itself a 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, sweeping away any creature with one or fewer hit dice. (The diameter of the whirlwind is 10 feet.) More powerful types of djinn might be capable of granting limited wishes or even true wishes.

Doppelganger

Hit Dice: 4
Armor Class: 5 [14]
Attacks: Claw (1d12)
Saving Throw: 13 (5 against any magic)
Special: Mimics shape, immune to sleep and charm spells
Move: 9
Alignment: Chaos
Challenge Level/XP: 5/240

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 Lock* and similar spells. They have a very good saving throw (5) against magic of all kinds.

Dragons

The size of a dragon is roughly 5 ft of body length per age category, up to the adult size of 20 ft. Dragons have double normal treasure (that is, a gold piece value of four times the dragon's XP value).

Do not roll hit points for dragons as normal. Instead, determine the number of hit dice and the age category of the dragon. The age category indicates both the dragon's hit points per die and how much damage the dragon's breath weapon inflicts, given as points per hit die.:

- 1 Very young dragon: 1 hit point per hit die; 1 hit point per die inflicted by breath weapon.
- 2 Young: 2 hit points per hit die; 2 hit points per die inflicted by breath weapon.
- 3 Immature: 3 hit points per hit die; 3 hit points per die inflicted by breath weapon.
- 4 Adult: 4 hit points per hit die; 4 hit points per die inflicted by breath weapon.
- 5 Old: 5 hit points per hit die; 5 hit points per die inflicted by breath weapon.
- 6 Very old (100 years old): 6 hit points per hit die; 6 hit points per die inflicted by breath weapon.
- 7 Aged (101-400 years old): 7 hit points per die; 7 hit points per die inflicted by breath weapon.
- 8 Ancient (401+ 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 godlike

creatures of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more “mythical” conception of dragons. Since dice are not rolled for dragon hit points, it is possible for a truly mythical dragon to have more points per die than it is actually possible to roll on a hit die.

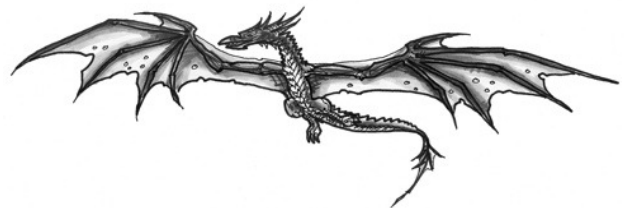
Breath Weapons: All dragons have a breath weapon of some kind, which can be used three times in a day. The Referee chooses when a dragon will use its breath weapon, or may roll a 60% chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. When used breath weapons appear in three different shapes:

1. Cloud-shape for gaseous exhalations
2. A line, for spitting dragons
3. Cone shape for any others.

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 conquerors, 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.

A standard-colored dragon generally has a challenge level based on its hit points: CL=(hp/4) +2.



Dragon, Black

Hit Dice: 6–8
Armor Class: 2 [17]
Attacks: 2 claws (1d4), bite (3d6)
Saving Throw: 11, 9, or 8
Special: Spits acid
Move: 9/24 (flying)
Alignment: Chaos
Challenge Level/XP: Challenge Level = HP/4 +2

Black dragons spit a deadly, corrosive acid which covers everything in a line 5 feet wide and 60 feet long. Black dragons have a 45% chance of being able to talk; talking black dragons have a 5% chance of being able to cast 1d4 first-level Magic-User spells.

Dragon, Blue

Hit Dice: 8–10

Armor Class: 2 [17]

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

Saving Throw: 8, 6, or 5

Special: Spits lightning

Move: 9/24 (flying)

Alignment: Chaos

Challenge Level/XP: Challenge Level = HP/4 +2

Blue dragons spit a blast of lightning in a line 5 ft wide and 100 ft long, affecting everything in its path. A saving throw indicates half damage. Blue dragons have a 65% chance of being able to talk; talking blue dragons have a 15% chance of being able to cast 1d4 first-level Magic-User spells and 1d3 second-level Magic-User spells.

Dragon, Gold

Hit Dice: 10–12

Armor Class: 2 [17]

Attacks: 2 claws (1d8), bite (2d10)

Saving Throw: 5, 4, or 3

Special: Breathes poisonous gas or fire

Move: 9/24 (flying)

Alignment: Law

Challenge Level/XP: Challenge Level = HP/4 +2

Gold dragons are the noble wyrms of story and song. They can breathe either a cloud of poisonous gas, 50 feet in diameter (a successful saving throw indicates half damage) or they can breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base. Gold dragons have a 100% chance of being able to talk and a 25% chance of being able to cast Magic-User spells: 1d4 first-level, 1d3 second-level, 1d2 third-level, and 1 fourth-level spell.

Dragon, Green

Hit Dice: 7–9

Armor Class: 2 [17]

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

Saving Throw: 9, 8, or 6

Special: Breathes poisonous gas

Move: 9/24 (flying)

Alignment: Chaos

Challenge Level/XP: Challenge Level = HP/4 +2

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. (A successful saving throw indicates half damage.) Green dragons have a 55% chance of being able to talk; talking green dragons have a 10% chance of being able to cast 1d4 first level Magic-User spells and 1d2 second level Magic-User spells.

Dragon, Red

Hit Dice: 9–11

Armor Class: 2 [17]

Attacks: 2 claws (1d8), bite (3d10)

Saving Throw: 6, 5, or 4

Special: Breathes fire

Move: 9/24 (flying)

Alignment: Chaos

Challenge Level/XP: Challenge Level = HP/4 +2

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 ft wide at the base. Red dragons have a 75% chance of being able to talk; talking red dragons have a 20% chance of being able to cast 1d4 first level Magic-User spells, 1d3 second level Magic-User spells, and 1d2 third level Magic-User spells.

Dragon, White

Hit Dice: 5–7

Armor Class: 2 [17]

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

Saving Throw: 12, 11, or 9

Special: Breathes cold

Move: 9/24 (flying)

Alignment: Chaos

Challenge Level/XP: Challenge Level = HP/4 +2

White dragons are usually found in cold regions, where they 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 70 ft and a base of 30 ft. White dragons are not able to talk or cast spells.

Dragon Turtle

Hit Dice: 11 to 14

Armor Class: 2 [17]

Attacks: 2 claws (1d8), bite (3d10)

Saving Throw: 4 (11HD) or 3

Special: Break ships, breathe steam

Move: 3 (9 swimming)

Alignment: Neutrality or Chaos

Challenge Level/XP: 11 HD (13/2,300); 12 HD (14/2,600); 13 HD (15/2,900); 14 HD (16/3,200)

Dragon turtles breathe scalding steam in a cone-shape 90 feet long and roughly 30 ft wide at the base, inflicting as many hit points of damage as the monster has (when at full hp). Dragon turtles have a 75% chance of being able to talk, and these have a 20% chance of being able to cast 1d4 first level Magic-User spells, 1d3 second level Magic-User spells, and 1d2 third level Magic-User spells. A dragon turtle that rises beneath all but the largest ship can lift it, possibly making it capsize (roughly 50%).

Dryad

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

Dryads are beautiful female tree spirits who 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 penalty to the saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Dwarf

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

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 Dwarfs (sergeants-at-arms, for example) might have more hit dice or unusual bonuses to hit, or even magical abilities if such is possible (Norse myths are a good example of this.) Do not bother to treat more-powerful NPC dwarfs as Fighters or other character types; just assign the right number of hit dice and abilities (if any) and keep moving along with the fantasy.



Efreeti

Hit Dice: 10
Armor Class: 2 [17]
Attacks: Fist or sword (1d8+5)
Saving Throw: 5
Special: Wall of fire
Move: 9/24 (flying)
Alignment: Chaos
Challenge Level/XP: 12/2,000

Efreets are a type of genie, associated with fire (in contrast to the djinn, who have powers over the air). Efreets can carry up to 1000 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 create a 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: air, earth, 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

Hit Dice: 8, 12, or 16
Armor Class: 2 [17]
Attacks: Strike (2d8)
Saving Throw: 8, 3, or 3
Special: Whirlwind
Move: 36 (flying)
Alignment: Neutrality
Challenge Level/XP: 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,500)

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

Elemental, Earth

Hit Dice: 8, 12, or 16
Armor Class: 2 [17]
Attacks: Fist (3d6)
Saving Throw: 8, 3, or 3
Special: Tear down stone
Move: 6
Alignment: Neutrality
Challenge Level/XP: 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,500)

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).



Earth Elemental

Elemental, Fire

Hit Dice: 8, 12, or 16
Armor Class: 2 [17]
Attacks: Strike (2d6)
Saving Throw: 8, 3, or 3
Special: Ignite materials
Move: 12
Alignment: Neutrality
Challenge Level/XP: 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,500)

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 (as determined by the Referee).

Elemental, Water

Hit Dice: 8, 12, or 16
Armor Class: 2 [17]
Attacks: Strike (3d6)
Saving Throw: 8, 3, or 3
Special: Can overturn boats
Move: 6/18 (swimming)
Alignment: Neutrality
Challenge Level/XP: 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,500)

Water elementals cannot move more than 60 ft 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.

Elf

Hit Dice: 1+1
Armor Class: 5 [14]
Attacks: Sword (1d8) or 2 arrows (1d6)
Saving Throw: 17
Special: None
Move: 12
Alignment: Law (sometimes Neutrality)
Challenge Level/XP: 1/15

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 Referee 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 faerie folk of Irish legend. In any case, the Referee should not bother trying to fit an idea of "advanced" Elves into the constraints of character classes—just assign their attributes to fit the concept. Non-player characters are not subject to the rules that govern building a player character; they are tools for good fantasy.

Fish, Giant

Hit Dice: varies (see below)
Armor Class: 7 [12]
Attacks: 1 bite (1d6 per 5 feet in length)
Saving Throw: varies (see below)
Special: None (or swallow whole: see below)
Move: varies (roll 1d4+1 x10)
Alignment: Neutrality (usually)
Challenge Level/XP: varies

Giant fish can range from something barely larger than a shark to something as large as a whale. In general, these creatures will be at least 11 feet long, and will have 1HD per 2 feet of length. Thus, if rolling randomly for a giant fish, roll 1d10+10 feet to determine the length, and the hit dice will be

half that number. If the roll is a "10," (i.e., the fish would be 20 feet long) then it is a REALLY giant fish: roll 1d20 for additional feet in length. Thus, the maximum size for a giant fish is 40 feet, and for some unknown reason giant fish never seem to be exactly 20 feet in length; a matter for philosophers to puzzle upon. The truly giant fish can most likely swallow people whole on a natural roll of 18-20. Use the rules for creating monsters to determine the saving throws and experience point values of the varying sizes of giant fish. Giant fish might be intelligent (5% chance), in which case they might have an alignment other than Neutrality.

Gargoyle

Hit Dice: 4+4

Armor Class: 5 [14]

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

Saving Throw: 13

Special: None

Move: 9/15 (flying)

Alignment: Chaos

Challenge Level/XP: 6/400

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

Gelatinous Cube

Hit Dice: 4

Armor Class: 8 [11]

Attacks: Attack (2d4)

Saving Throw: 13

Special: Paralysis, immune to lightning and cold

Move: 6

Alignment: Neutrality

Challenge Level/XP: 5/240

Gelatinous cubes are semi-transparent cubes that slosh 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.

Ghost

Ghosts can form in all manner of ways, with widely varied strengths and abilities. There is not a "standard" form of ghost; it is up to the Referee to create the specific attributes of a particular ghost for the adventurers to encounter.

Ghoul

Hit Dice: 2

Armor Class: 6 [13]

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

Saving Throw: 16

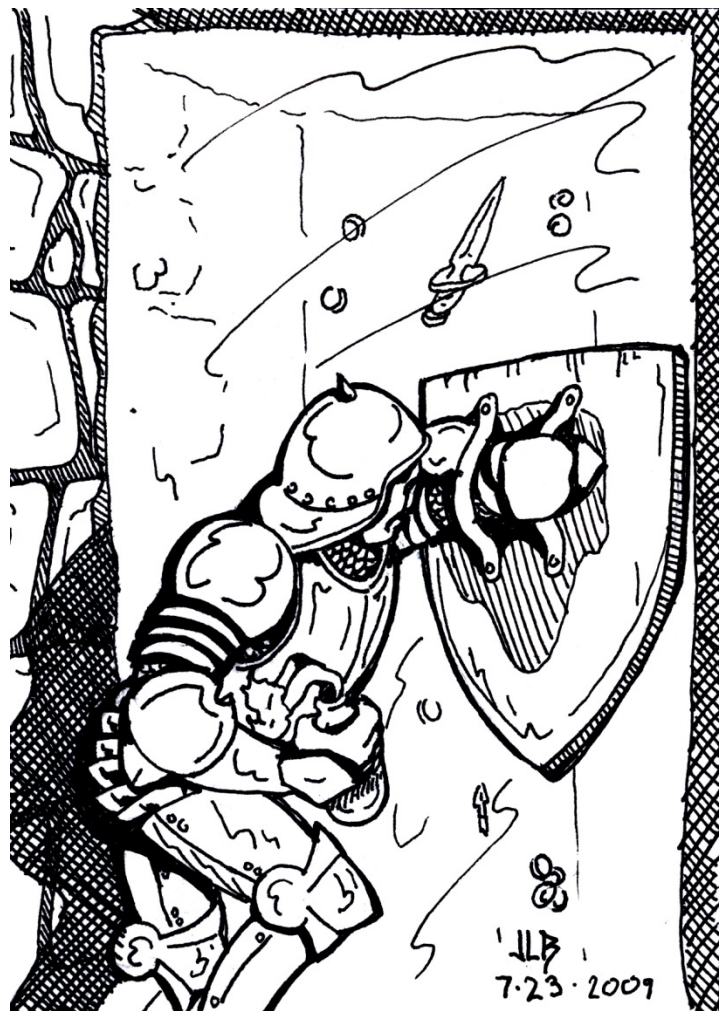
Special: Immunities, paralysis

Move: 9

Alignment: Chaos

Challenge Level/XP: 3/60

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.



Gelatinous Cube

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

Hit Dice: 12+1d6 points
Armor Class: 2 [17]
Attacks: Weapon (6d6)
Saving Throw: 3
Special: Hurl boulders
Move: 15
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 13/2,300

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

Hit Dice: 11 +1d6 points
Armor Class: 3 [16]
Attacks: Weapon (5d6)
Saving Throw: 4
Special: Hurl boulders, immune to fire
Move: 12
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 12/2,000

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

Hit Dice: 10+1d6 hit points
Armor Class: 4 [15]
Attacks: Weapon (4d6)
Saving Throw: 5
Special: Hurl boulders, immune to cold
Move: 12
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 11/1,700

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

Hit Dice: 8+2
Armor Class: 4 [15]
Attacks: Weapon (2d8)
Saving Throw: 8
Special: Hurl boulders
Move: 12
Alignment: Chaos
Challenge Level/XP: 9/1,100

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

Hit Dice: 9+3 hit points
Armor Class: 0 [20]
Attacks: Club (3d6)
Saving Throw: 6
Special: Hurl boulders
Move: 12
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 10/1,400

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

Hit Dice: 15+5
Armor Class: 1 [18]
Attacks: Weapon (7d6)
Saving Throw: 3
Special: Throw boulders, control weather
Move: 15
Alignment: Neutral (sometimes Law or Chaos)
Challenge Level/XP: 16/ 3,200

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).

Gnoll

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

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

Goblin

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

Goblins are small creatures (4 ft 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.



Goblin

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, Clay

Hit Dice: 10 (50 hit points)
Armor Class: 7 [12]
Attacks: 1 fist (3d10)
Saving Throw: 5
Special: Immune to slashing and piercing weapons, immune to most spells.
Move: 8
Alignment: Neutrality
Challenge Level/XP: 14/2,600

The “original” golem of folklore, clay golems may be created by Clerics or powerful priests. They are massive clay statues of human beings, imbued with a rudimentary intelligence and the ability to move and follow their masters’ commands. For each round of combat, a clay golem has a 1% chance (cumulative) to go berserk, leaving its master’s control and attacking enemies and allies alike. Clay golems are not damaged by slashing or piercing weapons. They are immune to all spells other than those affecting earth, and these have very diminished effects – with one exception. An earthquake spell may be used to utterly destroy a clay golem.

Golem, Flesh

Hit Dice: 8 (40 hit points)
Armor Class: 9 [10]
Attacks: 2 fists (2d8)
Saving Throw: 8
Special: Hit only by magic weapons, slowed by fire and cold, immune to most spells, healed by lightning
Move: 8
Alignment: Neutrality
Challenge Level/XP: 12/2,000

A creation stitched together from human limbs and other parts, a flesh golem is similar to Frankenstein’s monster. Only +1 or better magic weapons can harm a flesh golem, and it is slowed by fire and cold spells. Lightning heals the golem for the number of points of damage that it would normally inflict. No other type of spell affects a flesh golem.

Golem, Iron

Hit Dice: 16 (80 hit points)

Armor Class: 3 [16]

Attacks: 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 spells

Move: 6

Alignment: Neutrality

Challenge Level/XP: 17/3,500

Iron golems are huge moving statues of iron. They can breathe a 10-foot-radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect iron golems. 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

Hit Dice: 12 (60 hit points)

Armor Class: 5 [14]

Attacks: Fist (3d8)

Saving Throw: 3

Special: Unaffected by +1 or lesser weapons, immune to most spells

Move: 6

Alignment: Neutrality

Challenge Level/XP: 16/3,200

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, damaged by rock-to-mud spells, and healed by the reverse. Spells that affect rock, and fire spells, are the only ones that affect stone golems. They can only be hit by +2 or better weapons.

Gorgon

Hit Dice: 8

Armor Class: 2 [17]

Attacks: Gore (2d6)

Saving Throw: 8

Special: Breath turns creatures to stone

Move: 12

Alignment: Chaos

Challenge Level/XP: 10/1,400

Gorgons are bull-like creatures with scales like dragons. Their breath turns creatures to stone (60-foot range, saving throw applies).

Grey Ooze

Hit Dice: 3+3

Armor Class: 7 [12]

Attacks: Strike (2d6)

Saving Throw: 14

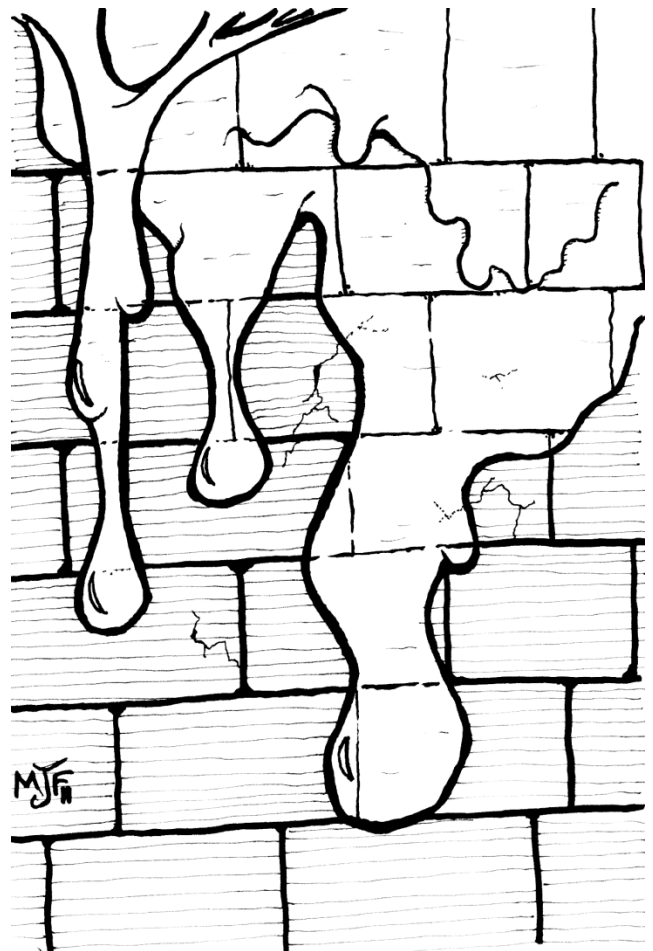
Special: Acid, immunities

Move: 1

Alignment: Neutrality

Challenge Level/XP: 5/ 240

Grey ooze is almost identical in appearance to wet rock, but it is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing out 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.

Griffon

Hit Dice: 7
Armor Class: 3 [16]
Attacks: 2 claws (1d4), 1 bite (2d8)
Saving Throw: 9
Special: None
Move: 12/27 (flying)
Alignment: Neutrality
Challenge Level/XP: 8/800

Griffons have the body of a lion, with the head, fore-claws, and wings 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 marketplaces of the great cities, or to noble lords and wizards.

Harpy

Hit Dice: 3
Armor Class: 7 [12]
Attacks: 2 talons (1d3) and weapon (1d6)
Saving Throw: 14
Special: Siren-song
Move: 6/18 (flying)
Alignment: Chaos
Challenge Level/XP: 4/120

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 Hound

Hit Dice: 4–7
Armor Class: 4 [15]
Attacks: Bite (1d6)
Saving Throw: 13, 12, 11, or 9
Special: Breathe fire
Move: 12
Alignment: Chaos
Challenge Level/XP: 4 HD (5/240), 5 HD (6/400), 6 HD (7/600), 7 HD (8/800)

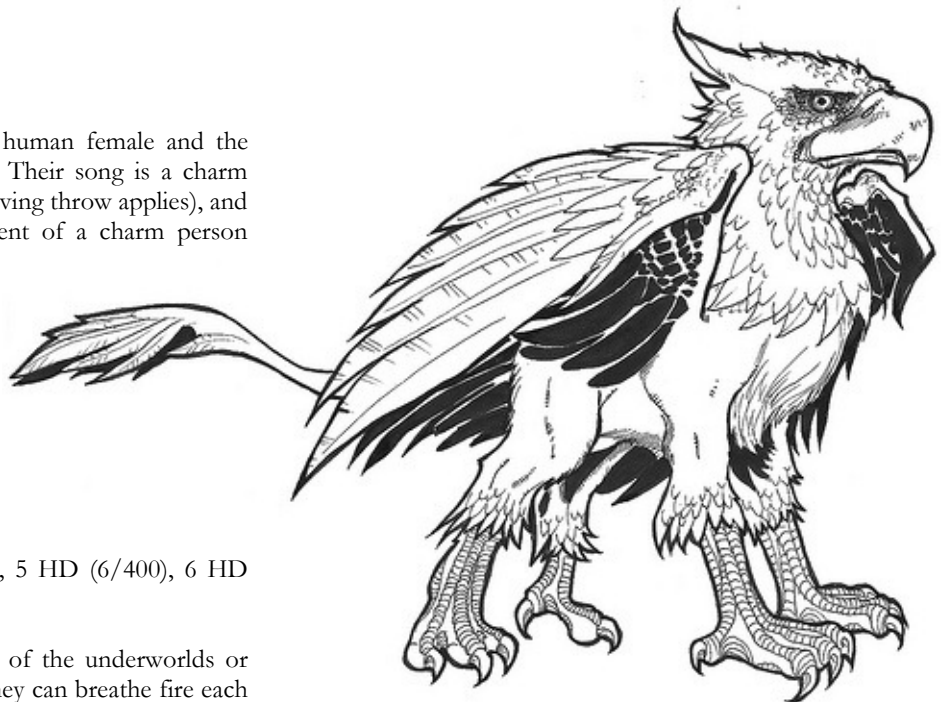
Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 hp damage per hit die (10 ft range, saving throw for half damage).

Hippogriff

Hit Dice: 3+3
Armor Class: 5 [14]
Attacks: 2 claws (1d6), 1 bite (1d10)
Saving Throw: 14
Special: None
Move: 18/24 (flying)
Alignment: Neutrality
Challenge Level/XP: 4/120

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 by the poet Ariosto 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...”

Griffon



Hobgoblin

Hit Dice: 1+1
Armor Class: 5 [14]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 9
Alignment: Chaos
Challenge Level/XP: 1/15

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

Horse

Horses are AC 7 [12], with riding horses having 2 HD and warhorses having 3 HD. Horses have a movement 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

Hit Dice: 1
Armor Class: 7 [12]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Chaos
Challenge Level/XP: 1/15

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

Hit Dice: 1
Armor Class: 7 [12]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: Berserking
Move: 12
Alignment: Neutrality or Chaos
Challenge Level/XP: 2/30

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, Normal

Hit Dice: 1d6
Armor Class: 9 [10]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: None
Move: 12
Alignment: Any
Challenge Level/XP: B/10
Normal humans are untrained peasants or townsfolk.



Human, Sergeant-at-Arms

Hit Dice: 3
Armor Class: 5 [14]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Any
Challenge Level/XP: 3/60

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.

Human, Soldier

Hit Dice: 1
Armor Class: 7 [12]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Any
Challenge Level/XP: 1/15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear.

Hydra

Hit Dice: 5-12 (equal to the number of heads)
Armor Class: 5 [14]
Attacks: 5-12 bites (1d6)
Saving Throw: 12, 11, 9, 8, 6, 5, 4, or 3
Special: None
Move: 9
Alignment: Neutrality
Challenge Level/XP: 5 HD (7/600), 6 HD (8/800),
7 HD (9/1,100), 8 HD (10/1,400), 9 HD (11/1,700),
10 HD (12/2,000), 11 HD (13/2,300), 12 HD (14/2,600)

Hydrae are great lizard-like or snake-like creatures with multiple heads. Each head has one hit die of its own, and when an individual head takes that much damage, 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 breathe fire or regenerate their heads are also known to exist.

Invisible Stalker

Hit Dice: 8
Armor Class: 3 [16]
Attacks: "Bite" (4d4)
Saving Throw: 8
Special: Invisible, flies
Move: 12
Alignment: Neutrality
Challenge Level/XP: 9/1,100

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

Kobold

Hit Dice: 1d4 hp
Armor Class: 6 [13]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: None
Move: 6
Alignment: Chaos
Challenge Level/XP: A/5

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.

An Invisible Stalker

Leech, Giant

Hit Dice: 2
Armor Class: 8 [11]
Attacks: 1 bite
Saving Throw: 16
Special: Suck blood
Move: 6
Alignment: Neutrality
Challenge Level/XP: 5/240

If a giant leech hits with its attack, it drains a level of experience on the following round. Anyone reduced below a level of 0 will die. Lost levels of experience most likely return at a rate of 1 per day, if the character rests. Freshwater leeches might simply drain hit points.

Lich

Hit Dice: 12+
Armor Class: 0 [20]
Attacks: Hand (1d10 + automatic paralysis)
Saving Throw: 3
Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells
Move: 6
Alignment: Chaos
Challenge Level/XP: 12 HD (15/2,900),
13 HD (16/3,200), 14 HD (17/3,500), 15 HD (18,3800), 16
HD (19/4,100), 17 HD (20/4,400), 18 HD (21/4,700)

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 lich has the same number of hit dice as the original Magic-User and the same spell-casting powers. A lich's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes any being of 4 HD or below to be paralyzed with fear. Liches are highly intelligent and totally malign.

Lion

Hit Dice: 5+2
Armor Class: 6 [13]
Attacks: 2 claws (1d4), 1 bite (1d8)
Saving Throw: 12
Special: None
Move: 12
Alignment: Neutrality
Challenge Level/XP: 5/240

Male lions are noticeably larger than their female counterparts, and easily identified by their manes. They are usually solitary beasts, found leading a pride only in their prime. The lioness, while smaller and having an AC of 7 [12], is an indisputably skillful hunter—far faster and more agile than the male lion. Lionesses often coordinate with others in their pride to bring down prey.

Lizardman

Hit Dice: 2+1
Armor Class: 5 [14]
Attacks: 2 claws (1d3), 1 bite (1d8)
Saving Throw: 16
Special: Underwater
Move: 6/12 (swimming)
Alignment: Usually Chaos
Challenge Level/XP: 2/30

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



The Lich of a Dead Necromancer

Lurker, Ceiling

Hit Dice: 10
Armor Class: 6 [13]
Attacks: 1 crush (1d6)
Saving Throw: 5
Special: Smother
Move: 1/7 (flying)
Alignment: Neutrality
Challenge Level/XP: 10/1400

Lurkers resemble floating manta rays, with a rough, stone-like undersurface. They levitate to ceiling-tops and wait for prey to walk underneath, whereupon they drop and enfold the victim in their thick “wings” (to-hit roll). Anyone trapped inside a lurker’s clutches takes 1d6 points of damage per round from crushing, and will suffocate within 1d4+1 rounds unless the lurker is killed. There is normally only a 10% chance to detect a lurker’s presence visually before it attacks, and it has a 65% chance to gain initiative automatically (unless a “surprise roll” system is being used, in which case the lurker has a 4 in 6 chance to gain surprise).

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons: only silver and magical weapons affect them. If anyone is attacked and brought below 50% hit points by a lycanthrope, the person will become a lycanthrope himself.

Lycanthrope, Werebear

Hit Dice: 7+3
Armor Class: 2 [17]
Attacks: 2 claws (1d3), 1 bite (2d4)
Saving Throw: 9
Special: Lycanthropy, hit only by magic or silver weapons
Move: 9
Alignment: Neutrality or Chaos
Challenge Level/XP: 8/800

Werebears are often found in temperate forests.

Lycanthrope, Wereboar

Hit Dice: 5+2
Armor Class: 4 [15]
Attacks: Bite (2d6)
Saving Throw: 12
Special: Lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Neutrality or Chaos
Challenge Level/XP: 6/400

Wereboars are often found in the remote wilderness.

Lycanthrope, Wererat

Hit Dice: 3
Armor Class: 6 [13]
Attacks: Bite (1d3), Weapon (1d6)
Saving Throw: 14
Special: Control rats, lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Chaos
Challenge Level/XP: 4/120

Wererats are often found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy, surprising opponents on 1–4 on a d6.

Lycanthrope, Weretiger

Hit Dice: 6
Armor Class: 3 [16]
Attacks: 2 claws (1d4), 1 bite (1d10)
Saving Throw: 11
Special: Lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Neutrality or Chaos
Challenge Level/XP: 7/600

Weretigers are often found in tropical cities and ancient jungle ruins, but will appear in more temperate climates as well, if tigers live in the surrounding wilderness.



Wererat

Lycanthrope, Werewolf

Hit Dice: 4+4
Armor Class: 5 [14]
Attacks: Bite (2d4)
Saving Throw: 13
Special: Lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Usually Chaos
Challenge Level/XP: 5/240

Werewolves are the traditional Lycanthropes seen in horror movies. They can turn into a wolf or into a wolf-man. Wolvesbane keeps them at bay.

Manticore

Hit Dice: 6+4
Armor Class: 4 [15]
Attacks: 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6)
Saving Throw: 11
Special: Tail spikes
Move: 12/18 (flying)
Alignment: Chaos
Challenge Level/XP: 8/800

This horrid monster has 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 180 ft.

Medusa

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

The terrifying medusa has a female face but hair of writhing snakes; it has 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 inflicting a lethal poison with a successful hit (saving throw applies).

Merman

Hit Dice: 1+3
Armor Class: 7 [12]
Attacks: Weapon (1d6)
Saving Throw: 17
Special: Breathe water
Move: 1/18 (swimming)
Alignment: Any
Challenge Level/XP: 1/15

Mermen have the torso of a human and the lower body of a fish. Although the race is called "mermen," there are female members as well.

Minotaur

Hit Dice: 6+4
Armor Class: 6 [13]
Attacks: Head butt (2d4), bite (1d3) and weapon (1d8)
Saving Throw: 11
Special: Never get lost in labyrinths
Move: 12
Alignment: Chaos
Challenge Level/XP: 6/400

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.



Minotaurs are often to be found in stone mazes and labyrinthine catacombs

Mummy

Hit Dice: 6+4

Armor Class: 3 [16]

Attacks: Fist (1d12)

Saving Throw: 11

Special: Rot, hit only by magic weapons

Move: 6

Alignment: Chaos

Challenge Level/XP: 7/600

Mummies cannot be hit by normal weapons, and even magical weapons cause only half damage. In addition to normal damage, 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 one-half normal, but a *Remove Curse* spell is required to completely lift the mummy's curse.

Naga, Guardian

Hit Dice: 11

Armor Class: 3 [16]

Attacks: Bite (1d6 + poison)

Saving Throw: 4

Special: Spit poison, constriction, spells.

Move: 18

Alignment: Law

Challenge Level/XP: 13/2300

The largest and noblest of the naga, guardian nagas are from 20 to 25 feet in length. They do not necessarily have a humanlike head, but some characteristic (a flowing mane of hair, for instance) will immediately set their appearance apart from normal serpents. They can bite or spit with lethal poison, and if they hit with their coils they automatically cause 1d8 points of constriction damage per round thereafter. Guardian nagas cast clerical spells (2/2/1/1). A sample selection of spells for a guardian naga might include: level 1: *Cure Light Wounds* x2; level 2: *Hold Person*, *Silence 15-foot Radius*; level 3: *Cure Disease*; level 4: *Cure Serious Wounds*.

Naga, Spirit

Hit Dice: 9

Armor Class: 4 [15]

Attacks: Bite (1d3 + poison)

Saving Throw: 6

Special: Poison, charm gaze, spells.

Move: 12

Alignment: Chaos

Challenge Level/XP: 13/2300

Spirit nagas are malicious, evil creatures. Their gaze has the effect of a *Charm Person* spell, their bite is poison, and they cast both Magic-User spells (4/2/1) and Cleric spells (2/1). A sample spell selection for a spirit naga might be: Magic-User spells level 1: *Charm Person* x2, *Magic Missile*, *Sleep*; level 2: *Mirror Image*, *Web*; level 3: *Protection from Normal Missiles*. Cleric spells level 1: *Cure Light Wounds* x2; level 2: *Silence 15-*

foot Radius. Such nagas are from 10 to 20 feet in length, and have a human head.

Naga, Water

Hit Dice: 7

Armor Class: 5 [14]

Attacks: Bite (1d4 + poison)

Saving Throw: 9

Special: Poison, spells.

Move: 12/20 (swimming)

Alignment: Any

Challenge Level/XP: 10/1400

Water nagas might be of any alignment. They do not ordinarily have human heads, but like the guardian nagas they will have some physical attributes separating them clearly from normal serpents. In the case of water nagas, this might be the color of the scales or the presence of flowing beard-like fins, perhaps. Water nagas are from 10 to 15 feet long. Water nagas cast Magic-User spells (4/2/1). A sample spell selection for a water naga might be: level 1: *Charm Person* x2, *Magic Missile*, *Sleep*; level 2: *Mirror Image*, *Web*; level 3: *Protection from Normal Missiles*.

Nixie

Hit Dice: 1d4 hit points

Armor Class: 7 [12]

Attacks: Weapon (1d6)

Saving Throw: 18

Special: Charm

Move: 6/12 (swimming)

Alignment: Neutrality

Challenge Level/XP: B/10

Nixies are weak water fey creatures. One in ten of them has the power to cast a powerful *Charm Person* (-2 penalty to saving throw) that causes the victim to walk into the water and join the nixies as their slave for a 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

Hit Dice: 6

Armor Class: 8 [11]

Attacks: Acid-laden strike (3d4)

Saving Throw: 11

Special: Lightning divides creature

Move: 3

Alignment: Neutrality

Challenge Level/XP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a *Raise Dead* spell impossible.

Octopus, Giant

Hit Dice: 4
Armor Class: 7 [12]
Attacks: 8
Saving Throw: 13
Special: Jet, Ink
Move: 9 (swimming)
Alignment: Neutrality
Challenge Level/XP: 6/400

After a giant octopus hits with a tentacle, it does 1d6 points of damage per round, automatically, instead of the initial 1d3. Also, there is a 25% chance that the tentacle “hit” pinions one of the victim’s limbs (roll randomly for left/right arms and legs to see which is immobilized). A giant octopus can jet water out to achieve a movement rate of up to 27, and can also release a huge cloud of ink to obscure its location. Some giant octopi might be able to move onto land for short periods of time.

Ogre

Hit Dice: 4+1
Armor Class: 5 [14]
Attacks: Weapon (1d10+1)
Saving Throw: 13
Special: None
Move: 9
Alignment: Chaos
Challenge Level/XP: 4/120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there.

Ogre Mage

Hit Dice: 5+4
Armor Class: 4 [15]
Attacks: Weapon (1d12)
Saving Throw: 12
Special: Magic use (See below)
Move: 12/18 (flying)
Alignment: Chaos
Challenge Level/XP: 7/600

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 10-foot-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 60 feet to a base of 30 feet, 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.”

Orc

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

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 a Chaotic high priest or an evil sorcerer.

Owlbear

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

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) with its claws, the owlbear grabs its victim and hugs it for an additional 2d8 points of damage.

Pegasus

Hit Dice: 4
Armor Class: 6 [13]
Attacks: 2 hooves (1d8)
Saving Throw: 13
Special: None
Move: 24/48 (flying)
Alignment: Law
Challenge Level/XP: 4/120

Pegasi are winged horses. Most have feathered wings, but some might have bat wings and some might be evil—at the Referee's discretion.

Piercer

Hit Dice: 1 to 4

Armor Class: 3 [16]

Attacks: 1 drop/pierce (1d6 per HD)

Saving Throw: 17, 16, 14, or 13

Special: Drop from ceiling

Move: 1

Alignment: Neutrality

Challenge Level/XP: 1 HD (1/15), 2 HD (2/30), 3 HD (3/60), 4 HD (4/120)

Piercers resemble stalactites, and drop from cavern ceilings to pierce their victims. After falling (and feeding), they crawl slowly back to the ceiling in order to attack again. Note that the damage inflicted by a piercer is 1d6 per hit die of the creature.

Purple Worm

Hit Dice: 15

Armor Class: 6 [13]

Attacks: Bite (2d12), sting (1d8)

Saving Throw: 3

Special: Poison sting, swallows whole

Move: 9

Alignment: Neutrality

Challenge Level/XP: 17/3,500

Purple worms are massive annelids that grow 40 ft 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. In addition, the poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted with such natural weaponry (or perhaps still do, in deep places), must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

Rakshasa

Hit Dice: 7

Armor Class: -4 [23]

Attacks: 2 claws (1d3) 1 bite (1d6)

Saving Throw: 9

Special: Illusory appearance, special magic resistance, spells

Move: 15

Alignment: Chaos

Challenge Level/XP: 12/2,000

Rakshasas are evil spirits from Indian mythology. Their true form is that of a demon with the head of a tiger or other predatory animal, but by magical illusion they always appear to others in a friendly or non-threatening form. Rakshasas can only be affected by the most powerful of spells (level 8

or 9), and they can only be hit with magical weapons. Crossbow bolts that have been blessed by a Cleric are the bane of the rakshasa – such bolts are treated as +3 weapons against them. Rakshasas are minor spell casters, able to cast Magic-User spells (3/2/1) and Cleric spells (1 Level-1 spell). Typical spells for a rakshasa might be:

Magic-User level 1: *Magic Missile* x3; level 2: *Mirror Image*, *Web*; level 3: *Fly*

Cleric level 1: *Cure Light Wounds*

Rat, Giant

Hit Dice: 1d4 hit points

Armor Class: 7 [12]

Attacks: Bite (1d3)

Saving Throw: 18

Special: 5% are diseased

Move: 12

Alignment: Neutrality

Challenge Level/XP: A/5

Giant rats are often found in dungeons, and are about the size of a cat, or perhaps a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.

Rat, Giant (Monstrously Huge)

Hit Dice: 3

Armor Class: 6 [13]

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

Saving Throw: 14

Special: 5% are diseased

Move: 12

Alignment: Neutrality unless intelligent (Chaos)

Challenge Level/XP: 4/120

Giant rats (monstrously huge) are often found in dungeons, and are vicious predators the size of a wolf. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.

Roc

Hit Dice: 12

Armor Class: 4 [15]

Attacks: Bite (3d12), 2 claws (3d6)

Saving Throw: 3

Special: None

Move: 3/30 flying

Alignment: Neutrality or Law

Challenge Level/XP: 12/2,000

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 18 HD, with commensurately increased statistics.

Salamander

Hit Dice: 7
Armor Class: 5 [14] (torso); 3 [16] (serpent body)
Attacks: Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6)
Saving Throw: 9
Special: Heat, constrict
Move: 9
Alignment: Chaos
Challenge Level/XP: 8/800

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 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 Monster

Hit Dice: 30
Armor Class: 2 [17]
Attacks: Bite (4d10)
Saving Throw: 3
Special: Swallow whole
Move: 0/18 (swimming)
Alignment: Neutrality
Challenge Level/XP: 30/12,900

Sea monsters generally (but not always) resemble bizarre fish, long-necked monsters with seal-like bodies, or massive eels, although virtually all have a hide of incredibly tough scales. In general, their appearance is quite varied, for there does not appear to be a particular "species" of sea monster. Sea monsters swallow their prey whole, like sea serpents: if the attack roll is 4 over the required number (or a natural 20), the victim is swallowed, will die in an hour, and will be fully digested within a day. Sea monsters are not generally venomous. They are generally encountered underwater; unlike sea serpents, they seldom venture to the surface.

Sea Serpent

Hit Dice: 15
Armor Class: 6 [13]
Attacks: Bite (2d12)
Saving Throw: 3
Special: Swallow whole
Move: 0/20 (swimming)
Alignment: Neutrality
Challenge Level/XP: 17/3,500

A fully-grown sea serpent is approximately 50 feet in length, and will swallow a person whole on any attack roll in which the die rolled is 4 or more over the required number, and always if the die roll is a 20. Swallowed victims will be dead

within an hour, and fully digested within one day. Some sea serpents are also venomous, in which case the CL/XP is 19/4,100.

Shadow

Hit Dice: 3+3
Armor Class: 7 [12]
Attacks: 1 touch (1d4 + Str drain)
Saving Throw: 14
Special: Drains 1 Str with hit, can only be hit by magical weapons
Move: 12
Alignment: Chaos
Challenge Level/XP: 4/120

Shadows may or may not be undead creatures: they are immune to *Sleep* and *Charm*, but the Referee 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 actual shadows, though they may be even darker in coloration. 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 attribute of 0, he or she is transformed into a new shadow. If the person does not come to such a dark ending, then Strength points return after 90 minutes (9 turns).

Shambling Mound

Hit Dice: 7 to 12
Armor Class: 1 [18]
Attacks: 2 fists (2d8)
Saving Throw: 9, 8, 6, 5, 4, or 3
Special: Immunities, enfold and suffocate victims.
Move: 6
Alignment: Neutrality
Challenge Level/XP: HD 7 (10/1400); HD 8 (11/1700); HD 9 (12/2000); HD 10 (13/2300); HD 11 (14/2600); HD 12 (15/2900)

Shambling mounds are moving plants, huge masses of slimy vegetation that shamble through swamps and marshes looking for prey. They have a roughly bipedal shape, with two 'legs' and two 'arms.'

Shambling mounds are immune to fire because of their slimy, wet bodies. They take only half damage from cold, and half damage from weapons of any kind. Electricity causes a shambling mound to gain one hit die. If a shambling mound hits with both arms, the victim is enfolded into the slimy body and will suffocate in 2d4 melee rounds unless freed.

Shrieker

Hit Dice: 3
Armor Class: 7 [12]
Attacks: None
Saving Throw: 14
Special: Shriek
Move: 1
Alignment: Neutrality
Challenge Level/XP: 3/60

Shriekers are huge mushrooms with tough, fibrous bodies. They do not physically attack, but if light shines on them (or within about 30 feet) or if anything moves near them (within about 10 feet), they emit a high-pitched shrieking noise. This noise causes 1 hp damage per round (saving throw applies) to anyone nearby (within 30 feet). The true danger of shriekers is that they tend to summon wandering monsters. If they are attacked with missile weapons, they will attempt to shuffle away, although they do not move very fast.

Skeleton

Hit Dice: 1
Armor Class: 8 [11], with shield 7 [12]
Attacks: Weapon or strike (1d6)
Saving Throw: 17
Special: None
Move: 12
Alignment: Neutrality
Challenge Level/XP: 1/15

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

Slithering Tracker

Hit Dice: 4
Armor Class: 5 [14]
Attacks: No normal attack
Saving Throw: 13
Special: Transparent, paralysis
Move: 12
Alignment: Neutrality
Challenge Level/XP: 6/400

Perhaps the most dangerous of wandering monsters, slithering trackers are a form of transparent slug and may be related to gelatinous cubes. They are difficult to see (10% chance for a person to spot it, and he may lose sight of it again in the next round). Unless they are starving, they do not attack moving prey (5% chance to be starving). Instead, they follow the potential prey until it sleeps or camps. They can ooze under doors and through fairly small cracks, so even a barricaded room with a closed door is probably not safe. When it attacks, the victim must make a saving throw or be paralyzed by the slitherer's secretions. A paralyzed victim will be sucked dry of all body fluids in 5 turns (50 minutes), losing 20% of hit points each 10 minutes.

Slug, Giant

Hit Dice: 12
Armor Class: 8 [11]
Attacks: Bite (1d12) or acid
Saving Throw: 3
Special: Spit acid (6d6)
Move: 6
Alignment: Neutrality
Challenge Level/XP: 13/2,300

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 at one target at a time. The base range for spitting is 60 feet, and within this range the slug's spittle will be 50% likely to hit (no other to-hit roll required). For every additional 10 feet of range, the chance to hit decreases by 10%. On its first spitting attack, the slug only has a 10% chance to hit within 60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity, thus changing the damage inflicted.

Specter

Hit Dice: 7
Armor Class: 2 [17]
Attacks: Spectral weapon or touch (1d8 + level drain)
Saving Throw: 9
Special: Level drain (2 levels) with hit
Move: 15/30 (flying)
Alignment: Chaos
Challenge Level/XP: 9/1,100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, with either 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 as well, a pitiful thrall to its creator.

Spider, Giant (Smaller)

Hit Dice: 1+1
Armor Class: 8 [11]
Attacks: Bite (1 hp) + poison
Saving Throw: 17
Special: Poison (+2 save or die)
Move: 9
Alignment: Neutrality
Challenge Level/XP: 3/60

Giant spiders are aggressive hunters.

Spider, Giant (Man-sized, 4-foot diameter)

Hit Dice: 2+2
Armor Class: 6 [13]
Attacks: Bite (1d6) + poison
Saving Throw: 16
Special: Poison (+1 save or die), surprise
Move: 18
Alignment: Neutrality unless intelligent (Chaos)
Challenge Level/XP: 5/240

Giant spiders are aggressive hunters. Man-sized giant spiders surprise on a roll of 1–5 on a d6, being able to hide well in shadows.

Spider, Giant (Greater, 6-foot diameter)

Hit Dice: 4+2
Armor Class: 4 [15]
Attacks: Bite (1d6+2) + poison
Saving Throw: 13
Special: Poison (save or die), webs
Move: 4
Alignment: Chaos
Challenge Level/XP: 7/600

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 ft per round) through the webs.

Spider, Phase

Hit Dice: 2+2
Armor Class: 3 [16]
Attacks: Bite (1d6) + poison
Saving Throw: 16
Special: Poison (+1 save or die), phase shifting
Move: 18
Alignment: Neutrality
Challenge Level/XP: 6/400

Giant spiders are aggressive hunters. Phase spiders can shift out of phase with their surroundings (so they can be attacked only by ethereal creatures), only to come back into phase later for an attack.

Squid, Giant

Hit Dice: 6
Armor Class: 3 [16] (body shell), 7 [12] tentacles and front
Attacks: 10 (1d3)
Saving Throw: 11
Special: Jet, Ink, Constrict
Move: 9 (swimming)
Alignment: Neutrality
Challenge Level/XP: 9/1100

After a giant squid hits with a tentacle, it does 1d6 points of damage per round, automatically, instead of the initial 1d3.

Also, there is a 25% chance that the tentacle “hit” pinions one of the victim’s limbs (roll randomly for left/right arms and legs to see which is immobilized). A giant squid can jet water out to achieve a movement rate of up to 27, and can also release a huge cloud of ink to obscure its location. If a giant squid wraps its tentacles around a ship, the ship will be crushed in 10 rounds, taking damage throughout that time.

Stirge

Hit Dice: 1+1
Armor Class: 7 [12]
Attacks: “Sting” (1d3 + blood drain)
Saving Throw: 17
Special: Drain blood 1d4/round
Move: 3/18 (when flying)
Alignment: Neutrality
Challenge Level/XP: 1/15

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 hp per round.

Tick, Giant

Hit Dice: 3
Armor Class: 4 [15]
Attacks: Bite (1d4)
Saving Throw: 14
Special: Drains blood
Move: 3
Alignment: Neutrality
Challenge Level/XP: 3/60

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 or by simply killing it.

Titan

Hit Dice: 16 HD+1d6 HD
Armor Class: 2 [17] to –3 [22]
Attacks: Weapon (2d8)
Saving Throw: 3
Special: Spells
Move: 21
Alignment: Any
Challenge Level/XP: 17 HD (19/4,100), 18+ HD (Add 1 challenge level and 300 XP per additional HD over 17)

Titans are mythological creatures, almost as powerful as gods. A titan has 2 Magic-User spells of each spell level from 1st-level spells to 7th-level spells, and 2 Cleric spells of each spell level from 1st to 7th. The Referee 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 and Cleric spells:

Magic-User: *Charm Person* (1), *Sleep* (1), *Invisibility* (2), *Mirror Image* (2), *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).

Cleric: *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).

Trapper Beast

Hit Dice: 10 to 12
Armor Class: 3 [16]
Attacks: 1 enfold
Saving Throw: 5, 4, or 3
Special: Immunities; enfold and smother
Move: 1
Alignment: Neutrality
Challenge Level/XP: 10 HD (11/1,700), 11 HD (12/2,000), 12 HD (13/2,300)

Trapper-beasts are large manta-like creatures resembling the stone floors of the subterranean areas where they live. When prey steps onto the trapper's body, it whips up its wings to enfold and smother its victims (to a maximum of four). Death occurs in 7 melee rounds. Cold does not damage them, and fire inflicts only half damage.

Treant

Hit Dice: 6 HD + 1d6 HD
Armor Class: 2 [17]
Attacks: 2 strikes (2d6, 3d6, or 4d6)
Saving Throw: 9, 8, 6, 5, 4, or 3
Special: Control trees
Move: 12
Alignment: Neutrality
Challenge Level/XP: 7 HD (7/600), 8 HD (8/800), 9 HD (9/1,100), 10 HD (10/1,400), 11 HD (11/1,700) 12 HD (12/2,000)

Treants are tree-like protectors and "shepherds" of forest trees. Depending upon their size, they have different hit dice and do different amounts of 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 60 ft, 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.)

Troll

Hit Dice: 6+3
Armor Class: 4 [15]
Attacks: 2 claws (1d4), 1 bite (1d8)
Saving Throw: 11
Special: Regenerates
Move: 12
Alignment: Chaos
Challenge Level/XP: 8/800

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.

Unicorn

Hit Dice: 4+5
Armor Class: 2 [17]
Attacks: 2 hoofs (1d8), 1 horn (1d8)
Saving Throw: 13
Special: Magic resistance (25%), double damage for charge, teleport
Move: 24
Alignment: Law
Challenge Level/XP: 5/240

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

Vampire

Hit Dice: 7–9
Armor Class: 2 [17]
Attacks: Bite (1d10 + level drain)
Saving Throw: 9, 8, or 6
Special: See below
Move: 12/18 (flying)
Alignment: Chaos
Challenge Level/XP: 7 HD (9/1,100), 8 HD (10/1,400), 9 HD (11/1,700)

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 a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into a 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 the *Charm Person* spell).

Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (though 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 blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?



Vampire

Wight

Hit Dice: 3
Armor Class: 5 [14]
Attacks: Claw (1 hp + level drain)
Saving Throw: 14
Special: Level drain (1 level) with hit, can only be hit by magical or silver weapons
Move: 9
Alignment: Chaos
Challenge Level/XP: 5/240

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-Wisp

Hit Dice: 9
Armor Class: -8 [27]
Attacks: Shock (2d6)
Saving Throw: 6
Special: Change appearance, lightning
Move: 18
Alignment: Chaos
Challenge Level/XP: 10/1400

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

Hit Dice: 2+2
Armor Class: 7 [12]
Attacks: Bite (1d4+1)
Saving Throw: 16
Special: None
Move: 18
Alignment: Neutrality
Challenge Level/XP: 2/30

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

Worg

Hit Dice: 4
Armor Class: 6 [13]
Attacks: Bite (1d6+1)
Saving Throw: 13
Special: None
Move: 18
Alignment: Chaos
Challenge Level/XP: 4/120

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

Wraith

Hit Dice: 4
Armor Class: 3 [16]
Attacks: Touch (1d6 + level drain)
Saving Throw: 13
Special: Level drain (1 level) with hit
Move: 9
Alignment: Chaos
Challenge Level/XP: 6/400

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.

Wyvern

Hit Dice: 8
Armor Class: 3 [16]
Attacks: Bite (2d8) or sting (1d6)
Saving Throw: 8
Special: Poison sting
Move: 6/24 (flying)
Alignment: Neutrality
Challenge Level/XP: 9/1,100

A wyvern is a two-legged form of dragon. These creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Each wyvern has a poisonous sting at the end of its tails. However, they are not coordinated enough to attack with both bite and sting in a single round. In any given round, a 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

Attacks: 1d6 damage if touched
Special: Poisonous spores
Challenge Level/XP: 3/60

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 (roughly 10 feet in diameter) of poisonous spores. Failing a saving throw against the spores means that the character dies a rather horrible death. Even just touching yellow mold inflicts 1d6 points of acid damage on the creature doing the touching. These growths can be destroyed with fire.

Yeti

Hit Dice: 5
Armor Class: 6[13]
Attacks: 2 fists (1d6)
Saving Throw: 12
Special: Immune to cold, hug, fear.
Move: 14
Alignment: Chaos
Challenge Level/XP: 7/600

Yetis are the "Bigfoot" creatures of the arctic and the high mountains. If a yeti strikes the same opponent with both fists, it bear-hugs for an additional 2d6 points of damage. Anyone caught in the yeti's arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds, during which time the yeti hits automatically. Yetis are very intelligent, and can be quite malevolent. They are immune to normal and magical cold.

Zombie

Hit Dice: 2
Armor Class: 8 [11], or 7 [12] with shield
Attacks: Weapon or strike (1d8)
Saving Throw: 16
Special: Immune to sleep and charm spells
Move: 6
Alignment: Neutrality
Challenge Level/XP: 2/30

Zombies are mindless creatures, the walking dead. (These are merely animated corpses, not carriers of any sort of undead contagion as are ghouls.) 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.



Monsters by Challenge Level

Challenge Level (CL) A to 1

Beetles, Giant (Fire)
Centipedes, Giant (Small, non-lethal)
Dwarves
Elves
Goblins (B)
Hobgoblins
Human, Bandits
Human, Normal (B)
Human, Soldiers
Kobolds (A)
Mermen
Nixies (B)
Orcs
Piercers (1 HD)
Rats, Giant (A)
Skeletons
Stirges

Challenge Level (CL) 2

Ants, Giant (Worker)
Centipedes, Giant (Small, lethal)
Demons, Manes
Gnolls
Human, Berserkers
Lizardmen
Demon, Manes
Piercers (2 HD)
Wolves
Zombies

Challenge Level (CL) 3

Badgers, Giant
Bats, Giant (Vampire Bat)
Bugbears
Crocodiles, Normal
Dryads
Ghouls
Human, Sergeants-at-Arms
Piercers (3 HD)
Ticks, Giant
Shriekers
Spiders, Giant (Smaller)
Yellow Mold

Challenge Level (CL) 4

Ants, Giant (Warrior)
Bears
Blink Dogs
Boars, Wild
Carriion Creepers
Centipedes, Giant (Man-sized)
Demons, Lemures

Harpies
Hippogriffs
Lycanthrope, Wererats
Ogres
Pegasi
Piercers (4 HD)
Rats, Giant (Monstrously Huge)
Shadows

Challenge Level (CL) 5

Bats, Giant (Greater Bat)
Centaurs
Doppelgangers
Gelatinous Cubes
Grey Oozes
Hell Hounds
Lions
Lycanthrope, Werewolves
Owlbears
Spiders, Giant (Man-sized)
Unicorns
Wights

Challenge Level (CL) 6

Centipedes, Giant (Large)
Crocodiles, Giant or Sea
Demons, Dretch
Gargoyles
Hell Hounds
Lycanthrope, Wereboars
Minotaurs
Ochre Jellies
Octopus, Giant
Slithering Trackers
Spiders, Giant (Phase)
Wraiths

Challenge Level (CL) 7

Cockatrices
Demons, Quasit
Dragons, White
Hell Hounds
Hydrae
Lycanthrope, Weretigers
Mummies
Ogre Mages
Spiders, Giant (Greater)
Treants
Yeti

Challenge Level (CL) 8

Ants, Giant (Queen)
Basilisks
Dragons, Black
Dragons, White
Griffons
Hell Hounds
Hydrae
Lycanthrope, Werebears
Manticores
Medusae
Salamanders
Treants
Trolls

Challenge Level (CL) 9

Bats, Giant (Bat Monster)
Bulettes (7HD)
Demons, Erinyes
Demons, Vrock
Demons, Succubus
Djinn
Dragons, Black
Dragons, Green
Dragons, White
Elementals, Air
Elementals, Earth
Elementals, Fire
Elementals, Water
Fish, Giant (15ft, 7HD)
Giants, Hill
Hydrae
Invisible Stalkers
Specters
Squid, Giant
Treants
Vampires
Wyverns

Challenge Level (CL) 10

Bulettes (8HD)
Demons, Baalrochs
Dragons, Black
Dragons, Blue
Dragons, Green
Giants, Stone
Gorgons
Hydrae
Lurkers, Ceiling
Naga, Water
Shambling Mounds (7HD)
Treants
Vampires
Will-o-the-Wisps

Challenge Level (CL) 11

Banshees
Black Puddings
Bulettes (9HD)
Chimerae
Demons, Glabrezu (Third-
Category Demon)
Demons, Hezrou (Second-
Category Demon)
Dragons, Blue
Dragons, Green
Dragons, Red
Giants, Frost
Hydrae
Shambling Mounds (8HD)
Trapper Beasts (10 HD)
Treants
Vampires

Challenge Level (CL) 12

Bulettes (10HD)
Dragons, Blue
Dragons, Gold
Dragons, Red
Efreet
Giants, Fire
Golems, Flesh
Hydrae
Rakshasas
Rocs
Shambling Mounds (9HD)
Trapper Beasts (11 HD)
Treants

Challenge Level (CL) 13

Demons, Marilith (Fifth-Category
Demon)
Demons, Nalfeshnee (Fourth-
Category Demon)
Dragons, Gold
Dragons, Red
Dragon Turtles
Elementals, Air
Elementals, Earth
Elementals, Fire
Elementals, Water
Giants, Cloud
Hydrae
Nagas, Guardian
Nagas, Spirit
Shambling Mounds (10 HD)
Slugs, Giant
Trapper Beasts (12 HD)

Challenge Level (CL) 14–16

Dragons, Gold
Dragon Turtles
Giants, Storm
Golems, Clay
Golems, Stone
Hydrae
Liches
Shambling Mounds (12HD)
Shambling Mounds (11 HD)

Challenge Level (CL) 17

Demon Prince, ORCUS
Elementals, Air
Elementals, Earth
Elementals, Fire
Elementals, Water
Golems, Iron
Liches
Purple Worms
Sea Monsters
Sea Serpents
Titans



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 be player characters, such as Dwarves. The Referee decides a monster’s abilities, and does not have to follow any rules about that! 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 are not responsible for the quality of the swords and sorcery in your game, you are! Do not try to develop monsters according to any sort of power formula; create them based on how they feel and how they play at the gaming table. Make them challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you are “allowed” to do.

Creating monsters entirely from scratch is not only fun, but it offers new and exciting challenges to your players. It is not hard to do, either. The tables below give you some guidelines (not rules) for determining a monster’s saving throw and challenge level.

Table 62: Monster Saving Throws

Hit Dice	Saving Throw
< 1 HD	18
1 HD	17
2 HD	16
3 HD	14
4 HD	13
5 HD	12
6 HD	11
7 HD	9
8 HD	8
9 HD	6
10 HD	5
11 HD	4
12+ HD	3*

**Saving throw does not continue to improve beyond 12 HD*

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. A monster’s base Challenge Level is its number of whole hit dice. Add to that base if the monster has special abilities that make it harder to kill or more dangerous to the characters. The Challenge Levels table shows the XP value for each challenge level. The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a monster’s hit dice, based on special abilities.

Table 63: Challenge Level Modifications

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

Table 64: Experience Point Values by Challenge Level

Challenge Level	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	1,100
10	1,400
11	1,700
12	2,000
13	2,300
14	2,600
15	2,900
16+	+300/ HD level



Treasure

Gems and enchanted items, the pale gleam of gold in rotted treasure chests, great piles of coins shifting beneath the scaly bulk of a dragon's body – what adventurer can resist the lure of treasures?

The amount of treasure a monster owns or guards is usually related to the monster's Challenge Level.

As a general guideline, the monetary value of a treasure ought to be about 2–4 times the monster's value in experience points. Keep in mind that hunting and patrolling monsters likely will not be carting their treasure around with them. If the characters cannot find the monster's lair, they may get none of the treasure. Also, it obviously does not 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, those are the breaks. You cannot make the game perfectly fair, trying too hard is not worth your time, and too much fairness feels artificial to the players, too.

Generating a Random Treasure Hoard

Begin by multiplying the total XP value of the monsters by 1d3+1. This is the total gp value of the hoard for purposes of determining what is in it. Then check the table below, in which there is a chance to “trade out” some of that gold for more interesting (and possibly more valuable) types of treasure such as gems and magic items. Do not start subtracting gold until you have checked for all three types of trades (100gp, 1,000gp, and 5,000gp). After doing the trade outs, when you know the remaining gold piece value of the coins, divide that value into whatever denominations (platinum, gold, silver, copper, or other) you wish.

Table 65: Treasure Trade-Outs

For each 100gp	There is a 10% chance to substitute a roll for a 100gp Trade-out for 100gp of the treasure (see below for the possible Trade-outs).
AND	
For each 1,000gp	There is a 10% chance to substitute a roll for a 1000gp Trade-out for 1,000gp of the treasure (see below for the possible Trade-outs)
AND	
For each 5,000gp	There is a 10% chance to substitute a roll for a 5000gp Trade-out for 5,000gp of the treasure (see below for the possible Trade-outs)

Note: if there are several trade-outs, it is possible to end up without enough gold pieces to trade for them, in which case it is a MAJOR treasure – add all the traded-out gold pieces back into the treasure along with the items rolled on the trade-out tables!

100 GP Trade Out

Roll 1d20. If the result is from 1–19, roll once on Table 66 (Minor Gems and Jewelry). If the result is “20,” roll on Table 69 (Minor Magic Items).

1,000 GP Trade Out

Roll 1d20. If the result is from 1–19, roll on the Minor Gem/Jewelry table. If the result is “20,” roll on the Medium Magic Item table.

5,000 GP Trade Out

Roll 1d20. If the result is from 1–19, roll on the Major Gem/Jewelry table. If the result is “20,” roll on the Major Magic Item table.

Gem and Jewelry Treasures

Table 66: Minor Gems and Jewelry

Die Roll (1d4)	Result
1	Gem or jewelry worth 1d6 gp
2	Gem or jewelry worth 1d100 + 25 gp
3	Gem or jewelry worth 1d100 + 75 gp
4	Gem or jewelry worth 1d100 x10 gp

Table 67: Medium Gems and Jewelry

Die Roll (1d4)	Result
1	Gem or jewelry worth 1d100 gp
2	Gem or jewelry worth 1d6 x200 gp
3	Gem or jewelry worth 1d6 x300 gp
4	Gem or jewelry worth 1d100 x100 gp

Table 68: Major Gems and Jewelry

Die Roll (1d4)	Result
1	Gem or jewelry worth 1d100 x10 gp
2	Gem or jewelry worth 1d100 x80 gp
3	Gem or jewelry worth 1d100 x120 gp
4	Gem or jewelry worth 1d100 x200 gp

Magic Item Trade-Outs

Table 69: Minor Magic Items

Die Roll (1d4)	Result
1	Roll once on the Potions table
2	Roll 1d6 on the Scrolls table
3	Roll 1d6 on the Magic Armor and Weapons Table (Table 76)
4	Roll 1d20 on the Remarkable Magic Items Table (Table 85)

Table 70: Medium Magic Items

Die Roll (1d4)	Result
1	Roll three times on the Potions table
2	Roll 1d6 +6 on the Scrolls table
3	Roll 1d6 +6 on the Magic Armor and Weapons Table (Table 76)
4	Roll 1d20 +20 on the Remarkable Magic Items Table (Table 85)

Table 71: Major Magic Items

Die Roll (1d4)	Result
1	Roll six times on the Potions table
2	Roll 1d6 +12 on the Scrolls table
3	Roll 1d6 +12 on the Magic Armor and Weapons Table (Table 76)
4	Roll 1d20 +40 on the Remarkable Magic Items Table (Table 85)

Magic Item Descriptions

Abbreviations

Many of the magic items found in the game can only be used by certain character classes. This information is abbreviated in the tables as follows:

- (A) The item can be used by members of **any** class;
- (C) The item can only be used by members of the **Cleric** class;
- (F) The item can only be used by members of the **Fighter** class;
- (M) The item can only be used by **Magic-Users**;
- (I) The item can only be used by members of the Thief class.

If an item has more than one abbreviation, it is usable by the character classes indicated, but no others. For example, a magic item labeled (C, M) is usable by members of the Cleric classes and by Magic-Users, but not by any other character classes.

Potions

Strange alchemical brews, in dusty, stoppered bottles, are to be found in many of the forgotten or forbidden places of the world. Time has often worn away any markings once left to identify the contents of these mysterious mixtures, if the alchemist ever chose to label them in the first place. The consequences of drinking the products of alchemy can be varied: some of these can produce wondrously useful effects, but others might be deadly poisons!

In general, since potions are the product of alchemy rather than magic, they will neither be apparent to *Detect Magic* spells, nor easily identified without tasting and experimentation. If the Referee decides that alchemy instead manipulates magic, as opposed to fantastical but otherwise

natural chemistry, then *Detect Magic* and *Dispel Magic* would work upon potions.

Potions are usable by all character classes. Unless otherwise noted, potion effects have a duration of 1d6+6 full turns.

Table 72: Potions

Die Roll (1d100)	Potion (Duration of 1d6+6 turns)
1–3	Animal Control
4–6	Clairaudience
7–9	Clairvoyance
10–12	Diminution
13–15	Dragon Control
16–18	Ethereality
19–21	Fire Resistance
22–24	Flying
25	Frozen Concoction
26–27	Gaseous Form
28–30	Giant Strength
31–33	Growth
34–36	Heroism
37–39	Invisibility
40–42	Invulnerability
43–45	Levitation
46–48	Plant Control
49–55	Poison
56–58	Slipperiness
59–61	Treasure Finding
62–64	Undead Control
65–75	Extra Healing
76–00	Healing

Magic Potion Descriptions

Animal Control: As per the spell.

Clairaudience: As per the spell.

Clairvoyance: As per the spell.

Diminution: This potion causes the drinker to shrink down to six inches tall for 2d6 hours. Taking smaller doses of the potion results in less of a reduction in size.

Dragon Control: The drinker gains the ability to control dragons of a certain type after partaking of this type of potion. 1d3 dragons of a specific type (determined randomly by the Referee) can be affected as per *Charm Monster*.

Ethereality: The imbiber can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: This potion is a potent curative; it heals 3d8+3 hit points of damage (duration does not apply).

Fire Resistance: The drinker becomes immune to normal fire, gains +2 on saving throws against fire attacks, and suffers only half damage to magic fire attacks that do not permit saving throws.

Flying: As per the spell.

Frozen Concoction: These potions can be readily identified because they are often one or two degrees cooler than the surrounding temperature. The potion allows the imbiber to climb walls without falling, and not to drop held items when surprised or frightened.

Gaseous Form: The user's body turns to a mist, allowing access to any place that is not airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: The character becomes unbelievably strong for the potion's duration, gaining an additional 1d8 to damage rolls and +4 to hit (in addition to any normal bonuses, including existing Strength bonuses).

Growth: The character grows to 30 feet in height.

Healing: This potion cures 1d8+1 hit points of damage.

Heroism: The imbiber gains +2 to attacks and damage.

Invisibility: As per the spell.

Invulnerability: The drinker gains a bonus of +2 on saving throws; moreover, any opponents attack with a penalty of -2.

Levitation: As per the spell.

Plant Control: As per the spell.

Poison: The drinker must make a successful saving throw or die. Some poisons cause instant death; others cause death within a certain number of rounds, or even turns. In the case of a few poisons, failing the saving throw causes damage rather than death – such weaker poisons generally also inflict a small amount of damage even if the saving throw is successful.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character suddenly has a virtually frictionless surface.

Treasure Finding: A character drinking this wonderful concoction can detect hoards of treasure within 400 feet.

Undead Control: The drinker can control undead; 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control, as per the *Control Animal* spell, after the potion is consumed.

Scrolls

With the exception of Protection scrolls, which can be used by any character class, scrolls can only be used by a character class that can cast the appropriate type of spell. Thieves are exceptions to this rule at higher levels (see the class descriptions for more details).

Table 73: Scrolls (General)

Die Roll	Scroll (50% Cleric, 50% Magic-User)
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 1d6+1 each
9	1 spell level 1d6 (+1 for Clerics, +3 for Magic-Users)
10	5 spells, level 1d3 each
11	Cursed scroll
12	Protection Scroll (double duration)
13	5 spells, level 1d6 each
14	6 spells, level 1d6 each
15	7 spells, level 1d6 each
16	8 spells, level 1d6 each
17	Cursed scroll
18	Protection Scroll (triple duration and double effect if applicable)

Spells on a Scroll

To determine the specific spells written on a scroll, refer to the list of spells for the appropriate type and level, and roll 1d20 (no spell list has more than 20 spells). If the die roll is higher than the number of spells, simply roll again until the result is low enough to indicate one of the spells on the list.

Table 74: Protection Scrolls

Die Roll (1d8)	Protection Scroll
1	Demons
2	Drowning
3	Elementals
4	Magic
5	Metal
6	Poison
7	Undead
8	Were-creatures

Protection Scroll Descriptions

Demons: All within a 10-foot radius around the reader are protected from the attacks of 1 demon per round. Duration: 40 minutes.

Drowning: All within a 10-foot radius of the reader gain the ability to breathe underwater. Duration: 1 full day.

Elementals: This scroll protects against a single elemental. Duration: 40 minutes.

Magic: An anti-magic shell with a radius of 10 feet surrounds and moves with the reader; spells cannot pass in or out of the shell. Duration: 1 hour.

Metal: Metal cannot harm the reader. Duration: 1 hour.

Poison: Poisons have no effect upon one who reads such a scroll aloud; moreover, any poisons, active or quiescent, in the scroll reader's body are instantly removed. Duration: 6 hours.

Undead: All within a 10-foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with fewer than 4 HD, and 2d6 undead with 4-5 HD, and 1d6 undead with 6+ HD are foiled by the protection of the scroll. Thus, the scroll is effective against all but a vast horde of undead. Duration: 1 hour.

Were-creatures: All within a ten-foot radius around the reader are protected from lycanthropes. Duration: 1 hour.

Cursed Scrolls

Cursed scrolls can inflict curses ranging from the amusing to the annoying, and all the way to the unbelievably catastrophic. The Referee is encouraged to invent interesting curses that might be written on scrolls, in addition to the possibilities shown on the table. A successful saving throw will allow the reader to avoid the curse. Most curses can be removed with a *remove curse* spell.

Table 75: Cursed Scrolls

Roll 1d20	Nature of the Curse
1	Blindness (3d6 turns)
2	Causes an aversion: roll 1d6. The character gains a strong aversion to: (1) Swords, (2) Spiders, (3) Armor, (4) Spell casting, (5) Bathing, (6) Being underground.
3	Confusion. Character acts randomly.
4	Despondency (1d6 days' duration). The character will refuse to go anywhere, as there is simply no point to it.
5	Dimensional Vortex. The character is physically sucked up into the scroll, appearing as a new word on the page until rescued by a <i>remove curse</i> spell.
6	Hallucinations (3d6 turns). The exact nature of the hallucinations varies, but in general the character will either begin casting spells and/or attacking nearby people, or will remain fascinated by the colors, unwilling to move.
7	Instant Death
8	Levitation. The character levitates one inch off the ground, and cannot get back down.
9	Lose 1d10 x100 experience points
10	Lose one point of a randomly-determined ability score
11	Magically adhesive scroll
12	Obedience (3d6 turns). The character does what anyone suggests.
13	Paralysis (3d6 turns)
14	Paralysis: Everyone in a radius of 20 feet must make a saving throw or be paralyzed for 3d6 turns, with the exception of the reader of the scroll, who is unaffected.
15	Permanent diminution in size. Some of these reduce the reader to half size (50%) and the rest reduce the reader to 6 inches tall.
16	Polymorph: roll 1d6. The character turns into (1) a pig, (2) a mouse, (3) a flamingo, (4) a talking parrot, (5) a dog, (6) a water buffalo
17	Sleep (until curse is removed). In some cases, magical sleep can be broken by a kiss. Otherwise, the curse can only be removed by magic.
18	Smell. The character smells foul for 1d8 days
19	Turned to Stone
20	Uncontrollable sneezing (3d6 turns). The reader is likely to attract wandering monsters, especially those that prey upon the weak.

Magic Armor and Weapons

Roll on Table 76 to determine the basic nature of the enchantment and of the item (whether it is a shield, weapon, or armor). Table 77 is used to determine the nature of a cursed item, if one is indicated on Table 76. Finally, roll on Table 78 (melee weapons), 92 (armor) or 94 (missile weapons) to determine the type of weapon or armor bearing the enchantment.

Table 76: Magic Armor and Weapons

Die Roll (as described in Tables 69-71)	Weapon or Armor
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*

* The additional benefit of magical armor is always shown with a + sign. If you are using the descending armor class system, where lower AC is better, AC would of course actually be lowered by this amount.

Table 77: Cursed Armor, Shields, and Weapons

Die Roll (1d8)	Cursed Armor, Shield, or Weapon*
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 the wearer to run away from combat
8	Causes the wearer to charge into combat

*Cannot be put down without the casting of *Remove Curse*.

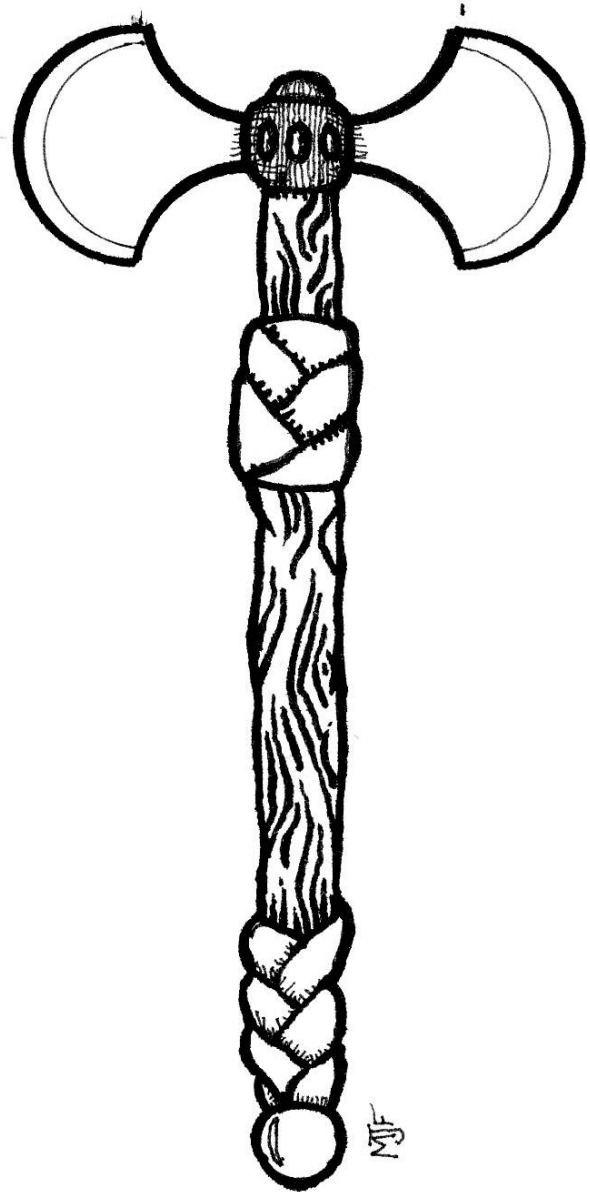
Table 78: Magic Melee Weapon Types

Die Roll (1d20)	Melee Weapon
1-2	Axe, battle
3	Axe, hand
4-5	Dagger
6	Hammer, war
7	Lance
8-10	Mace, heavy
11	Mace, light
12	Spear
13	Staff
14	Sword, Short*
15	Sword, Two-handed*
16	Sword, Bastard*
17-20	Sword, Long*

*Magic Swords are often quite unique in their abilities, and some are actually intelligent in some way. A magical melee weapon that is determined to be a sword – even if the original result of the die roll did not indicate a “minor ability” or an “unusual weapon” – has a 25% chance to be a unique magical sword (see the Side-Note on Unique Magical Swords, below).

Table 79: Magic Armor Types

Die Roll (1d4)	Armor
1	Chain mail
2	Leather armor
3	Plate mail
4	Ring mail



Side-Note: Unique Magical Swords

Magic swords are capable of holding powerful dweomers, and are often forged with unusual and unique qualities. If a magic sword is Unique (25% chance), roll on Table 80, below, to determine these qualities. If a to-hit bonus was not previously indicated by the tables (i.e., the sword was an “Unusual Weapon”), roll 1d4 for the to-hit bonus.

Table 80: Unique Magic Swords

Die Roll (1d20)	Intelligence	Magical Power
1	None	Flaming Sword: The sword burns with enchanted fire when drawn from its sheath, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30 foot radius when unsheathed.
2	None	Dancing Sword: A dancing sword levitates to fight beside its owner without the need to be held. In the first round it is a +1 weapon, in the second round it is a +2 weapon, and in the third round it is a +3 weapon. After 3 rounds, the sword dances no further until it is directed at a new opponent, but remains a regular +1 sword regardless.
3	None	The sword detects traps as per the Clerical spell <i>Find Traps</i> .
4	None	The sword allows its wielder to see invisible objects.
5	None	The sword detects magic as per the <i>Detect Magic</i> spell.
6	None	The sword allows <i>Clairaudience</i> .
7	None	The sword allows the wielder to fly.
8	None	The sword allows the wielder to levitate, as per the <i>Levitate</i> spell.
9	None	The sword may be used to heal 1d6 hit points, once per day.
10	None	The sword imbues the wielder with the special abilities of a dwarf, when the sword is drawn.
11	None	The sword imbues the wielder with the special abilities of an elf, when the sword is drawn.
12	None	The sword may be used to cause <i>Confusion</i> to enemies once per day.
13	None	The sword has a 25% chance to deflect arrows before the to-hit roll.
14	None	The sword awakens its owner when danger is near, but only if the owner is asleep.
15	None	The sword detects the presence of a particular type or class of monster.
16	None	The sword detects Lawful or Chaotic alignments within 20 feet.
17	Intelligent: communicates by telepathy to wielder only. Roll 3d6 for intelligence.	The sword allows its wielder to change his or her facial appearance and create the appearance of a slightly larger or smaller size, all by illusion.
18	Intelligent: communicates by telepathy to anyone within 10 feet. Roll 3d6 for intelligence.	The sword may detect cursed items, with a 50% chance of success.
19	Intelligent: communicates by telepathy with wielder and can also speak aloud. Roll 3d6 for intelligence.	The sword allows the wielder to walk through 20 feet of solid rock, twice per day.
20	Intelligent: communicates by telepathy to anyone within 10 feet, and can speak aloud. Roll 3d6 for intelligence.	The sword makes its wielder immune to all level-draining effects.

Table 81: Magic Missile Weapon Types

Die Roll (1d20)	Magic Missile Weapon
1–8	2d6 arrows
9–10	1d10 sling stones
11	1 javelin
12–15	2d4 darts
16–20	2d6 crossbow bolts

Table 82: Minor Abilities for Melee Weapons

Die Roll (1d8)	Minor Ability
1–5	Inflicts additional +1 damage
6	Sheds light, 15-foot radius
7	Sheds light, 30-foot radius
8	Inflicts an additional +4 points of damage against a particular opponent type such as undead, dragons, demons, giants, etc.

Table 83: Unusual Weapons

Die Roll (1d12)	Unusual Weapon
1	+1 blunt weapon that destroys undead
2	+1 thrown weapon that returns to hand
3	+1 weapon, extra attack
4	+1, +2 vs. particular type of foe
5	+1, +4 vs. particular type of foe
6	+2, +3 vs. particular type of foe
7	+4 weapon
8	+5 weapon
9	Flaming weapon
10	Freezing Weapon
11	Dancing Weapon
12	Intelligent Weapon

Unusual Weapon Descriptions

+1 blunt weapon that destroys undead: Such a weapon must be a mace, hammer, sling, or staff (determine type randomly). Lesser types of undead (HD 1-3) do not get a saving throw against destruction.

+1 thrown weapon that returns to hand: This axe, javelin, or hammer (determine type randomly) flies back to the thrower's hand.

+1 weapon, extra attack: This weapon grants 1 additional attack, once per day.

+1, +2 vs. a particular type of foe: This weapon normally provides to-hit and damage bonuses of +1, but is +2 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

+1, +4 vs. a particular type of foe: This weapon normally provides to-hit and damage bonuses of +1, but is +4 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

+2, +3 vs. a particular type of foe: This weapon normally provides to-hit and damage bonuses of +2, but is +3 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

Flaming Weapon: The weapon burns with enchanted fire when held, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30 foot radius. Roll 1d4-1 for the amount of the weapon bonus (some are not magical except for the enchanted flames).

Freezing Weapon: This weapon is freezing cold, inflicting an additional 1d6 points of damage with successful hits. Roll 1d4-1 for the amount of the weapon bonus.

Dancing Weapon: A dancing weapon levitates to fight beside its owner without the need to be held. In the first round it is a +1 weapon, in the second round it is a +2 weapon, and in the third round it is a +3 weapon. After 3 rounds, the weapon dances no further until it is directed at a new opponent, but is +1 regardless.

Intelligent Weapon: Roll 1d3 for the weapon's to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a particular spell once per day at the wielder's command. The spell will be either Cleric (50%) or Magic-User (50%), and will be of Level 1d3. Such weapons generally can communicate with their bearers, and sometimes (25% chance) can speak audibly. Even if the weapon cannot speak audibly, it will communicate with its wielder by telepathy when held.

Table 84: Unusual Armor

Die Roll (1d8)	Unusual Armor
1	+4 armor (determine armor type using Table 79)
2	+4 shield
3	+5 armor (determine armor type using Table 79)
4	+5 shield
5	Armor of Arrow Deflection
6	Demonic Armor
7	Ethereal Armor
8	Fiery Armor

Unusual Armor Descriptions

Armor of Arrow Deflection: Missiles aimed at such armor have a to-hit penalty of -2.

Demonic Armor: The armor is possessed by a spirit or demon, with effects to be determined by the Referee. In general, such armor would provide both benefits and drawbacks.

Ethereal Armor: Ethereal armor is +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts irrevocably to normal +3 plate mail. In ethereal form, the wearer can attack and be attacked only by ethereal opponents.

Fiery Armor: Fiery armor is +1 armor that is surrounded by flames. These flames deal 1d3 damage to anyone attacking the wearer with melee weapons.

Remarkable Magic Items

Wands, Rings, Staffs, and Miscellaneous Enchanted Items

Table 85: Remarkable Magic Items (Overview)

Die Roll (varies as described in Tables 69-71)	Item
1	Lesser Wand
2	Lesser Ring
3–20	Lesser Misc. Magical Item
21	Lesser Wand
22	Lesser Wand
23	Greater Wand
24	Lesser Ring
25	Lesser Ring
26	Greater Ring
27–40	Medium Misc. Magical Item
41	Greater Wand
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46–60	Greater Misc. Magical Item

Wands

Wands may only be used by Magic-Users.

Wands that cast spells become useless when they reach zero charges, but can be recharged by casting the spell into the wand. Each such recharge, where a spell is cast into the wand, has a 5% chance of destroying the wand irrevocably. In some cases, a non-rechargeable wand might be found with a large number of charges (e.g., 100). Wands may be used while in melee combat.

Table 86: Lesser Wands

Die Roll (1d6)	Lesser 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

Spells Cast by Lesser Wands

To determine the specific spell cast by a lesser wand or a greater wand that casts a spell, refer to the list of spells for the appropriate type and level, and roll 1d20 (no spell list has more than 20 spells). If the die roll is higher than the number of spells, simply roll again until the result is low enough to indicate one of the spells on the list.

Table 87: Greater Wands

Die Roll (1d10)	Greater Wand
1	Spell, level 3, holds 10 charges
2	Spell, level 4, holds 10 charges
3	Wand of Cold
4	Wand of Detection, enemies
5	Wand of Detection, magic
6	Wand of Detection, metal
7	Wand of Detection, traps & secret doors
8	Wand of Fear
9	Wand of Paralyzing
10	Wand of Polymorph

Greater Wand Descriptions

Wand of Cold: The wand casts a *Cone of Cold* 60 feet long, to a base 30 feet across at the far end. Creatures caught in the cone take 6d6 damage (saving throw applies for half damage). The wand holds 25 charges and cannot be recharged.

Wand of Detection, enemies: These wands detect enemies in a radius of 60 feet, if the enemies are thinking hostile thoughts. The wand is always active when held, and does not use charges.

Wand of Detection, magic: Wands of magic detection function as a *Detect Magic* spell with a range of 20 feet. The user gets a vague sense of what sort of magic is being detected. The wand is always active when held, and does not use charges.

Wand of Detection, metal: Such wands detect large caches of metal, within a range of 20 feet. The wand's user also gets a vague sense of the metal's type. The wand is always active when held, and does not use charges.

Wand of Detection, traps and secret doors: These wands detect traps and secret doors, with a range of 20 feet. The wand is always active when held, and does not use charges.

Wand of Fear: A wand of fear causes creatures in a cone-shaped path to flee (saving throw negates). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. The wand holds 25 charges, and cannot be recharged.

Wand of Paralyzing: This sort of wand casts a cone of paralysis 60 feet long to a base 30 feet across at the end. Creatures in the cone are paralyzed for 3d6 turns (saving throw negates). The wand holds 25 charges, and cannot be recharged.

Wand of Polymorph: Such wands are of two types. One type casts *Polymorph Self*, and the other casts *Polymorph Other*. The wand carries 10 charges, and cannot be recharged.

Rings

No more than two magic rings may be worn at a time (one on each hand) without unpredictable and potentially dire consequences.

Table 88: Lesser Rings

Lesser rings may be worn and used by members of any character class, as indicated in the table.

Die Roll (1d6)	Lesser Rings
1	Fire Resistance (A)
2	Invisibility (A)
3	Mammal Control (A)
4	Poison Resistance (A)
5	Protection, +1 (A)
6	Protection, +2 (A)

Table 89: Greater Rings

Die Roll (1d10)	Greater Rings
1	Djinni Summoning (A)
2	Human Control (A)
3	Regeneration (A)
4	Shooting Stars (A)
5	Spell Storing, Magic-User (M)
6	Spell Storing, Cleric (C)
7	Spell Turning (A)
8	Telekinesis (A)
9	Three Wishes (A)
10	X-ray Vision (A)

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric class; (F) indicates that the item can be used by members of the Fighter class; (M) indicates that the item can be used by members of the Magic-User class; (T) indicates that the item can be used by members of the Thief class.

Description of Magic Rings

Djinni Summoning: The wearer of the ring can summon a djinni, who will do the wearer's bidding, following instructions precisely and to the letter, no further. Such rings can be treacherous, but only for those who use them foolishly.

Fire Resistance: The wearer receives a +5 to saving throws vs. magical fire, and is immune to normal fire.

Human Control: Such rings allow the wearer to cast *Charm Person* once per day, and to maintain the charm on up to 3 individuals at a time.

Invisibility: While wearing the ring, the wearer becomes invisible.

Mammal Control: The wearer controls 1d8 mammals at a range of up to 60 feet. Control does not extend to people or to giant animals.

Poison Resistance: The wearer receives a +5 to saving throws vs. poison.

Protection, +1: The wearer gains a bonus of -1[+1] to armor class, and +1 on all saving throws.

Protection, +2: The wearer gains armor class bonus of -2[+2], and +2 on all saving throws.

Regeneration: The wearer regenerates one hit point per combat round, and thus cannot die unless the ring is removed or the wearer's body is burned.

Shooting Stars: Once per day, the ring can unleash 1d6 lightning bolts that inflict 3d6 hit points each (saving throw indicating half damage).

Spell Storing, Magic-User: The ring contains 1d6 Magic-User spells. Roll 1d6 for each spell to determine the spell level, and then determine the spell by rolling on the spell list for that level. The wearer (if a Magic-User) can cast these spells as if they were normally memorized and prepared spells. Once a spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.

Spell Storing, Cleric: The ring contains 1d6 Cleric spells. Roll 1d4 for each spell to determine the spell level, and then determine the spell by rolling on the spell list for that level. The wearer (if a Cleric) can cast these spells as if they were normally prepared spells. Once a spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.

Spell Turning: Any spell (other than from a wand or other item) directly aimed at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

Telekinesis: The wearer can mentally lift and move 200 pounds of weight at a range of 120 feet.

Three Wishes: These rings grant the wearer three wishes. Beware of outrageous wishes; they backfire.

X-ray Vision: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the wearer can see through solid rock is just over 10 feet, through solid metals (other than lead) is 1 foot, and through lead is 1 inch.

Staffs

Like wands, most staffs operate by using up charges. However, staffs are not as easily rechargeable as wands. Magic-Users will have to figure out how it is done, or hire a wizard to do it (if such a knowledgeable wizard can even be found). Most staffs carry 200 charges.

Table 90: Magic Staffs

Die Roll (1d10)	Staff
1	Absorption (M)
2	Beguiling (C, M)
3	Command (C, M)
4	Healing (C)
5	Power (M)
6	Resurrection (C)
7	Snake (C)
8	Striking (C, M)
9	Withering (C)
10	Wizardry (M)

(C) indicates that the item can be used by members of the Cleric class; (M) indicates that the item can be used by members of the Magic-User class. Other character classes cannot make use of magical staffs.

Staff Descriptions

Absorption: Absorbs up to 100 levels of spells directed at the holder before its absorption properties cease forever. The holder can cast spells from the staff in response to hostile spells, using the staff's stored levels, of the exact level of the hostile spell directed at the caster, but the spell must be chosen from the list of spells the caster has prepared.

Beguiling: Foes within a 20-foot range must make a saving throw or consider the holder to be a loyal friend for 4d4 rounds (uses one charge).

Command: A charge can be used to control humans (as per a *Charm Person* spell), plants, or animals.

Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts *Light* (no charge used), casts *Fireball* (4d6 damage), cold as a Wand of Cold, *Lightning Bolts* (4d6 damage), acts as a Ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

Resurrection: These staffs only carry 10 charges, but a charge may be used to cast *Raise Dead*.

Snake: In combat, a Staff of the Snake is +1 to hit and +1 damage. When commanded (by using a charge) the staff coils around the target (with a successful hit) and pinions the victim for 1d4 x10 minutes. This attack is only useful on a victim about the size of a human or smaller. The staff will slither back to its owner afterwards, at a speed of 24. Only Clerics can employ a Staff of the Snake.

Striking: This staff inflicts 2d6 points of damage with a successful hit (does not use charges).

Withering: The dreaded staff of Withering adds ten years of physical aging with a successful hit.

Wizardry: The most powerful of staffs, it is a Staff of Power with additional abilities. At the cost of one charge, it allows *Invisibility*, summoning elementals (calling 1d4 at a time), *Hold Person*, a *Wall of Fire*, *Passwall*, a *Web* spell, or *Fly*.



Magic Staff

Miscellaneous Magic Items

Table 91: Lesser Miscellaneous Magical Items

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

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric class; (F) indicates that the item can be used by members of the Fighter class; (M) indicates that the item can be used by members of the Magic-User class; (T) indicates that the item can be used by members of the Thief class.

Table 92: Medium Miscellaneous Magical Items

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

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric class; (F) indicates that the item can be used by members of the Fighter class; (M) indicates that the item can be used by members of the Magic-User class; (T) indicates that the item can be used by members of the Thief class.

Table 93: Greater Miscellaneous Magical Items

Die Roll (1d20)	Item
1	Amulet of Demon Control (C, M)
2	Beaker of Potions (A)
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals (M)
4	Crystal Ball (M)
5	Efreeti Bottle (A)
6	Figurine of the Golden Lion (A)
7	Gauntlets of Dexterity (A)
8	Gem of Seeing (A)
9	Girdle of Giant Strength (A)
10	Helm of Fiery Brilliance (A)
11	Helm of Teleportation (M)
12	Horn of Blasting (A)
13	Horn of Valhalla, Iron (F)
14	Lenses of Charming (A)
15	Libram, Magical (level gain) (specific to one class)
16	Manual of Golems (M)
17	Manual of Intelligence (A)
18	Manual of Wisdom (A)
19	Necklace of Firebaubles (A)
20	Scarab of Insanity (A)

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric class; (F) indicates that the item can be used by members of the Fighter class; (M) indicates that the item can be used by members of the Magic-User class; (T) indicates that the item can be used by members of the Thief class.

Descriptions of Miscellaneous Magic Items

Amulet against Scrying: The amulet protects the wearer from all scrying, such as *ESP* or being viewed through a crystal ball. Usable by: All Classes.

Amulet of Demon Control: This amulet 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: Such a magic arrow points the direction of whatever the owner requests. It may be used only seven times in a single week. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3 feet, 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 of the boots 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 10 feet high and up to 30 feet 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] (50%) or AC 2 [17] (50%): These bracers improve the wearer’s armor class 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 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: Flying carpets can carry as many as three people, and travel at a Movement Rate of 18 if they carry more than one passenger. With only one

rider, the carpet moves at a Movement 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 12 HD 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: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location, off from reality by a foot or so. The wearer's armor class improves by 2, and the cloak also grants a +2 saving throw against any targeted attack upon the one wearing it. Usable by: All Classes.

Cloak of Elvenkind: The wearer becomes 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 Fighter classes

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 Fighter classes

Crystal Ball: A crystal ball allows the user to see what is transpiring in whatever location he or she desires to see, over a considerable distance. Such a magic item 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 of these items may communicate sound, or even thoughts, from the area being scryed, although these are rare. Usable by: Magic-Users.

Cursed Item: See Table 94 for details of cursed items.

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstopped. 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 desired (with the deck re-shuffled each time), but once the player stops drawing cards, the deck disappears with a sound of faint, malevolent laughter. The results of the cards are as follows:

The Hearts

Ace: Gain 50,000 xp.

King: Gain a magic item from Table 91

Queen: Gain 1d3 wishes

Jack: Gain the ability to summon an 8 HD warrior with +3 weapon, +3 shield, and +3 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 frozen on the statue's face.

Jack: The character loses one point from his Prime Attribute. (If the character has more than one Prime Attribute, determine randomly which will be affected.)

The Spades

Ace: Lose a level of experience

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

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 (50%) or Disappearance (50%):

Dust of Appearance is tossed in a radius of 10 feet 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 10-foot 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 10 feet, the dust forces 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 that inhabits such a 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 Lion: This is a small stone figurine that transforms into a lion when the command

word is spoken, fighting at its owner's orders. If it is slain, it turns back into a figurine, 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. It 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. Anyone donning the helm gains a +10 on saving throws against fire damage, and can create a *Wall of Fire*. Fighters 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 30 feet at will, and may cast two *Light* or *Continual Light* spells for each one the Cleric has actually prepared. The wearer of the helmet is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed. Usable by: All Classes.

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

Helm of Teleportation: When the wearer casts a *Teleportation* spell on himself or herself, while wearing the helm, the teleportation is made without risk of error, anywhere the wearer desires. This may be done repeatedly (without further casting of the spell) for a period of one hour before the concatenation of spell

and helm ends, and it may be done only once per day. The helm does not assist with *Teleportation* spells cast on anyone other than the wearer. Usable by: Magic-Users.

Hole, Portable: A portable hole is physically a piece of dark cloth, about 5 feet in diameter. However, it is also the mouth of an inter-dimensional hole 10 feet deep—items and people can fall 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 100 feet long, and widens to a base of 20 feet. The “point” of the cone, at the horn's mouth, is 10 feet wide. Usable by: All Classes.

Horn of Valhalla, Bronze: The horn summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. Usable by: Fighters and Clerics.

Horn of Valhalla, Iron: The horn summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. Usable by: Fighters only.

Horn of Valhalla, Silver: The horn summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. Usable by: All Classes.

Horseshoes of Speed: These horseshoes 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 5 gallons of wine). It may be used no more than seven times per day, and will produce only one type of liquid per 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 meet his or her gaze (acting 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 librums grant a level of experience to the reader, if the reader is of the appropriate character class. Randomly determine the class for which the libram is written, from all character classes.

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 guarded by the original owner, against the touch of

anyone not of the Magic-User class, being 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 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

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 1d4 x10 minutes), but it is wise to do so. When the rats arrive, there is an immediate 5% chance that they will not obey commands, and if the piper ceases to concentrate on the tune there is a 10% chance that the rats will begin to act of their own free will. Every subsequent round in which the piper 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 the surroundings, including the ability to appear as another one of a group of nearby creatures. The robe will make the wearer appear as 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 240 feet, anything the wearer looks upon is seen for what it is: invisible creatures become apparent, illusions are seen as such, and this sight even extends into the astral plane. The wearer cannot be ambushed or otherwise taken by surprise, and 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 spells with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-Users only.

Rope of Climbing: This item is a 50-foot length of rope that leaps magically upward when commanded, 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.

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 30 feet, 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 Referee, 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.

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: Fighters only.

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 Referee is encouraged to dream up individualized cursed items, the samples below should prove useful as guidance:

Table 94: Cursed Items

Die Roll (1d10)	Cursed Item
1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots
6	Flask of Stoppered Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeble-mindedness

Cursed Item Descriptions

Bag of Devouring: A Bag of Devouring functions as a bag of holding, but then devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: This is a censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

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.

Crystal Ball of Suggestion: This cursed item does not function as a crystal ball, but rather implants a *Suggestion* (per the spell) in the viewer's mind. Powerful versions of this item might even implant a Geas.

Dancing Boots: These boots function as boots of elvenkind or speed, until the wearer is in combat or

fleeing. Suddenly, at that point, the unfortunate victim will begin to dance a jig, or perhaps a stately pavane.

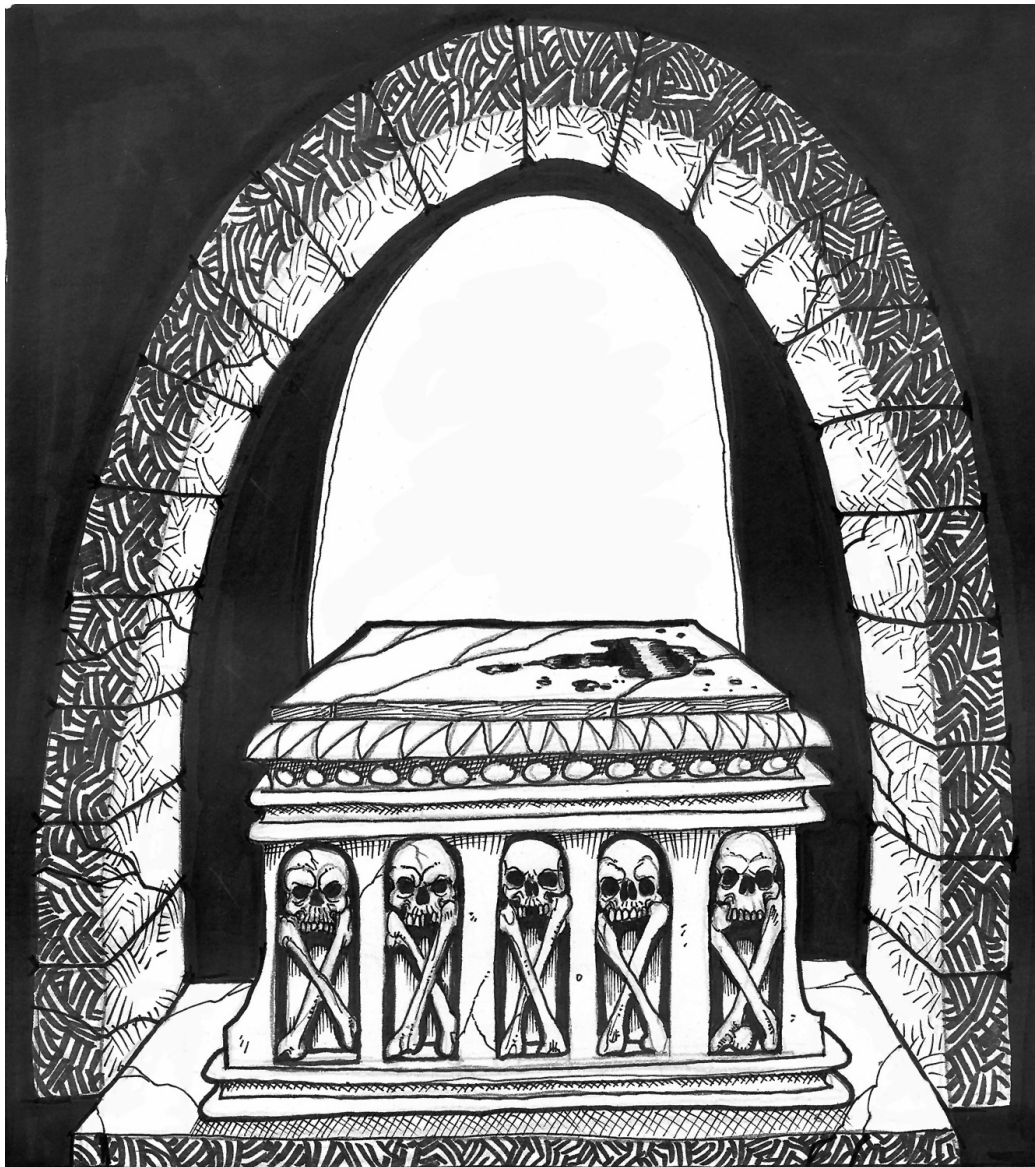
Flask of Stopped Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: While this medallion is around a character's neck, the wearer's thoughts can be "heard" by all nearby.

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.

Robe of Feeble-mindedness: Anyone donning this cloak has his or her intelligence reduced to that of a garden snail.





CHARACTER SHEET

Character Name: _____

Player: _____

Class: _____ Race: _____ Gender: _____

Alignment: _____ Deity: _____ Age: _____

LEVEL: _____ Experience Points (XP): _____

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

Attribute Bonuses

Bonus to Hit (STR): _____

Open Doors (STR): _____

Armor Bonus (DEX): _____

Bonus to Missiles (DEX): _____

Hit Point Bonus (CON): _____

Experience Point Bonus: _____

Hit Points:

Saving Throw:

Armor Class:

Gold Pieces:

Roll Needed to Hit Armor Class:

0 1 2 3 4 5 6 7 8 9

Spells

Special Abilities

Items & Equipment

AFTER the fall of the Empire of the Iron Maiden, Civilization was plunged into a great Dark Age.

The ancient empire once held sway across this entire continent, a vast and cruel domination of many lands under the rulership of the Iron Maiden, the Immortal Empress. The satrapies, cantons, principalities, and petty kingdoms of the empire were connected by imperial roads, the power of local rulers was somewhat constrained by a code of law, and imperial culture flourished into a golden age of harsh, often cruel, brilliance.

Eventually, however, the growing size of her empire reached beyond the demigoddess's ability to exert her vast powers in all places at once. Her efforts to do so, through deadly supernatural compacts and increasingly dangerous use of great magics, began to twist her sanity. After its four hundredth year, the empire found itself under the increasingly arbitrary rulership of a powerful demigoddess tainted with madness. The fringes of the empire became increasingly lawless, the central provinces more effete and decadent, and the sleeping seeds of Chaos began to reawaken in their ancient strongholds. The priesthood of the Iron Maiden fell under the infection of the demigoddess' own madness, splintering into a myriad of bizarre cults, most of them adopting disturbing practices and rituals. The empire began to lose wars at its frontiers across the Sea of Coils and in the far West – and so the vast imperial civilization stood, after five centuries, at the edge of the abyss.

The Sack of Cyprandium

The death of the empire, as it is generally placed by historians of the coastal lands, was fully completed with the defeat and pillage of Cyprandium, the Empire's last strong bastion of civilization on the Eastern Coast, not far from the Town of Mythrus. In the absence of any supporting Imperial armies, the city had already declared itself an independent city state, seeking to fight off incursions of Blue Picts that had been raiding in force across the Imperial borders. In the Year One (as it was later designated), independent raiding fleets of the white gnolls and the men of the Northlands began arriving on the southern coastlands. A temporary, disorganized alliance of the sea raiders and the Picts succeeded in breaching the city's harbor and gate defenses in a vast assault of Pictish hordes by land, and pirate-raiders by sea. In an orgy of rapine and slaughter, the city's libraries were burned, its temples desecrated, and thousands of its citizens were taken as slaves. Although the city yet survived after the sacking of its riches, it no longer had the power to stave off the doom of civilization on the Empire's Eastern

Sea. The shadow of a dark age fell across these lands; the silent and total collapse of the rest of the Empire was barely noted in these realms, where savagery and warfare had already established a new reign.

The New Feudal Realms

In the Dark Age following the fall of empire, the coastal lands of the Sea of Coils managed to hold onto a savage feudal system rather than utter barbarism. A fraction of the original population survived, mainly concentrated around old imperial castles and forts. In the present day, although villages and towns are still scattered and the countryside is lawless, kings now assert a very tenuous claim to large regions. Their physical control of these lands is largely nonexistent, but for the first time in three hundred years the claims of monarchy are actually made, the kings are somewhat agreed upon, and small armies march in the name of Law rather than plunder.

The Town of Mythrus

The valley of Lake Morag lies at the outermost extent of the civilized lands fringing the Sea of Coils, between the coastal realms and the wild continental interior. The small, harbor town of Mythrus serves as a gateway for adventurers and explorers into the wilder lands, the heart of darkness where the ruins and remnants of a once-great empire brood in the dark wilderness.

The Vast Wilderness

Somewhere to the North and West, in the lost regions of the great continent, lies the lost imperial capital of the Iron Maiden, possibly a massive ruin filled with the treasures of empire. Yet there are rumors that the Lost City of the Iron Maiden is not a ruin at all, but a place now filled with creatures of Chaos, waiting until the time is ripe for the final conquest of the coastal kingdoms.

The West

To the West along the Wine-Dark Sea lie other strange countries: Xiade, Straoume, the City of Marz Tontre, and the Fabled Orbus of Umne. Little is known of these exotic realms.

The Dark Age is ending, and the world of adventure awaits...



WINE-DARK SEA

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<http://www.talesofthefroggod.com>

Swords & Wizardry Community and Resources

Swords & Wizardry has been around for quite a while, and the hobbyist-gamer community has created lots of Swords & Wizardry resources, many of them free.

The “Official” Sites

- **Frog God Games**

Frog God Games publishes many Swords & Wizardry resources, including the Complete Rulebook (includes the assassin, druid, paladin, and ranger classes and more from the Original Game’s later supplements). There are tons of modules here.

<http://www.talesofthefroggod.com>

- **Mythmere Games** (this is us)

Mythmere Games not only publishes these Core Rules, but several other Swords & Wizardry resources including modules and Knockspell Magazine. This is also your source for the Swords & Wizardry WhiteBox rules (only the first three booklets of the Original Game, with no supplemental material).

<http://stores.lulu.com/mythmere>

OR <http://www.rpgnow.com> (search publishers for Mythmere Games)

- **Knockspell Magazine**

Knockspell Magazine is filled with resources for Swords & Wizardry, and also for other “old school” games such as First Edition D&D.

<http://stores.lulu.com/mythmere>

- **Webpage**

The web page is the easiest place to access the forums and many free downloads created by S&W gamers

<http://www.swordsandwizardry.com>

- **Blog**

Mythmere Games Blog –

<http://swordsandwizardry.blogspot.com/>

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<http://beyondtheblackgate.blogspot.com/>

<http://akraticwizardry.blogspot.com/>

<http://sordnbord.blogspot.com/>

<http://warlockshomebrew.blogspot.com/>

<http://fetidegrigou.blogspot.com/> (en Français)

Third Party Publishers: S&W Resources

Check out the Land of NOD magazine published by John Stater

<http://stores.lulu.com/jmstater>

Swords & Wizardry Quickstart and Ref Sheets (FREE) from Ye Olde Games

www.rpgnow.com/index.php?manufacturers_id=2806

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Variant Rules from Third-Party Publishers

Ruins & Ronin, a complete rulebook for Samurai fantasy using the S&W WhiteBox Rules

http://stores.lulu.com/trampled_dwarf

Adventures in the Golden Age of Comics using S&W rules:

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