TALES FROM THE
SORCERER UNDER THE MOUNTAIN
OLD SCHOOL FANTASY RULES

TALES FROM THE
SORCERER UNDER THE MOUNTAIN

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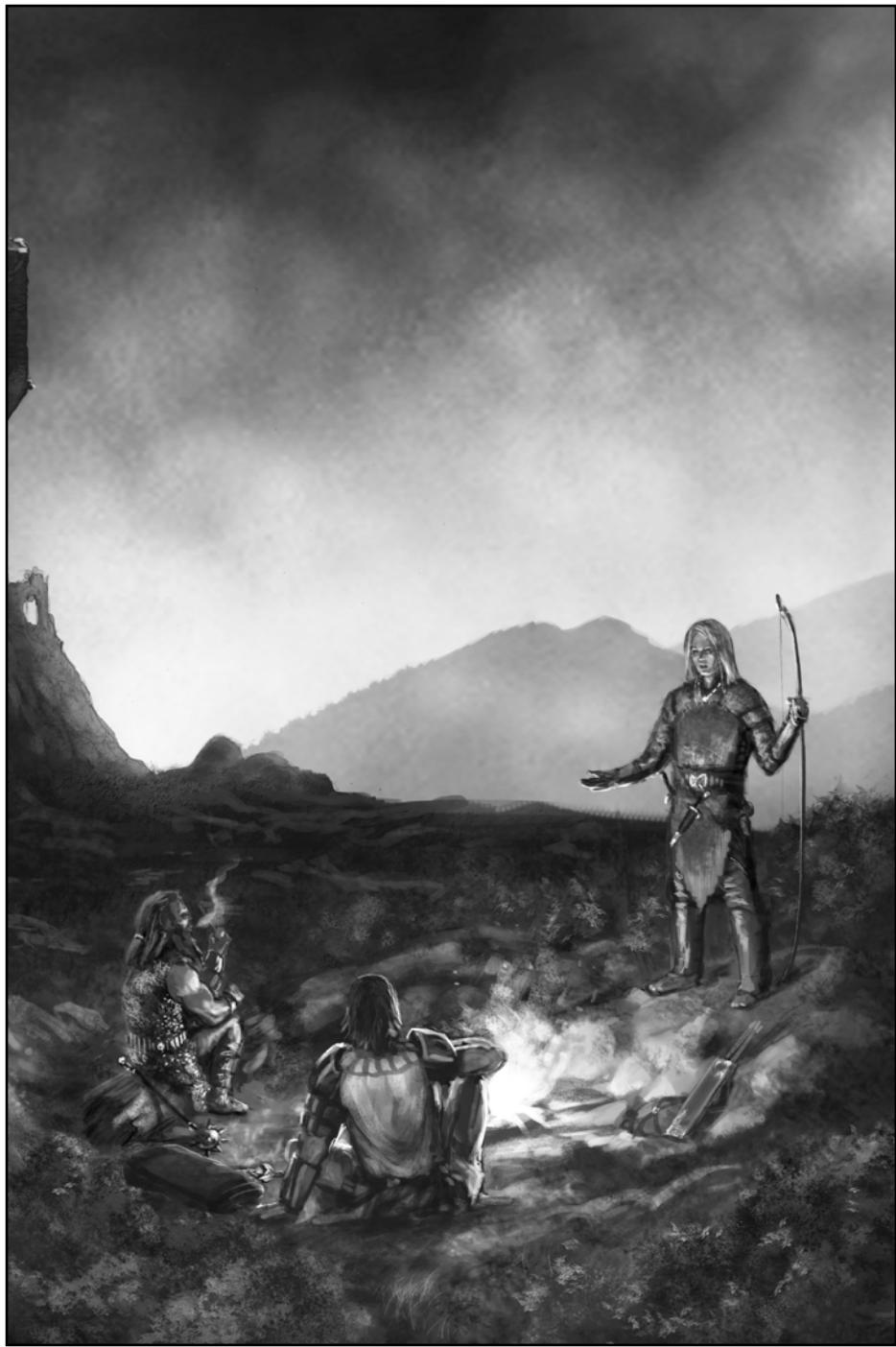
Introduction

Gather round and listen to Tales from the Sorcerer Under the Mountain.

The early versions of the *World's Most Popular Fantasy Roleplaying Game** in the 1970s opened the door to the worlds of imagination containing powerful magic, fantastic beasts, vile plots of evil villains, explorations of incredible lands and massive battles. When I first encountered the game in the 1980s, when it was enjoying mainstream approval, my friends and I spent most of our teenage years playing our fantastic alter egos as they explored underground dungeons and trekked through a dangerous monster-infested wilderness. It was the inspiration behind the successful Fighting Fantasy gamebooks, which occupied my time between my roleplaying game sessions, and many of the computer adventure games of that time.

It is the root of all the fantastic roleplaying games that I have played since but by the early 90s one that I had long moved away from believing it was 'kids-stuff'. I also found the modern editions of the game complicated for the game I want to play. Then I had the pleasure of being reintroduced to the game via an internet phenomenon known as the "Old School Renaissance" (OSR). In short, the OSR is a group of bloggers who promote playing in the original and 1st editions of the game as well as 'retro-clones' (modern versions of the original game based off the D20 SRD released by Wizards of the Coast) that have arisen over the last decade or so. This movement got me running again and rediscovering the simple joys of dungeon bashing and hex crawling all over again. This time without the teenage angst that had marred so many games the first time around. I even put together my own game, Crypts & Things, based upon some of my most potent gaming influences of the 1980s. Something which is encouraged by a strong DIY ethic of the OSR.

This book is a tribute to that movement in a romantic sense, but also a one book set of rules and ideas to introduce newcomers to the game and bring lapsed gamers back into the fold.

*Of course, it's got another name, which is obvious to guess, but for copyright reasons, I'm going to use this rather long alias.

What this Book Contains?

A concise set of rules. The Swords and Wizardry rules are based on the original edition of the game, and contains the essence of the game in an uncomplicated set of rules. However, it still forms quite a hefty big book. I wanted a single book that I could carry in a shoulder bag, or easily reference on a tablet, which contains all rules that I played with my friends all those years ago. So I've taken the Swords & Wizardry rules that I regularly use in my game and edited it down to fit in a single small book.

The main changes from Swords & Wizardry Complete:

• Only core four character classes (Cleric, Fighter, Magic-User and Thief), Characters only progress to 10th Level. As a result, only Magic-User Spells Level 1-5, and Cleric 1-5 are in this book.

• I've removed the Swords & Wizardry guidance on dungeon creation, which talks about setting up encounters based upon the number of monsters by dungeon level for a more straightforward set of guidelines based on my experience of running the game.

• The selection of 101 creatures in the *Monsters* chapter is a small set of the many available, but enough to get you up and to going with opponents and give examples to create your own.

• *House Rules.* Part of the charm of the old rules was how quickly new rules developed, some of which would become their own rulesets, and that Referees are encouraged to create 'House Rules' to suit their gaming table. This book contains a short section that has some of the rules that I use in my games.

And to get you started

• *The Sorcerer Under the Mountain* A classic-style dungeon inspired by the adventure gamebooks of the 1980s, for characters levels 1-3.

Finally

• *What is the OSR?* A short rundown of the Old School Renaissance and the games that have come out of it, and some of the Blogs to read to start your exploration of the OSR Blogosphere.

Introduction

What is the 'OSR'?

OSR stands for *Old School Renaissance*. It's a loose alliance of gamers, bloggers and publishers whose main presence is via the internet. See OSR links below for some leads to get you started exploring this community.

In 2000 Wizards of the Cost published the D20 System Resource Document (SRD) which contained all the Open Gaming Content from their 3rd Edition game that they released under the Open Gaming License (OGL) for 3rd Party publishers to produce compatible games and adventures. Most D20 derived materials were just that, but a small group of designers/publishers released games based off the early versions the game called "retro-clones". *OSRIC* (Old School Reference and Index Completion) was the first in 2006, followed by *Swords and Wizardry* (based on the Original Edition), *Labyrinth Lord* (Basic/Expert) and a host of others. These allowed gamers to play with cleaned up and clarified versions of original rules, supported by new adventures and rules from the publishers, some of whom built and developed from the original foundation.

UK OSR Influences

In my opinion, as a UK Gamer, these are:

- Early *Games Workshop* before they were bought out by Citadel Miniatures.

- Contains art by the likes of John Blanche, Russ Nicholson and Chris Achilleos.

- *Warhammer* Battle rules 1st & 2nd and 1st Edition Warhammer Fantasy Roleplay and its epic campaign "The Enemy Within". More for tone and style than rules. Warhammer if nothing else embodies the infamous 'Grimdark' style that many British RPGs embrace.

- *British Heavy Metal Bands* (such as Iron Maiden) whose black T-shirts you and your mates would parade around in before going to the local Games Workshop on a Saturday morning.

- *Fighting Fantasy gamebooks* esp. the first six books: Warlock of Firetop Mountain, Citadel of Chaos, Deathtrap Dungeon, Forest of Doom, City of Thieves, Island of the Lizard King.

- *Imagine Magazine* (TSR UK's magazine).

- *White Dwarf Magazine*, Games Workshop's house magazine, up to issue 100 where they dropped all RPG support.

- *TSR UK Modules,* designed by the staff of TSR UK. These feature many of the names who would go on to be essential writers for Warhammer Fantasy Roleplaying.

  - UK1 Beyond the Crystal Cave by Dave Brown, Tom Kirby, and Graeme Morris,

  - UK2 Sentinel by Graeme Morris

  - UK3 Gauntlet by Graeme Morris

  - UK4 When a Star Falls by Graeme Morris

  - UK5 Eye of the Serpent by Graeme Morris

  - UK6 All That Glitters by Jim Bambra

  - UK7 Dark Clouds Gather by Jim Bambra and Phil Gallagher

- *2000 AD magazine.* If you want tonnes of gaming ideas, pick up one of the many reprints of the stories from the golden age of the comic in the 80s. Confused about where to start? Two words - Judge Dredd. Also worth checking out is Slaine by Pat Mills as a fantasy series, inspirational in the sense that it casts the legendary Celtic Irish King as a thinking man's Conan with all types of Celtic Mythology running through it.

What Else is Out there?

The following list barely scratches the surface of all the materials that have been put out over the last ten years or so under the OSR banner. It's a list of personal highlights intended to point newcomers in the right direction.

The Retroclones

Osric (knights-n-knaves.com/osric/) The first of Retroclones which modelled the 1ˢᵗ Edition Rules.

Basic Fantasy (basicfantasy.org) Uses the D20 rules more directly to produce a game that harks back to the early editions. Champions the open nature of the OSR community very actively, and offers a free pdf and at cost print copies .

Labyrinth Lord (goblinoidgames.com Goblinoid Games) Models the Basic/Expert version of the game. Goblinoid Games also publishes *Mutant Future* a post-apocalypse game based upon the Labyrinth Lord rules.

Dungeon Alphabet and the Monsters Alphabet (goodman-games.com Goodman Games) These books are not games in themselves itself but an inspiration for Old School Gaming and excellent art books that invoke the games energy-filled beginnings.

Swords and Wizardry

is a retro-clone based upon the Original Edition of the game from the 1970s, much cleaned up and clarified.

It comes in three versions:

* *Swords and Wizardry Core.* A four-class version of the game, that as the name suggests is the core of the game.

* *Swords and Wizardry White Box.* Core simplified to be comparable to the rules released in the Original Edition's Three Little White Books. So there are only three classes (Fighting Man, Cleric and Magic-User) and all damage regardless of weapon is rolled on a D6.

* *Swords and Wizardry Complete.* All the rules options that appear in the supplements to the Original Edition. For example, S&W Complete has Paladins, Rangers, Bards and Druids.

Also, check out *Monstrosities* — all the monsters from the Complete version of the game plus hundreds of fan contributions.

Frog God Games froggodgames.com

This publisher publishes Swords and Wizardry Complete and works with the creator of Swords & Wizardry to create more adventures and settings for the game.

Swords & Wizardry SRD d20swsrd.com/swords-and-wizardry-srd/

The online version of all the open game content of Swords and Wizardry.

Beyond the Retroclones

The Black Hack (Gold Piece Publications)

The UK based mash-up of the best bits of all five editions of the game with a focus on simplicity and fast play, with an old school tone and feel.

Dungeon Crawl Classics (Goodman Games) goodman-games.com/dungeon-crawl-classics-rpg

Goodman Games were already a formidable old school publisher with an extensive range of modules, then they developed their own OSR game by going back to the original 1970s sources, both literature and gaming, and came up with this veritable titan of a game.

Crypts and Things (D101 Games) d101games.com/crypts-and-things

A Swords and Wizardry variant with additional rules and classes. Harkening back to the early 80s of UK based Swords and Sorcery adventuring as peddled in such quality publications as White Dwarf and the first Fighting Fantasy books.

The Midderlands/MIdderlands Expanded/The City of Great Lunden (Monkey Blood Designs) monkeyblooddesigns.co.uk

A setting which details a green and unpleasant version of medieval Britain.

Troika (Melsonian Arts) melsonia.com

A weird science-fantasy game, based off the system in the Fighting Fantasy game-books with the weirdness turned up to 11.

White Star (Barrel Rider Games) barrelridergames.wordpress.com

This ruleset takes Swords and Wizardry White Box and turns it into a homage to 70s/80s Science Fiction.

The King of Dungeons (Grand Scheme Publishing)
Not exactly OSR in terms of rules, but oozes it in DIY attitude and Britishness. The game focuses on the character's adventurer guild with it's success and failures driving the pace of play.

Advanced Fighting Fantasy/Maelstrom (Arion Games)
On the one hand a reprinting of the Adv. Fighting Fantasy & Maelstrom rulesets of the 80s, but also expands both lines with rulesets and supplements.

Mythras (The Design Mechanism) & OpenQuest (D101 Games)
Both these games are inheritors of the generic Fantasy D100 tradition set by Games Workshop's 80s printing of RuneQuest 3. Mythras keeps the crunch, while my OpenQuest presents a simplified yet broadly compatible version.

OSR Links

Grognardia grognardia.blogspot.com

If you are still wondering what the OSR is all about, head over here and read one of James Maliszewski's many posts. Unfortunately, it's the last update was in late 2012.

Grognard Files thegrognardfiles.com

Closer to home this UK gang of podcasters wax lyrical about old (and new) games on their Grogpod.

Tenkar's Tavern tenkarstavern.blogspot.com

At the time of writing this is the OSR's, in my opinion, premier news and opinion site. Also, check out the right-hand side for all the links to the other OSR blogs.

Sorcerer Under the Mountain sorcererunderthemountain.d101games.com

My humble blog which alternates between promoting my books, talking about UK Old School Games of yesteryear and news from the UK OSR.

Swords & Wizardry Introduction

How this Game Works

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 miniatures, although they can sometimes help clarify who was standing underneath the stone block when it fell, and other such important questions.

If you are a player (not the Referee or GM) your first step is to create a character, recording your character's statistics and equipment on a character sheet; the next step is to sit down around a table with some dice and start playing!

If you are the Referee (also sometimes called a GM or Gamemaster), you will have to prepare an adventure first. There is more for you in the For the Referee section of this site – you are important enough to have whole sections for your use only!

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

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

Common Terms

You will discover several common terms and abbreviations while reading the rules of this game. Some of the more common are:

- *RPG* stands for Roleplaying Game, what you are reading now.

- *Referee or Game Master or GM.* The Referee may also be known as the Game Master, or GM. For consistancy thoroughut this book I use the term Referee.

- *PC or Player Character.* As a player, your character will be a player character (PC), while the Referee will provide non-player characters (NPCs).

- *XP or Experience Points* are the measure of a character's growing expertise and ability.

- *HD or Hit Dice* are the number of dice a character or monster rolls to determine total "hit points" (hp).

- *HP or Hit Points.* The amount of damage one can handle before becoming incapacitated.

- *AC or Armor Class* is a measure of protection against attack.

- *Saves or Saving Throws* represent the attempt to avoid or mitigate some type of unusual attack.

- *GP or Gold Pieces* are the most important medium of exchange. Do not worry about trying to memorize all this; most of it will be self-evident as you read through.

The Dice

Swords & Wizardry uses several different kinds of dice, abbreviated according to how many sides they have. A four-sided die is called a d4, and if you roll 3 of them (adding the results together), that is written as 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. When the rules mention d100 (or percentile dice), roll two ten-sided dice, treating the first roll as the "tens" and the second roll as the "ones." If you were to roll a 7 and then a 3, the result would be 73. A roll of 0 and 0 means a result of "100."

Free-Form Roleplaying

Swords & Wizardry is a free-form roleplaying game, meaning that there intentionally aren't very many rules. The Referee is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which

the players are "against" the 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 aren't skillful and smart, the epic might be very short. But it's not the Referee's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

Actual Play: Exploring the Tomb

The following is an example of play to give you an idea of how the game plays. Don't worry about specific rules now, all that will be explained later.

The Cast

Filnip The Bright (Male/Cleric/Lawful 1st Level) played by Sam. Filnip is martial priest called a Cleric upholds the creed of the Goddess of Ligra the Lawgiver, and attempts to bring civilization and healing to the savage borderlands the characters find themselves in.

Saras Doubleblade (Female/Fighter/Chaotic 1st level) played by Teresa. Saras is a happy go lucky warrior, who after fighting in the royal army has no time for orders and being told what to do. She is somewhat reckless and quick to spring into a fight.

Tregga the Grim (Dwarf-Fighter 1st Level/Neutral) played by David. This long-lived and steadfast dwarf is cautious and often the voice of reason, balancing out the two extremes of Filnip's and Saras' alignments.

Fergus is the Referee. He plays the rest of the non-player characters that the characters meet and describes the results of the characters actions on the world.

Notes: For now don't worry about the numbers that make up the characters. I've merely noted their gender, character class and alignment, which is a sort of shorthand for the character's personality. All the characters are starting ones, so they are all first level.

Somewhere in the Borderlands, Early Morning Just After Breakfast

This is the players first adventure, so after they have created, characters (see Characters pages 25-64) Fergus sets the scene and lays out the premise of the situation the characters find themselves in.

Fergus: Filnip, Saras and Tregga are an unlikely group of people. They are held

together because they are extraordinary, bold adventurers in at the edge of the Kingdom in a wild, lawless place known as the Borderlands. Colonists have made homes in this region over the hundred years or so since their King slew the Demon-Warlord who held these lands in his grip. The King's Law has yet to take hold, and the adventurers are often hired to put down monsters and bring the lawless to justice for a price. There are ruins and dungeons aplenty where fragments of the defeated Demon-Warlord's army hideout amidst the treasures of ages gone by. So, there is riches aplenty for the adventurers to take, and mysterious magical items to be found.

Your characters are in a small remote village called Canstan, in a pub called the "The Leaping Dragon". It's dark, dingey and private, and apart from your small group which is huddled in an alcove nursing ales and finishing breakfast, the Bar Keeper is the only soul in the place.

An overdressed halfling in luxurious clothes with a gold chain approaches your table. He catches your eye and without being invited starts to speak

"Pardon my intrusion sirs, but I have a great matter of importance to bring to your attention. I am Mayor of this fine town, my name is Ogo Oddfeet, and a child of my clan has gone missing near the Tomb of Crastas a day ago. We fear the worst since eerie green glow has been issuing from its door since the full blood moon, three nights ago. We told our children not to play in the old graveyard, but Eqwick likes to disobey her elders. We are a people of poor means, but I have assembled a purse of 100 gold pieces. Oh please sirs, please find my niece!"

The Mayor falls to his knees, hands outstretched towards the characters. What do you do?"

At this point, the Fergus in his role as the Referee gives each of the players an opportunity to ask the Mayor more about the Tomb.

Sam speaking as Filnip: "Of course, we shall act as Ligra's agents in this matter and return the child to its mother. "eerie glow" you say? Could this be a sign that foul sorcery is at hand?

Referee speaking as Ogo; "Oh bless you sirs, bless you" He gets off his knees and continues speaking "Yes the Tomb is that of a nobleman called Crastas, the last Lord of this town, who so sullied his station with abuses of power and rumoured pacts with demons that we've never had a Lord since. While nothing was proved during his lifetime, and his wealth and power allowed him to be interred in his tomb as protected by his wealth and privilege, it has always been a cursed place. After his passing, we even opened a new graveyard to avoid his haunted tomb. Alas despite warnings our younglings have always found it fun to play there. "

Teresa speaking as Saras: "Wealth you say? Great wealth buried in his tomb, you

say?".

Fergus speaking as Ogo: "Yes, he bled the town dry during his life, and none of the stolen gold was to be found afterwards."

David speaking as Tregga: " So I take it that with this great wealth, the tomb would be a grand affair?"

Fergus speaking as Ogo: "Yes, he had master builders, and there was much digging, with carts being hired to take the dirt away. My grandfather, who was hired as a cook reckons there are all sorts of tunnels and chambers down there."

Fergus speaking as Ogo: "So will you take on the job of rescuing Eqwick, my niece?"

With the adventure introduced, Fergus lets the players take it in before asking them.

Fergus to the players: So guys are you going to rescue the halfling child?

Teresa: Why not sounds like a laugh, and there's a strong hint of treasure.

David: A strong hint!

Sam: Ha, ha. Filnip will be well up for bringing Law to the Lawless here.

David: Yes, let's do it.

At the Tomb of Crastas

Fergus: The old graveyard is at the edge of the village, and there are signs that the village has moved its boundaries to shun this place. Houses near it have been abandoned and have fallen into ruin, and the wilderness is reclaiming the land, with the path being heavily overgrown.

David: Tregga takes point as we walk, actively on the lookout for anything in the bushes.

Fergus: With Tregga being vigilant, you reach the old graveyard without any mishap.

Teresa: What's it like?

Fergus: Old and mouldy, since it's is uncared for. Gravestones have been knocked down, obviously by the playing children. In the centre of the mass of gravestones is a sizeable square tomb that rises up twenty feet, and looks twenty feet across made of a black stone that even the mould and ivy hasn't touched.

David speaking as Tregga: "Right quiet everyone, let's sneak up to the tomb."

Teresa speaking as Saras: "Crastas we are coming to kick your undead butt!"

Sam speaking as Filnip: "In the name of Ligra, I come to bring you to justice!"

David speaking as Tregga: "so much for the subtle approach,eh?"

Fergus: You come up to the tomb. There is a door which is closed. Engraved into the stone of the door is "Here rests Crastas, Lord of Canstan in life and forever after".

Sam as Filnip: "Look how the undead thing taunts us!"

David: Why is everyone assuming Crastas is some undead thing?

Sam: Oh, come on its obvious!

Teresa: Saras opens the tomb door.

Fergus: Its jammed shut, look next to Strength on your character sheet there should be a score that says, "Open Doors", roll a d6, a standard six-sided dice, and tell me if you match the odds.

Teresa: Sure, Ha I've Strength 18, so my Open Doors is 1-5.

Teresa rolls the dice and gets a three.

Teresa: Hurrah a three, Saras is so badass!

Fergus: Saras quickly pushes the door open, and the stench of a hundred years wafts up from the chamber bellow, which is reached by a small set of stone stairs. Can I have a marching order, please?

David: How about Saras, then Filnip, then Tregga coming up the rear?

Teressa: makes sense since Saras is at the front, but...she's feeling lazy today and after humping that door open, lets Tregga push to the front while falling to the back. Are you ok with that, Dave?

David: Sure, that makes sense knowing Saras' alignment.

People of Chaotic alignment are notoriously fickle, unreliable and act upon their emotions rather than logic.

Marching Order is the quick way of describing the formation that the adventurers take when they go underground to explore the maze of corridors and rooms which make up a Dungeon. Even if you are using miniatures to show where the characters are, the Referee will ask for it when the characters enter the Dungeon. Fergus isn't using miniatures, preferring to rely purely on description and imagination, a method that is called "Theatre of the Mind", so he writes down the marching order on a piece of paper:

Tregga ->Front

Filnip

Saras ->Back

This is important when they meet monsters later in the adventure, as they do below, since it allows Fergus to know who can be attacked and who is protected in any situation. I also use marching order to determine who rolls for initiative for the party when combat starts.

Fergus: So do you move into the Tomb.

David: Sure do, going down the stairs torch held high for the humans, since Tregga being a dwarf can use his infravision to see in the dark, he looks around the chamber. What's it like?

Fergus: The room is made of stone with smooth plaster. It's about thirty-foot square, and the ceiling is a good fifteen foot. There are archways in the north and west walls. In the centre of the room are a cluster of five pottery funeral urns, about five-foot-high and two foot across, with sealed lids.

David: Ok, what are we going to do gang?

Sam: I say we head out the west archway, which is to the left, so Filnip says a little prayer to Leftus to assure safe passage.

Fergus: Leftus?

Sam: The God of Left. Don't you know the one when in the dungeon if you can go left then the God of Left commands it!

Fergus: Er, right?

Teresa: No, Left!!

All: Ha, ha!

Teresa: Saras goes over to the urns and pokes them saying "What's in here, gold?".

Fergus: As you poke one, cracks appear in the rest, and the lids pop off! Suddenly you are facing five skeletons armed with shield and swords!

David: Like in Jason and the Argonauts? I love that film!

At this point the group start using the combat rules in the How to Play chapter, pages 25-64, to manage the combat between the characters and the skeletons

Fergus: I could rule that you were all surprised, but that would be a bit mean seeing as it's the first encounter, so roll for initiative David since you are at the front of the marching order.

David rolls a six on a six-sided dice (1d6). Fergus rolls for the skeletons and gets a two.

David: I roll a six, get in!

Fergus: that beats the skeleton's two. Ok, you get to strike first. Let's go around

the table clockwise. We'll go the other way around next round.

Teresa: Sara's slashes at one on with her double swords, so that's +1 to hit for two swords, + 2 from Strength, I roll a 13, so 16 in total.

Fergus: The skeletons have an armour class of 11, so that's a hit roll damage.

Teresa rolls 6 on an eight-sided which she uses to determine her damage with her longsword and adds +2 for having a high strength.

Teresa: I get an eight!

Fergus: The Skeletons only have five hit points each, so it crumbles to dust under your blows!

Sam: It's time for Filnip to shine! He pulls out his holy symbol from his robes, presents it towards the Skeletons shouting, "In the name of Ligra, begone foul undead!!".

Turn Undead is a unique ability, that Clerics have along with the ability to cast spells. Sam rolls a twenty-sided dice and gets a 17. Fergus looks up the skeletons on the Turn Undead table (see page 35) and understands that Sam needed a 10 to turn them.

Fergus: Success! The skeletons retreat at the sight of the holy symbol and skulk off through the north archway. Dave, do you want to do anything?

David: Nope, looks like Filnip has them on the run for now.

David is right, although turned for now they will be back when Filnip's power over them fades in a couple of minutes.

Sam: So, it looks like the west archway is the safe way to go, Filnip's prayer to Leftus has been answered!

Fergus: Groan. Is that ok with the rest of you?

After Saras stops to pick up a few silver pieces that were in the base of the funeral urns, the adventure continues as the characters pass through the west archway and go further into the Dungeon in search of the missing halfling child.

Characters

Creating a Character

Print off a character sheet (see the back of this book for an example or download from d101games.com) or use a blank sheet of paper. Work through the following steps, recording the information on the Character Sheet.

1. Roll Attributes (see page opposiste).
2. Choose a Race (see end of this chapter).
3. Choose a Class (pages 32 to 53).
4. Roll Gold and buy Equipment (page 54 onwards).
5. Determine Armour Class (see page opposite) and Movement Rate (see page 60).
6. Choose Alignment (see below).
7. Fill in the rest of the character details, Name, Gender, Age etc.

Alignment

Law and Chaos are cosmic forces engaged in an ageless, eternal struggle of civilization (Law) against the powers of blood-drenched anarchy and dissolution (Chaos). This is the ultimate battleground of demons and godlings, unspeakable ancient horrors and distant powers of divinity, fought across all the planes of existence and in all the nuances of the profound and incomprehensible multiverse. There are cosmic forces of Neutrality as well, standing aloof from the battle between Law and Chaos and working toward their own inscrutable ends. This is the realm of matters that humankind is not meant to know; those who delve too deeply into blasphemous lore and higher realities do so at the very real risk of their sanity.

This vast opposition extends into every corner of the universe; great and horrible demon-princes forge their subtle plans to bring ruination to all things, while the hosts of Law marshal their own allies against ancient foes and new, rising, threats to civilization. Even the player characters are involved with this eternal struggle, whether directly or indirectly, for every action tilts the balance infinitesimally to one side or the other. Will the adventurers attempt to stay out of such matters, remaining neutral between the opposing forces? Will they become champions of Law and civilization, heroes against the mad desolation of Chaos? Or will they themselves fall into the subtle lure of power offered by the legions of anarchy?

All characters are aligned with Law, Chaos, or Neutrality. Any person who is active on behalf of civilization and goodness is considered to be Lawful, while

one who has fallen into the dark realms of demonic beliefs or vicious cruelty is considered Chaotic. Characters who fall into the grey areas of morality in between these extremes are considered Neutral. Most Thieves are Neutral, for they follow a course of self-interest without (usually) being bloody-handed or homicidal. Virtually all monsters are, by their very nature, servants of Chaos.

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.

Armour Class

Your Referee will decide whether your game is using the "Descending" armor class system where a lower AC is harder to hit, or the "Ascending" armor class system, where a higher AC is harder to hit. Numbers for the "Ascending AC" system are set off in [brackets].

Descending AC System: In the Descending AC System, an unarmored human is armor class 9. The armor you buy lowers your armor class, and the lower the armor class, the harder you are to hit. To calculate your armor class, look at the Armor Table on page 57, in the "Effect on AC" column. For whatever type of armor you bought, subtract the number shown from your base armor class of 9. That's your new armor class.

Ascending AC System: For the Ascending AC system, an unarmored person is armor class [10]. Your armor adds to your AC, so the higher your AC, the harder it is for enemies to hit you. To calculate your armor class, look at the Armor Table on page 57, in the "Effect on AC" column. For whatever type of armor you bought, add the number shown in brackets to your base armor class of 10. That's your new armor class.

Attributes

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 super-heroes! 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.

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.

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

*Penalties apply to any character, but only Fighters get the bonuses. The Referee may perhaps choose to allow other classes to have a +1 bonus, but most certainly no more than that. Your Referee might also rule that only hand-to-hand weapons gain the strength bonus, but the bare-knuckles Original Game allowed Fighters to be deadly archers – and so does Swords & Wizardry.

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. Fighters with high enough dexterity can even parry enemy blows while fighting defensively in battle. Dexterity is the Prime Attribute for Thieves.

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. (For other shocks, use the same percentage chance as shown for "Raise Dead Survival" on the table below.)

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%

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. Your Referee might choose not to grant the bonus spell, but it is strongly suggested. 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.)

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.

Table 4: Intelligence

Score	Maximum Additional Languages
3–7	0
8	1
9	1
10	2
11	2
12	3
13	3
14	4
15	4
16	5
17	5
18	6

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 of Law and Chaos have rudimentary "alignment tongues," allowing simple converse between those who serve the same alignment. One cannot learn the common tongue of an opposing alignment, and Neutrality does not have any sort of alignment common language,

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 the Companions detailed in the House Rules chapter on page 208. 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. Charisma. 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

Character Classes

The four character classes are:

- Cleric
- Fighter
- Magic-User
- Thief

These are detailed on the coming pages.

Characters

Cleric

Clerics are armored warrior-priests (or -priestesses) who serve Law or Chaos. Most Clerics have a patron deity or serve a particular religion, although the unified power of Law is paramount for Lawful Clerics and has an existence in and of itself. 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.

- *Prime Attribute:* Wisdom 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)
- *Hit Dice:* 1d6/level (a Cleric gains just 1 hp/level after 9th.)
- Armor/Shield Permitted: Clerics are able to use any armor or shield effectively.
- *Weapons Permitted:* Blunt weapons only (club, flail, hammer, mace, staff, etc.). No missile weapons, other than oil or slings if the Referee permits.
- *Race:* Only dwarfs and humans may become Clerics.

Table 6: Cleric Advancement

Level	Experience	Hit Dice (d6)	Save	Spells by Level				
				1	2	3	4	5
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

Requirements and Limitations

May not be Neutral

Class Abilities

Spell Casting

Clerics cast "divine" spells from a specific list, with numbers as per Table: Cleric Advancement. Clerics of specific deities might have different lists of available spells, designed by the Referee. Each day, the Cleric selects and prays for a particular set of spells, choosing any spells from the standard list. Once a spell is cast it cannot be cast again until the next day, unless the Cleric has prepared (prayed for) the spell more than once.

Saving Throw Bonuses

Clerics gain a +2 bonus on saving throws against being paralyzed or poisoned.

Establish Religious Stronghold

At 9th level, a Cleric 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.

Turn Undead

Clerics have the ability to turn undead, causing them to flee or even outright destroying them. When a turning attempt is made, roll a d20 and consult Table: Turning Undead for the result.

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

If the table indicates "T", all undead creatures of the targeted type are automatically turned and will flee for 3d6 rounds, or cower helplessly if they cannot flee.

For Lawful Clerics, if the table indicates "D", the undead creature is automatically destroyed and will crumble to dust. For Chaotic Clerics, a result of "D" indicates that the undead are forced into the Cleric's command for a period of 24 hours.

Note: *Vampires and more-powerful undead cannot be turned automatically.

Table 7: Turning Undead

HD	Examples	Cleric Level									
		1	2	3	4	5	6	7	8	9	10
1	Skeleton	10	7	4	T	T	D	D	D	D	D
2	Zombie	13	10	7	4	T	T	D	D	D	D
3	Ghoul	16	13	10	7	4	T	T	D	D	D
4	Shadow	19	16	13	10	7	4	T	T	D	D
5	Wight	20	19	16	13	10	7	4	T	T	D
6	–		20	19	16	13	10	7	4	T	T	D
7	Wraith	–	–	20	19	16	13	10	7	4	T
8	Mummy	–	–	–	20	19	16	13	10	7	4
9	Spectre	–	–	–		20	19	16	13	10	7
10	Vampire*	–	–	–		–	20	19	16	13	10
11	Vampire*	–	–		–	–	20	19	16	13	10
12		–	–		–	–	–	20	19	16	13
13	Lich	–	–	–		–	–	–	–	20	19

Cleric Spell List

Clerics may pray for and cast the following spells at the appropriate levels.

Level 1

1. Cure Light Wounds
2. Detect Evil
3. Detect Magic
4. Light
5. Protection from Evil
6. Purify Food and Drink

Level 2

1. Bless
2. Find Traps
3. Hold Person
4. Silence, 15 ft. Radius
5. Snake Charm
6. Speak with Animals

Level 3

1. Continual Light
2. Cure Disease
3. Locate Object
4. Prayer
5. Remove Curse
6. Speak with Dead

Level 4

1. Create Water
2. Cure Serious Wounds
3. Neutralize Poison
4. Protection from Evil, 10 ft. Radius
5. Speak with Plants
6. Sticks to Snakes

Level 5

1. Commune
2. Create Food
3. Dispel Evil
4. Finger of Death
5. Insect Plague
6. Quest
7. Raise Dead

Characters

Fighter

You are a warrior, 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 down-and-dirty, hack-and-slash work is 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. Fail, of course, and you will die, just another forgotten warrior in a dangerous world.

- *Prime Attribute:* Strength 13+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)
- *Hit Dice:* 1d8/level (a Fighter gains 2 hp/level after 9th.)
- *Armor/Shield Permitted:* Fighters are able to use any armor or shield effectively.
- *Weapons Permitted:* Fighters are able to use any weapon effectively.
- *Race:* Any race may become Fighters.

Characters

Table 8: Fighter Advancement

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

Class Abilities

Multiple Attacks

A Fighter may make one attack per Fighter level he possesses each round against creatures with 1 HD or less.

Parry

Fighters with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks, as shown on Table: Fighter Parrying Ability below.

Table 9: Fighter Parrying Ability

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

Strength Bonuses

Unlike most other classes, Fighters with a high Strength score can have bonuses to hit and on damage.

Establish Stronghold

At 9th 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.
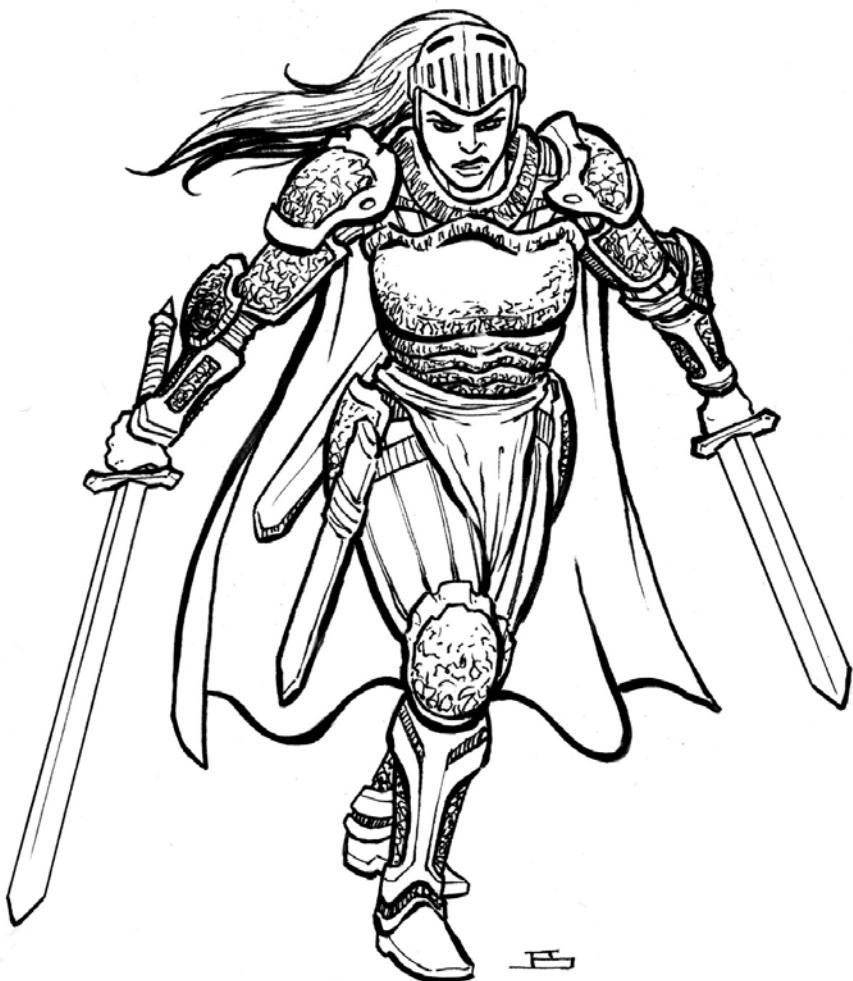
Characters

Characters

Magic User

As a Magic-User, you are a figure of mystery and a student of mysteries, steeped in ancient and arcane knowledge. 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+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)

- *Hit Dice:* 1d4 (a Magic-User gains just 1 hp/level after 11th level.)

- *Armor/Shield Permitted:* A Magic-User may not use any armor or shields.

- *Weapons Permitted:* A Magic-User may use daggers, darts, and staffs only.

- *Race:* Only elves and humans may become Magic-Users.

Table 10: Magic-User Advancement

Level	Experience Points Required for Level	Hit Dice (d4)*	Save	Magic Spells by level				
				1	2	3	4	5
1	0	1	15	1	–	–	–	–
2	2,500	2	14	2	–	–	–	–
3	5,000	3	13	3	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

Class Abilities

Spell Casting

Unlike the Cleric, a Magic-User owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from this book, Magic-Users force selected spell formulae into their minds, "preparing" as many spells as the Magic-User can mentally sustain. (It is possible to prepare a spell multiple times using 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 spellbook.

Spells Known

A beginning Magic-User's spellbook contains as many as four irst level spells. New spells can be added to the spell book Magic-User when they are found in in dungeons or musty libraries. The Magic-User then copies them into their spellbook. They can also trade copies with other Magic-Users.

Saving Throw Bonuses

Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staffs.

Establish Wizard's Tower

At 9th 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

Magic-User Spell List

Magic-users may prepare and cast the following spells:

Level 1

1. Charm Person
2. Detect Magic
3. Hold Portal
4. Light
5. Magic Missile
6. Protection from Evil
7. Read Languages
8. Read Magic
9. Shield
10. Sleep

Level 2

1. Continual Light
2. Darkness 15 ft. Radius
3. Detect Evil
4. Detect Invisiblity
5. ESP (Detect Thoughts)
6. Invisibility
7. Knock
8. Levitate
9. Locate Object
10. Magic Mouth
11. Mirror Image
12. Phantasmal Force
13. Pyrotechnics
14. Strength
15. Web
16. Wizard Lock

Level 3

1. Clairaudience
2. Clairvoyance
3. Darkvision
4. Detect Magic
5. Explosive Runes
6. Fireball
7. Fly
8. Haste
9. Hold Person
10. Invisibility 10 ft. Radius
11. Lightning Bolt
12. Monster Summoning I
13. Protection from Evil, 10 ft. Radius
14. Protection from Normal Missiles
15. Rope Trick
16. Slow
17. Suggestion
18. Water Breathing

Level 4

1. Charm Monster
2. Confusion
3. Dimension Door
4. Extension I
5. Fear
6. Hallucinatory Terrain
7. Ice Storm
8. Massmorph
9. Monster Summoning II
10. Plant Growth
11. Polymorph Other
12. Polymorph Self
13. Remove Curse
14. Wall of Fire
15. Wall of Ice
16. Wizard Eye

Level 5

1. Animal Growth
2. Animate Dead
3. Cloudkill
4. Conjure Elemental
5. Contact Other Plane
6. Extension II
7. Feeblemind
8. Hold Monster
9. Magic Jar
10. Monster Summoning III
11. Passwall
12. Telekinesis
13. Teleport
14. Transmute Rock to Mud
15. Wall of Iron
16. Wall of Stone

Characters

Thief

You are a figure in the shadows, an expert in stealth and delicate tasks. 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 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+ (the character gains a +5% experience bonus if their Prime Attribute is 13 or higher.)
- *Hit Dice:* 1d4/level (a Thief gains just 1 hp/level after 10th.)
- *Armor/Shield Permitted:* Thieves may only wear leather armor. They do not use shields.
- *Weapons Permitted:* Thieves may use any weapons, but magical weapons are limited to daggers and swords.
- *Race:* Any race may become a Thief.

Table 11: Thief Advancement

Level	Experience Points Required for Level	Hit Dice (d4)	Save
1	0	1	15
2	1,250	2	14
3	2,500	3	13
4	5,000	4	12
5	10,000	5	11
6	20,000	6	10
7	40,000	7	9
8	60,000	8	8
9	90,000	9	7

Requirements and Limitations

All Thieves must be either Neutral or Chaotic in alignment.

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 above level 8 such an attack inflicts quadruple (x4) damage.

Saving Throw Bonuses

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

Read Normal Languages

Thieves of 3rd 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

At 9th 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

At 9th 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

Thieves possess a wide range of special skills which make them very useful in dungeons and other areas. Some races are better at some skills. See Table: Non-Human Thief Bonuses for details.

- *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.

- *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.

- *Hearing Sounds.* A thief can hear well when concentrating; this mainly includes listening at doors.

- *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.

- *Moving Silently.* Thieves can move quietly, without being heard.

- *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 12: Thief Skills

Level	Climb Walls	Delicate Tasks	Hear Sounds (d6)	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%

Table 13: Non-Human Thief Bonuses

Race	Delicate Tasks	Hide in Shadows	Move Silently	Open Locks
Dwarf	+10%	+5%	+5%	+5%
Elf	-	+15%	+10%	-
Halfling	+5%	+10%	+10%	+10%

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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.

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

Table 14: General Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	0.2 gp
Bell	1 gp
Block and tackle	5 gp
Bottle (wine), glass	2 gp
Candle	0.01 gp
Canvas (sq. yd)	0.1 gp
Case (map or scroll)	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	0.05 gp
Chest	2 gp
Crowbar	0.2 gp
Fishing net (25 sq 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

Item	Cost
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Ink (1 oz bottle)	1 gp
Ladder (10 ft)	0.05 gp
Lamp (bronze)	0.1 gp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20+ gp
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 ft.	0.2 gp
Pot, iron	0.5 gp
Rations, trail (day)	0.5 gp
Rations, dried (day)	1 gp
Rope, hemp (50 ft)	1 gp
Rope, silk (50 ft)	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
Wolvesbane	0.1 gp

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. 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.

Table 15: Transportation

Type	Cost
Cart, Hand	10 gp
Galley, Small (50 rowers)	2,000 gp
Galley, Large (100 rowers)	4,000 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Characters

Table 16: Melee Weapons

Weapon	Damage	Weight	Cost
Axe, battle[1, 2]	1d8	15	5 gp
Axe, hand[3]	1d6	10	1 gp
Club	1d4	10	0 gp
Dagger	1d4	2	2 gp
Hammer, war	1d4+1	10	1 gp
Lance	2d4+1	15	6 gp
Mace, heavy	1d6+1	10	10 gp
Mace, light	1d4+1	5	4 gp
Spear, [2, 3]	1d6	10	1 gp
Staff	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

Notes:

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 17: Armour

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

Notes:

1 Magical armor weighs half normal

Table 18: Missile Weapons

Weapon	Damage	Rate of Fire	Range[1]	Weight (lbs.)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10 ft.	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	4 gp
Bow, long	See arrows	2	70 ft.	5	60 gp
Bow, short	See arrows	2	50 ft.	5	15 gp
Crossbow, heavy	See bolts, heavy	1/2	80 ft.	5	20 gp
Crossbow, light	See bolts, light	1	60 ft.	5	12 gp
Dart	1d3	3	15 ft.	1	.2 gp (2 sp)
Javelin	1d6	1	20 ft.	5	.5 gp (5 sp)
Sling	See stones, sling	1	40 ft.	1	.2 gp (2 sp)
Spear	1d6	1	20 ft.	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

Notes:

1 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.

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.
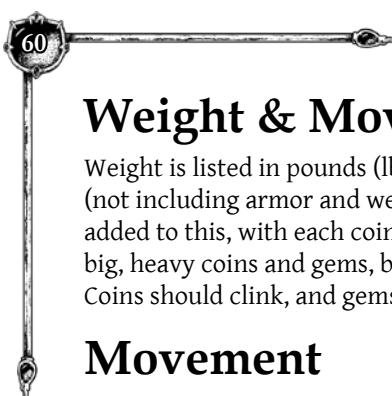
Weight & Movement

Weight is listed in pounds (lb.). A normal level of miscellaneous 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's just the way of things in a fantasy world. Coins should clink, and gems should be the size of dice.
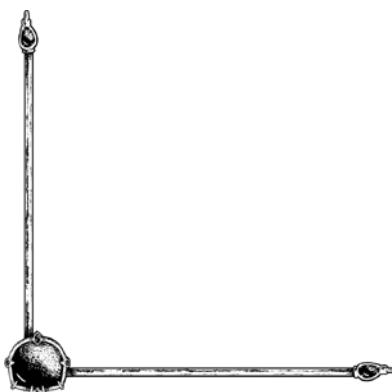
Movement

All characters, depending on what sort of armor they're wearing and what they're carrying, have a base movement rate as follows:

Table 19: 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.

Table 20: Indoor, Underground, and City Movement

Description	Speed	Results
Walking	Base movement rate x 20 ft./ turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate x 40 ft./ 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 in ft./ round (for example, 12 ft./ round for creature with a movement rate of 12)	This may also be interpreted as the distance a participant can move in combat without suffering either free attacks by enemies or the consequences incurred by retreating.
Table: 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)
Combat	Base movement rate in yards/ round (for example, 12 yards/ round for a creature with a movement rate of 12)	This may also be interpreted as the distance a participant can move in combat without suffering either free attacks by enemies or the consequences incurred by retreating.

Characters

Races

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 nonhuman races available for use as player characters.

Note in this variant of Swords and Wizardry races have unlimited level progression, up to the usual ceiling of 10th.

Dwarf

Defenses: The player-character Dwarf has a +4 on saving throws against any magic.

Stone Sense: Dwarfs 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 does not perceive is up to the Referee.

Darkvision: Dwarfs can see in the dark to a limit of 60 feet.

Elves

Darkvision: Elves can see in the dark to a range of 60 feet.

Find secret doors: Elves have a 1-in-6 chance to notice a secret door automatically and have a 4-in-6 chance to find secret doors when actively searching, unlike the other races, which have only a 2-in-6 chance.

Defenses: Elves cannot be paralyzed by ghouls.

Halflings

Defenses: Halflings gain a +4 on saving throws against magic

Attack Bonuses: Halflings have a +1 bonus when using missile weapons.

Characters

The Lifecycle of an Adventurer

So what to expect of your character in play? What sort of adventures do they go on? What can you expect as your character levels up? I use this following lifecycle, to give players a roadmap of what happens during play.

Low Level (1st - 3rd)

These characters are opportunists. They hear about old dungeons filled with loot, down the local adventurers pub. These shady establishments act as a hub for knowledge brokers, fences, assassins and dubious political types. Life is cheap and desperate at this tier of play. You can expect to make a new character at a moment's notice. If your adventuring party take on a group of monsters beyond their ability or fall foul of a trap that steals their hit points.

Mid-Level (4th-6th)

At this point of the adventurer's career, adventuring is less dangerous due to magicians having access to third-level spells. These spells really up their ability to deal devastating one-shot damage in combat, or quickly heal massive amounts of life-threating damage. The nature of their adventures changes as well. They start going on long journeys in the wilderness. They deal directly with the movers and shakers of their lands, acting as the troubleshooters for powerful political forces such as Nobles, High Priests and Guildmasters.

High-Level (7-9th)

When the characters reach this lofty set of levels, they are well on the way to becoming the movers and shakers themselves. Their epic adventures to fund their future as Nobility, Arch-Mages, High-Priests and leaders of their Guilds, and gather the followers they will need to support them. The scale of their adventures once again jumps from regional to national, perhaps even intercontinental.

Lord/Lady Level (10th)

Once this level is reached, it's the end of the game as far as I'm concerned. I become less interested in the style of play that emerges from the settled lifestyle of the characters at this stage. Now rulers, their attention shifts to the rule of their domains and dealing with the threats to them. As a finale, one or two adventures can be spun out dealing with high challenge level monstrous threats from mature dragons and demons from other planes of existence, before giving the adventurers a well-earned golden retirement.

Characters

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. It may seem odd to award experience for treasure, but keep in mind that Swords & Wizardry is not just about slaying monsters – it is about outwitting your foes when you can! In fact, sometimes trickery and guile are the only way to handle a powerful monster like a dragon or a demon. Skilled players avoid risking their characters' lives if there is another, smarter way to walk out of the dungeon with a backpack full of gems and loot.

XP Bonus: Each Character Class has one or more Prime Attributes listed in its class description. If a character has this Prime Attribute at 13 or higher, all experience point awards to the character are increased by 5%. (If the class has more than one Prime Attribute, all must be 13 or above to earn to bonus.) 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. Thus high Wisdom or Charisma may earn bonuses twice for a character, as the Prime Attribute as well as individually. It is possible for a character to gain as many as three 5% bonuses to experience point awards for a total increase of 15%.

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. He or she 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!

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 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. These various bonuses are described in the explanation of each character class. Fighters do not get these bonuses because their base saving throw numbers are better than the other classes across the board.

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

Combat

Initiative and Order of Battle

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

1. Check for Surprise

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

2. Declare Spells

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

3. Determine Initiative

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

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

4. Movement and Missile Fire

Each combatant on the side that won initiative may move, or may fire any missile weapons. Then the losers of the initiative roll may move or fire missile weapons.

5. Melee Combat and Spells

Each combatant on the side that won initiative makes any melee attacks (if in melee range), or casts spells. Spells take effect immediately. Spells cannot be cast if the caster is in melee combat with enemies. Losers of the initiative then make their attacks and cast spells.

6. The round is complete

Go back to step 2 (Declare Spells) and repeat the process until the combat is finished.

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 one side is surprised, the other side automatically gets to take actions before the first initiative roll. If they also win that initiative roll, this means they will have taken two actions before the other side has a chance to do anything. 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. A party that includes a Monk or Ranger, however, is surprised only on a roll of 1. 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 chance to drop one or more 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!

Declare Spells

Any player whose character is going to cast a spell must say so before the initiative roll. (The Referee makes a similar determination for the opponents.) The casting of any spell starts at the beginning of the combat round. Thus, if the enemies win the initiative roll and damage the spell caster, the spell's casting may be disturbed and the spell lost. (This is the Swords & Wizardry interpretation of several places in the Original Rules where a spell must be "ready.")

Roll Initiative

At the beginning of a combat round, each side rolls a d6 for "initiative" – the opportunity to act first. The side with the highest roll wins and that group acts first. Initiative rolls may result in a tie. When this happens, the Referee may choose to resolve the actions as if they are simultaneous, or to have both sides re-roll.

Movement and Missiles Phase

Winners of the initiative roll take any movement, including any movement-like actions that might happen in combat such as climbing onto tables, or swinging from ropes, etc. Missile fire would also include things like pushing a boulder off a cliff. The results (deaths, etc) take effect, and then the losers of the initiative roll have their turn to move or fire missiles. It is not possible for the winners of the initiative roll to wait and see what the foes do – they either move or not. It is up to the Referee whether missile fire includes both shots from a weapon with a rate-of-fire higher than one; a longbow, for example, shoots twice in one round. In many games, only the first shot is allowed in this phase, with the second shot being fired after melee and spells are resolved.

Melee and Spells Phase

First, all members of the side that won initiative may make hand-to-hand (melee) attacks if they are in melee range of an opponent, and the damage from these attacks is inflicted (enemies might die). Spells are cast and take effect. Next, the losers of the initiative roll make their melee attacks and cast their spells. Anyone who was killed by the winners of the initiative roll is already dead and cannot attack. Turning Undead also takes place in this phase.

Complete the Round

Check spell effects or other actions that last or take a certain amount of time. If the Referee requires that the "second shot" from longbows and shortbows takes place at the end of the round, resolve those attacks in order of initiative. Then, go back to Declaring Spells and repeat the process until the combat is over. Combat ends when one side flees, surrenders, or is entirely slain.

The Attack Roll

The most important rule to understand about combat is the attack roll. To have a character attack with a weapon, a 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 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").

Table 21: Cleric Attack Table

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

How To Play

Table 22: Fighter Attack Table

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

How To Play

Table 23: Magic-User and Thief Attack Table

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

How To Play

Specific Situations

The following are a compilation of guidelines and instructions 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.

Critical Hits and Fumbles (House Rule)

Many Referees have house rules that state that a "natural" to-hit roll of 20 (one achieved without using any modifiers) is an automatic hit and/or that a natural roll of 1 is an automatic miss and may result in the attacker dropping his or her weapon or suffering some other kind of problem. (A strained muscle might give a -1 penalty to damage rolls for the rest of a combat, or a helmet knocked awry might cover a character's eyes until a round is taken to fix it.) This is up to the Referee. Some Referees even allow a natural roll of 20 to inflict double damage, but we do not recommend this for Swords & Wizardry because it winds up being too powerful; a +1 bonus to damage for a natural 20 would fit the system better.

Invisible Opponents

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

Melee Attacks

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above, (The Attack Roll). 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 axe. 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.

Spacing

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

Second Rank (or Spears)

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

Spells

Casting a spell starts at the beginning of the combat round. Spells cannot be cast if the caster is in melee combat; although the Referee might rule that even

if the caster is within ten feet of an opponent, if blows have not been traded, then a spell can be cast. Wands and staffs are not subject to the restriction at all; they can cast their magic during melee combat. If the spellcaster suffers damage while casting a spell, the spell is lost. When the spell actually takes effect depends on which Combat Sequence Method is being used.

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. 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.)

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 1 HD), 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.

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, and if hit points are brought down to –1 or lower, the character dies.

A good potential house rule is attributed to Gary Gygax's gaming table, a rumor that might or might not be true. It allows a character to remain alive (although bleeding to death at the rate of 1 hp/round if no assistance is rendered) until 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.

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.

If you are using the regular attack chart, DO NOT add a base "to-hit" bonus to your roll – the combat charts already take it into account. The base "to-hit" bonus is a feature of this Quick Method only.

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 24: The Ascending AC System

Class	Level									
	1	2	3	4	5	6	7	8	9	10
Cleric	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5
Fighter	+0	+0	+1	+2	+2	+3	+4	+5	+6	+7
Magic-User	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4
Thief	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4

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 worshiped being is undetectable by the worshiper. 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.

Magic

Magical Research

This 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.

An Alternate Approach to High-Level Magic

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.

Magic

Spell Lists

A

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.

B

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.

C

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

Hit Dice	Chance to Break Charm[1]
Fewer than 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%

[1] Per week

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.

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.

Cloudkill

Spell Level: Magic-User, 5th Level

Range: Moves 6 feet per minute

Duration:1 hour

Foul and poisonous vapours 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. For any creature with fewer than 5HD, touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

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.

Magic

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:

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

The effects of the confusion may shift every ten minutes or so, and the dice are 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.

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

Plane of Existence	Max. # Questions	Available Knowledge	Wrong Result	Temporary Insanity
3rd	3	25	70%	1%
4th	4	30	60%	10%
5th	5	40	50%	20%
6th	6	50	40%	30%
7th	7	60	30%	40%
8th	8	70	25%	45%
9th	9	80	20%	55%
10th	10	85	15%	65%
11th	11	90	10%	75%
12th	12	95	1%	85%

Continual light

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.

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/Cause 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 an Chaotic Cleric to cause disease.

Cure Light Wounds/Cause 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/Cause 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 an Evil Cleric to cause serious wounds.

Magic

D

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.

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.
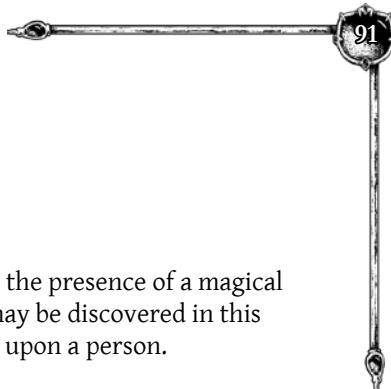
Magic

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.

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.

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.

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
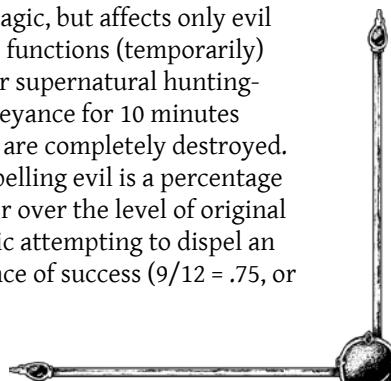
Magic

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%).

E

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 rock slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

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.
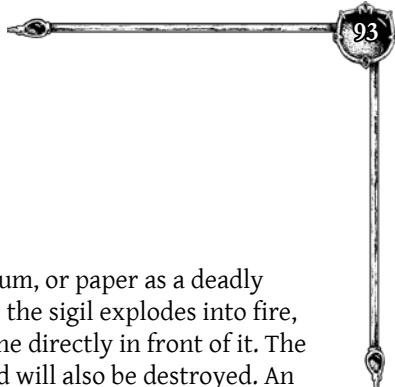
Explosive Runes

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.

F

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.

Magic

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 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.
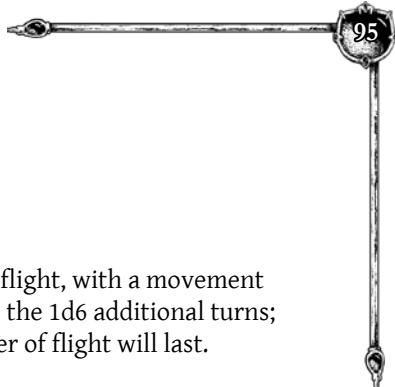
Magic

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.

G, H

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 Person (Cleric)

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.
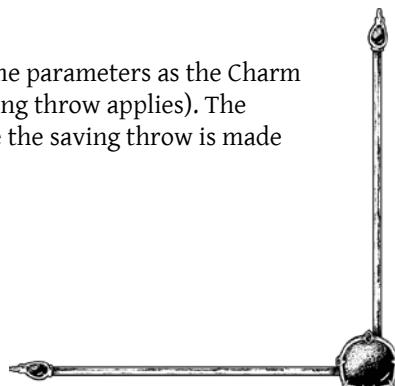
Hold Person (Magic-User)

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.

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 applies) 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).
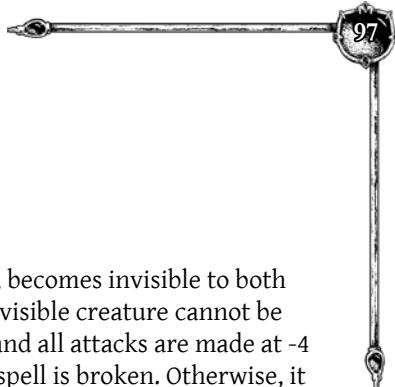
Invisibility

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.

J, K

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 normal magic.
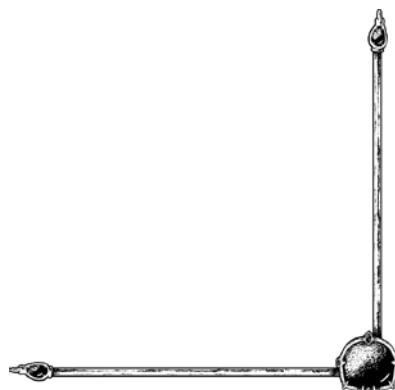
Magic

L

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)

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 20 feet.

The Cleric version of this spell lasts 2 hours.

Lightning Bolt

Spell Level: Magic-User, 3rd Level

Range: 240 feet (maximum distance)

Duration: Instantaneous

A bolt of lighting 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 that blocks its path.
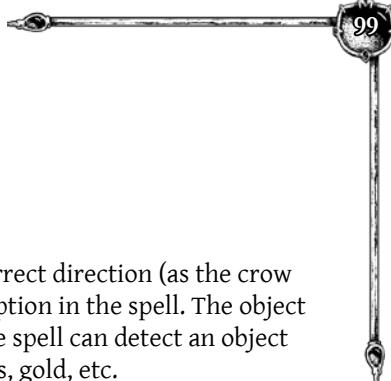
Locate Object (Cleric)

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.

M

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.
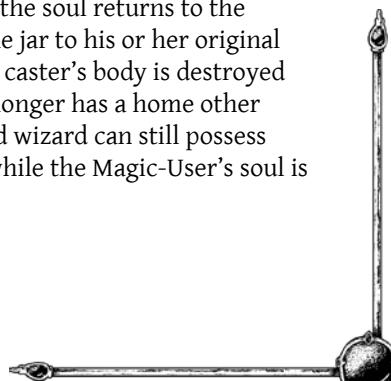
Magic
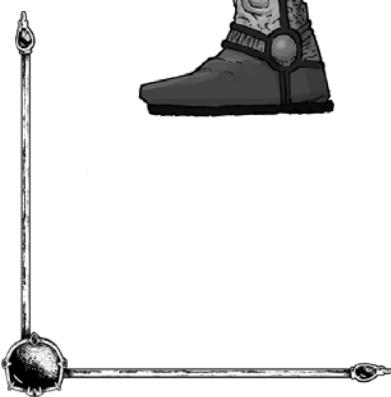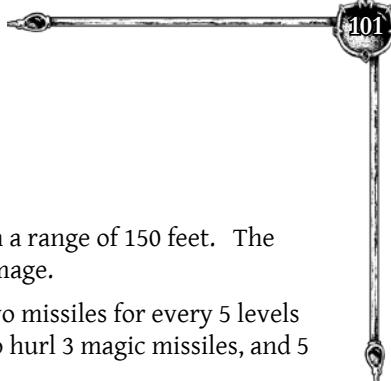
Magic Missile

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. 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.

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.

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.
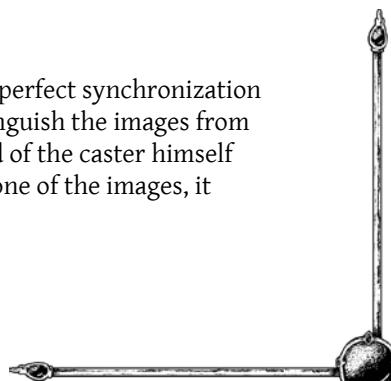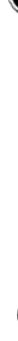
Monster Summoning I

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.

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] Evil casters may 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.

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

Magic

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.

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

Magic

N

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.

O, P

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.

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.
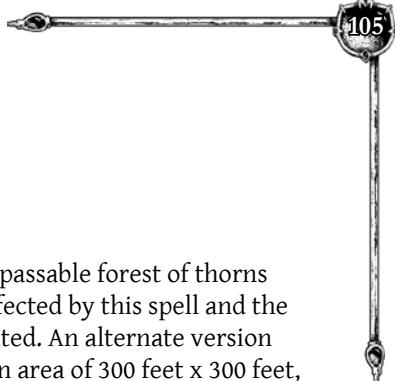
Magic

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 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.

Magic

Magic
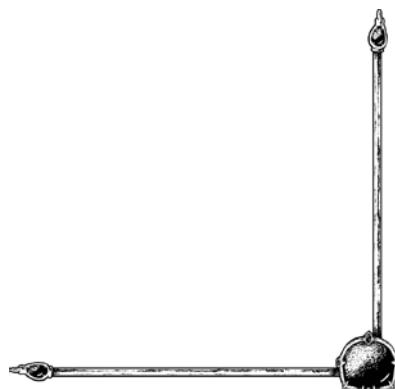
Prayer

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.

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).

Q

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.

Magic

R

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.

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.

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.

S

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.
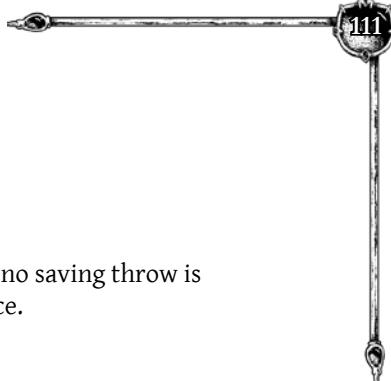
Magic

Sleep

Spell Level: Magic-User, 1st Level

Range: 240 feet

Duration:1 hour

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

Hit Dice of Victims	Number Affected
Less than 1 to 1+	4d4
1+ to 2+	2d6
3 to 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.
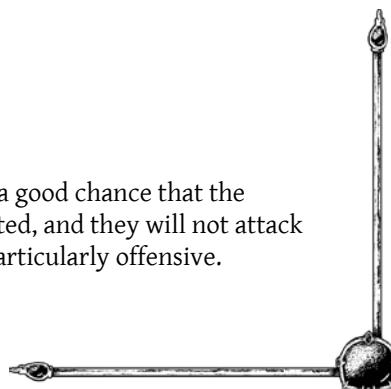
Speak with the Dead

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 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.

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.

T

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.

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.

U, V, W

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.
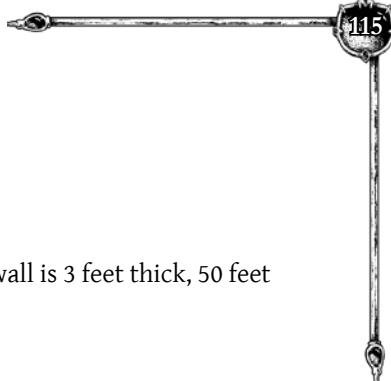
Magic

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.
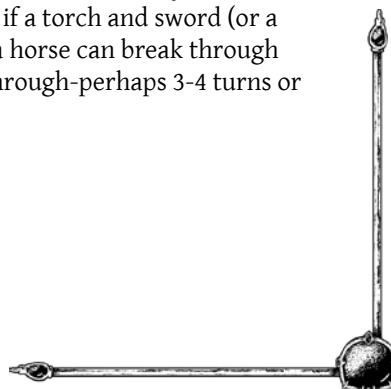
Magic

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.

Magic

Dungeon Creation

Classically a dungeon is a series of underground chambers connected by labyrinthine passageways. But it doesn't have to fall into this stereotype- a dungeon can also be a dark forest, the floating palace of a mad sorcerer, or any location where the characters can go and have an adventure made up of interconnected encounter areas. It's the unknown, well off the beaten track, far from civilisation, where the risk comes hand in hand with the rewards available.

Features of a Dungeon

Monsters

Dungeons always have their fiends - foul beasts who want to rip the character's faces off, who guard the innocent prisoners and the pile of treasures that the characters seek. Remember, monsters come wrapped up in their desires and motivations. Some of the most memorable monsters are those that become more than mere sword fodder and are fondly remembered for their diabolical plans and quirky personalities.

As a rough rule for number encountered, for mobs of monsters I go with one monster per player character at roughly the same challenge level as the character's level. If you want to make it riskier add extra monsters, for set pieces where the characters are taking on the villain of the adventure, make sure they have henchmen. Magic-Users should always put a significant number of henchmen or monsters between themselves and the adventurers, so they have time unleash their offensive spells. Ultimately these rules do not have hard rules about what challenge levels and numbers of monsters the players should be encountering dependent on their characters level. Instead, referees should develop an instinct for how much monsters their players find fun to fight, and always provide an escape route if the players are overwhelmed by a foe. Also, some monsters that are just not meant to be killed, only avoided.

Traps

Whoever built the dungeon or lives there now definitely does not want the characters stomping around in their home turf, looting their treasures and killing their friends (even if they are technically dead). Traps are the ideal deterrent.

Traps come in three broad groups:

1. *Mechanical:* Collapsing floors covering pits filled with spikes. Blades that sweep across the floor when a pressure pad is triggered. Pendulums that swing with crushing weights from the ceiling.

2. *Magical:* Illusory mouths that appear mid-air and scream at the characters filling them with fear and causing them to flee. A brass engraving on the floor that when stood on causes the character to teleport to another location. Magical missiles that come screaming out of a statue's mouth at the far end of a corridor.

3. *Monstrous:* The pit filled with snakes, a chute that falls open above the characters and deposits a crawling corruption upon their heads and serpent men warriors buried in the sand that jump up when the character's walk over them, etc.

Types 1 & 2 should have saving throws to either avoid entirely or reduce the damage.

Remember, traps need not be instant death, and it's more fun if they are not. Traps can be designed to drive away, raise the alarm, hurt and slow down, or even imprison and contain. Damage should depend on the weapon being used. So dart traps deal 1d4, while a blade trap does 1d6 or even 1d12 for a big swinging blade! Traps that involve falls do damage based on how far the character falls.

Twists

Putting an unexpected complication in a dungeon is the right way of shaking things up and bringing entertainment to the table. Just as the players are settling into a tedious pattern of kicking the door in and clearing out the room, a surprise happens. Don't overdo twists; one or two per adventure is a good number and think about where you place them in the dungeon since timing is crucial. For a cruel dungeon, the whole concept could be a twist.

Example Twists: Monsters that turn out to be valuable allies, treasure that isn't what it seems, adventures that turn out to have furthered the goals of the groups' enemies, and finding that the way out of the dungeon is actually to go deeper in.

Dressing

A goodly portion of your dungeon should be what is called "Dungeon Dressing". This is where you take an everyday location, such as a single ten-foot by ten-foot room and put some exciting features into it. For example, a strange columned corridor, deserted banquet halls with cobwebs hanging between the

candlesticks, or an abandoned armoury with rusted arms and armour. If you put monsters, treasure, traps and tricks in every location, the players will soon get overwhelmed or bored by the repetitiveness. Having empty but exotic areas sharpen the shock when a monster or a trap does appear and gives your players places to rest up between action encounters.

Safe Locations

As cruel and vicious as the dungeon is you want to give your players a fighting chance. Having areas within where the characters can rest up and heal are a must. Especially tough dungeons should have areas which have features that assist this refresh, such as magical fountains that provide healing waters which once drunk restore 1d6 hit points per day. Examples: A large room with a stone door bolted from the inside, a secret room that the current inhabitants of the dungeon do not know about, or a guardhouse that once cleared of guards can be a safe area by bringing down the portcullises.

Ecology

Each dungeon should have a rationale as to why it was created and why the current inhabitants are there. Despite being a fantasy game, the more coherent the ecology is, the more the players are likely to suspend their disbelief and buy into your setting.

The Use of Square Graph Paper

It is convenient to map out the dungeon on square graph paper since this gives you an immediate sense of scale (1 square commonly represents five or ten square feet) that you can easily transmit to your players.

Monsters

Monsters

Creating Monsters

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

Monster Statistics

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 however.

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

Hit Dice (HD) is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you'd roll 4d8, and then add one more hit point. Note: in Swords & Wizardry, the monster's normal "to-hit" bonus is equal to its number of hit dice (capped at +15). A monster with 3 HD attacks with a +3

bonus to its roll on the "to-hit" chart. When using the Ascending AC system, the monster would attack by rolling a d20, adding its hit dice, and comparing the result to the opponent's AC—if the result is equal to or higher than AC, the attack hits. When using the descending AC system, the 3 HD monster would roll d20, add 3 for its hit dice, and compare the result to the target number on the chart.

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

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

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

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

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

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

Challenge Levels

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. To determine a monster's challenge level, take its hit dice and then add to that number if the monster has special abilities that make it harder to kill, or more dangerous to the characters. The Challenge Levels table shows the XP values for challenge levels. 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 25: 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
Petrifaction, 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

Monsters

Table 26: 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

Monsters

Table 27: 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*

Monsters

Table 28: Monster Attack Rolls

If using the Ascending AC 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.

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

Monsters

Monster List

Ape, Flying

Flying apes are somewhat larger and more muscular than gorillas. Most have bat wings, but some have feathered bird-wings. If a flying ape hits with both arms, it can either rend its foe for an additional 1d6 points of damage or gain a good enough hold to carry the foe into the air (to drop later, or deliver the victim to an evil overlord, as applicable). As with gorillas, most flying apes are of far less than human intelligence, but more intelligent (and often chaotic) ones are not uncommon.

- Flying Ape: HD 5; AC 6 [13]; Atk 2 hands (1d4), 1 bite (1d6); Move 9 (fly 18); Save 12; AL N (or C) CL/XP 6/400; Special: Rend or carry airborne.

Assassin Vine

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots. A mature plant consists of a main vine, about 20 feet long. Smaller vines, up to 5 feet long, branch off from the main vine about every 6 inches.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

An assassin vine can animate plants in the near vicinity (about 30ft), and these plants will immobilize anyone failing a saving throw.

- Assassin Vine: HD 7; AC 5 [14]; Atk 1 vine (1d6+1); Move 1; Save 9; AL N; CL/XP 8/800; Special: Animate plants.

Baboon

Baboons are vicious pack hunters, usually led by a stronger-than-normal alpha male. They might be susceptible to the influence of ancient and evil powers. Giant baboons stand 8ft tall on two legs, about twice the size of a normal baboon. As with normal baboons, they are susceptible to the influence of ancient and evil powers.

- Baboon: HD 1; AC 7 [12]; Atk 1 bite (1d4); Move 12; Save 17; AL N; CL/XP 1/15; Special: None.
- Baboon alpha male: HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 12; Save 16; AL N; CL/XP 2/30; Special: None.
- Giant Baboon: HD 3; AC 7 [12]; Atk 1 bite (1d8); Move 12; Save 14; CL/XP 3/60; AL N; Special: None.
- Giant Baboon (alpha male): HD 4; AC 7 [12]; Atk 1 bite (1d8+1); Move 12; Save 16; CL/XP 5/240; AL N; Special: None.

Monsters

Banshee

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

- Banshee: HD 7; AC 0 [19]; Atk 1 claw (1d8); Move (fly 12); Save 9; AL C; CL/XP 11/1700; Special: Magic or silver to hit; magic resistance 49%; shriek of death; Immune to enchantments.

Basilisk

Basilisks are great multi-legged 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.

- Basilisk: HD 6; AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifaction gaze.

Bat, Giant (Greater Bat)

Giant bats are massive, man-sized cousins of the bat; they do not suck blood, but their bite is nonetheless deadly. One in ten carries disease.

- Giant Bat: HD 4; AC 7 [12]; Atk 1 bite (1d10), 2 claws (1d6); Move 4 (fly 18); Save 13; AL N; CL/XP 5/240; Special: 10% chance of disease.

Bat, Giant (Vampire Bat)

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

- Giant Bat (Vampire Bat) HD 1; AC 8 [11]; Atk bite (2d6); Move 4 (Fly 18); Save 6; AL N; CL/XP 3/60; Special: Sucks blood.

Bear, Grizzly

Very large brown bears, grizzlies hug for an additional 2d6 points of damage (if hitting with both claw attacks) and can automatically maintain the hold, crushing the victim and continuing attempts to bite as well.

- Grizzly Bear: HD 6; AC 6 [13]; Atk 2 claws (1d6), 1 bite (1d10); Move 9; Save 11; AL N; CL/XP 6/400; Special: Hug (2d6).
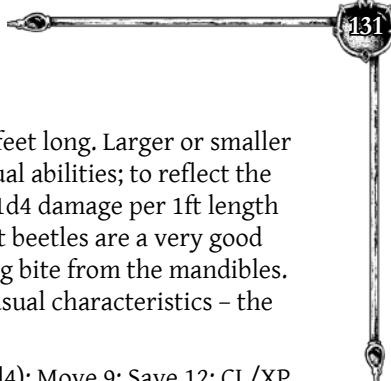
Beetle, Giant

These stats are for a generic giant beetle about five feet long. Larger or smaller beetles might have different statistics or have unusual abilities; to reflect the vast range of possible sizes, assume one hit die and 1d4 damage per 1ft length of the monster. The common characteristics of giant beetles are a very good armor class (due to the carapace) and a single, strong bite from the mandibles. Uncommon varieties of giant beetle might have unusual characteristics – the giant fire beetle being a good example.

•   Giant Beetle (5 ft.): HD 5; AC 3 [16]; Atk 1 bite 5d4); Move 9; Save 12; CL/XP 5/240; Special: None.

Black Pudding

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 the weapon), chainmail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved.

•   Black Pudding: HD 10; AC 6 [13]; Atk 1 attack (3d8); Move 6; Save 5; AL N; CL/XP 12/2000; Special: Acidic surface, immune to cold, divides when hit with lightning.

Blink Dog

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).

•   Blink Dog: HD 4; AC 5 [14]; Atk 1 bite (1d6); Move 12; Save 11; AL L; CL/XP 4/120; Special: Teleport

Bugbear

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, getting the chance to surprise even alert opponents with a roll of 1-3 on a d6 (50%). Bugbears stand from 7-8 ft. in height.

•   Bugbear: HD 3+1; AC 5 [14]; Atk 1 bite (2d4) or weapon (1d8+1); Move 9; Save 14; AL C; CL/XP 4/120; Special: Surprise opponents, 50% chance.

Monsters
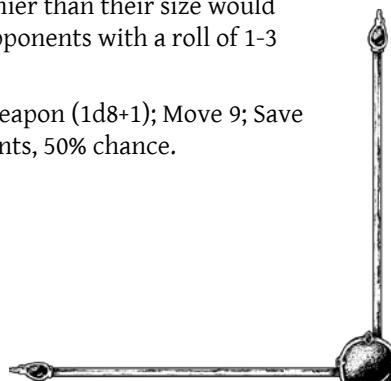
Carrion Creeper

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. amd
tjeu 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.

- Carrion Creeper: HD 2+4; AC 7 [12]; Atk bite (1hp) 6 tentacles; Move 12; Save
  14; AL N; CL/XP 4/120; Special: Tentacles cause paralysis.

Centaur

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 his campaign: some are evil, some aloof, and some are soothsayers.

- Centaur: HD 4; AC 5 [14] or 4 [15] with shield; Atk 2 kicks (1d6) and weapon;
  Move 18; Save 13; AL Any; CL/XP 4/120; Special: None.

Chimera

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

- Chimera: HD 9; AC 4 [15]; Atk 2 claws (1d3), 2 goat horns (1d4), 1 lion bite
  (2d4), dragon bite (3d4); Move 9 (Fly 18); Save 6; AL C; CL/XP 11/1700;
  Special: Breathes fire.

Cloaker

Cloakers are manta-like creatures that resemble a large black cloak – the ivory
claws are often even mistaken for a clasp of some kind, as they are kept folded
when the cloaker is at rest. Unfurled, the cloaker has a span of about eight feet.

Cloakers can attempt to enfurl their opponents during melee combat, while
attacking. If the cloaker hits with its attempt to enfold a target, the victim is
clasped in the cloaker's manta-like body (a saving throw allows the victim to
escape). The victim is allowed no further saving throws to escape, although it
is possible to attack the cloaker with a dagger from within its folds. The cloaker
can bite an enfolded opponent with a +4 bonus to hit.

Perhaps more dangerous than the cloaker's ability to enfold an opponent is its
ability to moan, for the cloaker's moaning is dire indeed, causing a petrifying
fear. Anyone hearing the moan of a cloaker must make a saving throw or do one
of two things (50% chance of each): either flee at top speed for 1d6 turns, or be
immobilized with fear for 1 turn.

Finally, cloakers have the ability to manipulate darkness and shadows. They can cause darkness 15-ft. radius whenever desired, and as long as shadows or darkness are present, they can create shadowy mirror images of themselves (as per the spell) once per day (1d4 images).

- Cloaker: HD 6; AC 4 [15]; Atk Tail (1d8), bite (1d6), enfurl; Move 9 (Fly 12); Save 11; AL N; CL/XP 8/800; Special: Moan, mirror image, darkness, enfurl.

Crocodile, Giant

The smallest of giant crocodiles are about 20ft long (normal crocodiles can grow to be as long as 15-ft).

- Giant Crocodile: HD 6; AC 3 [16]; Atk 1 bite (3d6), 1 tail (1d6); Move 9 (Swim 12); Save 11; AL N; CL/XP 6/400; Special: None.

Crocodile, Normal

Some normal crocodiles are man-eaters; all are dangerous and can conceal themselves well. Normal crocodiles can grow to be as long as 15 ft.

- Normal Crocodile: HD 3; AC 4 [15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; AL N; CL/XP 3/60; Special: None.

Demons

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful magic-users or evil priests. The more intelligent varieties might also be interrupted while carrying out plots of their own. Swords & Wizardry makes no game distinction between demons and devils, for the convenience of those using only a three-alignment system; all are simply creatures of the lower planes, to be used as desired with the Referee's own campaign.

Demon, Achaierai

Achaierai resemble hellish birds standing fifteen feet tall on four stilt-like legs with cruel talons. Three times per day an achaierai can breathe a black cloud of gas, inflicting 1d6 points of damage and requiring a saving throw to prevent being affected as if by a Confusion spell. As demons, they are immune to fire.

- Achaierai Demon: HD 6; AC 3 [16]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 11; AL C; CL/XP 9/1100; Special: Magic resistance (25%), breath of confusion, immune to fire.

Monsters

Demon, Arauk (First-category Demon)

Arauks are a somewhat lesser-known first-category demon, unrelated to the Vrock type but roughly equal in strength to the other type. Arauk demons have heads resembling that of a horsefly and legs like a goat's; the demon's hair-covered torso is human, but with four arms. They have bat-like wings, but they are slow and clumsy fliers.

Arauks take only half damage from electricity, cold, fire, and poison gas. They are able to cast darkness in a radius of 5-ft. at will, and to teleport once per day. In addition, they have the ability to detect invisibility, cause fear (as per a wand), and to telekinese 100 pounds of weight, each usable at will. In addition to the weapons they carry, Arauk demons can breathe a small cloud of fire (10 ft. in diameter) in addition to their normal attacks, causing 1d6 hit points of damage unless the target(s) make a saving throw against the breath weapon.

Arauk demons can be hit by normal weapons. They can gate in another Arauk (10% chance of success). (Author: Matt Finch)

- Arauk Demon: HD 8; AC 0 [19]; Atk 4 weapons (by weapon); Move 12 (Fly 12); Save 8; AL C; CL/XP 11/1700; Special: Demonic immunities, magical abilities, breathe fire, gate (10%).

Demon, Baalroch (Balor) (Sixth-category Demon)

These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. Spells from casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a 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.

Baalrochs may attempt to gate in an ally with a 70% chance of success. The responding demon will usually be a third-category demon (01-80 on 1d100) but an unusually successful summoning might call a fourth-category demon (81-00 on 1d100).

- Baalroch Demon: HD 10; AC 2 [17]; Atk 1 sword (1d12+2) and 1 whip (entangles); Move 6 (Fly 15); Save 5; CL/XP 17/3500; Special: Magic Resistance (75%), surrounded by flame (3d6), magic weapon required to hit, unaffected by spells from casters lower than 6th level.

Demon, Dretch

These creatures are fat, with long, spindly arms and legs. They have rudimentary human heads, with slobbering jaws and folds of fat. Wretch 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 ft. diameter) once per day, and can summon 1d4 giant rats once per day. The stinking cloud has a radius of 20ft and requires anyone caught within it to make a saving throw or be rendered helpless from nausea for 1d4+1 rounds.

- Dretch Demon: HD 4; AC 2 [17]; Atk 2 claws (1d4), 1 bite (1d6); Move 9; Save 13; AL C; CL/XP 6/400; Special: Magical abilities.

Demon, Erinyes

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 impossible to hide from, being able to see invisible things and locate objects at will. The furies carry 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).

- Erinyes Demon: HD 6; AC 2 [17]; Atk 1 bronze sword (1d6 + paralysis); Move 12 (Fly 24); Save 11; AL C; CL/XP 10/1400; Special: Magic resistance (25%), magical abilities, fear, immune to fire and cold, entangle.

Demon, Glabrezu (Third-Category Demon)

The third-category demons, Glabrezu, are massive and horrible, standing ten feet high or more. They have goat horns and humanoid shape, with 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 10ft radius, are immune to fire, can cause Fear at will, can levitate at will, can polymorph themselves, and are 60% resistant to magic. These demons have a 30% chance to gate in an ally (roll 1d4 to determine the category of demon that responds).

- Glabrezu: HD 10; AC –4 [23]; Atk 2 pincers (2d6), 2 claws (1d3), 1 bite (1d6); Move 9; Save 5; AL C; CL/XP 15/2900; Special: Magic resistance (60%),immune to fire, demonic magical powers.

Demon, Hezrou (Second-Category Demon)

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 15-ft. radius. They are immune to fire. Hezrou have a 20% chance to succeed at summoning another second-category demon to their aid.

• Hezrou: HD 9; AC -2 [21]; Atk 2 claws (1d3), 1 bite (4d4); Move 6 (Fly 12); Save 6; AL C; CL/XP 11/1700; Special: Magic resistance 50%, demonic magical powers.

Demon, Lemure

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.

• Lemure Demon: HD 3; AC 7 [12]; Atk 1 claw (1d3); Move 3; Save 14; AL C; CL/XP 4/120; Special: Regenerate (1hp/round).

Demon, Manes

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.

• Manes Demon: HD 1; AC 5 [14]; Atk 2 claws (1d2), 1 bite (1d4); Move 5; Save 18; AL C: CL/XP 2/30; Special: Half damage from non-magic weapons.

Demon, Quasit

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 1hp per round, can become invisible at will, and once per day can cast a Fear spell. Their claws are laden with poison that reduces an opponent's dexterity by 1 point (saving throw applies, lasts for 2d6 rounds).

• Quasit: HD 3; AC 2 [17]; Atk 2 claws (1d2 + non-lethal poison), 1 bite (1d3); Move 14; Save 14; AL C; CL/XP 7/600; Special: Magic resistance (25%), non-lethal poison, regenerate (1hp/round), magical abilities.

Demon, Succubus

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.

- Succubus: HD 6; AC 9 [10]; Atk 2 scratches (1d3); Move 12 (Fly 18); Save 11; AL C; CL/XP 9/1,100; 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.

Demon, Vrock (First-Category Demon)

These demons are vulture-headed, with feathered but humanoid bodies, and huge dark-feathered wings. All can create darkness in a radius of 5-ft. and are immune to fire. They use their wings to allow both their arms and legs to be brought into combat, along with their beaked bite. Vrock demons are quite stupid, though like most demons they consider themselves to be tremendously intelligent. A Vrock has a 10% chance to gate another first-category demon to its assistance.

- Vrock Demon: HD 8; AC 0 [19]; Atk 1 beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d6); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: Magic resistance (50%), darkness, immune to fire.

Dinosaurs

Dinosaurs are particularly useful in time-traveling adventures, for valleys that time forgot, or for the mounts of sword & sorcery barbarians.

Ankylosaurus

An ankylosaurus looks like a turtle with spikes around the edge of its shell and elephant-like legs. It has a tail with a clubbed end. They are herbivores, and travel in small groups.

- Ankylosaurus: HD 9; AC 0 [19]; Atk 1 clubbed tail (3d6); Move 6; Save 6; AL N; CL/XP 9/1100; Special: None.

Brontosaurus

Brontosaurus (Apatosaurus) is a massive, long-necked herbivore. They are encountered in groups or even herds. A brontosaurus stands 20 ft. tall at the shoulder, and weighs from 35 to 45 tons.

- Brontosaurus: HD 30; AC 5 [14]; Atk 1 stomp (3d6); Move 6; Save 3; AL N; CL/XP 30/7400; Special: None.

Elasmosaurus

Fish-like, 15-ft. long carnivores, the elasmosaurus has a long neck like a sea serpent, but has a thick, saurian body with fins. This is a good sea monster for use in campaigns where the dark horrors of the far-forgotten past might still survive. These creatures cannot survive more than a few minutes on land.

- Elasmosaurus: HD 15; AC 7 [12]; Atk 1 bite (4d6); Move 1 (Swim 15); Save 9; AL N; CL/XP 7/600; Special: Aquatic.

Stegosaurus

These dinosaurs have large back-plates standing out from the spine, and a spiked tail. They are herbivores, and travel in small groups.

- Stegosaurus: HD 17; AC 2 [17]; Atk 1 bite (1d4), 1 spiked tail (4d6); Move 6; Save 3; CL/XP 17/3500; Special: None.

Triceratops

A triceratops has three horns protruding from its face, and a protective plate rising like an armored frill behind its head. They are extremely hard to damage with frontal assaults. The bony plate behind the head would also provide excellent protection for a rider. The horns inflict double damage if the creature charges.

- Triceratops: HD 16; AC 1 [18] front, 6 [13] back; Atk 1 bite (1d8) and 2 gore (1d12); Move 9; Save 3; AL N; CL/XP 17/3500; Special: Charge.

Tyrannosaurus

Tyrannosaurus is a deadly carnivorous dinosaur, walking on two legs and attacking with a massively powerful bite. When it bites prey, it grabs the victim in its jaws, shaking and chewing for 3d8 points of automatic damage in subsequent rounds. It can inflict such damage even against opponents as large as a brontosaurus. Only creatures with shells, bone frills, or spines can avoid the horrendous tearing damage a tyrannosaur can inflict (e.g., triceratops, stegosaurus, ankylosaurus).

- Tyrannosaurus Rex: HD 18; AC 4 [15]; Atk 1 bite (5d8); Move 15; Save 3; CL/XP 19/4100; Special: Chew for automatic 3d8 damage after bite.

Djinni

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10ft. More powerful types of djinn might be capable of granting limited wishes or even true wishes.

- Djinni: HD 7+3; AC 5 [14]; Atk 1 fist or weapon (2d8); Move 9 (Fly 24); Save 9; AL Any; CL/XP 9/1100; Special: Magical powers, whirlwind.

Dog

These are large, trained dogs. Normal dogs would have hit dice 1 or lower, and inflict no more than 1d3 points of damage.

- Dog (Pet or Wild): HD 1; AC 7 [12]; Atk 1 bite (1d3); Move 15; Save 17; AL N; CL/XP 1/15; Special: None.
- Guard/War Dog: HD 2; AC 7 [12]; Atk 1 bite (1d6); Move 14; Save 16; AL N; CL/XP 2/30; Special: None.

Dragon

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 (i.e., with a gold piece value of four times the dragon's XP value).

Do not roll Hit Points for dragons as normal. Instead, determine the age category of the dragon, and that will tell you both the dragon's Hit Points per die and how many points of damage per hit die the dragon's breath inflicts:

- *Very young dragon:* 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.
- *Young:* 2 Hit Points per hit die, 2 Hit Points per die inflicted by breath weapon.
- *Immature:* 3 Hit Points per hit die, 3 Hit Points per die inflicted by breath weapon.
- *Adult:* 4 Hit Points per hit die, 4 Hit Points per die inflicted by breath weapon.
- *Old:* 5 Hit Points per hit die, 5 Hit Points per die inflicted by breath weapon.
- *Very old (100 years old):* 6 Hit Points per hit die, 6 Hit Points per die inflicted by breath weapon.
- *Aged (100-400 years old):* 7 Hit Points per die, 7 Hit Points per die inflicted by breath weapon.
- *Ancient (400+ years old):* 8 Hit Points per die, 8 Hit Points per die inflicted by breath weapon.

Note that dragons, while they are dangerous opponents, are not by any means invincible. The Dragon are a common problem rather than a godlike creature 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 aren't rolled for dragon Hit Points, it is possible for a truly mythical dragon to have more "numbers" per die than it's actually possible to roll on a hit die.

Breath Weapons: All dragons have a breath weapon of some kind, which can be used three times in a day. The Crypt Keeper chooses when a dragon will use the 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. Breath weapons come in three different types:

- Cloud-shape for gaseous exhalations
- Cone shape for fiery-type breath

- A line for spitting dragons.

Roll to determine what type of breath weapon a particular dragon has.

1. *Acid breath.* These dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5 ft wide and 60 ft long.

2. *Electric bolt.* A blast of electric lightning in a line 5 ft wide and 100 ft long, affecting everything in its path.

3. *A cloud of poisonous gas,* 50 ft in diameter

4. *Breathe fire* in a cone-shape 90 feet long and roughly 30 ft wide at the base.

5. *A cone of intensely cold air and frost*, with a length of 70 ft and a base of 30 ft.

6. Roll twice.

If a player character successfully make their saving throw they only suffer half damage from the breath weapon.

If a dragon is beaten down by subdual damage (see page 76), the dragon will surrender and serve its masters, even to the point of allowing itself to be sold. However, subdued dragons are only loyal while they are impressed by and frightened of their masters— signs of weakness may cause the dragon to escape or even attack its master.

All dragons speak Draconic and each hit dice gives a 10% chance that the Dragon is a Magic-User of a level equal to its hit dice.

Dragons generally have a challenge level of its (Hit Points/4) +2.

Different types of dragon have different Hit Dice; choose from the following

- HD 6; AC 2 [17]; Atk 2 claws (1D4), bite (3D6); Move 9/24 (when flying); Save 11; AL Varies; Special: Breath weapon.

- HD 8; AC 2 [17]; Atk 2 claws (1D4), bite (3D6); Move 9/24 (when flying); Save 8; AL Varies; Special: Breath weapon.

- HD 12; AC 2 [17]; Atk 2 claws (1D4), bite (3D6); Move 9/24 (when flying); Save 3 ; AL Varies; Special: Breath weapon.

Monsters

Dwarf

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.

- Dwarf: HD 1; AC 4 [15]; Atk 1 weapon (1d8); Move 6; Save 17; AL L; CL/XP 1/15; Special: Detect attributes of stonework.

Eagle, Giant

Giant eagles are just large enough to carry a human rider. Some varieties of the breed may be intelligent, and truly unusual specimens might even be capable of casting spells or using other magical powers. These unusual breeds of giant eagle might be aligned with Law rather than Neutrality. Because giant eagles can be tamed as mounts, their eggs and fledglings are worth considerable amounts of gold (500+gp).

- Giant Eagle: HD 4; AC 7 [12]; Atk 2 talons (1d4), 1 bite (1d8); Move 3 (Fly 24); Save 13; AL N; CL/XP 5/240; Special: None.

Elementals

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

Air Elemental

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.

- Air Elemental (8 HD): HD 8; AC 2 [17]; Atk 1 strike (2d8); Move (Fly 36); Save 8; AL N; CL/XP 9/1100; Special: Whirlwind, immune to non-magic weapons.

- Air Elemental (12 HD): HD 12; AC 2 [17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; AL N; CL/XP 13/2300; Special: Whirlwind, immune to non-magic weapons.

- Air Elemental (16 HD): HD 16; AC 2 [17]; Atk 1 strike (2d8); Move (Fly 36); Save 3; AL N; CL/XP 17/3500; Special: Whirlwind, immune to non-magic weapons.

Earth Elemental

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 (8 HD): HD 8; AC 2 [17]; Atk 1 strike (4d8); Move 6; Save 8; AL N; CL/XP 9/1100; Special: Tear down stonework, immune to non-magic weapons.

- Earth Elemental (12 HD): HD 12; AC 2 [17]; Atk 1 strike (4d8); Move 6; Save 3; AL N; CL/XP 13/2300; Special: Tear down stonework, immune to non-magic weapons.

- Earth Elemental (16 HD): HD 16; AC 2 [17]; Atk 1 strike (4d8); Move 6; Save 3; AL N; CL/XP 17/3400; Special: Tear down stonework, immune to non-magic weapons.

Fire Elemental

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).

- Fire Elemental (8 HD): HD 8; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 8; AL N; CL/XP 9/1100; Special: Ignite materials, immune to non-magic weapons.

- Fire Elemental (12 HD): HD 12; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; AL N; CL/XP 13/2300; Special: Ignite materials, immune to non-magic weapons.

- Fire Elemental (16 HD): HD 16; AC 2 [17]; Atk 1 strike (3d8); Move 12; Save 3; AL N; CL/XP 17/3400; Special: Ignite materials, immune to non-magic weapons.

Water Elemental

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.

- Water Elemental (8 HD): HD 8; AC 2 [17]; Atk 1 strike (3d10); Move 6 (Swim 18); Save 8; CL/XP 9/1100; Special: overturn boats, immune to non-magic weapons.

- Water Elemental (12 HD): HD 12; AC 2 [17]; Atk 1 strike (3d10); Move 6 (Swim 18); Save 3; CL/XP 13/2300; Special: overturn boats, immune to non-magic weapons.

- Water Elemental (16 HD): HD 16; AC 2 [17]; Atk 1 strike (3d10); Move 6 (Swim 18); Save 3; CL/XP 17/3500; Special: overturn boats, immune to non-magic weapons.

Elf

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.

- Elf: HD 1+1; AC 5 [14]; Atk 1 sword (1d8) or 2 arrows (1d6); Move 12; Save 17; AL L (or N); CL/XP 1/15; Special: Darkvision 60ft, 4 in 6 chance to find secret doors, immune to ghoul paralysis.

Gargoyle

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

- Gargoyle: HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly, magic weapon required to hit.

Monsters

Gelatinous Cube

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.

- Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

Ghoul

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.

- Ghoul: HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

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.

Cloud Giant

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, and enemies.

- Cloud Giant: HD 12+1d4 hp; AC 4 [15]; Atk 1 weapon (6d6); Move 15; Save 3; AL usually C; CL/XP 13/2300; Special: Hurl boulders.

Fire Giant

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

- Fire Giant: HD 11+ 1d4hp; AC 4 [15]; Atk 1 weapon (5d6); Move 12; Save 4; AL C; CL/XP 2/2000; Special: Hurl boulders, immune to fire.

Frost Giant

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.

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.

- Frost Giant: HD 10+ 1d4hp; AC 4 [15]; Atk 1 weapon (4d6); Move 12; Save 5; AL C; CL/XP 11/1700; Special: Hurl boulders, immune to cold.

Hill Giant

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.
- Hill Giant: HD 8+2; AC 4 [15]; Atk 1 weapon (2d8); Move 12; Save 8; AL C; CL/XP 9/1100; Special: Throw boulders.

Goblin

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: HD 1d6hp; AC 6 [13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.

Griffon

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.

- Griffon: HD 7; AC 3 [16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; AL N; CL/XP 8/800; Special: None.

Harpy

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).

- Harpy: HD 3; AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; AL C; CL/XP 4/120; Special: Flight, siren-song.

Monsters

Monsters
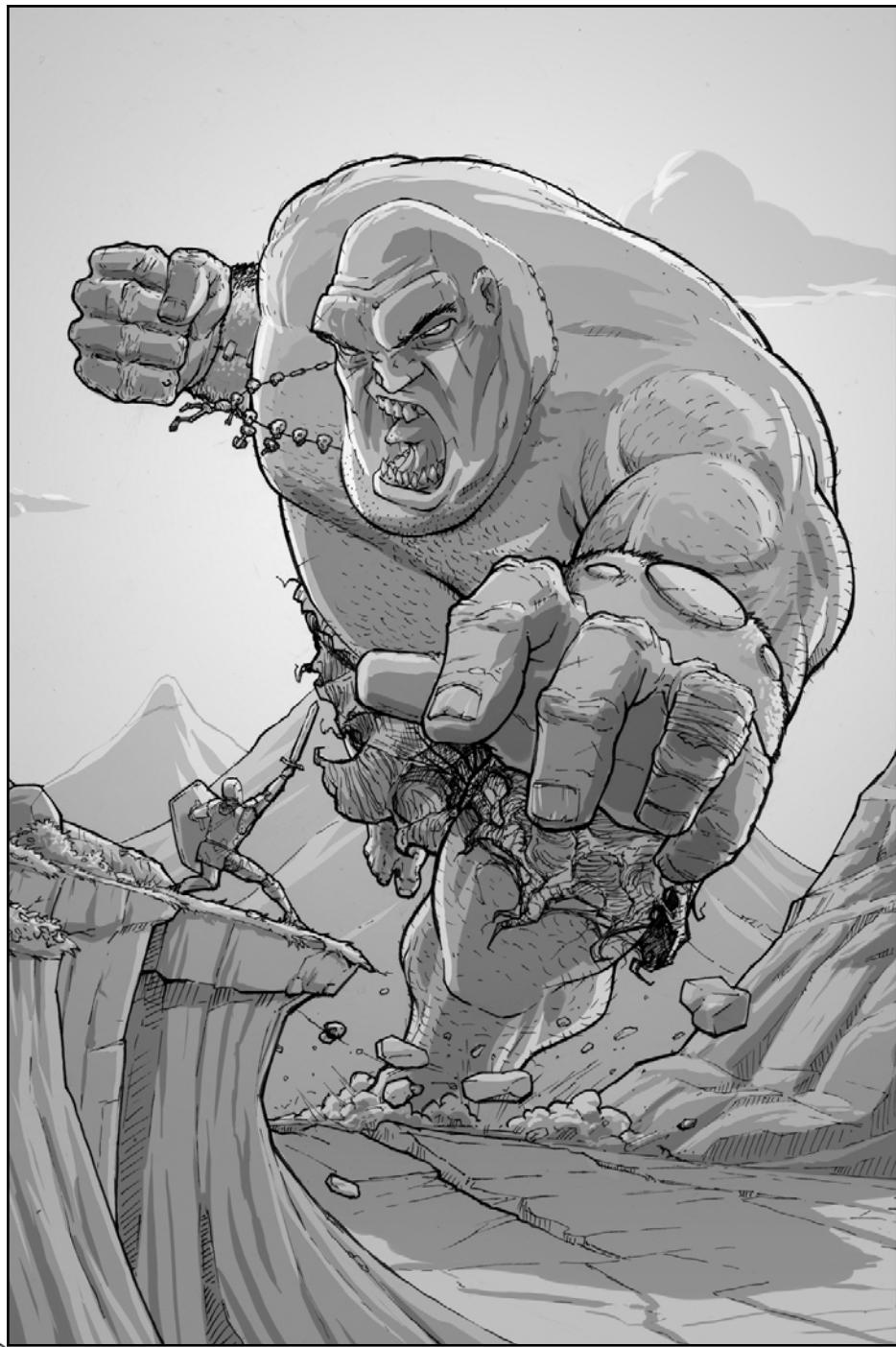
Hellhound

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

- Hell Hound (4 HD): HD 4; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 13; AL C; CL/XP 5/240; Special: Breathe fire (8hp).

- Hell Hound (5 HD): HD 5; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 12; AL C; CL/XP 6/400; Special: Breathe fire (10hp).

- Hell Hound (6 HD): HD 6; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 11; AL C; CL/XP 7/600; Special: Breathe fire (12hp).

- Hell Hound (7 HD): HD 7; AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 9; AL C; CL/XP 8/800; Special: Breathe fire (14hp).

Hobgoblin

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.

- Hobgoblin: HD 1+1; AC 5 [14]; Atk 1 weapon (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

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 (common): HD 1d6hp; AC 9 [10]; Atk 1 weapon (1d6); Move 12; Save 18; AL Any; CL/XP B/10; Special: None.

Bandit

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

- Human Bandit: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; AL C; CL/XP 1/15; Special: None.

Berserker

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 Berserker: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; AL N; CL/XP 2/30; Special: +2 to hit in berserk state.

Sergeant-At-Arms

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 Sergeant: HD 3; AC 5 [14]; Atk 1 weapon (1d8); Move 12; Save 14; AL any; CL/XP 3/60; Special: None.

Soldier

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear.

- Human Soldier: HD 1; AC 7 [12]; Atk 1 weapon (1d8); Move 12; Save 17; AL any; CL/XP 1/15; Special: None.

Hydra

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.

- Hydra (5 headed): HD 5; AC 5 [14]; Atk 5 heads (1d6); Move 9; Save 12; AL N; CL/XP 7/600; Special: None.
- Hydra (7 headed): HD 7; AC 5 [14]; Atk 7 heads (1d6); Move 9; Save 9; AL N; CL/XP 9/1100; Special: None.
- Hydra (9 headed): HD 9; AC 5 [14]; Atk 9 heads (1d6); Move 9; Save 6; AL N; CL/XP 11/1700; Special: None.
- Hydra (11 headed): HD 11; AC 5 [14]; Atk 11 heads (1d6); Move 9; Save 4; AL N; CL/XP 13/23000; Special: None.

Imp

Imps are demonic creatures sent or summoned into the material plane. They are about a foot tall, and have small but functional wings. An imp can polymorph itself into one or two animal forms: a crow, goat, rat, or dog being common. Imps regenerate 1 hit point per round, and can be hit only by silver or magical weapons (or by animals with 5+ hit dice). In some cases, they may be forced to serve as a familiar to a powerful and evil magic user.

- Imp: HD 2; AC 2 [17]; Atk 1 sting (1d4 + poison); Move 6 (Fly 16); Save 16; CL/XP 6/400; Special: Poison tail, polymorph, regenerate, immune to fire, hit only by magic weapons.

Kobold

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.

- Kobold: HD 1d4hp; AC 7 [12]; Atk 1 weapon (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: None.

Lich

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 flee in abject terror. Liches are highly intelligent and totally malign.

- Lich (12 HD): HD 12; AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

- Lich (14 HD): HD 14; AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 17/3500; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

- Lich (16 HD): HD 16; AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 19/4100; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

- Lich (18 HD): HD 18; AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 21/4700; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells.

Monsters

Lizardman

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 others can actually breathe underwater.

- Lizardman: HD 2+1; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (Swim 12); Save 16; AL C; CL/XP 2/30; Special: Breathe underwater.

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.

Werebear

Werebears are often found in temperate forests. On an attack roll of 18+ (natural roll) with its claws, the werebear grabs its victim and hugs it for an additional 2d8 points of damage.

- HD 7+3; AC 2 [17]; Atk 2 claws (1d3), 1 bite (2d4); Move 9; Save 9; AL N or C; CL/XP 8/800; Special: Lycanthropy.

Wererat

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.

- HD 3; AC 6 [13]; Atk 1 bite (1d3), 1 weapon (1d6); Move 12; Save 14; AL C; CL/XP 4/120; Special: Lycanthropy, control rats, surprise, hit only by magic or silver weapons.

Werewolf

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.

- HD 4+4; AC 5 [14]; Atk 1 bite (1d6+1); Move 12; Save 13; CL/XP 5/240; Special: Lycanthropy, hit only by magic or silver weapons.

Monsters

Weretiger

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. These lycanthropes can assume the form of a tiger, a human, or a bipedal, tiger-like hybrid of the two forms.

- HD 6; AC 3 [16]; Atk 2 claws (1d4), 1 bite (1d10); Move 12; Save 11; AL N or C; CL/XP 7/600; Special: Lycanthropy, hit only by magic or silver weapons.

Manticore

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.

- Manticore: HD 6+4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6); Move 12 (Fly 18); Save 11; AL C; CL/XP 8/800; Special: Flies, tail spikes.

Medusa

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).

- Medusa: HD 6; AC8 [11]; Atk 1 weapon (1d4); Move 9; Save 11; AL C; CL/XP 8/800; Special: Gaze turns to stone, poison.

Merman

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.

- Merman: HD 1; AC 7 [12]; Atk 1 weapon (1d6); Move 1 (Swim 18); Save 17; AL Any; CL/XP 1/15; Special: Breathe water.

Minotaur

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.

Minotaur: HD 6+4; AC 6 [13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Never get lost in labyrinths.

Mummy

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.

Mummified kings, pharaohs, priests, or sorcerers might be considerably more powerful than normal mummies.

- Mummy: HD 5+1; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: Rot, hit only by magic weapons.

Ogre

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there.

- Ogre: HD 4+1; AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

Orc

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.

- Orc: HD 1; AC 6 [13]; Atk 1 by weapon, usually spear (1d6) or scimitar (1d8); Move 9; Save 17; AL C; CL/XP 1/15; Special: None.

Owlbear

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

Owlbear: HD 5+1; AC 5 [14]; Atk 2 claws (1d6), 1 bite (2d6); Move 12; Save 12; AL N; CL/XP 5/240; Special: hug for additional 2d8 if to-hit roll is 18+.

Rat, Giant

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.

- Giant Rat: HD 1d4hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; AL N; CL/XP A/5; Special: 5% are diseased.

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.

- Monstrously Huge Giant Rat: HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; AL N; CL/XP 3/120; Special: 5% are diseased.

Rust Monster

These bizarre creatures are about man-size, and look vaguely like an armadillo; they have armored hide, two antennae, and a long tail with a flanged growth at the end. Rust monsters do not attack people – they turn metal into rust and eat the rust – but they just can't resist trying to eat delicious foods like swords and plate mail, even if they are being attacked. A hit from a rust monster's antennae causes metal to rust into pieces, and the same is true for metal objects striking the rust monster's body. Magical metal has a 10% cumulative chance to avoid rusting per +1 bonus of the armor or weapon.

- Rust Monster: HD 5; AC 2 [17]; Atk 2 antennae (0); Move 12; Save 12; AL N; CL/XP 5/240; Special: Cause rust.

Shrieker

Shriekers are huge mushrooms with a tough, fibrous body. They do not physically attack, but if light shines on them (within about 30ft) or if anything moves near them (within about 10ft), they emit a high-pitched shrieking noise. This noise causes 1hp damage per round (saving throw applies) to anyone nearby (within about 30ft). 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.
- Shrieker: HD 3; AC 7[12]; Atk None; Move 1; Save 14; AL N; CL/XP 3/60; Special: Shriek.

Skeleton

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

- Skeleton: HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm spells.

Monsters

Snake

Normal snakes are not particularly dangerous, with these exceptions. Vipers are highly poisonous, and about a foot or two in length. Their poison is lethal, but the saving throw is at a bonus of +2. Cobras are about four to six feet long, and their poison is lethal with a normal saving throw. Constrictors are not poisonous, but if they hit, they do automatic damage from constriction thereafter. Anacondas and giant pythons are considered "giant" constrictor snakes (q.v.).

- Viper: HD 1d6hp; AC 5[14]; Atk 1 bite (1hp + poison); Move 18; Save 18; AL N; CL/XP 2/30; Special: Lethal poison (+2 save).
- Cobra: HD 1; AC 5[14]; Atk 1 bite (1hp + poison); Move 16; Save 17; AL N; CL/XP 3/60; Special: Lethal poison.
- Python: HD 2; AC 6[13]; Atk 1 constriction (1d3); Move 12; Save 16; AL N; CL/XP 2/30; Special: Constriction.

Snake, Giant

This entry covers four kinds of giant snakes: giant vipers/cobras, giant constrictor snakes, the amphisbaena (which has a head at each end, and the giant spitting snake (similar to the spitting cobra). Giant vipers and cobras are about ten feet long, giant constrictors are twenty to thirty feet long, amphisbaena (two headed snakes) are about seven feet long, and giant spitting snakes are about ten feet long (these are identical to regular giant poisonous snakes, with the exception of the poison spit). The constrictors do automatic constriction damage after hitting, and may also manage to pinion an arm or leg (1 in 6 chance). The spitting snakes have a range of 40ft, aiming at one target with the poison. There are aquatic versions of each of these (except the spitting snake); aquatic varieties swim at 1.5 times the speed noted for land movement.

- Giant Viper (or Cobra): HD 4; AC 5[14]; Atk 1 bite (1d3 + poison); Move 12; Save 13; AL N; CL/XP 6/400; Special: Lethal poison.

- Giant Constrictor: HD 6; AC 5[14]; Atk 1 bite (1d3), 1 constrict (2d4); Move 10; Save 11; AL N; CL/XP 7/600; Special: Constrict.

- Amphisbaena: HD 5; AC 5[14]; Atk 2 bite (1d3 + poison); Move 10; Save 12; AL N; CL/XP 7/600; Special: Lethal Poison.

- Giant Spitting Snake: HD 4; AC 5[14]; Atk 1 bite (1d3 + poison) or spit poison; Move 13; Save 11; AL N; CL/XP 6/400; Special: Spit or bite with lethal poison.

Spectre

Spectres are wraith-like undead creatures without corporeal bodies. When a spectre hits an opponent, with either hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a spectre. 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 spectre becomes a spectre as well, a pitiful thrall to its creator.

- Spectre: HD 6; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 11; AL C; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.

Spider, Giant

Giant spiders are aggressive hunters. The smaller variety pounces on prey and does not spin webs.

- Giant Spider (1 ft. diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; AL N; CL/XP 3/60; Special: lethal poison (+2 saving throw).

Man-sized giant spiders surprise on a roll of 1–5 on a d6, being able to hide well in shadows. Most are not web-spinners.

- Giant Spider (4 ft. diameter): HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; AL N; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

The greater giant spiders are all 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. The webs are flammable.

- Giant Spider (6 ft. diameter): HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; AL C; CL/XP 7/600; Special: lethal poison, webs.

Stirge

Resembling small, feathered, bat-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.

- Stirge: HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 2/30; Special: blood drain (1d4), +2 to hit bonus.

Troglodyte

Troglodytes are subterranean reptile-people. In battle, they emit a horrible smell that weakens most other races. Failing a saving throw against the smell causes the victim to lose 1 point of strength per round for 1d6 rounds, with the loss persisting for another 10 rounds thereafter. Troglodyte skin is slightly chameleon-like, which allows them to mount very effective ambushes. Troglodytes despise the civilized races and seek to annihilate them, but different clans do not ordinarily work well together. Troglodyte bands are often led by strong specimens, which can be 3 or 4 hit dice monsters.

- Troglodyte: HD 2; AC 4[15]; Atk 2 claws (1d3), Bite (1d4+1) or by weapon with shield (1d8); Move 12; Save 16; AL C; CL/XP 3/60; Special: Stench, chameleon skin.

Troll

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 submerse it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

- Troll: HD 6+3; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round.

Vampire

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.

- Vampire (7HD): HD 7; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon rats or wolves, charm gaze, drain 2 levels with hit.

- Vampire (8HD): HD 8; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon rats or wolves, charm gaze, drain 2 levels with hit.

- Vampire (9HD): HD 9; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 6; AL C; CL/XP 12/2000; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon rats or wolves, charm gaze, drain 2 levels with hit.

Wight

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.

- Wight: HD 3; AC 5[14]; Atk 1 claw (1hp + level drain); Move 9; Save 14; AL C; CL/XP 6/400; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Wild Boar

Boars continue to attack for two rounds after they are actually killed before they drop dead. These stats might also be used for your "blue tusken-hogs of the Ymar Plains," or whatever is appropriate for your campaign. Sows have the same hit dice, but do not have tusks. They bite viciously, however, inflicting 1d6 points of damage.

- Wild Boar: HD 3+3; AC 7 [12]; Atk 1 gore (3d4); Move 15; Save 14; AL N; CL/XP 4/120; Special: continue attacks 2 rounds after death.

Wyvern

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 tail. 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.

- Wyvern: HD 8; AC 3[16]; Atk 1 bite (2d8) or 1 sting (1d6+poison); Move 6 (Fly 24); Save 8; AL N; CL/XP 10/1400; Special: Poison sting.

Zombie

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.

- Zombie: HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

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?

How Much Treasure?

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 (100 gp, 1,000 gp, and 5,000 gp). 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.

For each 100 gp there is a 10% chance to substitute a roll for a 100gp Trade-out for 100gp of the treasure (see 100gp below for the possible Trade-outs).

AND For each 1,000 gp there is a 10% chance to substitute a roll for a 1000gp Trade-out for 1,000gp of the treasure For each (see below for the possible Trade-outs)

AND For each 5,000 gp 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)

Table 29: 100 GP Trade Out

Roll 1d20	
01–19	Roll once on Table: Minor Gems and Jewelry.
20	Roll once on Table: Minor Magic Items.

Table 30: 1,000 GP Trade Out

Roll 1d20	
01–19	Roll once on Table: Minor Gems/Jewelry.
20	Roll once on Table: Medium Magic Items.

Table 31: 5,000 GP Trade Out

Roll 1d20	
01–19	Roll once on Table: Major Gems/Jewelry.
20	Roll once on Table: Major Magic Items.

Table 32: Minor Gems and Jewelry

Roll (d4)	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 x 100 gp

Table 33: Medium Gems and Jewelry

Roll (d4)	Result
1	Gem or jewelry worth 1d100 gp
2	Gem or jewelry worth 1d6 x 200 gp
3	Gem or jewelry worth 1d6 x 300 gp
4	Gem or jewelry worth 1d100 x 100 gp

Table 34: Major Gems and Jewelry

Roll (d4)	Result
1	Gem or jewelry worth 1d100 x 10 gp
2	Gem or jewelry worth 1d100 x 80 gp
3	Gem or jewelry worth 1d100 x 120 gp
4	Gem or jewelry worth 1d100 x 200 gp

Table 35: Minor Magic Items

Roll (d4)	Result
1	Roll 1d12 on Table: Potions
2	Roll 1d6 on Table: Scrolls
3	Roll 1d6 on Table: Magic Armor and Weapons
4	Roll 1d20 on Table: Remarkable Magic Items

Table 36: Medium Magic Items

Roll (d4)	Result
1	Roll three times on Table: Potions
2	Roll 1d6+6 on Table: Scrolls
3	Roll 1d6+6 on Table: Magic Armor and Weapons
4	Roll 1d20+20 on Table: Remarkable Magic Items

Table 37: Major Magic Items

Roll (d4)	Result
1	Roll six times on Table: Potions
2	Roll 1d6+12 on Table: Scrolls
3	Roll 1d6+12 on Table: Magic Armor and Weapons
4	Roll 1d20+40 on Table: Remarkable Magic Items

Magic Item Descriptions

Important Abbreviations

Many magic items can only be used by certain character classes. This information is usually indicated 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;

(T) The item can only be used by members of the Thief class.

If an item has more than one abbreviation, it is usable by all of 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.

Magic 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 38: Magic Potions

Roll 1d%	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

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 will result in less of a reduction in size.

Dragon Control: The drinker gains the ability to control dragons oafter partaking of this type of potion. 1d3 dragons 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 in case of being 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.
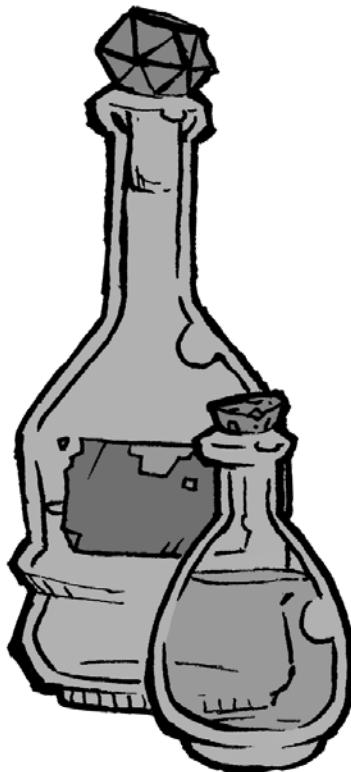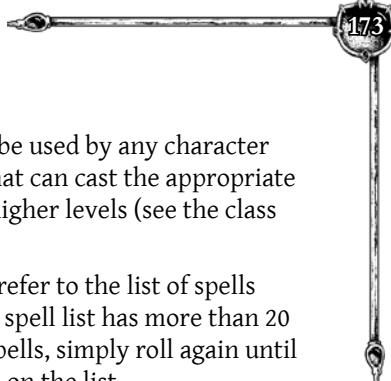
Magic Scrolls

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).

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.

Note: The result in the table below is not rolled normally. To properly generate a result on this table first roll 1d4 on Table: Minor (Medium, or Major) Magic Items (as desired.) If the result is 2, then roll on the table below with the appropriate modifier (1d6 if generating a Minor item, 1d6+6 if a Medium item, or 1d6+12 if generating a Major item.

Table 39: Magic Scrolls (General)

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 1d3
8	2 spells, level 1d3+1 each
9	1 spell level 1d4+1
10	5 spells, level 1d3 each
11	Cursed scroll
12	Protection Scroll (double duration)
13	5 spells, level 1d4+1 each
14	6 spells, level 1d4+1 each
15	7 spells, level 1d4+1 each
16	8 spells, level each
17	Cursed scroll
18	Protection Scroll (triple duration and double effect if applicable)

Table 40: Protection Scrolls

Roll 1d8	Protection Scroll
1	Demons
2	Drowning
3	Elementals
4	Magic
5	Metal
6	Poison
7	Undead
8	Were-creatures

Protection Scroll Descriptions

Protection vs. ...

- *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 10-foot radius around the reader are protected from lycanthropes. Duration: 1 hour.

Treasure

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.
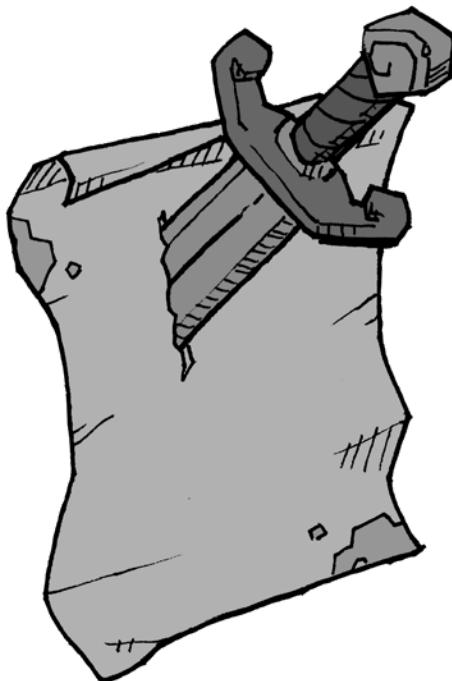
Table 41: Cursed Scrolls

Roll 1d20	Nature of the Curse
1	Blinded: Duration: Duration: 3d6 turns
2	Aversion: Roll 1d6. The character gains a strong aversion to: (1) Swords, (2) Spiders, (3) Armor, (4) Spell casting, (5) Bathing, (6) Being underground; Duration:
3	Confused: Character acts randomly; Duration:
4	Despondent: The character will refuse to go anywhere, as there is simply no point to it; Duration: 1d6 days.
5	Lost in Dimensional Vortex: The character is physically sucked up into the scroll, appearing as a new word on the page; Duration: Until rescued by a remove curse spell.
6	Suffers Hallucinations: 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; Duration: 3d6 turns.
7	Instant Death: Sorry. Duration: Permanent.
8	Levitates: The character levitates one inch off the ground, and cannot get back down; Duration: Permanent.
9	Lose XP: Lose 1d10 x100 experience points; Duration: Permanent.
10	Reduce Attribute: Lose one point of a randomly-determined ability score; Duration: Permanent.
11	Sticky: Magically adhesive scroll; Duration: Permanent.
12	Obedience: The character does what anyone suggests; Duration: 3d6 turns.
13	Paralyzed: The reader is paralyzed. Duration: 3d6 turns
14	Paralyzed: 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; Duration: 3d6 turns.
15	Shrunk: Diminution in size. Some of these reduce the reader to half size (50%) and the rest reduce the reader to 6 inches tall; Duration: Permanent.
16	Polymorphed: 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; Duration:
17	Sleeping: In some cases, magical sleep can be broken by a kiss. Otherwise, the curse can only be removed by magic; Duration: Until rescued by a remove curse spell.
18	Smells: The character smells foul; Duration: 1d8 days.
19	Petrified: Turned to Stone; Duration: Permanent.
20	Inconvenience: Uncontrollable sneezing. The reader is likely to attract wandering monsters, especially those that prey upon the weak; Duration: 3d6 turns.

Magic Armor & Weapons

To generate a random magical weapon, armor or shield, roll on Table: Magic Armor and Weapons to determine the basic nature of the enchantment.
Table: Cursed Armor and Shields is used to determine the nature of a cursed item, if one is indicated on Table: Magic Armor and Weapons.
Finally, roll on Table: Magic Melee Weapon Types, Table: Magic Armor Types or Table: Magic Missile Weapon Types to determine the type of weapon or armor bearing the enchantment.
Note: The result in the table below is not rolled normally. To properly generate a result on this table first roll 1d4 on Table: Minor (Medium, or Major) Magic Items (as desired.) If the result is 3, then roll on the table below with the appropriate modifier (1d6 if generating a Minor item, 1d6+6 if a Medium item, or 1d6+12 if generating a Major item.)

Table 42: Magic Armor and Weapons

Roll 1d20	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 -18	Unusual weapon
19-20	Unusual armor

Table 43: Cursed Armor, Shields, and Weapons

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 44: Magic Melee Weapon Types

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*
16-20	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 table on Unique Magical Swords).

Table 45: Magic Armor Types

Roll 1d4	Result
1	Chain mail
2	Leather armor
3	Plate mail
4	Ring mail

Unique Magical Swords

Magic swords are capable of holding powerful dweomers, and are often (25%) forged with unusual and unique qualities. If a Unique Magic Sword is indicated by this die roll, roll on Table: Unique Magic Swords, below, to determine these. If a to-hit bonus was not indicated by the table (i.e., the sword was an "Unusual Weapon"), roll 1d4 for the to-hit bonus.

Table 46: Unique Magical Swords

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 Find Traps.
4	None	The sword allows its wielder to see invisible objects.
5	None	The sword detects magic as per the Detect Magic spell.
6	None	The sword allows clairaudience.
7	None	The sword allows the wielder to fly.
8	None	The sword allows the wielder to levitate, as per the Levitate 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 Confusion to enemies once per day.

Roll 1d20	Intelligence	Magical Power
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 im-mune to all level-draining effects.

Table 47: Magic Missile Weapon Types

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 48: Minor Abilities for Melee Weapons

Roll 1d8	Minor Ability
1-5	Inflicts +1 damage in addition to its regular bonus to 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.

Unusual Weapons

Table 49: Unusual Weapons

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.
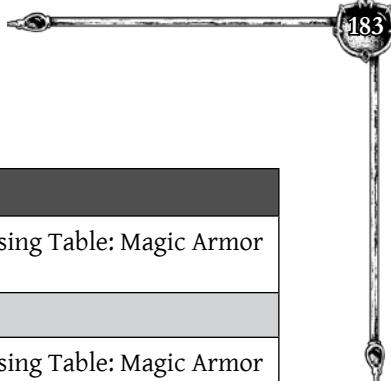
Unusual Armors

Table 50: Unusual Armors

Roll 1d8	Result
1	+4 armor (determine armor type using Table: Magic Armor Types)
2	+4 shield
3	+5 armor (determine armor type using Table: Magic Armor Types)
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.

Treasure

Remarkable Magic Items

Remarkable magic items include magic wands, magic rings, magic staffs, and other wondrous enchanted items.

Table 51: Remarkable Magic Items

Roll (*)	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.

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 52: Lesser Wands

Roll 1d6	Result
1-2	Spell, level 1, holds 10 charges
3-4	Spell, level 2, holds 5 charges
5-6	Spell, level 3, holds 2 charges

Table 53: Greater Wands

Roll 1d10	Result
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 Magic 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 54: Lesser Rings

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 55: Greater Rings

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 classes;

(F) indicates that the item can be used by members of the Fighter classes;

(M) indicates that the item can be used by members of the Magic-User classes;

(T) indicates that the item can be used by members of the Thief classes.

Magic Ring Descriptions

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 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 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.

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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 56: Magic Staffs

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 classes;

(M) indicates that the item can be used by members of the Magic-User classes;

Magic 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.

Miscellaneous Magic Items

Table 57: Lesser Miscellaneous Magical Items

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 classes;

(F) indicates that the item can be used by members of the Fighter classes;

(M) indicates that the item can be used by members of the Magic-User classes;

(T) indicates that the item can be used by members of the Thief classes.

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Table 59: Medium Miscellaneous Magical Items

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 classes;

(F) indicates that the item can be used by members of the Fighter classes;

(M) indicates that the item can be used by members of the Magic-User classes;

(T) indicates that the item can be used by members of the Thief classes.

Table 60: Greater Miscellaneous Magical

Items 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)

Miscellaneous Item Descriptions

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.

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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: Cursed Items for details of cursed items.

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

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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: Lesser Miscellaneous Magical Items

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 nonmagical. 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 (+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 interdimensional 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.

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 librams 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 warded 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

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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 61: Cursed Items

Roll 1d10	Result
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 Feeblemindedness

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 Stoppered 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 Feeblemindedness: Anyone donning this cloak has his or her intelligence reduced to that of a garden snail.

House Rules

One of the defining features of role-playing games since the beginning of the hobby is that you can change the rules of the game to suit how you play. It is one of the ways that new systems develop. These are the alternative rulings that I use in my games.

Determining Attributes

Heroic Method

For each attribute roll 4D6, re-roll any ones or twos, and then drop the lowest die.

Array Method

Allocate as you want the following scores: 8, 10, 12, 14, 16 and 18.

I use this method when quickly creating pre-generated characters for convention games.

Luck

This score is a measure of the character's innate quality to avoid trouble, stumble across useful items and have just the right thing happen at the right time. It is tested throughout the adventure and decreases as the character gets fatigued and tired. Eventually, even the luckiest character will run out of Luck. To generate Luck roll 1D6 and add six (giving starting range of a range of 7-12). Every three levels add one point of Luck.

NOTE: This is a replacement for the saving throw system. If you are using it for the player characters, they test their uck in situations where the rules ask them to make a saving throw. Monsters do not have a luck score by default. Referees can either use the standard saving throw number as given in their stat block or decide that monsters do not get a saving throw if using the Luck System. I use the latter approach in my game, because of my player characters lead somewhat charmed lives, and given the one-shot nature of magic, I think it's a shame if a player plans to cast a spell only to see if fail if the monster successfully saves.

Testing Luck

During an adventure, a character may be asked to "test their luck" by the Referee by rolling a 2d6 and getting a result equal to or lower than their current Luck score. If they do so, they get Lucky, deduct 1 point from their Luck. If they fail their roll, they suffer the consequences of being unlucky but do not lose any

Luck.

Example situations for testing Luck

- Avoiding or reducing the effects of a spell.
- Dodging falling masonry, sweeping blades and other traps.
- Avoiding suffering the effects of poisons or disease.
- Just happening to have an item that the character could reasonably have on their person due to wealth, class and skills.
- Slipping away unnoticed from a fight involving multiple combatants unnoticed until the fight ends.

Some specific examples of Luck tests

After a failed skill test. Luck can also be tested to avoid the adverse effects of a failed skill roll. For example, a Thief fails a Hide roll to avoid detection by a passing Guard, but on a successful Luck test the Guard grunts dismissively and moves away.

Maximum damage. On a successful hit the character may test their Luck. If successful, then they do Maximum possible damage with their weapon.

Retain spell. A spellcasting character may test their Luck immediately after casting a Spell. If they are lucky, then the character does not forget the spell.

Referees may create new Luck tests, either to cover a unique situation or something that happens regularly in their games.

Monsters and Non-Player Characters do not Test their Luck. Nor do they have a Saving Throw to avoid harm.

Regaining Luck

Eventually, the characters' pool of Luck will dry up, and players will seek to restore it. Some ways of doing so are:

Luck Potions/Magical Effects

Certain magic spells or item can restore Luck when activated.

For example, *A Potion of Luck* (a pale blue liquid in a small glass phial) restores 1d6 Luck when drunk. *The Amulet of Skarlos* the Slippery (an ancient bronze medallion that only works when worn over a bare chest) can be called to restore 1d4 Luck twice a day.

Rest

Luck regenerates naturally. All the character needs to is rest. Each full hour of complete rest without any interruption restores 1 Luck.

After the Adventure

After the end of the adventure, all Luck returns to its original total in time for the next hazardous exploration.

Gaining Luck upon Leveling Up

Every three levels, so at 3rd, 6th and 9th level, the character gains +1 Luck. If this takes them over 12 points (the maximum at character generation), this is allowable. The character is automatically lucky and doesn't need to roll the dice while still at a Luck of 12 or more.

Companions

Companions are allied characters that you've either meet before the starting adventuring (at the Referee's option- this canbe especially useful if the group is low on numbers) or during your adventures. Each player character has a maximum number of companions determined by their Charisma score (see Table 5 on page 31) at any given time.

Unlike so many non-player characters you will encounter, companions have loyalty or like the player character. They admire them and want to spend time with them as their friends. Even if that friendship is complicated, there's a strong bond between the character and the companion, and only foul sorcery (such as Charm person) or death can get in the way.

Therefore companions are controlled by the player to whose character they are attached.

Companions are especially useful in games with one to two players. Once the group size increases, people stop using them because they want to focus purely on their character, but the system is still useful for Referees who wish to create supporting non-player characters quickly.

I usually allow one companion per player character at the start of play. Players may spend their character's money on their companions to improve their starting equipment.

Companion Statistics

Hit Dice

The hit dice of the companion is equal to the character's level and are rolled on a d8, up to the ninth level at which point they gain +2 hit points per level. Companions use the Monster Attack Table (if using the Descending AC system) or add their level to their Attack Roll (if using the Ascending AC system). When their character increases a level, the companion also gains a hit die.

Companion Abilities by Type

- *Rogue.* They have Thief skills, leather armour and a short sword and short bow.
- *Warrior.* They can use any weapon and starts with chainmail armour, a shield and a long sword.
- *Animal.* Armour class, movement rate and attacks are as given by Animal in the Monsters chapter (Dog, for example, is on page 140).
- *Construct.* These animated statues or clockwork men do the manual labour tasks that magic-user who created them don't want to do. They also act as guardians of their master's sanctuaries. They have an armour class 0 [19] and attack with two fists at 1d8 each, but lumber about at a move of 9.

Note that none of these characters has a Luck score if using that system, making them vulnerable to enemy attacks. Unusually intelligent and vicious enemies, like the character's Nemesis, for example, will single out the Companion for an attack to upset the character. If using the saving throw system, they use the number as given on page 126 on the Monster Saving Throw Table 27 as determined by their hit dice.

The Effects of Losing a Companion

When the character learns that they have lost their Companion, make a saving throw (or test of luck). If the character fails, they immediately break down in tears for 1d6 hours, being incapable of any action except being weakly able to be led away. The character will then enter a period of mourning for 1d12 months during which they are incapable of replacing their companion (as below).

Companions who are constructs are the exception of course. The character may be emotionally attached but never to the same degree as a companion who is alive.

Replacing a Lost Companion

Lost companions can be replaced with non-player characters that the characters meet during their adventures and are on good terms with at the end of the adventure. The player can then with the Referee's approval create a new companion, using the rules outlined above.

Magic Users can either discover new constructs in abandoned laboratories found in buried dungeons or if they have the required Grimoires, materials and laboratory space (which at the Referee's discretion may be an adventure in itself) may create a replacement construct.

Damage Rulings

-10 Hit Points Rule

To give characters more of a fighting chance to survive combat, especially low-level characters, I use the rule that a player character is only truly dead when they are at -10 hit points. When they are reduced to zero hit points or lower, they are unconscious and bleeding out, losing an additional hit point per combat round due to blood loss. They can be stabilised by another character performing first aid on them, which takes one round during which they cannot perform any other actions. After being stabilised, the character is still unconscious but no longer loses hit points from blood loss. They then need to be healed either naturally or by magic to a positive hit point total to regain consciousness.

Level Drain

One of the most heartbreaking moments of the game, as written, is when a character loses a hard-won level due to Level Drain as possessed as a special ability by certain types of undead monsters (Wights and Vampires for example). It expresses a powerful, terrifying ability of the undead to sap the life out of a living being and to remove it from the game would lessen the terror the players feel when they encounter this undead.

So in my game to Level Drain works thus:

The character still loses levels upon being touched by the monster, with all the effects of lost abilities, hit points and suffering death if reduced to level zero.

But if they survive the fight, levels return at the rate of one per week of full rest.

The Sorcerer Under the Mountain

Players Introduction

In ancient times, the sorcerer Khalack Maeki established a lair under Terror Peak Mountain. Being of an evil bent, he enslaved the local goblinoid tribes and waged war against the elves of surrounding Scarwood. It said that he was amassing a vast army when a group of nearby High Elf Warlords attacked his mountain stronghold. In the final assault, the high elves unleashed powerful magic and killed Khalack. Legend states that they never recovered the sorcerer's body. The Ring of the Elements, a powerful magical item which was said to be the source of his power, also went missing, much to the annoyance of the High Elf Archmages.

The dungeon under the mountain lay deserted for hundreds of years. It kept its secrets and treasures, since the elves who now controlled the woods around Terror Peak shunned its lightless corridors. Powerful magical wards left by the High Elf Warlords sealed the dungeon.

Your group of adventurers are in the town of Goldrush, a town of human opportunists, traders and ner-do wells which lies on the edge of Scarwood. In a local tavern, you have met a charming young half-elf called Melanda, who claims to know where there is a secret entrance, long hidden from prying eyes by her kin, to the sorcerer's lair. She owes no allegiance to the guardians of Scarwood and is willing to show you for a cut of the treasure.
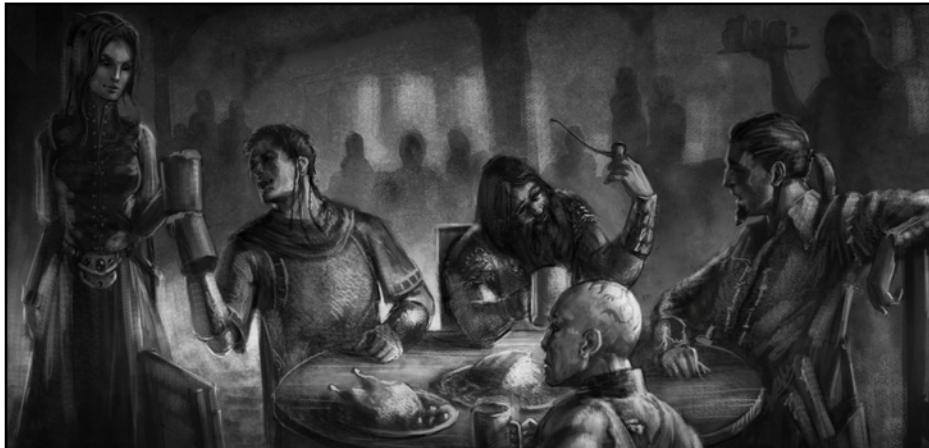
Gamemasters Information

Of course, it's not as straight forward a job as sneaking past the local guardian elves and quietly slipping through a long-forgotten secret door. There are several factors that will trouble the character's exploration of the dungeon.

The Mask. The Mask is an automaton that has recently been reactivated after a hundred years of dormancy by blundering goblins of the Twisted Tusk tribe, whio have recently made the mountain their home.

Everyone assumes Khalack was a human because of the human appearance of this automaton. In fact, Khalack was a twisted and evil dwarf (hence the hatred of elves). He was a Master Mason exiled from the Dwarfen Underhalls for "dangerous and unconventional thinking". Khalack built the Mask as the ultimate foil for assassination attempts and to deal with day to day operations of the dungeon. Khalack was then free to do his research unhindered.

The original Khalack died in the elvish onslaught. His body is found petrified in the supervisor's room (location 17), turned to stone by high elven magic, after elvish spies determined that the Mask was not the real Sorcerer. There is a journal in one of the guest rooms (Location 21c) that alludes to the fact that the author, one of the elvish spies, suspected that the suave stylish magician was not what he seemed, after a grumpy looking dwarf turned up and sharply ordered the sorcerer to do something.

The Mask came back to life after the goblins reactivated the Ring of Elements (see below), which allowed the magic-powered mannequin to regenerate.

Magical Mechanical Madness. A lot of Khalack's magic was mechanical, leading to numerous traps and the Mask. The focal point of his magical research was an army of magical statues made of terracotta. Khalack's mechanical magic was powered by the Ring of Five Elements (see below) which was disrupted but not destroyed by the Elves. The goblins accidentally activated the Earth Stone, which has awakened the Mask and the production of terracotta warriors.

The Ring of Five Elements. The Ring was Khalack's source of magical power and despite to what the legend suggests, what the players may assume, was not a wearable magical ring. Instead it there are five stations around the dungeon each representing one of the five elements – Earth, Fire, Air, Water and Darkness/Void. When they are active and connected, they form a geomagical circuit that runs through the mountain and powers its magical constructs. The goblins instinctively reactivated the Earth Stone upon their arrival in the mountain. This, in turn, awoke the Beast in the Pit, which guards the Amulet of the Void. Frog men from a nearby underground lake reactivated the Water Station. The Air Station is hollow and forms a magical lift up to the summit of the mountain.

The Awakening of the Army. As the ring of Elements is activated, Khalack's animated statue army is being produced and shuffling out of its gallery in dribs and drabs (see level 1 location 17).

The Gathering of Goblins. The Broken Tusk tribe are the latest group of goblinoids (orcs and goblins) who believe they have inherited Khalack's legacy and follow the Mask (thinking it is Khalack resurrected). They have taken up residence of the mountain and live just inside its main entrance (locations 3,4, and 10) and in some caves that they found that had been carved out by a previous humanoid group hundreds of years ago (The Goblin Caves Locations 11-16).

The Elves of Scarwood. This ragtag group of Wood Elves, who are as wild as the briers and twisted trees of Scarwood, pretend to be High Elves. They know that the mountain is active again from the emergence of animated clay warriors from its side (see location 8). Not possessing the high magic and organised armies of their High Elf cousins they have decided to trick disposable adventuring groups, such as the player characters, to investigate and perhaps even deal with the 'trouble beneath the mountain'.

Melanda, a Half-Elf Scout, is key to this deception. She pretends that only she knows the about the secret door in the side of the mountain (see location 7) and can safely lead the characters into the mountain past the high elvish magic that guards the main entrance. She is lying since the secret door is common knowledge amongst the wood elves, and they know that most of the magical traps that guard the mountain have been fired off or expired by now. She's already duped one group.

Adventure

This group was made up of a halfling thief called Finius, a dwarf called Ruskin, a human fighter named Argon. and an elvish magician called Illiva. Unfortunately, they were caught and killed by the goblins and orcs apart but the halfling Finius who currently resides in prison at location 10. So it was back to the drawing board. Fortunately, she met the characters soon after.

- *Melanda the Half-Elf Scout*: AC 5[14]; HD 4; HP 20; Attacks: Longsword (1d8) or Longbow (1d8); Special: Thief skills as 5th Level Thief; Move 12; Save 13; AL N; CL/XP 4/120.

The Five Elemental Stations

These magical power points form a ring of power. Each consists of a receptacle and a key. Each key is an item, that often has magical power within itself, and must be placed in a receptacle, which is more passive and only has magic when paired with the key. When all five keys are in place, the Ring of Elemental Power is complete and magical power flows in a circuit between the stations.

- Earth (Location 17). A combination of the Earth Stone and the Claypit.
- Fire (Location 22). Takes the form of a black stone obelisk which holds the Fire Sword.
- Water (Location 31). In the Pool Shrine is the Water Chalice.
- Air (Location 33). The Air Wand is this station's key.
- Void (Location 32). In the Pit of the Void is the Armband of the Void.

Removing any of the 'keys' deactivates the Elemental Ring. The mountain and the dungeons will momentarily judder as if there has been a minor earthquake, characters must make a saving throw, and those who fail will fall to the ground. Production of the Terracotta Warriors in location 17 will stop. If the removed keys are replaced then the Elemental Ring will shudder back into full power and production of the statues will start again.

The primary function of the ring is to provide raw magical power to create the Terracotta Warriors who were the sorcerers Army. Once per year the Earth Station's Key, the Earth Stone, needed to be recalibrated and taken out of the circuit for a period of 23 nights and days. The high elf Warlords learnt of this, and this is when they choose to attack the sorcerer's Mountain Stronghold.

The Living Dungeon, Broken Tusk Clan

Referees should bear in mind that the orcs and goblins of the Broken Tusk Tribe are a living breathing group of creatures. If the characters stomp and crash about their part of the dungeon, they will become alert, and sleeping members will wake up. They will quickly get organised; they are a warband, used to fighting other creatures to hold onto their territory.

They are highly mobile and deploy wolf rider cavalry. They keep choke points, such as the hole in the wall at 4b in the Main Hall, with archers defended by heavy orc infantry. If they have time to organise themselves fully into a coherent fighting force, even the goblin Loonies (see location 24) are deployed as suicidal shock troops.

The **Sorceror** under the **Mountain**

34

39

33

32

31

30

27

23

22

S

28

26b

26

26a

5

29

4

25

24

4a

Up

3a

3b

2

1

Western Section

0 5   15

Feet

North

39

37

Up

36

19

35

17

Up

21a   21c

21b   21d   18

Slope up

9

20   38   Slope up

8

15   13

11

16   14   7

12   6

4   4b

10

Eastern Section

0 5   15

Feet
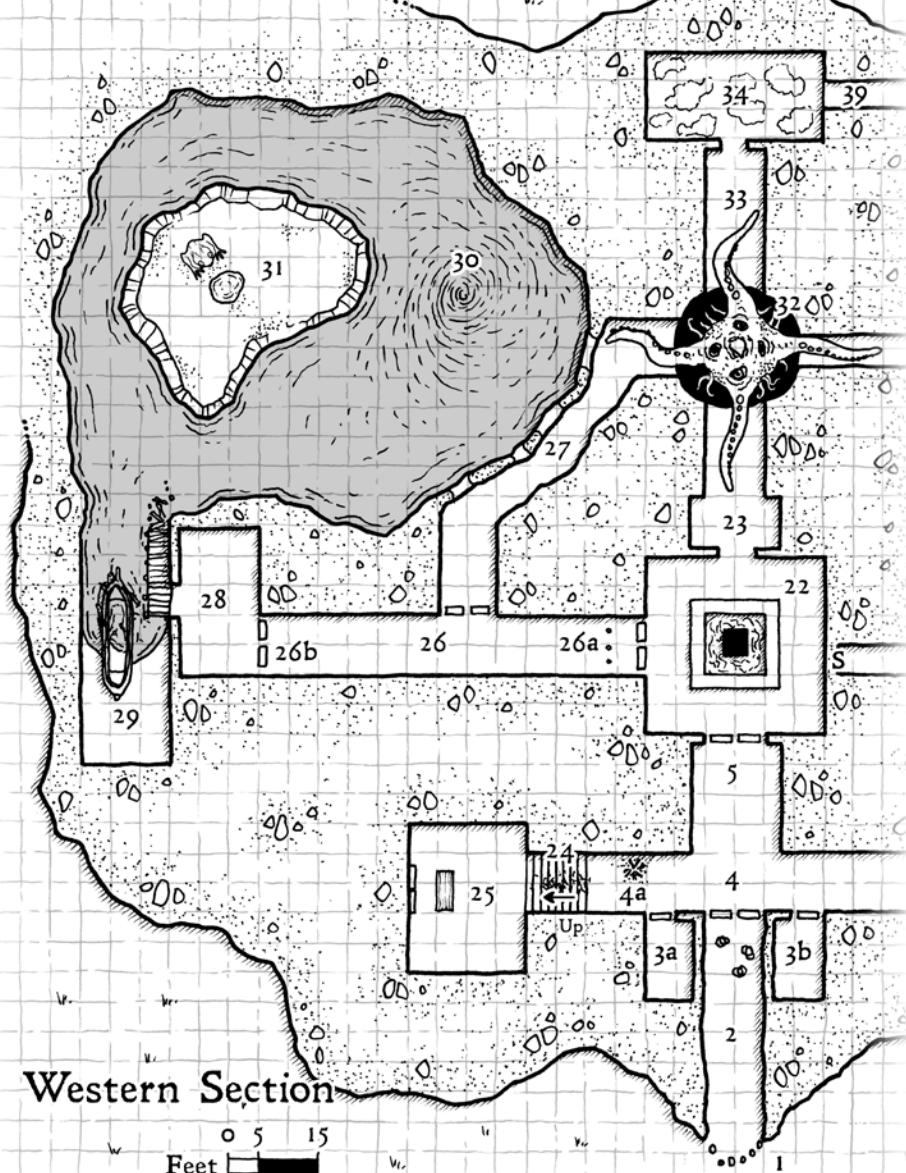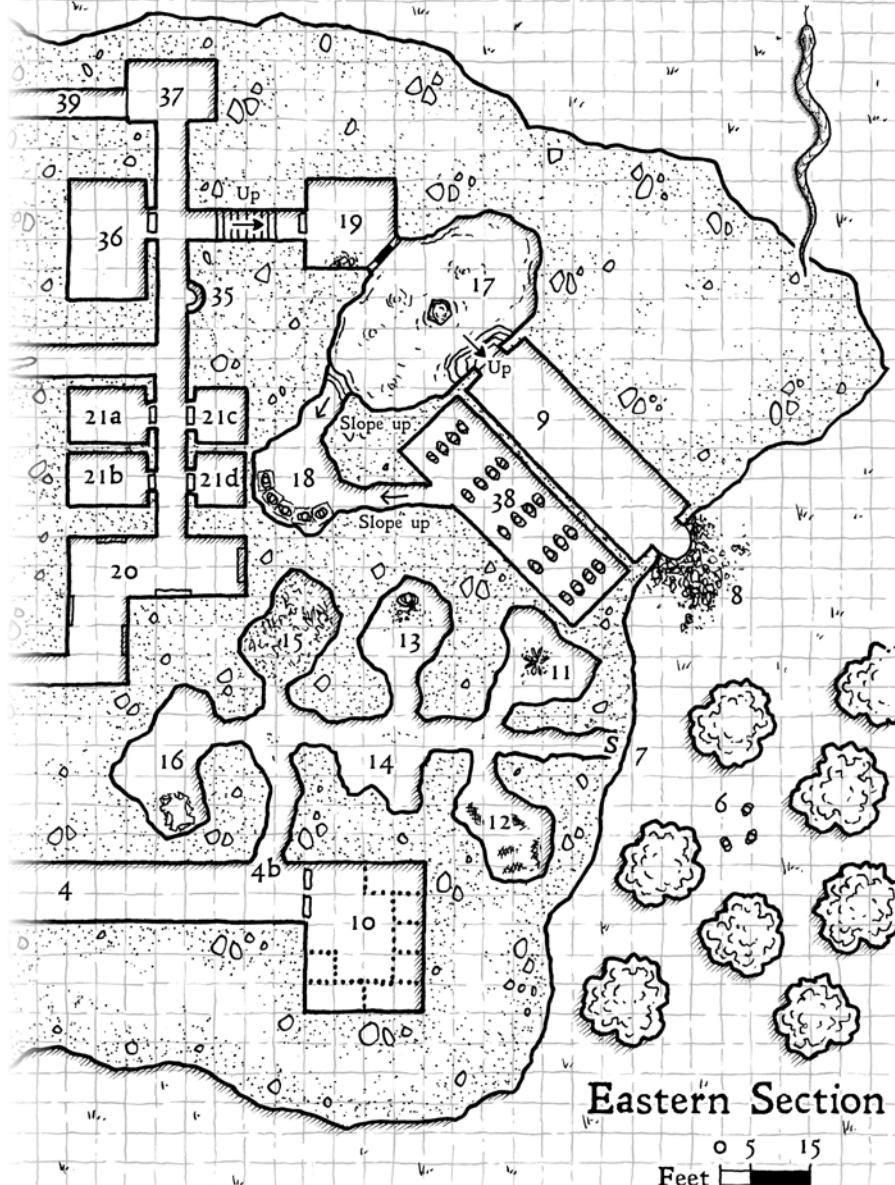
Dungeon Key

General Features

Unless noted otherwise, the corridors and the rooms of the dungeon have the following common physical characteristics.

- The passages are chiselled out of stone by the sorcerer's servants and then smoothed by his earth magic.
- The ceilings are ten foot high.
- The passages are unilluminated, but there are iron torch holders at regular intervals in areas meant to be used by visitors.

Any dwarf carefully inspecting the work will be impressed and feels that it is good work, up to dwarven standards (which of course it is, seeing as Khalack was a Master Mason).

1. The Maw

The main entrance to the dungeon is a cliff face, carved into a dragon's head. A stone portcullis that is carved to look like teeth blocks the way.

2. The Throat

This tunnel is roughly hewn out of the rock and leads towards a pair of robust oak gates, which are locked and barred from the other side.

Halfway down the tunnel is a rough tripwire, with crude bells attached to it. The tripwire is designed to alert the orcs in 3a and 3b of anyone or thing in the tunnel.

Standing by the gates (at the spots marked with x) are a group of three stone statues, which look like new and are remarkably lifelike. They are a dwarf in full scale-mail armour who is looking at a map, a human priestess who in full plate is standing with shield and mace held up readiness by the gates, and an elven wizard who has a spell book in one hand and is pointing towards the gate with the other.

Secret

If the characters take time to look, they will see two archery slots on the east and west walls (see 3a & 3a).

The three statues are a group of adventurers who were turned to stone by a magical ward set by one of the high elf archmages about fifty years ago.
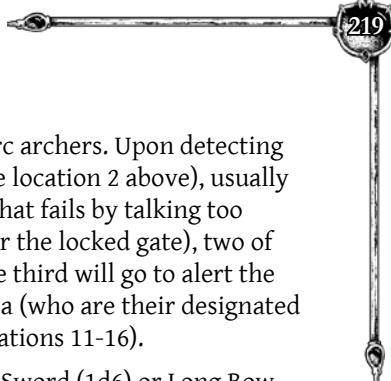
3. Orc Archers

In each of these rooms, there are a group of three orc archers. Upon detecting anyone who enters the mountain via the Throat (see location 2 above), usually by them setting off the tripwire in the tunnel, or if that fails by talking too loudly (generally discussing the three statues and/or the locked gate), two of the orcs will start firing on the party. Meanwhile the third will go to alert the rest of their warband, beginning with the group at 4a (who are their designated backup) and then those in their cave homes (see locations 11-16).

- *Orc Archers:* AC 7 [15]; HD 1; HP 6; Attacks: Short Sword (1d6) or Long Bow (1d8); Special: None; Move 12; Save 17; Al C; CL/XP 1/15.

Treasure

The group has a large bag full of coins, 100 silver pieces and 50 gold pieces, which they have collected as tolls from passing creatures. Also, in the bag are two potions of healing.

4. The Main Hall

This hall has an impressive twenty-foot high vaulted ceiling, with faded frescos on the walls which show the story of the Sorcerer and his conquering armies.

4a. At this point, a group of three orcs (see Location 3 for stats) sit around a fire listening from sounds from the chains that hang ten foot away to the west, which signals the approach of undead from locations 24 & 25.

4b. Here there is a man-sized hole in the wall which leads to the goblin caves (locations 11 -16).

5. Brass Doors

Here a pair of ornate brass doors, with fire symbols embossed in them, lead to the fire room (location 22).

The doors are locked, and the Orc Chief in location 16 has the big brass key which opens them.

6. The Broken Terracotta Warriors

In a grove of trees stand three Terracotta Warriors, all damaged in some way from falling from the ledge at location 9. One is without a head, one is without arms and one is missing a leg. Each is an individual that formed out of the enchanted clay in location 19.

- *Three Broken Terracotta Warriors*: AC 7 [13]; HD 1; HP 5; Attacks: Fist (1d6); Special: Immune to mind control magic, poison or disease; Save 17; AL N; Move 3; CR/XP 1/15.
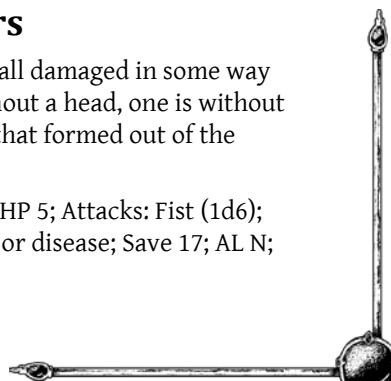
7. The Secret Door

This hidden portal is well-known amongst the Wild Elves of Scarwood who learn about it while playing in the area as children. It takes the form of a crude rock door that matches the natural rock of the mountain. It can be comfortably wedged open with an iron spike, or stuck closed in the same way. This latter is what is Melenda the half-elf intends to do. She will lead the characters into the mountain, slip away when no one is taking any notice, and then 'lock' this door behind them trapping them in the mountain.

8. Smashed Statues

At this point at the base of the mountain there is a pile of fifty broken terracotta warriors, which have fallen off the ledge twenty foot above (see location 9). If the characters wait long enough, they might see another statue fall and break.

9. The Drying Room

In this dark warm dusty room, the Terracotta Warriors slowly shuffle through without supervision from the pit of clay where they are formed (see location 17) to a ledge, above location 8, where they fall twenty feet. Previously there was a ladder leading down from the ledge to the ground, which the statue would climb down and join the Terracotta Army.

At any one time, there are 2d6 statues slowly drying out in the air, and moving patiently towards the fall to their death at the ledge. They are docile unless interfered with or attacked.

- *Terracotta Warrior:* AC 3[16]; HD 1; HP 7; Attacks: Fist (1d8); Special: Immune to mind control magic, poison or disease; Move 6; Save 17; Al N; CR/XP 1/5.

10. The Orc Prison

This dark hole was once used by the sorcerer's guards to hold undesirables before sending them out into the dungeon to be slaves or sacrifices. Now it is being used by Greatbarg the orc and his gang. At all times there are 1d4 Orcs on guard here (see Location 3 for stats). The cells take the form of seven iron cages, each five-foot square, whose bars extend to the ceiling, which lines the walls.

In one of the cells is a survivor of the previous adventuring party Melenda tricked into coming into the mountain, the Halfling Thief Finius Finefingers.

- *Finius Finefingers:* AC 7 [17]; HD 2; HP 2 (15 if healed); Attacks: Fist [1d3]; SR: Thief abilities of 2nd Level; Move 12; Save 16; Al N; CR/XP 2/30.

Finius has been tortured and tormented by the orcs and is quite manically

insane as a result. Upon initially meeting him he will seem quite chatty and civil if somewhat in distress. He will tell how he and his companions came to the mountain in search of a dragon's treasure and how orcs captured them early in their adventure. At this point, he begins to lose it, getting more and more distressed. If the characters let Finius out of his cell, he will cheerfully run off, grabbing weapons if able (from a dead orc for example) to go and attack the nearest goblinoid group (either the goblins in the caves or the orcs in the hall).

Secret

What happened to the others?

A dwarf called Ruskin is currently over a spit being roasted by some goblins in location 11. The heads of a human fighter named Argon, and an elf magician called Illiva are in the shrine to the goblins' demon god at location 13, while their headless bodies are in the rubbish pile in location 15.

11. Goblin Kitchen

Here a group of five goblins are roasting the carcass of Ruskin the Dwarf over a fire pit. There is a natural chimney in the ceiling that emerges on the side of the mountain.

- *Goblins:* AC 7[12]; HD 1d6; HP 4; Attacks: Short Sword (1d6); Move 9; Special: None; Save 18; AL C; CL/XP B/10.

12. Goblin Sleeping Quarters

Straw pallets lie on the floor, and three goblins sleep here.

13. The Goblin Shrine

A squat stone demon statue presides over a pile of bones and burnt offerings. The demon takes the form of a stocky dog with a goblin head. Two heads sit under its front paws, that of a human male (Argon) and a female elf (Illiva).

Secret

Amongst the burnt offerings, the characters may find the remains of the adventurer's gear.

- A crossbow and twelve bolts.
- A short sword +1.
- A purse with a green gem worth 100 gp.
- Two tins of special Dwarfen Iron Rations.
- A packet of ten Elvish rye bread (each bread heals 1d4 damage).

14. Wolf Lair

A large white-furred dire wolf mother lies in the centre of this room, surrounded by six of her suckling pups. They are all initially asleep unless the characters have made an enormous racket in the rooms before this.

- *Dire Wolf:* AC 6 [13]; HD 4; HP 25; Attacks: Bite (1d6+1); Save 13; Special: None; Move 18;Al C; CL/XP 4/120.

- *6 Dire Wolf Pups:* AC 7 [12]; HD 2; HP 6; Attacks: Bite (1d6+1); Save 16; Special: None; Move 18' Al C; CL/XP 2/30

15. Rubbish Cave

This cave is almost full of rotting rubbish, dumped here by the orcs and goblins. Of note are the headless bodies of a male human and female elf, which have also been dumped here without much dignity.
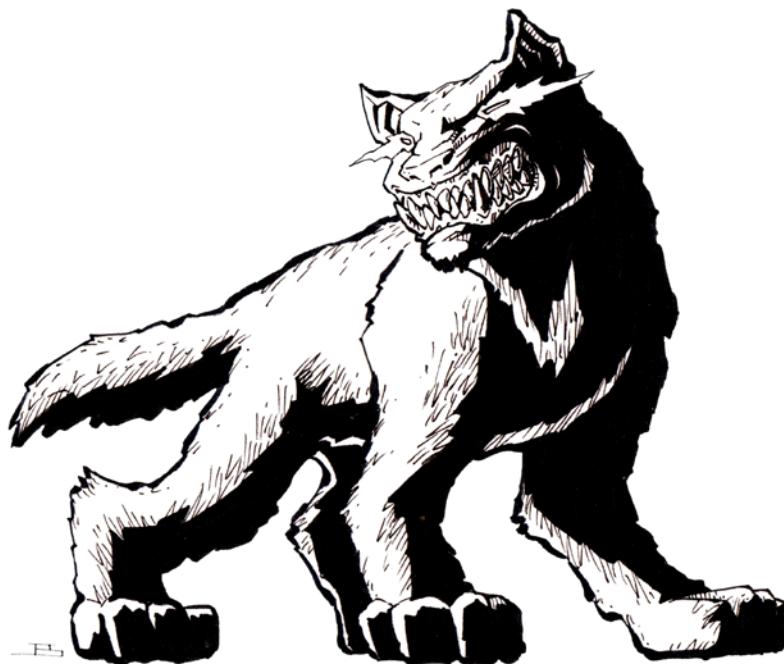
16. Orc Chief's Room

This is the private room of Greatbarg Greenstink, the chief of the Broken Tusk clan. Unless disturbed, he will be found sleeping here 50% of the time. The rest of the time, he will be doing his rounds and can be found in the Main Hall (location 4).

The main feature of the room is the chief's bed, which made out of wolf and other animal pelts crudely piled upon each other. There is also a crudely carved small figurine of the same demon god found in the shrine (see Location 13).

- *Greatbarg Greenstink:* AC5[14]; HD 3; HP 24; Attacks: Two-Handed Axe (1d10); Save: 14; Special: None; Move 9; Save 14; AL C; CL/XP 3/60.

Secret

Under the pelts is the clan's treasure.

- 500 Gold Pieces.
- A Pair of Dancing Boots.
- A highly ornate dagger +1

Around Greatbarg's neck is a large brass key (see Location 5).

17. The Earth Station

From the primordial muck, the proto-Terracotta Warriors rise. 1D6 are present at any one time here. When fully formed they climb up the stairs to the drying room (see location 9) where they dry out and take on the features of living humans.

- *Proto-Terracotta Warriors:* AC6 [14]; HD 1; HP 4; Attacks: Fist (1d4); Move 6; Special: Immune to mind control magic, disease and poison; Save 17; AL N; CL/XP 1/15.

In the centre of the room is a big pile of pulsating clay. Buried within is the Earth Stone. The Stone is a cube the size of a hand, which glows with brown coloured magic.

Removing the Earth Stone from the clay pile shuts down the Earth Station and stops the production of Statues. Also in the mound is the dead body of the goblin who foolishly took the Stone from its case in the observation room (see Location 19) and fall through the window into the clay pile, breaking his neck from the 30-foot fall and accidentally activating the clay pile by dropping the Earth Stone in it. Anyone picking up the Earth Stone must make a Saving Throw or be knocked unconscious and flying across the room by the surge of Earth Magic that flows from the Stone into the character.

18. Sculpture Room

Five perfect Terracotta Warriors stand in this room in glass cases in a straight row, from west to east. They are motionless. If the cases get broken, then they will attack any intruders, unless a character is carrying the Earth Stone, in which case they obey their orders. Stats are as those in location 9.

These Terracotta Warriors are display models that the Sorcerer used to show off to visitors. On a stand by the third statue of the group is a notice written in Arcane, the magical language of Magic-Users:

"Behold these fine specimens. I raise them from the primordial muck, and through the power of the living earth, I bring them to life to crush my enemies!"

Adventure

19. The Supervisor's Room

Long ago, one of the sorcerer's apprentices would have stood in this room, watching the creation of the Terracotta Soldiers in the clay pit thirty feet below (see location 17) through the window in the south-east wall. The apprentice is long dead, slaughtered in the elvish attack on the dungeon, and the window has been smashed by a rogue goblin who seized the Earth Stone from its case and was thrown through the window when the Stone surged with Earth Magic.

There is a plinth with the remains of a glass case that once held the Earth Stone in the centre of the room when it was not in use in the primordial clay.

Looking out of the observation window is the Mask, Khalack's mannequin, which has been brought back to life by the flow of energy around the magical elemental circuit. If the circuit has been switched off by removing any of the keys from the station, the Mask will be deactivated and standing without power.

The Mask appears as a human man in his early thirties, with slicked-back black hair and a black goatee beard. He has long flowing robes, with golden runes and planetary symbols. He carries a large black lacquered Rod (see the Rod of Electrical Discharge below).

He will hail the characters:

"Hail, oh bold adventurers. I am Khalack, the Sorcerer Under the Mountain! Welcome to my realm. Why are you here?"

He then waits for their response and takes it from there. The Mask is not truly alive- he is a facsimile and a puppet that would get more sophisticated reactions directly from Khalack himself. Since Khalack is dead (see below), the Mask is incapable of higher functions, and its responses are highly scripted. It is programmed to protect itself if attacked and protect the Earth Station, or any of the other Stations it finds itself in, from interference.

If the Mask is winning, it will pursue the characters, and if it is losing (has lost half its hit points), it will flee, using its power of levitation to fly away, and find a quiet spot to regenerate since it can self-heal. Otherwise, it will not leave the room since it is waiting for direction from Khalack.

- *The Mask:* AC 2 [17]; HD 6; HP 50; Attacks: Rod of Electrical Discharge (1d10); Special: Immune to mind control magic, poison and disease, Levitation, Telekinetic Push Attack, Regenerates 1d10 hit points per Turn if the Magical Circuit on; Save 11; Move 12; AL L; CR/XP 8/800.

The Mask's primary attack is using the Rod of Electrical Discharge. Three times per day, it has enough charge to fire off a Telekinetic Push Attack against a group of foes that are all attacking from the same direction. All those who are

affected should make a Saving Throw or be thrown back against the wall and take 2d6 damage.

Secret

If the characters take time to search the room, they will find the following

On the dusty floor is a leather-backed notebook, with the following written in Arcane:

"When the Earth Stone is out of charge at the end of the year, take it out of the Earth Station (situated in the room below this observation room, which you can see through yonder window) and place it on the plinth for twenty-three nights and days to recharge. Of course, some loss of production will occur, and the stone's removal from its station will temporally depower the whole ring. That is why the stone should be placed back in its station after charging"

On the north wall is a wooden sign with the notice *"Days since charging"* and in chalk *"355"*.

Against the south wall in a pile of litter is the petrified body of Khalack the Dwarven Sorcerer, in the same prone position with outstretched arm (about to throw a fireball) as he was when one of the attacking High Elf archmages cast Turn to Stone on him.

20. Art Gallery

This room is painted red, with a black marble floor. On the walls are five portraits of 'past' sorcerers, wearing hats, robes, long eccentric beards, and jewellery with runes, who look sternly at the characters as they move through this hall. The pictures are all fakes, created by Khalack to give the impression that his mannequin was the latest of a long powerful tradition.

21 A-D. The Guest Rooms

These rooms used to be used to house various distinguished guests who the sorcerer used to entertain. Khalack, being more than slightly egomaniacal, used to enjoy showing off the mountain's wonders to other wizards and ambassadors of foreign countries.

Some of the sheer opulence of these rooms, the silk sheets over four-poster beds, the ornately carved sitting chairs, has survived amongst the dust of ages.

A. This room has a mirror with a woman entrapped in it. She desperately and soundlessly shouts "Help". There is nothing else in this room. Smashing the mirror causes a loud bang and sends razor-sharp shards of glass everywhere. Make a Saving Throw or lose 1d4 hit points.

C. This room has a skeleton clutching a small leather-covered booklet with

"Under Mountain Passport" written on its cover in Common. Inside, in Arcane, is the following writing:

"The bearer of this passport is entitled to free and unhindered movement in the Under Mountain. By order of Khalack, the Sorcerer Under the Mountain."

This item is useful in locations 23, 24 and 25.

B. This room has a journal on a writing table. Most of the pages in the book unreadable due to faded text, but the last entry, written in Common, can be read:

"Today, the Sorcerer appeared at my door and declared that it was time for me to go on a tour of the Dungeon. I was most pleased with this since my disguise as a wizard from beyond the Far Sea is working, and they are treating me as a very important person. The fools! Soon I will have learnt enough about their plans and will return to the Great Wood. The sorcerer showed me the five stations of the elements, which I will talk about shortly, all the time accompanied by a rather repulsive and evil-looking black-haired dwarf.

The dwarf was following the sorcerer intently. Initially, I thought at first it was an apprentice following a master and learning through observation. But by carefully observing the interactions between the two, it occurred that the relationship was the opposite. The dwarf was silent most of the time, but occasionally when the sorcerer was explaining the complex magic of the Under Mountain, the dwarf would almost imperceptibly correct him, mumbling under his breath. Also, the dwarf would make small hand movements, and the sorcerer would follow the direction of them. "

D. This room has a corpse on the four-poster bed, with a curved magical dagger (+1 to hit and damage, prevents corpse decaying until taken out). As soon as the dagger is removed, the corpse will turn to dust.

22. The Fire Station

Painted around the walls are frescos of fire demons fighting fire demons. In the centre of the room is a fire pit. The fire pit is ablaze and causes 1d6 fire damage per round if a character walks through it without any precautions or somehow falls into it. In the centre of the fire pit is the Fire Stone, a black obelisk which holds a rune emblazoned Fire Sword (a long sword which does 2d6 damage and is +1 to hit). Removing the Fire Sword breaks the magical circuit of the Elemental Ring, and the fire of the fire pit immediately goes out.

23. The Waiting Room

A perfect white painted room. On the ceiling in neat red-painted writing are the words: *"I am a patient boy..."*

In this room, time goes slow. It takes hours to cross the room. Having the Dungeon Passport (see location 21 C) nullifies this effect.

24. Skeleton Stairs

Bones and weapons litter these stairs, and when the characters step onto them, 4d4 Skeletons will assemble themselves, taking one round, and then attack.

- *Skeleton:* AC 8[11]; HD 1; HP 5; Attacks: sword or axe (1d6); Special: None; Move 12; Save: 17; AL N; CL/XP 1/15.

If any of the characters are holding the Dungeon Passport, they will instinctively not attack that character. If the passport is presented boldly by the character possessing it, they will move aside and let the character and the group pass peacefully.

25. Passport Control

In this large room, two zombies sit behind a wooden desk in brown robes. Behind them is a pair of wooden double doors. If shown the "Dungeon Passport" (see location 21c) the double doors marked "Public" open, revealing a magical portal.

- *Zombies AC 8[12]*; HD 2; HP 12; Attacks: Strike 1d8; Special: immune to sleep and charm spells; Move 6; Save: 16; AL N; CL/XP 2/30.

Secret

The doors stay open for five minutes. The Portal leads to:

Roll 1d6	Portal Destination
1	Outside the Dragon Gate (location 1)
2	The Earth Station (location 17)
3	The Fire Station (location 22)
4	The Water Station (location 31)
5	The Void Station (location 32)
6	The Air Station (location 33)

The desk is hollow, and the surface opens up on hinges to reveal a space below holding 150 gold pieces, and a neatly folded Cloak of Protection +1.

26. Mad Axe Spinners

At the eastern end of this corridor (point A) is a line of bells on chains. If the characters are not deliberately looking for traps, make a saving throw for them to notice it in time before setting it off.

Curled in a ball at the western end of the corridor (point B) is a group of six goblin loonies curled around each-other in a ball. If someone sets off the bell

trap at A or makes a loud noise, the ball of loonies will start rolling towards the other end of the corridor! Otherwise, the ball of loonies will be sound asleep if the characters creep up the corridor.

Goblin loonies are identical to their 'sane' cousins except they are entirely batshit mad, fight to the death and are capable of death-defying acrobatics. They fight with two hand axes which they spin and twirl (+1 to hit in melee or +1 Ranged).

- *Goblin Loony;* AC 5[14]; HD 1d6; HP 4; Attacks: Two hand axes(1d6); Special: +1 to hit in melee and ranged; Move 12; Save 17; AL C; CL/XP B/10.

27. Observation Gallery

This room/corridor has open windows that allow the characters to gaze out over the Underground Lake.

28. Shipwrights Room

This room is filled with all sorts of tools, including Glass Bowls, about the size of a head (Glass Helm of Water Breathing) and a tin can containing shimmering oil (Oil of Water Breathing).

Glass Bowl of Water Breathing. When worn the helm allows the character to breathe underwater as if it was land. The item's weakness is that if it is hit in combat (1 in 6 chance) it breaks and the character will start to drown (1d4 damage per round).

Oil of Water Breathing. When smeared upon the character, this oil allows the character to breathe and move as if on dry land for up to three hours.

29. Boat Room

In this partially water-filled room, there are the remains of a wooden jetty that has collapsed and fallen into the water and broken and sunk longboat. The boat has a cargo of healing potions (each has one dose that heals 1d6 hit points). The north wall of the room is open and leads directly into the underground lake.

Underground Lake locations 30-31

Here, there is an underground lake which is half a mile deep. Strange fish swim about the lightless depths, and a clan of frogmen claim it as their territory.

30. Vortex

The vortex is a magical whirlpool created by the destruction of one of the sorcerer's magical machines, a floating lighthouse that used to illuminate the cave. The frogmen, who are sensitive to light, attacked and destroyed it. If a character goes within a meter of the vortex, they can be pulled into the whirlpool; Save or take 1d6 damage. Once dragged to the bottom of the lake, there is a small magical portal which leads to location 25. Characters who go through the magic portal will emerge the other side through the open Public Doors.

31. The Water Station - Island of the Frog God

This rocky island that rises from the bottom of the lake is home to a group of frogmen. They originally came up from the depths after the fall of the sorcerer, attracted to the Shrine to the Frog God which is the focus of the Water Station.

The shrine takes the form of a giant frog statue carved out of some mysterious green stone that is over two metres in height, raised on its hindquarters. It towers over a 5-foot diameter pool of crystal clear water at its feet. In the water is an ornate chalice, the Chalice of Water Purification. Any polluted water placed in it becomes clear and drinkable instantly.

The frogmen are human-frog hybrids, the product of some foul sorcery in prehistoric times. They live deep in the underworld. Their bulbous eyes can see clearly in the dark using infravision, but they are demoralised and sensitive to bright light and suffer a -1 to hit and damage when being bedazzled.

- Frogmen: AC 5 [14]; HD 1; HP 6; Attacks: Claw (1d6); Special: Can see in Dark, -1 to hit and damage when in strong light, can swim and breathe underwater; Move 9 on land, 15 swimming; Save 17; Al N CL/XP 1/15.

The frogmen will fight any character who tries to get on the island. Initially, there will be five frogmen on the island, but once the fight starts 1d4 more will emerge from the water every round.

32. The Void Station – The Pit

The Pit of the Void takes the form of a fifty-foot bottomless sheer pit, with walls of hard black marble.

There is a sign five foot away from the pit, on its eastern edge, which reads:

"Throw a golden coin down into the void, make a wish and see it manifest in the world."

At the bottom of the pit is the Armband of the Void (-1[+1} AC when worn, and once per day provides an Invisibility spell) and 300 GP that has accumulated from people making wishes. There is no magical effect from throwing a gold coin down the pit.

Also present is the Pit Beast, which has a dark-skinned black sack for a body, with a dirty yellow beak for a mouth in its centre, either side of which is a bloodshot eye. Four great leathery tentacles grow out from the beast. Long ago, the creature was rooted to the bottom of the pit; it is part plant and part animal.

- *Pit Beast:* AC 3 [17]; HD 8; HP 50; Attacks: 4 Tentacles (2d6 Damage each); Special: Long tentacles, thirty-foot reach which can attack up to four characters down adjacent corridors; Move 6; Save 6; AL C; CL/XP 9/1,100.

If reduced to half hit points, the Pit Beast will retreat to the bottom of the pit. If attacked there it will fight in a crazed frenzy to the death (+2 to hit and damage). The Pit Beast is also able to reach down the four corridors that lead out of this room. If the characters make lots of room as they approach this location, it will already have its tentacles in the corridors.

The Pit Beast presents a formidable challenge to the adventurers in a straight-up fight.

33. The Corridor of Winds

Gusts of wind that blow south from the Air Station (see location 34 below) fill this ten-foot-wide corridor. Characters who try to push through the winds must make a Saving Throw. Each attempt takes one round. Characters who fail become trapped in the winds, and there is a 1 in 4 chance that the Undead Air Priests from the Air Station will move down from it and attack any character trapped here.

34. The Air Station: The Air Temple

As soon as the characters open the door to this room, a blast of fresh air hits them in the face. This room is enchanted and appears to have no ceiling (it does, but it's a good hundred feet up). Instead, the powerful illusions that are in place make it feel like the room contains the sky. Small clouds float around the room, going up and down as well, and in a floating black block of stone, a 50 foot up in the air is a silver wand, the Wand of Air, the key to this station. If taken out of the block it has 2d6 charges and has the following powers:

- *Wind blast*, target saves or is thrown back 3d10 feet. If thrown into the wall takes 1d6 damage.

- *Conjure Cyclone*. On a failed Saving Throw the cyclone picks up anything in its path, carries it up 5d10 feet and drops it 2d6 rounds later, with a move of 60 foot per round. This power is invoked by the user whipping the wand around in a circular motion and expends two charges.

- *Purify Air.* By expending one charge, a 20-foot volume of air can be purified of poisonous and harmful gases.

- *Cloud chariot.* By expending five charges, the wand can be used to create a small cloud that move rapidly through the air (Move 120) and can carry the character and their immediate belongings. The Chariot lasts for six hours.

Once out of charges the wand recharges once placed in the floating block, which takes 1d6 days.

Removing the Wand of Air deactivates the magic of this room and the Air Lift (location 37)

The wand is protected by five Undead Air Priests

- *Undead Air Priests:* AC 5 [14]; HD 2; HP 12; Attacks: Sword (1d8) or Crossbow (1d8); Special: Can fly, Immune to mind-controlling magic, poison or disease; Save 16; Move 16 Flying; AL C; CL/XP 3/60.

Secret

Twenty feet up in the east wall is an arch which opens into a corridor which leads to the Air Lift (location 37).

35. Bench of Resting

In a small alcove in the corridor is a bench with the words "Rest here oh ye weary traveller and be replenished". Sitting on the bench does indeed restore 1d6 Hit Points once per day for each character who sits on it.

36. Monkey God Shrine

This red-painted room contains Three Brass Monkeys, statues of monkeys made of brass. One with its hands over its ears, one with its hands over its eyes and one with its hands over its mouth. This magical trio was created by Khalack to provide instant healing to any of his subjects who were suffering from mental problems.

"Please weary traveller tell these three Monkey's your woes for they "Hear no Evil", "See no Evil" and "Talk no Evil."

Anyone who does so regains 1d6 Hit Points or has a problem in their life (such as a disease or curse) removed. The Monkeys function once per day for a character who makes use of them.

Secret

Careful examination of the central monkey reveals that it is wearing the golden Headband of the Monkey King

Headband of the Monkey King: -2 [+2] AC, ability to climb like a Thief of the same level (+1 Level if already a Thief). Drawback: sometimes causes the user severe Headaches. When the headband is worn, the Referee rolls a D6. On a roll of 1, the character must make a Saving Throw or be incapacitated with head pain for 1d4 rounds, at which point the headband can be taken off.

37. Air Lift

This entire room is made of black marble. With no ceiling, it is a chimney up to the top of the mountain. If the Air Station is still active characters can gently be carried up to the summit of the mountain by a gentle breeze. In the time of the sorcerer this was an entrance or exit used by creatures who could fly.

38. Storage Room

Here can be found twenty terracotta warriors (see location 9 for stats) standing in rows of four in the darkened room.

39. Maintenance Tunnel

This secret tunnel was used to move around the Terracotta Warriors.

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Appendix A
Character Sheets

On the following pages there are two character sheets. A standard one, designed to be used with Swords and Wizardry as written, and a House Ruled one, designed to be used if the rules in the House Rules Chapter are being used.

Name:

Gender

Race

Class

Level

XP

Armour Class

Saving Throw

Hit Points

Strength

Bonus to Hit
Damage Bonus
Open Doors
Carry Modifier

Character Portrait

Dexterity

Bonus to Missiles
Armour Bonus

Constitution

Hit Point Bonus
Raise Dead Survival

Intelligence

Languages

Wisdom

Charisma

Max. Hirelings

Spell Book & Magic Items

Attacks

Special Abilities

Equipment

Notes:

Name:

Gender

Race

Class

Level

XP

Armour Class

Luck

Hit Points

Strength

Bonus to Hit
Damage Bonus
Open Doors
Carry Modifier

Character Portrait

Dexterity

Bonus to Missiles
Armour Bonus:

Constitution

Hit Point Bonus
Raise Dead Survival

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