

SWORD & SPELL

The original fantasy adventure game

LLOYD



MONSTERS & TREASURE

SECOND OF THREE BOOKLETS

2nd edition, 1st Printing



SWORD & SPELL

Booklet 2

MONSTERS & TREASURE

**BY
LLOYD**

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

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

Cover Art Illustrator
Luigi Castellani

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MONSTERS

Monsters and their special abilities herein are of a strength and variety most commonly encountered. Weaker or stronger monsters may be encountered; in which case, alter their hit dice, AC, speed, damage, saves, and so on. Use monsters herein to help you create your own.

A monster with an asterisk (*) after its name is harmed only by fantastic-type attacks.

All monsters have dark vision, except when they serve a character.

Chance in Lair (LR). This is the chance the party encounters a monster in the wilderness in its lair. If found in its lair, use the Treasure Type (if any) to determine treasure.

Number Appearing (NA). Use this number only for when a party meets a monster in its lair, in wilderness adventures. Use the method for determining the number of monsters in a dungeon in the **Dungeons & Wilderness Adventures** (Bk 3) booklet.

Treasure Type (TT). Use the treasure type for determining treasure found in monster lairs in the wilderness. Adjust the amount based on the proportion of monsters encountered. For example, 1-4 Dragons can be encountered, and they have treasure type H when in their lair. The average number of Dragons expected is 2.5. Two Dragons will have $2 \div 2.5 = 80\%$ of the amount of treasure randomly determined while four Dragons will have $4 \div 2.5 = 160\%$ of the treasure randomly determined. Use the method for determining treasure for dungeon adventures in the **Dungeons & Wilderness Adventures** (Bk 3) booklet. Unintelligent monsters rarely have treasure. If they have any, it's generally because of some unexpected or unintentional reason. Generally, treasures of significance are found in monster lairs. Wandering monsters often have little to none.

Move (MV). Monsters have a base move, which is the rate in feet indoors and the rate in yards outdoors. Monsters may have more modes of travel besides earth-bound movement, such as swimming or flying.

Hit Dice (HD). This is the fighting capability of a monster. Roll this number of d6 to determine hit points for the monster. See the section on Combat in the **Dungeons & Wilderness Adventures** (Bk 3) booklet for more details on the effect of hit dice in battle.

Enchanted, fantastical, or special monsters may have their saving throws modified in some way or may use the Wizard progression instead.

Armor Class (AC). To-hit rolls that meet or exceed this number hit the monster.

Below is the Monster Reference Table, which provides a single place of pertinent monster information. Note that each monster has a monster type, whether Animal, Demon, Dragon, Elemental, Fay, Giant, Humanoid, Lycanthrope, Ooze, Plant, Supernal, or Undead.

Monster-Type	Chance in Lair	Nº Appearing	Treasure Type	Armor Class	Move Rate	Hit Dice
Animal, Horse, Draft	—	—	—	7	120	2+1
Animal, Horse, Heavy War	—	—	—	7	120	3
Animal, Horse, Light	—	—	—	7	240	2
Animal, Horse, Medium War	—	—	—	7	180	2+1
Animal, Horse, Mule	—	—	—	7	120	2+1
Animal, Small Normal	—	6d6	—	Var.	Var.	Var.
Animal, Large Normal & Giant	—	2d8	—	Var.	Var.	Var.
Basilisk	40%	1d6	F	4	90/180	6+1
Black Pudding	—	1	—	6	60	10
Centaur	05%	2d10	A	5	180	4
Chimera	50%	1d4	F	4	120/180	9
Cockatrice	35%	1d8	D	6	90/180	5
Demon, Baalrog	25%	1d6	F	2	60/150	10

Monster-Type	Chance in Lair	Nº Appearing	Treasure Type	Armor Class	Move Rate	Hit Dice
Dragon, White*	60%	1d4	H	2	90/180	Var.
Dragon, Blue*	60%	1d4	H	2	90/180	Var.
Dragon, Green*	60%	1d4	H	2	90/180	Var.
Dragon, Green*	60%	1d4	H	2	90/180	Var.
Dragon, Red*	60%	1d4	H	2	90/180	Var.
Dragon, Gold*	60%	1d4	H	2	90/180	Var.
Dragon Turtle*	60%	1d4	H	2	30/s180	Var.
Elemental, Air, Device*	—	1	—	2	1360	12
Elemental, Air, Djinni*	—	1	—	5	90/240	7+1
Elemental, Air, Spell*	—	1	—	2	1360	16
Elemental, Air, Staff*	—	1	—	2	1360	8
Elemental, Earth, Device*	—	1	—	2	60	12
Elemental, Earth, Spell*	—	1	—	2	60	16
Elemental, Earth, Staff*	—	1	—	2	60	8
Elemental, Fire, Device*	—	1	—	2	120	12
Elemental, Fire, Efreet*	—	1	—	3	90/240	10
Elemental, Fire, Spell*	—	1	—	2	120	16
Elemental, Fire, Staff*	—	1	—	2	120	8
Elemental, Water, Device*	—	1	—	2	60/s180	12
Elemental, Water, Spell*	—	1	—	2	60/s180	16
Elemental, Water, Staff*	—	1	—	2	60/s180	8
Gargoyle*	25%	2d10	C	5	90/150	4
Giant, Cloud	30%	1d8	E	4	120	12+2
Giant, Fire	30%	1d8	E	4	120	11+3
Giant, Frost	30%	1d8	E	4	120	10+1
Giant, Hill	30%	1d8	E	4	120	8
Giant, Stone	30%	1d8	E	4	120	9
Gorgon	50%	1d4	E	2	120	8
Gray Ooze	—	1	—	8	10	3
Green Slime	—	1	—	—	—	2
Griffin	10%	2d8	E	3	120/300	7
Hippogriff	—	2d8	—	5	180/360	3+1
Human-type, Dwarf	50%	40d10	G	4	60	1
Human-type, Dwarf, Gnome	60%	40d10	C	5	60	1
Human-type, Elf	25%	30d10	E	5	120	1+1
Human-type, Gnoll	30%	20d10	D	5	90	2
Human-type, Goblin	50%	40d10	C	6	60	1-1
Human-type, Goblin, Hobgoblin	30%	20d10	D	5	90	1+1
Human-type, Goblin, Kobold	50%	40d10	C	7	60	1/2
Human-type, Goblin, Orc	50%	30d10	D	6	90	1
Human-type, Human, Bandit	15%	30d10	A	Var.	Var.	1
Human-type, Human, Berserker	15%	30d10	A	Var.	Var.	1+1
Human-type, Human, Brigand	15%	30d10	A	Var.	Var.	1
Human-type, Human, Buccaneer	15%	30d10	A	Var.	Var.	1
Human-type, Human, Cave People	15%	30d10	—	Var.	Var.	2
Human-type, Human, Dervish	15%	30d10	A	Var.	Var.	1+1
Human-type, Human, Nomad	15%	30d10	A	Var.	Var.	1
Human-type, Human, Pirate	15%	30d10	A	Var.	Var.	1
Human-type, Merfolk	15%	30d10	A	Var.	s120	1
Human-type, Sprite, Dryad	20%	1d6	D	5	120	2
Human-type, Sprite, Nixie	100%	10d10	B	7	120	1
Human-type, Sprite, Pixie	25%	10d10	C	6	90/180	1
Hydra	25%	1	B	5	120	Var.
Invisible Stalker	—	1	—	3	120	8
Lycanthrope, Werebear	15%	2d10	C	2	90	6
Lycanthrope, Wereboar	15%	2d10	C	4	120	4+1
Lycanthrope, Weretiger	15%	2d10	C	3	120	5

Monster-Type	Chance in Lair	Nº Appearing	Treasure Type	Armor Class	Move Rate	Hit Dice
Lycanthrope, Werewolf	15%	2d10	C	5	150	4
Manticore	25%	1d4	D	4	120/f180	6+1
Medusa	75%	1d4	F	8	90	4
Minotaur	10%	1d8	C	6	120	6
Ochre Jelly	—	1	—	8	30	5
Ogre	30%	3d6	C	5	90	4+1
Pegasus	—	1d12	—	6	240/f480	2+2
Purple Worm	25%	1d4	D	6	60	15
Roc	20%	1d20	I	4	60/f480	6
Treant	—	2d10	—	2	60	8
Troll, True	50%	2d6	D	4	120	6
Undead, Ghoul	20%	2d12	B	6	90	2
Undead, Mummy	30%	1d12	D	3	60	5+1
Undead, Skeleton	—	3d10	—	7	60	1/2
Undead, Specter	25%	1d8	E	2	150/f300	6
Undead, Vampire	20%	1d6	F	2	120/f180	7-9
Undead, Wight	60%	2d12	B	5	90	3
Undead, Wraith	20%	2d8	E	3	120/f240	4
Undead, Zombie	—	3d10	—	8	60	1
Unicorn	—	1d4	—	2	240	4
Wyvern	60%	1d6	E	3	90/f240	7
Yellow Mold	—	—	—	—	—	—

s = swim f = fly

MONSTER DESCRIPTIONS

ANIMALS are small, unintelligent monsters with the body of a rooster and a

Horses (Mules) are of four types: Light, Medium, Heavy, or Draft. Mules are crossbreeds meant as beast of burdens. All are spooked by noises, fires, or smells, though Medium and Heavy War Horses generally remain disciplined. Mules are the only animals able to enter and navigate dungeons. Light Horses can carry 3,000 coins, Medium War Horses can carry 3,750 coins, Heavy War Horses and Draft Horses carry 4,500 coins, and Mules carry 3,500 coins.

Smaller Normal-type animals come in a variety of types. Smaller animals die with a single hit, while larger animals (such as wolves) have 1 HD. Generally, these animals have an AC 8.

Larger Normal-type and Giant-type animals include normal-type animals, such as crocodiles, or fantastic, giant-type animals, such as Giant Spiders, Giant Ants, or prehistoric animals, such as Dinosaurs. AC ranges from 4-6, and HD ranges from 2 to 20. Damage for each hit should inflict anywhere between 2d6 to 4d6 hit points of damage.

Giant Crabs (MV 60, HD 3, AC 2) don't swim. They threaten beaches and land. Each pincer attacks in a turn.

Crocodiles and **Giant Crocodiles** (MV 90/s150, AC 5) inhabit swamps and warm rivers with slow current. A ship can ram them to kill them, but there's a 50% chance the ship takes damage too unless a ram is attached. Giant Crocodiles can overturn boats and rafts if 20 feet long or longer and inflict 2d6 damage.

Giant Fish (MV 300-500) can be found anywhere except cold climates. They attack swimmers, small vessels, and nearby monsters. When attacking small vessels, they're susceptible to missile attacks for a brief time. The larger specimens can ram ships.

Giant Leeches (MV 60, HD 2, AC 8) inhabit swamps. A hit from these beasts means they've attached themselves. In the next turn, and every two turns thereafter, they drain one level. They must be detached to kill them.

Giant Sea Snakes (MV 20, HD 6, AC 6) live in lakes and oceans. Like Purple Worms, they swallow foes Ogre-size or smaller if they hit by 4 or more (or with a 20 in any case). Swallowed foes die in 6 combat turns and are completely digested (forever lost) after 12 combat turns. The largest can coil around Longships or smaller and constrict them for 10% of their maximum hit points each turn.

BASILISKS petrify foes they hit, touch, or see. They can be petrified by their own gaze. They are unintelligent creatures. They're probably best treated as Dragons: detect hidden and invisible foes within 150; foes within 150 must check morale; only fantastic-type attacks harm them.

BLACK PUDDING * is an unintelligent, formless blob. It travels walls and ceilings, and it can move through small openings, such as keyholes. It devours all but stone, eating through wood and metal in a combat turn. It inflicts 3d6 damage to exposed flesh. A black pudding is harmed only by fire. Hits from a weapon or lightning divides it into smaller blobs. It never checks morale.

CENTAURS are half-horse, half-human creatures that live in hidden meadows and deep forests. They're at least semi-intelligence, with 50% using clubs (treat as Morning Stars), 25% using lance-like Spears, and 25% using Long Bows. They always attack at least twice—once for the human form and once for their horse form. Their lair has 1d6 additional males, females in numbers equal to twice the males, and young equal to the males. Females and young don't fight unless in life-or-death situations.

CHIMERAS have the forebody and head of a lion, hind body and head of a goat, and the serpent wings and head of a dragon. The goat head can gore with horns, the lion head bite with fangs, and the dragon head can either bite or breathe a 50-foot long cone, 10 feet wide at the end, which inflicts 3 hits.

COCKATRICES are like Basilisks, though they petrify only with their touch. They're probably best treated as Dragons: detect hidden and invisible foes within 150; foes within 150 must check morale; only fantastic-type attacks harm them.

DEMONS, BAALROG * are highly intelligent fiends with strong anti-magical natures. If they immolate (7-12 on 2d6, check every combat turn), they can immolate any normal-types they touch. Against fantastic-types, they attack with a **+1 sword**. If they immolate in a turn, they can use a flaming whip to catch and pull a foe into their flaming body, which causes 2d6, 3d6, or even 4d6 damage, depending on size. Baalrogs are harmed only by fantastic-type attacks. They ignore spells used by 6th-level or lower spell-users, have a 95% chance of ignoring spells from 7th-level spell-users, 90% chance of ignoring spells from 8th-level spell-users, and so on. Baalrogs can fly at 150 for three turns at a time before landing.

DRAGONS * come in six varieties: White, Black, Green, Blue, Red, and Gold. Dragons can detect hidden and invisible foes within 150, and all foes within 150 must check morale, as if they suffered casualties. Only fantastic-type attacks harm them. All but Gold Dragons immediately attack the following monster-types, in this order, even if allied: Dragons, Giants, Demons, Rocs, True Trolls, Treants. They never check morale.

White Dragons roam cold climates only.

Black Dragons rove swamps and marshes. Those that speak have a 5% chance of using 1st-level spells.

Green Dragons frequent woods and forests. Those that speak have a 10% chance of using 1st- and 2nd-level spells.

Blue Dragons wander arid climates. Those that speak have a 15% chance of using 1st and 2nd-level spells.

Red Dragons abide mountainous and hilly terrain. Those that speak have a 15% chance of using spells up to 3rd level.

Gold Dragons inhabit every clime and country. They're the most intelligent of Dragons. They employ spells of up to 6th level, earning one level for each age category they have and one spell for each HD they have. They travel disguised as human or some other form, and they generally avoid service to any character.

Breathe Weapon. A Dragon can use its breath weapon three times a day. Roll 2d6 to determine if it bites (2-6) or uses its breath weapon (7-12).

Type	Type	Dimensions	Shape	Hit Dice	Speak	Sleeping
White	Cold	80×30	Cone	5-7	25%	60%
Black	Acid	60×5	Line	6-8	40%	50%
Green	Gas	50×40	Cloud	7-9	55%	40%
Blue	Lightning	100×5	Line	8-10	70%	30%
Red	Fire	90×30	Cone	9-11	85%	20%
Gold	Fire or Gas	See Above	See Above	10-12	100%	10%

Cone-shaped breath is always 5-ft. wide at their origin. Line-shaped breath extends from the height of the head of the Dragon. Cloud-shaped breath extends to a height of 30.

Hit Dice. Roll d% to determine if the Dragon is smaller than normal (has the fewest HD possible, 01-20), normal sized (has the average number of HD, 21-80), or is larger than normal (has the most HD possible, 81-00). The maximum hit points it can sustain, and the number of hit points of damage its breathe weapon inflicts, is based on its age.

1d6	Dragon Age (yrs)	HP per HD
1	Very Young (0-5)	1
2	Young (6-15)	2
3	Sub-Adult (16-25)	3
4	Mature (26-75)	4
5	Old (76-100)	5
6	Very Old (100+)	6

Fighting Dragons. Foes get a free turn to attack sleeping Dragons with +2 to hit. Dragons varieties have resistances or vulnerabilities to certain types of attacks. The modifiers below apply to hit and to each damage die rolled. The Attack Types listed are for creatures or modes of attack that are based on that attack type.

Type	Attack Type				
	Air	Earth	Fire	Electricity	Water
White	–	-1	+1	+1	-1
Black	–	-1	–	–	+1
Green	+1	–	–	–	–
Blue	–	–	+1	-1	-1
Red	-1	-1	-1	–	+1
Gold	–	–	–	–	–

Foes may choose to subdue a Dragon instead of kill it. This must be announced before melee begins (missile weapons and magic spells can't be used in this case). Determine damage normally. At the end of each turn, the ratio of hit-points-sustained to maximum-hit-points is the percentage chance the attackers subdue the Dragon. For example, a normal-sized, Very Old, Gold Dragon with 11 HD can sustain 66 hit points of damage. In the first combat turn, it accrues 9 hit points. The ratio is 9/66, or about 14%. There's a 14% chance the Dragon surrenders to the party. If the subdue roll fails, and the Dragon doesn't sustain any damage the next round, there's still a 14% chance it surrenders. Subdued Dragons escape or kill their masters the first chance they get, though they never revolt against a master in command.

Selling Dragons. Masters of subdued Dragons can sell them for (1d6+4)×100 GP per hit point on the open market. Doing so removes the Dragon from play if not sold to a player-character.

Two or More Dragons. When a party encounters two Dragons, the Dragons are mates of Adult age or older. If a party encounters three or four Dragons, two are Adult Dragons or older, while the third and fourth beasts are Very Young. If a party attacks the offspring, both older Dragons use their breath weapons. If a party attacks one of the older Dragons exclusively, the other older Dragon attacks as if it had twice the normal hit dice until both such creatures are threatened.

Dragon Treasure. Dragons have a base Treasure Type of H. Very Young and Young Dragons have no treasure. Sub-Adult Dragons have half the normal treasure. Adult Dragons have a normal amount, while Very Old Dragons can have as much as twice the amount.

DRAGON TURTLES* roam the deepest of rivers, lakes, and oceans. They have 11-13 HD. They're so large, they can lift ships out of the water on their backs. Dragon Turtles can use a 90-foot long, 30-foot wide breath weapon of steam like that of a Dragon. They can detect hidden and invisible foes within 150, and all foes within 150 must check morale. Only fantastic-type attacks harm them.

ELEMENTAL* beings are conjured entities from other dimensions. There are four types: air, earth, fire, and water. Air and Water Elementals are susceptible to fire attacks, while Earth and Fire Elementals are susceptible to electricity attacks. Three means exist to conjure elementals: by staff, by device, or by spell. Those conjured by staff have 8 HD; those by device have 12 HD; and those by the 5th-level spell *conjure elemental* have 16 HD. No more than one of each type of elemental can be summoned in a day, no matter the method or person summoning it, and they must be summoned from a great body of like substance (large pools of water, immense bonfires or lava pools, and so on). Control of an elemental requires concentration. If the summoner loses control, the elemental attacks him or her, and anything that gets in its way. Control can never be regained once lost. Elementals return to their native dimension once dispelled, slain, or dismissed by the summoner. They're harmed only by fantastic-type attacks.

Air Elementals move only by flying. They have +2 to hit and +1 to damage vs airborne foes. They can transform into a whirlwind 30 in diameter at the base, 60 in diameter at the top, and either 80, 120, or 160 tall, depending on HD. It takes a full turn to form or dissolve the whirlwind. Foes of fewer than 2 HD caught in the whirlwind are killed and flung aside immediately.

Djinni* are intelligent air elementals that look like giant humans enveloped in clouds of vapor. They inflict 2d6-1 damage per hit in melee. They have +2 to hit and +1 to damage vs airborne foes. They can carry up to 6,000 coins walking; if they fly with this load, they do so only for a short time. Slain Djinni return to their home dimension. Djinn hate Efreet. Djinni can use any of the following abilities:

- Create food and drink for any number of people.
- Create soft and wooden goods for limited or permanent durations.
- Create metallic goods for limited duration (gold, for example, lasts a day).
- Create illusions that last until touched or dispelled. No concentration is needed.
- Become invisible or turn into a gaseous vapor.
- Form into a whirlwind 30-foot tall, 10-foot wide (base, 20-foot wide at top). It takes one turn to transform into and out of the whirlwind. Creatures of fewer than 2 HD are killed and swept away by the whirlwind.

Earth Elementals manifest as huge, humanoid-like shapes. They can't cross water. They have +1 to hit vs earthbound foes. They inflict 2d6 damage normally, or 3d6 damage against those on ground or objects they batter.

Fire Elementals manifest as swirls of flaming pillars. They have +2 to hit vs fire-using foes. They inflict 2d6 damage per hit against non-fire-using foes, and 1d6+1 damage

against fire-based foes. Fire Elementals can't cross water. They ignite all flammable objects they touch.

Efreet* are intelligent fire elementals. They look like large demon-like humans enveloped in hot, hazy smoke. They inflict 2d6 damage per hit in melee. They can carry up to 10,000 coins while flying. Efreet hate Djinni and attack them immediately. Efreet can use each of the following abilities:

- Create food and drink for any number of people.
- Create soft and wooden goods for limited or permanent durations.
- Create metallic goods for limited duration (gold, for example, lasts a day).
- Create illusions that last until touched or dispelled. No concentration needed.
- Become invisible or turn into a gaseous vapor.
- Use the **wall of fire** spell at will.
- Become incendiary and ignite all flammable items they touch.

If conjured, they serve 1,001 days and attempt to distort their master's commands.

Water Elementals manifest as great waves. They can't move more than 60 feet from water. They have +2 to hit foes in water or within 30 of a large body of water, like a river or lake). Against foes in water, they inflict 2d6 damage per hit. They can prevent ships from moving and can overturn small vessels.

GARGOYLES* are semi-intelligent, bi-pedal beasts, with horns, wings, claws, fangs, and the like. They attack any creature 75% of the time. Only fantastic-type attacks harm them.

GIANTS are towering humanoids. They inflict 2d6 damage normally. All Giants carry 1d6 × 1,000 GP when wandering outside their lairs. When in their lair, they have 5,000 GP in addition to their Treasure Type. Each giant-type can throw stones at a range of 200, while Stone Giants have a range of 400. Encounters are with Hill Giants 60% of the time, with the other four giant-types encountered in equal measure (10% chance each). Giants never check morale.

There's a 50% chance that Cloud, Fire, and Frost Giants have additional guards in their strongholds:

1d6	Result
1-4	1d4+6 headed Hydra
5-6	(1-3) 6d6 wolves, (4-6) 3d6 bears

Cloud Giants stand about 20 feet tall. They live in strongholds on mountain tops and have keen smell.

Fire Giants stand 16 feet tall. They're immune to fire damage. They inflict 2d6+2 damage.

Frost Giants stand 18 feet tall. They're immune to cold damage. They inflict 2d6+1 damage.

Hill Giants stand about 12-foot tall. Their homes are caves in the foothills of mountains.

Stone Giants stand 14 feet tall (Huge size). Their homes are in caverns or stone huts.

GORGONS are bull-like monsters, with massive iron scales for protection. Gorgons can breathe a cone-shaped haze, 60 feet long and 10 feet wide, that petrifies foes.

GRAY Oozes are slick excretions that look like wet stone. It is ineffectual against wood and stone but destroys metal in one combat turn. It inflicts 2d6 damage per hit to exposed flesh. Only weapons and lightning attacks harm them. It never checks morale.

GREEN SLIMES are a pale-lime secretion found in dungeons, sticking to stone walls and dropping on unsuspecting prey. It burns through clothing, wood, and metal in a combat

turn. When it touches flesh, it turns a victim into Green Slime within a combat turn. It can't be scrapped off nor harmed by anything but fire or cold. A **remove affliction** spell kills it instantly. It never checks morale.

GRIFFINS are fierce steeds. So fond of horseflesh, they attack horses if they come within 360. Wild Griffins will attack nearly any creature for any reason. Griffins cause foes within charge range to check morale. They can detect hidden (but not invisible) foes within 480. They never check morale.

HIPPOGRIFFS are a mix of giant eagle and horse. Hippogriffs generally attack Pegasi. Hippogriffs cause foes within charge range to check morale. They can detect hidden (but not invisible) foes within 480. They never check morale.

HUMAN-TYPES are human or look human: they have a head, two arms, move about on two legs, and have sentience to some degree. Human-types are susceptible to **charm person** and **hold person** spells.

Dwarves live in clans in hilly or mountainous regions. For every 40 Dwarves encountered, they'll have a Fighter leader of 1d6 levels. In a lair, the result of 1-2 = 3rd level, 3-4 = 4th level, 5 = 5th level, and 6 = 6th level. There's a 1-in-6 chance for every two levels a leader has of having a magic shield, magic armor, or a magic sword (1-4) or magic hammer (5-6). Roll for each item. Dwarves may sometimes use unintelligent beasts (bears, wolves, and so on) to defend their lairs. Dwarves know the Dwarf, Gnome, Goblin, and Kobold tongues. They hate Goblins and generally attack them on sight. When hit by an Ogre, Troll, or Giant, they suffer only half damage. Their saving throws are considered four levels higher than normal, and spot slanting passages, new construction, traps, and shifting walls when underground. They have 2-in-6 chance to hear noise when listening at doors. Dwarves can take full advantage of the **+3 war hammer**.

Gnomes are smaller cousins of Dwarves and follow the same guidelines above, except for the ability to use the **+3 war hammer** to full effect. They're longer bearded and live in hills and lowland burrows. Like their cousins, they're reclusive, perhaps more so. Gnomes hate Kobolds and generally attack them on sight.

Elves are of two kinds, those that live in isolated forests and those that live in remote meadowlands. When a group of 50 or more elves are encountered, they'll have a leader with 1d4 Fighter-levels and Wizard levels as follows—roll 1d6: 1-2 = 2nd, 3 = 3rd, 4 = 4th, and 5-6 = 5th. For every 100 encountered, there's a leader of 4th-level Fighter/8th-level Wizard. Half of any group of Elves will have Swords and Short Bows, the other half will have Swords and Spears. Elves on foot may use split-fire when using Bows (except Crossbows). They have +1 to hit Orcs/Hobgoblins and +2 to hit Goblins. All such Elves will have **Elf Boots & Cloaks**, which allow them to be silent and hidden in the outdoors. They do double damage against Ogres. Elves with magical Swords have +1 to hit and to damage with them, and with any magical weapon, they have an additional +3 to attack rolls against Orcs and +2 to attack rolls against Goblins. An Elf wearing magical armor may use spells. They know the Elf, Orc, Hobgoblin, and Gnome languages. They have 4-in-6 chance to sense a secret door when passing by one. They have 2-in-6 chance to find secret doors when looking for them.

Gnolls are cross between Gnomes and Trolls. They make their homes within the trunks of trees in the densest of woods. The Gnoll king and his 1d4 bodyguard fight as True Trolls, though without regenerative powers. They have +2 to morale checks.

Goblins are nasty, cruel, often nocturnal human-like beings. All remain satisfied when able to murder and slaughter as they will, which they do for amusement. They tend to avoid larger, stronger monsters unless forced to fight by their leaders. Individuals become leaders by murdering one of their own. In their lair is a "king" that fights like a Hobgoblin (see below). The king is protected by 5d6 guards, which also fight as Hobgoblins. Goblins are sometimes foot-soldiers of powerful Chaos beings. Goblins

attack Dwarves on sight. Goblins are hindered in daylight (-1 to hit, -1 to morale checks). Goblins attack Dwarves who are within their charge range.

Kobolds are a smaller specimen of Goblin, with features of rodent, canine, and reptile. They are found primarily in mountainous areas or woodland. They're thin, sickly-brown, and dwell in dank subterranean caves or overgrown forests. Kobolds attack Gnomes who are within their charge range. Kobolds are hindered in daylight (-1 to hit, -1 to morale checks)

Hobgoblins are a larger, stronger, crueller specimen of Goblin. They have +1 to morale checks and are unaffected by daylight. In their lair, they have a "king" that fights like an Ogre, as do his 1d3+1 retinue of Hobgoblin bodyguards.

Orcs are even larger, more vicious Goblins than Hobgoblins and are hindered in daylight too (-1 to hit, -1 to morale checks). They comprise innumerable tribes hostile toward one another. Five such tribes are Orcs of... a) the [Red] Eye, b) Mordor, c) the Mountains, d) the White Hand, d) Isengard. Unless under the command of a strong monster, they have a 50% chance of attacking Orcs of a different tribe on sight.

When found in their lair, it is either a cavern complex (1-4) or an outdoor settlement (5-6). Sentries guard cavern lairs, while ditches, a palisade, a light catapult for every 50 Orcs, and a central tower protect a settlement. Orcs who defend their lairs never check morale unless outnumbered 3 HD to 1 HD. See below for the chance of additional allies.

Leader/Ally	Cave Lair	Settlement
Fighter, 1d3+6 levels	—	25% per 100
Wizard, 11th level	—	10% per 100
Dragon	10%per 100	—
1d6 Ogres	10%per 50	15% per 50
1d4 Trolls	10%per 100	—

When encountered in a lair, note the tribe on the map. Orcs encountered in the same area will be from the tribe noted.

Outside a lair, there's a 50% chance Orcs escort 1d8 wagons, each carrying 2d6 × 100 SP. There are 10 additional Orcs for each wagon, with a 50/50 chance of being led by a Fighter (1d6: 1 = 7th level, 2-4 = 8th level, 5-6 = 9th level) or a Wizard (1 = 9th level, 2-5 = 10th level, 6 = 11th level).

Humans come in a variety of types.

Bandits are normal (1 HD) rogues and ruffians. They side either with Neutrality (50%) or Chaos (50%). Each bandit carries 2d10 SP. For every 10 bandits, they have a prisoner of little note.

For every 30 bandits, there is a 4th-level Fighter. For every 50 bandits, there is a Fighter of 1d2+4 levels. For every 100 bandits, there is a Fighter of 1d2+7 levels. If there are 200 or more bandits, there is a 50% chance a Wizard of 1d2+9 levels and a 25% chance an 8th-level Cleric of Chaos is with them. With 300 or more bandits, a Wizard type is automatically present and a 50% chance of the Cleric. Fighters and Wizards ride Heavy Horses fitted with barding. There's a 5% chance per level a character-type has a magic item. For Fighters, check each for magic armor, magic shield, and magic sword. For Wizards, check each for wand or staff, ring, and miscellaneous magic item. For Clerics, check each for miscellaneous weapon (if edged weapon is indicated, roll on Wand/Staff table instead), magic armor, and magic shield. Each has a Heavy Horse with barding.

The composition of a bandit force is generally as follows: Half have either Leather & Shield with one-handed weapons (50%) or Leather armor with either Short Bow or Light Crossbow (50%); Half have either Leather & Shield and ride Horses (50%); half have Mail & Shield and ride Medium Horses (without barding) (50%).

Berserkers (1+1 HD) are hardened but normal Humans with a lust for battle. They wear armor equivalent to Leather. Berserkers have a chance of having high level Fighters

among them, like bandits above. They have +2 to hit human normal-types because of their battle rage. They never check morale.

Brigands are bandits who serve Chaos. They have +1 to morale checks. For every 20 bandits, they have a prisoner of some importance. Each brigand carries 2d10 SP.

Dervishes are Lawful, nomadic fanatics who fight as nomads (see later), though they have +1 to hit and never check morale. A Cleric of Law, of 1d3+7 levels, leads them. They have neither SP or prisoners, like nomads do.

Nomads are bandits, except they raid deserts and steppes. Each nomad carries 5d6 SP. For every 25 bandits, they have a prisoner of little note.

Desert nomad composition is 50% Leather & Shield with Mounted Lances on Horses; 20% Leather with Bows on Horses; 30% Mail & Shield with Mounted Lances on Medium Horses. The composition of steppe nomads is as follows: 50% Leather armor and Horse Bows on Horses; 20% Leather & Shield, carrying Mounted Lances on Horses; 20% Mail armor with Horse Bows, on Medium Horses; 10% Mail & Shield, carrying Mounted Lances on Medium Horses. Encampments of either nomad type are guarded by an additional (1d3+1)×10 nomads with Mail & Shield, one-handed weapons, and Composite Bows.

Buccaneers are Neutral waterborne bandits. Each buccaneer carries 2d6 GP. For every 10 bandits, they have a prisoner of little note. The composition of a buccaneer force is generally as follows: 60% have Leather & Shield with one-handed weapons; 30% have Leather armor and use Light Crossbows; 10% have Mail & Shield and use Heavy Crossbows.

Pirates are buccaneers who serve Chaos. Each pirate carries 2d10 SP. For every 10 pirates, they have a prisoner of little note.

Cave People are devolved Humans (2 HD) who use weapons equivalent to morning stars. They are always Neutral. They have -1 to morale checks.

Merfolk live off seacoasts and can remain submerged indefinitely. They feed on fish and kelp, and wield tridents (sea spears), spears, or daggers. They are known to have trained marine animals and monsters guard their villages. Merfolk are like bandits (see Humans earlier) in all other respects and wear sea-armor equivalent to Leather. They have -1 to hit on land. When on the surface of water, each group of 10 Merfolk has a 10% chance to grapple a ship within 10. Each success reduces its move by 20.

Sprites are diminutive fay-folk of various types found in woodlands. They're generally aloof, whimsical, free-spirited, and cruel. All sprites can become invisible at will and remain so, even when attacking! Foes in melee can't target them unless they have some means of detecting invisible creatures.

- **Dryads** are beautiful, female earth-sprites, shy and peaceable. They are tied inextricably to a specific tree. While they are unable to move more than 240 away from their tree, they have an exact knowledge of the woods around them. There's a 90% chance a Dryad uses **charm person** on any who approach them. A target has -2 to their saving throw. Charmed victims never return from the forest.
- **Nixies** are gorgeous, female water-sprites that lair in the deepest areas of freshwater rivers and lakes. Ten of them together can use **charm person** to charm anyone passing within 30 of their lair. A charmed foe enters their underwater world to serve for a year before being returned unharmed to the surface. A **dispel magic** attempt to end the charm has a 75% chance of succeeding if done before the victim enters the water. Nixies use daggers and javelins (range 60). When in water, 10d10 large, fierce fish accompany them and do as they command. Magical fire underwater drives the fish away (but not the Nixies). When on the surface of water, each group of 10 Nixies has a 10% chance to grapple a ship within 10. Each success reduces its move by 20.
- **Pixies** are air-sprites that can fly for 3 turns before they must land for a turn.

HYDRAS are dinosaur-like beasts with 5-8 serpentine heads. It has 1 HD for each head and can sustain 6 hit points of damage for each head; thus, a six-headed Hydra has 6 HD and can sustain 36 hit points. It can attack with every head it has each round. For every 6 hit points it sustains, a head is killed. Though it may lose heads, it continues to fight at the hit-die level it started with. Other kinds of Hydras exist, including Sea Hydras. Special versions of Hydra may exist, such as those with poisonous breath or stench.

INVISIBLE STALKERS are flawless trackers of another dimensional space. They tirelessly pursue their commanded goal, at which point they return to their native dimension. They can be only destroyed or dispelled (though the *conjure stalker* spell notes they can't be dispelled). They faithfully follow commands that are accomplished quickly. Commands that entail longer missions are distorted while the literal command is kept. These monsters are always invisible, even when they attack.

LYCANTHROPES are shapeshifters. Only silver weapons and fantastic-attacks harm them. If there are 2-4 Lycanthropes, they are simply a pack. If there are 5-8 Lycanthropes, they're a family. There's a 4-in-6 chance groups of 8-20 are packs of 1d3+1, and a 2-in-6 chance they're family packs of 1d4+4. A family consists of two adults and the rest are younglings. Younglings vary in age: one is always "near-adult" while the others are no younger than half-grown. Female Lycanthropes fight at triple value for four combat turns if younglings are attacked; dropping to half value thereafter. Male Lycanthropes fight at double value if females are attacked. When all adults are killed, all young become subdued except for "near-adults," who fight until killed. Any creature that sustains half or more of its maximum hit points from the natural attacks of a Lycanthrope becomes infected with the disease. In 2d12 days, they shapeshift into a beast like the one that harmed them unless a Cleric of Law uses *cure disease* on them.

MANTICORES have the body of a lion, face of a human, horns, serpent wings, and a tail of iron spikes. There are 24 spikes on the tail, and they can launch 6 of them at one time at one direction only (treat as a Heavy Crossbow, with range 180). They favor the flesh of humans.

MEDUSAE have a head and torso of a human and a lower body of a snake. The tresses of hair on their heads are poisonous snakes. The glance of a Medusa petrifies its foes and itself.

MINOTAURS are Large size, men with bull heads. They attack anything their size or smaller, and they pursue prey so long as it's in sight. Minotaurs lair in twisting, maze-like structures. They enjoy the taste of human flesh. They always attack and always pursue if prey is in sight. They never check morale.

OGHRE JELLIES resemble giant amoebas. They ooze through small holes and destroy wood, leather, and clothing in 1 combat turn. They're harmed only by fire or cold. Weapons and lightning divide them into smaller organisms. They inflict 1d6 damage to exposed flesh. It never checks morale.

OGRES are brutish hulks, standing 7 to 10 feet tall. They have +2 to damage rolls in melee. Each carries 1d6×100 GP in large sacks when encountered outside their lair.

TROLLS, TRUE suffer damage only from fantastic-type attacks from Demons, Elementals, Heroes, Giants, or Legends. They have exceptional strength like Ogres but do normal damage, because they use their talons and fangs. Trolls eschew 3 hit points of damage each combat turn, starting in the third combat turn after they've been hit. Even if they accrue their maximum hit points, they resume combat after 6 hit points wane. Only immersion in fire or acid destroys these creatures. They never check morale.

PURPLE WORMS are 50-foot long, 10-foot wide monsters. They burrow under unsuspecting foes and come from underneath to attack. A Purple Worm that hits by 4 or more (or with a 20 in any case) swallows its foe if it's Ogre-size or smaller. Swallowed foes die in 6 combat turns and are completely digested (forever lost) after 12 combat turns. In addition to their bite, Purple Worms can also strike with their poisoned tails. They always attack and never check morale.

ROCS are immense birds that resemble eagles. They prefer to live in solitary mountainous regions, high away from all monsters. The statistics given are for the smallest variety. For the largest specimens, double or triple the values. There's a 50% chance that a Roc lair has 1d6 eggs or young in it. Young Rocs can be tamed and trained as steeds. Rocs attack any who aren't careful in their approach. They're hostile to all Chaos or Neutral creatures, and either ignore (5-in-6) or befriend (1-in-6) those of Law who keep their distance. They can carry a human-sized rider at a move of 360 per turn. Rocs cause foes within charge range to check morale. They can detect hidden (but not invisible) foes within 480. They never check morale.

PEGASI are reclusive winged horses. They serve only those of Law. Treat as a Heavy Horse. Pegasi generally attack Hippogriffs. Pegasi cause foes within charge range to check morale. They can detect hidden (but not invisible) foes within 480. They never check morale.

TREANTS are sentient trees found in forests and woodlands. They are aloof, involving themselves in situations that only directly concern them. They can animate up to two trees within 60, which move at 30 and fight as Treants. Only fantastic-type attacks harm Treants. They and their animated trees are susceptible to fire.

UNDEAD monsters were once living beings who, through dark sorcery, now have vile, wicked existence. They're unaffected by such things as poison and are immune to the effects of *charm*, *hold*, and *sleep* spells. Undead are unnaturally silent. Only those associated with pure evil can create or command the undead.

Skeletons and **Zombies** are generally found in dungeons, graveyards, and the like. They act under compulsion of their masters, whether Clerics of Chaos or Wizards. They're immune to normal-type missiles, and they never check morale. Except for Elves, normal-type foes hit by either monster become paralyzed with fear for the rest of combat. Daylight hinders them (-1 to hit, -1 to morale checks).

Ghouls paralyze with fear all normal-type foes (except Elves) they hit. Paralysis lasts for the length of combat. Daylight hinders them (-1 to hit, -1 to morale checks), and normal-type missiles harm them. Human-types killed by Ghouls become Ghouls.

Wights are impervious to all normal-type missiles, except those of silver. They suffer normal damage from normal-type melee weapons and maximum damage from fantastic-type melee weapons. Fantastic-type missile weapons inflict 2d6 damage (no damage from bonuses). Wights drain one level from a foe with a hit. They paralyze with fear all normal-type foes (except Elves) they hit. Paralysis lasts for the length of combat. A Human-type killed by a Wight becomes one, as does any foe drained of all its levels. Daylight hinders them (-1 to hit, -1 to morale checks). Human-types killed by Wights become Wights.

Wraiths are nasty, ghostly versions of Wights. They're impervious to normal-type attacks, act as Legends (see **Might & Magic** (Bk 1)), drain one level from any foe they hit, and cause human-types to become Wraiths in the same manner as Wights. If they hit a normal-type foe, they paralyze them. However, fantastic-types and Elves can rally victims out of their paralysis by coming within 10 of them. Silver missiles inflict only ½ damage and fantastic-type missiles inflict just normal damage. Daylight hinders them (-1 to hit, -1 to morale checks).

Mummies can be harmed only by spells, fire, and fantastic-type attacks, which all inflict only half damage. A hit from a Mummy infects the victim with a rot that permanently increases the time to heal by ten-fold. A *cure disease* from a Cleric of Law within an hour of being hit by a Mummy reduces this penalty to only twice as long.

Specters are incorporeal undead. They're harmed only by fantastic-type attacks and silver missiles. They drain two levels when they hit a foe. Human-types killed by Specters become Specters and serve the ones who killed them.

Vampires drain two levels from foes when they hit. They immediately remove 3 hit points each combat turn when harmed. They can summon 10d10 rats, 10d10 bats, or 3d6 wolves to aid them in battle. They can shapeshift at any time into a huge bat or into gaseous form. They can use **charm person** on humans (-2 to saving throws) when looking into their eyes. Humans killed by Vampires become Vampires and serve the ones who killed them. Vampires recoil (but don't retreat) from a strongly presented symbol of Law, the odor of garlic, or the face of a mirror. During daylight, they must always remain in a coffin lined with dirt from their homeland. Exposure to direct sunlight, immersion in running water, or impalement through the heart with a wooden stake instantly kill Vampires. They suffer only from fantastic-type attacks. If they sustain their maximum hit points from magic weapons or attacks, they become gaseous and return to their coffins.

UNICORNS are one-horned, horse-like monsters prized for their horns and their purity. They're reclusive beasts, hiding deep within dense forests. Unicorns avoid all contact with other creatures, except virgin human women, who are the only ones that can approach and ride a Unicorn. When they fight, they fight as a Lance the first turn, and a Spear and Heavy Horse every turn thereafter. They save as 11th-level Wizards. They detect hostile creatures up to 240. Once a day, Unicorns can **dimension door** along with a rider up to 360.

WYVERNS are winged beasts, related to dragons but smaller, with just two legs. Though without a breath weapon like their cousins, they have a poisonous stinger on their tails. There's a 4-in-6 chance each turn a Wyvern uses its tail; otherwise, it will bite. Wyverns cause foes within charge range to check morale. They can detect hidden (but not invisible) foes within 480. They never check morale.

YELLOW MOLD is a fungus vulnerable only to fire. While ineffectual against stone and metal, it destroys wood and inflicts 1d6 damage to exposed flesh. There is a 50% chance contact with Yellow Mold releases spores in a 10 × 10 area. A failed Death saving throw results in death.

TREASURES

Treasure is any coin, jewel, gem, magic item, or other valuable object or substance found while on an adventure. Treasure removed from a dungeon grants the most XP and enables player-characters to obtain better equipment, hire more retainers, and pay for better services. Magic items enable them to do things they would be unable to do.

Treasure, for Wilderness Lairs only

Type	Copper	Silver	Gold	Gems & Jewelry*	Magic or Maps
A -land-	25% 1d6	30% 1d6	35% 2d6	50% 6d6	40% any 3
A -desert-	20% 1d4	25% 1d4	30% 1d6	50% 10d4	60% 3 magic
A -water-	—	—	60% 5d6	60% 10d6	50% 1 map
B	50% 1d8	25% 1d6	25% 1d3	25% 1d6	10% Sword, Armor, Misc. Weapon
C	20% 1d12	30% 1d4	—	25% 1d4	10% any 2
D	10% 1d8	15% 1d12	60% 1d6	30% 1d8	20% any 2 + potion
E	05% 1d10	30% 1d12	25% 1d8	10% 1d10	30% any 3 + scroll
F	—	10% 2d20	45% 1d12	20% 2d12	35% any 3 + potion + scroll (no weapons)
G	—	—	75% 10d4	25% 3d6 25% 1d10	40% any 4 + scroll
H	25% 3d8	50% d%	75% 10d6	50% d% 50% 10d4	20% any 4 + potion + scroll
I	—	—	—	50% 2d8	20% any 1

* Roll for both categories. Chances are split if different.

COINS. The exchange rate for coins follows.

1 Gold Piece (GP) = 10 Silver Pieces (SP) = 50 copper pieces (CP)

Electrum may be worth either 5 SP or 2 GP. Platinum is worth 5 GP.

GEMS. Determine the base value for gems with d%.

d%	01-10	11-25	26-75	76-90	91-00
Result	10 GP	50 GP	100 GP	500 GP	1,000 GP

Roll 1d6 for each gem or arbitrary group of gems. 1 = the gem or gems is over the next higher base value category. Categories over 1,000 GP follow.

5,000 GP 10,000 GP 25,000 GP 50,000 GP 100,000 GP 500,000 GP

JEWELRY. Determine the base value for jewelry with d%.

d%	01-20	21-80	81-00
Result	3d6 × 100 GP	1d6 × 1,000 GP	1d10 × 1,000 GP

Fire and lightning melt metal into lumps and devalue jewelry by 25%. Lightning destroys gems, while fire doesn't (though an option could be a 10% chance).

MAGIC ITEM DETERMINATION TABLES

MAGIC OR MAPS

Roll d%: 01-25, roll on the Maps table; 26-00, roll on the Magic Items table.

MAPS

Roll on the table below to determine to which type of horde the map leads.

d%	01-60	61-90	91-00
Type	Treasure	Magic	Both

Map to Treasure

d8	Result
1	1d4×10,000 SP
2	5d6×1,000 GP
3	Results 1 and 2
4	1d4×10,000 SP + 2d10 gems
5	5d6×1,000 GP + 5d6 gems
6	Results 1 and 2 + d% gems
7	1d6×10 gems + 2d10 jewelry
8	Results 1, 2, and 7

Map to Magic

d8	Result
1-3	Any 1 item
4-5	Any 2 items
6	Any 3 items (no Swords)
7	Any 3 items + 1 Potion
8	Any 3 items + 1 Potion + 1 Scroll

Map to Treasure & Magic

d8	Result
1	1d4×10,000 SP + 1 item
2	5d6×1,000 GP + 1 item
3	1d4×10,000 SP + 5d6×1,000 GP + Any 2 items
4	Map to 1d6×10 gems + 2d10 jewelry + Any 3 items (no Swords) [already there]
5	5d6×1,000 GP + 5d6 gems + Any 2 items
6	Map to 1d4×10,000 SP + 1 item [already there]
7	1d4×10,000 SP + 5d6×1,000 GP + d% gems + 3 items + 1 Potion + 1 Scroll
8	1d4×10,000 SP + 5d6×1,000 GP + 1d6×10 gems + 2d10 jewelry + 3 items + 1 Potion

Appropriate monsters guard all hordes. Use the Monster Level Tables in Bk 3 if desired.

MAGIC ITEMS

d%	Result
01-20	Swords
21-35	Armor
36-40	Miscellaneous Weapons
41-65	Potions
66-85	Scrolls
86-90	Rings
91-95	Wands & Staves
96-00	Miscellaneous Magic

ARMOR

d%	Result
01-30	+1 shield
31-60	+1 armor
61-75	+1 armor & +1 shield
76-83	+2 shield
84-90	+2 armor
91-97	+2 armor & +2 shield
98-00	+3 shield

SWORDS

d%	Result
01-35	+1 sword
36-40	+1 sword, +2 vs Lycanthropes
41-45	+1 sword, +2 vs Wizards and Enchanted Monsters
46-50	+1 sword, locate objects
51-60	+1 sword, +3 vs Trolls [Clerics]
61-65	+1 sword, flaming , +2 vs Trolls [Pegasi, Hippogriffs, Rocs] +3 vs Undead [Treants]
66-70	+1 sword, 2d4 wishes
71-75	+1 sword, +3 vs Dragons
76-78	+2 sword
79-80	+2 sword, charm person
81-82	+3 sword
83	Sword, drain 1 level
84-00	-2 sword

MISCELLANEOUS WEAPONS

d%	Result
01-25	+1 arrows (10)
26-40	+1 arrows (3d10)
41-55	+1 dagger vs human-types, +2 vs Goblins and Kobolds
56-60	+2 dagger vs human-types, +3 vs Orcs, Goblins, and Kobolds
61-65	+1 bow
66-70	+1 hand axe
71-80	+2 mace
81-85	+1 war hammer
86-89	+2 war hammer
90	+3 war hammer, dwarven throwing
91-96	+1 spear
97-99	+2 spear
00	+3 spear

POTIONS

d%	Result
01-04	Growth
05-08	Diminution
09-12	Giant Strength
13-16	Invisibility
17-20	Gaseous Form
21-24	Polymorph Self
25-28	Speed
29-32	Levitation
33-36	Flying
37-38	Detect Thoughts
39-40	Delusion
41-44	Healing
45-48	Longevity
49-52	Clairvoyance
53-55	Clairaudience
56-60	Animal Control
61-64	Undead Control
65-68	Plant Control
69-72	Human Control
73-76	Giant Control
77-80	Dragon Control
81-84	Poison
85-88	Invulnerability
89-92	Fire Resistance
93-96	Treasure Finding
97-00	Heroism

SCROLLS

01-20	1 spell	61-70	Protection against Lycanthropes
21-35	2 spells	71-80	Protection against Undead
36-45	3 spells	81-90	Protection against Elementals
46-50	7 spells	91-00	Protection against Magic
51-60	1 curse		

RINGS

01-09	Invisibility	81-85	Protection Field
10-15	Mammal Control	86-90	Regeneration
16-21	Human Control	91-92	Djinn Summoning
22-30	Weakness	93-94	Telekinesis
31-39	Protection	95-96	X-Ray Vision
40-49	Wishes (3)	97-98	Spell Turning
50-60	Delusion	99	Spell Storing
61-70	Water Walking	00	Wishes (4d6)
71-80	Fire Resistance		

WANDS & STAVES

01-15	Detect Metals Wand (W)	61-65	Polymorph Wand (W)
16-20	Detect Evil Wand (W)	66-70	Negation Wand (W)
21-25	Detect Magic Wand (W)	71-80	Healing Staff (C)
26-30	Detect Secret Doors & Traps Wand (W)	81-85	Commanding Staff (C/W)
31-35	Illusion Wand (W)	86-90	Snake Staff (C)
36-40	Fear Wand (W)	91-95	Striking Staff (C/W)
41-45	Cold Wand (W)	96-97	Withering Staff (C)
46-50	Paralysis Wand (W)	98-99	Power Staff (W)
51-55	Fire Balls Wand (W)	00	Wizard Staff (W)
56-60	Lightning Bolts Wand (W)		C = Cleric, W = Wizard

MISCELLANEOUS MAGIC

01-04	Crystal Ball	48-52	Boots of Speed
05-06	Crystal Ball, clairaudience	53-57	Boots of Levitation
07	Crystal Ball, detect thoughts	58-62	Boots of Traveling & Leaping
08-15	Medallion, detect thoughts	63-67	Broom of Flying
16-18	Amulet of Concealment	68-72	Helm of Read Magic & Languages
19-24	Scarab of Protection	73-75	Helm of Telepathy
25-29	Bag of Holding	76	Helm of Teleportation
30	Censor of Air	77-87	Helm of Chaos (Law)
31	Stone of Earth	88	Flying Carpet
32	Brazier of Fire	89	Drums of Panic
33	Bowl of Water	90	Horn of Blasting
34-35	Efreet Bottle	91-97	Gauntlets of Ogre Strength
36-38	Displacer Cloak	98-99	Girdle of Giant Strength
39-47	Elf Cloak & Boots	00	Mirror of Life Trapping

MAGIC ITEM DESCRIPTIONS

SWORDS. All Swords have an Intelligence score, an Ego score, and an alignment to one of the three factions (Law, Neutrality, Chaos). They may also have a purpose, at the discretion of the referee. Follow the steps below to determine all aspects of a Sword.

Origin/Purpose. Roll d%. A result of 91-00 indicates the Sword has an explicit purpose or mission. Such a Sword has an Intelligence of 12 and an Ego of 12 (see below). Some possible purposes include slay Wizards, slay Clerics, slay Fighters, slay Monsters, defeat Law, or defeat Chaos. Swords with purpose also gain an additional power, based on the faction they serve.

- Lawful Swords paralyze Chaotic foes
- Neutral Swords convey to their user +1 to all saving throws
- Chaotic Swords disintegrate Lawful foes

The special powers mentioned above affect only the object of the purpose, whether Wizard, Fighter, and so on. However, a general purpose, such as slay Law, affects all targets associated with it. Neutral Swords affect Law and Chaos monsters equally.

Swords with purpose never tire in their efforts to fulfill their function. Users that attempt to prevent Swords from fulfilling their function trigger an immediate control check.

Alignment. Roll d%.

d%	01-65	66-90	91-00
Result	Lawful	Neutral	Chaotic

If the Sword has the **level drain** ability (see below), the chance the Sword is Chaotic is 01-65, and the chance it's Lawful is 91-00. Also, if the Sword is Chaotic, it affects creatures listed in brackets rather than the creatures listed normally.

A character whose alignment differs from the Sword takes damage when picking it up. See the table below for damage.

Step Difference	Law vs. Chaos/Chaos vs. Law	Neutrality vs. Law/Chaos
Result	2d6	1d6

Nonplayer-characters directed to pick up a Sword take only half damage, since they aren't completely free agents. Other effects of picking up a Sword of a different alignment may be the dispelling of a spell or obtaining powers that remove them from the service of their master. Also, a struggle ensues immediately. See the process of determining the results of a struggle under the Ego section later. If the Sword wins the struggle, it controls the character, compelling the wielder to align with the same faction as the Sword and to act accordingly immediately. For example, a Lawful player-character who picked up a Neutral Sword may lie about its abilities, while a he would attack if he picked up a Chaotic Sword.

Intelligence. Roll 1d12. The result is the Intelligence score of the Sword and determines any other powers. If the Sword can communicate (see below), it relates all primary and extraordinary powers to the user. Also note that rolling the same power more than once increases its strength, range, accuracy, and so on, accordingly.

1d12	Number and Type of Powers	Communication Mode
1-6	None	None ¹
7	1 primary power	Empathy
8	2 primary powers	Empathy
9	3 primary powers	Empathy
10	3 primary powers, languages ²	Speech
11	As 10, and read magic	Speech
12	As 11, and 1 extraordinary power	Telepathy

¹ The user must experiment to learn the powers (bonuses and such) of the Sword.

² The referee rolls to determine the number. The Sword knows its alignment tongue.

d%	Primary Power	d%	Number of Languages
01-15	Note shifting walls & rooms	01-50	1
16-30	Note sloping passages	51-70	2
31-40	Find secret doors	71-85	3
41-50	Find traps	86-95	4
51-60	See invisible	96-99	5
61-70	Detect evil (and/or gold)	00	Roll twice, ignore 00
71-80	Detect metal (and kind)		
81-90	Detect magic		
91-95	Detect gems (number and size)		
96-99	Roll twice, ignore 96-99%		
00	Roll for extraordinary power		

d%	Extraordinary Power
01-10	Clairaudience
16-20	Clairvoyance
31-30	Detect thoughts
41-40	Telepathy
51-50	Telekenesis
61-59	Teleport
71-68	X-ray vision
81-77	Generate illusion
91-82	Levitate
96-87	Fly
88-92	Heal (1 hp/6 turns or 6 hp/day)
93-97	1d4 times Strength for 1d10 turns, once a day
98-99	Roll twice, ignore 98-00
00	Roll thrice, ignore 98-00

Refer to spells in **Might & Magic** or equivalent powers associated with other magic items for help with adjudicating powers.

Ego. Only Swords with an Intelligence score of 7 or greater have Ego scores. Roll 1d12 to determine the score.

When a character initially claims the Sword, compare the Ego of the Sword with the level of the Fighter, and consult the following table for the result.

Difference When to check for control

6	Party with higher score always prevails, no check
2-5	Party with higher score prevails, check only in situations noted below
0-1	Parties are in constant struggle, check at all stress/decision points

The Sword attempts to compel its user to do the following in relevant situations.

- Ignore better weapons
- Take great risks in combat to exalt the power of the Sword
- Allow it to be captured by a higher-level character closer to its station
- Allow it to be captured by a lower-level character it can dominate more easily
- Demand greater shares of treasure to better decorate the Sword

Use the following process to determine who maintains control over whom.

- Sum Intelligence and Ego of the Sword, +1 for each extraordinary power
- Sum Intelligence and Strength of the user, modify as follows:
 - +1d6 if sustained less than 10% maximum hit points
 - -1d4 if fatigued or sustained 10% to 50% maximum hit points
 - -2d4 if severely fatigued or sustained over 50% maximum hit points

Consult the following table for the result.

Difference Result

6	Character with higher score controls
2-5	75% chance character with higher score controls
0-1	50% chance character with higher score controls

SWORD BONUSES. Apply the bonus of a Sword to hit-rolls only, not to damage-rolls. Bonuses specific to monster-types apply to damage. For example, a **+1 sword, +2 vs Wizards** inflicts 1d6 damage normally, or 1d6+2 damage vs Wizards.

ARMOR. Subtract the bonus of armor or Shield from the hit-roll of a foe. The bonuses of armor and Shield don't stack. If a Shield has a better bonus than armor, there's a 2-in-6 chance each blow the Shield applies instead of the armor.

MISCELLANEOUS WEAPONS. Apply the bonus of a miscellaneous weapon to all damage-rolls, unless noted below.

+1 arrows. The bonus applies to hit-rolls and damage-rolls.

+1 bow. The bonus applies to hit-rolls only. However, with a **+1 arrow**, a user has +2 to hit and +1 to damage.

+1 hand axe. Use in melee or throw it. It has a range of 30 and no modifier for range.

+1, +2, and +3 war hammer. Users can throw these too. Range is 30. When a Dwarf uses the +3 version, it has a range of 60, automatically returns to the Dwarf, inflicts 2d6 damage normally (no modifier from bonus) or 2d6+3 damage against Giants.

+1, +2, and +3 spear. Users can throw these too. Range is 30.

POTIONS. Unless noted otherwise, users must imbibe the entire potion to benefit from its effect. However, they can sample a small portion without penalty to identify its power. Potions of limited duration last for 1d6+6 turns. Potions not detailed here are self-explanatory or work as described for a similar magic item.

Animal Control. One turn after consumption, users can control 3d6 small animals, 2d8 medium-sized animals, or 1d6 large ones.

Delusion. Users believe the potion is whatever he desires. This potion always seems to be some other kind of potion.

Diminution. Users become half a foot if the entire potion is consumed.

Dragon Control. A **charm monster** that affects 1d3 Dragons. Saving throws apply. Roll to determine the type of Dragon susceptible to its effects.

Fire Resistance. Users are immune to normal fires, ignore the effects of the wall of fire spell, have +2 to saving throws vs Fire Balls and Dragon fire-breath, and ignore 1 hit point of damage for each hit die of damage caused.

Gaseous Form. The form of the user becomes a cohesive gas, leaving behind clothes, armor, equipment, and so on. He can penetrate any space not completely sealed.

Giant Control. A **charm monster** that affects 1d4 Giants. Saving throws apply.

Giant Strength. Users gain Giant strength and 2d6 damage with each hit.

Growth. Users become 30 feet tall if the entire position is imbibed. Otherwise, growth is proportionate to the amount used; for example, a user becomes 15 feet tall if imbibing half the potion.

Healing. 1d6+1 hit points vanish from the user.

Heroism. Normal-type humans act like 4th-level Fighters. Fantastic-type Fighters of 5th, 6th, or 7th level act as if they were 7th, 8th, or 9th level, respectively, while those of 8th, 9th, and 10th level act as if they were 9th, 10th, or 11th level, respectively.

Human Control. A **charm person** that affects one of the following groups of human-types: 1d12 of 3 HD and fewer, 2d4 of 4 to 6 HD, 1d4 of 7 to 9 HD, or 1 of 10 HD or more. Saving throws apply.

Invulnerability. Imbibers have +2 to AC and saving throws. Those who use this kind of potion more than once in a game week have -2 to AC and saving throws.

Longevity. The imbiber loses 10 years from his age. The potion counters the aging effects of the *withering staff*.

Plant Control. Users control within 60 either 1d6 plants (including fungus-types) or a 10 x 10 area of ground cover.

Poison. Call this any other potion to mislead player-characters. If someone inspects it carefully, reveal the potion for what it is.

Speed. The move rate of the user doubles.

Treasure Finding. Users know the direction and distance to any treasure within 360 that has a) 5,000 or more CP, SP, or GP, or b) has 50 or more gems. It works through all intervening obstacles.

Undead Control. One turn after consumption, users can control 2d4 Undead of 3 HD or fewer, or 1d4 Undead of 4 HD and greater.

SCROLLS. There's a 75% chance a scroll is a Wizard scroll, with Wizard spells; otherwise, it's a Cleric scroll, with Cleric spells. Wizards can use any spell from a Wizard scroll, regardless of spell-level, with a *read magic* spell. Spells on all scrolls are used as 6th-level spell-user, unless the level must be higher. Then the spell-user level is the minimum necessary. When a spell on a scroll is used, it vanishes. Clerics can use a scroll with Cleric spells without any aid. Roll 1d6 to determine the spell-level of a spell, then randomly determine the exact spell from the relevant spell level.

Curse Scrolls. Mislead and trick player-characters into reading these scrolls. Curses take effect immediately. Roll on the following table to determine the nature of the curse. Curses affect all within 15 feet of the user.

1d8	Result
1-2	A monster of your choice instantly appears
3-4	Contracts a disease fatal in 3 turns unless cured
5-6	Transformed into an insect of your choice
7	Instantly relocated to a destination 1,000 miles away in a random direction
8	Instantly relocated to another planet

Protection from Elementals. The scroll prevents 1 Elemental from harming the reader and those within 10 of him. The effect lasts for 4 turns.

Protection from Lycanthropes. The scroll prevents 2d6 Lycanthropes from harming the reader and those within 10 of him. The effect lasts for 6 turns.

Protection from Magic. The scroll functions as an *anti-magic barrier* that extends up to 10 around the user. The effect lasts for 8 turns.

Protection from Undead. The scroll prevents 2d12 Undead of 3 HD or fewer, 2d6 Undead of 4 and 5 HD, or 1d6 Undead of 6 HD or more from harming the reader and those within 10 of him. The effect lasts for 6 turns.

RINGS. Any character-type can use a ring. Users must wear rings to enjoy their benefits. Only one ring per hand can function at any given time. Rings unmentioned below function as a spell or potion, but without any limit to their duration.

Mammal Control. The wearer can control 3d6 small mammals or 1d8 large mammals within 60, without consideration to those mammals on the Monster Reference Table. Controlled mammals can be made to attack their friends who aren't controlled.

Weakness. When donned, the user begins to weaken. He has -2 to hit and AC after one turn, -4 to hit and AC after two turns, up to -10 to hit and AC after five turns. A *remove curse* spell is required to remove the ring.

Protection. Wearers have +1 armor, which benefits both AC and saving throws.

Wishes. Ensure player-characters use these wisely by applying detrimental effects to the more outlandish, greedy, venal requests. For example, wishing for endless wishes might eviscerate the character so his spirit might be free to wish eternally that he had never wished such a wish. Or again, wishing for one's very own *mirror of life trapping* might entrap the wisher inside his very own mirror. Grant wishes that seek to undo unfortunate adventures or situations. Provide clues leading to powerful items or immense treasure when player-characters wish for such items.

Regeneration. Wearers alleviate 1 hit point every turn, even if they sustain their maximum possible hit points. Only fire or acid can forever kill the wearers.

Djinn Summoning. A Djinn eternally bound to the ring serves the wearer. It appears immediately when called.

Telekinesis. Wearers can use the *telekinesis* spell as if they were 10th-level Wizards.

X-Ray Vision. Wearers who take a turn to scan a 10 × 10 area can see up to 30 beyond 10 feet of rock or half a foot of iron. Users can't see through lead or gold. Users can find hidden doors and traps with this ability.

Spell Turning. Wearers of this ring targeted directly with a spell by Dragons or Clerics have a percentage of the spell reflected onto the spell-user. Roll d%. The result is the portion that affects the spell-user instead. The remainder affects the wearers. The ring doesn't turn spells from Wands or Staves, nor does it turn the *finger of death* spell used by Chaotic Clerics.

Spell Storing. The ring contains 1d6 spells. Roll 1d6 to determine the spell level of each spell. There's an 80% chance the ring contains Wizard spells; otherwise, they're Cleric spells, with 50% chance the spell are Chaotic. Wearers become instantly aware of which spells are stored, and they can use them as if they were a Wizard or Cleric. Only a spell-user can restore spells in the ring.

WANDS AND STAVES. Wands generally emit rays whose effects are of the 6th level. Effects of Staves are of the 8th level. Wands can be used 100 times and Staves 200 times before they cease functioning.

Detect Metals. They point in the direction of precious metals within 20 worth no less than 1,000 GP. Users know what type of metal is present.

Detect Enemies. If hostile creatures within 60 know of the user or his associates, users know of their presence and location, whether hidden or invisible.

Detect Magic. Users know whether any dweomer exists within 20. Concentration on quadrants enables users to learn general details of the kind of magic used.

Detect Secret Doors and Traps. Users find secret doors and traps within 20.

Illusion. Users can use the *illusory forces* spell without the need to concentrate.

Fear. These wands emit a cone-shaped effect, 60 long and 30 wide at the end. Creatures within the effect that fail a saving throw panic and flee immediately.

Cold. These wands emit a cone-shaped effect, 60 long and 30 wide at the end. Creatures within the effect take cold damage. Those that succeed with a saving throw suffer half damage.

Paralysis. These wands emit a cone-shaped effect, 60 long and 30 wide at the end.

Fire Balls. Users can use the *fire ball* spell.

Lightning Bolts. Users can use the *lightning bolt* spell.

Polymorph. Users may use the *polymorph others* and *polymorph self* spells.

Negation. Users with these Wands can negate/dispel the magical effects/power of other Wands and Staves. Wands are made completely ineffective. Staves are reduced in power by three-quarters (to 2d6 damage, for example). Only one Wand or Staff can be targeted at a time.

Healing Staff. Only Clerics can use these Staves. Users can use the cure light wounds spell once per day, per person.

Commanding Staff. Both Clerics and Wizards can use these Staves. Users can employ any one of the following effects.

animal control—users can control 3d6 small animals, 2d8 medium-sized animals, or 1d6 large ones.

human control—users can use the *charm person* spell to affects one of the following groups of human-types: 1d12 of 3 HD and fewer, 2d4 of 4 to 6 HD, 1d4 of 7 to 9 HD, or 1 of 10 HD or more. Saving throws apply.

plant control—users can control within 60 either 1d6 plants (including fungus-types) or a 10 x 10 area of ground cover.

Snake Staff. Only Clerics can use these Staves. They have +1 to hit and damage with it. The Staff also coils around a struck foe on command to render human-types helpless or all others unable to attack for 1d4 turns. Thereafter, the Staff slithers back to the Cleric.

Striking Staff. Both Clerics and Wizards can use these Staves. A hit inflicts 2d6 damage.

Withering Staff. Only Clerics can use these Staves. A hit shortens the lifespan of the creature by 10 years. Humans stagger and dodder after being struck four times, animals die after but one or two strikes, and so on. Undead and creatures with long lifespans ignore these effects.

Power Staff. Only Wizards can use these Staves. Users can employ any one of the following effects.

cold—emit a cone-shaped effect, 60 long and 30 wide at the end. Creatures within the effect take cold damage. Those that succeed with a saving throw suffer half damage.

fire ball—users can use the *fire ball* spell. *lightning bolt*—users can use the *lightning bolt* spell. *striking*—users can use the *lightning bolt* spell. *continual light*—users can use the *continual light* spell. *telekinesis*—users can use the *telekinesis* spell.

Users may also use a final strike, in which they break the Staff and release all its power. All those within 30 take damage equal to 8 × the number of remaining uses.

Wizardry Staff. Only Wizards can use these Staves. They have +1 to hit with it. Users can employ any one of the following effects.

paralysis. *invisibility*—users can use the *invisibility* spell. *wall of fire*—users can use the *wall of fire* spell. *passwall*—users can use the *passwall* spell. *conjure elementals*—users can use the *conjure elemental* spell, though this version conjures 1d4 of a random type.

whirlwind—users can conjure a whirlwind 30-foot tall, 10-foot wide (base, 20-foot wide at top). The whirlwind moves at 90. Creatures of fewer than 2 HD are killed and swept away by the whirlwind.

webs—users can conjure masses of sticky webs in a 10 × 10 × 20 area. Giants and similarly powerful creatures can break through them in 2 turns. Creatures of lesser strength break through them in proportionately longer time. A Flaming Sword cuts through them in 1 turn.

Users may also use a final strike, in which they break the Staff and release all its power. All those within 30 take damage equal to 8 × the number of remaining uses.

MISCELLANEOUS MAGIC.

Unless otherwise noted, anyone can use miscellaneous magic items.

Amulet of Concealment. The amulet always and completely prevents the user from being located, seen, or detected by a *crystal ball* or the *detect thoughts* spell.

Bag of Holding. The bag is equivalent to a large sack, though it can hold up to 10,000 coins as if it were only 300. Objects may also be placed into the bag, though they can be no larger than 10 feet long, 5 feet wide, and 3 feet tall. When users place objects other than coins in the bag, its weight becomes 600.

Crystal Balls. Only Wizards can use these devices. If they use them more than three times a day go mad. Attempts are less likely to succeed when the subject of scrying is less known and farther away, when abjuration is used to ward off viewers, and when lead interposes. Extended use of the devices in a single day requires the users to rest and recuperate the next day. Spells can't be used through them, though users may place a dwomer on themselves that would benefit their efforts, such as a *dark vision* spell to see in the dark. Some of these devices allow the user to hear what is being said (*clairaudience*) or detect whether sentient beings are somewhere nearby to the scene being spied (*detect thoughts*).

Displacer Cloak. Users of this cloak appear to be displaced, up to 10 away from their actual location. They have +2 to AC and saving throws.

Efrete Bottle. The finder of the bottle can call out of it an Efrete that serves him only for 1,001 days.

Elemental Control Items. Only Wizards can use these devices. Each device conjures a relevant elemental (12 HD) in a turn (1 minute). Only the owner of the item may use the device. It takes a turn (10 minutes) to either set up or store a device.

Elven Cloak & Boots. The cloak renders the wearer next to invisible, the boots render him totally silent when moving.

Medallions. They enable the user to use the *detect thoughts* spell. On a roll of 08-12, the range is 30; on 13-15, the range is 60. There is a 1-in-6 chance the item malfunctions when used.

Scarab of Protection. The item negates a *finger of death* spell directed at the wearer. It can do so 12 times before it disintegrates.

Boots of Speed. Users can move at 240 for a day, but they must then rest for a day.

Boots of Levitation. Users can use the *levitate* spell without a limit to duration.

Boots of Traveling and Leaping. When outdoors, users of the boots increase their move by one-third. When indoors or underground, users can leap up to 10 feet vertically and 30 feet horizontally.

Broom of Flying. Only Wizards may use this item. Users who know the word of command for the device can summon it to their hand from up to 240 away and can fly at 240. It can carry two human-types but at a move of 180.

Helm of Reading Magic and Languages. Users benefit from the *read languages* and *read magic* spells. If worn in combat, there's a 10% chance each turn it's hit and ruined.

Helm of Telepathy. Users can read the thoughts of any creature within 90. They can implant suggestions into the minds of human-types if their Intelligence scores are greater than those of the human-types. For nonplayer human-types, roll on the reaction table with +2 to the result to determine if the suggestion works. For player human-types, roll d% + 10% for users of the helm and compare that to d% for the player. Suicidal suggestions are never followed. If worn in combat, there's a 10% chance each turn it's hit and ruined.

Helm of Teleportation. Only Wizards can use this item. Wizards that have a *teleport* spell prepared can use their spell to transport themselves without loss of the spell. If they use it on an object or other creature, the spell is used. If worn in combat, there's a 10% chance each turn it's hit and ruined.

Helm of Chaos (Law). The user becomes Chaotic (or Lawful). Only *dispel magic* can remove it from the user, who makes every effort to avoid its removal.

Flying Carpet. Users who know the word of command for the device can summon it to their hand from up to 240 away and can fly at 300. It can carry up to three human-types but at 180.

Drums of Panic. When played, the drums cause normal-types and fantastic-types who fail their morale check (or saving throw) to flee in rout. Animals of 4 or fewer HD, and non-carnivorous animals with 5 HD or more, flee (no save). Users can play them while moving if the drums are secured in some way. Those within 10 of the drums are unaffected by the playing.

Horn of Blasting. The device emits a sound up to 10 feet long and 20 feet wide at its terminus. The sound inflicts 12 hit points of damage to objects such as walls, gates, and so on, and 2d6 hit points to creatures. Creatures are also deafened for one turn.

Gauntlets of Ogre Power. Users have +2 to damage rolls.

Girdle of Giant Strength. Users are treated as 8 HD creatures that inflict 2d6 hit points of damage with each hit.

Mirror of Life Trapping. Only Wizards can use this device, which is up to a foot and a half in diameter. Wizards operating the device must concentrate. It can be set on a wall, for example, and allowed to operate on its own. When openly displayed, there's a 90% chance a unsuspecting human-type or Undead looks into the mirror. A knowing person has only a 10% chance to avoid looking into it. Any human-type or Undead looking into the mirror, up to 10 away, has its life-force trapped therein. They can be released only on command of its owner or by breaking the mirror, the latter thereby releasing all occupants. The physical bodies of those trapped disappear and reappear accordingly. Trapped entities remain in separate areas within the mirror. They can converse with someone outside the mirror if called upon. Undead are powerless within the mirror. Such devices hold up to 20 life-forces.

SAVING THROWS for MAGICAL ITEMS. Assume magic items survive if their user survives. If fire or lightning of a fantastic origin (monster or spell) kills a user or strikes an unattended item, it's destroyed, unless it's one of nine items listed below. In that case, make a saving throw for the item.

Item	Power Staff	Wizard Staff	Fire or Lightning Wand	Ring of Fire Resistance	Ring of Protection	Armor, Shield, Weapon		
						+1	+2	+3
Success	10	12	14*	10	12**	14	12	10

* -2 if hit by opposite type (fire vs lightning, lightning vs fire). ** -2 if hit by lightning.

ARTIFACTS. These items of Chaos or Law are of such legendary power, they transcend those of any magic item listed earlier. Determine their powers accordingly, and handle these with care. Examples of Artifacts include a) a teleportation machine; b) a set of Crown, Orb, and Scepter associated with each character-type; c) a Stone Crystallization Projector; and so on. For such items, include harmful effects for those of Neutrality or the opposing faction who handles one. Example effects include instant death, paralysis (until dispelled by some means), loss of four to six experience levels, insanity for one game month, 10d6 hit points of damage, and so on. What limited chances there might be for a saving throw to avoid the effects would be slim.

Other Booklets from OSR Hobbies

MIGHT & MAGIC. A complete set of guidelines for players of **S&S**, including attributes, character-types, equipment, and spells.

DUNGEON & WILDERNESS ADVENTURES. Definitive guidelines for referees who want to plan and adjudicate a **SWORD & SPELL** game.

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