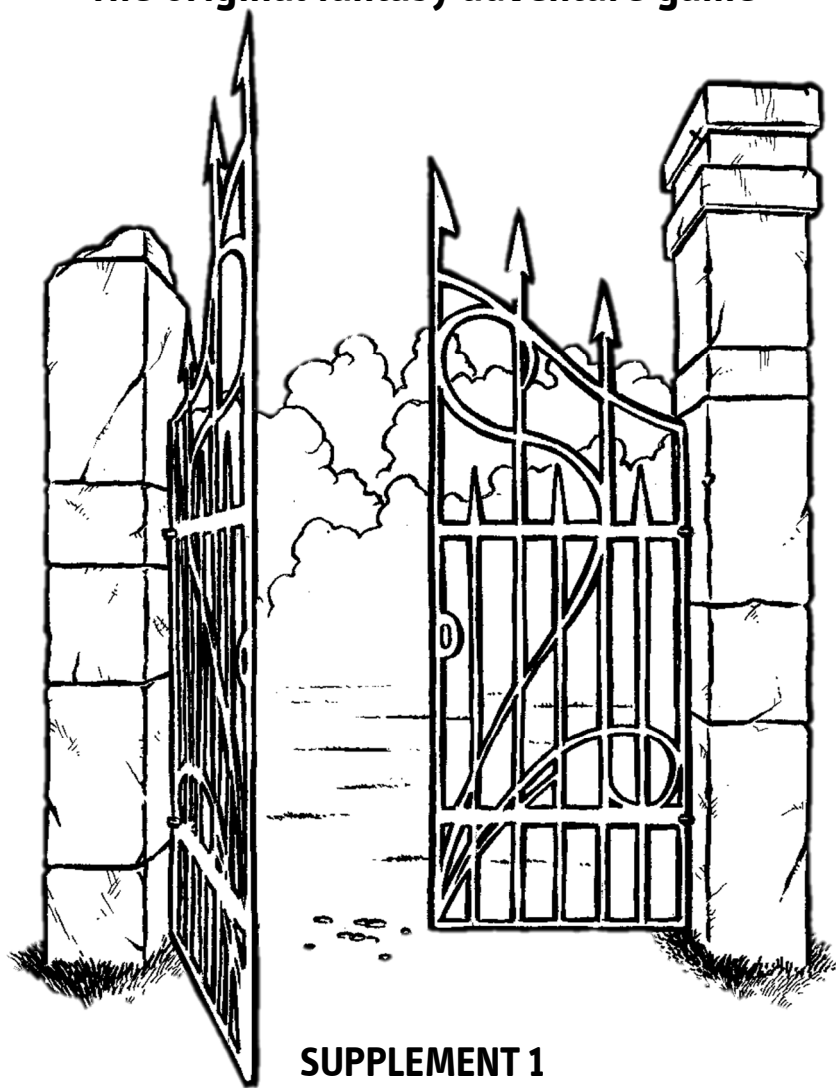


SWORD & SPELL

The original fantasy adventure game



SUPPLEMENT 1

HARKANGRAF

LLOYD



SWORD & SPELL

Supplement 1

HARKANGRAF

**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

2nd edition, 1st Printing
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FORWARD

This is the first official supplement to the **SWORD & SPELL** game. It augments that primary work with optional guidelines either adopted in my own Harkangraf campaign or those that have been tested but not wholly employed. If you've yet to acquire the **SWORD & SPELL** game, tread lightly over the text of this tome; without the former work, this supplement will only serve to lure you into buying it! If you enjoy fantasy adventure, then no harm done.

For those who already own the game, this supplement emulates the sequence of the **SWORD & SPELL** material, in that it begins with guidelines for **Might & Magic** (Bk 1), then details guidelines for **Monsters & Treasure** (Bk 2), and finally covers guidelines for **Underworld & Wilderness Adventures** (Bk 3). It contains new guidelines for character-types, attribute scores, powers and spells, monsters, magic items, combat, and exploration of the Underworld and Wilderness. Material is designated as an Addition to the guidelines or Revision to already existing guidelines. Neither designation should compel referees to adopt or apply either. Referees should be thoughtful and discerning as to which of these guidelines they adopt, because adding or changing a guideline is likely to change a campaign, and that should be done only after some thoughtful consideration.

Referees might be happy to know that OSR Hobbies products outside the Supplements won't assume access to these or any future suggested guidelines. For that's all these are, suggestions for referees to help introduce interesting aspects of fantasy to their already exciting campaigns.

And still more ideas await. At least one more supplement is known to be in production in dungeons below that majestic edifice known as Crag Keep. What that work has to offer is likely to be dark and forbidden, offering a flavor of alien worlds, malevolent schemes, and riches beyond imagination. Until then, pour over this dusty tome to see what lies in the hinterlands of Civilization, in the wilds of Harkangraf.

Lloyd

OSR Hobbies Writer and Editor

1 September 2019

MIGHT & MAGIC

ATTRIBUTES (Revision)

Strength and Wisdom now modify certain aspects of the game besides being primary attributes.

Strength modifies melee attack rolls and encumbrance carrying capacity.

	Strength Score										
	3	4	5	6	7-8	9-12	13-14	15	16	17	18
Melee Attack Modifier	-1	-1	-1	-1	-1	-	+1	+1	+1	+1	+1
Encumbrance Modifier	-750	-500	-300	-150	-50	-	+100	+250	+450	+700	+1,000

Wisdom modifies saving throws against mind-affecting spells and abilities.

	Wisdom Score		
	3-8	9-12	13-18
	-1 to saving throw	None	+1 to saving throw

CHARACTER-TYPES (Addition)

There are now five primary character-types, five sub-types (in parentheses), and three new nonhuman types.

- Fighters (including Barbarians, Beastmasters, Knights, and Warders)
- Wizards (including Witches)
- Clerics
- Mystics
- Thieves
- Iliéans
- Nogians
- Slinks

Fighters

Barbarians. These sub-types are human warriors who populate the hinterlands of more established and technologically advanced nations. They are tribal generally, operating within a structure of familiar bonds and clans. While most are nomadic, roaming vast terrain on foot or horseback, some are sedentary, establishing fixed residence and working the land for sustenance.

Fighters of Neutrality or Chaos who have Dexterity scores of 12 or greater, and Strength and Constitution scores of 13 or greater can choose at the beginning of play only to be Barbarians. They're either Neutral or Chaotic, never Lawful. If they become Lawful, they become Fighters. They have the following features.

- They have +3 hit points each level.
- They become Heroes at 2nd level and Legends at 6th level.
- They can make a triple move per turn of dungeon exploration instead of the normal two. They make six moves, not four, when running or flee in dungeons.
- They need to rest but one day in 10 when traveling in Wilderness.
- They have a 3-in-6 chance to surprise, and only a 1-in-6 chance of being surprised.
- They have a 2-in-6 chance to hear noise beyond doors.

- They have a native land: desert, forest, hills, plains, or swamp. Choose one. When in their native land, they have the following benefits.
 - They have a 5-in-6 chance of tracking creatures. They have -1 for each day that lapses.
 - They have a 3-in-6 chance to become hidden. This becomes 4-in-6 at 4th level, 5-in-6 at 7th level, and 6-in-6 at 10th level.
 - They can hunt and find enough food and drink for themselves. They have 2-in-6 chance of gathering enough food and drink for 1d6 human-sized creatures each day of travel.
 - They can only be surprised by those native to their native land.
 - They ignore movement penalties and never get lost.

They use only Dagger, Hand Axe, Mace [club], Sword, Battle Axe, Spear, Two-Handed Sword, Sling, and Bows (except Crossbows). They use only Leather, Mail, and Shield. They spend twice as many GP for goods and services in Civilized lands than they do in Primitive lands. Their Intelligence and Charisma scores are treated as 3 points lower with respect to civilized knowledge or interactions with civilized people. They never adventure with Wizards (or their sub-types). They never adventure with groups that openly use Wizardry magic items. (Magic weapons are tolerated, for example.) They never possess magic items of any type and earn XP for destroying them.

Beastmasters. These sub-types are wild humans, whose affinity for animals drives them to live uninterrupted in the Wilderness, away from all forms of culture and civilization. Though they're motivations become more like the beasts to which they're akin, they're always driven to prevent the wanton destruction of wilderness areas. Not only do they ally with humans who revere and protect the wilderness, they also befriend and aid monsters who make the Wilderness their home.

Fighters aligned with Neutrality who have Wisdom scores of 14 or greater and Constitution scores of 15 or greater may elect at any time to become Beastmasters. If they become Lawful or Chaotic, they become Fighters. They have the following features.

- They have a telepathic ability to communicate with normal-type animals. They may also persuade normal-type animals to become retainers. Use the monster level to determine whether an animal would consider fealty to a Beastmaster.
- They have a 3-in-6 chance of surprising foes and a 1-in-6 chance of being surprised.
- They have a 5-in-6 chance of tracking creature when outdoors, with -1 to the roll for each day that lapses. When indoors, Beastmasters have a 4-in-6 chance to track creatures if no more than 6 turns lapse since they see them, with -1 for tracking through normal doors, -2 for tracking through trap doors, and -3 for tracking through secret doors or chimneys/wells.
- They have a 4-in-6 chance of avoiding snares and pits when outdoors.
- They have a 2-in-6 chance of using the following abilities successfully. They improve to 3-in-6 at 3rd level, 4-in-6 at 6th level, 5-in-6 at 9th level, and 6-in-6 at 12th level.
 - They can shift the reaction of an animal by one step toward a positive reaction.
 - They can move silently.
 - They can become hidden in shadows.
 - They can hear noises beyond doors.
- They have +2 to saving throws against poison and mind-affecting attacks.
- With a running jump of no less than 10 feet, they can jump 20 feet. They have a 1-in-6 chance of jumping 30 feet. Halve the distance if making a broad jump.
- They can move through unpassable terrain (even those made by **grow plants**, for example).
- In the Wilderness, they can find food and water for themselves and 5 other Human-types.

They use only Dagger, Hand Axe, Mace, Spear, and Bow (except Crossbows). They use Leather only. They must live in the Wilderness; otherwise they must earn 5% more XP for each week lived

in civilized spaces. For example, if a 3rd-level Beastmaster lives in a village for 12 weeks, he would need to earn 60% more XP (or a total of 25,600 XP) to advance to 4th level. They spend twice as many GP for goods and services in civilized lands than they do in primitive lands. Their Intelligence and Charisma scores are treated as 3 points lower with respect to civilized knowledge or interactions with civilized people.

Knights. Fighters with a Charisma score of 17 or 18 may elect at any time to accept the status of Knight. The abilities of a Knight differ, according to the faction they serve. In any case, they must not have changed their faction from the start of play, and they lose their Knight status (which they can never regain) should they change factions.

- **Lawful Knights** have the following abilities. Once a day, they can cure with a touch 2 hit points of damage for each level they have. Once a day, they can **cure disease**, like the spell. Lawful Knights are immune to normal and magical diseases. They enjoy +2 to all saving throws. At 8th level, a Lawful Knight can **detect evil** (range 60) and **dispel evil** at will.
- **Neutral Knights** have the following abilities. Once a day, they can **hold person**, like the spell. Neutral Knights are immune to all charm effects. They enjoy +2 to all saving throws. At 8th level, a Neutral Knight can **detect thoughts** (range 60) and **quest** at will.
- **Chaotic Knights** have the following abilities. Once a day, they can inflict with a touch 2 hit points of damage for each level they have. Once a day, they can **cause disease**, like the reverse spell. Chaotic Knights are immune to normal and magical diseases. They enjoy +2 to all saving throws. At 8th level, a Chaotic Knight can **conceal evil** (range 60) and **dispel good** at will.

Knights can obtain a gifted horse at any time but may do so only once every 10 years. The horse is considered a Heavy Warhorse (MV 180, AC 5, HD 5+1, high intelligence).

All Knights may possess not more than six magical items, including arms and armor. They must give away their wealth to a nonplayer-character cause, except they may retain enough to pay their support and upkeep, pay the support and upkeep of any hirelings, and maintain a modest stronghold (at a cost of no more than 200,000 GP, with no more than 200 human guards). Knights associate only with characters of their faction.

Warders. Fighters with Dexterity and Constitution scores of 14 or greater may elect at any time to join the order of the Warder. A Warder must be Lawful and must be so from the start of play. They lose their Warder status (which they can never regain) should they change factions. They have the following abilities.

- They have a 3-in-6 chance to surprise others, while others have -1 to surprise Warders.
- They have a 5-in-6 chance of tracking creature when outdoors, with -1 to the roll for each day that lapses. When indoors, Warders have a 4-in-6 chance to track creatures if no more than 6 turns lapse since they see them, with -1 for tracking through normal doors, -2 for tracking through trap doors, and -3 for tracking through secret doors or chimneys/wells.
- They ignore movement penalties for when moving in Wilderness.
- They need to rest but one day in 10, rather than one day in seven when traveling in Wilderness.
- They never get lost in the Wilderness.
- They have +1d6 to damage when they hit Kobolds, Goblins, Orcs, Hobgoblins, Gnolls, Ogres, Trolls, Giants, Gnomes, Dwarves, Elves, or Treants.

Warders may never adventure in a party with more than one other Warder. They donate any wealth they can't carry on their body to a worthy nonplayer cause. They may not employ hirelings until 8th level. They associate only with characters of their faction.

Wizards

Witches. Wizards with a Wisdom of 16 may elect at any time to make a pact with an entity native to another dimension or plane of existence. They give up some of the spells of Wizardry and gain access to new spells of Witchery. They also earn favors from their patron entity, such as earning a familiar and binding entities from other worlds as servants.

Witches prepare and use spells like Wizards but choose spells from a different spell list. For those spells in bold italic, which operate like Cleric spells, Witches of Law use the listed spell, while Witches of Chaos use the reverse spell. Witches of Balance (Neutrality) choose at 1st level which version to use and use that version thereafter.

Witches can conduct magical research into potions at any time. Follow the guidelines for cost and time found in **Might & Magic** (Bk 1).

Once a day, a Witch can seduce a Human-type within 60 into relinquishing armor, weapons, and clothes, thereby becoming completely helpless. The target has -2 to its saving throw. This becomes -3 at 3rd level, -4 at 5th level, and so on. The effect lasts for 3 turns. When the spell ends (whether because its duration ends or it's dispelled), the creature remains confused, but may defend itself and pick up one item each turn for the next 3 turns. Thereafter, the creature is can function fully.

Once a day, a Witch can charm 1d4+4 Human-types of 3rd level or lower, up to 180 away, for 1d4+1 turns. If a leader among the targets fails a saving throw, all others must save; otherwise, none are affected by the spell. At 3rd level, the Witch may charm 1d6+6 Human-types of 4th level or lower, for 1d6+4 turns.

Witches can benefit from summoning and binding entities into small, normal-type animals. Such animals follow the guidelines for small normal-type animals found in **SWORD & SPELL, Monsters & Treasure** (Bk 2) (killed with one hit; has AC 8 generally, no better than AC 6; movement rate is 30-120 on land or 120-280 in the air; damage is negligible, except in large numbers). Only one such familiar can be bound at any given time, and the entity counts as a retainer. All familiars have the following features.

- The familiar has the Armor Class, Hit Dice, Hit Points, and damage dice of the animal type. It has scores determined by 3d6 for Intelligence, Wisdom, and Charisma.
- The Witch and familiar have an empathic link that enables the Witch to sense the world through the familiar, as the familiar would sense the world. The two must be within a mile of each other for this to work, and the Witch must concentrate. The empathic link enables a Witch to use a spell on the familiar, though any spells with a duration greater than instant end if the familiar moves beyond a mile of the Witch.
- Witches spend half as many GP when conducting magical research, benefiting from the esoteric knowledge and powers of their servants.
- Witches whose familiars die return to the prior experience level, with the lowest number of XP needed to be of that level. 1st-level Witches simply lose all their accumulated XP. Dead familiars can be replaced only after a year a day. It does no good to return the familiar to life, as this simply returns the animal-form to life, while the entity itself remains exiled from the world of the Witch.

At 3rd level, Witches can bind summoned entities to be retainers. An entity conforms to the statistics of any 1st-level monster while manifesting as a demonic entity or aberration. Referees can use optional guidelines found later under Other Character-Types to establish a 1st level entity that advances levels. Summoned monster retainers conform to the guidelines for using hirelings, including the limitation on numbers based on Charisma scores. Witches can bind 2nd-level entities at 5th level; 3rd-level entities at 7th level; and 4th-level entities at 9th level.

Mystics

Wisdom is the primary attribute for Mystics. They can use one-handed melee weapons. They may use Leather armor and a Shield. They're either Lawful or Neutral, never Chaotic. They become Heroes at 8th level and Legends at 13th level. Mystics are like Wizards and Clerics, though their abilities are extensions of their minds. These psi-powers are treated like Cleric and Wizard magic, susceptible to *dispel magic* and other such effects. Descriptions of powers are in the section on Powers, page @@.

MYSTIC PROGRESSION TABLE

Level	XP Needed	HD	DD	Powers per Power Level					
				1st	2nd	3rd	4th	5th	6th
1	0	1	1	1	–	–	–	–	–
2	1,500	1+1	2	2	–	–	–	–	–
3	3,000	2	3	2	1	–	–	–	–
4	6,000	2+1	4	2	2	–	–	–	–
5	12,000	3	5	2	2	1	–	–	–
6	25,000	3+1	6	2	2	2	–	–	–
7	50,000	4	7	2	2	2	1	–	–
8	75,000	4+1	8	2	2	2	2	–	–
9	100,000	5	9	2	2	2	2	1	–
10	150,000	5+1	10	2	2	2	2	2	–
11	200,000	6	11	2	2	2	2	2	1
12	250,000	6+1	12	2	2	2	2	2	2
13	500,000	7	12+10	3	3	3	2	2	2
14	750,000	7+1	12+20	3	3	3	3	3	3
15	1,000,000	8	12+30	4	4	4	3	3	3
16	1,250,000	8+1	12+40	4	4	4	4	4	4
17	1,500,000	9	12+50	5	5	5	4	4	4
18	1,750,000	9+1	12+60	5	5	5	5	5	5
19	2,000,000	10	12+70	6	6	6	5	5	5
20	2,250,000	10+1	12+80	6	6	6	6	6	6

Mystic Power Progression

The Mystic Power Progression table indicates the number of powers of a given power-level known at each experience level. This differs slightly from Clerics and Wizards, who know all the spells of any spell-level to which they have access, and they simply choose which ones to prepare, up to the number shown on their progression table. Mystics are limited to a subset of powers on their power list but can use their chosen powers as many times as they want during an adventure, if they can take the debility points they incur when a power is used. For example, a Wizard with one 1st-level spell per day can choose to prepare and use any 1st-level spell on an adventure. A Mystic chooses one 1st-level power, which is the only power they can have until they earn a new level, and can use the power as many times as they can on an adventure, if haven't incurred their maximum debility points.

Debility Dice (DD)

The table for Mystics indicates the number of Debility Dice (DD) a character has at each level. This is the number of d6 rolled to determine the maximum number of debility points. A bonus is added to the total result rolled, not to each die rolled.

When a Mystic character sustains his maximum number of debility points, he becomes fatigued (-1 to hit, +1 for foes to hit him, -1 to saving throws, -1 to morale) and can't use any of his powers.

If he suffers debility point damage from psionic combat (see below) after incurring his maximum number of debility points, he falls unconscious 2d6 turns if he fails a Spell saving throw. Apply a -1 to the saving throw for every die of debility point damage (note that a character can never accrue more than his maximum debility point total). Mystics recover from fatigue when they have fewer than their maximum debility points.

See the section on Powers for more details on accruing debility points.

Healing Debility Points

For every day after the first full day of complete rest, time alleviates 1 debility point.

Thieves

Dexterity is the primary attribute for Thieves. They can use Swords, Daggers, Leather armor, and Shield. They are always Neutral. They become Heroes at 8th level and Legends at 13th level. Thieves can move up and down vertical sheer surfaces without rope & hook at normal movement rates. When they strike at a foe unnoticed, they have +4 to hit and inflict extra damage. Additionally, Thieves can employ the following skills with a successful 1d6 roll.

- Open locks and foil magical closures, such as those protected by **hold portal** and **wizard lock**. Failure means the lock must be opened in some other way.
- Remove/disable small trap devices, such as poisoned needles or gas vials in chests. Failure activates the trap.
- Hear noises beyond doors.
- Move with absolute silence, which gives them a 4-in-6 chance to surprise foes.
- Filch items with the use of sleight-of-hand.
- Hide in shadows, which gives them a 4-in-6 chance to surprise foes.

At 3rd level, Thieves can read any language. At 9th level, Thieves can use Wizard scrolls.

THIEF PROGRESSION TABLE

Level	XP Needed	HD	Thief Skills	Extra Damage
1	0	1	2-in-6	+1d6
2	1,200	1+1	2-in-6	+1d6
3	2,400	2	2-in-6	+1d6
4	4,800	2+1	3-in-6	+1d6
5	9,600	3	3-in-6	+2d6
6	20,000	3+1	3-in-6	+2d6
7	40,000	4	4-in-6	+2d6
8	60,000	4+1	4-in-6	+2d6
9	85,000	5	4-in-6	+3d6
10	115,000	5+1	5-in-6	+3d6
11	230,000	6	5-in-6	+3d6
12	345,000	6+1	5-in-6	+3d6
13	460,000	7	6-in-6	+4d6
14	575,000	7+1	6-in-6	+4d6
15	690,000	8	6-in-6	+4d6
16	805,000	8+1	6-in-6	+4d6
17	920,000	9	6-in-6	+5d6
18	1,035,000	9+1	6-in-6	+5d6
19	1,150,000	10	6-in-6	+5d6
20	1,265,000	10+1	6-in-6	+5d6

Iliéans (Elf)

Iliéans (**eel-ee-ay-unz**) are tall and lissome with pale skin and bald heads, they stand as tall as the tallest Humans and move with a suppleness uncanny for their frail figures. Iliéans consider themselves the most cultured of civilized races. While their slaves attend to the more mundane aspects of government, they yield to the pleasures of mind-altering drugs, frenzied orgies, and torture without justification. Art, passion, and arcane lore find their greatest expressions in Iliéan society, which endorses the whims and freedoms of individuals. Iliéans have a natural affinity for sorcery that grants them the ability to see into the supernatural world and comprehend the underlying truths of the cosmos. They have wide access to almost any arcane study, be it necromancy, demonology, illusion, or transmogrification. Iliéans are emotionally remote and conceited creatures, since longevity, together with penetrating intellect, affords such a detached perspective. When not engaged in intellectual brinkmanship at some regal social event, esoteric pursuits take up much of their time. Iliéans dress in lavish silks made with dyes found only in the most inaccessible of locations.

Guidelines for use with the classic Sword & Spell game. On their first adventure, they are either Fighters or Wizards. Each adventure thereafter, they may be played as either Fighters or Wizards. The choice is up to the player, but players may not switch back and forth between the two character-types during an adventure. Track experience separately for each character-type. They advance no higher than 4th level as Fighter or 8th level as Wizard. They must be Neutral or Chaotic, never Lawful. They have the following features.

- An Iliéan wearing Ithilmite armor or magical armor may use spells.
- They know the Iliéan tongue and any three other languages.
- They can **detect magic** at will. This is not a spell but a sorcerous intuition.
- They have +1 to saving throws against any magical effect.
- Iliéans with magical Swords have +1 to hit and to damage with them.

Guidelines for use with the optional Witch character-type. On their first adventure, they are either Fighters or Witches. Each adventure thereafter, they may be played as either Fighters or Witches. The choice is up to the player, but players may not switch back and forth between the two character-types during an adventure. Track experience separately for each character-type. They advance no higher than 4th level as Fighter or 8th level as Witch. They must be Neutral or Chaotic, never Lawful. Advantages remain the same as that of the classic Sword & Spell game.

Iliéans and the WORLD of HARKANGRAF. The Elves of Erewhon are Iliéans, and as one might suspect, they are not your typical Faerie. They are a rarefied breed of sorcerers aligned to Chaos and renowned for their cruelty. Their supremacy derives from their mastery of binding demons; not the infernal kind, but the kinds that inhabit the interstices of dimensions and crave the obliteration of all that's rational. In the World of Harkangraf, there are no Elves; only Iliéans.

Nogians

Nogians are nonhuman. They're squat things, hunched and disfigured. Their misshapen frames never reach a height of more than four feet. Light colored skin and eyes of black or brown are widespread among the race, though charcoal-colored skin pigments do exist in fewer numbers. Nogians are the outcasts of civilized society, living among humans in slums of dilapidated buildings. They survive through the arts of stealth and subterfuge. Because most other races take them for granted or ignore them, Nogians have learned to go unseen. They're also masters of petition and manipulation, beseeching with such force, with such fabrication, their adversaries often given up on them out of disgust or revulsion. A popular saying has it the "pleas and howls of a sharp-tongued Nogian" can persuade the "strongest shackles to let him go." They're garrulous but wile and deceptive. They say anything, do almost anything, if it gets them

what they want. When among their own, Nogians are boisterous, competitive, and vicious in their deprecations. They're sniveling when among other races.

Guidelines for use with the classic Sword & Spell game. Nogians are nonhuman. They can be Fighters only and advance no higher than 4th level. They must be Neutral or Chaotic, never Lawful. They have the following features.

- Consider them four levels higher as a Fighter when making saving throws. For example, a 4th-level Nogian Fighter saves as an 8th-level Fighter.
- They elude any mundane or magical form of external constraint that prevents them from moving freely. They can get out of manacles, pass through an area affected by **grow plants**, move through webbings, and so on. They aren't immune to charm-like effects, such as **charm person** or the song of a Harpy.
- They have 4-in-6 chance of being hidden when not directly observed.
- They have 2-in-6 chance to hear noise when listening at doors.

Guidelines for use with the optional Thief character-type. On their first adventure, Nogians are either Fighters or Thieves. Each adventure thereafter, they may be played as either Fighters or Thieves. The choice is up to the player, but players may not switch back and forth between the two character-types during an adventure. Track experience separately for each character-type. They advance no higher than 4th level as Fighter and have no limit to level as Thief.

Slinks

Slinks are strange creatures that come from distant, exotic lands, though some now live scattered among nearby human settlements. Lean and standing 7-feet tall on average, they're easily one of the tallest races of sentient humanoids. Their skin is pallid-white, accentuated by their lack of body hair and hazel-colored eyes. Most of their race are either mute or so reserved as to say little at all. They possess an inexplicable ability to sense the surface emotions and intentions of others.

Guidelines for use with the classic Sword & Spell game. Slinks are nonhuman. They can be Wizards only and advance no higher than 8th level. They must be Lawful or Neutral, never Chaotic. They have the following features.

- The magic spells of Slinks come from their mental acuity. Thus, their primary requisite is Wisdom even though they act as Wizards. They don't use spell books; instead, they wield psychic energy.
- They can use **detect thoughts**, like the spell, at will.
- They can use **alter emotions**, a spell-like ability, at will to adjust the reaction of monsters of their choosing within a 15-foot radius, up to 60 feet away. Interactions with the targeted creatures have a +/-2 to reaction checks, chosen by the Slink.
- Because of their psychic predilections, they have a 1-in-6 chance of being surprised.

Guidelines for use with the optional Mystic character-type. Slinks are nonhuman. They can be Mystics only and advance no higher than 8th level. They must be Lawful or Neutral, never Chaotic. They have all the features mentioned above, except for the nuances of using psychic energy to power spells as a Wizard.

Slinks in the WORLD of HARKANGRAF. The Slinks have walked the world since the arrival of their masters, the Iliéans and their Ghul-Kings. How they came to be before their arrival? Tales often differ. Misconception perpetrated by the intelligent races was that Slinks were nothing more than the animated remains of dead Iliéans. Some whispered Slinks were the twisted culmination of eons of magically influenced, genetic purification. Still others swore they were the progeny alien science

and Elemental Evil. Whether these semi-human, subservient slaves of some far-removed dimension were products of Elemental Evil or simply the accursed product of lunatic experiments, what was evident was their complete and utter resignation to a life of servitude. While other conquered races rebelled and were eradicated, the Slinks served without question. When the intelligent races rose up in the wake of the receding Illiëan Empire, the Slinks that remained behind found themselves free to control their destiny among tolerant but suspicious peoples. Though most of them live among Humans of the Shining Coast, their uncanny psychic ability has enabled them to quickly adapt to new masters throughout Erewhon. Small numbers of them are now found in pockets of other Human civilizations.

OTHER CHARACTER-TYPES (Addition)

Goblin-Types

All Goblin-types have the following characteristics.

- They have -1 to hit and morale checks when in daylight
- They have 2-in-6 chance to hear noise when listening at doors.

Goblins & Kobolds

Goblins and Kobolds differ only in size and strength. Goblins tend to inhabit caverns among hills or wander woodlands under moonless night skies. Kobolds rarely stray from caverns in mountainous terrain.

Goblins and Kobolds are nonhuman. They can be Fighters only and advance no higher than 2nd level. They must be Chaotic, never Neutral or Lawful. Their maximum movement rate is 90, while their encumbered movement rates are 60, 30, and 10, respectively. They have the following advantage.

- They know the Goblin, Kobold, Orc, Hobgoblin, Gnoll, Dwarf, and Gnome languages.

Orcs

Orcs are larger, more vicious versions of Goblins. They dwell either in caves or in settlements.

Orcs are nonhuman. They can be Fighters only and advance no higher than 2nd level. They must be Chaotic or Neutral, never Lawful. They have the following advantage.

- They know the Orc, Goblin, Kobold, Hobgoblin, Gnoll, and Elf languages.

Hobgoblins

Hobgoblins are large and dauntless Goblins.

Hobgoblins are nonhuman. They can be Fighters only and advance no higher than 4th level. They must be Chaotic, never Neutral or Lawful. They have the following advantages.

- They know the Hobgoblin, Goblin, Kobold, Gnoll, Orc, and Elf languages.
- At 1st level, they have +3 to their Strength score. They improve their Strength score 2 points for each level they earn thereafter.
- At 2nd level, they have +1 to damage when using melee weapons because of their size. This increases to +2 to damage at 4th level.

Gnolls

Gnolls are Goblin-types produce by the horrific crossbreeding of Gnomes and Trolls.

Gnolls are nonhuman. They can be Fighters only and advance no higher than 6th level. They must be Chaotic, never Neutral or Lawful. They have the following advantages.

- They know the Hobgoblin, Goblin, Kobold, Gnoll, Orc, and Elf languages.
- They inflict normal damage with just their claws and fangs.
- At 1st level, they have +3 to their Strength score. They improve their Strength score 1 point for each level they earn thereafter.
- At 2nd level, their natural AC improves to AC 8. Improvement by 1 point of AC continues until their natural AC at 6th level is AC 4. They have the better of natural armor or worn armor.
- At 3rd level, they have +1 to damage when using melee weapons because of their size and Strength. This increases to +2 to damage at 6th level.

GOBLINS and the WORLD OF HARKANGRAF

Goblins are marauders on the hinterlands of civilized society. They aren't a single race, as such, but a horde of various breeds and tribes, all of which are man-like but bestial. Segments of their numbers are called various names that hint at their monstrous aspects. Regardless of their differences, all breeds of Goblin are filled with hatred for other races and are hell-bent on overrunning and desolating any fertile region or territory. These malefactors often breed with their slaves and captives to produce half-breeds, while their prior masters, the Ogres, breed with them to produce other horrors. For the most part, Goblins inhabit the caves and fissures of rugged terrain or the infertile lands nearby. They wage war with Dwarves and Gnomes especially, with whom they struggle for control of these regions.

Ogres

Ogres are large and fearsome. They stand about 7 to 10 feet tall.

Ogres are nonhuman. They can be Fighters only and advance no higher than 4th level. They must be Neutral or Chaotic, never Lawful. They have the following advantages.

- They know the Ogre language.
- At 1st level, they have +3 to their Strength score. They improve their Strength score 2 points for each level they earn thereafter.
- At 2nd level, they have +1 to damage when using melee weapons because of their size. This increases to +2 to damage at 4th level.

OGRES and the WORLD OF HARKANGRAF

Ogres are massive tyrants, with flesh the shade of dull black-brown or sickly beige, and brackish, talon-like teeth of a rust hue. As the last inheritors of the Giants and their legacy, Ogres have warred against the Iliëans and Dwarves for thousands of years. Mean-spirited and aggressive brutes with little smarts, they've continued to rule for many centuries a swath of barren land close to the Peaks of Bone and Blood known as the Ogre March.

True Trolls

True Trolls are wiry, supple-bodied monstrosities. They stand as tall as Ogres and enjoy similar strength.

True Trolls are nonhuman. They can be Fighters only and advance no higher than 6th level. They must be Chaotic, never Neutral or Lawful. They have the following advantage.

- They know the True Troll language.
- They inflict normal damage with just their claws and fangs.
- At 1st level, they have +3 to their Strength score. They improve their Strength score 1 point for each level they earn thereafter.
- At 2nd level, they can alleviate 1 hit point of damage each turn. This increases to 2 hit points of damage each turn at 4th level and 3 hit points of damage each turn at 6th level. At any level below 6th level, they die when they reach their maximum hit point total. At 6th level, they continue to alleviate hit points even when reaching their maximum. If they accrue their maximum hit points, they become unconscious until they alleviate 6 hit points; at which point, they can act normally again. They can only be killed by immersion in acid or by burning.
- At 2nd level, their natural AC improves to AC 8. Improvement by 1 point of AC continues until their natural AC at 6th level is AC 4. They have the better of natural armor or worn armor.
- At 3rd level, they have +1 to damage when using melee weapons because of their size and Strength. This increases to +2 to damage at 6th level.

TRUE TROLLS and the WORLD OF HARKANGRAF

From whence came these blights on the land is likely lost to time. Whether relatives of True Giants, a hideous offshoot of Ogres, or the product of some hitherto unknown hideousness, True Trolls are heinous predators upon Civilization. A bog known as the Troll Fen lies in the shadows of the Peak of Bone and Blood, in vicinity of Harkangraf, and is said to be filled with a number of these roaming terrors.

POWERS (Addition)

Mystics can use psychic abilities called powers. This section discusses how it's done.

Number and kinds of powers known and available. The Mystic progression table indicates which power levels can be accessed and how many powers of a given power-level are known. When a Mystic obtains access to a power-level, the character must choose immediately the indicated number of powers he knows. The Mystic always has that power, and it never changes. This is different from Clerics and Wizards, who know and can prepare any spell for spell-levels to which they have access.

Using powers. Mystics can use their known powers any number of times, if they haven't incurred their maximum number of debility points. Mystics incur 1d6 debility points of damage every time they use a power, no matter the power-level. They can have any number of powers operating simultaneously. For example, a Mystic who uses a 1st-level power incurs 1d6 debility points of damage. A Mystic who uses a 6th-level power incurs 1d6 debility points of damage.

Requirements for using a power. To use a power or maintain concentration, psi-users must be conscious and coherent, and can't be in melee or engaging in strenuous activity. Generally,

Mystics must be able to see the target, unless the power states otherwise. Powers end if Mystics take hit point damage or fail saving throws.

Range and durations of powers. Powers generally have a range of “self,” meaning the effect either benefits or is centered on the Mystic. Durations include:

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

New powers. Psi-users can create new powers, if they have access to the appropriate power-level. The referee decides the appropriate power-level of new powers.

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

Each investment of the base cost increases the chance of success by 20%. For example, a 2,000 GP investment to create a 1st-level power provides a 20% chance of success; a 10,000 GP investment provides certain (100%) success. Psi-users may never share their powers with others.

MYSTIC POWER LIST

	1st level	2nd level	3rd level
1	Alter Size*	Body Adjustment*	Detect Spirits*
2	Charm Person	Body Equilibrium*	Conceal Mind*
3	Empathic Transfer*	Dark Vision	Hold Person
4	Matter Agitation*	Detect Thoughts	Mass Link*
5	Mind Link*	Disguise Self*	Mystic Sight*
6	See Future*	Invisibility	Negate Powers*
7	Sustain Life*	Levitate	Remote Sensing*
8	Telepathic Projection*	See Invisible	Sense Danger*
9	Vitality*	Suggestion*	Spirit Form*
	4th Level	5th level	6th-level
1	See Aura*	Body Adaptation*	Disguise Aura*
2	Body Enhancement*	Debilitating Field*	Disintegrate
3	Charm Monster	Dominate Person*	Dominate Monster*
4	Dimension Door	Hold Monster	Foresight*
5	Matter Rearrangement*	Spirit Thief*	Matter Manipulation*
6	Polymorph Other	Telekinesis*	Suspend Life*
7	Polymorph Self	Teleport*	
8	Psychic Intuition*	True Sight*	
9	Psychic Renewal*	Wall of Force*	

WITCH SPELL LIST

	1st level	2nd level	3rd level
1	Create Fog*	Call Animals*	Calm*
2	Cure Light Wounds	Bless	Comfort*
3	Detect Evil	Detect Thoughts	Clairvoyance
4	Disguise Self*	Find Traps	Continual Light
5	Errand*	Hold Portal	Cure Disease
6	Light	Knock	Dissipate Fog*
7	Moonglow*	Locate Object	Entangle*
8	Read Languages	Pacify*	Fire Ball
9	Read Magic	Create Pit*	Illusory Force
10	Sleep	Purify Food & Drink	Lightning Bolt
11	Unseen Servant*	Speak with Animals	Living Rope*
12		Speak with Plants	Moonlight*
13		Tongues*	Protection from Missiles
14		See Invisible	Remove Curse
	4th Level	5th level	6th-level
1	Charm Monster	Anti-Magic Barrier	Animate Dead
2	Circle of Lightning*	Commune	Corrupt Soul*
3	Cure Serious Wounds	Conjure Animals*	Death Spell
4	Dark Vision	Enlarge Animals	Enthrall*
5	Grow Plants	Fortify Health*	Geas
6	Illusory Terrain	Insect Plague	Haste
7	Levitate	Produce Flame*	Lower Water
8	Mirror Image*	Rock to Mud	Scry*
9	Neutralize Poison	Slow	Secret Chest*
10	Polymorph Others	Spirit Form*	Telekinesis
11	Polymorph Self	Teleport	True Sight*
12	Strength*	Water Breathing	
13	Wall of Water*	Weakness*	
14		Wizard Eye	

WIZARD SPELL LIST

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

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

CLERIC SPELL LIST

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

Spells marked with an asterisk are detailed in this supplement. All other spells are detailed in **SWORD & SPELL, Might & Magic** (Bk 1).

SPELL & POWER DESCRIPTIONS (Additions)

Alter Size. Range: Self. Duration: 6 turns. Become any size category, from Smallest to Largest. Hit Dice, Hit Points, and damage decrease or increase, respectively. The psi-user can't disguise himself with this power.

Body Adaptation. Range: Self. Duration: 6 turns + 1 turn per level. Survive unharmed in any extreme environment, whether underwater, space, arctic climates, deserts, and so on. Take half damage from acid, cold, fire, lava, and lightning attacks.

Body Adjustment. Range: Self. Duration: Instant. Alleviate 1d6+1 hit points of damage.

Body Enhancement. Range: Self. Duration: 3 turns. Increase Strength, Dexterity, or Constitution score by 1d3+1 points, to a maximum of 18.

Body Equilibrium. Range: Self. Duration: 6 turns. Walk on any horizontal surface (water, mud, quicksand, webbing) without sinking. Running is impossible. Take half damage from a fall.

Call Animals. Range: Self. Duration: See description. Call 1d10 small, normal-type animals, or 1 medium-sized, normal-type animal (1 HD) for aid. Command them to carry an object for up to three days, or command them to rush a foe within 120 for 6 turns. When rushing normal-type animals, foes suffer **confusion**, like the spell. When rushing more intelligent foes, foes have -2 to hit instead.

Calm. Range: Self. Duration: 6 turns. All living foes of the Witch within 60 and with 5 or fewer HD cease combat. Targets have -2 to their saving throws. Magic resistance is considered 15% lower when defending against this spell. The spell ends for an affected creature if it's attacked.

Circle of Darkness. Range: 120. Duration: 6 turns. All monsters within 5 feet that rely on sight are blinded.

Circle of Lightning. Range: Self. Duration: Instant. All within 60 take 4d6 hit points of electricity damage.

Circle of Silence. Range: 180. Duration: 12 turns. Nonliving things within 15 feet become silent, or the spell-user and those within 15 feet move silently, giving them 4-in-6 chance of surprise.

Comfort. Range: 30. Duration: 48 turns (8 hours). Up to 10 recipients benefit from food and water without having to eat or drink. They need not rest and suffer no exhaustion. Recipients also ignore **fear**, **charm**, **hold**, and **sleep** effects.

Conceal Mind. Range: Self. Duration: 12 turns. Receive +4 to saving throws against such effects as **charm**, **confusion**, **detect thoughts**, **fear**, **feeblemind**, **hold**, **mind blast**, **sleep**, **suggestion**, and similar effects. Ignore any attempt of possession by a creature or an effect. Effects that detect sentient creatures are ineffective on the psi-user.

Conjure Animals. Range: 30. Duration: 12 turns. Conjure 1 large (elephant, hippopotamus, rhinoceros, and so on), 3 medium-sized (lion, tiger, bear, and so on), or 6 small (wolf, dog, lynx, and so on) normal-type animals. The animals act as the Witch commands.

Corrupt Soul. Range: Touch. Duration: Indefinite. A recipient loses one life-energy level and is unable to earn experience points. Targets have -5 to saving throws. If dispelled, recipients return to their prior level, with their prior total experience points.

Create Fog. Range: Self. Duration: 1 turn per level. Create a cloud of obscuring vapor 100 x 100 x 100. Those in the fog are hidden from those who rely on sight. Those in the fog that rely on sight are effectively blinded too all beyond a foot.

Create Pit. Range: 60. Duration: Indefinite. Establish a 20 wide x 20 deep pit. Those within 5 feet of the center fall when the pit appears; all others can avoid the pit with a successful saving throw. The spell works only when outdoors.

Debilitating Field. Range: Self. Duration: 6 turns. Those who initiate a psionic power within 30 incur 1d6+1 additional debility points of damage.

Detect Spirits. Range: Self. Duration: 6 turns. Know the location of an incorporeal entity within 60. Monsters considered to be spirits include Wraiths but can also include entities that have abilities to project their mental faculties into the world while physically remaining in a different world or dimension, or that can use spells/powers to extend their senses; for example, Dimensional Walkers or a user of the **wizard eye** spell.

Disguise Aura. Range: Self. Duration: 12 turns. Disguise the aura (alignment, the level, the ratio of current hit points to maximum hit points, and the (true) character-type or monster-type) of one target within 120 with other values. This power also ends all curses and charm-like effects, such as the spells *charm*, *suggestion*, *geas*, and so on.

Disguise Self. Range: Self. Duration: 6 turns. This is a minor form of *polymorph self*, which enables the user or to assume a different appearance (different sex, minor weight variance, minor height variance, and so on) while remaining the same monster-type. Nothing else about the user changes (such as attribute scores, mannerisms, and so on), and equipment of the user is unaffected.

Dissipate Fog. Range: 60. Duration: 12 turns. Disperse a 50 x 50 x 50 area of cloud, vapor, air, or gas. Monsters such as Air Elementals are effectively dispelled (if conjured) or forced to flee if they fail a saving throw. When the spell ends, any remaining vapor or gas can re-enter the area.

Dominate Monster. Range: Self. Duration: 1d6 turns + 1 per level. Completely dictate the actions of 1d4 creatures of any type, up to 120 away. Control ends if a creature is given an obvious command to kill itself. If used on one creature, it has -2 to its saving throw.

Dominate Person. Range: Self. Duration: 1d6 turns + 1 per level. Completely dictate the actions of 1d4 human-types, up to 120 away. Control ends if a creature is given an obvious command to kill itself. If used on one creature, it has -2 to its saving throw.

Empathic Transfer. Range: Self. Duration: Instant. Touch a creature to acquire from it one of the following: 1d6+1 hit points of damage, one poison, or one disease. The creature is relieved of a corresponding number of hit points, poison, or disease. Damage sustained already by a poison or disease isn't acquired but any continuing damage or condition is acquired by the psi-user at its current stage.

Entangle. Range: 60. Duration: 12 turns. Cause tree branches, weeds, grasses, bushes, and other undergrowth to restrain any who approach within 15. Those who succeed with a saving throw have their movement rate reduced by half.

Enthrall. Range: 120. Duration: Indefinite. One intelligence creature has -2 to saving throws to avoid being placed into a trance-like state. The creature obeys every simple, non-suicidal command.

Errand. Range: 30. Duration: 12 turns. Up to 12 levels of human-types or 6 levels of other monster-types attempt to complete a brief errand. Targets must be able to understand the request, such as "please go to town to pick up some lilies for me," or "would you be so kind as to fetch a pail of water from that well on that hill?" When the task is completed or the spell ends, there's a 1-in-6 chance the targets forget about the Witch. The chance increases by 1-in-6 at 11th level and every 10 levels thereafter.

Fear. Range: Self. Duration: 6 turns. Foes within 240 that fail a saving throw flee from the Wizard for the duration of the spell. Affected monsters have a 3-in-6 chance to drop whatever they hold in their hand when first affected by the spell.

Floating Disc. Range: Self. Duration: 6 turns. A circular disc of force manifests parallel with the ground up to 30 away. It has a 6-foot diameter, is 1-inch thick, and hovers at waist-level within 5 feet of the Wizard. It can only be conjured in an unoccupied space. The disc holds up to 50 load. If more weight than that is placed on the disc, the spell ends immediately. The disc remains stationary while the Wizard is within 10 feet of it. Once the Wizard moves beyond 10 feet of it, the disc moves with the Wizard, staying 10 feet away.

Foresight. Range: Self. Duration: Instant. Know what will happen in the immediate future if a certain action is taken. State the action and the timeframe (open the door in the Dragon Arch within the hour, return tomorrow to fight the Psychic Devourer, accuse the Baron of treachery by this afternoon). The timeframe must be within 24 hours. The referee resolves the action or fight immediately with the party. If the party takes the course of action within the timeframe inquired, the event happens as resolved. Otherwise, the introduction of some new fact (new item, new companion, new information) changes the future and the foresight is no longer accurate.

Fortify Health. Range: Touch. Duration: 1 day. Ignore effects from any type of disease or poison.

Know Alignment. Range: 10. Duration: Instant. The Cleric knows whether a creature, object, or area is aligned to Law, Neutrality, or Chaos.

The reverse of this spell is **obscure alignment**. The faction of the recipient registers as identical to anyone who attempts to learn it with magic.

Legend Lore. Range: Self. Duration: Instant. Learn the most significant details about a fabled creature, object, or location. It takes d% days to complete the spell.

Living Rope. Range: 30. Duration: 12 turns. Conjure a magical rope 100 feet long that obeys commands of the Witch. Command it to attach to objects or ensnare foes. It has a movement rate of 90 (even with ensnared victims), can take 8 hit points of damage before vanishing, has a target number of 12 for saving throws, and is harmed only by fantastic-type attacks. When attached to objects, it's fixed and irremovable until the spell ends, or it's commanded to remove itself. When used to ensnare foes, it can ensnare up to a total of 3 human-sized monsters, 6 monsters one category smaller, or 1 monster one category larger. It can attempt to ensnare one creature each turn. Targets of the living rope have -1 to hit any foes as they defend against it, and they become ensnared and helpless if they fail a saving throw in any turn their threatened. An ensnared victim has a 50% chance of forcing their way out of the rope, +/- 5% for each point of Strength over/under 19. Thus, a victim with a Strength of 13 has a $(13 - 19 = -6) * 5\% = -30\% + 50\% = a 20\%$ chance of breaking free. Victims can do nothing in a turn but attempt escape.

Magic Missile. Range: 150. Duration: Instant. Strike one target automatically with a **+1 arrow**. Earn two additional arrows every five levels thereafter. The missiles must be used on a single target.

Mass Link. Range: Self. Duration: 6 turns. Establish a mental connection with a number of willing creatures up to 30 away equal to the level of the psi-user. The connection allows for two-way communication by thought among all those connected. Linked creatures need not know the same language. The link operates at any distance.

Matter Agitation. Range: Self. Duration: Instant. Ignite a normal-type object or any monster-type, up to 60 away. The size of the object can be as large as a Two-Handed Sword, Plate Mail, or a normal-sized door. Paper, a bundle of (6) torches, a small bundle of wood, small patches of dry grass, and like substances immediately ignite; monsters immolate (1d6 hit points of damage); metal melts. Worn or handled objects get saving throws.

Matter Manipulation. Range: Self. Duration: Indefinite. Weaken or harden any nonliving object, up to 60 away. The object can be no larger than a normal-sized door. Weakened objects take double normal damage, are twice as easy to open, do no damage, provide less protection (+4 to hit), or have -4 to saving throws, depending on the situation. Weakened objects are half their normal weight in coins. Likewise, strengthened objects take half normal damage, are twice as hard to open, do double damage, provide more protection (-4 to hit), or have +4 to saving throws. Strengthened objects are double their normal weight in coins.

Matter Rearrangement. Range: Self. Duration: Instant. Transmute one type of metal into another. The maximum amount of metal that can be changed is 500 coin-weight per level. The psi-user must wait one week for every 100 coin-weight transmuted before using this power again.

Mind Link. Range: Self. Duration: 6 turns. Establish a mental connection with a willing creature up to 30 away. The connection allows for two-way communication by thought. Linked creatures need not know the same language. The link operates at any distance.

Mirror Image. Range: Self. Duration: 6 turns. 1d4 duplicate images of the Wizard appear. A hit against the Wizard hits an image instead, which then vanishes. A monster that relies on senses other than sight is unaffected by the spell.

Moonglow. Range: 60. Duration: 6 turns. Limn an object with a pale glow. Affected targets can be seen in normal darkness.

Moonlight. Range: 60. Duration: 6 turns. A mobile *light* spell that can be moved around, up to no more than 120 away.

Mystic Sight. Range: Self. Duration: 6 turns. See normally, up to 60, even if blinded, in magical darkness, in fog, and so on.

Negate Powers. Range: 120. Duration: Instant. End one power/magical effect. The chance of success is a ratio of the level of the terminator over the level of the original psi-user. For example, a 5th-level psi-user attempting to terminate an effect from a 10th-level psi-user has a 50% chance of success.

Pacify. Range: 60. Duration: 12 turns. Cause 1d6 monsters (other than Undead) of 6 HD and fewer within 15 feet to cease hostilities and either leave or lie down (3-in-6 chance of either). The spell ends for an affected creature if it's attacked.

Produce Flame. Range: Self. Duration: 12 turns. Conjure for an instant a flame equivalent to a torch. The flame can be conjured in hand or within 30. If in hand, the user is unharmed and can throw the flame up to 30 away. The flame ignites combustible objects and then extinguishes (and the spell ends). The user can extinguish and reproduce the flame in hand at will during the duration of the spell.

Protection from Elements. Range: Touch. Duration: 6 turns. The recipient survives unharmed in any extreme environment, whether underwater, space, arctic climates, deserts, and so on. Enjoy +2 to saving throws against acid, cold, fire, lava, and lightning attacks. Take only half damage from such attacks.

Psychic Intuition. Range: Self. Duration: Instant. Know the relative strength of monsters, the relative wealth of treasure, and the relative chance of incurring the wrath of powerful entities in a specified area. The area must be known to exist at the very least and can be a section of a dungeon level, a large building, or small woods, for example.

Psychic Renewal. Range: Self. Duration: Instant. Change one power known of any power-level. The prior power is lost, and the new power is gained. Use this power only once each experience level.

Remote Sensing. Range: Self. Duration: 12 turns. See and hear areas, up to 120 away, as if there was light by which to see. The power penetrates up to 2 feet of solid rock. A thin coating of lead foils it. This power can be used through a *crystal ball*.

Scry. Range: Touch. Duration: 6 turns. Use a reflective or crystal object to view a scene, as one would when using a *crystal ball*. The following spells can be used to enhance the viewing

experience: detect magic, know alignment, read languages, tongues, dark vision, true sight. Those viewed know they are being watched with a successful saving throw.

Secret Chest. Range: Touch. Duration: Indefinite. Cause a large chest and its contents to become incorporeal. It remains so until recalled by the user, at which time the spell ends. While incorporeal, the chest is invisible, untouchable by corporeal creatures, and immune to normal-type effects. It takes half damage from fantastic-type attacks. Only one such chest can be incorporeal at a given time.

See Aura. Range: Self. Duration: Concentration. Know the alignment, the level, the ratio of current hit points to maximum hit points, and the (true) character-type or monster-type of a target within 120. The aura of one target can be read each turn.

See Future. Range: Self. Duration: Instant. Know whether an action taken in the next three turns will benefit or harm the party.

Sense Danger. Range: Self. Duration: 12 turns. Foes surprise only on 1-in-6. Benefit from a 4-in-6 chance to avoid traps that trigger within 60. Enjoy +1 to all saving throws.

Shield. Range: Self. Duration: 2 turns. Enjoy AC 4 against melee attacks and AC 2 against missile attacks.

Smite Undead. Range: Self. Duration: 6 turns. Enjoy +1 to turn undead checks. Destroy a total of 3d6 Skeletons and Zombies when turning undead.

The reverse of this spell is **animate dead**. The Cleric of Chaos animates remains and corpses to create 1d6 skeletons and zombies at 5th level, 2d6 at 6th level, and so on.

Speak with Dead. Range: Self. Duration: 1 turn. The Cleric can ask three questions of a dead monster (and understand its responses) within 10 feet. The monster must have died within the last four days. 8th-level Clerics can speak to monsters dead for up to 4 months, 15th-level Clerics can speak to monsters dead for up to 4 years, and 20th Clerics have no limitations. The spell doesn't work on Undead monsters or monsters with no mouths. Spirits of the dead often provide cryptic, brief, and repetitive answers.

Spirit Form. Range: Self. Duration: 12 turns. Become incorporeal and invisible, including all equipment. Ignore normal-type attacks; take only half damage from corporeal fantastic-type attacks. Corporeal foes are unharmed by normal-type incorporeal attacks; they take half damage from fantastic-type incorporeal attacks. Spells and powers affect foes normally. Any equipment dropped or released becomes corporeal immediately. Move silently, even through solid objects. Death occurs if reverting to corporeal form when in a solid object.

Spirit Thief. Range: Self. Duration: 12 turns. Enjoy a 4-in-6 chance of filching an item from a target up to 60 away. The target has a 1-in-6 chance of becoming aware of the attempt, whether successful or not. If attempting to take an item in hand, the chance is 3-in-6, and the target becomes aware immediately. The "thief" is an incorporeal force. An item taken becomes incorporeal until given to the psi-user, when it then becomes corporeal again.

Strength. Range: Touch. Duration: 48 turns (8 hours). A recipient enjoys a Strength of 18. If using the optional guidelines for Strength in this supplement, the recipient has +1 to hit in melee and can carry an extra 1,000 coins of weight.

Suggestion. Range: Self. Duration: 1 week. An entity within 60 that fails its saving throw takes a suggested course of action. The suggested course of action must be no longer than a sentence or two and must be reasonable. Self-destructive suggestions are ignored. If the entity completes the action, the effect ends; otherwise, it attempts to complete the action until the duration expires.

Suspend Life. Range: Self. Duration: 1 week per level. Suspend all life functions and become comatose. Effects such as *detect evil*, *detect thoughts*, *clairvoyance*, and so on, don't work on the psi-user. Suspension makes poisons and diseases ineffective, but it doesn't alleviate debility points and hit points already accrued. The psi-user is completely helpless when in this state. Awake and act normally after the set time expires; nothing can wake the psi-user before then. Once awakened, a number of days equal to the number of weeks in suspension must pass before this power is used again.

Sustain Life. Range: Self. Duration: 1 day. Benefit from food and water without the need to eat or drink.

Telepathic Projection. Range: Self. Duration: Instant. Adjust the reaction of 2d6 creatures up to 120 away by one increment, up or down, on the monster reaction table. For example, a negative reaction becomes indifferent/uncertain, or an indifferent/uncertain reaction becomes a negative reaction. This power may be used to give +1 to morale checks.

Tongues. Range: 60. Duration: 2 turns. The recipient and anyone he speaks with can understand each other if they both use a language and can hear each other.

True Sight. Range: Self. Duration: 12 turns. Within 120, see through, recognize, ignore or find anything that's secret, hidden, invisible, phasing, obscured (by fog or darkness, normal and magical), illusory, polymorphed, altered, displaced items, traps, and magical items. In effect, see things as they truly are.

Unseen Servant. Range: Self. Duration: 6 turns. Manifest a force that operates within 30. Command the force to stop, fetch, open normal (even stuck) doors, hold chairs, pull a chain, open drawers, clean an area, remove a stopper, mend minor tears in clothing, and so on. The force can suspend up to 300 coins in air. It can't fight. It can be dispelled. It dissipates if it suffers fantastic-type damage.

Vitality. Range: Self. Duration: 1 day. Ignore the need for rest and the effects of fatigue, including that caused by accruing maximum debility points.
Wall of Force. Range: Self. Duration: 12 turns. Conjure an invisible, incorporeal wall, up to 60 away. Both Normal-type and fantastic-type attacks are ineffective against it. It prevents incorporeal entities from moving through it. Gaze attacks from Medusae and Vampires operate through it. The *disintegration* spell destroys it immediately. The wall is either a plane 60 wide × 20 high or a circle 15 radius × 20 high.

Wall of Water. Range: 60. Duration: 12 turns. Conjure a wall of water. 5th-level and lower types can't move through it. The wall is impervious to normal-type fire and blocks both normal-type and fantastic-type missile attacks. Monsters made of fire take 3d6 hit points when moving through it; all others incur 1d6 hit points. When the spell ends, the water becomes normal water and acts accordingly. The wall is either a plane 40 wide × 40 high or a circle 10 radius × 20 high. The wall is 1 inch thick.

Weakness. Range: Touch. Duration: 6 turns. Incapacitate and make helpless one living creature.

Web. Range: 30. Duration: 48 turns (8 hours). A sticky mass of webbing obstructs a space 10 × 10 × 20. Giants break through them in 2 turns. Ogres break through them in 4 turns. Human-types break through them in 8 turns. Magical fire from a Flaming Sword cuts through them in one turn.

MONSTERS & TREASURE

Monster-Type	Armor Class	Move Rate	Hit Dice	Nº Appearing	Chance in Lair	Treasure Type
Barrow Troll	2	60	8	1d4	50%	E
Blink Dog	5	120	4	4d4	30%	C
Cave Crawler	3/7	120	3+1	1d6	60%	B
Chthonian	5	120	8	1d4	50%	F
Demon, Malfeasant	2	180	2	1	1%	A
Demon, Malfeasant, Will o' Wisp	2	180	9	1	1%	A
Doppelganger	5	90	4	3d4	25%	E
Gelatinous Cube	8	60	4	1	—	See listing
Giant, Goblin-type, Bugbear	5	90	3+1	5d4	30%	B
Giant, Storm	4	150	15	1d8	30%	See below
Giant, Titan	2	150 (210)	Variable	1	5%	A ¹
Golem, Flesh	9	90	6	1	—	—
Golem, Iron	2	30	10	1	—	—
Golem, Stone	5	60	8	1	—	—
Harpy	6	60/150	3	2d6	20%	C
Hell Hound	4	120	Variable	2d4	25%	C
Human-Type, Lizard Creature	5	60s120	2+1	10d4	40%	D
Human-Type, Merfolk, Triton	Variable	s150	Variable	5d6	25%	Variable
Lammasu	6	120f240	6	2d4	40%	A ³
Lycanthrope, Wererat	7	120	3	8d4	35%	C
Ogre, Oriri	4	90/120	5+2	1d6	40%	E
Owl Bear	5	120	5	1d4+1	40%	C
Distortion Beast	4	150	6	1d4+1	35%	D
Phase Spider	6	60c150	5	1d6	80%	E
Rust Monster	2	120	5	1d2	—	—
Salamander	5/3	90	7+3	1d4+1	65%	F
Shadow	7	90	2+2	2d10	50%	F
Stirge	7	180	1	3d10	55%	D
Undead, Skeleton, Lich	3	60	Variable	1d4	100%	A ¹
Undead, Skeleton, Warrior	2	60	Variable	1	90%	A ¹

MONSTER DESCRIPTIONS (Additions)

BARROW TROLLS aren't properly Ogres or True Trolls, though they are of humanoid form, 8 feet tall with a girth of 5 feet. Their heads are nearly flat on top and extend out to meet their bodies, and thus lack a neck. Mandibles flank their gaping maws, and a bevy of optic receivers (eyes?) sit just above their oral cavity. Barrow Trolls have an innate psychic ability to cause **confusion**, like the spell, in foes within 30 if a saving throw is failed. With iron-like claws, they tunnel through rock at a speed of 10 every turn. They relish human flesh.

BLINK DOGS are highly intelligent, Lawful creatures that resemble Cape hunting dogs. They have 4-in-6 chance each turn of combat to "blink," which is the ability to teleport 1-4 feet around a foe to strike. This ability gives Blink Dogs a 4-in-6 chance of attacking a foe then blinking to avoid any counterblows. They never blink into solid objects. Blink Dogs are pack animals. They blink away and never return if seriously threatened. Blink Dogs always attack Phase Shifters.

CAVE CRAWLERS scavenge dungeons, moving along walls and ceilings on their multitude of legs. They are about 10 feet long, with their head about 3 feet from the ground. They have a

mass of writhing tentacles about their mouths that can paralyze foes who fail their saving throw. The underside of their bodies is more supple (AC 7) than their topside (AC 3).

CHTHONIANS are humanoids of immense intelligence, with human-like bodies and heads resembling squid or octopi. They can strike with the tentacles of their head in melee. A hit against human-types means its tentacles have begun penetrating the skull. In the first turn, no damage accrues, but each turn thereafter, a victim accrues 25% of their maximum. At the end of the fourth turn, the Thrall extracts the brain of the victim and devours it. They have innate psi-powers, of which their exact nature depends on whether the optional psi-powers from this supplement are used. If psi-powers are not used, Thralls can use 1d4+4 mental powers that function like Wizard spells. Choose one spell per spell level, choosing an extra 1st or 2nd level spell, respectively, if they have 7-8 abilities. Otherwise, treat them like 8th-level Mystics. All Thralls have 90% magic resistance. They are deeply aligned with Chaos, building expansive civilizations in the Underworld that would one day rise from below the earth to eradicate the known world.

DEMONS come in many types. One new type is described below, along with one of its subtypes.

Malfeasants are incorporeal demons of pure will that seek to cause hostility, even violence, in nearby creatures. They often lurk near powerful monsters that hunger for death and destruction. They can only be harmed by fantastic-type attacks, and any attack with a fantastic-type weapon has -4 to hit because of the creatures inherent magic and insubstantial nature. They can use a **suggestion** spell 3 times a day to cause hostilities in a creature. Any living creature within 60 of these demons that accrues hit points loses 1 point of Constitution if they fail a Spell saving throw. When their Constitution score is 0, they die, and their life energy is consumed, which results in permanent death.

- **Will o'Wisps** are a type of Malfeasant that lacks suggestive abilities. that can manifest in any shape. They glow bright or dim and can become **invisible** at will. They can be harmed by metal weapons only; even then, attackers with fantastic-type weapons have -10 to hit because of its magical nature and its exceptional speed. If cornered, they strike at foes, inflicting 2d6 electricity damage with a hit. If brought to within 3 or fewer hit points of their maximum, they reveal where their treasure is hidden to avoid destruction. When a creature dies near them, Will O'Wisps consume the life energy, and the creature is permanently dead.

DISTORTION BEASTS are black, panther-like creatures with elongated front legs and two tentacles that grow from its shoulders by which they attack their foes. They are always distorting the space about them, which causes them to appear three feet from their actual location. This provides them +2 to saving throws against rays or Wands, and their foes have -2 to hit against them. They make saving throws as a 12th-level Fighter. Distortion Beasts attack Blink Dogs.

DOPPLEGANGERS can transform their shapes to take on the form of any human-type they can see. Once a form is taken and trust is secured, they attack by surprise. They ignore **charm**, **sleep**, and **hold** spells. Their saving throws are those of a 10th-level Fighter.

ELEMENTALS* exist in a multitude of forms. The entity below benefits from the general features of Elementals, which includes being susceptible to electricity attacks; return to their native dimension once dispelled, slain, or dismissed; and are harmed only by fantastic-type attacks.

Salamanders are highly intelligent, free-willed Fire Elementals aligned with Chaos. They have a torso and upper body like that of a human (AC 5) and a lower body like that of a snake (AC 3). They employ weapons of various type, though they can inflict 1d6 hit points of fire damage with a touch and constrict foes with their tail for 2d8 hit points of damage.

GELATINOUS CUBES are jelly-like entities that span an entire 10 x 10 tunnel. Non-digestible items, such as metal coins and other objects, are often visible in their semi-transparent bodies. Creatures that touch these monsters accrue 1d6 damage and become paralyzed if they fail a saving throw. Mundane weapons and fire harm them, but cold, electricity, paralysis, fear, and polymorph have no effect.

GIANTS vary greatly in type, as noted in the **SWORD & SPELL** guidelines. Two additional types follow. Of the two, Goblin Giants are much smaller than their Giant kin and therefore enjoy none of the abilities of the other Giants, such as rock-throwing or increased damage.

Goblin Giants, also known as Bugbears, stand nearly as tall as Ogres. Their shambling gait is uncannily silent, which gives them a 3-in-6 chance to surprise.

Storm Giants stand nearly 25 feet tall. They live in strongholds deep undersea or high atop mountains or clouds. They have high intelligence and inflict 3d6+3 hit points of damage with each hit. When angry or in battle, they can use a **control weather** spell to cause a storm. When encountered outside their lair, they carry 5,000 GP.

Titans are by far the comeliest of Giants. Only 10 of these monsters exist in the world, each very intelligent, more so than the average Human. They can use two Cleric spells of each spell-level, up to 5th level, and two Wizard spells of each spell-level, up to 5th level. They inflict 3d6+3 hit points of damage with each hit. Use the following table to determine HD, HP, and any additional modifier an attacker has to hit for any Titan encountered.

1d6	1	2	3	4	5	6
Hit Dice of Titan	17	18	19	20	21	22
Hit Points of Titan	60	63	67	70	74	77
Modifier to Hit Titan	0	-1	-2	-3	-4	-5

Modifiers of -1 or worse are because of magic. One of the Titans has a movement rate of 210 instead of 150.

GOLEMS* are constructs by the most powerful Wizards and Clerics. Only fantastic-type attacks harm them.

Flesh Golems are massive, sinewy brutes. They can bash through wooden structures and inflict +2 damage with each hit (like Ogres). They ignore spells, except for fire, which inflicts damage, and cold, which reduces movement by half. Electricity-based attacks alleviate hit points.

Stone Golems are rock automatons. They can bash through stone and inflict 2d6 damage with each hit. Stone Golems can use a **slow** spell on one foe each turn. They ignore spells, except for those that affect rock or stone, or fire, which reduces movement by half. A **mud to rock** spell alleviates hit points. They have 45 hit points.

Iron Golems are mechanistic plates and joints. They can bash through metals and inflict 3d6 damage with each hit. They can breathe a 10 x 10 area of poison gas that kills anyone who fails a saving throw. They ignore spells except for lightning, which reduces movement by half for 3 turns. Fire alleviates hit points. They have 60 hit points.

HARPIES have the lower bodies of eagles and the upper bodies of women. They utterly loathe Humans and their related allies, attempting to kill all they can. Their singing compels those who fail saving throws to approach them. Their touch acts as a **charm person** spell. Once a victim is enchanted, Harpies generally devour them unless attractive or extremely flattering.

HELL HOUNDS are semi-intelligent, malevolent hounds with the ability to breathe fire. Damage from their breath is equal to the number of Hit Dice they have, which varies from 3 HD to 7 HD.

They have 3-in-6 chance to surprise foes and 4-in-6 chance of detecting hidden (even invisible) foes or objects. They often cohabitate with Fire Giants.

HUMAN-TYPES include the following monsters.

Humans

- **Merfolk** have among them specimens more powerful than they.
 - **Tritons** come in three varieties. See the following table on the variations of Tritons.

Hit Dice of Triton	Number of Spells	Highest Spell Level	Armor Class	Treasure Type
5	5	2nd	6	F
6	6	3rd	5	G
7	7	4th	4	H

For example, 5 HD Tritons can use 5 Wizard spells, none of which can be higher than 2nd level.

- **Lizard Creatures** are semi-intelligent, aquatic creatures with enough advancement to use Clubs (treat as Maces) and Spears. They dwell in water (65% chance) or extremely wet places (35% chance). With such fondness for human flesh, they prefer to capture and return prey to their lair to enjoy a tribal feast.

LAMMASU are lion-like creatures with wings and a human head. They are extremely intelligent, magical, and actively befriend, protect, and aid Lawful entities. They benefit from a **circle of protection** constantly, can use **invisibility** and **dimension door** at will, and can use Cleric spells like they were 6th-level Clerics. Any can speak with any people of Law or Neutrality.

LYCANTHROPES* come in many varieties. Below is one more type, which follows the more general guidelines outlined in the **SWORD & SPELL**.

Wererats, sometimes called Ratlings, are extremely intelligent scavengers who take prisoners and seek ransoms. They maintain their human-sized rat forms mostly and use their human-forms to fool the unwary. They have 4-in-6 chance of moving silently, which if successful gives them 3-in-6 chance of surprise. They can summon and control 10d10 rats.

OGRES now come in another variety.

Oriri are ancient Ogres from across the great oceans. They are far more powerful than their cousins. In addition to the guidelines of Ogres, Oriri Ogres can use the **invisible** spell at will, use the **fly** spell at will, use the **darkness** spell at will (with a 10 radius), use a **polymorph self** spell at will to turn into a human only, use a **charm person** spell once a day, use a **sleep** spell once a day, use a **ray of cold** spell (8d6 damage) once a day, and alleviate 1 hit point each turn.

OWL BEARS resemble bears mostly, though feathers amass about their shoulders and heads. They fight whatever they see to the death, using beak, claws, and teeth.

PHASE SPIDERS share the ability to phase in and out of reality like Phase Beasts, except they can disappear completely from the world before returning in some other location to deliver their poisonous bite. When phased out of the world, they are invisible and impervious to all forms of attack.

RUST MONSTERS move quickly on four small legs toward ferrous-based metals, which they turn to rust-powder with a simple touch, even magical weapons and armor. Mundane and magical weapons that hit Rust Monsters dissolve too. Whatever rust these creatures produce, they devour once alone.

SHADOWS* are intelligent, incorporeal entities harmed only by fantastic-type attacks. Their hits cause the loss of 1 point of Strength, which lasts for 8 turns after the last hit is rendered. Creatures reduced to a Strength score of 0 become Shadows. They are not Undead. They ignore **charm**, **sleep**, and **hold** effects. When in areas devoid of bright light (such as daylight), they have 5-in-6 chance to surprise.

STIRGES appear as repulsive bird-like creatures with feathered bodies and hanging proboscises. A hit from these monsters mean they attach to their warm-blooded victim in the first turn and begin draining the blood of their victim. This automatically inflicts 1d6 damage one turn after attaching and every other turn thereafter. While they have only 1 HD, assume 4 HD for the purposes of hitting and attaching to a foe.

UNDEAD are as varied as Dragons and Giants, if not more so. Below are subtypes of Skeletons that are sure to challenge high-level player-characters.

- **Skeletons** of the most weakened variety were described in the **SWORD & SPELL** guidelines. Below are two vastly more powerful skeletal monsters to challenge experienced player-characters. Like Skeletons, they're immune to normal-type missiles and never check morale. Except for Elves, normal-type foes become paralyzed with fear for the rest of combat. Daylight hinders them (-1 to hit, -1 to morale checks).

- **Liches** were in their prior lives deranged Wizards or Wizard-Clerics of no less than 12th level, and generally of 18th level, as a Wizard. With great magic and indomitable wills, they have transformed into skeletal monsters that can paralyze foes (including Elves) with a hit (no saving throw), frighten off foes of 4th level and lower (no saving throw), and can use spells appropriate to their level. They can't be turned by Clerics.

- **Skeleton Warriors*** are like Liches in appearance and are themselves formerly powerful Fighters of 10th to 15th level—skills which they retain in their Undead state. They are affected only by fantastic-type attacks and have 90% magic resistance, like a Baalrog. They also cause creatures with 4th level or lower to flee (no saving throw). When using weapons to strike, they have a mundane +3 to hit. They can't be turned by Clerics.

Each Skeleton Warrior has its soul entrapped in a circlet somewhere in the world and is always in search of it. Anyone that possesses the circlet can don the item and control the monster if within 240. Control requires concentration (and thus sight of the monster) but enables users to sense the world as if they were the Skeleton Warrior. If the distance between the owner of the circlet and the monster exceeds 240, the Skeleton Warrior can act freely. Users who have controlled these monsters but who have lost possession of the circlet are hunted immediately and destroyed. Skeleton Warriors who regain possession of their circlet vanish, never to reappear, and the circlet disintegrates into worthless dust.

EXPLANATION OF MAGIC ITEMS (Additions)

At the discretion of the referee, these magic items may be substituted for any result rolled on the relevant Magic Items table.

Swords are always intelligence but can have a variety of different powers. Only one such oddity follows. Feel free to design more.

Sword of Dancing. While this Sword operates as a **+1 shield** (-1 to hit), it also “dances” on command; in which case, it hovers and strikes at foes within 10 as if it were the user. When all foes have been defeated or have retreated beyond 10, the sword hovers and waits for up to 10 combat turns to reactivate. If not reactivated, or repossessed by the owner, the Sword falls to the ground. The dancing ability is usable once a day.

Miscellaneous Magic Weapons

Arrows of magic are of many types. Here are just a few.

- **Paralysis.** A hit causes the target to become paralyzed for 2d4 combat turns with a failed saving throw.
- **Lightning.** In addition to normal damage, this arrow inflicts 15 HP of electricity damage.
- **Penetration.** This arrow ignores all forms of protection, ensuring the target is AC 9.
- **Restraining.** When a hit is scored, the arrow wraps around the victim to restrain him if a Paralysis saving throw is failed.

Bows too come in various types.

- **Energy.** This bow is made of energy. The owner simply pulls the out a small wooden handle that then transforms into a shimmering Bow of yellow electricity. Up to three energy bolts can be fired simultaneously at up to three different targets. The energy bolts are +2 to hit and damage. The bolts can have one of two effects: inflict damage or restrain the target if a Paralysis saving throw is failed. If the bolt hits the ground near targets, it explodes to produce a crater in the ground about 2 feet deep and 5 feet wide. The explosion inflicts 1d6 HP of subdual damage to foes in a 10 radius of the blast and knocks foes prone if they fail a Paralysis saving throw.
- **Speed.** These **+1 bows** can fire twice the number of times in a combat turn.

Miscellaneous Magic Items

Armlet magically fit around the forearm or bicep (or equivalent) of any user.

- **Luck.** Once a day, the first successful strike against the wearer is ignored.
- **Righteousness.** This armlet has the symbol of Law on it. When used, all Chaotic monsters within sight and up to 60 feet away flee if they fail a morale check. This power can be used once a day.

Barding of the Warhorse. This item fits within the palm of a Human. When activated, it encases the user and transforms him or her into a barded Heavy Warhorse (AC 5, MV 120, HD 3). The user reverts to his or her original form at will or when he or she accrues total possible Hit Points for the Warhorse form. The barding can be used once a day.

Bead of Purity. These beads on a string come in a set of 1d4+1. A bead when eaten removes one of the following: disease, poison, curse, or possession. It can also purify a body of water up to 10 × 10 × 10 in volume.

Book of Law. A Cleric of Law who studies this tome earns the next higher level. Clerics of Chaos lose two levels and have 3-in-6 chance to become Lawful immediately. Except for Fighters, all others suffer 5d6 Hit Points of damage and lose a level. Fighters are unaffected. It's said there is a Book of Chaos that works similarly, except it benefits Clerics of Chaos and drives Clerics of Law permanently insane.

Compass of Detection. Several kinds of these compasses exist, each of which point in the direction of its object of interest, up to 360 away. Roll 1d6 to determine to what the compass points: 1) the exit of a dungeon, 2) any Undead-type, 3) poison, 4) consumable food and drink, 5) an entrance to the next deepest dungeon level, 6) the place where the last creature died. If there are more than one such item within range, the needle spins, unable to point in a direction.

Candle of Shadows. The light of this candle sheds a 15-radius light that causes any shadow cast by a foe to become a Shadow and attack its owner. It can be used for up to 48 turns (8 hours).

Cape of Slow Descent. The wearer of this cape “falls” at its normal movement rate, effectively negating the chance of death and damage from falling.

Cloaks too come in various types. Here are but two of them.

- **Firmament.** Made of the finest threads woven by five demigods of the heavens, this cloak comes in three different versions.
 - **Stars.** The user can cause a dazzling light to stun all those within 120 if they fail a Paralysis saving throw.
 - **Storms.** The user can conjure and control a whirlwind (like that of an Air Elemental) for up to 3 turns.
 - **Songs.** The user can call upon the music of the celestial spheres once a day to either deafen all those within 240 or use the **hold monster** spell.
- **War.** This cloak has several uses.
 - **Entanglement.** Up to three melee weapons used against the wearer are entangled and unusable. Normal-type weapons are entangled automatically; fantastic-type weapons avoid the effect with a successful Paralysis saving throw.
 - **Deflection.** The user ignores all normal-type missiles. Fantastic-type weapons harm the user if a Wand saving throw is failed.
 - **Terror.** All foes must make a morale check when they approach within 30 of the user. Success means they can approach within 30 any number of times within 24 hours of making the check.

Dusts appear as fine powders and are found in small pouches with 1d6+2 applications.

- **Animation.** One dusting of this powder animates 1d6 corpses and skeletons into Zombies or Skeletons, respectively.
- **Smokiness.** A recipient dusted with an application disappears from the world and enters a realm of haze and vapor. All within a 30-radius seem to be smoky outlines of the real world. Beyond the area, the world is obscured by a thick grey fog. The recipient can travel one mile in the real world for each turn he spends in the smoke-world. The effects last for 1d6+6 turns.

Figurine of the Green Knight. When commanded, this figurine of a warrior clad in Plate Mail and green vestments enlarges to Human-size. Consider the newly enlarged warrior a Fighter of a level equal to half that of the possessor. It has average number of HP, AC 2, a Hand Axe, a Bow, and 20 arrows, Intelligence of 11, Dexterity of 18 (+1 to hit with missile weapons), and a Chaotic alignment. The warrior ignores poison; needn't sleep, breathe, rest, or eat; .Once a day, it can produce a cloud of stench 20-radius in size up to 30 away. Creatures in the cloud that fail a Poison saving throw are helpless from nausea for 1d4+1 combat turns. Creatures who succeed can act normally but must make additional saving throws if they remain in the cloud. The cloud lasts for 2 combat turns. It obeys the commands of any Neutral or Chaotic owner for up to 10 combat turns, at which time it returns to figurine form. It attacks its owner if the owner is Lawful.

Lens of Misfortune. These spectacles fit the eye of any Human-type. Those who meet the gaze of the wearer suffer one of the following curses: -6 to one random attribute (minimum of 1); -4 to hit and saving throws; 50% chance of taking no action in stressful situations, such as combat. The curse is permanent until removed.

Pennon of Triumph. When held aloft and openly on any pole or stick, those who are allied with the carrier and who can see the banner have +2 to morale checks and saving throws.

Scepter of Distortion. When held and commanded, a distortion field envelops a 30-radius area about the user. A creature in the field retains a sense of its own physical integrity but

experiences all other physical creatures and objects in the area (including the ground and any solid structures) as smeared approximations in space. Missile attacks fail if they move through the area. Spells have a 3-in-6 chance of failing/ending when within the field or of being suppressed when their effects overlap the field. Directional movement for the user of the scepter is normal; all others move in a random direction. Roll 1d6 to determine effects on incorporeal monsters: they are (1-2) paralyzed while overlapping with the field, (3-4) shunted into a pocket dimension and incapacitated while overlapping with the field, or (5-6) dispelled or destroyed.

Skeleton Key. When touched to a portal, this magic key has a 4-in-6 chance of opening a locked or stuck portal, even if it has no locking mechanism or is magically sealed with a **wizard lock**.

Tapestry of Duplication. This tapestry is roughly 10 × 10. It duplicates a creature that passes through it. The duplicate creature steps out from the side the original creature entered, making it seem like the original creature stepped into the tapestry and immediately exited the same side. The tapestry captures the image of the creature on its face. However, the original creature that walked through the tapestry arrives on the other side of the tapestry. The duplicate that comes out is Neutral and attacks any living creatures. It seeks to kill its duplicate if it can. It's immune to mind effects, paralysis, and poison. If it survives, it lives on as any normal creature would. If it dies, it and its equipment vanish. The tapestry can replicate any number of creatures in each day. Each time, the picture on the tapestry reflects the last creature who entered.

Wands & Staves can produce effects as fun and unexpected as the imagination.

Wand of Distension. A failed Death saving throw results in instant death from the swelling and rupture of all parts of the body.

Wand of Excavation. This wand emits an intense, consistent beam of energy up to 120 away for 1 turn that acts as a permanent **passwall** spell. Anything caught in the 3-inch radius beam is disintegrated if it fails its Death saving throw; otherwise, it incurs half its total possible HP of damage.

Wand of Minor Unexpectedness. Roll two d3s. Consider one as the “tens” and one as the “ones,” then consult the following table.

1st 1d3	2nd 1d3	Result
1	1	10d4 gems of 1 GP value appear within 30.
	2	As a flesh to stone spell.
	3	As a slow spell.
2	1	Those in a 30-radius fall prone if they fail a Wands save.
	2	Roll 1d3: 1 = 2, 2 = 4, 3 = 6. This number of targets within 240 exchange locations with each other.
	3	Butterflies appear in a 120-radius and blind those who rely on sight. They fly away the next combat turn when outside, or 1d2+1 combat turns inside.
3	1	1d6 random creatures within 60 have 1d6+1 HP alleviated.
	2	As a haste spell.
	3	The clothes of the user become those of a foppish dandy.

Staff of Extension. The top or bottom of these Staves must be within a foot of a solid surface. When commanded, the staff anchors itself to the solid surface and extends up to 240 away. If it contacts a solid surface as it extends, it anchors to that surface too. Gnarled handholds and footholds appear along its surface to enable climbing. It retracts with another command, though extending and retracting is but one use.

UNDERWORLD & WILDERNESS ADVENTURES

MONSTER LEVEL & EXPERIENCE POINTS (additions and revisions)

The **SWORD & SPELL** game suggests an award to those who defeat a monster of 100 XP for each of its levels. Use the following guidelines to help determine the level of a monster.

- Monsters are of a level equal to their HD, though monsters with +2 or +3 to HD are one level higher. For example, monster-types with 2+2 HD are 3rd level monsters.
- Add ½ a level for each of the following abilities: missile attacks, regeneration, crush or blood drain attacks (or their equivalent), immunity to normal-type weapons, spell use of 1st or 2nd level (mostly defensive), AC 2 with modifier to the attack rolls of foes (see Will o' Wisp). For example, monsters with 2+2 HD and two of the abilities mentioned would be considered 3 [2+2 HD] + ½ [first ability] + ½ [second ability] = 4th level monsters.
- Award a full level for each of the following abilities: energy drain, paralysis, poison, breathe weapon (like those of Dragons), magic resistance, weakness, spell use, massive damage (see Purple Worm), any hit that causes 4d6 damage or more. For example, monsters with 6+3 HD and two of the abilities mentioned would be considered 7 [6+3 HD] + 1 [first ability] + 1 [second ability] = 9th level monsters.

The table below provides the XP of monsters in the Sword & Spell guidelines and in this supplement. Divide by 100 to arrive at the level of the monster.

Monster-Type	XP	Monster-Type	XP
Animal, Horse, Draft	200	Elemental, Air, Device*	1,350
Animal, Horse, Heavy War	300	Elemental, Air, Djinni*	700
Animal, Horse, Light	200	Elemental, Air, Spell*	1,750
Animal, Horse, Medium War	200	Elemental, Air, Staff*	950
Animal, Horse, Mule	200	Elemental, Earth, Device*	1,350
Animal, Large Normal & Giant	Variable	Elemental, Earth, Spell*	1,750
Animal, Small Normal	Variable	Elemental, Earth, Staff*	950
Barrow Troll	800	Elemental, Fire, Device*	1,350
Basilisk*	800	Elemental, Fire, Efreet*	1,000
Black Pudding	1,150	Elemental, Fire, Spell*	1,750
Blink Dog	500	Elemental, Fire, Staff*	950
Cave Crawler	400	Elemental, Salamander	900
Centaur	400	Elemental, Water, Device*	1,350
Chimera	900	Elemental, Water, Spell*	1,750
Chthonian	1,000	Elemental, Water, Staff*	950
Cockatrice*	700	Gargoyle*	500
Demon, Baalrog*	1,250/1,350	Gelatinous Cube	500
Demon, Malfasant	550	Giant, Cloud	1,400
Demon, Malfasant, Will o' Wisp	1,100	Giant, Fire	1,300
Doppelganger	500	Giant, Frost	1,100
Dragon Turtle*	1,200-1,400	Giant, Goblin-type, Bugbear	300
Dragon, Black*	700-900	Giant, Hill	900
Dragon, Blue*	900-1,100	Giant, Stone	1,000
Dragon, Gold*	1,100-1,300	Giant, Storm	1,500
Dragon, Green*	800-1,000	Giant, Titan	1,900-2,400
Dragon, Red*	1,000-1,200	Golem, Flesh*	700
Dragon, White*	600-800	Golem, Iron*	1,200

Monster-Type	XP	Monster-Type	XP
Golem, Stone*	900	Lycanthrope, Wereboar*	600
Gorgon	900	Lycanthrope, Wererat*	400
Gray Ooze	400	Lycanthrope, Weretiger*	700
Green Slime	250	Lycanthrope, Werewolf*	600
Griffin	750	Manticore	650
Harpy	400	Medusa	600
Hell Hound	400-800	Minotaur	650
Hippogriff	1,350	Ochre Jelly	650
Human-type, Dwarf	1,000	Ogre	400
Human-type, Dwarf, Gnome	1,750	Ogre, Oriri	700
Human-type, Elf	950	Owl Bear	500
Human-type, Gnoll	900	Pegasus	300
Human-type, Goblin	100	Phase Beast	700
Human-type, Goblin, Hobgoblin	100	Purple Worm	1,500
Human-type, Goblin, Kobold	50	Roc	650
Human-type, Goblin, Orc	100	Rust Monster	600
Human-type, Human, Bandit	100	Shadow*	500
Human-type, Human, Berserker	100	Spider, Phase	600
Human-type, Human, Brigand	100	Stirge	100
Human-type, Human, Buccaneer	100	Treant*	900
Human-type, Human, Cave People	200	Troll, True*	850
Human-type, Human, Dervish	150	Undead, Ghoul	300
Human-type, Human, Nomad	100	Undead, Mummy*	750
Human-type, Human, Pirate	100	Undead, Skeleton	250
Human-Type, Lizard Person	100	Undead, Skeleton, Lich	1,400-2,000
Human-type, Merfolk	150	Undead, Skeleton, Warrior*	1,200-1,700
Human-Type, Merfolk, Triton		Undead, Specter*	800
Human-type, Sprite, Dryad	300	Undead, Vampire*	1,000-1,200
Human-type, Sprite, Nixie	150	Undead, Wight	650
Human-type, Sprite, Pixie	100	Undead, Wraith*	850
Hydra	600-1,300	Undead, Zombie	300
Invisible Stalker		Unicorn	500
Lammasu		Wyvern	850
Lycanthrope, Werebear*	700	Yellow Mold	100

ALTERNATE LEVEL ADVANCEMENT (Revision)

To advance a level after each adventure, the referee rolls 2d6 and compares the result to the numbers below. If the number is met or exceeded, a character advances a level.

Fighter	Wizard	Mystic	Cleric	Thief
13	12	11	10	9

Modify the roll as follows.

- +1 for each specially placed treasure found.
- +1 for encounters in which total monster levels slain are 1:1 to total character levels.
- +1/2 for encounters in which the above ratio is at least 1:2. Character-types earn no modifiers for ratios worse than 1:2.

Determine the ratio of levels for an encounter by adding all the levels of monster-types and divide it by all the levels of character-types. Consider any ratio better than 1:1 as 1:1.

For example, if two 4th-level characters encounter 4 Orcs (each 1st-level monsters), the ratio of monster levels to character levels would be 4:8, or 1/2. The two 4th-level characters then cross an Ogre (4th level) and a Troll (7th level). The ratio for that encounter is 11:8 or 1. Unless the characters another 1/2 ratio, each character will earn a +1 to their 2d6 roll. If the Ogre and Troll also guarded one of the special treasures, characters would each get an additional +1 to the roll, for a total of +2.

If the roll fails, characters retain their bonuses until the level advancement roll succeeds. Once they advance a level, characters lose their bonuses and must accumulate them again.

GETTING LOST (Revision)

When a party is lost in the Wilderness, roll 1d6 to see whether or not it finds its way out of the hex it's in. A result of 1-5 means the party remains in the hex in which it started, circling within a mile or so of where it got lost. A result of 6 results in the party moving into a different hex. If remaining in the hex, let the party know it's lost and hasn't moved much from its original position. If it moves to another hex, follow the procedure in **SWORD & SPELL, Underworld & Wilderness Adventures**.

SIZE CATEGORIES (Addition)

Use these guidelines for altering the statistic of monsters that change size because of fantastic-type effects. There are seven size categories, from smallest to largest: Smallest, Smaller, Small, Human (or Medium-sized), Large, Larger, and Largest. Creatures of Small size and smaller that get bigger double their Hit Dice and total possible hit points for each size category they obtain, up to Human-size. At Human-size, creatures that get larger get 3 HD and 10 total possible hit points for each size category they obtain, up to Largest size. Reverse these trends when creatures get smaller. What might seem obvious is creatures of Smallest size and creatures of Largest size see no changes if they get smaller or larger, respectively.

	Human-Types						
	Smallest	Smaller	Small	Human	Large	Larger	Largest
Height (ft.)	Under 1	1-2	2-4	4-7	7-10	10-19	20+
Damage	1d2	1d3	1d6	1d6	1d6+2	2d6(+1/+2)	3d6
Movement Rate	10	30	60	120	120	120	120

Movement rates are for typical bipedal, humanoid creatures. These may need to change for monsters that resist such categorization.

FALLING DAMAGE (Revision)

Human-size monsters and player-characters have a 10% chance for every 10 feet they fall of accruing as many hit points as they have remaining before reaching their total possible hit points, and thus dying immediately. For example, if they fall 10 feet with just 3 hit points remaining, they have a 10% chance of taking 3 hit points of damage and dying immediately. If they fall 90 feet, they have a 90% chance of taking 3 hit points of damage and dying immediately.

If they survive a fall, they take a percentage of their remaining possible hit points equal to the percentage chance of death (round down). For example, after surviving a fall with a 10% chance of death and a capacity to take 6 more hit points, a creature sustains 10% of the 6 possible hit points, which is no damage; likewise, if the same creature survived a fall with 90% chance of death, it would take 4 hit points of damage from the fall.

Creatures one category smaller than human size halve the distance increment from 10 feet to 5 feet, while monsters one category larger double the distance increment from 10 feet to 20 feet. Apply the same formula for creatures relatively smaller or larger. For example, an Ogre has a 10% chance of immediate death for every 20 feet fallen. A Giant has a 10% chance of immediate death for every 30 feet fallen. And so on.

COMBAT SYSTEM (Revision)

The target number to hit is equal to 20 - Armor Class, as indicated on the following table.

Target Numbers to Hit, by Armor Class							
9	8	7	6	5	4	3	2
11	12	13	14	15	16	17	18

Adjust the attack roll as follows for each type.

Type	Levels					
Monsters		1	2-3	4-6	7-9	10+
Fighter		1-3	4-6	7-9	10-12	13+
Cleric*	1-3	4-6	7-9	10-12	13-15	16+
Wizard	1-6	7-9	10-12	13-15	16-18	19+
Modifier	0	+2	+4	+6	+8	+10

* Mystic and Thief character-types use the Cleric progression column.

If using these guidelines, consider using the Attack Roll Modifier by Weapon Type revision described later.

If using the 2d6 alternate combat system described next, the above modifier progression would be 0/+1/+2/+3/+4/+5. If using a 1d12 with that alternate system, the above modifier progression would be 0/+1/+2/+4/+5/+6.

COMBAT SYSTEM (Alternate)

The primary system of combat is implied in the Original Edition by reference to the Original Wargame. In the latter system, individual combat is resolved using 2d6, with target numbers provided for when each weapon is used against one of eight Armor Classes. That system follows.

	None	Padded	Shield	Padded & Shield	Mail	Mail & Shield	Plate	Plate & Shield
Dagger	6	7	8	8	9	10	12*	12*
Hand Axe	7	7	8	9	10	10	11	12
Mace	8	8	8	9	8	8	7	8
Sword	7	8	8	9	8	9	10*	11*
Battle Axe	8	8	8	8	7	7	9	10
Morning Star	6	6	7	7	6	7	8	8
Flail	7	7	7	7	6	7	6	7
Spear	8	8	9	9	10	10	11*	12*
Polearm	6	6	6	7	7	8	9	10
Halberd	8	8	8	7	6	6	7	8
Two-Handed Sword	6	6	6	6	5	5	6	7
Mounted Lance	5	5	5	5	6	7	8	9
Pike	8	8	8	8	8	8	9	10

* A roll of 7+ on 2d6 is a hit against prone enemies in Plate armor.

The use of this guideline often requires frequent reference to the table for the target number required to hit, as the numbers are not linear progressions that from worse protection (None) to best protection (Plate & Shield). Because there is no linear progression between attack and defense, there is no need for an Armor Class number. An optional guideline is to use the chart while rolling 1d12 instead. This smooths the needed result to hit.

Use the following combat system if a 1d20 version of the 2d6 combat system is preferable.

	None	Padded	Shield	Padded & Shield	Mail	Mail & Shield	Plate	Plate & Shield
Dagger	7	9	13	13	15	17	20*	20*
Hand Axe	9	9	13	15	17	17	19	20
Mace	13	13	13	15	13	13	9	13
Sword	9	13	13	15	13	15	17*	19*
Battle Axe	13	13	13	13	9	9	15	17
Morning Star	7	7	9	9	7	9	13	13
Flail	9	9	9	9	7	9	7	9
Spear	13	13	15	15	17	17	19*	20*
Polearm	7	7	7	9	9	13	15	17
Halberd	13	13	13	9	7	7	9	13
Two-Handed Sword	7	7	7	7	5	5	7	9
Mounted Lance	5	5	5	5	7	9	13	15
Pike	13	13	13	13	13	13	15	17

* A roll of 9+ on 1d20 is a hit against prone enemies in Plate armor.

SEQUENCE OF BLOWS (Clarification)

If not already clear, the combatant who charges a foe gets first blow in the first turn of combat, unless circumstances seem to dictate otherwise. For example, a defender with a Spear gets first strike against an attacker with a Sword. In subsequent turns, the combatant with the higher Dexterity score strikes first. If the Dexterity score of a combatant is unknown, the referee can either roll 3d6 to determine the score; interpolate Dexterity based on the Armor Class of the monster; roll 1d6 for each combatant, with the higher result earning first strike; or have strikes happen simultaneously. The optional Weapon Differentiation, by Weapon Type guidelines later provide another way to determine who strikes first in melee.

TO-HIT MODIFIERS, CONVERTED FROM THE ORIGINAL WARGAME (Revision)

The Original Edition inferred the 2d6 combat system of the Original Wargame. It also imported many of its modifiers without translation into the 1d20 combat system. This means that while a +/- 1 in the 2d6 system could be as much as a 16.7% advantage/disadvantage or as little as a 2.8% advantage/disadvantage, depending on the target number to hit, such modifiers would always be a 5% advantage/disadvantage in the 1d20 system. This is a significant tradeoff.

Consider applying +1 to +3 when the modifier is +1; +3 to +5 when the modifier is +2; and +5 to +9 when the modifier is +3. A straight +2, +4, +7 is a good tradeoff.

TO-HIT MODIFIERS, BY MISSILE RANGES (Revision)

In the **Sword & Spell** game, missiles used at short range have +2 to hit, missiles used at medium range have +1 to hit, and missiles used at long range have no modifier to hit. Drastically alter these modifiers as follows to reflect more realistic chances to hit at such ranges: no modifier for short range, -10 to hit for medium range, and -20 to hit for long range. These modifiers apply whether outdoors or indoors.

TO-HIT MODIFIERS, BY WEAPON TYPE (Addition)

In the **Sword & Spell** game, all weapons inflict 1d6 hit points of damage with a hit. This is because a hit represents a potential killing blow, regardless of the weapon used. A kill made with one kind of weapon differs little from a kill made with another kind of weapon. Death is death, as they say.

Some might want to change those odds to differentiate smaller weapons from larger weapons. For example, one might want a Two-Handed Sword to kill more often than a Dagger, thinking the Two-Handed Sword always more lethal and preferable in battle. Otherwise, why not send armies out on the battlefield with Daggers alone?

Because a hit simply reflects the chance of a kill, adjust attack rolls by the following modifiers when using the listed weapon to reflect its relative lethality rather than change the damage done by weapon types.

Melee Weapon	Modifier	Missile Weapon	Modifier
Dagger	-4	Short Bow	-
Hand Axe	-2	Long Bow	-
Mace	-	Composite Bow	-
Sword	+2	Light Crossbow	+2
Battle Axe	+2	Heavy Crossbow	+4
Morning Star	-	Sling	-2
Flail	-		
Spear	-2		
Pole Arm	+2		
Halberd	+2		
Two-Handed Sword	+4		
Mounted Lance	+4		
Pike	-		

This replicates a differentiation in the likelihood of delivering a killing blow (a hit) without introducing a lot of variation in the kind of die rolled. It should also introduce a bit more choice and consideration among players when faced with differing circumstances.

WEAPON DIFFERENTIATION, BY WEAPON CATEGORY (Addition)

Weapons fall into one of five categories.

Small	Light	Heavy	Great	Large
Dagger	Mace	Battle Axe	Polearm	Mounted Lance
Hand Axe	Sword	Morning Star	Halberd	Pike
		Flail	Two-Handed Sword	
		Spear		

When Human-types strike at other Human-types with weapons, use the following guidelines.

- Great and Large weapons require two hands to use.
- Spears and Pikes can strike from the second rank.
- A Sword is considered readied, even when sheathed.
- Weapons of a higher category strike first in the first turn of combat. For example, when an attacker with a Small weapon charges a defender with a Light weapon, the defender gets first strike.

- Weapons of a lower category strike first in the second and subsequent turns of combat. For example, when a defender with a Small weapon is fighter an attacker with a Light weapon, the defender gets first strike.
- Weapons of a category can parry weapons in the same category and in the category one higher. For example, a Heavy weapon can parry another Heavy weapon or a Great weapon. The user loses the chance to strike a blow and applies -2 to hit to his foe.
- Attackers with weapons in a category one lower than that of defenders have +3 to hit. They can choose to both parry and strike one blow, though the strike is without a modifier.
- Attackers with weapons in a category two lower than that of defenders have +5 to hit.

Weapons not listed should be matched with the weapon that's most similar. For example, a scimitar would be a Sword, a voulge would be a Polearm, and a double-headed Orcish cleaver would be either a Battle Axe or Two-Handed Sword. A referee who allows brass knuckles, for example, might consider it a Dagger for the purpose of the table, while disallowing any kind of parry with it. The decision of the referee is final in making the determination.

MULTIPLE BLOWS, PER COMBAT TURN (Addition)

Three ways to introduce greater ferocity and increased damage in combat follow. All three of these methods can be combined to create quick and lethal battles.

Melee Rounds

Consider three melee rounds for every combat turn. For example, after adjudicating Movement & Missiles, then Magic, adjudicate three consecutive rounds of melee among engaged foes before the combat turn ends. If a combat turn is one minute of game time, each melee round is 20 seconds.

Attacks, by Level Advancement

Make one additional attack roll in a combat turn (or melee round) at 4th level and every three levels thereafter. A 4th-level monster or character gets two attack rolls, a 7th-level monster or character gets three attack rolls, and so on. See Multiple Blows, Bonus to Hit below.

Attacks, by HD Comparisons

Subtract the HD of a defender from the HD of an attacker. This provides the attacker one attack roll. Continue to do this until the attacker has no more HD to subtract. See Multiple Blows, Bonus to Hit below.

For example, a 5 HD monster is engaged with three foes, one with 1 HD, one with 2 HD, and one with 3 HD. The 5 HD monster can attack the 1 HD foe 5 times, or the 2 HD and 3 HD foes once each, or so on.

MULTIPLE BLOWS, BONUS TO HIT (Addition)

An attack roll represents a chance of a killing blow. If a combatant has multiple attacks, it simply increases the chance of striking a killing blow. Use the table below to translate the number of attacks into a modifier applied to a single attack roll.

	Number of Attacks								
	1	2	3	4	5	6	7	8	...
Modifier (d20)	None	+3	+4	+6	+7	+9	+10	+12	...

A creature with multiple strikes can divide its blows among several different foes. In which case, find the number of blows directed at each foe and apply the modifier to a single attack roll. For

example, a monster with 5 HD and 5 attacks has +7 to hit a single foe. If it directs two attacks against one foe and three attacks against another, then the referee rolls 1d20, applies +3 to hit against the first foe and +4 to hit against the second foe.

PSIONIC COMBAT (Addition)

Mystics (or psi-users) can attack other Mystics (or psi-users) with attack modes. They can defend against other Mystics (or psi-user) with defense modes. All Mystics have access to the following five attack and defense modes, categorized by debility point damage.

Debility Points Incurred by Mode					
	0	1	2	3	4
Attack Mode	Mind Thrust	Ego Whip	Id Insinuation	Psychic Blast	Psychic Crush
Defense Mode	Empty Mind	Thought Shield	Mental Barrier	Intellect Fortress	Tower of Iron Will

Mystics can use an attack mode and a defense mode in a turn, if they can incur the debility point damage noted for the mode. Mystics can use both modes in the same turn they use any powers.

Psionic combat happens before the Movement & Missile phase of the turn.

Use the following sequence to resolve psionic combat.

1. Psi-users choose an attack mode, their target of attack, and a defense mode.
2. The referee cross-references the attack modes and defense modes to find any modifier to the Spell saving throws of the defenders.
3. The referee makes a Spell saving throw for each defender. Success indicates no debility point damage. Failure indicates 1d6 debility points of damage, +1d6 additional debility points for each debility point incurred by the attacker using the attack mode. For example, a defender who failed a saving throw against an ego whip attack suffers 2d6 debility points of damage.

Psionic Attack					
	Mind Thrust	Ego Whip	Id Insinuation	Psychic Blast	Psychic Crush
Psionic Defense	(0)	(1)	(2)	(3)	(4)
Empty Mind (0)	-	-	+4	+2	-
Thought Shield (1)	+4	+1	+3	-	+1
Mental Barrier (2)	+2	+2	-	+1	+2
Intellect Fortress (3)	+1	+4	+1	+3	+3
Tower of Iron Will (4)	+3	+3	+2	+4	+4

MONSTER GROUPS (Addition)

Implied by the monster matrix in **SWORD & SPELL** is the idea that some monsters share enough similarities to be classified together into a broader group. For example, the matrix in **SWORD & SPELL** already classifies most monsters as Animals, Demons, Dragons, Elementals, Giants, Human-types, Lycanthropes, and Undead. Consider adding the Construct, Ooze, Plant, and Supernal groups to help further classify most of the remaining monsters. See the following revised monster entry titles for monsters found in **SWORD & SPELL** and in this supplement.

Construct, Golem, Flesh
Construct, Golem, Iron
Construct, Golem, Stone
Ooze, Black Pudding

Ooze, Gelatinous Cube
Ooze, Green Slime
Ooze, Grey Ooze
Ooze, Ochre Jelly
Plant, Shrieker
Plant, Treant
Supernal, Pegasus
Supernal, Unicorn

Monster groups offer no additional game guidelines by themselves. However, some items and effects may have special guidelines that relate to a monster group. For example, a magic item might affect Constructs differently, and so on. Sub-groupings are also possible. They already appear in the **SWORD & SPELL** monster matrix. For example, “Human-type, Goblin, Gnoll,” notes the sub-group “Goblin,” while “Elemental, Air, Djinni,” notes the sub-group “Air.” Sub-groupings work like groups, enabling referees to further differentiate effects on monsters.

1D6 ADJUDICATION MECHANIC (Addition)

The **SWORD & SPELL** guidelines suggest characters have a 2-in-6 chance of forcing open struck doors or a 2-in-6 chance of triggering traps when moving over them or by them. Consider expanding this type of resolution mechanic to adjudicate play in other situations. Some examples follow.

- When characters descend a rope tied to an iron ring in the wall, there’s a 1-in-6 chance (non-cumulative) the iron ring dislodges. The chance increases to 2-in-6 chance if a character carries 500 or more coin-weight.
- A character who specifically notes they are carefully observing the floor has a 1-in-6 chance of seeing a trip string.
- There’s a 2-in-6 chance characters trigger the pit trap when they move over it. If the trap is triggered, the first rank falls in. The second rank has a 1-in-6 chance of falling in too.
- Characters who carefully inspect a barred door have 1-in-6 chance per character of detecting a secret mechanism that enables someone outside the door to unbar it.
- While a close examination of a tapestry reveals it’s not made of woven threads, there’s still a 1-in-6 chance a character notices something suspicious anyway (increase to 2-in-6 chance if an Elf is present).

Consider modifying the roll based on how the player-characters interact with their environments rather than on attribute scores. For example, while it would be easy to say all characters with a Wisdom score of 15 and greater have +1 to rolls that involve spotting something, this approach might soon make players passive. Consider applying a modifier for attribute scores only when an action taken might justify it. Award good play with automatic success. For example, a player-character who searches a door for traps should find one. The player has risked the chance of wandering monsters for a turn to mitigate any risk of traps.

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