

WIZARDS, WARRIORS & WYRMS

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Introduction

WIZARDS, WARRIORS & WYRMS: BASIC RULES

CHARACTER CREATION

ABILITIES

All characters possess 6 basic Abilities; Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. Each ability possesses a score which ranges from 3 (lowest) to 18 (highest). Each player determines his ability scores by rolling three six-sided dice and totaling the result (once for each ability), thus generating a number between 3 and 18. After all ability scores have been generated, the player may proceed to adjust those ability scores (see **Adjusting Ability Scores**).

Strength is the Prime Requirement for the Fighting-Man class, and a score of 13 or more in Strength gives Fighters a bonus to Experience Points accumulated.

Intelligence is the Prime Requirement for Magic-Users and a score of 13 or more will incur a bonus to Experience Points. Intelligence also determines the amount of additional languages that a character knows.

Wisdom is the Prime Requirement for the Cleric class. A score of 13 or more will give a Cleric a bonus to his Experience Point.

Constitution is a measure of a character's health and endurance. A Constitution score of 10 or more is required to play a halfling or dwarf. A high Constitution will impart a bonus to a character's Hit Dices each level.

Effects of Constitution on Hit Dice

Constitution Score	Adjustment to Hit Dice
3- 6	-1 per HD (minimum 1)
7-14	No bonus
15-16	+1 per HD
17	+2 per HD
18	+3 per HD

Dexterity is the Prime Requirement for Thieves. A score of at least 10 in Dexterity is required in order to play a halfling. Dexterity determines reaction speed and accuracy. A character's Dexterity score might give a bonus or penalty to a character's to-Hit roll with ranged weapons, as determined on the following table.

Effects of Dexterity on to-Hit roll (Ranged Weapons)

Dexterity Score	Adjustment to Ranged to-Hit result
3- 8	-1 to-Hit for ranged attacks
9-12	No bonus
13-18	+1 to-Hit for ranged attacks

Charisma encompasses both general appearance and personality. Charisma determines the amount of followers a character may hire, as well as their loyalty to the character.

Maximum Hirelings & Loyalty

Charisma Score	Max # of Hirelings	Loyalty Adjustment
3-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

Prime Requirements

Each class has an ability associated with the class that is called a Prime Requirement (PR). If a class's PR ability score is greater than 13, the character will benefit from a bonus to all Experience Points (XP) gained. Should a character's class PR ability score fall under 9, the character will suffer a penalty to any XP gained. The exact bonus or penalty is shown on the following table.

Prime Requirement Bonus/Penalty

Prime Requirement Ability Score	Bonus/Penalty to Earned Experience
3- 6	-20% from XP earned
7- 8	-10% from XP earned
9-12	No bonus/penalty
13-14	+5% from XP earned
15-18	+10% from XP earned

Adjusting Ability Scores

A character's Prime Requirement ability score may be raised by lowering the score of another ability. Constitution may never be altered, and no score may be lowered below 9.

- Magic-Users and Clerics may reduce their Strength ability score by 3 in order to gain a +1 to their PR ability for each 3 point reduction.
- Fighting-Men, Clerics, Halflings, and Dwarves may reduce their Intelligence score by 2 in order to receive a +1 bonus to their PR ability for each 2 point reduction.
- Thieves may sacrifice 2 points of Intelligence and 1 point of Wisdom in order to raise their Dexterity PR by 1 point.

CHARACTER CLASSES

After ability scores have been generated and adjusted, the player should now choose a class. The classes available in WIZARDS, WARRIORS & WYRMS include the Fighting-Man, Magic-User, Cleric, and Thief. In addition, the player may choose to play one of the three racial classes; the Elvin Adventurer, the Dwarven Warrior, or the Halfling.

Fighting-Men

Fighting-Men are warriors (be it soldiers, knights, mercenaries, or samurai). Fighting-Men may use any weapons or armor, be they magical or mundane. Their

unlimited weapon and armor selection, along with their high Hit Dice, will usually put the Fighting-Man on the front lines as far as combat is concerned.

Human Fighting-Men may advance up to 9th level. Advancement beyond 9th level (should the Referee allow for progression beyond 9th level) will grant the Fighting-Man +3 Hit Points per level increase. Fighting-Men gain a +2 bonus to their Saving Throw rolls at level 4, and an additional +2 bonus for every 3 levels thereafter (7, 10, 13, and so forth). Fighting-Men possessing a Strength score of 13 or more are granted a +1 bonus to the damage they inflict in melee combat. At 4th level, Fighting-Men get 1 attack/level against foes of 1 HD or lower.

Fighting-Men achieving 9th level should begin to set their sights on building a keep or castle of their own.

A Fighting-Man's Prime Requirement is Strength.



Fighting-Man Advancement Table

Level	Experience Points	Hit Dice (d8)	Spells per Day/Abilities
1	0	1	
2	2,000	2	
3	4,000	3	
4	8,000	4	Extra Attacks
5	16,000	5	

6	32,000	6
7	64,000	7
8	120,000	8
9	240,000	9

100,000 XP beyond 9th level, +3 hp/level beyond 9th

Clerics must dedicate themselves to the service of a god (or gods) and the deity the cleric serves will determine the Cleric's alignment. Beginning at second level, Clerics may cast divine spells granted by their god. Cleric's may wear any armor, including magic armor, and may employ any non-edged weapons (maces, hammers, quarterstaves). Good Clerics possess the ability to dispel the undead (skeletons, zombies, and their kin). Only human player characters may choose this class.

Like the other human classes, Clerics may raise in level up to 9th. At the Referee's discretion, advancement beyond 9th will grant the Cleric a fixed +2 additional Hit Points per level increase. A Cleric will receive a Saving Throw bonus of +2 at 5th level, and an additional +3 bonus every 4 levels thereafter (9th, 13th, 17th). Level advancement allows the Cleric to cast more spells per day, with higher level spells becoming available to him as he increases in level. In addition to increasing the Cleric's magical might, increasing in level will grant the Cleric greater facility at turning (and dispelling/destroying) undead and allow him to affect more powerful ones as well. Upon attaining 9th level, a Cleric may establish a stronghold, attracting a number of followers of similar religious bent.

A Cleric's Prime Requirement is Wisdom.

Magic-Users

Magic-Users are human spell casters. Although they are able to work magical spells, they are severely limited in their choice of weapons and armor. Magic-Users may only make use of daggers and may not wear any armor. They may use most magic items (excluding arms other than daggers). The Magic-User begins being able to cast 1 spell of the first level. This spell may only be cast once during the day. At higher levels, the Magic-User is able to cast more spells per day, and will have access to spells of higher level.

Human Magic-Users, like Fighting-Men, may advance up to 9th level. Advancement beyond 9th level (if the Referee allows it) will grant the Magic-User +1 Hit Point per level increase. Magic-Users gain a +2 bonus to their Saving Throw rolls at level 6, and an additional +2 bonus for every 5 levels thereafter (11, 16, and so forth). As a Magic-User advances in level, the number of spells he may cast each day/adventure increases as well, and more powerful spell levels become available (see **Spells** below). Magic-Users achieving 9th level may build a tower in the hopes of recruiting apprentices.

A Magic-User's Prime Requirement is Intelligence.

Magic-User Advancement Table

Level	Experience Points	Hit Dice (d4)	Spells per Day
1	0	1	1/-/-/-
2	2,500	2	2/-/-/-
3	5,000	3	2/1/-/-
4	10,000	4	2/2/-/-
5	20,000	5	2/2/1/-
6	40,000	6	2/2/2/-
7	80,000	7	3/2/2/1-
8	150,000	8	3/3/2/2/-
9	300,000	9	3/3/3/2/1

100,000 XP beyond 9th level, +1 hp/level beyond 9th

Cleric Advancement Table

Level	Experience Points	Hit Dice (d6)	Spells per Day
1	0	1	-/-/-/-
2	1,500	2	1/-/-/-
3	3,000	3	2/-/-/-
4	6,000	4	2/1/-/-
5	12,000	5	2/2/-/-
6	25,000	6	2/2/1/-
7	50,000	7	2/2/2/-
8	100,000	8	3/2/2/1
9	200,000	9	3/3/2/2

100,000 XP beyond 9th level, +2 hp/level beyond 9th

As stated above, Clerics possess the ability to turn/dispel the undead. When a Cleric confronts the undead, consult the **Cleric vs. Undead Table** below by cross referencing the type of undead present with the Cleric's level. A "T" result on the table indicates that 2d6 undead of that particular type are automatically turned, fleeing from the Cleric for 3 to 18 rounds. If the table results in a number, this will indicate the Cleric's chances to turn undead. 1d20 is rolled, and if the number generated is equal or greater than the number shown on the table, 2d6 of that particular type are turned for 3d6 rounds. A "D" result means that the undead in question are either dispelled or

Clerics

Clerics are holy warriors able to call upon divine magic.

destroyed (in the case of good Clerics), or made to serve the Cleric (if evil) for a day.

Cleric vs. Undead Table

Undead Type

Cleric Level	Skeleton [up to 1 HD]	Zombies [2 HD]	Wight [3 HD]	Wraith [4 HD]	Shade [5 HD]	Mummy [6 HD]	Specter [7 HD]	Vampire [8 HD]	Undead Lords [9-11 HD]	Lich [12-18 HD]	Demon [18+ HD]
1	10	13	16	19	20	-	-	-	-	-	-
2	7	10	13	16	19	20	-	-	-	-	-
3	4	7	10	13	16	19	20	-	-	-	-
4	T	T	4	7	10	13	16	19	20	-	-
5	T	T	T	4	7	10	13	16	19	20	-
6	D	D	T	T	4	7	10	13	16	19	20
7	D	D	D	T	T	4	7	10	13	16	19
8	D	D	D	D	T	T	4	7	10	13	16
9-13	D	D	D	D	D	T	T	4	7	10	13
14+	D	D	D	D	D	D	T	T	T	7	10

to their Armor Class. At level 9 a Thief may establish a Thief's Den and eventually a Thieves' Guild.

A Thief's Prime Requirement is Dexterity.

Thief

Thieves are humans with specialized abilities centered around stealing, pilfering, and subterfuge. Thief abilities include moving silently, scaling sheer surfaces, hiding in shadows, filching items and picking pockets or locks, removing small traps, and listening at doors. As a thief increases in level, his chances to perform these abilities increase as well (see **Thief Abilities** table, below). Thieves attacking from behind are able to inflict greater damage (+4 to-Hit and damage is doubled). At level 5, damage thus inflicted raises to X3. At 9th level, damage from such an attack increases again to X4, and so forth every 4 levels. Thieves may use any weapons, including magic swords and daggers, but are limited to leather armor and may not use shields. In terms of alignment, Thieves must be either Neutral or Evil (Chaotic or Lawful).

Thieves may reach 9th level. Should the Referee allow for advancement beyond this limit, the Thief will gain +1 Hit Point per additional level beyond 9th. Thieves receive a Saving Throw bonus of +2 at 5th level, and an additional +3 bonus every 4 levels thereafter (9th, 13th, 17th). Thieves with a Dexterity score of 13 or higher gain a bonus of +1

Thief Advancement Table

Level	Experience Points	Hit Dice (d4)	Thief Abilities
1	0	1	I
2	1,200	2	II
3	2,400	3	III
4	4,800	4	IV
5	9,600	5	V
6	20,000	6	VI
7	40,000	7	VII
8	80,000	8	VIII
9	160,000	9	IX

100,000 XP beyond 9th level, +1 hp/level beyond 9th

Thief Abilities Table

Ability Level	Remove Traps	Open Locks	Pick Pockets	Move Silently	Climb Surfaces	Hide in Shadows	Hear Noise (d6)
I	14%	17%	23%	23%	87%	13%	2 in 6

II	17%	23%	27%	27%	88%	17%	2 in 6
III	20%	27%	30%	30%	89%	20%	3 in 6
IV	23%	31%	37%	37%	90%	27%	3 in 6
V	33%	35%	40%	40%	91%	30%	3 in 6
VI	43%	45%	43%	43%	92%	37%	4 in 6
VII	53%	55%	53%	53%	93%	47%	4 in 6
VIII	63%	65%	63%	63%	94%	57%	4 in 6
IX	73%	75%	73%	73%	95%	67%	4 in 6

Dwarven Warrior

Dwarves are 4 ft. tall, stocky humanoids, who make their homes in vast cities built under mountains. Dwarves are resilient against magical attacks (see **Saving Throws**) and may see up to 60 ft. in the dark. When underground, Dwarves can detect slanting passages, shifting walls, traps, and new construction (a 2 in 6 chance of doing so).

Dwarven Warriors gain a +1 bonus to-Hit and damage when confronting their hereditary goblinoid foes (orcs, goblins). Dwarven Warriors are identical to their human Fighting-Men counterparts, except that Dwarven Warriors may only rise to 7th level, unless the GM allows for additional



advancement (at the cost of 100,000 XP per level beyond 7th). If the Referee allows for advancement beyond this limit, the Dwarven Warrior will gain +3 Hit Point per additional level beyond 7th. Dwarven Warriors gain a +2 bonus to their Saving Throw rolls at level 4, and an additional +2 bonus for every 3 levels thereafter (7, 10, 13, and so forth). In addition to dwarven, Dwarves also speak the languages of gnomes, kobolds, and goblins. Dwarven Warriors attack as Fighting-Men of equal level (see Fighting-Men to-Hit table).

A Dwarven Warrior's PR, like the Fighting-Man, is Strength. A character is required to have a Constitution score greater than 9 to be a dwarf.

Elven Adventurers

Elves stand about 5 ft. in height and are slight of build. Elves are immune to the paralyzing touch of ghouls, have

a 2 in 6 chance of detecting hidden doors, and can see up to 60 ft. in the dark. In addition to elvish and common, Elves speak orc, hobgoblin, and gnoll. Elven Adventurers act as both Fighting-Men and Magic-Users, meaning they can use all the Fighting-Man's weapons and armor (both mundane and magical) and cast spells as a Magic-User. Elves advance in both classes in concert, with all XP gained being divided equally between both the Fighting-Man and Magic-User classes. Elvin Adventurers may attain 4th level as Fighting-Men and 6th level as Magic-Users. Additional levels beyond these will cost 100,000 XP and grant the Elvin Adventurer +2 hp per additional level. Elves roll 1d6 for Hit Dice regardless of the class they advance in. Elvin Adventurers gain bonuses to their Saving Throws based on which ever class they advance in. Elvin Adventurers attack as Fighting-Men of equal level (see Fighting-Men to-Hit table).

An Elven Adventurer has both Strength and Intelligence as Prime Requirements. Both Strength and Intelligence must be 13 and more in order for the Elvin Adventurer to gain the 5% bonus to XP. An Intelligence of at least 16 with a Strength of at least 13 will increase the XP bonus to 10%.

Halfling

Halflings are 3 ft. tall "little folk". When outdoors, halflings are able to vanish into woods or undergrowth. Like dwarves, they are highly resistant to magic. They can use all the weapons and armor of the Fighting-Man class, provided they are fashioned to the halfling's reduced size. When using missile/ranged weapons, halflings receive a +1 bonus to-Hit. Halflings act as Fighting-Men and can attain a maximum level of 4. They roll 1d6 for Hit Dice each level. At the GM's discretion, additional levels beyond 4th will cost 100,000 XP and grant the Halfling +2 hp per level. Halflings gain a +2 bonus to their Saving Throw rolls at level 4, and an additional +2 bonus for every 3 levels thereafter (7, 10, 13, and so forth). Halflings attack as Fighting-Men of equal level (see Fighting-Men to-Hit table).

A Halfling has Strength as a Prime Requirement. A character is required to have both Constitution and Dexterity scores greater than 9 to be a halfling.

Halfling Burglar (Optional)

The Halfling Burglar shares all of the characteristics of the Halfling presented above, acting as a Fighting-Man up to a maximum level of 4. In addition, the Halfling Burglar also acts as a Thief. As with the Elvin Adventurer, the Halfling Burglar advance in both classes in concert, with all XP gained being divided equally between both the Fighting-Man and Thief classes. Burglars may attain 4th level as Fighting-Men and 6th level as Thieves. Additional levels beyond these will cost 100,000 XP and grant the Burglar +2 hp per additional level. Halfling Burglars roll 1d6 for Hit Dice regardless of the class they advance in. Halfling Burglars gain bonuses to their Saving Throws based on which ever class they advance in. Halfling

Burglars possess all of the abilities of, and attack as, Thieves of equal level (see Thieves to-Hit table).

While using shields or armor other than leather, a Halfling Burglar cannot use any Thief Abilities. When wearing no armor or leather armor, a Halfling Burglar may preform Thief Abilities as a Thief of equal level. In addition, Halfling Burglars gain racial bonuses to certain Thief Abilities, as shown on the **Halfling Burglar Thief Abilities Modifiers** table.

A Halfling Burglar has both Strength and Dexterity as Prime Requirements. Both Strength and Dexterity must be 13 and more in order for the Halfling Burglar to gain the 5% bonus to XP. A Dexterity of at least 16 with a Strength of at least 13 will increase the XP bonus to 10%.

Halfling Burglar Thief Abilities Modifiers

Remove Traps	Open Locks	Pick Pockets	Move Silently	Climb Surfaces	Hide in Shadows	Hear Noise (d6)
5%	10%	5%	9%	-	11%	+1

ADDITIONAL CHARACTER INFORMATION

Hit Points & Healing

Each character class possesses its own Hit Dice which is rolled each level to generate a character's Hit Points. Constitution may add or subtract from this roll (with a minimum result of 1 hp). When a character suffers damage (either from an attack, a fall, poison), the damage is rolled and the result is subtracted from the character's Hit Points. A character reduced to 0 Hit Points is dead. Hit Points may be restored either by magic (spells or items) or by resting. Resting in dungeons is not possible and the character must return above/home in order to benefit from natural healing. Natural healing restores 1d3 hit points per day of rest and recuperation. Hit Point may never exceed a character's maximum Hit Points.

Alignment

All characters possess an alignment. Alignment denotes a character's natural behavior, motivation, code of conduct, and character. In WIZARDS, WARRIORS & WYRMS, a character must choose one of 5 alignments to represent his nature. The alignments are; Lawful (good or evil), Neutral, and Chaotic (good or evil). Lawful characters, be they good or evil, follow a highly regulated code of conduct, while Chaotic characters (again, both good and evil) are unpredictable. Neutral characters are motivated

by self interest.

After a player chooses his alignment, he is expected to play his character in accordance to the alignment chosen. A Game Master who feels a player isn't playing within the strictures of his chosen alignment may penalize the character with a loss of XP.

Languages

All characters begin play knowing the Common tongue, their racial tongue (for demihumans), as well as any additional languages noted in the racial write-ups above. In addition, all characters speak an alignment tongue, which is understood by all who share the same alignment. Characters with an Intelligence score greater than 10 may also know 1 additional language for every point of Intelligence above 10. Languages must be selected before play begins.

Non Player Characters

Taking hirelings into service is a good way to bulk up an adventuring party. ADVANCED WIZARDS, WARRIORS & WYRMS gives additional rules on how Charisma may influence NPCs and hirelings. A character must first "spread the news" that he or she is looking for hirelings. Such a call is usually made by posting notices in taverns and inns. When a response is finally made, the character must tempt the desired character into service either via gold (100 gp for humans, more for greedy dwarves), magic (for Magic-Users and Elves), or some religious token or gesture (for Clerics).

Monsters may also be brought into a character's service. Both monster and character should share the same

alignment and, much like humans and demihumans, some sort of reward must be offered to the monster in order to tempt it into service.

To gauge a potential hireling's reaction to a character's offer, roll 2d6 and consult the following table. Referees can adjust the roll in accordance to the character's Charisma and the reward offered.

Reaction Roll

2d6	Reaction
2	Attacks
3,4,5	Hostile
6,7,8	Uncertain (make another offer, roll again)
9,10,11	Accepts
12	Enthusiastic

Loyalty & Moral

When a hireling is taken into service, the Referee rolls 3d6 on the Loyalty table below and the hireling's loyalty is noted. This roll should be modified by the character's Charisma modifier for Loyalty, as well as any other modifiers the Referee sees fit to include. Whenever a dangerous or unnerving situation arises, the Referee rolls for the hireling's moral using the Reaction Roll table above. A poor result means the hireling does not perform as expected.

Chaotic hirelings and monsters have a -2 to their Loyalty score and a maximum possible loyalty score of 15 (treat any greater result as a 15).

Loyalty

Loyalty Score	Morale
3 or less	Desert at first opportunity
4-6	-2 to moral roll
7-8	-1 to moral roll
9-12	Normal moral roll
13-15	+1 to moral roll
16-18	+2 to moral roll
19 or more	Never need check for moral

Note that hirelings who are involved in combat situation receive a share of the Experience Points earned. It is mandatory to include hirelings and NPCs when dividing XPs earned for an encounter. Hirelings and NPCs reduce any XPs they earn by 50%.

GAME PLAY

ADVENTURING RULES

The following rules are used to moderate various actions commonly encountered and performed while adventuring. The rules presented here are kept simple. Game Masters wishing more detail, or those who prefer more rules or options, should look to ADVANCED WIZARDS, WARRIORS & WYRMS to expand upon the rules presented here.

Time & Movement

In WIZARDS, WARRIORS & WYRMS, time is measured in Turns and Rounds. A turn is equal to 10 minutes. Thus, if the GM says it will take a character 1 turn to search a section of a dungeon wall for hidden doors, the search will take the character 10 minutes. Once combat begins, time is measured in rounds (or combat rounds) as opposed to turns. There are 10 combat rounds per turn, with each round lasting 10 seconds. Every hour (6 turns), a party must spend 1 turn out of 6 resting. If the characters were running, then 2 turns must be spent resting.

The table below gives the distances that can be covered in 1 round (in feet), subject to how encumbered and weighed down a character is. In order to arrive at the distances covered in 1 turn, simply multiply the number by 10. Distances are given for both Exploring and Normal movement. Adventurers exploring dungeons will usually travel at the Exploration rate.

Movement Rate (feet/round)

Movement	Exploring	Normal
Unarmored, unencumbered man	24	48
Fully armored or carrying heavy load	12	24
Fully armored and carrying heavy load	6	12
Running	Triple (X3) the distance covered	

Encumbrance

A character may carry up to 60 pounds in addition to adventuring equipment normally carried (assuming this equipment isn't excessive) before being considered heavily loaded. 10 gold pieces equal 1 pound. A sac or backpack may hold up to 30 pounds or 300 gp. While adventuring, the players should note where all their items are stored in

order to gauge the feasibility of hauling gear and treasure.

Light

Dwarves and Elves (as well as all monsters) have the advantage of being able to see in the dark up to 60 ft. This ability is lost if a light source is present within 30 ft. Humans and Halflings will have to rely on lanterns or torches in order to navigate dark dungeons. A flask of oil will allow a lantern to burn for 24 turns while a torch lasts for 6 turns. Both allow characters to see up to 30 feet away, but such light sources may attract monsters.

Traps & Doors

Traps: When a character passes over or by a trap, he or she has a 2 in 6 chance of springing the trap. A sprung trap will usually result in 1 or more d6 of damage.

Doors: Elves may sense secret doors (or passages) by simply passing by them. The chance for an Elf to detect the presence of a secret door is 2 in 6. If a party is actively searching for secret doors, then an Elf's chances increases to 4 in 6, with all other active searchers having a 2 in 6 chance of discovering a secret door. The chance to force open a stuck door is 2 in 6. Multiple attempts at forcing open a door will negate any chance of surprising the occupants. In dungeons, most doors will automatically close. Spikes may be used to remedy this problem but there is a 2 in 6 chance that the spike will slip and the door will shut closed again. Characters may opt to listen at doors in order to detect any sounds beyond. Humans have a 1 in 6 chance of detecting noises from beyond a door, while demihumans (Elves, Dwarves, and Halflings) have a 2 in 6 chance of successfully doing so.

Surprise

When the GM deems that there is a chance that one (or more) parties run the risk of being surprised, 1d6 is rolled with a result of 1 or 2 indicating that the party in question is surprised. A surprised party loses its action for 1 round, effectively giving the non-surprised party a free round.

Wandering Monsters

Every 3 turns, a GM rolls to see if a wandering monster appears. A d6 is rolled with a result of 6 indicating the presence of a wandering monster. The wandering monster will appear at a distance of $2d6 \times 10$ feet from the party. When the presence of a wandering monster(s) has been established, the GM rolls a d10 on the row corresponding to the dungeon level the party is currently exploring, the result indicating which Random Wandering Monster table to use. Three Random Wandering Monster tables are presented here, generating monsters most commonly

found dwelling within the first three levels of a dungeon. Note that not all wandering monsters need to be hostile and the GM may wish to roll on the Reaction Roll table to randomly generate a monster's disposition.

Determination of Random Wandering Monster Table (d10)

Roll on Random Wandering Monster

Dungeon Level	I	II	III
1	1-7	8-9	10
2	1-2	3-9	10
3	1	2-3	4-10

Random Wandering Monster (d8)

d8	Wandering Monster I	Wandering Monsters II	Wandering Monsters III
1	3d4 Kobolds	2d4 Orcs	1d4 Wererats
2	2d4 Goblins	1d4 Ghouls	1d3 Harpies
3	1d4+1 Orcs	2d4 Hobgoblins	1d3 Wights
4	1d6 Skeletons	3d4 Elves	1d4 Ogres
5	1d4+1 Dwarves	4d4 Dwarves	2d4 Bugbears
6	1d6 Elves	5d4 Orcs	5d4 Hobgoblins
7	1d4+1 Bandits	1d4+1 Bandits	1d6 Zombies
8	1d4 Zombies	1d3 Giant Ticks	1d4+1 Blink Dogs

Adventurers may delay a monster's pursuit by discarding items of interest to the following creature(s). Unintelligent monsters will stop to pick up discarded food on a roll of 1-3 on a d6. Intelligent monsters will do the same (and with the same 3 in 6 chance) for discarded gold or valuables.

Level & Experience

Experience is measured by the accumulation of Experience Points (XP). XP are awarded for slaying or subduing monsters and for accumulating treasures. A character possessing a high score in his class' Prime Requirement will gain a bonus to XP earned. XP gained from treasures and monsters are usually divided equally among the party. Exceptions to this rule include characters (such as Thieves) stealing a greater part of a treasure, thus amassing more XP for treasures found, or in the case of a party member not participating in a battle, in which case, he or she would not be awarded any XP for the monsters slain.

Treasures gained awards 1 XP per gold piece (or value of the treasure in gp). The amount of XP awarded for

defeating a monster is based on the monster's HD, and the number of special abilities (if any) the monster possesses (see the **XP for Monsters** table below).

XP for Monsters

Monster's HD	XP	Bonus XP per Special Ability
Less than 1	5	1
1	10	3
1+	15	6
2	20	9
2+	35	12
3	50	15
3+	65	35
4	80	55
4+	140	75
5	200	150
5+	260	200
6	320	250
6+	380	300
7	440	350
7+	500	400
8	560	500
8+	620	600
9-10+	1,000	700
11-12+	1,200	800
13-16+	1,500	900
17-20+	2,250	1,000
21+	3,000	2,000
22+	Add a cumulative 250 XP for both base XP and XP for special abilities.	

Characters defeating monsters of lower level (HD) than they are are awarded less XP. XP earned in such cases are reduced by monster's HD/character's level. A third level Thief slaying a first level orc will adjust the XP earned by 1/3.

A character may never gain an amount of XP which would have him increase 2 levels. Should such a circumstance occur, the character's accumulated XP are reduced to 1 XP less than is required to gain the second additional level. For example, should a 1st level Cleric gain 3,500 XP in a game, this number would be reduced to 2,900 XP (1 XP less than required for 3rd level).

With each new level attained, a character rolls his Hit Dice to increase his maximum Hit Points. Magic-Users and

Clerics are able to cast more spells and of higher level. The Cleric's chance of Turning the Undead, as well as the Thief's chances of performing his special abilities also increase with each level.

Level Limits

The standard assumption in WIZARDS, WARRIORS & WYRMS is that each race may rise in level up to a certain maximum, as shown on the following table.

Standard Level Limits

Race	Maximum Class Level
Human	9 th level Cleric, Fighting-Man, Thief or Magic-User
Elf	4 th level Fighting-Man & 6 th level Magic-User
Dwarf	7 th level Fighting-Man
Halfling	4 th level Fighting-Man or 4 th level Fighting-Man & 6 th level Thief (optional)

Referees may allow characters to advance beyond the limits stated above at the cost of 100,000 extra XP per additional level beyond the maximum. An increase in level beyond the stated maximum will no longer allow for a Hit Dice roll, instead, a fixed amount of Hit Points (Constitution bonus no longer applies) is granted to the character based on class and race (see **Additional Hit Points Beyond Level Limits** below).

Each class' to-Hit tables will also have entries for levels beyond the stated limits, for GMs wishing to allow additional levels to confer every increasing chances to hit a foe.

Additional Hit Points Beyond Level Limits

Class/Race	Additional Hit Points Beyond Level Limits
Fighting-Men, Dwarven Warriors	+3 Hit Points per Level
Clerics, Elvin Adventurers, Halflings, Halfling Burglars	+2 Hit Points per Level
Magic-Users, Thieves	+1 Hit Point per Level

Saving Throws

Saving Throws allow characters and monsters to resist or lessen the effects of certain conditions such as spells, poisons, or a dragon's fiery breath. When called to make a Saving Throw, a d20 is rolled and if the result is equal to or higher than the number indicated on the Saving Throw table the effects are either negated or lessened (such as only taking half damage). Failure to equal or exceed the

number required will result in the victim taking the full effect of whatever he was trying to save against.

Monsters may also be given a chance to save. Usually, a

monster will make a Saving Throw as if it were a Fighting-Man of a level equal to its Hit Dice.

Saving Throws

Class	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
Normal Man/Monsters with HD less than 1	17	14	16	15	18
Fighting-Man, Thief	15	12	14	13	16
Magic-User	16	13	13	13	14
Cleric	16	11	14	12	15
Elvin Adventurer	15	12	13	13	14
Dwarven Warrior and Halfling	15	10	12	11	14

As stated in the class descriptions, as each class increases in level, bonuses to Saving Throws are gained. The following table displays each class' Saving Throw bonuses.

Saving Throw Bonuses

Class/Racial Classes	Saving Throw Bonus
Fighting-Man, Elvin Adventurer, Dwarven Warrior, Halfling	+2 bonus to Saving Throw rolls at 4 th level, and an additional +2 bonus for every 3 levels thereafter (7, 10, 13, and so forth)
Cleric, Thief	+2 bonus to Saving Throw rolls at 5 th level, and an additional +3 bonus every 4 levels thereafter (9 th , 13 th , 17 th).
Magic-User	+2 bonus to Saving Throw rolls at 6 th level, and an additional +2 bonus for every 5 levels thereafter (11, 16, and so forth).

Ability Checks

At times, a player may wish to perform an action not covered by any of the rules. A quick way to resolve such situations is for the Referee to call for an Ability Check. An Ability Check is simply a d20 roll to generate a number equal to or lower than one of the character's abilities. For example, a character walking a very narrow ledge may be asked to roll against his Dexterity in order to avoid falling.

Ability checks are a great way to simulate skills in a game such as WIZARDS, WARRIORS & WYRMS which does not have a skill system.

Equipment & Gold

All characters begin play with 3d6 X 10 gold pieces with which to buy their starting equipment (see equipment list below).

Weapons

Item	Cost (gp)	Item	Cost (gp)	Item	Cost (gp)
Dagger	5	Hand Axe	3	Mace	7
Sword	12	Battle Axe	7	Morning Star	8
Flail	10	Spear	2	Pole-Arm	9
Halberd	9	Two-Handed Sword	15	Lance	6

Pike	7	Short Bow	25	Long Bow	45
Composite Bow	55	Light Crossbow	15	Heavy Crossbow	28
Quiver + 20 Arrows	12	Case + 30 Quarrels	10	20 Arrows/30 Quarrels	12
Silver Arrow	7				

Armor

Item	Cost (gp)	Item	Cost (gp)	Item	Cost (gp)
Leather Armor	17	Chain Mail	35	Plate Mail	55
Shield	12	Helmet	12	Barding (horse armor)	160

Transportation

Item	Cost (gp)	Item	Cost (gp)	Item	Cost (gp)
Mule	25	Horse, Draft	35	Horse, Light	45
Warhorse, Medium	150	Warhorse, Heavy	250	Cart	150
Wagon	250	Raft	42	Boat, Small	150

Miscellaneous Items

Item	Cost (gp)	Item	Cost (gp)	Item	Cost (gp)
Sac, Small	3	Sac, Large	4	Saddle Bags	12
Saddle	37	Back Pack	8	Pole, 10'	3
Iron Spikes (12)	3	Rope, 50'	3	Wineskin	4
Torches (6)	3	Lantern	13	Flask of Oil	5
Tinder Box	5	Stakes (3) + Mallet	5	Mirror, Steel	8
Mirror, Silver	20	Holy Symbol, Wood	4	Holy Symbol, Silver	30
Vial of Holy Water	30	Wolfsbane	13	Garlic	7
Wine, Quart	4	Iron Rations (1 week)	20	Standard Ration	7

while a 3rd level Magic-User would study and memorize two 1st level spells and one 2nd level spell. The same spell may be memorized more than once so that it may be cast multiple times. Once memorized, a spell may be cast at any time as long as the caster may speak the magic word and perform the proper hand gestures (some spells also require material components as well). Because of the concentration required to cast spells, it is impossible for a Magic-User engaged in combat to cast any spells.

Once a spell is cast, it leaves the caster's mind and will no longer be available to him until memorized once more. It will take a Magic-User 1 day to study, re-memorize, and re-learn all his spells. Because Magic-Users are forbidden from taking their spell books into dungeons, this forces them to return above/home to replenish their allotted number of spells. There are certain ways for a Magic-User to circumvent the need to leave the dungeon in order to re-learn his spell. One option is scrolls. Although forbidden from taking their spell books into dungeon, this restriction does not apply to scrolls. A Magic-User may make a magic scroll of any spell he knows at the cost of 100gp/spell's level, and will require 1/spell's level weeks of work to

MAGIC

ARCANE MAGIC

The following section deals with arcane magic and its practitioners: Magic-Users.

More on Magic-Users

At first level, a Magic-User may cast 1 spell. All Magic-Users possess spell books which contain all the spells they know. Before adventuring, a Magic-User will study his spell book and memorize a number of spells equal to the amount of spells he can cast each day. Thus, a 1st level Magic-User will study and memorize one 1st level spell

complete (a magic scroll containing a 2nd level spell would take 2 weeks to complete and cost the Magic-User 200gp). Magic scrolls are written in runes which fade after reading, meaning a magic scroll may only be used once.

Another way Magic-Users may compensate for the depletion of spells is by acquiring magic items, some of which may be used only by Magic-Users.



Magic-Users also possess the ability to create/invent their own spells. This is done in concert with the GM who must approve the invented spell and gauge its level (by comparing its usefulness and might with other spells). Creating the spell will require the expenditure of 2,000gp per spell's level, as well as 1 week of work/level of the spell. Once gold and time are spent, the Magic-User has a 20% chance of success.

Note that Magic-Users may not cast spells if engaged in combat or if they are unable to concentrate solely on spell casting.

Spell Books

The exact number of spells that a Magic-User has in his spell book is determined by his Intelligence score. Intelligence will determine the minimum and maximum amount of spells of each spell level that the Magic-User may have in his spell book, as well as the chance to "know" a particular spell. The player goes through the spell list, choosing which spells he would like his Magic-User user to have in his spell book. He then rolls under his **% Chance to Know** with a success indicating the desired spell is found within his spell book. The player continues to do so until he has gone through the entire spell list (of the appropriate level) once, and satisfied the minimum and maximum amount of knowable spells. Should a player go through the entire list without getting the minimum number of Knowable Spells, he goes through the list once more (and as many times required to satisfy the Minimum Number).

Spells Known

Magic-User's Intelligence	% Chance to Know	# of Spells Knowable per Level	
		Minimum	Maximum
3	20%	2	3
4-5	30%	2	4
6-7	35%	2	5
8-9	40%	3	6
10-12	50%	4	7
13-14	70%	5	9
15-16	75%	6	11
17	85%	7	Unlimited
18	90%	8	Unlimited

Magic-User Spell List

Book of First Level Spells

Charm Person

Protection from Evil

Dancing Lights	Read Languages	Cloud Kill	Pass Wall
Detect Magic	Read Magic	Conjure Elemental	Telekinesis
Enlarge	Shield	Contact Other Plane	Teleport
Hold Portal	Sleep	Extension II	Transmute Rock to Mud
Light	Transportation Plate	Feeblemind	Wall of Iron
Magic Missile	Ventriloquism	Hold Monster	Wall of Stone

Book of Second Level Spells

Continual Light	Magic Mouth
Darkness	Mirror Image
Detect Evil	Phantasmal Force
Detect Invisible	Pyrotechnics
ESP	Ray of Enfeeblement
Invisibility	Sound
Knock	Strength
Levitate	Web
Locate Object	Wizard Lock

Book of Third Level Spells

Clairaudience	Invisibility 10 ft.
Clairvoyance	Lightning Bolt
Dispel Magic	Monster Summoning I
Explosive Runes	Protection from Evil, 10' radius
Fire Ball	Protection from Normal Missile
Fly	Rope Trick
Hast	Slow
Hold Person	Suggestion
Infravision	Water Breathing

Book of Fourth Level Spells

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

Book of Fifth Level Spells

Animal Growth	Magic Jar
Animate Dead	Monster Summoning III

First Level Magic-User Spells

Charm Person – Level 1; Range: 120 ft

This spell affects humanoids of roughly man-size (goblins, orcs, gnolls). It does not affect large monsters or the undead. Should a target fail its Saving Throw, this spell will force the target of the Charm to come under the influence of the Magic-User. The charmed victim is given an opportunity to “break free” of the spell with a new Saving Throw made at intervals determined by Intelligence.

Intelligence	Additional Save Every:
3-6	4 weeks
7-9	3 weeks
10-12	2 weeks
13-16	1 week
17	2 days
18+	1 day

Dancing Lights – Level 1; Range: 120 ft; Duration: 2 turns

Creates 1d6 lantern-like lights. These lights can easily be mistaken for a lantern-carrying adventuring party. The Magic-User causes the lights to move, even around corners, up to 120 ft. Once cast, the Magic-User need not concentrate on the spell, and may simply speak the commands to the Dancing Lights, which will follow his instructions.

Detect Magic – Level 1; Range: 60 ft; Duration: 2 turns

This spell will detect the presence of magic on a person, place, or thing.

Enlarge – Level 1; Range: 30 ft; Duration: 1 + caster's level in turns

This spell doubles the size of non-living matter, and increases the size of living matter by 50%. Only 1 object may be affected by this spell. Will not increase the magical properties of items, such as potions. This spell is limited in volume to 12X12 ft/caster's level.

Hold Portal – Level 1; Range: 10 ft; Duration: 2d6 turns

This spell holds a door or gate open for 2d6 turns. Dispel

Magic and Knock spells will negate the hold.

Light – Level 1; Range: 120 ft; Duration: 6 + caster's level in turns

Creates a source of light which illuminates as bright as a torch (30 ft.).

Magic Missile – Level 1; Range: 150 ft

The caster creates a magic missile which does 1d6+1 points of damage (roll as if using a long bow). The Magic-User may conjure an additional 2 magic missiles for every 5 levels of experience.

Protection from Evil – Level 1; Range: 0; Duration: 6 turns

This spell will protect against attacks by evil enchanted creatures (invisible stalkers, demons). Incurs a +1 bonus to Saving Throws and Armor Class against attacks made by these evil opponents.

Read Languages – Level 1; Range: 0; Duration: 2 turns

Allows the caster (or someone the caster touches) to read any language.

Read Magic - Level 1; Range: 0; Duration: 2 turns

Used to read the incantations found on items and scrolls. Even Magic-Users must use this spell in order to use scrolls and such. Note that a scroll need only be read the first time via Read Magic (to decipher what it does), after which the Magic-User may read/activate the scroll in the normal fashion.

Shield – Level 1; Range: 0; Duration: 2 turns

The Magic-User is granted magical protection which gives him an Armor Class of 2 versus missile attacks, and an AC of 4 against all other attacks.

Sleep – Level 1; Range: 240; Duration: 4d4 turns

This spell creates a magically induced slumber which affects multiple targets. If the creatures targeted by this spell possess 1+1 HD or less, than 2d8 creatures are put to sleep. The Magic-User may put 2d6 creatures of up to 2+1 HD to sleep. Versus creatures of up to 3 +1 HD, only 1d6 are affected, and of creatures of up to 4+1 HD, only 1 will be affected. Anything of greater HD is unaffected. This spell does not affect the undead. No Saving Throw allowed.

Transportation Plate – Level 1; Range: 10 ft; Duration: 6 turns

Creates a hovering platform which floats waist high and may carry up to 5,000 gp in weight. The platform will follow the Magic-User which summoned it, hovering 6 ft. behind.

Ventriloquism – Level 1; Range: 60 ft; Duration: 2 turns

Allows the Magic-User to *throw* his voice, having it appear to come from somewhere else.

Second Level Magic-User Spells

Continual Light – Level 2; Range: 120; Duration: infinite

Creates a circle of light (60 ft.) where the caster desires. The illumination persists until dispelled.

Darkness – Level 2; Range: 120 ft; Duration: 6 turns

Creates magical darkness in a 50 ft. radius which renders even demihuman vision useless. Can be negated by a Dispel Magic or Light spell.

Detect Evil – Level 2; Range: 60 ft; Duration: 2 turns

Detects evil intent or evil thoughts in another creature or object (poison is neither good, nor evil).

Detect Invisible – Level 2; Range: 10 ft. per level of caster; Duration: 6 turns

Detects invisible creatures and treasures.

ESP – Level 2; Range: 60 ft; Duration: 12 turns

Detects whatever a creature within range is thinking, and can detect thoughts from beyond walls (up to 2 ft. of rock) and doors.

Invisibility – Level 2; Range: 240 ft; Duration: infinite

This spell may be cast upon the Magic-User, or on an object or other person within range. The target of the spell is rendered invisible until he attacks. Attacking/striking a blow will break the spell, rendering the subject visible once more.

Knock – Level 2; Range: 60 ft.

This spell opens any locked or secured door. This includes doors locked by magic, and affects chests, portals, and gates as well.

Levitate – Level 2; Range: 20 ft per level of the caster; Duration: 6 + level of caster in turns

Allows the target of the spell to move vertically at a rate of 60 ft./turn. If the target levitates to the ceiling, he may use his hands to move horizontally.

Locate Object – Level 2; Range: 60 ft + 10 ft. per caster level; Duration: 2 turns

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

Magic Mouth – Level 2; Range: 0 ft; Duration: infinite

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

Mirror Image – Level 2; Range: 0 ft; Duration: 6 turns

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

Phantasmal Force – Level 2; Range: 240 ft; Duration: infinite

This spell creates a realistic illusion in the sight of all who view it. The illusion can be of anything the caster envisions. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it. The illusion created is visual and not auditory.

Pyrotechnics – Level 2; Range: 240 ft; Duration: 6 turns

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

Ray of Enfeeblement – Level 2; Range: 30 ft; Duration: 1 melee round per caster level

Creatures hit by a ray of enfeeblement will lose 4 points of Strength. A successful Saving Throw will negate this effect. Each 4 point Strength loss will result in the creature inflicting 25% less damage from physical attacks.

Sound – Level 2; Range: 240 ft; Duration: 2 turns

This spell allows the Magic-User to create an auditory hallucination. At 2nd level, the caster may create sounds in the range of 2d4 people talking in normal tones. For each additional Magic-User level, a like volume may be added (i.e. At 3rd level the Magic-User may create sound similar to 4d4 people talking). Loud noises reduces this number by half.

Strength – Level 2; Range: 0; Duration: 48 turns

This spell increases a Fighting-Man's Strength by 2d4 points, a Thief's by 1d6 points, and a Cleric's by 1d4 points.

Web – Level 2; Range: 10 ft; Duration: 48 turns

Fibrous, sticky webs fill an area up to 10x10x20 ft. It is extremely difficult to get through the mass of strands. It takes one turn if a torch or sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through, perhaps 3–4 turns or longer at the GM's discretion.

Wizard Lock – Level 2; Range: 10 ft; Duration: infinite

As with a *Hold Portal* spell, *Wizard Lock* holds a door closed, but it is permanent until dispelled. Any Magic-user three levels or higher than the caster can open the portal, and a *Knock* spell will open it as well (although the spell is

not permanently destroyed in these cases).

Third Level Magic-User Spells

Clairaudience – Level 3; Range: 60 ft; Duration: 12 turns

Identical to the ESP spell, except that the caster can hear instead of picking up thoughts.

Clairvoyance – Level 3; Range: 60 ft; Duration: 12 turns

Identical to the ESP spell, except that the caster can see instead of picking up thoughts.

Dispel Magic – Level 3; Range: 120 ft; Duration: 1 turn

This spell can dispel most kinds of spells or enchantments except those on magical items. The chance of successfully dispelling magic is a percentage based on the ratio of the level of the Magic-user trying to dispel over the level of the Magic-user (or HD of the monster) who cast the original magic. Thus, a 6th level Magic-user attempting to dispel a charm cast by a 12th level Magic-user has a 50% chance of success ($6/12 = 1/2$, or, 50%).

Explosive Runes – Level 3; Range: 0; Duration: infinite

These runes are cast upon parchment (scrolls, books) to detract from unwanted reading. Anyone other than the caster who reads the rune inscribed parchment will set off an explosion dealing identical to a 4th level Magic-User's *Fireball* spell (no save). The caster may remove the runes at any time. A Magic-User of at least two levels greater than the caster has a 15 in 20 chance of removing the runes.

Fireball – Level 3; Range: 120 ft.

An explosive burst of flame, which detonates with a radius of 20' and causes 1d6 damage per level, with a Saving Throw halving damage.

Fly – Level 3; Range: 0; Duration: level + 1d6 turns

Allows the target to fly at 120' per turn.

Hast – Level 3; Range: 240 ft; Duration: 3 turns

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

Hold Person – Level 3; Range: 120 ft; Duration: 6 + 1 per spell caster's level

Same as 2nd level Cleric spell.

Infravision – Level 3; Range: 0; Duration: 12 + 6 turns per level

When cast offers the same ability to see in darkness as demihumans.

Invisibility, 10 ft. – Level 3; Range: 240 ft; Duration: infinite

Same as the Invisibility spell, but affects a 10 ft. radius.

Lightning Bolt – Level 3; Range: 240

This 60 foot long bolt of lightning causes 1d6 damage per level to everyone within its area of effect, with a Saving Throw (vs. Spells) halving damage.

Monster Summoning I – Level 3; Range: 10 ft; Duration: 6 turns

The caster calls forth a monster or monsters to appear from the Wandering Monsters table (column I) 1d6 monsters of the particular type generated will appear. The monster or monsters summoned are faithful to the magic-user until the spell ends.

Protection from Evil, 10 ft. Radius – Level 3; Range 0; Duration: 12 turns

Same as the Protection from Evil spell but with a 10' radius and double the duration.

Protection from Normal Missiles – Level 3; Range: 30 ft; Duration: 12 turns

The caster becomes invulnerable to non-magical missiles.

Rope Trick – Level 3; Range: length of rope; Duration: level + 6 turns

This spell allows the Magic-User to cause a length of rope to stand upright with its furthest end disappearing into a pocket dimension. The Magic-User, along with three others, may climb into the pocket dimension. If a rope left dangling is removed, those returning from the pocket dimension will fall the rope's distance.

Slow – Level 3; Range: 240 ft; Duration: 3 turns

This spell acts in an opposite manner to the *Hast* spell.

Suggestion – Level 3; Range: 5 ft; Duration: 1 week

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

Water Breathing – Level 3; Range: 0; Duration: 12 turns

Grants the ability to breath under water.

Fourth Level Magic-User Spells

Charm Monster – Level 4; Range: 120 ft Identical to *Charm Person* but affects monsters.

Confusion – Level 4; Range: 120 ft; Duration: 12 turns

This spell will confuse its victims, affecting all targets within a 30 ft. radius. The GM rolls 2d6 each round to determine behavior: attack the Magic-User's party (2-5), stand around doing nothing (6-8), or attack each other (9-12). Targets with 2 HD or less receive no Saving Throw while others receive one Saving Throw each round.

Dimension Door – Level 4; Range: 360 ft; Duration: 1 hour

Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the *Teleportation* spell. The caster can teleport himself, an object, or

another person with perfect accuracy to the stated location, as long as it is within the spell's range.

Extension I – Level 4; Range: same as extended spell

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

Fear – Level 4; Range: 120 ft; Duration: 1 hour

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

Hallucinatory Terrain – Level 4; Range: 240 ft

Used to make terrain features appear or disappear. A swamp, hill or woods can thus be made to appear or disappear. The illusion is dispelled if an opponent makes contact with the area created or occulted.

Ice Storm – Level 4; Range: 120 ft; Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly 30 ft. across. Massive hailstones inflict 4d6 hit points of damage (no Saving Throw applies) to all within the area.

Massmorph – Level 4; Range: 240; Duration: until negated by caster or dispelled

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

Monster Summoning II – Level 4; Range: 10 ft; Duration: 6 turns

Similar to the Monster Summoning I spell, except that 1 or 2 monsters from the Wandering Monsters table (column II) are called forth. The monster or monsters summoned are faithful to the magic-user until the spell ends.

Plant Growth – Level 4; Range: 240 ft; Duration: permanent, until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted.

Polymorph Others – Level 4; Range: 60 ft; Duration: permanent, until dispelled

This spell allows the caster to turn another being into a different type of creature. The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.

Polymorph Self – Level 4; Range: 0; Duration: level + 6 turns

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities.

Remove Curse – Level 4; Range: 0

Removes 1 curse from a person or object

Wall of Fire – Level 4; Range: 60 ft; Duration: concentration

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

Wall of Ice – Level 4; Range: 60 ft; Duration: concentration

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

Wizard Eye – Level 4; Range: 240 ft; Duration: 1 hour

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

Fifth Level Magic-User Spells

Animal Growth – Level 5; Range: 120 ft; Duration: 2 hours

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

Animate Dead – Level 5; Duration: permanently

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

Cloud Kill – Level 5; Duration: 6 turns

Creates a 30 ft. diameter moving, poisonous cloud of poisonous vapor that is deadly to creatures with less than 5 HD. Moves 60 ft. per turn according to the wind direction, or directly away from the magic-user if there is no wind.

Conjure Elemental – Level 5; Range: 240 ft; Duration: until dispelled

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

Contact Other Plane – Level 5; Range: 0; Duration: number of yes/no questions

This spell allows the Magic-User to seek advice from creatures inhabiting higher planes of existence. Only "yes" or "no" questions are permitted. The caster decides how many questions he will ask as the spell is cast. Immediately after the spell is cast, the Magic-User must roll a Saving Throw versus Spells with a penalty equal to the number of questions asked. Failure means

the Magic-User will become temporarily insane (GM's discretion as to the type of insanity and its duration).

Extension II – Level 5; Duration: same as spell extended

Extension II lengthens the duration of another spell by 50%. Only spells of level 1–4 can be affected by Extension II

Feeblemind – Level 5; Range: 240 ft; Duration: permanent until dispelled

Feeblemind is a spell that affects only Magic-Users. The saving throw against the spell is made at a penalty of 4, and if the Saving Throw fails, the targeted Magic-User becomes feeble of mind until the magic is dispelled.

Hold Monster – Level 5; Range: 120 ft; Duration: 6 + 1 per spell caster's level

Same as Hold Person, but applicable to monsters.

Magic Jar – Level 5

The Magic-User can houses his life force into an inanimate object and attempts to possess the body of any other creature within 120 ft. of his *Magic Jar*. If the possessed body is destroyed, the spirit of the Magic-User returns to the *Magic Jar*, and may attempt another possession or return to the Magic-User's body. If the *Magic Jar* is destroyed the Magic-User is totally destroyed.

Monster Summoning III – Level 5; Range: 10 ft; Duration: 6 turns

Similar to the Monster Summoning I spell, except that 1 or 2 monsters from the Wandering Monsters table (column III) are called forth. The monster or monsters summoned are faithful to the magic-user until the spell ends.

Pass Wall – Level 5; Range: 30 ft; Duration: 3 turns

Opens a man-sized hole up to 10' in length in a solid wall.

Telekinesis – Level 5; Range: 120 ft; Duration: 6 turns

This spell allows the Magic-User to move object with the power of his mind. The total weight the caster may move is equal to 200 gp X the Magic-User's level.

Teleport – Level 5

Transports the recipient from place to place, regardless of the distance, provided that the location is known.

Transmute Rock to Mud – Level 5; Range: 120 ft; Duration: 3d6 days

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

Wall of Iron – Level 5; Range: 60 ft; Duration: 2 hours

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

Wall of Stone – Level 5; Range: 60 ft; Duration: until dispelled or destroyed

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

DIVINE MAGIC

Divine magic is the god(s)-granted magic of Clerics. Divine magic differs somewhat from arcane magic employed by Magic-User.

More on Clerics

A Cleric's magic differs from arcane magic in that divine magic is bestowed upon the Cleric by his god(s). Clerics do not make use of spell books and thus are not limited to casting only the spells contained therein. Before an adventure, the Cleric prays for the spell(s) he wishes to have available to him, choosing from all the spells available for the level or levels he may cast. Thus, a 2nd level Cleric would pray to gain one 1st level spell, chosen from all the spells from the **Book of First Level Spells** list. Only the spells thus prayed for may be used in the course of the adventure. Much like the Magic-User needs to re-study his spells once cast, in order to have them available for the next adventure/day a Cleric must likewise re-pray to replenish any expended spells.

Cleric Spell List

Spells in italics are reserved for evil Clerics. These spells act in an opposite manner to that listed in the description when cast by an evil Cleric. For example, a Cure Light Wounds spell becomes a Cause Light Wounds spell when cast by an evil Cleric and would inflict, instead of heal, 1d6+1 points of damage.

Book of First Level Spells

<i>Cure Light Wounds</i>	Protection from Evil
<i>Detect Evil</i>	<i>Purify Food and Drink</i>
<i>Detect Magic</i>	<i>Remove Fear</i>
<i>Light</i>	Resist Cold

Book of Second Level Spells

<i>Bless</i>	Resist Fire
<i>Find Trap</i>	Silence: 15 ft. radius
<i>Know Alignment</i>	Snake Charm
<i>Hold Person</i>	Speak with Animals

Book of Third Level Spells

<i>Continual Light</i>	Prayer
<i>Cure Disease</i>	Remove Curse
<i>Locate Object</i>	Speak with Dead

Book of Fourth Level Spells

Create Water	<i>Protection from Evil, 10 ft.</i>
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<i>Cure Serious Wounds</i>	<i>radius</i>
<i>Neutralize Poison</i>	Speak with Plants
	Sticks to Snakes

First Level Cleric Spells

Cure Light Wounds – Level 1; Range: 0

By touching a target, the Cleric may heal 1d6+1 HP (may never exceed the target's maximum Hit Points).

Detect Evil – Level 1; Range: 120 ft; Duration: 6 turns

Same as the Magic-User's spell.

Detect Magic – Level 1; Range: 60 ft; Duration: 2 turns

Same as the Magic-User's spell.

Light – Level 1; Range: 120 ft; Duration: 12 turns

Same as the Magic-User's spell.

Protection from Evil – Level 1; Range: 0; Duration: 12 turns

Same as the Magic-User's spell.

Purify Food and Drink – Level 1; Range: 10 ft.

This spell purifies spoiled or poisoned food or water. The amount of food and drink affected by this spell is roughly equal to that which would serve a dozen people.

Remove Fear – Level 1; Range 0

This spell grants a character under the effects of fear (either from an item, spell, or other) a Saving Throw to overcome the fear. This Saving Throw is modified by the Cleric's level.

Resist Cold – Level 1; Range; 30 ft; Duration: 6 turns

Allows the target to withstand freezing temperatures. Saving Throws versus cold-based attacks (including dragon breath) are made with a +2 bonus. Any damage sustained from cold-based attacks are reduced by -1 per die of damage.

Second Level Cleric Spells

Bless – Level 2; Range: 60 ft; Duration: 6 turns

A Cleric may bestow a blessing upon a party on any turn the party is not engaged in combat. The blessing will then impart a +1 bonus to the party's attack roll.

Find Traps – Level 2; Range 30 ft; Duration: 2 turns

The Cleric may locate any traps (mechanical or magical) within 30 ft.

Hold Person – Level 2; Range: 120 ft; Duration: 6 + 1 per

spell caster's level

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

Know Alignment – Level 2; Range: 10 ft; Duration: 2 turns

The Cleric may use this spell to discover the true alignment of any creature (Lawful Good, Lawful Evil, Neutral, Chaotic Good, or Chaotic Evil).

Resist Fire – Level 2; Range: 30 ft; Duration: 6 turns

Similar to the Cleric's 1st level *Resist Cold* spell. Allows the target to resist the effects of normal fire for up to 2 melee rounds. Bonuses to Saving Throws and reduction of damage (for fire-based attacks) are identical to the *Resist Cold* spell.

Silence: 15 ft Radius – Level 2; Range: 180 ft; Duration: 12 turns

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

Snake Charm – Level 2; Range: 60 ft; Duration: 1d4 + 2 turns

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

Speak with Animals – Level 2; Range: 30 ft; Duration: 6 turns

The caster can speak with normal animals. There is a chance that the animals will assist him, and they will not attack him or his party.

Third Level Cleric Spells

Continual Light – Level 3; Range: 120; Duration: infinite
Identical to the 2nd level Magic-User spell.

Cure Disease – Level 3; Range: 0

Instantly cures inflicted target of all diseases.

Locate Object – Level 3; Range: 90 ft; Duration: 6 + level of caster in turns

Same as the Magic-User spell of the same name.

Prayer – Level 3; Range: 30 ft; Duration: following turn

Prayer affects a 20x20 ft. area, causing a Saving Throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level Cleric causes a Saving Throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

Remove Curse – Level 3; Range: 0

Same as the 4th level Magic-User spell.

Speak with Dead – Level 3; Range: 0; Duration: 3 questions

This spell allows the Cleric to ask up to three questions to a corpse. A Cleric's level determines from what corpse it may seek answers.

Cleric's Level	Maximum amount of time the corpse has been dead*
Less than 8 th level	1d4 days
8 th to 14 th level	1d4 months
Higher than 14 th level	Any age

*Trying to gain information from a corpse that has been dead longer than the time generated is impossible.

Fourth Level Cleric Spells

Create Water – Level 4; Range: 0; Duration: immediate

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

Cure Serious Wounds – Level 4; Range: 0

Similar to *Cure Light Wounds* but heals 2d6 + 2 points of damage.

Neutralize Poison – Level 4; Range: 0

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

Protection from Evil, 10 ft. Radius – Level 4; Range 0; Duration: 12 turns

Same as the 3rd level Magic-User spell.

Speak with Plants – Level 4; Range: 30 ft; Duration: 6 turns

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

Sticks to Snakes – Level 4; Range: 120 ft; Duration: 1 hour

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

COMBAT

Combat lies at the heart of any Role Playing Game. The following rules will detail the procedures involved in resolving melee (hand to hand) and missile (ranged) combat, as well as extra rules for adjudicating common situations which might arise in battle.

TIME, MOVEMENT, AND ACTIONS

Once combat is engaged, time is measured in combat rounds which equal 10 seconds, of which there are ten rounds per combat turn (thus, a combat turn is shorter than a regular turn). Each round consists of an exchange of blows with ordinary weapons. Light weapons, such as daggers, may strike twice per round, while heavy weapons (two-handed sword, battle axe, halberd, flail, morning star, most pole arms) as well as light crossbows may be used once every other round. Heavy crossbows take twice as long as light crossbows to fire. A monster may strike with all of its attacks in one round. A character may be attacked by more than one opponent if spacial constraints permit.

Combat actions are resolved as follows; magic spells are cast first (if the Magic-Use isn't engaged in combat). After magic, missile fire is resolved. If ranged combat persists after melee has been engaged, there is a chance that the missile fire might strike an ally engaged in the melee. The GM will resolve, with a die roll, if an enemy or an ally was hit by the missile fire. After the magic and missile segment, melee combat commences and initiative is determined.

Initiative

Initiative is used to determine who acts first in the combat round. Two methods of determining Initiative (the Fixed method and the Variable method) are presented here. Each individual GM will choose which of the two better fits his or her game.

- **Fixed Method (Default):** All combatants engaged in melee will act in order of Dexterity, from highest to lowest (roll 1d6 to break any ties). A GM should roll a monster's Dexterity "on the spot" to establish its order in the melee sequence. Attackers who surprise a foe or attack unseen from behind always get the first blow.
- **Variable Method:** Each side participating in a combat exchange rolls 1d6 to determine initiative. Highest number gets to act first.

A combatant may choose to break off from combat, but doing so will grant his foe a free attack with a +2 bonus to Hit, and the fleeing party may no include any AC bonuses

due to shields.

MELEE COMBAT

To determine if a combatant successfully hits an opponent, cross reference the attacker's level (or monsters HD) with the opponents Armor Class (AC) on the appropriate class or monster to-Hit table below. This will generate the target number the character needs to equal or exceed with a d20 roll (adding any bonuses or penalties) in order to successfully hit his opponent. If the attacker successfully hits (rolling equal or higher than the target number on a d20), then damage is rolled and the result of the roll is deducted from the opponents HP. In the interest of simplicity, WIZARDS, WARRIORS & WYRMS treats all weapons as doing 1d6 points of damage. An optional rule is presented in ADVANCED WIZARDS, WARRIORS & WYRMS which allows for different weapons to inflict various amounts of damage (using different dice). An opponent reduced to 0 HP or less is dead.



Although a character's AC is literally the defensive capabilities of the armor the character is wherein, this does not always hold true for monsters. Although some monsters' Armor Class may very well be an indication of actual armor worn, in some cases a monster's AC denotes how tough the creature's hide is (in the case of scales or shell) or how hard the creature is to hit (factoring quickness or size).

Note: These rules assume that GMs allowing advancement beyond the stated limit (at a cost of 100,000 XP per level beyond the stated limit) do so with the intent of granting a fixed number of hit points beyond those level limits. However, some GMs may wish to allow additional levels to affect a character's chances to-Hit. For those GMs

so inclined, the following to-Hit tables display level ranges beyond the set level limits of each class.

Fighting-Man to-Hit*

	AC							
	No Armor	Shield	Leather Armor	Leather & Shield	Chain Mail	Chain & Shield	Plate Mail	Plate & Shield
	9	8	7	6	5	4	3	2
Normal Man	11	12	13	14	15	16	17	18
Fighting-Man Level 1 to 3	10	11	12	13	14	15	16	17
Fighting-Man Level 4 to 6	8	9	10	11	12	13	14	15
Fighting-Man Level 7 to 9	5	6	7	8	9	10	11	12
Fighting-Man Level 10 to 12	3	4	5	6	7	8	9	10
Fighting-Man Level 13 to 15	1	2	3	4	5	6	7	8
Fighting-Man Level 16+	1	1	1	1	2	3	4	5

*Note that Fighting-Men increase their fighting ability every 3 levels. The Fighting-Man to-Hit table is also used by Elvin Adventurers, Halflings, and Dwarven Warriors of equal level.

Magic-User to-Hit*

	AC							
	No Armor	Shield	Leather Armor	Leather & Shield	Chain Mail	Chain & Shield	Plate Mail	Plate & Shield
	9	8	7	6	5	4	3	2
Magic-User Level 1 to 5	10	11	12	13	14	15	16	17
Magic-User Level 6 to 10	8	9	10	11	12	13	14	15
Magic-User Level 11 to 15	5	6	7	8	9	10	11	12
Magic-User Level 16 to 20	3	4	5	6	7	8	9	10
Magic-User Level 21 to 25	1	2	3	4	5	6	7	8
Magic-User Level 26+	1	1	1	1	2	3	4	5

*Note that Magic-Users increase their fighting ability every 5 levels.

Cleric to-Hit*

	AC							
	No Armor	Shield	Leather Armor	Leather & Shield	Chain Mail	Chain & Shield	Plate Mail	Plate & Shield
	9	8	7	6	5	4	3	2
Cleric Level 1 to 4	10	11	12	13	14	15	16	17
Cleric Level 5 to 8	8	9	10	11	12	13	14	15
Cleric Level 9 to 12	5	6	7	8	9	10	11	12
Cleric Level 13 to 16	3	4	5	6	7	8	9	10

Cleric Level 17 to 20	1	2	3	4	5	6	7	8
Cleric Level 21+	1	1	1	1	2	3	4	5

*Note that Clerics increase their fighting ability every 4 levels.

Thieves to-Hit*

	AC							
	No Armor	Shield	Leather Armor	Leather & Shield	Chain Mail	Chain & Shield	Plate Mail	Plate & Shield
	9	8	7	6	5	4	3	2
Thief Level 1 to 4	10	11	12	13	14	15	16	17
Thief Level 5 to 8	8	9	10	11	12	13	14	15
Thief Level 9 to 12	5	6	7	8	9	10	11	12
Thief Level 13 to 16	3	4	5	6	7	8	9	10
Thief Level 17 to 20	1	2	3	4	5	6	7	8
Thief Level 21+	1	1	1	1	2	3	4	5

*Note that Thieves increase their fighting ability every 4 levels. The Thieves to-Hit table is also used by the (optional) Halfling Burglars.

Monster to-Hit

AC	Monster's Hit Dice														
	Up to 1 HD	1+1 to 2 HD	2+ to 3 HD	3+ to 4 HD	4+ to 6+ HD	7 to 8+ HD	9 to 10+ HD	11 to 12+ HD	13 to 14+ HD	15 to 17 HD	17+ to 18 HD	18+ to 19 HD	19+ to 20 HD	20+ to 21 HD	21+
	17	16	15	13	12	11	9	7	6	4	2	0	-2	-4	-6
2	17	16	15	13	12	11	9	7	6	4	2	0	-2	-4	-6
3	16	15	14	12	11	10	8	6	5	3	1	-1	-3	-5	-7
4	15	14	13	11	10	9	7	5	4	2	0	-2	-4	-6	-8
5	14	13	12	10	9	8	6	4	3	1	-1	-3	-5	-7	-9
6	13	12	11	9	8	7	5	3	2	0	-2	-4	-6	-8	-10
7	12	11	10	8	7	6	4	2	1	-1	-3	-5	-7	-9	-11
8	11	10	9	7	6	5	3	1	0	-2	-4	-6	-8	-10	-12
9	10	9	8	6	5	4	2	0	-1	-3	-5	-7	-9	-11	-13

MISSILE COMBAT

The process for resolving missile combat is similar to melee combat (Class and Level or HD is compared to AC and a d20 is rolled to determine success). Unlike melee combat, missile combat needs to factor the distance

between the attacker and the target. All missile weapons possess 3 ranges (short, medium, and long). Firing at an opponent which is within the weapon's short range grants a +1 bonus to the attacker's d20 roll to hit. Firing at long range incurs a -1 penalty to hit. See the table below for each individual missile weapon's range in feet. When outdoors, treat feet as yards. Note that unless firing in a high roofed area, long range fire is not possible.

Missile Weapon Ranges

		Ranges		
	Short (+1)	Medium	Long (-1)	
Short Bow	Up to 50 ft.	50 to 100 ft.	100 to 150 ft.	
Long Bow	Up to 70 ft.	70 to 140 ft.	140 to 210 ft.	
Short Composite Bow	Up to 60 ft.	60 to 120 ft.	120 to 180 ft.	
Composite Bow	Up to 80 ft.	80 to 160 ft.	160 to 240 ft.	
Light Crossbow	Up to 60 ft.	60 to 120 ft.	120 to 180 ft.	
Heavy Crossbow	Up to 80 ft.	80 to 160 ft.	160 to 240 ft.	
Sling	Up to 60 ft.	60 to 120 ft.	120 to 180 ft.	
Javelin	Up to 20 ft.	20 to 40 ft.	40 to 80 ft.	
Axe, Dagger, Spear	Up to 10 ft.		10 to 30 ft.	

ADDITIONAL COMBAT SITUATIONS

require the victim to save versus Poison or suffer the stated effects (extra damage, death, sleep). A successful save can either negate the effects of the poison, or lessen the result (such as half damage).

Parry

A character may forgo attacking with the intent of parrying (blocking) the next attack. The intention to parry must be declared before an opponent strikes and doing so will cost the parrying character his next attack. An opponent attacking a parrying target suffers a -2 penalty to hit. If the attacker succeeds and rolls the exact number required, the parrying weapon is broken and the parrying target will need to spend one round to draw another weapon.

Two-Handed Weapons & Two-Weapon Fighting

When rolling damage for a two-handed weapon, roll 1d6 and add one. When using two single-handed weapons in melee combat, roll 2d6 and discard the lower die for damage. Only Fighting Men and Thieves with a Dexterity of 13 or higher may use two weapons at once and the offhand weapon must always be of equal size or smaller than the main. When using magic weapons, always use whichever bonus is higher.

Cover

Firing a missile weapon at a partially covered opponent incurs a -2 penalty to hit. Greater cover, such as that afforded by arrow slits, increases the penalty to -4.

Poisoned Weapons & Attacks

When struck by a poisoned weapon, or by a monster's natural attack which contains poison, a successful hit will

Fire

Characters may use fire to their advantage in combat. A flask of oil may be spread on 5 ft. circular surface, and when ignited the flames will inflict 2d4 points of damage. The fire will burn out in 1 turn/10 rounds. A creature struck with oil and ignited will suffer 1d8 points of damage on the first round, and a further 2d8 on the second. Characters may hurl flasks of oil at enemies. The target number to hit a creature with a hurled flask is 11 (modified by Dexterity). The target number may be increased or decreased to take into account the target's size (greater or lesser than man-sized). Size modifiers will range between +/- 1 to 3. A stationary target will reduce the target number by 4. For the purpose of range, treat oil flasks as hurled axes. Once the oil flask successfully hits its target, a flaming object must likewise hit the oil soaked victim in order to ignite the oil. The target number remains the same, with an additional bonus of +2 to hit and igniting the target. Monsters which make use of fire weapons (such as dragons) are immune to damage from flaming oil.

Holy Water

Holy water affects the undead in the same manner as flasks of burning oil affects other monsters.

Magic Weapons & Armor

Magic weapons designated as +1, +2, +3, etc add the stated bonus to the attacker's roll to hit. Magic armor and shields subtract from the character's AC, thus making him

or her harder to wound. For example, a magic chain mail +1 will give the wearer an AC of 4 as opposed to an AC 5. Note that some monsters may only be hit by magic weapons.

MONSTER BOOK

CREATURES & CRITTERS

What follows is a selection of monsters for use with WIZARDS, WARRIORS & WYRMS. For even more creatures and critters, the GM may wish to incorporate some of the wonderful assortment of monsters found in the various retro-clones, or FIENDISH FOLIO, a collection of monsters for use with WIZARDS, WARRIORS & WYRMS.

Monster Stats

All the monsters presented here are defined by the following characteristics;

HD: This is the creature's Hit Dice and denotes the number of d8 rolled to generate the creatures Hit Points. HD is also used to determine the target number required for the creature to successfully attack an opponent. Cross reference the creatures HD with the target's AC on the **Monster to-Hit** table, above.

AC: This is the creature's Armor Class.

Attacks: This entry lists all of the attacks a creature may perform in 1 round. Some creatures are able to perform more than 1 attack per round (such as a griffon's 2 claws and 1 bite attack per round).

Damage: Lists the amount of damage inflicted by each of the creature's attacks.

MV: This is the distance, in feet, that the creature may travel in 1 round.

Alignment: Monsters possess an alignment much like characters do. If a monster's alignment is listed as "none" then the creature is assumed to be unintelligent or instinctual.

Treasure: Many monsters carry treasures. This entry lists what row is used to generate a creature's treasure hoard.

MONSTER LIST

Ant, Giant

HD: 2 **AC:** 3

Attacks: 1 **Damage:** 1d6

MV: 18 **Alignment:** none

Treasure: IV (X3) + II

Giant ants live in vast subterranean hives tunneled through soil and stone. Any treasure indicated will be kept in the egg chamber, which will be guarded by 5d10 giant ants.

Basilisk

HD: 6 **AC:** 4

Attacks: 1 bite **Damage:** 1d10

MV: 6 **Alignment:** neutral

Treasure: XV

Basilisks are small, reptilian creatures able to turn a man to stone by glance or touch (Saving Throw negates). A basilisk may be viewed in a mirror without any adverse effect. A basilisk gazing at itself within a mirror will turn itself to stone. Characters may wish to fight a basilisk without gazing directly at the creature. If so, the characters suffer a -4 penalty to hit.

Berserker

HD: 1+1 **AC:** 7

Attacks: 1 **Damage:** 1d8

MV: 12 **Alignment:** neutral

Treasure: XI

Berserkers are Fighting-Men who enter combat mad with battle-lust. Against men, goblins, kobolds, and orcs, berserkers add +2 to their roll to hit due to their ferocity. Berserkers fight to the death and take no prisoners.

Black Pudding

HD: 10 **AC:** 6

Attacks: 1 **Damage:** 3d8

MV: 6 **Alignment:** none

Treasure: none

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be

eaten away by the acid. A black pudding may only be killed by fire.

Blink Dog

HD: 4

AC: 5

Attacks: 1 bite

Damage: 1d6

MV: 12

Alignment: lawful good

Treasure: XVIII

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. In appearance, they resemble African wild dogs. They can teleport short distances (without error) and attack in the same turn. In most cases a blink dog will attempt to teleport behind an opponent and attack from the rear (with bonuses).

Bugbear

HD: 3+1

AC: 5

Attacks: 1

Damage: 2d4

MV: 9

Alignment: chaotic evil

Treasure: XIX

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

Centipede, Giant

HD: 1d2 hp

AC: 9

Attacks: 1

Damage: special

MV: 15

Alignment: none

Treasure: none

Giant centipedes are a foot long and are usually brown, grey, or black in color. A giant centipede's bite does not inflict any damage, but injects a weak poison. Saves versus this poison are made with a bonus of +4, due to its lack of potency. A failed Saving Throw will produce one of two effects, depending on the type of poison the GM wishes to arm this little creatures with; either the poison is of the lethal kind, resulting in death on a failed Saving Throw, or it will cause unbearable pain for 1d4 rounds, rendering the victim unable to act.

Chimera

HD: 9

AC: 4

Attacks: 2 claws + 3 heads
= 5

Damage: 1d3/claw,
2d4/goat and lion head,
3d4/dragon head

MV: 12, 18 (flying)

Alignment: chaotic evil

Treasure: XIX

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

Cockatrice

HD: 5

AC: 6

Attacks: 1

Damage: 1d6

MV: 9, 18 (flying)

Alignment: neutral

Treasure: XVII

This small critter possesses the head, wings, and legs of a cock along with the tail of a serpent. A successful hit by a cockatrice will turn its victim to stone unless a successful Saving Throw versus Petrify is made.

Djinn

HD: 7+2

AC: 5

Attacks: 1

Damage: 2d8

MV: 9, 24 (flying)

Alignment: neutral

Treasure: none

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

Doppelganger

HD: 4

AC: 5

Attacks: 1

Damage: 1d12

MV: 9

Alignment: chaotic evil

Treasure: XVI

These shape shifting creatures are of great intellect and

evil if nature. A doppelganger that observes a humanoid creature may identically assume its form (up to a height of 7 ft.). Doppelgangers are immune to *Sleep* and *Charm* spells. They gain a +5 bonus to Saving Throws versus Spells and Wands.

Dragon

HD: variable **AC:** 2

Attacks: 2 claws + 1 bite = 3 **Damage:** 1d6/claw, 4d6/bite

MV: 9, 24 (flying) **Alignment:** variable

Treasure: XIII

There are various types of dragons defined by color. WIZARDS, WARRIORS & WYRMS defines 4 such dragons (black, brass, red, and white), with further types to appear in FIENDISH FOLIO.

All dragons possess breath weapons which they may use 3 times per day. The exact effect of a dragon's breath weapon is determined by its type. A dragon's first attack is always a breath attack. Afterward a d6 is rolled every round to determine if the dragon uses its breath attack or its normal 2 claws + 1 bite attack (1-3 means the dragon will opt



for a breath attack). Dragon breath comes in 3 shapes; cone, line, and cloud shaped. Dragon breath will inflict damage equal to the dragons Hit Points. A successful Saving Throw versus Breath Attacks will result in $\frac{1}{2}$ damage being taken. Note that a brass dragon's breath does not inflict damage, but instead produces effects similar to a Wand of Fear.

A dragon's size will determine the exact HD the dragon possesses. Roll a d8 to determine the dragon's size (1-2=small, 3-6=medium, 7-8=large). Each dragon type has a range of 3 Hit Dice. Small dragons will have HD equal to the lowest HD, medium dragons will have the second HD in the Hit Dice range, and large dragons will possess the highest HD displayed in the HD range.

Dragon	Hit Dice	Alignment	Breath	Breath
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Type	Range		Weapon	Shape & Size
Black	6 to 8	chaotic evil/neutral	Acid	60X5 ft. line
Brass	6 to 8	neutral/chaotic good	Fear	50X40 ft. cloud
Red	9 to 11	Chaotic evil	Fire	90X30 ft. cone
White	5 to 7	neutral/chaotic evil	Cold	80X30 ft. cone

After size is determined, the GM must roll for the dragon's age. A dragon's age determines how many HP it receives for each HD. Age, like size, is determined by a d8 roll.

Die Roll	Hit Points/HD	Age
1	1 hp/HD	Very Young
2	2 hp/HD	Young
3	3 hp/HD	Young
4	4 hp/HD	Adult
5	5 hp/HD	Adult
6	6 hp/HD	Old
7	7 hp/HD	Very Old
8	8 hp/HD	Ancient

Should adventurers encounter a sleeping dragon, they may attempt to subdue the dragon (rather than killing it) by inflicting subduing damage (non-lethal damage either with the flat of a blade or by striking non-vital areas) equal to its total HP. The dragon will remain subdued for 1 month, after which it will most likely attempt to kill its captor (and/or escape). A subdued dragon may be sold or forced to serve the character(s) who subdued it.

Dwarf

HD: 1 **AC:** 4

Attacks: 1 **Damage:** 1d8

MV: 6 **Alignment:** neutral

Treasure: XIV

Dwarves are short, bearded folk who carve their splendid kingdoms under vast mountains. Should a group of 40 dwarves (maybe less) be met, there will be a dwarven leader among them of 1d6+1/HD or Level. This leader will most likely carry magic weapons and/or armor.

Elves

HD: 1+1	AC: 5
Attacks: 1	Damage: 2d10
MV: 12	Alignment: chaotic good
Treasure: XVI	

An ancient people, elves normally encountered are of one of two types; wood elves and high elves. Should more than 50 elves be encountered, there will most likely be a leader among them (fighting-Man/Magic-User levels 2-4/2-8).

Fire Beetle

HD: 1+3	AC: 4
Attacks: 1	Damage: 2d4
MV: 12	Alignment: none
Treasure: none	

These beetles measure about 3 ft. and possess powerful mandibles which they put to good use in combat. A giant fire beetle's oily light-glands glow a reddish color, and continue to give off light for 1d6 days after they are removed. These light glands can shed light in a 10 ft. radius.

Gargoyle

HD: 4+2	AC: 5
Attacks: 2 claws + 1 bite + 1 horn = 4	Damage: 1d4
MV: 9, 15 (flying)	Alignment: lawful evil
Treasure: XVII	

Gargoyles are winged, horned, reptilian humanoids of great cunning. A gargoyle may only be harmed by magic weapons.

Gelatinous Cube

HD: 4	AC: 8
Attacks: 1	Damage: 2d4
MV: 6	Alignment: none
Treasure: variable	

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

yet digested. Gelatinous cubes are immune to damage from cold or lightning, as well as most spells.

Ghoul

HD: 2	AC: 6
Attacks: 3	Damage: 1d3
MV: 9	Alignment: chaotic evil
Treasure: XIX	

Ghouls are ghastly undead which feed on corses. A character touched by a ghoul will be paralyzed on a failed Saving Throw versus Paralyze. Elves are immune to this effect.

Giant, Cloud

HD: 12	AC: 4
Attacks: 1	Damage: 3d6
MV: 12	Alignment: neutral
Treasure: XVI + 5,500 gp	

Cloud giants make their homes in great castles in the clouds (thus their name). Like all giant-kind, cloud giants may hurl great boulders at their foes once every 5 rounds. A boulder thrown by a cloud giant inflicts 6d6 points of damage (treat as missile combat. Range: 200 ft.). Cloud giants tower 18 ft. in height.

Giant, Fire

HD: 11+2	AC: 4
Attacks: 1	Damage: 2d6+2
MV: 12	Alignment: neutral or lawful evil
Treasure: XVI + 5,500 gp	

Fire giants prefer to build their castles near volcanic mountains. A fire giant's hurled boulders inflict 5d6 points of damage (Range: 200 ft.). They are immune to fire based damage. Fire giants stand 12 ft. in height.

Giant, Frost

HD: 10+2	AC: 4
Attacks: 1	Damage: 2d6+1
MV: 12	Alignment: neutral or chaotic evil
Treasure: XVI + 5,500 gp	

The 16 ft. tall frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6

points of damage (Range: 200 ft.). Frost giants are immune to damage from cold based attacks.

Giant, Hill

HD: 8	AC: 4
Attacks: 1	Damage: 2d6
MV: 12	Alignment: neutral or chaotic evil
Treasure: XVI + 5,500 gp	

Hill giants are the weakest, and among the smallest (12 ft. in height) of the giants. Hill giants are usually found dwelling in cavernous lairs. A hill giant's hurled boulder inflicts 2d8 points of damage (Range: 200 ft.).

Giant, Stone

HD: 9	AC: 4
Attacks: 1	Damage: 2d6
MV: 12	Alignment: neutral
Treasure: XVI + 5,500 gp	

Stone giants, like hill giants, are cave dwellers and do not make their homes in castles. A stone giant's hurled boulders have a range of 240 ft. and inflict 3d6 points of damage. Stone giants stand 14 ft. in height.

Giant, Storm

HD: 15	AC: 4
Attacks: 1	Damage: 3d6+3
MV: 12	Alignment: neutral or chaotic good
Treasure: XVI + 5,500 gp	

At 24 ft., storm giants are the tallest of the giants. Storm giants prefer to build their castles beneath the waves in deep, underwater realms. Storm giants get their names from their ability to control storms. Their hurled boulders cause 7d6 points of damage.

Gnoll

HD: 2	AC: 5
Attacks: 1	Damage: 2d4
MV: 9	Alignment: chaotic evil
Treasure: IX + VIII or XVII + IV (X5) + II (in lair)	

Gnolls are dim-witted, hyena-headed humanoids. A band of 20 gnolls will include a leader possessing 16 Hit Points and attacking as a 3 HD creature.

Gnome

HD: 1	AC: 5
Attacks: 1	Damage: 1d6
MV: 6	Alignment: chaotic good
Treasure: XVIII	

Gnomes are shorter and slighter of build than dwarves, whom they resemble. Gnomes make their homes in hill burrows and are known as skillful miners of gems. Gnomes favor the use of crossbows.

Goblin

HD: 1-1	AC: 6
Attacks: 1	Damage: 1d6
MV: 6	Alignment: lawful evil
Treasure: IX	

These small monsters range in coloring from yellow skinned to orange, red, tan, or brown. They do not abide sunlight and any attacks made by goblins in full daylight is penalized by -1 to their attack roll. They see perfectly in the dark. Goblins will attack dwarves on sight.

Every goblin lair will have a goblin king which possesses 1 HD and attacks as a 1+1 HD creature. The goblin king will be accompanied by 5d6 bodyguards who also fight as 1+1 HD creatures. Goblin king and bodyguards may fight in daylight conditions without any penalty.

Grey Ooze

HD: 3+2	AC: 8
Attacks: 1	Damage: 2d8
MV: 1	Alignment: none
Treasure: none	

A grey ooze resembles a wet boulder and is difficult to detect. It corrodes metal in 1 turn and does 2d8 points of damage to exposed flesh. Grey Oozes are immune to cold and fire based attacks.

Green Slime

HD: 2	AC: can always be hit
Attacks: 1	Damage: special
MV: 0	Alignment: none
Treasure: none	

This creature resembles a gelatinous green blob. It may only be killed by fire or cold. Green slime eats away at wood and metal, and should it come in contact with flesh,

it will adhere to the skin and penetrate it in one turn, turning it into green slime. A Cure Disease spell is needed to treat this effect.

Griffon

HD: 7	AC: 5
Attacks: 2 claws + 1 bite = 3	Damage: 1d4/claw, 2d8/bite
MV: 12, 30 (flying)	Alignment: neutral
Treasure: XVI	

Griiffs possess the forelimbs, wings, and head of giant eagles with the hindquarters of lions. Griffons are fond of horse-flesh and will always attack horses. A griffon cannot be brought within 360 ft. of a horse. Griffons can be made into loyal steeds.

Harpy

HD: 3	AC: 7
Attacks: 2 claws + 1 weapon = 3	Damage: 1d4/attack
MV: 6, 15 (flying)	Alignment: chaotic evil
Treasure: XVIII	

A harpy possesses the lower body and wings of an eagle with the torso and head of a woman. A harpy's song is used to lure men to them, where their touch then charms them. Any man hearing a harpy's song must succeed in a Saving Throw vs. Spells to avoid being irresistibly drawn to the harpy (and then charmed and devoured).

Hell Hound

HD: 3 to 7	AC: 4
Attacks: 1 bite	Damage: 1d6
MV: 12	Alignment: lawful evil
Treasure: XVIII	

These creatures are large fire-breathing hounds. Their fiery breath attack causes a number of d6 points of damage equal to their HD. The range of the fire breath is but 5 ft. and as such is treated as melee combat. Hell hounds also possess the ability to see the invisible.

Hippogriff

HD: 3+2	AC: 5
Attacks: 2 claws + 1 bite = 3	Damage: 1d6/claw, 1d10/bite
MV: 18, 36 (flying)	Alignment: neutral
Treasure: none	

A hippogriff possesses the foreparts of an eagle with the hindquarters of a horse. Hippogriffs and pegasi will attack each other on sight.

Hobgoblin

HD: 1+1	AC: 6
Attacks: 1	Damage: 1d8
MV: 9	Alignment: lawful evil
Treasure: XVII	

Hobgoblins are large, powerful goblinoids known for their fearlessness. This fearlessness affords them a +1 bonus to Saving Throws involving fear. If a hobgoblin king is present, he will be accompanied by 1d4 hobgoblin bodyguards. Both king and bodyguards attack as 4+1 HD creatures.

Horse, Heavy/Light/Medium/Mule

HD: 2 to 3 (see below)	AC: 7 (unless wearing barding)
Attacks: 2 hooves + 1 bite = 3	Damage: 1d6/hoof, 1d4/bite
MV: see below	Alignment: none
Treasure: none	

Heavy (war) horses have a MV of 12 and 3 HD and may carry 4,500 gp. Light horses have a MV of 24 and 2 HD and may carry up to 3,000 gp. Medium horses possess a MV of 18 and 2+1 HD and can be made to carry 3,750 gp. Mules have a MV of 12 and 2+1 HD. Mules can be taken into dungeons and may carry 3,500 gp.

Hydra

HD: 6 hp/head	AC: 5
Attacks: 1/head	Damage: 1d6/head
MV: 12	Alignment: neutral
Treasure: XIX	

A dinosaur-like creature with multiple snake-like heads. The beast possesses a number of Hit Points equal to 6 hp/head. Each 6 points of damage suffered by the hydra will see one of its heads killed.

Kobold

HD: 1d4 hp	AC: 7
Attacks: 1	Damage: 1d4
MV: 12	Alignment: lawful evil
Treasure: XI	

Kobolds are dwarf-like creatures with similar behavior to goblins. Kobolds are highly resistant to magic and are afforded a +3 bonus to all Saving Throws except for Dragon Breath. A kobold den will have a kobold king accompanied by 1d6 bodyguards who all attack as 2 HD creatures. They see perfectly in the dark.

Lich

HD: 12 to 18

AC: 2

Attacks: 1

Damage: 1d10 + paralysis

MV: 6

Alignment: lawful evil

Treasure: XIV

Liches are the undead remnants of Magic-Users. A lich has the same spell-casting powers as the original Magic-User (the same level as the lich's HD). A lich's touch causes paralysis with no Saving Throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. In addition to having the undead immunities to both Sleep and Charm, Liches are also immune to electrical and cold based attacks, Polymorph Others and enfeeblement spells, as well as any effects which cause insanity. Liches are highly malign and intelligent.

Lizard Man

HD: 2+1

AC: 5

Attacks: 1

Damage: 1d8

MV: 6, 12 (swimming)

Alignment: neutral

Treasure: XVII

Lizard men are tribal humanoids of clearly reptilian origin.

Lycanthrope

HD: see below

AC: see below

Attacks: 1

Damage: see below

MV: see below

Alignment: see below

Treasure: XVIII

Although there is a great variety of lycanthropes, from werewolves to werebears, all share certain characteristics. All were-creatures are immune to normal weapons (although silver and magic weapons affect them). All were-creatures are repelled by wolfsbane. Anyone losing 50% of their maximum Hit Points to a lycanthrope will turn into a lycanthrope in 4d6 days, unless a Cure Disease spell is cast.

Lycanthrope	MV	HD	AC	Damage	Alignment
Werebear	9	6	2	3d8	Neutral or chaotic good
Wereboar	12	4	4	2d6	Neutral or chaotic good
Wererat	12	3	7	1d6	Neutral or lawful evil
Weretiger	12	5	3	3d6	Neutral or chaotic evil
Werewolf	15	4	5	2d4	Neutral or lawful evil

Manticore

HD: 6+2

AC: 4

Attacks: 2 claws + 1 bite = 3

Damage: 1d6/claws, 1d6/bite

MV: 12, 18 (flying)

Alignment: lawful evil

Treasure: XVII

A manticore possesses a leonine body, a human face, enormous bat wings, and a spike filled tail. Its tail holds 24 spikes which can be fired, 6 at a time, at a distance of 180 ft. (see light crossbow for range increments).



Medusa

HD: 4

AC: 8

Attacks: 1

Damage: 1d6

MV: 9

Alignment: lawful evil

Treasure: XV

Medusas are human in form (usually female) with a mass of writhing snakes topping their heads where hair should grow. A medusa's gaze will turn a victim to stone on a failed Saving Throw vs. Petrify. A mirror may be used to look upon a medusa without harm. A medusa seeing its own gaze is turned to stone.

Minotaur

HD: 6

AC: 6

Attacks: 2 horns + 1 bite = 3

Damage: 1d6/horn, 1d6/bite

MV: 12

Alignment: lawful evil

Treasure: XVIII

This large humanoids resemble bull-headed men. They are known to inhabit tunnels, mazes, and labyrinths.

Mummy

HD: 6

AC: 5

Attacks: 1

Damage: 1d12

MV: 6

Alignment: lawful evil

Treasure: XVII

Mummies are part of the undead and as such may be turned by Clerics. A mummy's touch causes a rotting disease known as Mummy Rot which makes wounds take 10 times the amount to heal. A Cure Disease spell administered within the hour will reduce the healing time to twice the normal amount.

Mummies are immune to all damage except those incurred from magic weapons and fire (and these inflict but half the damage).

When a mummy is first seen, a Saving Throw vs. Spell must be made with a failure resulting in the victim being paralyzed with fear and unable to act until he or a party member is attacked.

Ogre

HD: 4+1

AC: 6

Attacks: 1

Damage: 1d10

MV: 9

Alignment: chaotic evil

Treasure: XVIII + 1,000 gp

Ogres are 10 ft. tall, pot-bellied humanoids. If encountered outside their lair, ogres will be carrying 1d6X100 gp within enormous sacks.

Orc

HD: 1

AC: 7

Attacks: 1

Damage: 1d6

MV: 9

Alignment: chaotic evil

Treasure: XVII

Orcs are vicious, brutish, tribal humanoids. Skin tones range from green to black and their facial appearance carries a strong porcine cast. In full daylight orcs suffer a -1 to their attack rolls.

For every group of 100 orcs, there is a 20% chance that 1d6 ogres will be present, and a 10% chance that 1d4 trolls will be present.

Owlbear

HD: 5

AC: 5

Attacks: 2 claws + 1 beak = 3

Damage: 1d8/claw, 1d8/beak

MV: 12

Alignment: neutral

Treasure: XVIII

As their name would imply, owlbears possess the bodies of enormous bears with the heads of owls. They possess vicious, long claws which they use to attack. Owlbears stand 8 ft. in height and weigh well over 1,500 pounds.

Pegasi

HD: 2+3

AC: 6

Attacks: 2 hooves

Damage: 1d8/hoof

MV: 24, 48 (flying)

Alignment: lawful good

Treasure: none

These are winged horses, wild and difficult to capture. They will only serve lawful good characters.

Purple Worm

HD: 15

AC: 6

Attacks: 1 bite + 1 stinger = 2

Damage: 2d6/bite, poison/stinger

MV: 6

Alignment: neutral

Treasure: XVII

Purple worms are gargantuan worms which can reach 50 ft. in length with a diameter of 10 ft. Any to Hit roll by a purple worm's bite attack which generates a result that exceeds the required minimum by 2 or more will indicate that the beast has swallowed its victim whole. In 6 turns, the swallowed victim will be dead, and in 12 turns it will be completely digested. A purple worm's stinger is poisonous.

Rat, Giant

HD: 1d4 hp

AC: 7

Attacks: 1

Damage: 1d3

MV: 12, 6 (swimming)

Alignment: none

Treasure: XVIII

These are cat-size rats which usually make their homes in dungeons. The bite of some (1 in 20) giant rats causes disease. A Saving Throw vs. Poison will negate the poison's effect. The effects of the disease are decided by the GM. Giant rats are fearful of fire and will flee from it. They are adept swimmers and may attack while in water.

Rust Monster

HD: 5	AC: 2
Attacks: 1	Damage: 0
MV: 12	Alignment: neutral
Treasure: none	

These giant, armadillo-like creatures are much feared by warriors and men-at-arms who make use of weapons and armor. As its name would imply, a rust monster corrodes metal with near instantaneous quickness by use of its two, long feeler-like appendages. Armor and weapons which hit or are hit by a rust monster are instantly corroded and turned to rust. This corrosion affects magic items as well. Rust monsters can *smell* metal from great distances and will tirelessly pursue it.

Shade

HD: 5	AC: 6
Attacks: 1	Damage: 1d8
MV: 12	Alignment: lawful evil
Treasure: X	

A shade resembles a mass of black, wispy smoke which billows and contracts as it floats about. Shades are undead and thus affected by a Cleric's Turn Undead ability. At night, or in darkness, it becomes nearly invisible. In such conditions, a shade will surprise on 1 to 4. Battling a shade in low light conditions will penalize the attacker with a -2 to his attack roll. A shade inflicts damage by use of its icy touch. Shades may only be harmed by spells or magic items. By wrapping itself around a victim's head, a shade may momentarily distract and befuddle its foe. The effects are similar to a *Confusion* spell and last as long as the shade remains wrapped around the victim's head. Shades are immune to *Sleep* and *Charm* spells.

Shadow

HD: 2+2	AC: 7
Attacks: 1	Damage: 1d4
MV: 9	Alignment: lawful evil
Treasure: XV	

These shadowy creatures may only be hit by magic weapons and are immune to *Sleep* and *Charm* spells. In addition to the damage they inflict, a touch from a shadow will drain the victim of 1 point of Strength (for 2d4 turns). Should Strength be brought down to 0, then the victim will be turned into a shadow.

Skeleton**HD:** 1d4 hp**AC:** 8**Attacks:** 1**Damage:** 1d6**MV:** 6**Alignment:** neutral**Treasure:** none

Skeletons are animated bones of the dead, usually under the control of some evil master. As undead, they are immune to *Sleep*, *Charm*, and mind reading spells.

Specter**HD:** 7**AC:** 2**Attacks:** 1**Damage:** 1d8**MV:** 15, 30 (flying)**Alignment:** lawful evil**Treasure:** XVI

These are incorporeal undead, impervious to all but magic weapons. Each successful hit by a specter drains the victim of 2 levels. Humans and demihumans killed by a specter become specters themselves, under the command of the specter which killed them.

Spider, Giant**HD:** 4+3**AC:** 4**Attacks:** 1**Damage:** 2d4**MV:** 3, 12 (in web)**Alignment:** chaotic evil**Treasure:** XVIII

Giant spiders create extremely tough but inflammable webs (comparable in toughness to a *Web* spell) with which to trap their prey. A giant spider's bite is poisonous, and a failed Saving Throw will result in death.

Spider, Huge**HD:** 2+1**AC:** 6**Attacks:** 1**Damage:** 1d6**MV:** 18**Alignment:** neutral**Treasure:** XI, X, IX, VIII, VII

Huge spiders are not web builder. They may leap up to 30 ft, and can surprise foes with a 5 in 6 chance. Victims of a huge spider's bite are afforded a +1 bonus to their Saving Throw, due to the weak nature of the huge spider's poison.

Spider, Large**HD:** 1+1**AC:** 8**Attacks:** 1**Damage:** 1 point

MV: 6, 15 (in web)

Alignment: neutral

Treasure: XI, X, IX, VIII, VII

Weakest of the great spiders, saves versus a large spider's venom are made with a +2 bonus.

Stirge

HD: 1

AC: 7

Attacks: 1

Damage: 1d3

MV: 3, 18 (flying)

Alignment: neutral

Treasure: IV

Stirges are large, blood-sucking birds. They will attack for the sole purpose of draining their victims of blood. On a successful hit, a stirge will attach itself to its victim, draining it of blood (inflicting 1d4 points of damage per round). Stirges resolve attacks with a +2 bonus.

Tick, Giant

HD: 3

AC: 4

Attacks: 1

Damage: 1d4

MV: 3

Alignment: none

Treasure: none

A gargantuan variety of their lesser counterparts, giant ticks feed off the blood of their victims. On a successful hit, a giant tick will attach itself to its victim, depleting the victim of blood and causing 4 points of damage per round. Giant ticks so attached must be either killed or forced to release its prey via fire in order to stop the beast's feeding. Even after the creature has been forced to release its victim, the victim must receive a *Cure Disease* spell or die within 2d4 days from infection.

Troglodyte

HD: 2+1

AC: 5

Attacks: 3

Damage: 1d4

MV: 12

Alignment: chaotic evil

Treasure: XX

Reptilian humanoids with chameleon-like powers, troglodytes surprise their foes on a 1 to 4 (d6). When a troglodyte enters combat, it will first secret a scent which is unappealing to both humans and demihumans. Those overcome by the scent must save vs. Poison or suffer a cumulative -1 reduction in Strength each round for 1d6 rounds. Lost Strength points return in 10 rounds.

Troll

HD: 6+2

AC: 6

Attacks: 2 claws + 1 bite = 3

Damage: 1d6/claw,
1d6/bite

MV: 12

Alignment: chaotic evil

Treasure: XVII

Tall, lanky, green-skinned humanoids, trolls are feared for their regenerative powers. Trolls (even dead ones) regenerate 3 hp per turn starting on the third round after they are first injured. A regenerated troll that was previously slain will resume combat after reaching 6 HP or more. The only way to permanently kill a troll (negating regeneration) is by burning the body or immersing it in acid.

Undead Lord

HD: 9 to 11

AC: 3

Attacks: 2

Damage: 2d6

MV: 12

Alignment: lawful evil

Treasure: XVI

Undead lords are powerful versions of their lesser undead kin. There are as many types of undead lords as their are undead. Thus, there are wraith kings, skeleton lords, and vampire princes ruling over their own kin. Undead lords possess the same immunities as all undead do, in addition, they possess all the abilities of their lesser kin. All undead lords drain levels. Even lords of undead which do not normally drain levels will drain at least 1 level per successful hit. Undead lords may cast spells as either a 4th level Magic-User or a 4th level Cleric (50% chance of either).

Unicorn

HD: 4

AC: 2

Attacks: 2 hooves + 1 horn = 3

Damage: 1d8/hoof,
1d8/horn

MV: 24, or magical move

Alignment: lawful good

Treasure: none

These rare and elusive steeds usually avoid humans. Once per day, unicorns may teleport themselves and a rider up to 360 ft as if using a *Dimension Door* spell. Also, a roll of 8 or more on a d20 allows them to resist any magic.

Vampire

HD: 8

AC: 2

Attacks: 1

Damage: 1d10

MV: 12, 18 (flying)

Alignment: lawful evil

Treasure: XV

Every hit by a vampire will drain the victim of 2 levels. Vampires may only be hit by magic weapons. To kill a vampire, it must be impaled through the heart, submerged in running water, or exposed to direct sunlight. When a vampire reaches 0 hp, it assumes gaseous form and makes its escape. Vampires may regenerate 3 hp/turn. Garlic, a mirror, or a holy symbol will keep a vampire at bay, although it is not enough to make the vampire flee. Vampires may charm with their gaze (treat as *Charm* spell with a -2 penalty to the victim's Saving Throw).

Humanoids killed by a vampire will become vampires under the control of the one who killed them. Vampires may summon 10d10 rats, or 3d6 wolves to aid them, and may assume the form of a huge bat.

Wight

HD: 3	AC: 5
Attacks: 1	Damage: 0
MV: 9	Alignment: lawful evil

Treasure: XIX

These semi-immortal undead will drain victims of 1 level for each successful hit. A victim reduced to 0 levels will become a wight under the control of the draining wight. Wights are immune to normal weapons, although silver tipped arrows do normal damage. Magic arrows do double damage. Magic weapons affect them.

Wraith

HD: 4	AC: 3
Attacks: 1	Damage: 1d6
MV: 12, 24 (flying)	Alignment: lawful evil

Treasure: XVI

Wraiths are identical to wights in powers (like level drain) and vulnerabilities. Wraiths are simply more powerful wights.

Zombie

HD: 2	AC: 8
Attacks: 1	Damage: 1d8
MV: 12	Alignment: neutral

Treasure: none

Zombies are corpses animated by either an evil Cleric or Magic-User. Like other undead, they are immune to the effects of *Charm*, *Sleep*, and *ESP* spells. Zombies are extremely slow and as such may only attack once every

other round.

TREASURES & MAGIC ITEMS

USING THE TREASURE TABLE

Find the row on the Treasure Table which corresponds to the monster's treasure listing in its description. Each row on the Treasure Table lists a percentage, as well as a number or range of numbers. The percentage lists the chances that that particular type of treasure is present in a creature's hoard or lair, with the number or range of numbers determining the amount found. Thus, a monster listed in the monster section as having a treasure type of XII has a 33% chance of possessing 3d6 X 1,000 pieces of platinum, 53% chance of possessing 2d8 gems/jewelry, and an 18% chance of possessing any 1 magic item.



Coins, Gems & Jewels

Coins: Coins come in copper, silver, electrum, gold, and platinum, with the gold piece being the standard coin. 5 copper pieces equals 1 silver piece, and 10 silver or 2 electrum equal 1 gold piece. 5 gold pieces equal 1 platinum piece. Or: **50 CP = 10 SP = 2 EP = 1 GP = 1/5 PP.**

Gems: To determine the value of gems found (see Treasure Table, below), roll 1d20 and consult the following table.

Value of Gems

1d20 roll	Value in GP
1	1,000
2-5	500
6-12	100
13-18	50
19-20	10

There is a 1 in 6 chance that any gems found will be of particularly fine quality. On a roll of 1 on ad6, the gem will be of the next higher value up to a maximum of 1,000 gp.

Jewels: To determine the value of any jewelry found, roll 3d6 and multiply the result by 100 to arrive at the gp value of the jewelry. Should jewelry become damaged, its value will be reduced by 50%.

give a result of “any”, then there is a likelihood that a map may be found instead of a magic item. A roll of 16 to 20 on a d20 will result in a map being found within a treasure hoard. The map will give the location of some near-by treasure (appropriately guarded).

Magic items found are randomly determined using the **Magic Items** table. A d20 is rolled to determine the type of magic item present, with a subsequent d8 roll on the appropriate table to generate the exact item found.

Maps & Magic

Should the Magic or Maps column on the **Treasure Table**

Treasure Table							
Type	1,000 of Copper	1,000 of Silver	1,000 of Electrum	1,000 of Gold	1,000 of Platinum	Gems & Jewels*	Magic or Maps
I	-	-	-	-	-	-	52% (1d4 scrolls)
II	-	-	-	-	-	-	42% (1d6 potions)
III	-	-	-	42% (2d4)	52% (9d6)	57% (2d10) 47% (2d6)	-
IV	-	-	-	-	-	52% (1d4)	-
V	-	32% (1d6)	12% (1)	-	-	-	-
VI	27% (1d4)	12% (1d3)	-	-	-	-	-
VII	-	-	-	-	1d6 per individual	-	-
VIII	-	-	-	1d8 per individual	-	-	-
IX	-	-	1d12 per individual	-	-	-	-
X	-	1d20 per individual	-	-	-	-	-
XI	2d12 per individual	-	-	-	-	-	-
XII	-	-	-	-	33% (3d6)	53% (2d8)	18% (any 1)
XIII	28% (2d12)	53% (d%)	53% (4d12)	53% (5d12)	28% (5d8)	53% (d%) 53% (5d8)	18% (any 4 + 1 potion + 1 scroll)
XIV	-	-	-	53% (5d8)	53% (2d6)	28% (1d20) 28% (1d10)	38% (any 4 + 1 potion)
XV	-	13% (1d20)	23% (2d4)	48% (2d6)	33% (1d6)	23% (4d6) 13% (2d6)	33% (3 non-weapons + 1 potion + 1 scroll)
XVI	8% (1d10)	33% (2d6)	28% (1d4)	28% (2d4)	-	13% (1d8)	28% (any 3 + 1 scroll)
XVII	13% (2d4)	18% (2d6)	-	63% (1d6)	-	33% (2d4)	18% (any 2 + 1 potion)
XVIII	23% (2d6)	33% (1d4)	13% (1d4)	-	-	28% (1d4)	13% (any 2)
XIX	53% (2d4)	28% (1d6)	28% (1d4)	28% (1d3)	-	28% (1d6)	13% (any weapon or armor)
XX	28% (1d6)	33% (1d6)	23% (1d4)	38% (1d12)	28% (1d4)	53% (3d12)	33% (any 3)

*Roll for both Gems and Jewels. If different probabilities are shown, roll for both categories.

MAGIC ITEMS

Magic Items

Roll (1d20)	Type
1	Miscellaneous
2	Wand or Staff
3	Ring
4-7	Scroll
8-12	Potion
13-16	Weapons or Armor
17-20	Sword

Miscellaneous Items

Roll (1d8)	Item
1	Bag of Holding
2	Crystal Ball
3	Elvin Boots
4	Elvin Cloak
5	Gauntlets of Ogre Power
6	Helm of Good & Evil
7	Medallion of ESP
8	Rope of Climbing

Wands & Staves

Roll (1d8)	Item
1	Snake Staff
2	Staff of Healing
3	Staff of Striking
4	Wand of Cold
5	Wand of Detection: Magic
6	Wand of Detection: Secret Doors/Traps
7	Wand of Fear
8	Wand of Paralyze

Rings

Roll (1d8)	Item
1	Animal Control
2	Fire Resistance
3	Invisibility
4	Protection +1
5	Regeneration
6	Three Wishes
7	Walk on Water
8	Weakness

Scrolls

Roll (1d8)	Item
1	Any 1 spell
2	Any 2 spells
3	Any 3 spells
4	Cursed
5	Protection from Magic
6	Protection from Undead
7	Scroll of Haste
8	Scroll of Invisibility

Potions

Roll (1d8)	Item
1	Flying
2	Gaseous Form
3	Giant Strength
4	Growth
5	Haste
6	Healing
7	Invisibility
8	Poison

Weapons & Armor

Roll (1d8)	Item
1	Armor +1
2	Arrows (10) +1
3	Axe +1
4	Bow +1

5	Cursed Armor (-2)
6	Dagger +1/+2 vs. goblinoids
7	Shield +1
8	War hammer +1

Swords

Roll (1d8)	Item
1	Cursed -1
2	Sword +1
3	Sword +1/+2 vs. Magic-Users
4	Sword +1/+2 vs. Trolls/+3 vs. Undead
5	Sword +1/+3 vs. Dragons
6	Sword +1/Locate Object
7	Sword +2
8	Sword +3

MAGIC ITEMS DESCRIPTIONS

Miscellaneous Items

Bag of Holding – This bag, usable by all classes, has an interior dimension of 10X5X3 ft. and may hold up to 10,000 gp. A full bag of holding will weigh 600 gp in weight.

Crystal Ball – Allows Magic-Users to see things at a distance, 3 times per day. Familiar places and objects, or those close by, are more easily scryed. Spells cannot be sent through a crystal ball.

Elvin Boots – These boots may be used by any character and affords the wearer completely silent movement.

Elvin Cloak – Makes the wearer near invisible. The wearer has a 1 in 6 chance to be seen and a see invisible spell will negate the cloak's effect.

Gauntlets of Ogre Power – These gauntlets allow the wearer to inflict an additional 2d4 points of damage when striking with a melee weapon. They also allow the wearer to carry an additional 1,000 gp in weight in his hands.

Helm of Good & Evil – When worn, this helm will change the wearer's alignment to the opposite (lawful good becomes chaotic evil). Neutral characters become fanatically self-serving. Only a Cleric's *Remove Curse* spell can remove the helm once put on.

Medallion of ESP – Functions as a 2nd level Magic-User *ESP* spell but has a 1 in 6 chance of malfunctioning with every use. May be used by any character.

Rope of Climbing – A 50 ft. length of rope that magically moves upwards and can tie and untie itself upon command. It may be used by all character classes.

Wands & Staves

Wands with projectiles or rays inflict 6d6 points of damage and are charged with 100 projectiles/rays. Wands and staves may only be used by Magic-Users, unless noted otherwise.

Snake Staff – A clerical staff which adds +1 to a Cleric's chances to hit and inflicts an additional +1 of damage. Upon a successful hit, the staff may be commanded to coil around the victim, rendering him unable to act for 1d4 rounds (or earlier, if the Cleric commands the staff to do so).

Staff of Healing – This clerical staff may be used but once per day on any given person, but but it may be used on any number of different people. With a touch the staff restores 1d6+1 hp.

Staff of Striking – When a hit is scored, this staff inflicts 2d6 points of damage. Usable only by Magic-Users.

Wand of Cold – Creates a cone-shaped area identical to a Wand of Fear. A successful Saving Throw halves the damage taken.

Wand of Detection: Magic – Detects the presence of magic items within 20 ft.

Wand of Detection: Secret Doors/Traps – As a Wand of Detection: Magic, but detects secret doors and traps.

Wand of Fear – Emits a cone-shaped area of fear 60 ft. long and 30 ft. wide at its base. Those caught in the wand's area of effect must save or flee (dropping any hand held object in the process) for 1d3 turns.

Wand of Paralyze – Same dimensions as a Wand of Fear, those failing their Saving Throw are paralyzed for 6 turns.

Rings

Rings need to be worn in order to be used. Only one ring may be worn on each hand. Rings may be used by any character class.

Animal Control – Allows the wearer to control 3d6 small animals, 2d6 medium animal, or 1d6 large animals. The effects last as long as the wearer concentrates on controlling the animals.

Fire Resistance – Negates the effects of normal fire. Grants a +2 Saving Throw bonus to saves versus fireballs and dragon breath, and reduces any damage done by these by -1/ die of damage.

Invisibility – Allows the wearer to become invisible for as long as the ring is worn. The wearer will become visible should he attack, and will remain visible for the entire hostile exchange.

Protection +1 – Adds a +1 bonus to AC and all Saving Throws.

Regeneration – Restores 1 hp per turn, even if killed.

Burning the body or immersing it in acid will negate the regeneration.

Three Wishes – rants the wearer 3 wishes. The GM needs to carefully monitor the effects of this item in order to maintain the balance of the game. This may be done via adverse literal fulfillment of wishes or backfires.

Walk on Water – Allows the wearer to walk on the surface of water.

Weakness – Once worn, this ring may only be removed with a Cleric's *Remove Curse* spell. The ring's wearer suffers a -2 penalty to attack rolls and AC (damage inflicted may be likewise affected, at the GM's discretion) and his carrying capacity is reduced by 10%. There is a 1 in 20 chance that this ring will produce the opposite (beneficial) effects.

Scrolls

Scrolls hold spells (see spells previously described or described here as potions, rings, etc. Spells should usually be selected randomly from the appropriate list. Scrolls, excluding protection type scrolls, may only be used by Magic-Users. Scrolls may only be used once, and once read, they leave the scroll. A Magic-User may read the scroll's title without setting it off (cursed scrolls are exceptions to this rule as they go off immediately when opened). The effects of a cursed scroll are left up to the GM (save negates).

Protection scrolls may be used by any class, and ring the reader in a 10 ft. circle of protection lasting 6 turns.

Potions

Potions are usable by anyone. Most potions come in small vial containing 1 dose. The effects of most potions last 1d6 + 6 rounds (rolled by the GM).

Flying – User can fly at a MV 12 until the potion wears off.

Gaseous Form – Turns the user's body into gaseous form. Does not affect weapons or armor carried. In gaseous form, the user may penetrate any barrier which isn't air tight.

Giant Strength – Confers upon the imbiber the same hit

probabilities as a stone giant. In addition, scored hits inflict 3d6 points of damage.

Growth – Allows the drinker to grow up to 30 ft with one dose. Partial doses may be taken.

Haste – Allows the drinker to move at twice his normal speed, and attack twice as often.

Healing – Restores 1d6 + 1 hp (up to the drinker's maximum Hit Points).

Invisibility – Identical to an Invisibility spell except duration is determined in the same manner as for most potions.

Poison – Failing a Saving Throw causes death.

Weapons, Armor & Swords

Weapons with a "+" are magical and add the "+" as a bonus to the user's hit roll. Swords with a +2 or +3 bonus versus certain types of creatures also add the bonus as additional damage. All magic weapons which are not swords add their "+" to damage as well, this includes magic arrows, but not bows (which simply add the bonus to hit).

Magic armor and shields acts as a bonus to the wearer's AC. Cursed armor has the reverse effect, making the wearer easier to hit by penalizing his AC.

