# Sabres & Sorcery

## Role–playing Game
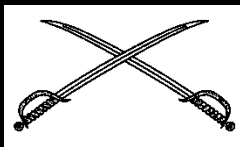
# Sabres

# &
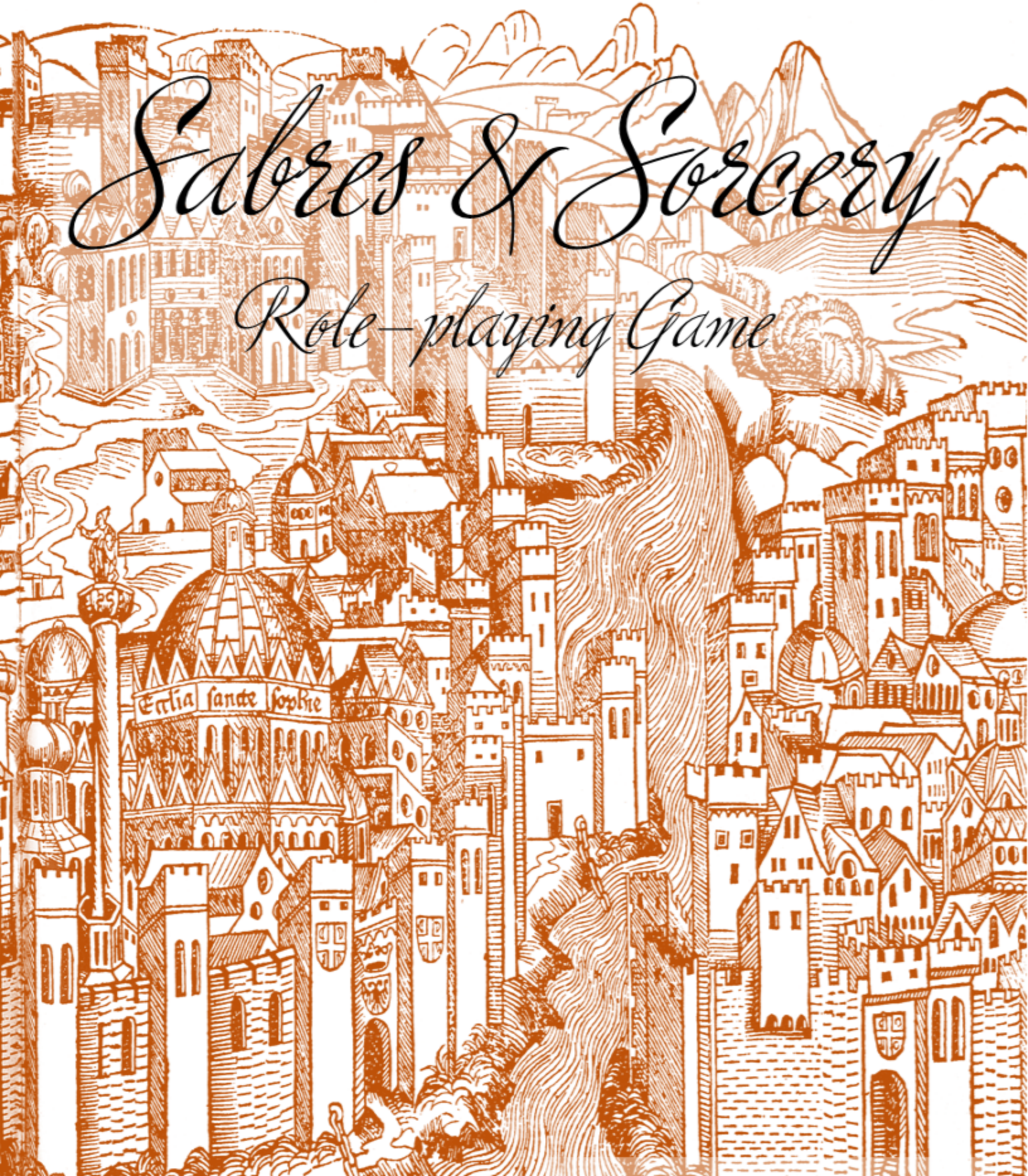
# Sorcery

3rd Edition



By Michael G. Wallace

A Tyndale Toaster Production
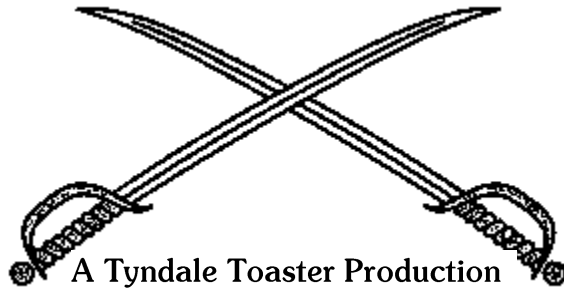
## Author's Notes, 2016 Update:

The home campaign has been going strong for several years now, we have demoed this game at a couple of conventions, and with feedback, a few minor changes have been made, along with one major (hence the 3.1 label). The minor changes are the typical spelling and grammatical errors that always creep into these self-published ventures; not to mention adding a couple of new critters here and there.

The major change is adjusting from a class-based experience system to a universal system, similar to the more recent versions of the big boy on the block game. This has been done specifically to allow more stream-lined multi-classing rules. Never fear - the game is keeping its much loved race-as-class from the really old days of fantasy gaming!

Additionally, more sample classes have been added to the main rules, including druid, necromancer, paladin, ranger, and Worg-rider.

## Author's Notes, 3rd edition:

A 3rd edition of S&S, you say? Actually, this is probably the 5th or 6th or 327th edition, if I was actually keeping track. Sabres & Sorcery (S&S) started as a "cut-and-paste" job from Labyrinth Lord™[1], followed by a main-line injection of bits and pieces of Swords & Wizardry™[2]. After mixing the two together, along with snippets from other games, it got to be too difficult to tell which rule, option, or wording came from which game. In the end, it was really *my* game, though I wrote probably only 5 or 10% of it. I eventually decided to redo the entire thing, from scratch and using S&W™ as the base, comparing the text to the aforementioned games, rewording when necessary, adjusting to fit our current gaming group, etc. That was in 2013.

I ran across a lovely little game called Sabres & Witchery™[3], which is a retelling of Swords & Wizardry™ from a 16th century, Solomon Kane, point-of-view. This particular incarnation of S&W become my favorite "retro-clone" and I ran a couple of sessions of it at MarsCon.

I decided that since Sabres & Witchery was, in my opinion, the best of the Old-school Renaissance games, I would consolidate it with my own Sabres & Sorcery, cutting out pieces which don't work, and modifying many others.

A couple of other RPGs which have influenced this little game are: Warhammer Fantasy Roleplaying 1st Edition©[4] and True20©[5]

My desire is to write a simple, generic fantasy game, which could theoretically be used for any style of game, followed by appendices with specific rules, classes, races, etc. for more specific settings.

---

[1] Labyrinth Lord is the Trademark of Daniel Proctor, 2006-2009
[2] Swords & Wizardry is the Trademark of Matthew J. Finch, Mythmere Games, 2008-2012
[3] Sabres & Witchery is trademarked by Simon Washburne, Beyond Belief Games, 2012
[4] Warhammer Fantasy Roleplay copyright 1986, Games Workshop, Ltd.
[5] True20 copyright 2006, Green Ronin Publishing LLC.

**Dedication:**
As always, this game is dedicated to my local gaming group, *The Tyndale Toasters*, who have to deal with me changing rules, gaming systems, and days and times of games on a regular basis. Currently, they are:

Jon "Women and children are fair game!" Capparelli
Octavia (Toby) "Which way is north?" Christy
Amanda "I'm the best wizard!" Loesch
Jennica "I look up!" Osborne (who is also the author's lovely bride. Stop nagging me, dag gummit!)
Flo "No, don't kill the women, Jon!" Rector
Jon "I have the map; I know where we are." Tucker.

All graphics and art are public domain except Winged Snake on the back cover, which is copyrighted by William Wallace and used with permission.

Fonts used:
Soutane
*Ministry Script*
Calibri

For my children, William and Elizabeth - you are my life.



"*But if anyone does not provide for his own, and especially for those of his household,
he has denied the faith and is worse than an unbeliever.*"
        -1st Timothy 5:8

The rules of Sabres & Sorcery are intentionally vague at times, leaving it up to the Referee to arbitrate – after all, what else would a Referee do?

Do you want to have explicit rules for ship-to-shore catapult fire?  Add them.  Do you think that fighters should be limited to $8^{th}$ level?  Limit them.

What I am saying, basically, is that these rules are just a framework.  They are perfectly playable as is but do what you want for your game!

<u>Nothing in these rules is set in stone!</u>

# Table of Contents

# Chapter 1.  Getting Started

## Rule Number One

The most important rule in any roleplaying game is that the game should be fun.  If the players are not having fun, then something is wrong and it should be changed.  This being said, the Referee has the right to modify game rules to make the game fit his campaign and his campaign to fit the expectation and gaming style of his players.

## Dice

Sabres & Sorcery requires that players use a twenty-sided die (d20 in gamer parlance), a six-sided die (d6), an eight-sided (d8), a ten-sided (d10), and a 12-sided (d12).  Other polyhedral dice might come in handy but they are not a necessity for gaming.  The d20 is used for all saving throws, skill rolls, and attack rolls; the other dices are used for damage rolls, initiative rolls, etc.

At times you will see a notation such as "roll 2d6 and take the better of the two", or "roll 2d6+1".  In the former case, the player will roll two six-sided dice and take whichever die has the higher value, in the latter case, the player will roll two six-sided dice, add the sums together and then add an additional +1 to the total.  This might seem confusing but it is quite simple and you will get the hang of it right away.

## Basic Rule of the d20

The simple, back-to-the basics, down-to-the earth rules of this game can be summed up as following:

> Roll 1d20, add the appropriate Attribute and any pertinent Class ability, any Referee-assigned modifier (perhaps positive, perhaps negative), and the sum must be equal to, or higher, than the character's Saving/Skill Roll.

All other die-rolling rules of S&S are based on this one, simple rule.

The following table illustrates some examples of modifiers for some common Saving/Skill Rolls (also called Skill/Saving Throws).  Referees are encouraged to change, modify, or ignore this table.
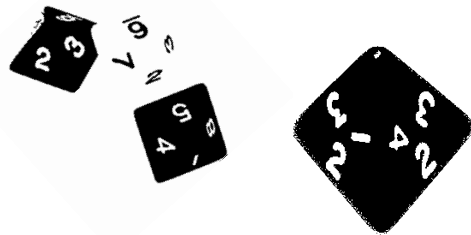
| Table 1: Saving/Skill Throws | |
| --- | --- |
| Danger, Effect, or Difficulty | Ability or Modifier |
| Alcohol (getting drunk) | STR |
| Ambush | PER |
| Charm | CHA |
| Climb | STR |
| Death | STR |
| Deception | PER |
| Drowning | STR |
| Explosion | DEX |
| Falling | DEX |
| Grappled | STR |
| Magic (avoiding attack spells, wands, etc.) | PER |
| Magic (resisting mind control, illusions, etc.) | KNO |
| Paralysis | STR |
| Poison | STR |
| Polymorph | STR |
| Remembering facts | KNO |
| Rock fall | DEX or PER |
| Secret Doors | PER |
| Stealth | DEX |
| Tasks - Difficult | -5 |
| Tasks - Easy | +5 |
| Tasks - Normal/Average | +0 |
| Tasks - Very Difficult | -10 |

# Chapter 2.  Character Creation Basics

## Abilities

There are five basic Abilities in Sabres & Sorcery.  Each one corresponds to a general attribute of a player character.  All player characters will have a score in each Ability; however, monsters may not.  For example, a mindless monster such as a Zombie would not have a Knowledge score - they just react to situations and follow their instructions, they cannot remember details or think critically.

## Determining Ability Scores

Each Referee has his own, preferred method for players to determine the Ability Scores of their characters.  In a traditional game, the Abilities are rated from 3 to 18, 3 being the lowest and 18 the highest possible score.   This is achieved by rolling 3d6 per Ability.

Sabres & Sorcery does away with the actual numeral for Ability Score, instead keeping just the modifier.  An equivalent Ability Score is mentioned the table so players and referees can convert characters from, or to, another game system if they desire.

Abilities are rated on a scale of -4 (abysmal) to +4 (superhuman), with the "average" human NPC having a score of +0 in each (human average).

Players will divide 3 points amongst his character's Abilities.

This will make each character above average in several attributes or well above average in one or two.  Players can also debilitate 1 or 2 Abilities by up to a total of 2 points to receive "extra" Ability points.   For example, a character might have a Strength of -1 and a Knowledge of -1, giving 2 bonus points, or the

character might be extremely weak and sickly with a -2 Strength, again giving 2 extra points.

## Knowledge (KNO)

Knowledge represents book learning, reasoning, memory and the ability to think quickly. Solving puzzles and problems is a common use of Knowledge. The Knowledge score also represents the additional number of languages the character will speak in a typical fantasy campaign. It is of primary importance for "brainy" character such as wizards and alchemists.

| Table 2: Ability Scores | | |
|---|---|---|
| Ability Score | Description | Traditional Ability Score |
| -4 | Abysmal | Below 3 |
| -3 | Very poor | 3 |
| -2 | Poor | 4 or 5 |
| -1 | Below average | 6 to 8 |
| +0 | Average | 9 to 12 |
| +1 | Above average | 13 to 15 |
| +2 | Good | 16 or 17 |
| +3 | Exceptional | 18 |
| +4 | Superhuman | Above 18 |

For Referees who want to have characters generated randomly, each player should roll the traditional 3d6 and then determine the Ability Score based on the Ability Modifier table, above.

## Strength (STR)

Strength measures the muscle power and the ability to apply it successfully, along with being a measure of endurance, health, and overall physical "toughness". A character's hit points are modified at each level through 10th level by Strength. Strength is used for Saving Throws to resist damage from poison or to avoid the effects of alcohol, it is used for Skill Rolls to climb, jump, or any other physical act not encompassed by Dexterity. A high Strength gives characters a bonus in melee combat. It is of primary importance for characters who are engaged in combat regularly.

## Perception (PER)

Perception determines a character's senses, insight, intuition, and can be used as a general gauge of a character's "sixth sense". It is used for Saving Throws to avoid some magical spells, to avoid ambushes, and is a bonus or penalty to Initiative rolls. It is important for all characters who adventure into the unknown.

## Dexterity (DEX)

Dexterity is a measure of coordination, agility and quickness. A high Dexterity gives characters a bonus in combat with missile weapons, such as javelins, thrown axes, and bows. Dexterity is used for Saving Throws to avoid damage when falling, to leap out of the way of a pit trap, and is used as a bonus to a character's Armor Class. It is of primary importance for characters such as thieves and archers.

## Charisma (CHA)

Charisma is a measure of personality, leadership ability, persuasiveness, and general likability. Charisma can be used to bluff one's way out of a sticky situation, for recruiting retainers, and is used as a bonus or penalty for

characters who can Turn Undead. It is also used for the Loyalty of any hirelings. It is of primary importance for priests and con artists. Though characters can hire as many typical hirelings as they can afford, they can acquire only a limited number of special retainers. These are retainers which can advance as per characters, though in a limited fashion (they typically earn 50% XP but this is up to the Referee). The number special retainers which can be hired is based directly on a character's Charisma.

| Table 3: Special Retainers | |
| --- | --- |
| Charisma | # of Special Retainers |
| -4 | 0 |
| -3 | 1 |
| -2 | 2 |
| -1 | 3 |
| +0 | 4 |
| +1 | 5 |
| +2 | 6 |
| +3 | 7 |
| +4 | 8 |

## Altering Ability Scores

During the course of the campaign, the Ability Score of a character might increase or decrease. One can decrease due to the effects of poison, magic, curses, etc. Ability Scores can increase as the effect of magic, blessings of the gods, etc.

Additionally, characters will on occasion be given a bonus point to which they can add to one Ability Score. This point is given at every $6^{th}$ level, the first at level 6, the second at level 12, and if the campaign lasts long enough, an additional point is given at level 18.
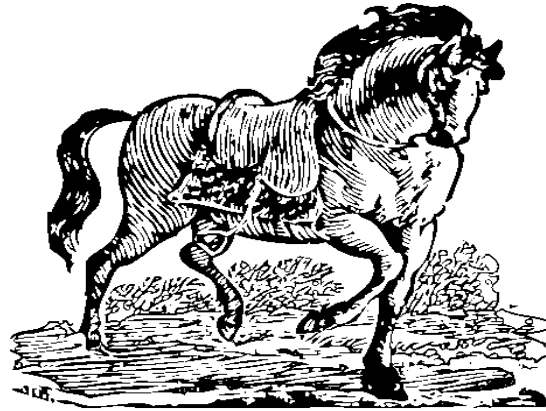
## Hit Points

Hit Points (HP) represent the amount of physical and mental damage a character can take before dying. A big part of Hit Points is luck. Hit Points do not specifically refer to only serious damage but also include minor cuts and abrasions, mental trauma, and stress.

Characters begin their gaming careers with a number of HP based on their class, modified by their Strength score. As each level advanced, the character will gain additional Hit Points. The number gained is again based on character class, modified by STR. The STR modification ends at $10^{th}$ level. When characters get to $11^{th}$ level and beyond, they do not have their hit points modified by STR.

Note that multi-classed characters, described shortly, do not receive any new HP at first level.

## Background

Most fantasy campaigns are populated with all manner of characters - elves, barbarians, dwarves, goblins, city-bred thieves, etc. The background of the character might give some tangible bonus or it might just be fluff to make the character feel more "real".

# Chapter 3.  Character Classes and Levels

There is a potentially unlimited number of Character Classes available.  Sabres & Sorcery has a several basic, generic ones.  Referees are encouraged to create their own classes for specific campaigns, using these classes as a guide.

So what *is* a Character Class?  A class is the part your character plays in the campaign.  Is he a doughty warrior, wielding a sword and shield?  Is she an Elf, moving through life with stealth and magic?  The class you choose for your character will give him his set of skills, tell you how well he will fare in combat, if he can use magic, etc.

While on the subject of character classes, let us also discuss levels.  As characters gain experience, they will advance in levels.  Higher level characters are better in combat, better in magic, and better at banishing the undead horrors which inhabit musty tombs.  The Level of a character is a simple way in which a player or Referee can determine the relative strength compared to other characters.

Character Levels come in two varieties – the level per class and the total character level.  Single-classed characters will have matching numbers.  If a character takes on a second class at some point, the Total Levels will be both of the Class Levels added together.

There is a limit to a character's Level.  Unless the Referee determines otherwise, the hard cap of Total Level is 18.  Note that some classes, such as all demi-humans are capped lower than this, so these characters will have to multi-class at some point if they want to reach the 18th level.

Not all classes can reach unlimited.  Elves and Dwarves are more limited than their human companions, the rationale being that they are generally more powerful than a human of a comparable level.

There are also what can be termed Advanced Classes or Campaign Classes.  These are similar to normal classes in that experience is required to advance but they have other requirements to qualify for the class.  Some of them require a character to advance to a minimum of a certain level in a different class first and some require the character to be of a certain Alignment (see the Alignment section).

Advanced (or Campaign) Classes are another way in which a Referee can tailor a campaign to suit the needs of his group.

Typically, Advanced classes are limited to the 9th level of experience but this certainly isn't a hard and fast rule.

## Multi-classed Characters

Multi-classing gives players more options in creating the "perfect character".  Do you want your wizard to carry a magic sword like fantasy's most famous grey wizard?  If so, add a level or two of fighter to your character!

Characters can have more than one class but the classes cannot be mutually exclusive, i.e. you cannot play an elf/dwarf.  Additionally, if the character is a demi-human, the first class MUST be this one.  No one can "learn" to be a goblin!

Dwarves can multi-class as Clerics, Rogues, or Woodsmen.  They are naturally magic-resistant and can never become Wizards.

Elves can multi-class as Rangers, Rogues, or Woodsmen or give up either martial training or magical training and become an Elven Warrior or Elven Mage.

Goblins can multi-class as Rogues, Wizards, Woodsmen, or Worg-rider.

Humans have no restrictions when it comes to multi-classing.

Characters use the better of the two Saving Throws and are allowed all applicable S/SR bonuses based on class.

Hit points are additive with the exception of 1st Level in the new class. First level characters begin with 0 new hit points. Each additional level, a random number based on a specific die roll is added. For example, a character who begins as a Fighter will have 10 + Strength Hit Points. A character who multi-classes into a Fighter will not gain 10 HP, he will get NO additional hit points at first level and then gain the random number which a fighter normally receives when he advances in level.

Characters will use the better of the two Attack bonuses and Armor Class bonus. They can use all weapons allowed to each class but must abide by the most restrictive armor allowed (see below for multi-classed wizards, however).

Multi-classed wizards may wear light armor only, at 1st level. When the wizard level reaches 6th and the armored class reaches 3rd level, the character can wear medium armor, and when the wizard level reaches 12th and the class which normally wears armor reaches 5th, then heavy armor may also be worn. This is only allowed if the other class is allowed this armor. A wizard/woodsman will never be able to wear heavy armor since neither class allows it. It should go without saying, but single-classed wizards may never wear armor.

Spell-caster spell slots are additive. A cleric 2 / wizard 4 can cast a total of six 1st level spells and two 2nd level spells.

# Experience
So we all know now what classes and levels are and how they interact with each other, so how do we get levels? This is where Experience Points (abbreviated XP) come in to play. When characters adventure, defeat foes, find treasure, solve riddles, etc. they will gain Experience Points. Once the gained XP reaches enough for the character to level up, he will then choose to go to the next level in

one of his current classes or gain a new class as 1st level.

Some will question why Saving/Skill Rolls are better for humans. The reasoning is that since demi-humans have more special abilities, it will be compensated by humans having better Saving Throws and being able to advance all the way to 18th level in their classes.

Character levels can be broken down into four generic categories. Levels 1 through 4 are considered "low level", levels 5 through 9 are considered "mid-level". At 10th level, the character has reached what some consider to be "name level", which means the character has made a name for himself and should think about settling down and retiring. Character of levels 11 through 14 are considered "high level" and characters of levels 15 through 18 are probably renowned throughout the realms.

| Table 4:  Experience Points per Level | | | |
|---|---|---|---|
| Level | XP Required | S/SR for Humans | S/SR for Demi-humans |
| 1 | 0 | 14+ | 16+ |
| 2 | 150 | 13+ | 15+ |
| 3 | 300 | 12+ | 14+ |
| 4 | 600 | 11+ | 13+ |
| 5 | 1,200 | 10+ | 12+ |
| 6 | 2,500 | 9+ | 11+ |
| 7 | 5,000 | 8+ | 10+ |
| 8 | 10,000 | 7+ | 9+ |
| 9 | 20,000 | 6+ | 8+ |
| 10 | 30,000 | 5+ | 7+ |
| 11 | 40,000 | 5+ | 6+ |
| 12 | 50,000 | 5+ | 6+ |
| 13 | 60,000 | 5+ | 6+ |
| 14 | 70,000 | 5+ | 6+ |
| 15 | 80,000 | 5+ | 6+ |
| 16 | 90,000 | 5+ | 6+ |
| 17 | 100,000 | 5+ | 6+ |
| 18 | 110,000 | 5+ | 6+ |

# Cleric

Clerics are members of the militant arm of the various churches and cults across the world.  It is assumed that most clergymen spend their days in prayer, asking for alms, cleaning temples, etc. Clerics are different in that they take the fight to the forces of evil.  Each Cleric must choose a god or gods to follow. Their spells are channeled through this deity.   The gods are known to be capricious and if the Cleric falls from the grace and tenants of his church, he

| Table 5:  Cleric Advancement | | | |
|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus |
| 1 | 8 | +0 | +0 |
| 2 | +1d6 | +0 | +0 |
| 3 | +1d6 | +0 | +0 |
| 4 | +1d6 | +1 | +0 |
| 5 | +1d6 | +1 | +1 |
| 6 | +1d6 | +2 | +1 |
| 7 | +1d6 | +2 | +1 |
| 8 | +1d6 | +3 | +1 |
| 9 | +1d6 | +3 | +2 |
| 10 | +1d6 | +4 | +2 |
| 11 | +1d6 | +4 | +2 |
| 12 | +1d6 | +5 | +2 |
| 13 | +1d6 | +5 | +3 |
| 14 | +1d6 | +6 | +3 |
| 15 | +1d6 | +6 | +3 |
| 16 | +1d6 | +7 | +3 |
| 17 | +1d6 | +7 | +3 |
| 18 | +1d6 | +8 | +3 |

can lose their powers.  Since many of the Cleric's abilities are oriented towards healing and protecting, they tend to play a support roll in combat.

**Cleric Class Abilities and Skills**

**Hit Points at 1st Level:**  Characters who begin as Clerics begin with 8 HP + STR score.

**Weapons and Armor:**  Clerics can wear any form of armor and carry a shield.  They may only use blunt-faced weapons such as clubs, maces, and slings.

**Saving Rolls:**  Clerics receive a +2 bonus on Saving Rolls vs. poison and paralysis.

**Turn Undead (CHA):**  Due to a combination of esoteric knowledge and faith in their calling to destroy evil, Clerics can force undead, demons, devils, and spirits to back away, or to be destroyed instantly at higher levels.

The player will roll 1d20, adding CHA when his character attempts to turn undead or spirit creatures.  If the Turn attempt is a success, the

monsters will flee if possible, or cower as far from the Cleric if not. The Turn will last for 3d6 rounds, or until attacked by the Cleric or his party, whichever comes first. A "T" result is an automatic success. A "D" result means the monster is destroyed. A successful Turn Roll will Turn a number of Hit Dice of monsters equal to the sum of 2d6. A "D+" indicates that 3d6 are destroyed and a "D++" indicates that 4d6 HD are destroyed.

**Spell Casting (KNO):** Clerics cast divine spells from their own specific spell lists. Each day, the Cleric will pray for his spells. Clerics of specific alignments, if used, or followers of specific deities might have other spell lists, at the option of the Referee.

| Table 6: Turning Undead | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Monster HD and Example** | **Level of Cleric** | | | | | | | | | |
| | **1** | **2** | **3** | **4** | **5** | **6** | **7-8** | **9-10** | **11-12** | **13+** |
| 1 Skeleton | 10+ | 7+ | 4+ | T | T | D | D | D+ | D+ | D++ |
| 2 Zombie | 13+ | 10+ | 7+ | 4+ | T | T | D | D | D+ | D+ |
| 3 Ghoul | 16+ | 13+ | 10+ | 7+ | 4+ | T | T | D | D | D+ |
| 4 Shadow | 19+ | 16+ | 13+ | 10+ | 7+ | 4+ | T | T | D | D |
| 5 Wight | - | 19+ | 16+ | 13+ | 10+ | 7+ | 4+ | T | T | D |
| 6 Ghast | - | - | 19+ | 16+ | 13+ | 10+ | 7+ | 4+ | T | T |
| 7 Wraith | - | - | - | 19+ | 16+ | 13+ | 10+ | 7+ | 4+ | T |
| 8 Mummy | - | - | - | - | 19+ | 16+ | 13+ | 10+ | 7+ | 4+ |
| 9 Specter | - | - | - | - | - | 19+ | 16+ | 13+ | 10+ | 7+ |
| 10 Vampire | - | - | - | - | - | - | 19+ | 16+ | 13+ | 10+ |
| 11 Lich | - | - | - | - | - | - | - | 19+ | 16+ | 13+ |
| 12 Demon | - | - | - | - | - | - | - | - | 19+ | 16+ |

## Table 7: Spells per Day - Cleric

| Cleric Level | Spells by Level, per day | | | | |
|:---:|:---:|:---:|:---:|:---:|:---:|
| | 1st | 2nd | 3rd | 4th | 5th |
| 1 | 1 | - | - | - | - |
| 2 | 2 | - | - | - | - |
| 3 | 2 | 1 | - | - | - |
| 4 | 3 | 2 | - | - | - |
| 5 | 4 | 2 | 1 | - | - |
| 6 | 4 | 2 | 2 | - | - |
| 7 | 4 | 3 | 2 | 1 | - |
| 8 | 4 | 3 | 3 | 2 | - |
| 9 | 5 | 3 | 3 | 2 | 1 |
| 10 | 5 | 4 | 3 | 3 | 2 |
| 11 | 5 | 4 | 4 | 3 | 3 |
| 12 | 5 | 4 | 4 | 4 | 4 |
| 13 | 6 | 5 | 4 | 4 | 4 |
| 14 | 6 | 6 | 5 | 4 | 4 |
| 15 | 6 | 6 | 6 | 4 | 4 |
| 16 | 6 | 6 | 6 | 5 | 5 |
| 17 | 6 | 6 | 6 | 6 | 5 |
| 18 | 6 | 6 | 6 | 6 | 6 |

## 1st Level Cleric Spells

| | | | |
|:---:|---|:---:|---|
| 1 | Cure Light Wounds* | 5 | Protection from Evil* |
| 2 | Detect Evil* | 6 | Purify Food and Drink* |
| 3 | Inspire | 7 | Remove Fear* |
| 4 | Light* | 8 | Sanctuary |

## 2nd Level Cleric Spells

| | | | |
|:---:|---|:---:|---|
| 1 | Bless* | 5 | Locate Object |
| 2 | Delay Poison | 6 | Resist Fire |
| 3 | Find Traps | 7 | Silence, 15' radius |
| 4 | Light, continual* | 8 | Speak with Animals |

## 3rd Level Cleric Spells

| | | | |
|:---:|---|:---:|---|
| 1 | Cure Disease* | 5 | Gust of Wind |
| 2 | Cure Serious Wounds* | 6 | Hold Person |
| 3 | Dark Vision | 7 | Protection from Normal Missiles |
| 4 | Detect Illusion | 8 | Remove Curse* |

## 4th Level Cleric Spells

| | | | |
|:---:|---|:---:|---|
| 1 | Cure Critical Wounds* | 4 | Plant Growth |
| 2 | Extension | 5 | Protection from Evil, 10' radius |
| 3 | Neutralize Poison* | 6 | Speak with Dead |

## 5th Level Cleric Spells

| | | | |
|:---:|---|:---:|---|
| 1 | Commune | 4 | Hold Monster |
| 2 | Create Food and Drink | 5 | Raise Dead |
| 3 | Dispel Evil | 6 | Sticks to Snakes |

## Dwarf

Dwarves are short, stocky humanoids, tending to top out around 4 ½ feet tall. They are raised in underground cities and are well known as fine crafters and miners. Dwarves are often taciturn and prefer the company of other Dwarves. Those who leave their mountainous cities and caverns often settle in human cities becoming blacksmiths and traders. Dwarves can advance to 10th level in the typical campaign.

| Table 8: Dwarf Advancement | | | | |
|---|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus | Crafts |
| 1 | 10 | +0 | +0 | +1 |
| 2 | +1d8 | +1 | +0 | +2 |
| 3 | +1d8 | +2 | +1 | +2 |
| 4 | +1d8 | +2 | +1 | +3 |
| 5 | +1d8 | +3 | +2 | +4 |
| 6 | +1d8 | +4 | +2 | +4 |
| 7 | +1d8 | +4 | +3 | +5 |
| 8 | +1d8 | +5 | +3 | +6 |
| 9 | +1d8 | +5 | +4 | +6 |
| 10 | +1d8 | +6 | +4 | +7 |

**Dwarf Class Abilities and Skills:**

**Hit Points at 1st Level:** Characters who begin as Dwarves begin with 10 HP + STR score.

**Weapons and Armor:** Like human Fighters, Dwarves have been trained in warfare and have no armor restrictions. Though they have no weapon restrictions, they may not use pole-arms, long bows, and two-handed swords as these are sized for humans.

**Saving Rolls:** Dwarves are somewhat immune to magic naturally and receive a +4 bonus to saving rolls vs. magic. They also receive a +1 bonus to Saving Throws vs. poison.

**Keen Detection (PER):** Dwarves are good at spotting traps, slanting passages, and determining construction attributes (how well things are constructed, approximate age, etc.) and have a +4 bonus to these skill rolls when stone and masonry are involved.

**Crafts (DEX):** Though anyone can learn various crafts, Dwarves excel at it. They add their bonus to any skill rolls the Referee assigns for building things or fixing things. This might include digging a moat, repairing chainmail, or removing a drawbridge, etc.

**Infravision:** Dwarves can see up to 60 feet in the dark in the infrared spectrum, noting shades of heat.

# Elf

Elves are often associated with woodlands and magic. They are often shorter than humans and thinner in build, willowy even. As a general rule, Elves prefer to live in areas surrounded by dense woods, away from the hustle and bustle of humanity. Many elves eschew this lifestyle, becoming adventurers and enjoying the company of their human peers.

Elves combine the fighting prowess of Fighters with the magical abilities of Wizards, making them good adventurers, however they are only allowed to advance as high as 9th level.

| Table 9: Elf Advancement | | | |
|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus |
| 1 | 8 | +0 | +0 |
| 2 | +1d6 | +1 | +0 |
| 3 | +1d6 | +2 | +1 |
| 4 | +1d6 | +2 | +1 |
| 5 | +1d6 | +3 | +2 |
| 6 | +1d6 | +4 | +2 |
| 7 | +1d6 | +4 | +3 |
| 8 | +1d6 | +5 | +3 |
| 9 | +1d6 | +5 | +4 |

**Elf Class Abilities and Skills**

**Hit Points at 1st Level:** Characters who begin as Elves begin with 8 HP + STR score.

**Weapons and Armor:** Elves have the advantage of being able to use magic while wearing armor. This is because elves are magical in nature while Wizards use the magic around them. Though they may wear any armor, Elves cannot cast spells while holding a shield. Elves can use any melee and missile weapon.

**Saving Rolls:** Elves have a +2 bonus on Saving Rolls vs. sleep and charm.

**Keen Detection (PER):** Elves are experts at spotting hidden and concealed doors. They have a +4 bonus when actively searching for them and a standard S/SR (rolled by Referee) when just walking by a secret door to spot it.

**Archer:** Elves benefit from a +1 to hit and damage when using either the short or long bow.

**Infravision:** Elves can see up to 90 feet in darkness, using the infrared spectrum, noting shades of heat.

**Spell Casting (KNO):** Like Wizards, Elves cast spells from spell books, scrolls and the like. The spells they can cast are identical in effect to those of Wizards. See the Wizard class description for available spells.

Elves begin their careers with three 1st level spells in their spellbooks.

Unlike Wizards, Elves cannot cast more spells per day by risking corruption.

| Table 10: Spells per Day - Elf | | | | | |
|---|---|---|---|---|---|
| Elf Level | Spells by Level, per day | | | | |
| | 1st | 2nd | 3rd | 4th | 5th |
| 1 | 1 | - | - | - | - |
| 2 | 2 | - | - | - | - |
| 3 | 2 | 1 | - | - | - |
| 4 | 3 | 2 | - | - | - |
| 5 | 4 | 2 | 1 | - | - |
| 6 | 4 | 2 | 2 | - | - |
| 7 | 4 | 3 | 2 | 1 | - |
| 8 | 4 | 3 | 3 | 2 | - |
| 9 | 5 | 3 | 3 | 2 | 1 |

# Fighter

The Fighter is the character who feels the best way to deal with enemies is to beat them with sword or axe until the enemies stop moving. All characters will "fight" at some time, but the Fighter is the master of combat. Whether a grizzled sailor, roaming dockside taverns for a brawl, a lithe duelist, carrying rapier and main-gauche, or a brawny barbarian from the northern wastes, wading into battle with a battle axe and horned helm, Fighters deal with enemies with strength and combat arms.

| Table 11: Fighter Advancement | | | |
| --- | --- | --- | --- |
| Level | Hit Points | Attack Bonus | Armor Class Bonus |
| 1 | 10 | +0 | +0 |
| 2 | +1d8 | +1 | +0 |
| 3 | +1d8 | +2 | +1 |
| 4 | +1d8 | +2 | +1 |
| 5 | +1d8 | +3 | +2 |
| 6 | +1d8 | +4 | +2 |
| 7 | +1d8 | +4 | +3 |
| 8 | +1d8 | +5 | +3 |
| 9 | +1d8 | +6 | +4 |
| 10 | +1d8 | +6 | +4 |
| 11 | +1d8 | +7 | +5 |
| 12 | +1d8 | +8 | +5 |
| 13 | +1d8 | +8 | +6 |
| 14 | +1d8 | +9 | +6 |
| 15 | +1d8 | +10 | +7 |
| 16 | +1d8 | +10 | +7 |
| 17 | +1d8 | +11 | +8 |
| 18 | +1d8 | +12 | +8 |

**Fighter Class Abilities and Skills**

**Hit Points at 1st Level:** Characters who begin as Fighters begin with 10 HP + STR score.

**Weapons and Armor:** Fighters can use any weapon, both melee and missile, one-handed or two. Using weapons is the Fighter's modus operandi. Additionally, Fighters can wear any armor and can wield a shield.

**Saving Rolls:** Fighters receive a +2 bonus on Saving Rolls vs. death.

**Assess Opponent (PER):** Fighters can choose to forego an attack in order to determine his opponent's strengths and weaknesses. He must make a Perception Skill Roll, and if successful, he will know the Level or Hit Dice of his enemy.

**Multiple Attacks:** Fighters can make one attack per Level against foes of fewer than 2 Hit Dice per round. They must be using a melee weapon or a small thrown weapon, such as axe or dagger. At 8th level, Fighters can make an extra attack against all foes using any muscle-powered weapon (thus precluding crossbows) and at 16th level they make three attacks per round against all foes.



**Weapon Specialist:** Fighters receive a +1 bonus to hit and damage using one specific type of weapon. This would include a short sword but not all swords, for example. He must choose his weapon specialty at character creation.
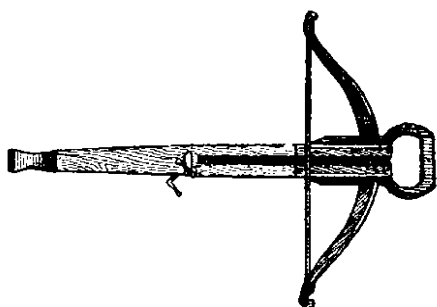
# Goblin

Goblins typically stand between 3 and 3 ½ feet tall. Their skin color ranges from pale yellow to a deep bronze with a reddish tint. They normally lair underground but some more civilized tribes have villages in the hills, away from humans.

Goblins can advance to the 8th Level of ability.

| Table 12: Goblin Advancement | | | | |
| --- | --- | --- | --- | --- |
| Level | Hit Points | Attack Bonus | Armor Class Bonus | Stealth |
| 1 | 8 | +0 | +0 | +3 |
| 2 | +1d6 | +1 | +0 | +4 |
| 3 | +1d6 | +1 | +0 | +5 |
| 4 | +1d6 | +2 | +1 | +6 |
| 5 | +1d6 | +2 | +1 | +7 |
| 6 | +1d6 | +3 | +1 | +8 |
| 7 | +1d6 | +3 | +2 | +9 |
| 8 | +1d6 | +4 | +2 | +10 |

**Goblin Class Abilities and Skills:**

**Hit Points at 1st Level:** Characters who begin as Goblins begin with 8 HP + STR score.

**Weapons and Armor:** Goblins may use any weapon which is suitable for their size. This means that they may not use battle axes, pole-arms, long bows, or two-handed swords. They may wear any armor; however, their Stealth skill is hampered by wearing medium or heavy armor.

**Saving Rolls:** Goblins are not known as fastidious eaters and due to their upbringing on rotten foods, they enjoy a +4 bonus to Saving Rolls vs. poison.

**Infravision:** Goblins have a 90-foot range of infravision, being able to see heat sources and heat pattern differentiations deep underground.

**Stealth (DEX):** Goblins are amazingly stealthy and light on their feet, provided they are unencumbered. If the character is wearing light or no armor, he may add the Stealth bonus noted in the Advancement chart to his Stealth skill rolls.

**Sneak Attack:** Goblins are able to utilize their stealth and their surroundings to stab their foes in the back. The character must be using a small weapon (no bigger than a short sword). If he hits in combat, he will inflict double damage. In addition to any bonus due to attacking by surprise, the Goblin also will add his Level as a modifier to the Sneak Attack.

# Rogue

The Rogue is a thief, pick pocket, cheat, or con man. He might be an evil cutthroat, making his living as a highwayman, a wandering minstrel, or a Robin Hood type, robbing from the rich to give to the poor. Regardless of the type of Rogue, he will probably have a quick wit and quicker fingers.

| Table 13: Rogue Advancement | | | | |
|---|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus | Skills |
| 1 | 6 | +0 | +0 | 3 |
| 2 | +1d6 | +0 | +0 | +0 |
| 3 | +1d6 | +1 | +0 | +0 |
| 4 | +1d6 | +1 | +0 | +1 |
| 5 | +1d6 | +2 | +1 | +0 |
| 6 | +1d6 | +2 | +1 | +0 |
| 7 | +1d6 | +3 | +1 | +0 |
| 8 | +1d6 | +3 | +1 | +1 |
| 9 | +1d6 | +4 | +2 | +0 |
| 10 | +1d6 | +4 | +2 | +0 |
| 11 | +1d6 | +5 | +2 | +0 |
| 12 | +1d6 | +5 | +2 | +1 |
| 13 | +1d6 | +6 | +3 | +0 |
| 14 | +1d6 | +6 | +3 | +0 |
| 15 | +1d6 | +7 | +3 | +0 |
| 16 | +1d6 | +7 | +3 | +1 |
| 17 | +1d6 | +8 | +3 | +0 |
| 18 | +1d6 | +8 | +3 | +0 |

## Rogue Class Abilities and Skills

**Hit Points at 1st Level:** Characters who begin as Rogues begin with 6 HP + STR score.

**Weapons and Armor:** Rogues can use any one-handed weapon, however they prefer small, concealable weapons. Due to their need for stealth, Rogues may not wear medium or heavy armor nor carry a shield.

**Saving Rolls:** Rogues receive a +2 bonus on Saving Rolls vs. deception.

**Lucky Streak:** Once per game session, Rogues may re-roll one failed Saving/Skill Roll.

Depending on whether the player wants his character to be more of a con man, a burglar, or a brigand, he will decide which of the following skills his character will know.

Pick three of the following seven skills at 1st Level. At every level divisible by four, the Rogue can pick another skill.

**Climb Walls (STR):** Rogues are renowned for their ability to appear in the top levels of towers to steal treasure. This is not a supernatural ability but their well-honed strength, agility, and sense of balance. The burglar may add his Level to any Climb Rolls. If he falls less than 20 feet, he may make a Saving Roll to "catch himself", resulting in no damage.

**Deftness (DEX):** Rogues can manipulate cards, coins, and perform other forms of misdirection and skullduggery. Using this skill, they can pick pockets, cut purses, and pick locks.

**Devices (DEX):** Rogues are masters at finding traps in chests and then removing them to gain the loot. A failed attempt might set off the trap at the Referees discretion.

**Information Gathering (CHA):** Rogues may hear rumors in taverns or on the street, usually

with the purchase of a drink. Any character can hear rumors but Rogues are more adept at getting information from people, they will either hear twice the number of rumors as others or be given a bonus at hearing rumors.

**Silver-tongue (CHA):** Rogues have the gift of gab. By using this skill, they can attempt to talk their way out of sticky situations or attempt to talk someone into something they otherwise wouldn't do. Con men specialize in this.

**Sneak Attack:** Rogues are able to utilize their stealth and their surroundings to stab their foes in the back. The Rogue must be using a small weapon (no bigger than a short sword). If he hits in combat, he will inflict double damage. In addition to any bonus due to attacking by surprise, the Rogue also will add his Level as a modifier to the Sneak Attack.

**Stealth (DEX):** Rogues are often known for their ability to disappear into shadows and silently move away from the authorities. This skill allows the Rogue to add his Level to any Stealth Rolls.

# Wizard

Wizards are characters who have devoted their lives to the pursuit of knowledge. Whether a devoted initiate of the hidden occult mysteries, a desert astrologer following a new star, or a witchdoctor from the far jungles, Wizards have learned how to control the forces of the universe to cause reality to be bent to their will. Whether used for good or evil, this power comes at a price. When their magic fails, often the sanity or body of the individual Wizard fails as well.

**Wizard Class Abilities and Skills**

**Hit Points at 1st Level:** Characters who begin as Wizards begin with 6 HP + STR score.

**Weapons and Armor:** Wizards can use only small, one-handed weapons (daggers, knives, belaying pins, etc.) and a staff - it is a fantasy

| Table 14: Wizard Advancement | | | |
|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus |
| 1 | 6 | +0 | +0 |
| 2 | +1d4 | +0 | +0 |
| 3 | +1d4 | +0 | +0 |
| 4 | +1d4 | +1 | +0 |
| 5 | +1d4 | +1 | +1 |
| 6 | +1d4 | +1 | +1 |
| 7 | +1d4 | +2 | +1 |
| 8 | +1d4 | +2 | +1 |
| 9 | +1d4 | +2 | +2 |
| 10 | +1d4 | +3 | +2 |
| 11 | +1d4 | +3 | +2 |
| 12 | +1d4 | +3 | +2 |
| 13 | +1d4 | +4 | +3 |
| 14 | +1d4 | +4 | +3 |
| 15 | +1d4 | +4 | +3 |
| 16 | +1d4 | +5 | +3 |
| 17 | +1d4 | +5 | +3 |
| 18 | +1d4 | +5 | +3 |

trope, of course. The forces of Chaos which power magic need an easy conduit to the Wizard and the Wizard needs a full range of motion, thus armor is not allowed.

**Saving Rolls:** The Wizard receives a +2 bonus to Saving Rolls vs. magic.

**Linguist (KNO):** Wizards are well-versed in written works and ancient languages, and as such, they can attempt to read ancient tomes, scrolls, or other written document which they find. With one hour of study and a successful

Skill Roll, the Wizard will understand the basics of the text. With access to a library, the Wizard will receive a +2 bonus to the roll. The Linguist ability is also used for transcribing spells from scrolls into the wizard's personal spellbook.

**Mage Dart:** A mage dart is a burst of eldritch energy which wizards can use as an offensive weapon. The mage dart uses one spell slot but need not be memorized – it is always available. The wizard changes any spell he can cast into an offensive bolt, which unerringly hits his opponent. The damage of the mage dart is 1d4, to this is added the level of the spell which is converted into the dart, plus one point per level of the wizard. For example, a 4th level wizard converts a 2nd level spell into a mage dart, the damage is a total of 1d4+6 (+2 as it is a 2nd level spell and +4 for being a 4th level wizard).

### Spell Casting (KNO)

Casting spells is the "bread and butter" of a Wizard. As they are unarmored and practically unarmed, not to mention their low hit point total, sorcery is what makes them useful.

Wizards can cast a certain number of spells per day without consequence; casting more, however, can easily lead to corruption and disfigurement. The maximum number of "free" spells available per day can be found in Table 17.
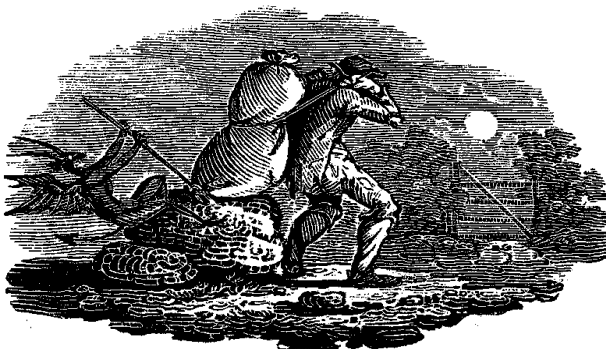


The Wizard will own a spell book (which might be an actual book of spells, a handful of scrolls, or clay tablets, etc.) in which he records the spells he knows how to cast. There is no limit to the number of spells he may have in his books, the only limit is on how many he can cast per day.

At 1st Level, the Wizard will have three spells scribed into his book.

Once the Wizard has reached the maximum number of spells allowed per day, he must make a Saving Roll to cast another. The following situations will apply a cumulative -1 per situation to the Saving Roll:

- Spell is not contained in the Wizard's spellbook.
- Per Level of spell being attempted (i.e. a 3rd Level spell causes a -3 penalty).
- Per additional spell attempted beyond the number of "free" spells allowed per day by Level (i.e. the Wizard has the ability to cast two 2nd Level spells per day and he attempts to cast a third one).

If, or more accurately when, a Wizard fails a Saving Roll, he will have to roll on the side effects table, below. One roll must be made for each failed Saving Roll.

| Table 15: Spell Failure Side Effects | |
|---|---|
| **1d6 Roll** | **Side Effect** |
| 1 | Allergy |
| 2 | Phobia |
| 3 | Animal Aversion |
| 4 | Disfigurement |
| 5 | Nocturnal Lifestyle |
| 6 | Ability Loss |

**Allergy:** The character gains an increasingly painful discomfort when in contact with, or near, certain materials. The end results are up to the Referee and he should choose any

relatively common substance, such as feathers, tea leaves, cotton, etc.

- 1st time side effect result:  the character has watery and itchy eyes, fits of sneezing, and difficulty breathing.  The character has his STR and PER each penalized at -1 until cause of allergic reaction is removed.
- 2nd time side effect result:  when within five feet of the allergen, the character breaks out in rashes and hives.  The character has his STR, DEX, and PER each penalized at -1 until cause of allergic reaction is removed.  These effects will last for up to one hour after the allergen is removed.
- 3rd time side effect result:  when within ten feet of the allergen, the character suffers from painful rashes and nausea until the substance has been removed for at a minimum of one hour.  All Abilities are at -1 and the character loses 1 HP per ten minutes until he falls unconscious.

**Phobia:**  The character gains an unnatural fear of a not-uncommon creature, item, or situation.  The phobia is up to the Referee.  Some sample phobias are:  spiders, blood, heights, undead, mimes, artichokes, etc.

- 1st time side effect result:  the character is very uncomfortable, sweaty and twitchy when in the presence of the phobia.  All Saving Rolls are at a -1 penalty.
- 2nd time side effect result:  the character finds it difficult to react and make rational decisions.  All Saving Rolls are at -1 and his PER and KNO Abilities suffer a -1 penalty until he removes himself from the subject of his fear.  3rd time side effect result:  the character must make a Saving Roll vs. fear or curl up in a fetal position, moaning and shaking.

**Animal Aversion:** Animals and children become sensitive to the aura of evil surrounding the Wizard.

- 1st time side effect result:  domestic animals and children will avoid the character whenever possible.
- 2nd time side effect result:  animals will display signs of aggression to the character and children will flee, if possible.
- 3rd time side effect result:  animals will attack the character and children will wail and cry in misery and fear.

**Disfigurement:**  The body of the Wizard begins to be warped by the powers of Chaos.  Each failure will result in one different body part become "odd" or the same body part becoming more hideous.  For example, the character might develop a sinister face, followed by small horns, ending up with boar tusks and eyes which leak blood regularly.

**Nocturnal Lifestyle:**  The character gradually develops an intolerance to sunlight and other bright lights.

- 1st time side effect:  bright daylight causes pain to the character, resulting in a -1 penalty to PER while exposed.  The Wizard must rest for ten minutes out of the light for penalty to go away.
- 2nd time side effect:  the character is in physical pain when exposed to sunlight.  He has a -1 penalty to all Skill/Saving Rolls while exposed.  The character must spend one hour in darkness for penalty to go away.
- 3rd time side effect:  the character cannot be in sunlight or bright light without debilitating pain, resulting in a -2 penalty to all Skill/Saving Rolls.  He must spend a minimum of one hour in darkness for penalties to go away.

**Ability Loss:** Each time this side effect result is rolled, roll 1d6 and compare to the chart low for effect.  The effect is a -1 permanent penalty, except Hit Points, which is a -2 penalty.

| Table 16:  Ability Loss | |
| --- | --- |
| **1d6 Roll** | **Ability** |
| 1 | Strength |
| 2 | Knowledge |
| 3 | Perception |
| 4 | Dexterity |
| 5 | Charisma |
| 6 | Hit Points |

| Table 17: Spells per Day - Wizard | | | | | |
|---|---|---|---|---|---|
| **Wizard Level** | **Spells by Level, per day** | | | | |
| | **1st** | **2nd** | **3rd** | **4th** | **5th** |
| 1 | 1 | - | - | - | - |
| 2 | 2 | - | - | - | - |
| 3 | 2 | 1 | - | - | - |
| 4 | 3 | 2 | - | - | - |
| 5 | 4 | 2 | 1 | - | - |
| 6 | 4 | 2 | 2 | - | - |
| 7 | 4 | 3 | 2 | 1 | - |
| 8 | 4 | 3 | 3 | 2 | - |
| 9 | 5 | 3 | 3 | 2 | 1 |
| 10 | 5 | 4 | 3 | 3 | 2 |
| 11 | 5 | 4 | 4 | 3 | 3 |
| 12 | 5 | 4 | 4 | 4 | 4 |
| 13 | 6 | 5 | 4 | 4 | 4 |
| 14 | 6 | 6 | 5 | 4 | 4 |
| 15 | 6 | 6 | 6 | 4 | 4 |
| 16 | 6 | 6 | 6 | 5 | 5 |
| 17 | 6 | 6 | 6 | 6 | 5 |
| 18 | 6 | 6 | 6 | 6 | 6 |



| 1st Level Wizard Spells | | | |
|---|---|---|---|
| 1 | Charm Person | 10 | Message |
| 2 | Command | 11 | Protection from Evil* |
| 3 | Detect Evil | 12 | Read Languages |
| 4 | Detect Magic | 13 | Read Magic |
| 5 | Hold Portal | 14 | Remove Fear* |
| 6 | Invisibility to Undead | 15 | Shield |
| 7 | Light* | 16 | Sleep |
| 8 | Magic Aura* | 17 | Spider Climb |
| 9 | Mending | 18 | Summoning |

| 2nd Level Wizard Spells | | | |
|---|---|---|---|
| 1 | Audible Glamour | 10 | Knock |
| 2 | Augury | 11 | Levitate |
| 3 | Change Self | 12 | Mirror Image |
| 4 | Detect Invisibility | 13 | Phantasmal Creature |
| 5 | Enthrall | 14 | Resist Fire |
| 6 | ESP | 15 | Silence, 15' radius |
| 7 | Find Traps | 16 | Wall of Fog |
| 8 | Forget | 17 | Web |
| 9 | Invisibility | 18 | Wizard Lock |

## 3rd Level Wizard Spells

| | | | |
|---|---|---|---|
| 1 | Crystal Ball | 10 | Haste* |
| 2 | Dark Vision | 11 | Invisibility, 10' radius |
| 3 | Detect Illusion | 12 | Lightning Bolt |
| 4 | Dispel Magic | 13 | Phantasmal Creature, improved |
| 5 | Explosive Runes | 14 | Protection from Normal Missiles |
| 6 | Fireball | 15 | Secret Page |
| 7 | Fly | 16 | Speak with Dead |
| 8 | Gaseous Form | 17 | Suggestion |
| 9 | Gust of Wind | 18 | Water Breathing |

## 4th Level Wizard Spells

| | | | |
|---|---|---|---|
| 1 | Charm Monster | 10 | Massmorph |
| 2 | Confusion | 11 | Plant Growth |
| 3 | Creation, minor | 12 | Polymorph |
| 4 | Dimension Door | 13 | Protection form Evil, 10' radius |
| 5 | Divination | 14 | Remove Curse* |
| 6 | Extension | 15 | Shadow Monsters |
| 7 | Globe of Invulnerability | 16 | Spell Immunity |
| 8 | Hallucinatory Terrain | 17 | Wall of Fire or Ice |
| 9 | Invisibility, improved | 18 | Wizard Eye |

## 5th Level Wizard Spells

| | | | |
|---|---|---|---|
| 1 | Airy Water | 10 | Insect Plague |
| 2 | Animal Growth | 11 | Magic Jar |
| 3 | Animate Dead | 12 | Passwall |
| 4 | Cloudkill | 13 | Stone Shape |
| 5 | Conjure Elemental | 14 | Telekinesis |
| 6 | Contact Outer Sphere | 15 | Teleport |
| 7 | Creation, major | 16 | Transform Rock to Mud |
| 8 | Faithful Hound | 17 | True Seeing* |
| 9 | Feeblemind | 18 | Wall of Iron or Stone |
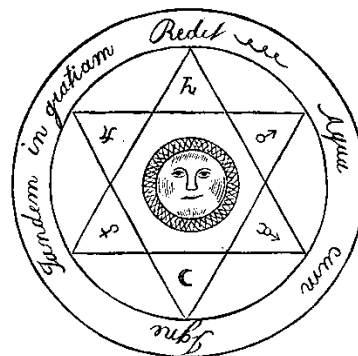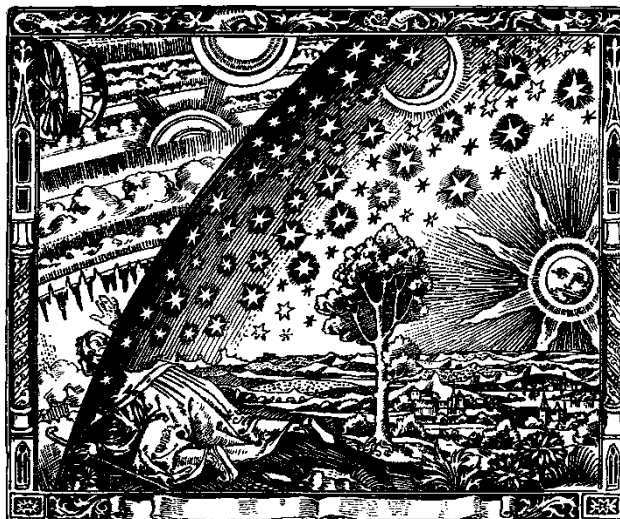
# Woodsman

Woodsmen are rough-and-ready characters who spend most of their time in the woods and on mountain trails. They might be hunters, trappers, loggers, or game wardens. Regardless of his occupation, the Woodsman is a natural survivalist, able to track prey, find shelter, and hide from his enemies.

| Table 18: Woodsman Advancement | | | | |
|---|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus | Stealth |
| 1 | 12 | +0 | +0 | +1 |
| 2 | +1d6 | +1 | +0 | +2 |
| 3 | +1d6 | +1 | +0 | +3 |
| 4 | +1d6 | +2 | +0 | +3 |
| 5 | +1d6 | +2 | +1 | +4 |
| 6 | +1d6 | +3 | +1 | +5 |
| 7 | +1d6 | +3 | +1 | +6 |
| 8 | +1d6 | +4 | +1 | +6 |
| 9 | +1d6 | +4 | +2 | +7 |
| 10 | +1d6 | +5 | +2 | +8 |
| 11 | +1d6 | +5 | +2 | +9 |
| 12 | +1d6 | +6 | +2 | +9 |
| 13 | +1d6 | +6 | +3 | +10 |
| 14 | +1d6 | +7 | +3 | +11 |
| 15 | +1d6 | +7 | +3 | +12 |
| 16 | +1d6 | +8 | +3 | +12 |
| 17 | +1d6 | +8 | +3 | +13 |
| 18 | +1d6 | +9 | +3 | +14 |

## Woodsman Class Abilities and Skills:

**Hit Points at 1st Level:** Characters who begin as Woodsmen begin with 12 HP + STR score.

**Weapons and Armor:** Woodsmen can use any weapon but may only wear light and medium armor.

**Saving Rolls:** Woodsmen are hardy types and thus receive a +2 bonus on saving rolls vs. poison and weather exposure.

**Weapon Specialist:** At the time of character creation, the player will choose one weapon and receive a +1 bonus to hit and damage when using this type of weapon.

**Stealth (DEX):** When in the wilderness, the woodsman is the master at using terrain to move without being noticed by his prey or enemies. He adds his bonus to each Stealth S/SR while in the wilds.

**Survival (KNO):** In the wilderness, the woodsman can obtain enough food, water and shelter by hunting and foraging to keep alive himself plus a number of additional people equal to his level. If there are more people than this, an S/SR is required.

**Track (PER):** Woodsmen can spot and follow a trail across almost any terrain. They always know in which direction lies north and can recognize the prints and number of creatures that made the tracks.

## Advanced/Campaign Classes

The following Classes are some examples how the Referee can use Advanced, or Campaign classes to spruce up his game. Whereas the standard classes are typical for most fantasy games, the following may only make sense in certain types of campaigns.

Some of the Advanced and Campaign Classes have Alignment requirements; if so, the campaign must use the alignment rules. See Chapter 4 for character alignment.

All of the Advanced Classes will require the character to first adventure as a standard character class, choosing the advanced class per the multi-classing rules in the beginning of Chapter 3.

## Druid

When a Neutral cleric reaches 4th level, he can choose to forego civilization, move into the wilds, and study nature. This is only possible with some deities. A god of nature would allow his clerics to do this but a god of war would not.

Druids must live in the wilds to protect them and this limits their adventuring ability in dungeons.

Over time, druids often lose touch with their humanity, focusing their entire being on serving nature. This causes them to come into conflict with civilized people.

### Druid Class Abilities and Skills

**Class Requirements:** Characters must have attained at least 4th level as clerics before becoming Druids. Additionally, Druids must always remain Neutral. Any deviation will cause them to lose their druidic powers.

**Weapons and Armor:** When clerics become druids, they give up their desire for man-made objects. They can no longer wear metal armor or use weapons made primarily of metal, instead choosing to use equipment which was once alive. They may only wear armor made of leather, bones, wood, etc. and can only use weapons which are primarily made of once-living matter. These weapons are commonly: club, javelin, quarterstaff, sling, and spear.

**Saving Rolls:** Druids receive a +2 bonus on Saving Rolls vs. fire.

| Table 19: Druid Advancement | | | |
|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus |
| 1 | 0 | +1 | +1 |
| 2 | +1d6 | +2 | +1 |
| 3 | +1d6 | +2 | +1 |
| 4 | +1d6 | +3 | +2 |
| 5 | +1d6 | +3 | +2 |
| 6 | +1d6 | +4 | +2 |
| 7 | +1d6 | +4 | +2 |
| 8 | +1d6 | +5 | +3 |
| 9 | +1d6 | +5 | +3 |

**Plant Mysteries:** At 1st level, the druid can determine whether water is pure and the druid can identify any normal plant by sight or smell.

**Vine Mysteries:** At 3rd level, the druid will never be trapped or entangled by any normal plant life. Also, the character will not leave a trail when walking through forests, jungles, or the like.

**Mammal Mysteries:** At 5th level, the druid can change his shape into that of any ordinary animal from the size of a large bird to a small bear. He can shape-change up to three times per day. Each time he changes his shape, he

heals 1d12 HP of damage, if he has been wounded.

**Fae Mysteries:** At 7th level, the druid is immune to charms from any fae creature, such as dryads, naiads, satyrs, or any fae creature of nature.

**Spell Casting (KNO):** Druids cast spells in the exact same fashion as do Clerics. Characters can continue to cast the same spells they had available as clerics but cannot learn any further cleric spells. All future spells must be druidic in nature.

| Table 20: Spells per Day - Druid | | | | | |
|---|---|---|---|---|---|
| **Druid Level** | **Spells by Level, per day** | | | | |
| | **1st** | **2nd** | **3rd** | **4th** | **5th** |
| 1 | 1 | - | - | - | - |
| 2 | 2 | - | - | - | - |
| 3 | 2 | 1 | - | - | - |
| 4 | 3 | 2 | - | - | - |
| 5 | 4 | 2 | 1 | - | - |
| 6 | 4 | 2 | 2 | - | - |
| 7 | 4 | 3 | 2 | 1 | - |
| 8 | 4 | 3 | 3 | 2 | - |
| 9 | 5 | 3 | 3 | 2 | 1 |

| 1st Level Druid Spells | | |
|---|---|---|
| **1** Detect Snares and Pits | **3** | Locate Animals |
| **2** Faerie Fire | **4** | Predict Weather |

| 2nd Level Druid Spells | | |
|---|---|---|
| **1** Heat Metal | **3** | Produce Flame |
| **2** Obscuring Mist | **4** | Warp Wood |

| 3rd Level Druid Spells | | |
|---|---|---|
| **1** Call Lightning | **3** | Protection from Fire |
| **2** Hold Animal | **4** | Water Breathing |

| 4th Level Druid Spells | | |
|---|---|---|
| **1** Control Temperature, 10' radius | **3** | Speak with Plants |
| **2** Plant Door | **4** | Summon Animals |

| 5th Level Druid Spells | | |
|---|---|---|
| **1** Animal Ward, 10' radius | **3** | Repel Wood |
| **2** Insect Plague | **4** | Summon Weather |

## Elven Warrior or Elven Mage

Elves have the option of focusing their studies on either fighting or magic once they reach 4th level but no later than after they reach 6th level. At this point, if they so choose, they can multi-class into the standard Fighter or standard Wizard class, with a level limit of 9 for either class.

So at any point when the Elf level is 4, 5, or 6, the player must make the decision to forego either martial training or magical training for his character.

As usual, NO hit points are gained when first switching classes.

## Necromancer

The vilest of wizards often multi-class as Necromancers. These corrupt men and women put their souls on the line – literally, for power over death and the dead. Some are looking for a formula for eternal life while others are just twisted individuals.

As Necromancers gain power, they have more and more power over the undead.

### Necromancer Class Abilities and Skills

**Class Requirements:** Characters must have reached at least 7th level as either a cleric or a wizard. Needless to say, only Evil characters and the followers of Chaos can become necromancers.

**Weapons and Armor:** Necromancers can only use clubs, daggers, and staves for weapons. They can wear no armor nor can they use shields.

**Saving Rolls:** Necromancers receive a +2 bonus vs. disease, sleep, and charm.

| Table 21: Necromancer Advancement | | | | |
|---|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus | Corruption Penalty |
| 1 | 0 | +3 | +2 | -2 |
| 2 | +1d4 | +3 | +2 | -4 |
| 3 | +1d4 | +4 | +2 | -6 |
| 4 | +1d4 | +4 | +2 | -8 |
| 5 | +1d4 | +5 | +3 | -10 |
| 6 | +1d4 | +5 | +3 | -12 |
| 7 | +1d4 | +6 | +3 | -14 |
| 8 | +1d4 | +6 | +3 | -16 |
| 9 | +1d4 | +7 | +3 | -18 |

| Table 22:  Spells per Day - Necromancer | | | | | |
|---|---|---|---|---|---|
| **Paladin Level** | **Spells by Level, per day** | | | | |
| | **1st** | **2nd** | **3rd** | **4th** | **5th** |
| 1 | 1 | - | - | - | - |
| 2 | 2 | - | - | - | - |
| 3 | 2 | 1 | - | - | - |
| 4 | 3 | 2 | - | - | - |
| 5 | 4 | 2 | 1 | - | - |
| 6 | 4 | 2 | 2 | - | - |
| 7 | 4 | 3 | 2 | 1 | - |
| 8 | 4 | 3 | 3 | 2 | - |
| 9 | 5 | 3 | 3 | 2 | 1 |
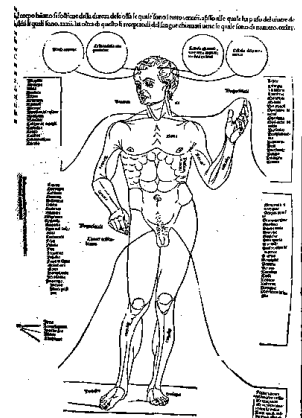
**Corruption:**  Like Wizards, Necromancers are subject to corruption.  Each time the necromancer gains a level (including 1st), he will gain an automatic corruption roll.  The unholy energies which power his magic take their toll.  Additionally, every time the necromancer must make a corruption roll, he is subject to an additional penalty noted in Advancement table.

**Spell Casting (KNO):**  Necromancer cast spells in the exact same fashion as do Wizards.  Characters can continue to cast the same spells they had available as clerics or wizards but cannot learn any further cleric or wizard spells.  All future spells must be necromantic in nature.

| **1st Level Necromancer Spells** | | | |
|---|---|---|---|
| **1** | Chill Touch | **3** | Ray of Enfeeblement |
| **2** | Command Undead | **4** | Remove Fear* |

| **2nd Level Necromancer Spells** | | | |
|---|---|---|---|
| **1** | Command Undead, improved | **3** | Spectral Hand |
| **2** | Gentle Repose | **4** | Vampiric Touch |

| **3rd Level Necromancer Spells** | | | |
|---|---|---|---|
| **1** | Remove Curse* | **3** | Speak with Dead |
| **2** | Remove Fear* | **4** | Turn Undead |

| **4th Level Necromancer Spells** | | | |
|---|---|---|---|
| **1** | Animate Dead | **3** | Cure Disease* |
| **2** | Blight | **4** | Ray of Pain |

| **5th Level Necromancer Spells** | | | |
|---|---|---|---|
| **1** | Circle of Death | **3** | Create Undead |
| **2** | Contact Outer Sphere | **4** | Magic Jar |

# Paladin

When a Lawful fighter reaches 4th level, he can swear fealty to a lawfully-aligned church and become a paladin.

A paladin has only one goal – to eradicate the forces of Chaos and to protect civilization.  To do this, he has his fighting ability and some clerical ability, as well.

The paladin gives up all he possesses to become a weapon against the forces of darkness, keeping only that which he needs to survive and fight.

**Paladin Class Abilities and Skills**

**Class Requirements:**  Characters must have attained at least 4th level as fighters before becoming Paladins.  Additionally, Paladins

must always remain Lawful. Any deviation will cause them to lose their given powers.

### Table 23: Paladin Advancement

| Level | Hit Points | Attack Bonus | Armor Class Bonus | Lay on Hand Healing |
|---|---|---|---|---|
| 1 | 0 | +3 | +2 | 4 |
| 2 | +1d8 | +4 | +2 | 8 |
| 3 | +1d8 | +4 | +3 | 12 |
| 4 | +1d8 | +5 | +3 | 16 |
| 5 | +1d8 | +6 | +4 | 20 |
| 6 | +1d8 | +6 | +4 | 24 |
| 7 | +1d8 | +7 | +5 | 28 |
| 8 | +1d8 | +8 | +5 | 32 |
| 9 | +1d8 | +8 | +6 | 36 |

**Weapons and Armor:** Paladins can use any weapon, both melee and missile, one-handed or two. Paladins can wear any armor and can wield a shield.

**Saving Rolls:** Paladins receive a +2 bonus on Saving Rolls vs. fear.

**Charity:** Paladins are allowed to own: one suit of armor, one shield, up to four weapons, and any four additional magical items. They may also own a horse, barding, and standard adventuring supplies. They may only own enough gold to live and have a small savings of not more than one month's needs. All else must be given to the paladin's temple or church or some other charity. Paladins must also help all of those who ask his help to the best of his ability.

**Detect Evil:** Paladins can detect evil, as per the spell simply by concentrating for one round. This cannot be done in combat or when riding a galloping horse.

**Lay on Hands:** Once per day the paladin can "lay on hands", healing 4 HP of damage per level of the paladin. This can only be used on one person or creature. In lieu of healing damage, the paladin can instead cure a normal, non-magical disease.

**Immune to Disease:** At 3rd level, the paladin is immune to all diseases, both natural and magical.

**Turn Undead (CHA):** Paladins can Turn Undead as per a cleric of half the paladin's level, rounded up. For instance, a 5th level paladin turns undead as a 3rd level cleric

**Spell Casting (KNO):** Paladins have limited clerical spellcasting ability. As turning undead, it is as if the paladin were a cleric of half his level. A 3rd level paladin turns undead as a 2nd level cleric.

### Table 24: Spells per Day - Paladin

| Paladin Level | Spells by Level, per day | | | | |
|---|---|---|---|---|---|
| | 1st | 2nd | 3rd | 4th | 5th |
| 1 | 1 | - | - | - | - |
| 2 | 1 | - | - | - | - |
| 3 | 2 | - | - | - | - |
| 4 | 2 | - | - | - | - |
| 5 | 2 | 1 | - | - | - |
| 6 | 2 | 1 | - | - | - |
| 7 | 3 | 2 | - | - | - |
| 8 | 3 | 2 | - | - | - |
| 9 | 4 | 2 | 1 | - | - |

# Ranger

When a Lawful or Good Elf, Fighter or Woodsman reaches 4th level, he can turn his back on the decadence and corruption of population centers, similar to a Druid. All woodsmen, to some extent, avoid cities but the Ranger makes it a point to visit only on the rarest of occasions.

Rangers choose to live in the wildest places, and make it their mission to oppose the enemies of Law in these areas. They usually operate alone, or at their most social, with a small handful of companions. They may not hire any followers, baggage bearers, or any others until reaching 5th level.

## Ranger Class Abilities and Skills

**Class Requirements:** Characters must have attained at least 4th level as elves, fighters or woodsmen before becoming Rangers. Additionally, Rangers must always remain Lawful or Good. Any deviation will cause them to lose their given powers.

| Table 25: Ranger Advancement | | | | |
|---|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus | Blood Foe Damage Bonus |
| 1 | 0 | +2 | +1 | +1 |
| 2 | +1d6 | +3 | +1 | +2 |
| 3 | +1d6 | +3 | +1 | +3 |
| 4 | +1d6 | +4 | +2 | +4 |
| 5 | +1d6 | +4 | +2 | +5 |
| 6 | +1d6 | +5 | +2 | +6 |
| 7 | +1d6 | +5 | +2 | +7 |
| 8 | +1d6 | +6 | +3 | +8 |
| 9 | +1d6 | +6 | +3 | +9 |

**Weapons and Armor:** Rangers can use any weapon, both melee and missile, one-handed or two but they may only wear light and medium armor.

**Saving Rolls:** Rangers receive a +2 bonus on saving throws to avoid traps.

**Charity:** Rangers are allowed to own: one suit of armor, one shield, up to four weapons, and any four additional magical items. They may also own a horse, barding, and standard adventuring supplies. They may only own enough gold to live and have a small savings of not more than one week's needs. All else must be given to a Lawful temple or church or some other charity.

**Blood Foes:** Rangers receive a +1 bonus to damage per Ranger level against the following enemies: giants, goblins, ogres, orcs, and trolls.

**Spell Casting (KNO):** Rangers have limited druidic spellcasting ability. The ranger can cast druid spells as if he were a druid of half his

level, rounded up. A 3rd level ranger casts spells as a 2nd level druid.

| Table 26: Spells per Day - Ranger | | | | | |
|---|---|---|---|---|---|
| **Ranger Level** | **Spells by Level, per day** | | | | |
| | **1st** | **2nd** | **3rd** | **4th** | **5th** |
| 1 | 1 | - | - | - | - |
| 2 | 1 | - | - | - | - |
| 3 | 2 | - | - | - | - |
| 4 | 2 | - | - | - | - |
| 5 | 2 | 1 | - | - | - |
| 6 | 2 | 1 | - | - | - |
| 7 | 3 | 2 | - | - | - |
| 8 | 3 | 2 | - | - | - |
| 9 | 4 | 2 | 1 | - | - |

# Worg-rider

When the most valiant and cunning Goblins reach 4th level, they can train a worg pup and become one of the fierce worg-riders.

Worg-riders are the scourge of the plains and hills, they lead their tribe in combat as cavalry and they often act as scouts with their trusty steeds.

| Table 27: Worg-rider Advancement | | | | |
|---|---|---|---|---|
| **Level** | **Hit Points** | **Attack Bonus** | **Armor Class Bonus** | **Bow Damage Bonus** |
| 1 | 0 | +2 | +1 | +1 |
| 2 | +1d6 | +3 | +1 | +2 |
| 3 | +1d6 | +3 | +2 | +3 |
| 4 | +1d6 | +4 | +2 | +4 |
| 5 | +1d6 | +5 | +3 | +5 |

**Class Requirements:** Worg-riders must have reached 4th level as traditional Goblins.

**Weapons and Armor:** Worg-riders may use any weapon which is suitable for their size. This means that they may not use battle axes, pole-arms, long bows, or two-handed swords. They may wear any armor and use a shield.

**Mounted Bowman:** Worg-riders are renowned bowmen from their wolves. They receive a bonus to damage when shooting from wolf-back.

**Wolf Bond:** While mounted on his Worg, both worg and rider receives a +2 bonus to AC. The bond between the two is nearly supernatural.

**Multiple Attacks:** While mounted on his companion, Worg-riders can make two attacks per round with a short bow.

# Chapter 4: Other Character Information

## Alignment

A character's Alignment is his allegiance to the cosmic powers of the universe and how he views the world. Good, Evil, Law, Chaos – these are typical alignments in fantasy games. Not all campaigns deal with the eternal struggle of Law vs. Chaos. A lot of campaigns revolve around a group of characters "just getting by", seeking their fortunes and trying not to be eaten by monsters. For those campaigns which do involve characters choosing sides, the following system can be used.

You can visualize Alignment as a line with absolute Law on one end and absolute Chaos on the other. Most sentient beings will fall somewhere in between these two extremes.

To put this numerically, absolute Chaos has an Alignment score of 0 and absolute Law has a score of 10. From Chaos, beings move into the realm of evil. On the opposite end of the spectrum, Law flows into Good.

When characters do "good" deeds (Referee decision), their Alignment score improves by 1. When characters do "evil" deeds, their score decreases by 1.

For most players this is just a guide for role-playing the character, for players of Clerics, Druids, Paladins, Rangers, or any other class which must follow a certain alignment, this is of extreme importance.

The following definitions should suffice.

**Chaos (Alignment 0 or 1):** Chaos and Chaotic behavior implies freedom, adaptability, and flexibility. Chaotics see all forms of social behavior as barriers. They are utterly unpredictable and often unbalanced and psychotic.

**Evil (Alignment 1, 2 or 3):** Evil implies harming, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient or if it can be set up. Others actively pursue evil, killing for sport or out of duty to some malevolent deity or master.

**Neutral (Alignment 3, 4, 5, 6, or 7):** Someone who is neutral has a normal respect for authority and feels neither a compulsion to follow rules nor a compulsion to rebel. They are honest but can be tempted into lying or deceiving others if it suits him/her. They have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships.

**Good (Alignment 7, 8, or 9):** Good implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

**Law (Alignment 9 or 10):** Law and Lawful behavior implies honor, trustworthiness, obedience to authority, and reliability. Lawful characters see everything as part of a defined and rigid cosmic order.

Alignments with numbers in both camps are "on the cusp" between two.

| Chaos (0-1) | Evil (1-3) | Neutral (3-7) | Good (7-9) | Law (9-10) |
|---|---|---|---|---|
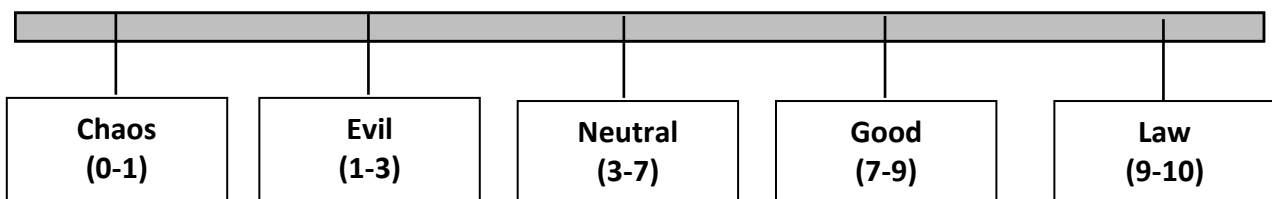
The following "For and Against table" been paraphrased from WFRP©

| | | For: | Against: |
|---|---|---|---|
| **Alignment** | **Law** | Orderly civilization, structure, permanence | Disorder, crime, anarchy |
| | | Rigid social hierarchy | Lying, cheating, all dishonorable deeds |
| | **Good** | Natural order, peace, and learning | Cruelty, crime, dishonesty |
| | | Duty, hard work | Unprovoked or excessive violence |
| | **Neutral** | Financial gain | Extreme violence |
| | | Self-preservation | Extreme politics or religion |
| | | Personal freedom | Bureaucracy, taxation |
| | **Evil** | Greed and materialism | Law and society |
| | | Crime and violence | Social behavior |
| | | Self-glorification | Anything that gets in the way |
| | **Chaos** | Anarchy and violence | Permanence, responsibility, duty |
| | | Death and destruction | Tradition and organization |

## Languages

There are dozens, if not hundreds, of languages spoken by all manner of creatures across the worlds. Characters have to be able to communicate with each other, so all characters will need at least one language in common. This is handled in most games by just calling the common tongue, "common".

Traditionally, demi-humans such as elves and dwarves speak several languages by default, while humans only speak one or two. Sticking with this, the following will give you a list of starting languages. The Referee might use, modify, or discard this list.

**Dwarves:** Dwarvish, Common, Goblin, Kobold.
**Elves:** Elvish, Common, Gnoll, Hobgoblin, Orc.

**Goblins:** Goblin, Common, Hobgoblin, Orc.
**Humans:** Common, one other local language.

# Chapter 5: Weapons, Armor, and Equipment

## Money

Different campaigns have different styles of money. For S&S, we are assuming that the standard gold, silver, and copper are the basis for commerce.

For simplicity sake, one gold piece (GP) equals ten silver pieces (SP), each of which equals ten copper pieces (CP). The standard fantasy games of my childhood also included platinum pieces (PP), which is the equivalent of 5 GP, and electrum pieces (EP), which is the equivalent of 5 SP.

Currency equivalents based on one platinum piece:

| PP | GP | EP | SP | CP |
|---|---|---|---|---|
| 1 | 5 | 10 | 50 | 500 |

Currency equivalents based on one gold piece:

| PP | GP | EP | SP | CP |
|---|---|---|---|---|
| 1/5 | 1 | 2 | 10 | 100 |

Currency equivalents based on one silver piece:

| PP | GP | EP | SP | CP |
|---|---|---|---|---|
| 1/50 | 1/10 | 1/5 | 1 | 10 |

### Starting Equipment
Character begin the game with 3d6x10 in gold pieces.

Some "Fast Packs" are noted below to save time in picking equipment. The Fast Packs are less expensive than purchasing the equipment à la carte, however they can only be purchased at character creation.

# Fast Packs

| Fast Pack "Scholar" | |
|---|---|
| Backpack | Papyrus sheets, 10 |
| Candles (10) | Quill pens, 5 |
| Cloak | Rations, iron 1 week |
| Clothes, fine | Scroll case |
| Ink vials, 2 | Shoes |
| Knife, utility | Tinderbox |
| Magnifying glass | Wax, 1 lb. |
| **Total Cost: 40 gp** | |

| Fast Pack "Caving" | |
|---|---|
| Backpack | Iron spikes (10) |
| Bandages (5) | Lantern |
| Bedroll | Oil, metal flasks (4) |
| Boots | Rations, iron 1 week |
| Clothes, outdoors | Rope, 50' |
| Gloves, heavy | Tinderbox |
| Hammer, utility | Water skin |
| **Total Cost: 50 gp** | |

| Fast Pack "Outdoors" | |
|---|---|
| Backpack, explorer's | Pot, cooking |
| Bandages (5) | Rations, iron 1 week |
| Bedroll | Salt, 1 lb. |
| Boots | Sewing kit |
| Clothes, outdoors | Tent, 2-man |
| Gloves, heavy | Tinderbox |
| Hat | Water skin |
| **Total Cost: 60 gp** | |

| Fast Pack "Thief" | |
|---|---|
| Backpack | Rations, iron 1 week |
| Candles (10) | Rope, 50' |
| Clothes, fine | Sacks, small (2) |
| Drill, hand | Shoes |
| Gloves, soft | Thieves' tools |
| Knife, utility | Tinderbox |
| Mirror, hand | Wax, 1 lb. |
| **Total Cost: 70 gp** | |

| Table 28: Adventuring Gear | | | |
|---|---|---|---|
| **Item** | **Description/Notes** | **Enc.** | **Cost** |
| Arrowhead | For use when manufacturing arrows in the wild | 1/10 | 1 sp |
| Backpack | Capacity of 40 lbs | 2 | 5 gp |
| Backpack, explorer's | Capacity of 80 lbs | 8 | 10 gp |
| Backpack, waterproof | Capacity of 30 lbs | 6 | 30 gp |
| Bandages | Prevents further blood loss; enough for 1 character's wounds from 1 combat | 1/10 | 1 sp |
| Bedroll | Heavy blanket and small pillow | 5 | 1 gp |
| Belt | Used to hold up trousers | 1/2 | 2 sp |
| Block and tackle | Effectively reduces the weight of hauled object to 25% but requires 4 times the amount of rope | 10 | 5 gp |
| Boots | They are made for walking | 1 | 1 gp |
| Bow strings, 10 | To replace broken string | 1/10 | 1 gp |
| Candle | Burns for 1 hour, sheds 10' radius light | 1/10 | 1 sp |
| Cloak | Warmth and rain protection | 2 | 5 gp |
| Clothes, extravagant | Tunic and pants, blouse & skirt, etc. | 3 | 50+ gp |
| Clothes, fine | See above | 2 | 2 gp |
| Clothes, outdoors | See above | 2 | 5 gp |
| Drill, hand | For drilling through wood or metal | 5 | 20 gp |
| Garlic, bulb | Useful against vampires; good on pasta | 1/10 | 5 sp |
| Grappling hook | Holds up to 500 lbs. | 8 | 25 gp |

| Table 28: Adventuring Gear | | | |
|---|---|---|---|
| Item | Description/Notes | Enc. | Cost |
| Gloves, heavy | Prevents rope burns and contact poisons and needles, impossible to pick locks or remove traps wearing these | 1 | 5 sp |
| Gloves, soft | Protects against contact poisons, useless against needle traps | 1/2 | 1 gp |
| Hammer, utility | 1d3 damage if used as weapon | 1 | 2 gp |
| Hat | Blocks sun, looks dashing | 1/2 | 2 sp |
| Holy symbol | Needed to turn undead | 1 | 25 gp |
| Holy symbol, inexpensive | -3 penalty on turn undead checks | 1 | 5 gp |
| Holy water | Breakable glass vial, 1d6 damage vs undead | 1/10 | 25 gp |
| Ink, vial of | Enough to write 50 pages | 2 | 1 gp |
| Iron spike | One spike needed for each 5' of sheer surface being climbed, useful for holding doors closed | 1 | 1 sp |
| Journal, blank | 6"x9", includes 50 pages | 3 | 20 gp |
| Knife, utility | Does 1d3 damage if used as a weapon | 1/2 | 1 gp |
| Lantern | Burns 4 hours; 30' radius light | 3 | 10 gp |
| Lantern, bullseye | Burns 4 hours; 100' long, 20' wide cone of light | 3 | 20 gp |
| Lockpicks | Optional portion of Thieves' tools, does not permit trap removal | 1/2 | 15 gp |
| Magnifying glass | For studying fine details | 1/2 | 3 gp |
| Mirror, hand | Made of steel | 1/2 | 5 gp |
| Musical instrument, stringed | Lute, mandolin, etc. | 10 | 20 gp |
| Musical instrument, wind | Flute, recorder, etc. | 3 | 5 gp |
| Oil, ceramic flask | Does 1d6 damage per round, or covers 10' radius circle, burns for 3 rounds | 1 | 2 gp |
| Oil, metal flask | Prevents accidental breakage, cannot be used as missile weapon | 2 | 1 gp |
| Papyrus | One 12"x12" sheet | 1/10 | 1 sp |
| Parchment | One 10"x10" sheet | 1/2 | 1 gp |
| Parka | For warmth in cold climates | 4 | 5 gp |
| Pot, cooking | Two-quart capacity | 5 | 1 gp |
| Pouch, belt | Capacity 5 lbs. | 1/2 | 5 sp |
| Quill pen | For writing | 1/10 | 5 sp |
| Quiver | Holds 20 arrows | 2 | 1 gp |
| Rations, iron | Week's supply, good for 2 months | 7 | 15 gp |
| Rations, standard | Week's supply, good for 7 days | 20 | 5 gp |
| Rope, 50' length | Supports 750 lbs. | 10 | 5 gp |
| Sack, small | Capacity 20 lbs. | 1/10 | 1 gp |
| Sack, large | Capacity 60 lbs. | 1/2 | 2 gp |
| Salt, 1 lb. | For preserving meat and pelts, 1 lb. needed per each 5 lbs. of meat | 1 | 10 gp |
| Scroll case, waterproof | Holds 1 map, scroll, or 10 sheets of parchment or papyrus | 2 | 5 gp |

**Table 28: Adventuring Gear**

| Item | Description/Notes | Enc. | Cost |
|------|-------------------|------|------|
| Sewing kit | For repair of clothes | 1 | 1 gp |
| Shoes | Not as durable as boots, made for cities | 1 | 5 sp |
| Spellbook, blank | 24"x24"x6", holds 24 spells | 20 | 100 gp |
| Spellbook cover | Waterproof | 3 | 10 gp |
| Stake, wooden | Tents and vampires | 1/10 | 1 sp |
| Tent, 2-man | 6'x4'x4', watertight | 20 | 20 gp |
| Tent, 6-man | 6'x6x'5', watertight | 50 | 25 gp |
| Thieves' tools | Needed for picking locks and removing traps | 1 | 25 gp |
| Tinderbox | Needed to start fires | 1 | 3 gp |
| Torch | Burns for 1 hour, 30' radius light | 2 | 2 sp |
| Vial, empty glass | Holds 1 pint | 1 | 1 gp |
| Water or Wine skin | 1-quart capacity | 1 | 1 gp |
| Wax, 1 lb. | For making impressions | 1 | 3 sp |
| Whistle | For signaling | 1/2 | 1 sp |
| Wolfsbane, 1 sprig | To ward off lycanthropes | 1/10 | 10 gp |

**Table 29: Armor**

| Armor | Armor Reduction | Armor Class | Enc. | Cost |
|-------|-----------------|-------------|------|------|
| Unarmored | AC 10 | 10 | 0 | - |
| *........Light Armor* | | | | |
| Padded | -1 | 11 | 10 | 5 gp |
| Leather | -2 | 12 | 15 | 10 gp |
| Studded Leather | -3 | 13 | 20 | 20 gp |
| *.........Medium Armor* | | | | |
| Ring mail | -3 | 13 | 25 | 50 gp |
| Chain mail | -4 | 14 | 30 | 70 gp |
| Breastplate | -5 | 15 | 35 | 180 gp |
| *.........Heavy Armor* | | | | |
| Scale mail | -4 | 14 | 40 | 40 gp |
| Splint or Banded mail | -5 | 15 | 45 | 140 gp |
| Plate mail | -6 | 16 | 50 | 750 gp |
| *.........Other* | | | | |
| Shield | -1 | +1 | 10 | 10 gp |
| Horse Barding, chain | -4 | 14 | 60 | 250 gp |
| Horse Barding, leather | -2 | 12 | 40 | 100 gp |
| Referees will choose EITHER the Armor Reduction method of the standard Armor Class method for his game. See Chapter 8 for more details. | | | | |

| Table 30: Weapons | | | | |
|---|---|---|---|---|
| Weapon | Range | Damage | Enc. | Cost |
| Axe, battle± | Melee | 1d8 | 4 | 10 gp |
| Axe, hand | Short | 1d6 | 2 | 5 gp |
| Bow, long↑ | Long | 1d8 | 2 | 50 gp |
|   Arrows (20) | | | 1 | 5 gp |
| Bow, short↑ | Medium | 1d6 | 2 | 25 gp |
|   Arrows (20) | | | 1 | 5 gp |
| Club† | Melee | 1d6 | 2 | 1 sp |
| Crossbow↑ | Medium | 1d8 | 5 | 25 gp |
|   Quarrels (10) | | | 1 | 2 gp |
| Crossbow, heavy↑⌂ | Medium | 1d10 | 15 | 50 gp |
|   Quarrels (10) | | | 1 | 2 gp |
| Dagger° | Short | 1d4 | 1 | 2 gp |
| Dagger, silvered° | Short | 1d4 | 1 | 30 gp |
| Dart | Short | 1d4 | 1/4 | 5 sp |
| Flail† | Melee | 1d8 | 3 | 10 gp |
| Javelin | Medium | 1d6 | 2 | 1 gp |
| Lance | Melee | 1d12 | 6 | 10 gp |
| Mace† | Melee | 1d6 | 4 | 5 gp |
| Morningstar↑ | Melee | 1d8 | 6 | 15 gp |
| Pick, mining↑ | Melee | 1d8 | 6 | 8 gp |
| Pole-arm↑ | Melee | 1d10 | 6 | 20 gp |
| Quarterstaff↑† | Melee | 1d6 | 4 | 2 sp |
| Rapier° | Melee | 1d6 | 2 | 25 gp |
| Scimitar | Melee | 1d8 | 3 | 25 gp |
| Shovel↑ | Melee | 1d4 | 3 | 1 gp |
| Sling† | Medium | 1d6 | - | 1 sp |
|   Bullets, sling (10) | | | 1 | 2 gp |
| Spear± | Short | 1d6 | 3 | 3 gp |
| Sword, long± | Melee | 1d8 | 3 | 15 gp |
| Sword, short | Melee | 1d6 | 2 | 10 gp |
| Sword, two-handed↑ | Melee | 1d10 | 6 | 50 gp |
| Warhammer±† | Melee | 1d8 | 3 | 15 gp |

± Weapon can be used one-handed or two-handed.  +1 damage two-handed.

↑ Two-handed use only.

† These weapons are bludgeoning weapons, traditionally allowed to Clerics.

⌂ Due to time to reload weapon, crossbows only attack every other round.

° These are finesse weapons, either STR or DEX may be used as modifier.

| Table 31: Typical Food and Lodging | | |
| --- | --- | --- |
| Item | Enc. | Cost |
| Ale or beer, gallon | 10 | 1 gp |
| Ale or beer, mug | 1 | 1 sp |
| Bread, loaf | 1/2 | 2 cp |
| Cheese, wheel | 3 | 6 sp |
| Eggs, pickled, cask | 20 | 12 sp |
| Fish, dried and salted, barrel | 60 | 40 gp |
| *Inn stay, per night:* | | |
| Common room | | 5 sp |
| Private room (sleeps 4) | | 4 gp |
| Mead, gallon | 10 | 2 gp |
| Mead, mug | 1 | 2 sp |

| Table 31: Typical Food and Lodging | | |
| --- | --- | --- |
| Item | Enc. | Cost |
| *Meal at inn:* | | |
| Common (incl. meat pie or stew and loaf of bread) | | 3 sp |
| Good (incl. roast meat, veggies, possibly fruit) | | 7 sp |
| Poor (incl. broth with veggies and loaf of bread) | | 1 sp |
| Wine, common, bottle | 2 | 2 gp |
| Wine, common, mug | 1 | 2 sp |
| Wine, good, bottle | 2 | 6 gp |
| Wine, good, mug | 1 | 1 gp |

| Table 32: Transportation | Encumbrance Capacity | Cost | Speed | Description/Notes |
| --- | --- | --- | --- | --- |
| Item | | | | |
| Boat, row | 1,000 | 80 gp | 6 | Crew: 1 rower. 12-18 SHP. AC 11 |
| Boat, sailing | 2,000 | 2,000 gp | 20 | Crew: 2 sailors. 20-45 SHP. AC 12 |
| Canoe | 500 | 50 gp | 6 | Crew: 1 rower. 5-10 SHP. AC 11 |
| Cart, 2-wheeled | 400 | 100 gp | | |
| Donkey | 100 | 8 gp | 12 | Movement: 14, 5 HP |
| Feed for horse, donkey, or mule, per day | | 1 sp | | |
| Galley, large | 8,000 | 32,000 gp | 30 | Crew: 100 rowers, 50 warriors, 20 sailors. 2 light catapults. 95-120 SHP. AC 13 |
| Galley, small | 4,000 | 12,000 gp | 25 | Crew: 50 rowers, 20 warriors, 10 sailors. 1 light catapult. 75-100 SHP. AC 12 |
| Galley, war | 6,000 | 65,000 gp | 30 | Crew: 100 rowers, 80 warriors, 20 sailors. 2 light catapults, ram. 125-150 SHP. AC 13 |
| Horse, draft | 300 | 40 gp | 18 | Movement: 18, 9 HP |
| Horse, riding | 240 | 75 gp | 18 | Movement: 18, 7 HP |
| Horse, war | 260 | 250 gp | 18 | Movement: 18, 9 HP |
| Longboat | 4,000 | 17,000 gp | 25 | Crew: 10 sailors, 60 rowers/warriors. 65-80 SHP. AC 12 |
| Mule | 160 | 30 gp | 14 | Movement: 14, 9 HP |
| Pony | 120 | 30 gp | | Movement: 14, 7 HP |
| Raft, 12'x8' | 5 per sq. foot | 100 gp | 1 or 6 | Crew: 2 sailors/pole-men. 5 SHP per sq. foot. AC 11 |
| Sailing ship, large | 30,000 | 22,000 gp | 35 | Crew: 20 sailors. 125-180 SHP. AC 13 |

| Table 32:  Transportation | | | | |
|---|---|---|---|---|
| Item | Encumbrance Capacity | Cost | Speed | Description/Notes |
| Sailing ship, small | 10,000 | 7,000 gp | 30 | Crew:  12 sailors.  65-90 SHP.  AC 12 |
| Sailing ship, transport | 30,000 | 30,000 gp | 30 | Crew:  80 warriors, 12 sailors.  1 light catapult.  125-180 SHP.  AC 13 |
| Stable for horse, mule or donkey, per day | | 5 sp | | |
| Wagon, 4-wheeled | 1,500 | 200 gp | | |
| SHP are Structural Hit Points.  There isn't an exact formula for SHP to HP but a 10-1 ratio wouldn't be too far-fetched. | | | | |

| Table 33:  Siege- and Ship-based Weapons | | | | | |
|---|---|---|---|---|---|
| Item | Crew | Rate of Fire | Damage | Cost | Notes |
| Ballista | 2<br>1 | 1 per 3 rounds<br>1 per 4 rounds | 1d4 SHP or<br>2d8 HP vs. creatures | 500 gp | Range 120 yards |
| Catapult, heavy (aka trebuchet) | 4<br>3<br>2 | 1 per 30 min.<br>1 per 40 min.<br>1 per 50 min. | 4d6 SHP | 800 gp | Range 240-480 yards |
| Catapult, light (aka mangonel) | 4<br>3<br>2 | 1 per 5 rounds<br>1 per 8 rounds<br>1 per 10 rounds | 3d6 SHP | 550 gp | Range 150-300 yards |
| Ram, large-ship | N/A | N/A | (1d6+5) x10 SHP vs. ships or<br>6d6 HP vs. monsters | 500 gp | |
| Ram, small-ship | N/A | N/A | (1d4+4) x10 SHP vs. ships or<br>3d8 HP vs. monsters | 300 gp | |

# Chapter 6: Magic

An Elf or Wizard casts spells directly from his spellbook or from other texts he might discover in the course of his adventures. The act of copying spell formulae in his own hand and in a format that suits him makes spells easier to cast if the Elf or Wizard is reading them from his own book.

## Spell Descriptions

Here are the descriptions of spells, in alphabetical order, which Wizards may discover in his travels, starting with a few notes:

- Spells noted as Permanent do not end once they take effect unless they are dispelled in some manner (Dispel Magic, divine intervention, etc.)
- Spells that are marked as Instantaneous cannot be Dispelled.
- Spells with a range of 0 may only affect the caster, or the effect must be centered on the caster.
- Spells marked with an asterisk (*) are reversible. See description for more information.
- Spells with a range of Touch are only effective if the caster physically touches the subject of the spell. The caster's skin must be uncovered at the point of contact but the subject's skin does not.

### Airy Water

| Level | Duration | Range |
|---|---|---|
| 5 | 10 minutes/level | 0 |

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe.

### Animal Growth

| Level | Duration | Range |
|---|---|---|
| 5 | 2 hours | 120' |

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal. Creatures failing a saving throw can only move and attack at half speed.

### Animal Ward, 10' radius

| Level | Duration | Range |
|---|---|---|
| 5 | 2 hours/level | 0 |

This spell prevents any normal or giant-sized animal from approaching within ten feet of the caster. It has no effect on magical animals.

### Animate Dead

| Level | Duration | Range |
|---|---|---|
| 5 | Instantaneous | 0 |

This spell energizes the bodies and skeletons of people, allowing them to move and act in a gross mockery of their former existence. Because the entities inhabiting these bodies are chosen by the caster, these undead are under his total control. The bodies remain animated until they are destroyed. The spell has to be cast where there are dead bodies (battlefield, graveyard, crypt etc.)

One HD worth of undead per level of the caster may be created per casting. The caster assigns one or two HD per undead as desired. Each special ability desired for the undead by the caster increases the HD "cost" of undead by one (except energy drain, which increases it by two) without increasing their actual HD. Only mindless undead are created by this spell, and they must be commanded verbally.

## Audible Glamour

| Level | Duration | Range |
|---|---|---|
| 2 | 1 round/level | 60' +10'/level |

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human-sized beings. The sound may increase by 4 beings' worth for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be humanlike, but could be animal or monster sounds. In these cases, the Referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus magic to realize the effect is illusory, but only if they actively attempt to disbelieve.



## Augury

| Level | Duration | Range |
|---|---|---|
| 2 | Instantaneous | 0 |

This spell allows the caster to see a vision of all timelines, possibilities, and probabilities for but a moment, allowing him a chance to determine whether a particular action will bring success or failure. The augury can see into the future only 30 minutes, so anything that might happen after that does not affect the result.

## Bless*

| Level | Duration | Range |
|---|---|---|
| 2 | 1 hour | Touch |

The caster must announce which of the two options is being cast. The recipient of this spell cannot be in combat when it is cast.

1. As a Bless spell, the recipient is granted a +1 bonus to all attack rolls and, if the target is not a Player Character, improves overall morale by 1 point.

2. As a Curse spell, the recipient is cursed with a -1 penalty to all attack rolls and, if the target is not a Player Character, suffers a decrease to morale by 1 point.

## Blight

| Level | Duration | Range |
|---|---|---|
| 4 | See below | 1 acre |

This spell causes normal plants to wither and die. They will regrow at their normal rate. The withering and death will be accomplished in one day.

If used to attack a plant creature, this spell causes 1d12 damage + 1 point per caster level.

## Call Lightning

| Level | Duration | Range |
|-------|----------|-------|
| 3 | 1 hour | 1000' |

When a storm is present, this spell allows the caster to call down bolts of lightning. One burst of lightning can be called *every* 10 minutes, for up to an hour, or until the storm passes, whichever comes soonest. The lightning causes 8d6 damage with a S/SR allowed for half damage.

## Change Self

| Level | Duration | Range |
|-------|----------|-------|
| 2 | 10 minutes/level | 0 |

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1 foot, but apparent weight and clothing or items may be altered in any way.
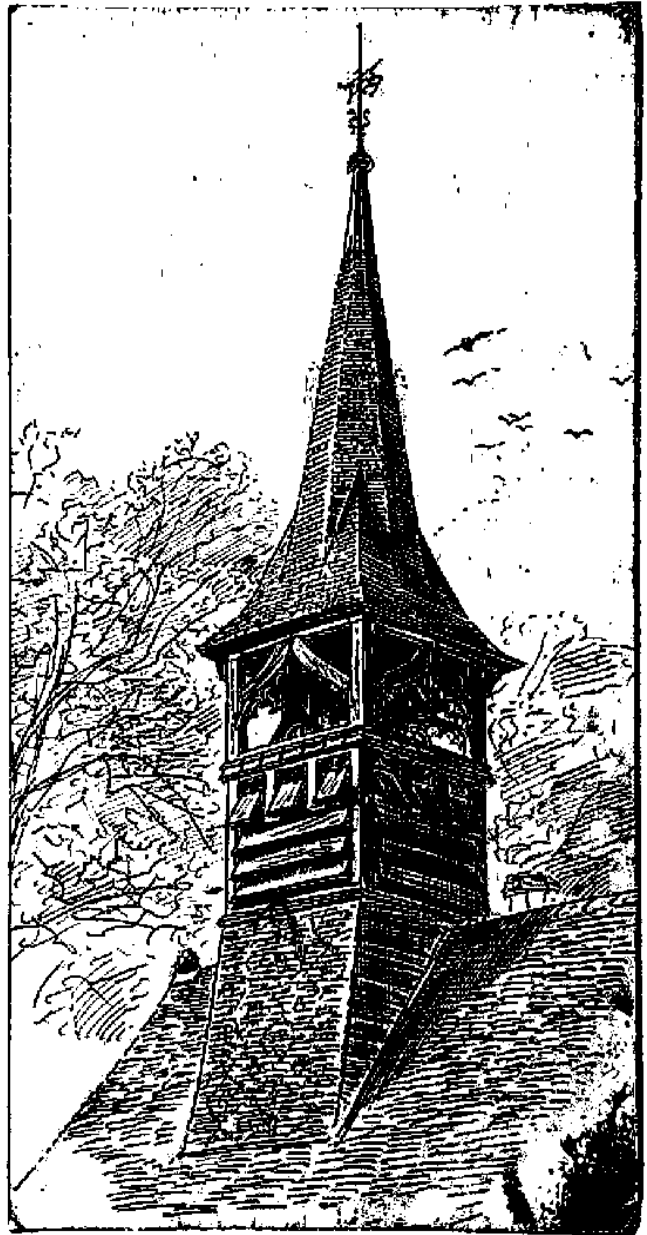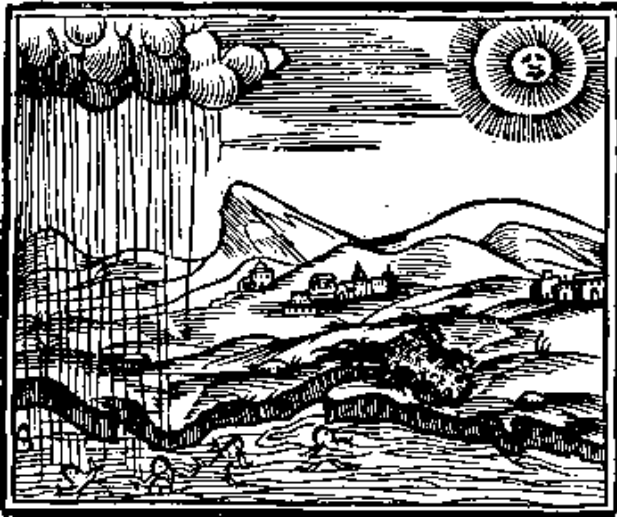
## Charm Monster

| Level | Duration | Range |
|-------|----------|-------|
| 4 | Until dispelled | 60' |

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. Up to 3d6 monsters of fewer than 3 HD are affected.

## Charm Person

| Level | Duration | Range |
|-------|----------|-------|
| 1 | See below | 120' |

The Charm Person spell makes a single subject utterly enamored with the caster and desperate to please him if the saving throw versus magic is failed. This is not mind control, as the subject retains their personality and controls how they act but for their utter fascination with the caster, and the caster must articulate their desires if they expect the subject to fulfill them.

Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw to refuse the request (but this will not break the Charm!). If the caster promises the subject something the subject is normally inclined to want, then this saving throw is not necessary and the subject will comply. This spell works on all humans. Abuse or neglect of the subject will trigger another saving throw to negate the Charm, and murderous violence triggers a save but with a +5 bonus to the roll. The subject will realize they have been victims to mesmerism and retain full memory after the spell ends.

## Chill Touch

| Level | Duration | Range |
|-------|----------|-------|
| 1 | Instantaneous | 0 |

The caster's hand glows a pale blueish-white as the caster channels energy from the Plane of Negative Energy. Touching a living being will cause 1d6 damage plus 1 point per level of the caster.

## Circle of Death

| Level | Duration | Range |
|-------|----------|-------|
| 5 | Instantaneous | 120' |

This spell snuffs out the life of all creatures within 120' of the caster. The total number of creatures killed is based on Hit Dice. The caster rolls 1d4 per caster level and the total is the number of HD killed. Lower HD creatures are killed first. This spell has no effect on creatures of 9, or more hit dice.
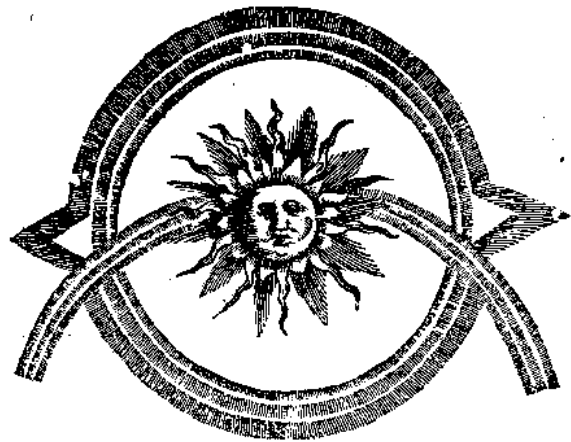
## Cloudkill

| Level | Duration | Range |
|---|---|---|
| 5 | 1 round/level | 30' |

A 20' x 20'x 20' cloud of poison gas forms which moves at a rate of 10' per round under the control of the caster (as long as he or she concentrates on it). The gas kills any creatures of 3 or fewer HD or levels it comes in contact with if they fail a saving throw versus poison; creatures having 4 or more HD or levels are unaffected. The cloud persists for the entire duration even if the caster ceases to concentrate upon it.

## Command

| Level | Duration | Range |
|---|---|---|
| 1 | 1 round | 10' |

When a Wizard casts this spell, he may give the subject a single word command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall down, flee, halt, surrender, sleep, etc. Although target could be instructed to die, this will only make the target take on a comatose state for a single round. Note that the target must be able to understand the language the cast speaks. Any intended target that has more than 5 levels or HD or has Knowledge of + 1, or higher is entitled to a saving throw. This spell is ineffective against undead but does work on devils, demons and the fae.

## Command Undead

| Level | Duration | Range |
|---|---|---|
| 1 | 1 day/level | 30' |

Unintelligent undead such as skeletons and zombies obey the caster. They must be able to hear the caster and can obey only simple commands such as "come here", "fight them", or "stay here". Undead with 3, or more, Hit Dice get a S/SR with the CHA of the caster as a modifier.

## Command Undead, Improved

| Level | Duration | Range |
|---|---|---|
| 2 | 1 day/level | 30' |

Unintelligent undead such as skeletons and zombies obey the caster. They must be able to hear the caster and can obey only simple commands such as "come here", "fight them", or "stay here". Intelligent undead receive a S/SR with the CHA of the caster as a modifier. Even if the Save is failed, the creature will not attack the caster.

## Commune

| Level | Duration | Range |
|-------|----------|-------|
| 5 | See below | 0 |

By entering into deep meditation, the Cleric's spirit momentarily ascends to its final reward for a glimpse of the afterlife. The player may ask three questions that can be answered "yes or "no." If the spell is cast more than once in a week, the caster must make an S/SR, to avoid entering a plane of eternal damnation aging him d6 years before he returns, an hour later.

## Confusion

| Level | Duration | Range |
|-------|----------|-------|
| 4 | 2 hours | 120' |

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

| Roll | Duration |
|------|----------|
| 2 to 5 | Attack the caster and his allies |
| 6 to 8 | Stand baffled and inactive |
| 9 to 12 | Attack each other |

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes a number of minutes equal to 2d6 minus the caster's level. These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

## Contact Other Sphere

| Level | Duration | Range |
|-------|----------|-------|
| 5 | See below | 0 |

By means of this spell, the Wizard enters in communion with the Outer Darkness in order to receive wisdom and information. The caster asks questions of the stars, and the stars answer. The inhabitants of the Outer Reaches resent such intrusions and give only brief answers to questions, and they often lie. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the stars during the same round. The caster may choose how many questions to ask. Then make an S/SR to see if the caster is possessed by a psychic beast roaming the interstellar ether between the caster and the answering Elder beings. The caster may ask as many questions as he dares risk, although of course possession ends the spell immediately. A character that becomes possessed will remain that way for the same number of weeks as the total number of questions asked.

## Conjure Elemental

| Level | Duration | Range |
|-------|----------|-------|
| 5 | Until dispelled | 240' |

This spell allows a caster to summon a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day.

## Control Temperature, 10' radius

| Level | Duration | Range |
|---|---|---|
| 4 | 30 minutes + 10 minutes/level | See below |

The caster casts this spell on a sprig of mistletoe and the ambient temperature within ten feet of the sprig can be either raised or lowered by up to 50° Fahrenheit.

## Create Food and Drink

| Level | Duration | Range |
|---|---|---|
| 4 | Instantaneous | 120' |

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

## Create Undead

| Level | Duration | Range |
|---|---|---|
| 5 | Instantaneous | 30' |

This spell is used to create a ghoul, ghast, or mummy. The corpse must be prepared using specific herbs and oils. As long as the caster is alive the creatures will obey his commands.

The type of creature created depends on caster level. Casters up to 4th level can create ghouls. Casters up to 7th level can create ghasts, and caster higher than 7th level can create mummies.

## Creation, Major

| Level | Duration | Range |
|---|---|---|
| 5 | 10 minutes/level | 10' |

The caster creates an object of nonliving vegetable (rope, cloth, wood, etc.) or inorganic (metal, stone, plastic) matter. The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a door or club from a splinter of wood, a finely sculpted throne from a pebble, etc. The item exists only for the duration of the spell.

## Creation, Minor

| Level | Duration | Range |
|---|---|---|
| 4 | 1 round/level | 10' |

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a door or club from a splinter of wood, a cloak from a piece of wool, etc. The item exists only for the duration of the spell.
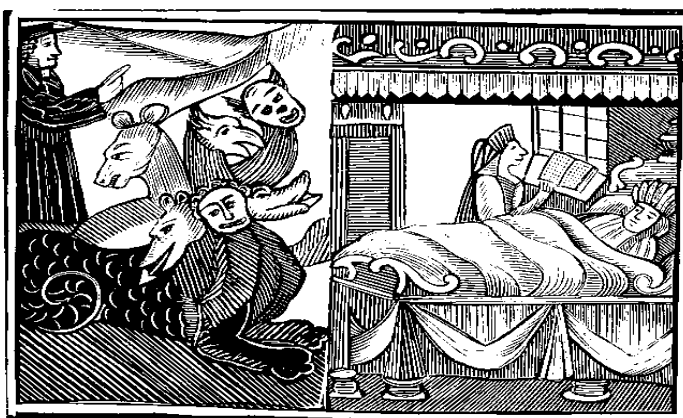
## Crystal Ball

| Level | Duration | Range |
|---|---|---|
| 3 | 2 hours | 60' |

The caster must announce which of the two options is being cast. A two-foot thickness of solid stone or a thin layer of lead blocks both options.

1. As a Clairaudience spell, the caster can hear through solid obstacles.
2. As a Clairvoyance spell, the caster can see through solid obstacles.



## Cure Critical Wounds*

| Level | Duration | Range |
|---|---|---|
| 4 | Instantaneous | Touch |

This spell restores 4d6 hit points to one damaged character plus a number of points equal to the level of the caster. For example, if the caster is 10th level, the spell restores 4d6+10 hit points. The spell can also be used to remove one negative condition instead of restoring lost hit points. For example, if a character is paralyzed, stunned, or blinded. Only one condition (or damage) may be treated per casting of the spell. Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost. The reverse of the spell can only be used to inflict hit points of damage.

## Cure Disease*

| Level | Duration | Range |
|---|---|---|
| 3 | Instantaneous | Touch |

This spell allows a spell caster to cure all diseases, including mummy rot and lycanthropy. Cause Disease inflicts a terrible withering disease on a victim, which will cause death in 3d6+2 days. A saving throw versus magic is allowed. This disease can be cured with the casting of Cure Disease. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of –2 to hit rolls made by the victim.

## Cure Light Wounds*

| Level | Duration | Range |
|---|---|---|
| 1 | Instantaneous | Touch |

This spell restores d6 hit points to one damaged character, plus a number of points equal to the level of the caster. For example, if the caster is 5th level, the spell restores d6+5 hit points. The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell. Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost. The reverse of the spell can only be used to inflict hit points of damage.

## Cure Serious Wounds*

| Level | Duration | Range |
|---|---|---|
| 3 | Instantaneous | Touch |

This spell restores 3d6 hit points to one damaged character, plus a number of points equal to the level of the. For example, if the caster is 10$^{th}$ level the spell restores 3d6+10 hit points. The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralyzed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell. Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost. The reverse of the spell can only be used to inflict hit points of damage.

## Dark Vision

| Level | Duration | Range |
|---|---|---|
| 3 | 1 day | Touch |

The recipient of the spell can see in total darkness, up to 60' away.

## Delay Poison

| Level | Duration | Range |
|---|---|---|
| 2 | Instantaneous | Touch |

This spell counteracts the work of poison already done, weakening it, giving its victim a new chance at life. Any character that has succumbed to poison within the previous 24 hours may make a new saving throw to resist its effects when this spell is cast.

## Detect Evil*

| Level | Duration | Range |
|---|---|---|
| 1 | Instantaneous | Line of sight |

This spell allows the caster to know if anything that is within his field of vision (or on his person) is Evil. For the purposes of this spell, Evil is defined as: undead creatures, demons, devils, spirits, and any creature with innate magical abilities (including fae and but not necessarily magic-using characters), artifacts, symbols, or sacred places dedicated to evil gods, and supernatural creatures incapable of being good. It detects supernatural disturbances, not ill intent or foul deeds. The reverse of this spell detects Good instead of Evil

## Detect Illusion

| Level | Duration | Range |
|---|---|---|
| 3 | 3 rounds + 2 rounds/level | Touch |

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

## Detect Invisible

| Level | Duration | Range |
|---|---|---|
| 2 | 5 rounds/level | 10'/level |

By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

## Detect Magic

| Level | Duration | Range |
|---|---|---|
| 1 | Instantaneous | Line of sight |

This spell allows the caster to know if anything within his field of vision (or on his person) is in any way magical. This includes magical creatures, magical items, or any creature or object under the effect of an ongoing spell. The spell does not identify the nature of the magic, only that magic is present. The caster must already be able to see the object in question in order to detect it as magical. Concealed, covered, or invisible objects will not be revealed by this spell.

## Detect Snares and Pits

| Level | Duration | Range |
|---|---|---|
| 1 | 1 hour + 10 minutes/level | 30' |

This spell allows the caster to find any snare, pit, deadfall, pungi stake trap, or any other trap set up outdoors. It has no effect on finding traps in dungeons or towns.



## Dimension Door

| Level | Duration | Range |
|---|---|---|
| 4 | Instantaneous | Minimum10' up to 360' |

This is a minor version of the Teleport spell, allowing the caster to instantly transfer the subject from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired by the caster. Unwilling subjects are granted a saving throw. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.



## Dispel Evil

| Level | Duration | Range |
|---|---|---|
| 5 | Instantaneous | 30' |

All summoned or other enchanted creatures within 30' of the caster must succeed in a saving throw versus magic or be banished to whence they came. Even if the saving throw is made, any creature that would otherwise have been banished will suffer a penalty of –5 to hit the caster for the next 10 combat rounds. Creatures affected by this spell include, but are certainly not limited to, demons, familiars, devils, undead and elementals.

## Dispel Magic

| Level | Duration | Range |
|---|---|---|
| 3 | Instantaneous | 120' |

The spell affects a 20' cubic area. All spells in that area that are currently in effect are automatically negated. If cast in the same round in combat as a spell from an enemy combatant, Dispel Magic can be used to disrupt and negate that spell. All magical items within the area of effect are temporarily disenchanted. They regain their enchantment after 2d6x10 minutes, but one-use items such as potions and scrolls (but not spell books) are permanently nullified. Dispel Magic negates magical curses or diseases for only 2d6x10 minutes.

## Divination

| Level | Duration | Range |
|---|---|---|
| 4 | Instantaneous | 0 |

This spell allows the Wizard to gain information regarding an area, building, area of a dungeon, and other similar places. Information gained includes, in vague terms, a general idea of how powerful the creatures are there, the general amount of treasure present, what kind of resistance to attack are present and the nature of it, whether it is good, evil, chaotic, lawful, etc. The caster must make an S/SR to gain the correct information. The Referee should roll this secretly. If the dice roll fails, false information is delivered.

## Enthrall

| Level | Duration | Range |
|---|---|---|
| 2 | See below | 100' |

This spell allows the caster to hold the attention of a crowd and possibly to influence that crowd. Any non-hostile beings within 100' will stop what they are doing to listen to the magic-user speak. The Wizard may compel a crowd to action. If the caster attempts to persuade the crowd to do something they are already inclined to do, they will act if they fail a saving throw versus magic If the Wizard attempts to persuade the crowd to do something that offends their sensibilities, they will attack the caster if they fail their saving roll. The spell ends immediately if any of the subjects of the spell are attacked or harmed in any way, if there is a powerful distraction that breaks the crowd's attention, or if the magic-user stops speaking to them.
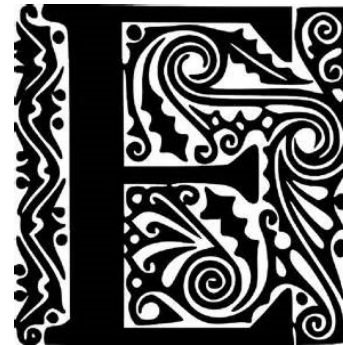
## ESP

| Level | Duration | Range |
|---|---|---|
| 2 | 10 minutes | 60' |

This spell allows the caster to perceive the thoughts of one character within 60' of him at a time. The caster understands the meaning of all thoughts even if he does not share the person's language. The ability to hear thoughts is obstructed by rock 2' thick or greater, or any amount of lead.

## Explosive Runes

| Level | Duration | Range |
|-------|----------|-------|
| 3 | Permanent until triggered | Touch |

These runes are traced by a caster upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 2d6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving roll versus magic is made for half damage. The object on which the runes were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Another creature can remove them with a successful Dispel Magic spell. A wizard can make an S/SR to detect the runes.

## Extension

| Level | Duration | Range |
|-------|----------|-------|
| 4 | See below | 0 |

This spell reminds magic forces that it is not bound by natural time and so lengthens the duration of another spell previously cast by the Wizard by 50%. The previous spell must still be active.

## Faerie Fire

| Level | Duration | Range |
|-------|----------|-------|
| 1 | 1 hour | 60' |

This spell illumines an object or creature with an eerie, fey glow. The spell's target may be approximately as large as 10 square feet, plus 2 square feet per level of the caster. The spell can be used for diverse purposes, such as revealing the true dimensions or extent of a thing, or to prevent a creature from retreating into the darkness.

## Faithful Hound

| Level | Duration | Range |
|-------|----------|-------|
| 5 | 1 round/level | 10' |

This spell summons a guardian spirit to act as a guard dog for a particular area. This spirit is invisible to all but the caster. The area must be close to the caster, however, for if the caster is more than 30' from the area the spirit guards, it will return to the outer realm. The spirit can detect virtually any creature that enters the area: it can detect invisibility, can see creatures that are moving between dimensions, and can detect virtually any other method that might be employed to sneak into an area. If any creature larger than a cat or small dog enters the area, the spirit will begin howling with its echoing, supernatural bay. Moreover, it will seek to attack intruders from behind (it does not make frontal assaults) and can attack as a monster of 10 HD for 3d6 damage, even if the opponent requires up to a +3 magical weapon to be hit. It has AC 19 and cannot be harmed by normal weapons.

## Feeblemind

| Level | Duration | Range |
|-------|----------|-------|
| 5 | Permanent | 120' |

This spell turns the neural pathways of the target into a super-conducting network of thought. In most targets, this overloads their brain. If the target creature fails a saving throw vs. magic (with a −4 penalty), it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a Dispel Magic or Remove Curse spell is used to cancel the effect of the Feeblemind. However, if the target succeeds with his saving throw, he is considered to be under the effect of a Haste spell for as many rounds as the caster has levels.

## Find Traps

| Level | Duration | Range |
|---|---|---|
| 2 | 20 minutes | 30' |

Find Traps can allow the caster to perceive both magical and non-magical traps at a distance of 30 feet.

## Fireball

| Level | Duration | Range |
|---|---|---|
| 3 | Instantaneous | 240' |

A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

## Fly

| Level | Duration | Range |
|---|---|---|
| 3 | 10 minutes +10 minutes/level | 0 |

The caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.



## Forget

| Level | Duration | Range |
|---|---|---|
| 2 | Permanent | 30' |

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory; it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus magic, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted.

## Gaseous Form

| Level | Duration | Range |
|---|---|---|
| 3 | 1 minute/level | Touch |

The subject, but not his gear, becomes insubstantial, shapeless, misty, and translucent. The character cannot touch or affect material objects, nor pass through solid objects or cast spells while in gaseous form. A gaseous creature floats at a 10' movement rate. It can pass through small holes or narrow openings, even mere cracks, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. The subject must be willing for the spell to take effect. The subject, not the caster, can decide to end the spell before the duration runs out.

## Gentle Repose

| Level | Duration | Range |
|-------|----------|-------|
| 2 | 1 day/level | Touch |

This spell preserves the corpse, or body parts if corpse is dismembered. The body will not rot and if a Raise Dead is available at some point, the time under the Gentle Repose spell won't count against it.

## Globe of Invulnerability

| Level | Duration | Range |
|-------|----------|-------|
| 4 | 1 round/level | |

An immobile, faintly shimmering magical, 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the Globe of Invulnerability. Such spells fail to affect any target located within the globe. However, any type of spell can be cast out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a Dispel Magic spell.

## Gust of Wind

| Level | Duration | Range |
|-------|----------|-------|
| 3 | 1 round | 10'/level |

This spell summons forth a powerful blast of air, forceful enough to blow out unprotected flames. The wind is strong enough to hurl a small flying creature backwards by 1d6 x 10', and will hold medium-sized creatures back from moving.

## Hallucinatory Terrain

| Level | Duration | Range |
|-------|----------|-------|
| 4 | Permanent | 240' |

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. The caster may affect 10' square area per caster level.

## Haste*

| Level | Duration | Range |
|-------|----------|-------|
| 3 | 1 round/level | 60' |

This spell makes creatures move and act more quickly than normal. One creature per caster level within a diameter of 60' may be affected. A hasted creature may make double the normal number of actions and automatically wins initiative. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple Haste effects do not stack. Only one spell may be cast per round while hasted. Haste dispels and counters slow effects. Slow, the reverse of Haste, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

## Heat Metal

| Level | Duration | Range |
|-------|----------|-------|
| 2 | 1 round/level | 30' |

This spell heats metal to searing hot temperatures, affecting 20 pounds of metal per level of the caster. As a rule of thumb, this magic affects the armor and weapons of one opponent per caster level when used as a general attack, although the spell is definitely not limited to general combat. Metal does not get a saving throw against being heated, but any sort of magical fire resistance prevents damage from the heat itself.

## Heroism

| Level | Duration | Range |
|---|---|---|
| 2 | 1 round/level | Touch |

This spell grants the subject 4 levels worth of HP and saving throws (and, for fighters, Attack Bonus) for the duration of the spell. When the spell ends, if the subject has more HP than when the spell was cast, his HPs return to their previous level. If the subject has less than or equal the number of HP, then there is no adjustment once the spell ends.

## Hold Animal

| Level | Duration | Range |
|---|---|---|
| 3 | 1 hour + 10 minutes/level | 120' |

This spell causes all normal and giant animals with up to 3 HD to be held in place. A S/SR is allowed.  If a single creature is targeted, it saves at -2.

## Hold Monster

| Level | Duration | Range |
|---|---|---|
| 5 | 1 round/level | 120' |

This spell will render any living creature paralyzed. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful saving roll vs. paralysis will negate the effect. The spell may be cast at a single monster, which makes its save at -2, or at a group, in which case d6 of the creatures in the group may be affected.

## Hold Person

| Level | Duration | Range |
|---|---|---|
| 3 | 2 rounds/level | 120' |

This spell projects a mystic force that paralyses living human targets. The spell may be cast at a single target or at a group, in which case 1d3+1 targets may be affected. A successful save versus paralysis will negate the effect (-2 modifier to the S/SR if cast against a single target). Only humans or human-like beings are affected. Characters of a greater level than the Wizard are unaffected.

## Hold Portal

| Level | Duration | Range |
|---|---|---|
| 1 | 1d3 hours | 10' |

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell will negate a Hold Portal spell.

## Insect Plague

| Level | Duration | Range |
|---|---|---|
| 5 | 10 minutes/level | 360' |

The caster summons a swarm of insects in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 or less HD. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses control of them if he is successfully attacked.

## Inspire

| Level | Duration | Range |
|---|---|---|
| 1 | Instantaneous | Touch |

This spell bestows a favor upon the subject. That subject receives a number of points (d6 + caster's level) to allocate to any die rolls made in the future except damage rolls. To-hit, saving throws, skill checks, initiative checks, whatever the subject desires. The subject trades the points on a 1-for-1 basis and may adjust the roll by that many points however he sees fit. The number of points to be used on a roll must be declared before the roll is made. All unused points are lost at dawn.



## Invisibility

| Level | Duration | Range |
|---|---|---|
| 2 | 10 minutes/level | Touch |

With this spell the Wizard causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject. The subject still makes noise, emits odor, etc., as usual. The subject still has physical mass and can touch and be touched. If the subject makes any sort of offensive action, such as attacking someone, tripping someone, using force to break an object, setting fire to a structure, basically taking any violent action at all, that action results in the invisibility being dispelled just after the violent deed is performed. Note that being successful in a violent deed is not necessary; an invisible character that attacks and misses a target still becomes visible.

## Invisibility, Improved

| Level | Duration | Range |
|---|---|---|
| 4 | 10 minutes/level | Touch |

With this spell the wizard causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject. The subject still makes noise, emits odor, etc., as usual. The subject still has physical mass and can touch and be touched. Unlike the weaker version of this spell, the subject may take any aggressive or offensive action desired and it will not cancel the spell.

## Invisibility to Undead*

| Level | Duration | Range |
|---|---|---|
| 1 | 10 minutes/level | Touch |

The subject of this spell becomes completely unnoticed by undead creatures for the duration of the spell. Undead creatures cannot see, hear, or smell the subject at all for the duration of the spell or until the subject does something to intentionally gain an undead creature's attention (including attacking). This breaks the spell completely, with all undead in the area able to then sense the subject. The reverse of this spell, Undead Attraction, causes all present undead to ignore all living beings except the subject until the subject is dead or until one of the ignored beings attacks the undead.

## Knock

| Level | Duration | Range |
|---|---|---|
| 2 | Instantaneous | 60' |

This spell allows the Wizard to open a stuck, barred, locked, Held, or Wizard Locked door. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a Wizard Locked door, the spell does not remove the Wizard Lock but simply suspends its functioning for one turn. In all other cases, the door does not re-lock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

## Levitate

| Level | Duration | Range |
|---|---|---|
| 2 | See below | 20' |

Levitate allows the caster to move himself, another creature, or an object up and down as desired. An unwilling creature may make a saving throw to avoid the effects, and an object must be unattended or the possessor is allowed a saving throw if they so wish. The caster can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed). The spell lasts as long as the caster actively concentrates on it. If the caster moves, engages in combat, is damaged, or takes any other action, the spell ends immediately.

## Light*

| Level | Duration | Range |
|---|---|---|
| 1 | 30 minutes/level | 120' |

This spell creates a light source equivalent to that of a torch at the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but may end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus magic; success means the spell is cast on the area the person is in, but not on a particular object. The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, not end the spell. The reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here. The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus magic. If successful, the spell fails to work at all.

## Light, Continual*

| Level | Duration | Range |
|---|---|---|
| 2 | 1 day/level | 120' |

This spell creates a light source equivalent to that of a torch at the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but may end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus magic; success means the spell is cast on the area the person is in, but not on a particular object. The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, but this will not end the spell. The reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here. The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus magic. If successful, the spell fails to work at all.

## Lightning Bolt

| Level | Duration | Range |
|---|---|---|
| 3 | Instantaneous | 60' |

A nearly ten-foot-wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

### Locate Animals

| Level | Duration | Range |
|-------|----------|-------|
| 1 | 1 round/level | 60′ |

The caster can sense the direction of the nearest type of animal specified when the spell is cast.

### Locate Object

| Level | Duration | Range |
|-------|----------|-------|
| 2 | 10 minutes/level | 60′ + 10′/level |

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Living creatures or animated constructs may not be located.

### Magic Aura*

| Level | Duration | Range |
|-------|----------|-------|
| 1 | Permanent | Touch |

This spell makes an object appear magical to Detect spells as though it were magical. If the object bearing Magic Aura is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus magic. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. The reverse of this spell hides the magic aura of a legitimate magical item. An Elf or Wizard casting Detect Magic and actually handling the item is permitted a saving throw to see the magical aura of the item.

## Magic Jar

| Level | Duration | Range |
|---|---|---|
| 5 | See below | 10'/level |

By casting Magic Jar, the caster places his soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. An attempt can then be made to take control of a body within 10' per level, forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range. While in the magic jar, the caster can sense and attack any life force. Attempting to possess a body is a full round action. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a saving throw versus magic. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again. If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his own Knowledge, Charisma, Level, Class, and Alignment (if used). The body retains its Strength, Dexterity, Perception, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a Dispel Evil spell is cast. The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the magic jar, if within range and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the magic jar and his own body is slain, the caster is trapped in the magic jar until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the magic jar is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is slain. Destroying the receptacle ends the spell and destroys any life force inside it.

## Massmorph

| Level | Duration | Range |
|---|---|---|
| 4 | Until dispelled | 240' |

One hundred or fewer man-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.

## Mending

| Level | Duration | Range |
|---|---|---|
| 1 | Instantaneous | 30' |

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by Mending. The spell cannot repair magic items, nor does it affect creatures.
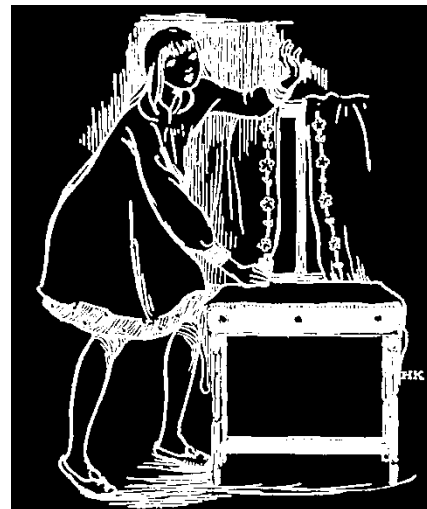
## Mirror Image

| Level | Duration | Range |
|---|---|---|
| 2 | 1 hour or until destroyed | 0 |

This spell creates 1d4 images of the caster, acting in perfect synchronization with him. Attacks cannot distinguish the images from the caster, and may attack one of the images rather than the caster (randomly determine whether caster or image). When a hit is landed on an image, the image disappears.

## Neutralize Poison*

| Level | Duration | Range |
|---|---|---|
| 4 | Instantaneous | Touch |

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, Neutralize Poison will bring a character back to life if the spell is used no more than 10 minutes after death. The reverse of this spell gives the caster a poison touch, and the first victim touched by the caster must save versus poison or die.

## Obscuring Mist

| Level | Duration | Range |
|---|---|---|
| 2 | 10 minutes/level | 30' |

The caster creates an opaque mist centered anywhere within the spell's range and having a radius of 20' + 10' per level of caster.

## Passwall

| Level | Duration | Range |
|---|---|---|
| 5 | 30 minutes | 30' |

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

## Phantasmal Creature

| Level | Duration | Range |
|---|---|---|
| 2 | 1 round/level | 10'/level |

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving roll versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. The illusion is dispelled the first time it is hit in combat by someone who believes in it.

## Phantasmal Creature, Improved

| Level | Duration | Range |
|---|---|---|
| 3 | 1 round/level | 10'/level |

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving roll versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. Whenever the illusory creature is hit in combat by someone believing in it, the attacker gains another saving throw to dispel the illusion.

## Plant Door

| Level | Duration | Range |
|---|---|---|
| 4 | 10 minutes/level | See below |

This spell allows the caster and his companions to travel through the thickest and most tangled growth. A passageway 5' wide by 6' tall opens in front of the caster, allowing all to travel through, and then closes behind.
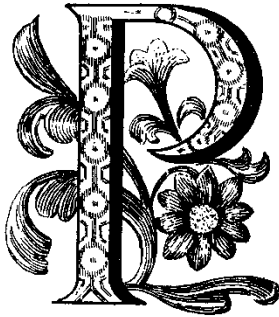


## Plant Growth

| Level | Duration | Range |
|---|---|---|
| 4 | Permanent | 120' |

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

| Level | Duration | Range |
|---|---|---|
| 4 | See below | See below |

The caster must announce which of the two options is being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for one hour plus one additional hour per level of the caster.

2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used this way, the range on this spell is 60 feet and the spell lasts until dispelled.

## Predict Weather

| Level | Duration | Range |
|---|---|---|
| 1 | Instantaneous | 0 |

The Druid silently drinks in knowledge from the surrounding area, becoming attuned to the patterns of air, wind, earth and fire. Within moments, the character can predict what the weather conditions will be for the next twelve hours in the immediate vicinity (2 square miles/level)

As with most forecasts of weather, conditions may change unexpectedly, giving rise to a 5% chance that the Druid's prediction will, ultimately, prove to be incorrect.

## Produce Flame

| Level | Duration | Range |
|-------|----------|-------|
| 2 | 10 minutes/level | 0 |

A small flame ignites in the palm of the caster's hand, causing no damage but it can be used to ignite flammable material. The flame can be thrown to cause fire to start. If used as a weapon, it does 1d4 damage.



## Protection from Evil*

| Level | Duration | Range |
|-------|----------|-------|
| 1 | 1 round/level | Touch |

The subject of this spell becomes more resistant to Evil creatures and effects. Any Evil creature suffers a penalty to hit the subject in melée combat equal to the level of the caster, and the subject gets a +1 bonus per level of the caster to save against any attack or effect caused by an Evil creature. Protection from Evil also allows a saving throw against spells and effects against the subject which normally do not grant saves (spells which deliver damage do half on a successful save, other spells fail entirely on a successful save), but the subject must also save against spell effects by which he wants to be affected. For purposes of this spell, "Evil creatures" include undead creatures, demons, and monsters with any sort of magical ability or attack.

The reverse of this spell is Protection from Good.



## Protection from Evil, 10' Radius*

| Level | Duration | Range |
|-------|----------|-------|
| 4 | 1 round/level | 0 |

This spell creates a zone of protection 10' in radius, centered on and moving with the caster. Everyone within this zone becomes more resistant to Evil creatures and effects. Any Evil creature suffers a penalty to hit the subject in melée combat equal to the level of the caster, and all within the zone get a +1 bonus per level of the caster to save against any attack or effect caused by an Evil creature. Protection from Evil also allows a saving throw against spells and effects against the subject which normally do not grant saves (spells which deliver damage do half on a successful save, other spells fail entirely on a successful save), but the subject must also save against spell effects by which he wants to be affected. For purposes of this spell, "Evil creatures" include undead creatures, demons, devils, and supernatural monsters with any sort of magical ability.

The reverse of this spell is Protection from Good, 10' radius.

## Protection from Fire

| Level | Duration | Range |
|---|---|---|
| 3 | 30 minutes + 10 minutes/level | Touch |

Similar to a Resist Fire spell, this spell protects against all non-magical heat. Heat-based attacks and breath attacks are made with a +2 to the S/SR. Additionally, failed saves cause only half damage.

## Protection from Normal Missiles

| Level | Duration | Range |
|---|---|---|
| 3 | 2 hours | 30' |

The recipient becomes invulnerable to small, non-magical missiles (arrows, sling bullets, rocks, etc.). Only those missiles projected by normal men and/or weapons are affected.

## Purify Food and Drink*

| Level | Duration | Range |
|---|---|---|
| 1 | Instantaneous | 30' |

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons. The reverse of the spell contaminates food and water and will spoil holy water.

## Quest

| Level | Duration | Range |
|---|---|---|
| 5 | Until completed | 30' |

If the victim fails his saving throw, the caster may set a task for him. If the victim fails to obey, this will result in a curse to be determined by the Referee.

## Raise Dead

| Level | Duration | Range |
|---|---|---|
| 5 | See below | Line of sight |

Raise Dead allows the caster to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. Characters with low strength might not survive the ordeal; and even for those with a strong strength, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for Player Characters (i.e., "human-like").

## Ray of Enfeeblement

| Level | Duration | Range |
|---|---|---|
| 1 | 1 round/level | 20' |

This spell creates a coruscating ray from the caster's hand. The opponent takes a penalty to Strength of -2, plus an additional -1 per 2 caster levels beyond level 4. This penalty applies equally to melée and missile damage inflicted by an affected creature as well but does not lower HP. A successful saving roll versus magic negates the effect.

## Ray of Pain

| Level | Duration | Range |
|---|---|---|
| 4 | 1 round/level | 60' |

This spell creates a coruscating ray from the caster's hand. The opponent is in intense agony and unable to function, rather lying on the ground, clenched up and screaming. Those who pass a S/SR are still in pain but can function with a -4 to all rolls.

## Read Languages

| Level | Duration | Range |
|-------|----------|-------|
| 1 | 1 hour | Reading distance |

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages.  It is especially useful for treasure maps.

## Read Magic

| Level | Duration | Range |
|-------|----------|-------|
| 1 | 1 hour | Reading distance |

This spell allows the caster to read magical writings on items and scrolls.  Magical writing cannot be read without the use of this spell.
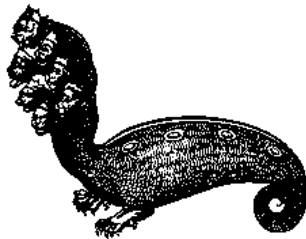


## Remove Curse*

| Level | Duration | Range |
|-------|----------|-------|
| 3 | Instantaneous | Touch |

Remove Curse instantaneously removes one curse on a creature. Remove Curse counters and dispels Bestow Curse. Bestow Curse (reverse of Remove Curse) can bring about any number of unfortunate effects upon a being, determined by the caster and Referee. Some limits of effect must be enforced. Possibilities include no more than a − 2 penalties to saving throws or −4 to hit. An ability might be reduced by -2. These effects can have any number of creative symptoms. The victim can avoid being affected by Bestow Curse with a successful saving throw versus magic.

## Remove Fear*

| Level | Duration | Range |
|-------|----------|-------|
| 1 | See below | Touch |

This spells instils courage in the subject, and potentially removes the effects of magic induced fear by allowing the target a saving throw versus magic to attempt to remove the effects. The subject receives a saving throw bonus of +1 per level of the caster. The subject automatically succeeds in any morale checks for a number of rounds equal to the caster's level. Remove Fear counters and dispels Cause Fear. The reverse, Cause Fear, will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

## Repel Wood

| Level | Duration | Range |
|-------|----------|-------|
| 5 | 10 minutes/level | 20' per level |

When this spell is cast, a mystical druidic force issues forth from a place designated by the caster, in roughly the shape of a wall 120 feet across. This power rolls forward at a rate of 5 feet per round directly away from the caster, inexorably pressing all wood, or wooden objects, backward. Once the power is set in motion, it cannot be stopped other than by the caster's command.

## Resist Cold

| Level | Duration | Range |
|-------|----------|-------|
| 2 | 10 minutes/level | Touch |

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and receives a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 HP damage.

## Resist Fire

| Level | Duration | Range |
|-------|----------|-------|
| 2 | 10 minutes/level | Touch |

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +2 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 HP damage.

## Sanctuary

| Level | Duration | Range |
|-------|----------|-------|
| 1 | 2 rounds/level | Touch |

This spell allows the subject to be attacked less often by foes. Any creature attempting to attack the subject must first make a saving roll versus magic, or else it is not permitted to make an attack. The attacker does not lose its turn; it may still attack another target, move, or do anything else it is normally allowed to do. This restriction applies to area effect attacks as well, unless there is another target within that area. The spell ends immediately if the subject makes any violent or offensive action.

## Secret Page

| Level | Duration | Range |
|-------|----------|-------|
| 3 | Permanent | Touch |

This spell allows the caster to disguise a single page in a book (or inscriptions on a tombstone, a framed painting, or any sort of media in amount analogous to a "page") as something else. The caster will see still the information as it truly is, but all others looking upon it will see the illusory information as determined by the caster.

## Shadow Monsters

| Level | Duration | Range |
|-------|----------|-------|
| 4 | 1 round/level | 30' |

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 HP per the creature's normal HD. Victims are allowed a saving throw (PER) to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters have an effective AC 12 and all damage is halved.

## Shield

| Level | Duration | Range |
|-------|----------|-------|
| 1 | 20 minutes | Touch |

This spell will protect the caster from many attacks which would otherwise harm him. Against missile attacks, the spell grants the caster AC 19, and an effective AC 17 for all other attacks. Even if an attack hits, it does one less point of damage than it otherwise would have.
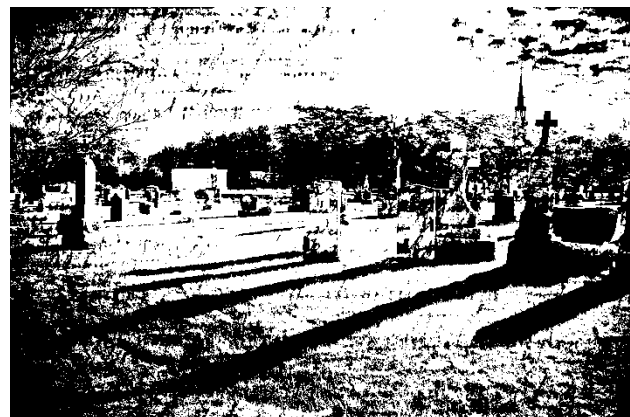
## Silence, 15' Radius

| Level | Duration | Range |
|---|---|---|
| 2 | 2 rounds/level | 120' |

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves.

An unwilling creature can attempt a saving roll versus magic, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

## Sleep

| Level | Duration | Range |
|---|---|---|
| 1 | 1d3 hours | 30' + 10'/level |

A Sleep spell causes a magical slumber to come upon creatures with 4+1 or fewer HD. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d6 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having that amount. For example, a 3+2 HD monster would be calculated as having 3 HD. HD that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead or other magical or unnatural creatures (such as demons).

## Speak with Animals

| Level | Duration | Range |
|---|---|---|
| 2 | 2 rounds/level | 0 |

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any friendlier or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

## Speak with Dead

| Level | Duration | Range |
|---|---|---|
| 4 | See below | 10' |

This spell rips the spirit of a corpse from the afterlife and returns it to its body. The habitation is imperfect, and as such the spirit is only able to move the body's lips and tongue, and thus is able to answer questions. The corpse's knowledge is limited to what the person knew during life, including the languages it spoke (if any). Answers are often brief, cryptic, or repetitive.

## Speak with Plants

| Level | Duration | Range |
|---|---|---|
| 4 | 1 round/level | 0 |

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favor or service.

## Spectral Hand

| Level | Duration | Range |
|---|---|---|
| 2 | 1 round/level | 120' |

This spell creates a ghostly hand which is under the caster's control. The hand can be used to deliver touch attacks or other spells which require touch.

## Spell Immunity

| Level | Duration | Range |
|---|---|---|
| 4 | 30 minutes/level | Touch |

The caster can use this spell to grant resistance to all spells and spell-like abilities. Spells that charm, command, cause fear, and similar effects are granted a saving roll bonus of +8. Extremely powerful compulsive spells are granted a bonus to a saving throw of +5. All other spells are granted a +3 saving roll bonus. The caster may affect one creature for 30 minutes, per level, or multiple creatures with the duration divided among them.



## Spider Climb

| Level | Duration | Range |
|---|---|---|
| 1 | 1 round + 1 round/level | Touch |

The subject can climb and travel on vertical surfaces or even traverse ceilings as a spider does. The affected creature must have its hands and feet free to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. This spell may be used on another being (touch required) with no saving throw.

## Sticks to Snakes

| Level | Duration | Range |
|---|---|---|
| 5 | 1 hour | 120' |

The caster may turn as many as 2d6+1 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). Snakes have an AC of 15 and do 1d6 damage per bite, having 2 hit dice each. Poisonous snakes will kill those who fail a saving roll versus poison in 1d6x10 minutes.

## Stinking Cloud

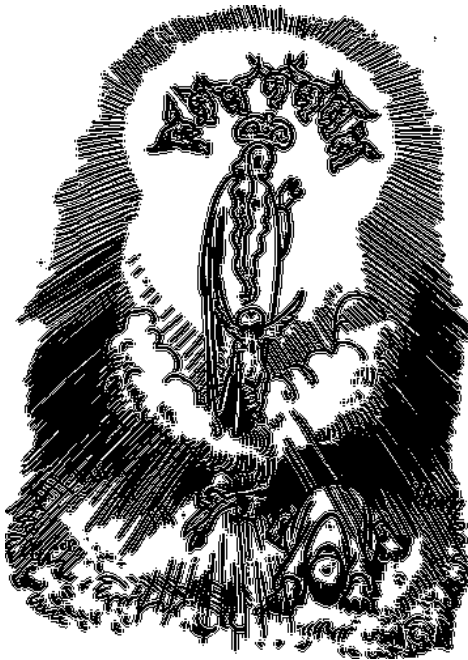| Level | Duration | Range |
|---|---|---|
| 2 | 1 round/level | 60' |

Stinking Cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as a creature is in the cloud and for d6 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

## Stone Shape

| Level | Duration | Range |
| --- | --- | --- |
| 5 | Instantaneous | Touch |

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail is not possible.



## Suggestion

| Level | Duration | Range |
| --- | --- | --- |
| 3 | Permanent until triggered | 30' |

Suggestion is one of the few spells that is cast surreptitiously, during other conversation, and only Wizards and magical creatures will recognize what is happening. After the spell is cast, and if the victim fails a saving throw against magic, the caster may implant a suggestion in the mind of one listener. This suggestion will lay buried in the victim's mind until a trigger event, set by the caster, occurs. Then the victim will carry out the suggested action. A subtler suggestion not having to do with specific actions (for example, suggesting that a certain person or group is evil or undesirable) will have an effect on the victim's attitudes, but after every time the victim behaves in a manner contrary to his regular nature he receives an additional saving throw to shake off the effects of the spell. The suggestion itself must be worded in a reasonable manner (even if the end result is not reasonable) and not immediately suicidal. "You should stick this dagger in your chest," is not a valid Suggestion, but "You know you can fly and want to do so right now from the roof," might be, as would, "People label bottles as poison in order to hide their sweet, delicious wine," depending on the delivery. A victim of a Suggestion does not detect as cursed or magical. The enchantment is spent as the spell is cast and the effects are simply stored in the victim's thoughts.

## Summon

| Level | Duration | Range |
|-------|----------|-------|
| 1 | See below | 10' |

The Summon spell opens a rift in the planes and forces an inhabitant into our world to do the Wizard's bidding. What exactly comes through the tear, and whether or not it will do what the summoner wishes, are unpredictable. When casting Summon, the caster chooses how powerful an entity he wishes to call – represented in game terms by how many HD the creature will possess. Creatures with more HD than two times the caster level will not answer the summons.

The spell requires the Wizard to draw a Summoning Circle from special chalks and light candles and burn incense. This takes 2 hours of preparation, less 10 minutes per level of caster over 1st. Once ready, the Wizard must perform a sacrifice with a live animal (chicken, sheep, rabbit etc.). If the Wizard sacrifices a human his level is effectively +1 for the purposes of figuring the creature's HD and if the sacrifice is also a maiden, the caster's level is effectively +2.

The summoned creature can be selected from the demons, devils, and undead categories. Once the being is within the circle, the summoner must make a pact with it – this takes a CHA S/SR with a modifier based on the HD of the entity summoned. A successful roll means the creature will do the summoner's bidding. A failure means the creature will do one of the following (choose or roll d6):

| D6 Roll | Result |
|---------|--------|
| 1 | Simply returns to from where it came. |
| 2 | Escape into the world to cause destruction. |
| 3 | Attack the summoner. |
| 4 | Demand a further sacrifice to seal the deal. |
| 5 | Stay where it is and refuse to do anything. Roll again in one day's time. |
| 6 | Pretend to be under control and look for an opportunity to harm the summoner. |

## Summon Animals

| Level | Duration | Range |
|-------|----------|-------|
| 4 | 1 hour + 10 minutes/level | 30' |

The caster summons normal animals to his location and they will obey his commands. He can summon one creature larger than man, three creatures the size of a man, or six creatures smaller than a man.

## Summon Weather

| Level | Duration | Range |
|-------|----------|-------|
| 5 | 1 hour/level | 5 miles |

The caster summons whichever weather patterns he desires. It takes up to 30 minutes for the weather patterns to form. The caster has no control over the weather other than causing it to form or to dissipate. That is, it cannot be used as an attack.

## Telekinesis

| Level | Duration | Range |
|---|---|---|
| 5 | 1 round/level | 120' |

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus magic.

## Teleport

| Level | Duration | Range |
|---|---|---|
| 5 | Instantaneous | Touch |

The caster chooses where he wishes to go, which may be as distant as 100 miles per caster level. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving roll vs. magic to resist, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a creature's save vs. magic prevents items in its possession from being teleported.

## Transform Rock to Mud*

| Level | Duration | Range |
|---|---|---|
| 5 | 3d6 days or reversal | 120' |

This spell transforms rock (and any other form of earth) into mud, or mud into rock. An area of roughly 300 x 300 feet becomes a deep mire, reducing movement to 10% normal. The reverse, Transform Mud to Rock will trap those in the rock until they break free.

## True Seeing*

| Level | Duration | Range |
|---|---|---|
| 5 | 1 round/level | Touch |

The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. False Seeing, the opposite of True Seeing, makes objects, characters, and monsters appear as their "opposite." The ugly appears beautiful, the valuable appears worthless, and so on.

## Turn Undead

| Level | Duration | Range |
| --- | --- | --- |
| 3 | 1 round/level | 30' + 10'/level |

This spell allows the caster to turn undead as a cleric of similar level.

## Vampiric Touch

| Level | Duration | Range |
| --- | --- | --- |
| 2 | 1 hour/level | Touch |

The caster summons the forces of Chaos to transfer the life force from another to himself. By touching a creature, the caster can transfer 1d10 HP from it to himself. Only one transfer is allowed per creature. At the end of the duration, the hit points vanish.



## Wall of Fire or Ice

| Level | Duration | Range |
| --- | --- | --- |
| 4 | Concentration | 60' |

The caster must announce which of the two options is being cast.

1. As a Wall of Fire spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

2. As a Wall of Ice spell, the caster conjures up a 6-foot-thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

## Wall of Fog

| Level | Duration | Range |
|-------|----------|-------|
| 2 | 5 rounds +1 round/level | 30' |

The caster of this spell creates an opaque, fog-like vapor in a 20' cube area per caster level. All beings caught within the vapor cannot see beyond 2'. Strong winds of natural or magical origin can dissipate the wall of vapor before its duration has expired.

## Wall of Iron or Stone

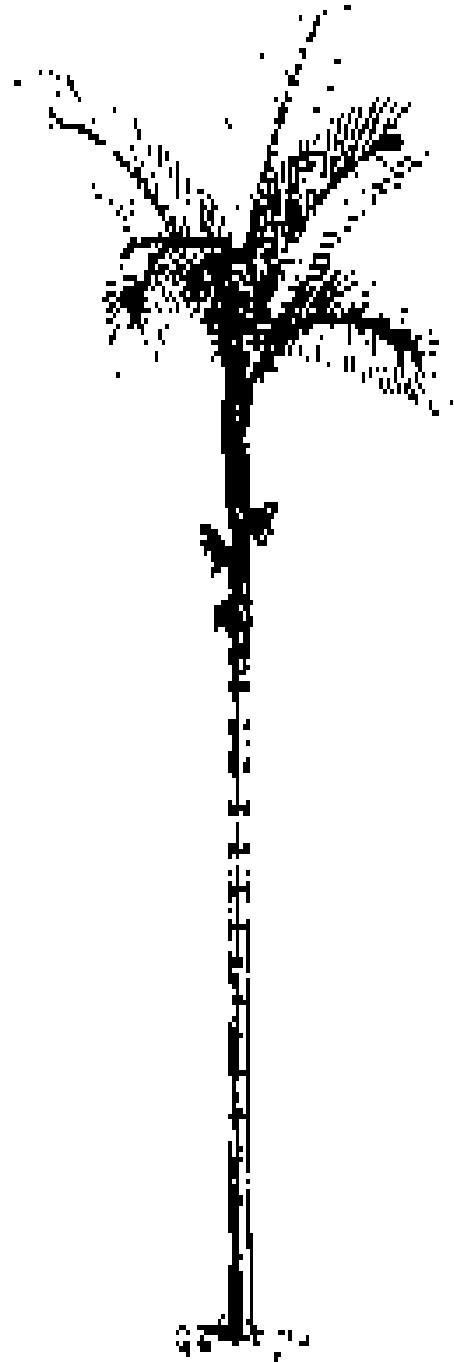| Level | Duration | Range |
|-------|----------|-------|
| 5 | See below | 60' |

The caster must announce which of the two options is being cast.

1. As a Wall of Stone spell, the caster conjures a wall of stone that is 2 feet thick, with a surface area of 1,000 square feet. The wall is permanent.
2. As a Wall of Iron spell, the caster conjures an iron wall from thin air. The wall is 3 feet thick with a surface area of 500 square feet. The wall will last for 2 hours.

## Warp Wood

| Level | Duration | Range |
|-------|----------|-------|
| 2 | Permanent | 60' |

This spell causes wood to warp, twist, and bend. The equivalent of one spear or a sheaf of arrows can be warped per caster level.

### Water Breathing*

| Level | Duration | Range |
|-------|----------|-------|
| 3 | 1 hour/level | Touch |

The subject of this spell gains the ability breathe water freely for the duration of the spell. Creatures under the influence of the spell are not granted any additional proficiency at swimming. The reverse of the spell allows sea creatures to breathe air.

### Web

| Level | Duration | Range |
|-------|----------|-------|
| 2 | 8 hours | 30' |

Fibrous, sticky webs fill an area up to 10 x 10 x 20 feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 20 minutes. Humans take longer to break through—perhaps 30 to 40 minutes or longer at the Referee's discretion.

### Wizard Eye

| Level | Duration | Range |
|-------|----------|-------|
| 4 | 10 minutes/level | 0 |

The caster creates an invisible magical sensor that sends visual information, and can see with 60' dark vision. The arcane eye travels up to 12' each round. The eye can travel in any direction as long as the spell lasts.



### Wizard Lock

| Level | Duration | Range |
|-------|----------|-------|
| 2 | Permanent | Touch |

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or Dispel Magic spell can negate a Wizard Lock spell, but the Wizard Lock will take effect when a portal opened with a Knock is closed again.
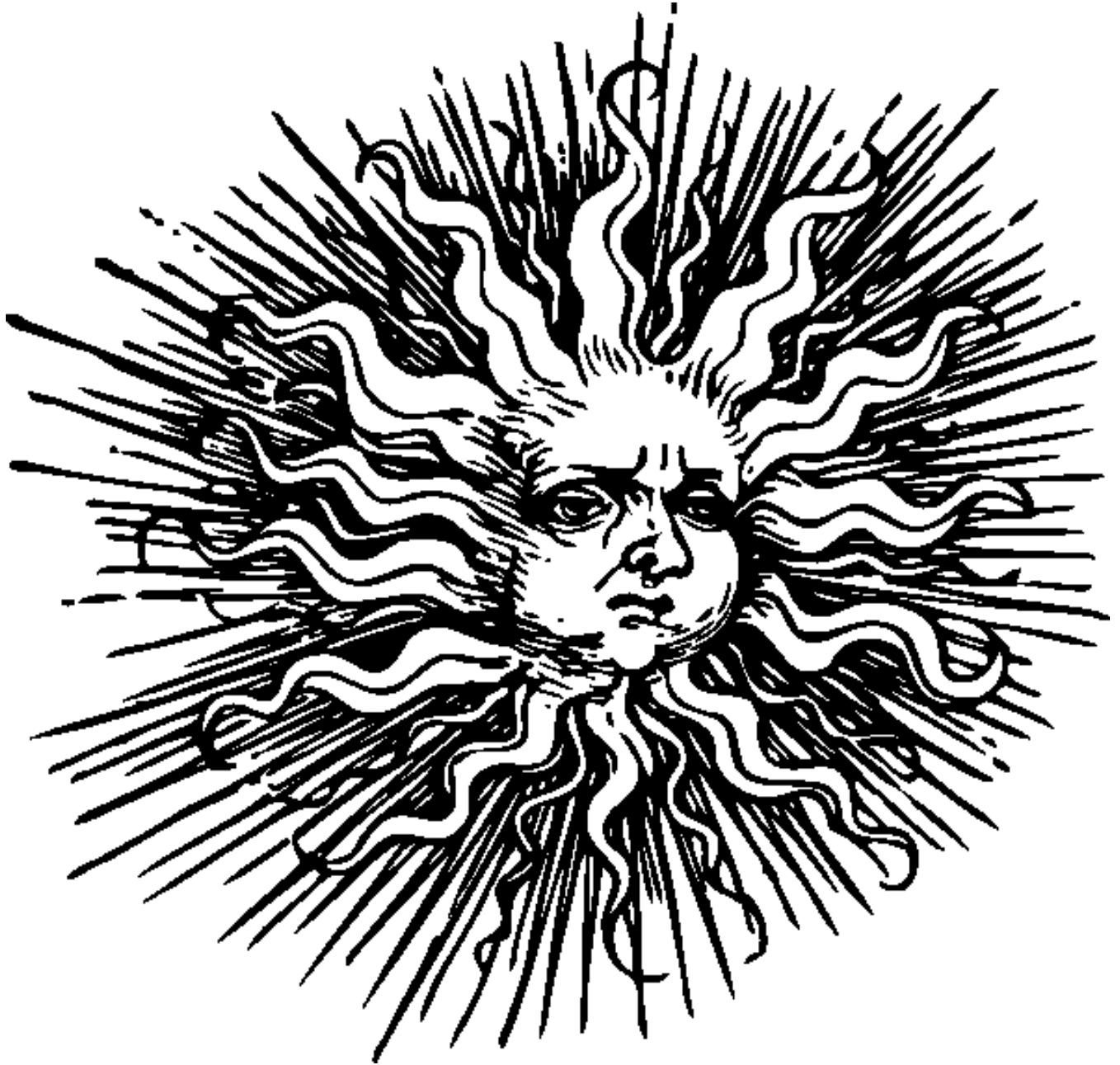
# Chapter 7: Monsters and NPCs

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

## AC
"Armor Class" is explained earlier in the rules for combat.

## Attacks
"Attacks" lists the number of attacks a monster has and the damage they inflict. Most monsters have one attack and inflict 1d6 damage - there are, however, some exceptions. Monsters receive a bonus to their "to hit" roll equal to the number of HD they have.

## Experience Points (XP)
XP are presented after a monster's Hit Dice Equivalent (HDE) rating, and list the number of XP the adventuring party gains as a result of killing, destroying, outwitting or otherwise ridding the region of the creature. Some monsters have multiple XP listed - this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

## HD
"Hit Dice" is the number of dice (d6) rolled to determine an individual creature's HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

*Note: In S&S, the monster's normal "to-hit" bonus is equal to its hit dice (capped at +15). For example, a monster with 3 HD attacks with a +3 "to-hit" bonus.*

## Hit Dice Equivalent
"Hit Dice Equivalent" is used to separate monsters into "difficulty levels" so that when creating an adventure, the Referee has some guidelines concerning what characters can and cannot handle. Some monsters have multiple HDE's listed - this is because certain monsters have a range of hit dice.

## Hit Points (HP)
This is the average Hit Points for an average specimen. It is figured by multiplying the creature's HD by 3.5, and rounding when necessary.

## Move
"Move" is the monster's movement rate and is handled like it is for PCs.

## Saving Roll (Save)
All creatures have a saving/skill roll. It is the number on the d20 the monster needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the monster's HD from 19. For example, a monster with 4 HD has a saving throw of 15. (Monster Creation, Page 82)

## Special
"Special" is just a "flag" of sorts for the Referee that serves as a reminder that a monster has a special ability.

## Morale
This is the number which must be rolled equal to, or lower, for the monster to continue to fight when morale is checked. Morale checks are at the Referee's discretion but it is recommended that they should be rolled when half of the monsters are slain and again when 90% have been slain. Those who fail morale checks will either flee or surrender.

## Number Appearing
This is the typical number of creatures appearing when encountered. If there are two ranges, the first is for wandering monsters and creatures "on the move"; whereas, the number in parentheses is for encounters at the creature's lair.

# Monster Descriptions

Contained herein are a list of monsters presented in alphabetical order.

### Ankheg

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 18 | 5 | 18 | 1d6 (1d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 3d6 | Acid | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 14 | 5 | 24 |

Ankhegs are 10-foot long burrowing mantis-like creatures. Once every six hours, they can spit a glob of acid with a 30-foot range, causing 4d4 damage.

### Ant (Giant-sized)

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 16 | 3 | 10 | 2d4 (4d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 2d6 | Poison | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 18 | 16 | 2 | 3 |

The poison of the giant warrior ant does 2d6 damage if a saving roll vs. poison is failed or 1d4 damage if the saving roll is passed.

### Badger (Giant-sized)

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 15 | 3 | 10 | 1d2 (1d4+1) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 1d6 | N/A | 8 |
| 2 Claws | 1d3 | | |
| **Move** | **S/SR** | **HDE** | **XP** |
| 18 | 16 | 3 | 6 |

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

### Bear

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 14 | 6+3 | 24 | 1 (1d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 1d6 | Hug | 8 |
| 2 claws | 1d3 | | |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 13 | 6 | 40 |

With the exception of a mother and her young, bears are typically solitary animals, found in nearly all areas. They are dangerous but hunters value their fur. There are sad examples of these magnificent beasts held captive in traveling circuses; forced to dance or fight packs of dogs for entertainment. If both claws hit, the bear has grabbed the character and can hug next round automatically hitting for 2d6 damage.

### Beetle, Fire (Giant-sized)

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 15 | 1 | 4 | 1d8 (2d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 2d6 | N/A | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 18 | 1 | 2 |

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

### Bison

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 13 | 5 | 18 | 4d6 (0) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Horns | 1d8 | Stampede | 5 |
| 1 Stomp | 1d8 | | |
| **Move** | **S/SR** | **HDE** | **XP** |
| 15 | 14 | 5 | 24 |

When spooked, a herd of bison is likely to charge, necessitating a S/SR vs DEX or be trampled for 3d6 damage.

## Black Pudding

| | | | # |
|---|---|---|---|
| AC | HD | Avg HP | Appear |
| 13 | 10 | 35 | 1 (0) |
| Attacks | Damage | Special | Morale |
| 1 Pseudopod | 3d8 | See below | 12 |
| Move | S/SR | HDE | XP |
| 6 | 9 | 11 | 170 |

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor coming into contact with a pudding will be destroyed by its acidic body. Weapons and non-metal armor are destroyed by one hit from this monster. Metallic armor can survive two hits. For each +1 of magical armor or weapon, an extra hit can be repelled before dissolving. Black puddings are immune to cold attacks and divide into two when struck by lightning.

## Blink Dog

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 4 | 14 | 1d6 (1d6) |
| Attacks | Damage | Special | Morale |
| 1 Bite | 3d8 | Teleport | 6 |
| Move | S/SR | HDE | XP |
| 12 | 15 | 4 | 24 |

Blink dogs are pack hunters, intelligent, and usually friendly to those without evil in their hearts. They can teleport short distances without error and attack in the same round.

## Boar

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 12 | 3+3 | 13 | 1 (1d4) |
| Attacks | Damage | Special | Morale |
| 1 Tusk | 1d6 | See below | 9 |
| Move | S/SR | HDE | XP |
| 15 | 16 | 4 | 12 |

Wild boars continue to attach for two rounds after they reach zero Hit Points before finally dropping dead.

## Bugbear

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 3+1 | 12 | 2d4 (5d4) |
| Attacks | Damage | Special | Morale |
| 1 Weapon or 1 Bite | By weapon or 2d4 | Surprise | 9 |
| Move | S/SR | HDE | XP |
| 9 | 16 | 3 | 12 |

These large (slightly larger than a normal man), hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents. They make a stealth S/SRs at +3. Although they live in caves and ruins, they like to live near habitations, so that they can use their stealth to sneak into homes and steal anything of value.



## Carrion Creeper

| | | | # |
|---|---|---|---|
| AC | HD | Avg HP | Appear |
| 12 | 2+4 | 11 | 1d4 (1d4) |
| Attacks | Damage | Specil | Morale |
| 1 Bite or 6 Tentacles | 1 or Paralysis | Paralys is | 9 |
| Move | S/SR | HDE | XP |
| 12 | 16 | 4 | 12 |

Carrion creepers are caterpillar-like monstrosities with six waving tentacles. When the tentacles make contact, a S/SR vs. paralysis must be made or be paralyzed for 1d3 hours.

## Cat, Great

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 3+2 | 12 | 1d4 (1d4) |
| Attacks | Damage | Special | Morale |
| 1 Bite<br>2 Claws | 1d6<br>1d3 | N/A | 8 |
| Move | S/SR | HDE | XP |
| 18 | 16 | 3 | 6 |

Wildcats exist in all over the world, but they are not much bigger than housecats and don't cause trouble for humans (other than preying on their livestock). However, in deeper parts of the forested mountain ranges, there are reputed to be larger wild cats; perhaps as big as panthers. You can use these stats for the cougars, panthers and tigers from other parts of the world too.

## Centipede (Giant-sized)

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 10 | 1d4 HP | 2 | 1d8 (2d4) |
| Attacks | Damage | Special | Morale |
| 1 Bite | 0 | Poison | 7 |
| Move | S/SR | HDE | XP |
| 13 | 19 | 1 | 2 |

Giant centipedes inflict a small-sized bite for no damage but inject a weak, but lethal poison. The saving throw is at +4.

## Centipede, Direcentipede

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 19 | 4 | 16 | 1d8 (2d4) |
| Attacks | Damage | Special | Morale |
| 1 Bite | 3d6 | Poison | 7 |
| Move | S/SR | HDE | XP |
| 18 | 15 | 6 | 40 |

This 20-foot long horror of chitin, multiple legs, and clashing pincers inflicts 3d6 points of damage on a successful bite and those who fail their saving roll vs. poison (with a +4 bonus) will die.

## Chimera

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13<br>14<br>17 | 9 | 32 | 1d2<br>(1d4) |
| Attacks | Damg | Special | Morale |
| 1 Head-butt<br>1 Bite<br>1 Bite | 1d6-1<br>1d6<br>1d6+1 | See<br>below | 9 |
| Move | S/SR | HDE | XP |
| Land: 9<br>Fly: 18 | 10 | 11 | 170 |

*Listings are for: goat, lion, and dragon*
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 feet, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

## Cockatrice

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 5 | 18 | 1d4 (2d4) |
| Attacks | Damage | Special | Morale |
| 1 Bite | 1d6 | Turn to stone | 7 |
| Move | S/SR | HDE | XP |
| Land: 6<br>Fly: 18 | 14 | 7 | 60 |

This nasty creature resembles a bat-winged rooster with a long, snake-like tail. Its bite turns enemies to stone with an unsuccessful Saving Throw.

## Crocodile

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 3 | 10 | 0 (1d8) |
| Attacks | Damage | Special | Morale |
| 1 Bite | 1d6 | N/A | 7 |
| Move | S/SR | HDE | XP |
| Land: 9<br>Swim: 9 | 16 | 3 | 6 |

Some crocodiles are man-eaters; all are dangerous and can conceal themselves well.

## Crocodile (Giant-sized)

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 16 | 6 | 10 | 0 (1d3) |
| Attacks | Damage | Special | Morale |
| 1 Bite | 4d6 | N/A | 9 |
| 1 Tail | 1d6 | | |
| Move | S/SR | HDE | XP |
| Land: 9 | 13 | 6 | 40 |
| Swim: 9 | | | |

The smallest of the giant crocodiles are 20 feet long.
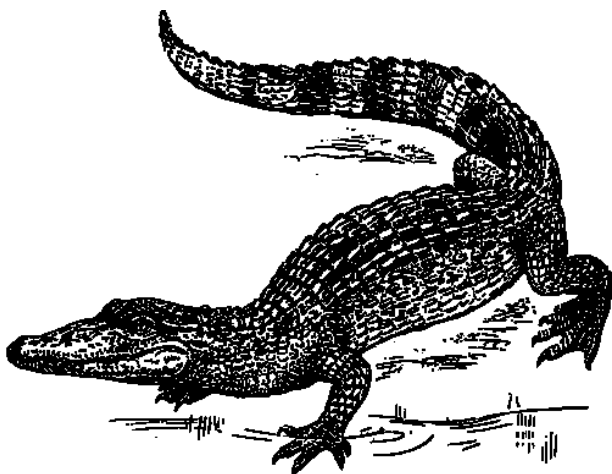


## Demons

Demons are unearthly creatures from beyond time and space and between the stars, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Wizards. The more intelligent varieties might also be interrupted while carrying out plots of their own. Demons are immune to non-magical weapons. They are turned and destroyed by Clerics who have faith or have learned their true names.

All Demons receive +3 saving rolls vs. magic.

## Demon, Ba'alrog

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 17 | 12 | 42 | 1d3 (1d6) |
| Attacks | Damage | Special | Morale |
| 1 Sword, | 1d8+1, | See | 10 |
| or | or | below | |
| 1 Whip | 1d6+Fire | | |
| Move | S/SR | HDE | XP |
| Land: 6 | 7 | 13 | 230 |
| Fly: 15 | | | |

These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a Ba'alrog uses whip and sword; the whip can be used to reach great distances - on a successful hit the victim is pulled close to the Ba'alrog and burned by the fires of the demon's body (3d6 damage). Ba'alrogs are sometimes referred to in ancient texts as Balor or Ba'alor, which may be the name of a single demon rather than a term for all of them. A Ba'alrog could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

## Demon, Lemure

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 12 | 3 | 11 | 0 (5d6) |
| Attacks | Damage | Special | Morale |
| 2 Claws | 1d4 | Regenerate | 6 |
| Move | S/SR | HDE | XP |
| 3 | 16 | 4 | 12 |

Lemures are vaguely humanoid—their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

## Demon, Succubus

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 16 | 7 | 25 | 1 (1) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Claws | 1d3 | See below | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 12 Fly: 18 | 12 | 8 | 80 |

Succubae are not warriors; they would rather avoid actual combat. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another. Succubae use their polymorph change shape ability to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubae are not above taking on the role of a damsel in distress when encountered within a dungeon. A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. The succubus can use the Charm Person spell twice per day and can magically converse in and understand any spoken language.



## Devils

Devils are immune to ordinary weapons silvered or magical weapons are needed to hit them. Spirits are just devils that, having been summoned by witches, demons and magi, have been able to get free of their pacts but haven't had to return to the Abyss. This might be because their summoner has died, they've been forgotten about or otherwise freed themselves.

All devils can be turned and destroyed in much the same way as undead. Most people recognize no difference between a demon and a devil and call all of them by whichever name they prefer.

All devils receive at least a +2 save vs. magic.

## Devil, Barguest

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 16 | 6+3 | 24 | 1 (3d4) |
| Attacks | Damage | Special | Morale |
| 2 Claws | 2d4 | Fear | 10 |
| 1 Bite | 3d4 | | |
| Move | S/SR | HDE | XP |
| 12 | 13 | 7 | 60 |

The Barguest is goblin-like with wicked horns, sharp teeth, dirty claws and fiery eyes although it can also take the form of a shaggy black dog with fiery eyes. The Barguest normally haunts a stretch of road to attack and kill unwary travelers. The Barguest causes fear from its eyes – failure means the victim is rooted to the spot. It is extremely evil; when a Barguest appears it has to kill or be driven off or destroyed (turned as a ghast). If only driven off it will eventually reappear (when its persecutor has gone) at the same place to continue its evil. Once it has killed one traveler, it will leave of its own accord.

## Devil, Bogey

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 6 | 21 | 1 (3d4) |
| Attacks | Damage | Special | Morale |
| 2 Claws | 2d4 | Fear | 10 |
| Move | S/SR | HDE | XP |
| 12 | 13 | 7 | 60 |

Bogeys take great delight in frightening people; if they can frighten someone to death, all the better. They like to wait by roadsides or near bridges, or even come into town at night and await lone travelers. There they will attempt to scare the traveler to death – some can even lift off their own heads to add to the fright. If that doesn't work, they will leap on their victim and rip them to shreds with their claws. When viewing a Bogey, characters must make an S/SR vs. fear.

## Devil, Grim

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 2+2 | 9 | 1d6 (2d6) |
| Attacks | Damage | Special | Morale |
| 2 Claws | 1d6 | N/A | 9 |
| Move | S/SR | HDE | XP |
| 9 | 17 | 2 | 6 |

Grims are unafraid of churches and often make their homes in the bell towers of churches, ringing them loudly so that the people living near the church are unable to sleep. Grims stand about 2 feet tall, are dark-skinned and misshapen. Grims like to ride on the backs of Gargoyles when they get the chance.

## Devil, Imp

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 12 | 1-1 | 3 | 1d6 (2d6) |
| Attacks | Damage | Special | Morale |
| 2 Claws | 1d3 | N/A | 9 |
| Move | S/SR | HDE | XP |
| Land: 12 | 19 | 1 | 3 |
| Fly: 18 | | | |

Imps are the weakest of the devils and the most cowardly. They are generally small (less than 3 feet) and come in dark green, scarlet, and grey skin coloration. They often have stubby horns, tails and sharp claws.

Many have very specific names, and abilities - for example Abbey Lubbers. Abbey Lubbers are detailed to tempt monks to drunkenness, gluttony and lasciviousness. They generally dwell in the wine cellars of Abbeys and other religious houses. They can use the Change Self spell once per day to appear as a monk or friar. If found, there will often be several or more of these creatures hidden in the Abbey's cellars. Others can change shape into small animals, like housecats and are prized by witches as familiars. Some Imps have wings and can fly and others don't and some can turn invisible at will.

## Dinosaur, Allosaurus

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 13 | 46 | 1d4 (0) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 4d6 | N/A | 9 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 15 | 6 | 13 | 230 |

An allosaurus is a huge, 15-foot tall, dinosaur, weighing several tons. They are bipedal and have mouths full of sharp, dagger-like teeth.

## Dinosaur, Ankylosaurus

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 20 | 7 | 25 | 1d8 (0) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Tail | 2d6 | N/A | 6 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 6 | 12 | 7 | 60 |

An ankylosaurus is a four-legged plant eating dinosaur. They are 15-feet long, 4-feet tall and weigh up to five tons. The tail of an ankylosaurus has a bony knob at the end, which can deliver crushing blows.

## Dinosaur, Apatosaurus

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 26 | 88 | 1d3 (0) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite and 1 Tail | 2d6 3d6 | N/A | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 6 | 4 | 18 | 620 |

Apatosaurs are massive, 80-foot long behemoths, weighing over 30 tons. Though monstrous in size, they are generally peaceful grazers.
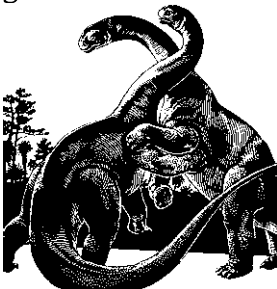
## Doppelganger

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 4 | 14 | 1 (1d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Claws or 1 Weapon | 1d6 varies | See below | 10 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 9 | 15* | 5 | 24 |

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good S/SR (+5) against magic of all kinds.

## Dragon

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
|  | 5 | 18 |  |
|  | 6 | 21 |  |
|  | 7 | 25 |  |
|  | 8 | 28 |  |
| 17 | 9 | 32 | 1d4 (1d4) |
|  | 10 | 35 |  |
|  | 11 | 39 |  |
|  | 12 | 42 |  |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Claws 1 Bite | See below | See below | 5-7HD: 8 8-10HD: 9 11-12HD: 10 |
| **Move** | **S/SR** | **HDE** | **XP** |
|  | 14 | 7 | 60 |
|  | 13 | 8 | 80 |
|  | 12 | 9 | 110 |
| Land: 12 | 11 | 10 | 140 |
| Fly: 24 | 10 | 11 | 170 |
|  | 9 | 12 | 200 |
|  | 8 | 13 | 230 |
|  | 7 | 14 | 260 |

| Dragon HD | Damage (Claw / Bite) | Breath Weapon Damage |
| --- | --- | --- |
| 5 | 1d3 / 2d6 | 5 |
| 6 | 1d4 / 2d8 | 6 |
| 7 | 1d4+1 / 2d10 | 7 |
| 8 | 1d6 / 3d8 | 8 |
| 9 | 1d6+1 / 3d10 | 9 |
| 10 | 1d8 / 4d8 | 10 |
| 11 | 2d4 / 6d6 | 11 |
| 12 | 1d8+1 / 5d8 | 12 |

## Dragons

Dragons are an ancient race, highly intelligent, treasure loving, and quite dangerous. Dragons are classified by their "color", which is the predominant scale color of the breed. Each race of dragon has a particular type of breath weapon it can use up to three times per day.

Black dragons usually abide in swamps and marshes. Blue and Brass dragons inhabit plains and deserts. Green dragons inhabit forests and jungles. Red and Silver dragons live in mountainous regions. White dragons live in the tundra and places of extreme cold. Copper dragons live in rocky, arid areas. Sea dragons and Dragon Turtles live in the oceans, while Bronze dragons live along the shores of large bodies of water. Gold dragons are the rarest breed and can be found anywhere.



| Dragon Color (or Type) | Typical HD | Breath Weapon | Spell Ability |
| --- | --- | --- | --- |
| Black | 6 to 8 | Corrosive acid, 5'x60' | 5% of 1d4 1st level |
| Blue | 8 to 10 | Lightning 5'x100' | 15% of 1d4 1st level and 1d3 2nd level |
| Brass | 6 to 8 | Cone of sleep gas, 20'x70' | 30% of 1d3 1st level, 1d2 2nd level |
| Bronze | 8 to 10 | Lightning, 5'x100' | 60% of 1d4 1st level, 1d3 2nd level, 1 3rd level |
| Copper | 7 to 9 | Corrosive acid, 5'x60' | 30% of 1d3 1st level, 1d2 2nd level |
| Gold | 10 to 12 | Poison gas, 50' diameter cloud, or cone of Fire, 30'x90' | 25% of 1d4 1st level, 1d3 2nd level, 1d2 3rd level, 1 4th level |
| Green | 7 to 9 | Poison gas, 50' diameter cloud | 10% 1d4 1st level, 1d2 2nd level |
| Red | 9 to 11 | Cone of fire, 30'x90' | 20% 1d4 1st level, 1d3 2nd level, 1d2 3rd level |
| Sea | 7 to 9 | Paralysis gas, 50' diameter cloud | 20% 1d4 1st level, 1d3 2nd level |
| Silver | 9 to 11 | Cone of frost, 30'x80' | 25% of 1d4 1st level, 1d3 2nd level, 1d2 3rd level, 1 4th level |
| Turtle | 11 to 14 | Cone of scalding steam, 30'x90' | 20% 1d4 1st level, 1d3 2nd level, 1d2 3rd level |
| White | 5 to 7 | Cone of frost, 30'x70' | N/A |

# Dryad

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 2 | 12 | 0 (1d6) |
| Attacks | Damage | Special | Morale |
| 1 Dagger | 1d4 | Charm | 6 |
| Move | S/SR | HDE | XP |
| 12 | 17* | 2 | 6 |

Dryads are beautiful female tree spirits who do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree. Dryads can be turned (they will return to their tree) but not destroyed unless their tree is also destroyed.

# Dwarf

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 1+1 | 5 | 1d6 (5d8) |
| Attacks | Damage | Special | Morale |
| 1 Weapon | By weapon | See below | 8 |
| Move | S/SR | HDE | XP |
| 6 | 18* | 1 | 2 |

Dwarves are short, human-like bipeds with thick beards and short tempers. They are skilled metal crafters and stonemasons, able to determine much information about stonework, can find secret passages, etc. This is a "standard" dwarf; there are some that are stronger than this (possibly with classes and levels). Some have settled into human society as craftsmen and are generally considered to be nothing more than taciturn people.

# Elemental

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 17 | 8 | 28 | 1 (1) |
|  | 12 | 42 |  |
|  | 16 | 56 |  |
| Attacks | Damage | Special | Morale |
| 1 Strike | 3d8 | Immune to non-magic weapons | 10 |
| Move | S/SR | HDE | XP |
| Air: 36 | 8 | 8 | 110 |
| Earth: 6 |  |  |  |
| Fire: 12 | 3 | 12 | 230 |
| Water: 6 | 3 | 16 | 350 |

Elementals are living manifestations of the basic forms of matter: earth, air, fire, water. They are summoned from their native planes of existence to do the bidding of power magic-users. These beings can also be trapped within objects and structures to give the object magical properties. Elementals are basically unintelligent, operating on instinct and rage.

# Elf

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 1+1 | 5 | 1d4 (2d12) |
| Attacks | Damage | Special | Morale |
| 1 Weapon | By weapon | Spells | 8 |
| Move | S/SR | HDE | XP |
| 12 | 18* | 1 | 2 |

Elves are amongst the nobility of the races of the fae. They are tall, graceful and more than a little arrogant. This is a "standard" elf; there are many that are far stronger than this (possibly with classes and levels). Most have the magical capabilities of a Wizard. A few live amongst humans but most prefer their woodland homes to the dirt and grime of city life.

## Gargoyle

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 4 | 14 | 1d6 (2d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Claws | 1d6 | Flight | 11 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 9 Fly: 15 | 15 | 6 | 40 |

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are the eyes of the fae nobility; they silently watch from cathedrals and churches and when there is anything to report (which depends on their orders) they return to their masters to inform them of what they have seen.

## Gelatinous Cube

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 11 | 4 | 14 | 1 (0) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Pseudopod | 2d4 | Teleport | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 6 | 15 | 5 | 24 |

Gelatinous cubes are semi-transparent cubes which slowly creep through underground passages, engulfing carrion and other debris. Their entire substance is a paralyzing acid. If the cube successfully hits an opponent, the victim must make a saving roll vs. paralysis or become paralyzed for one hour – during which time the cube will devour the victim. Most cubes "carry" bits of metallic items, coins, and other items it has engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

## Giants

What distinguishes giants, quite apart from their size, is that they are generally clumsy and strong, stupid and brutish. Giants generally have no magical capability, so for all their strength they are often easily manipulated by the fae to do their bidding. Giants have a particular taste for human flesh.

## Giant, Ettin

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 18 | 10 | 35 | 1d2 (1d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Weapons | 2d6 | 2 Heads | 9 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 9 | 11 | 170 |

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Ettins are about 13 feet tall. Each head of the ettin controls an arm each, so they can hold and fight with a weapon in each hand.

## Giant, Fire or Frost

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 10+2 | 37 | 1d2 |
|  | 11+2 | 40 | (1d3) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | 3d6 | Hurls boulders | 9 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 9 | 11 | 170 |
|  | 8 | 12 | 200 |

Frost and Fire giants are usually found near volcanic mountains. They throw rocks for 4d6 points of damage (Frost giants) or 5d6 points of damage (Fire giant). They stand about 16 feet tall. The difference of the two is whether they prefer to live in the heat of volcanoes or the icy wilderness of the mountain tops.

## Der Apt.



## Giant, Hill

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 8 | 28 | 1d4 (2d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | 2d6 | Hurls boulders | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 11 | 9 | 110 |

Hill giants are brutish cave-dwelling fae who dress in pelts and uncured hides. They throw rocks for 2d6 points of damage. They stand about 10 feet tall.

## Giant, Spriggan

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 11 | 3+1 | 12 | 1d2 (1d3) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | 1d6 | See below | 9 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 9 | 16 | 5 | 24 |

Spriggans are particularly dour and ugly and are found at old ruins, barrows, quoits and dolmens. They like to steal children to take back to their masters in the realm of fae. Initially, spriggans appear as small (4') gnome-like creatures but the first damage they receive in any fight actually adds the number of points received to their HP total and they grow in size and AC improves to 12. This happens the second and third time they are struck, until they end up about twice the size they started at and AC is then 14. After the third hit received, they stop growing and start to take damage as normal.

## Gnoll

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 2 | 7 | 1d6 (3d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon or 1 Bite | 1d8+1 or 2d4 | N/A | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 9 | 16 | 2 | 3 |

Gnolls are tall, hyena-headed humanoids. They are ferocious in combat, occasionally hired into mercenary armies due to their "pack mentality". They can be found both above- and below-ground.

## Goblin

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 13 | 1-1 | 3 | 2d4 (6d10) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | N/A | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 9 | 19 | 1 | 1 |

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fae. They attack with a -1 "to-hit" in the full sunlight. This is the "standard" goblin. Some goblins might have classes and levels.

## Golems

Golems are man-shaped creatures built to serve their masters, usually powerful clerics or wizards. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

### Golem, Flesh

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 10 | 12 | 42 | 1 (1) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Fists | 2d8 | See below | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 8 | 7* | 12 | 200 |

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

### Golem, Iron

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 16 | 13 | 42 | 1 (1) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Fist or 1 Weapon | 4d8 | See below | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 6 | 6* | 17 | 350 |

Iron golems are huge moving statues of iron. They can breathe a 10-foot radius cloud of poison gas as well as attacking with great power. Only +3 or better magic weapons can harm an iron golem. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them except lightning, which slows them by half.

### Golem, Stone

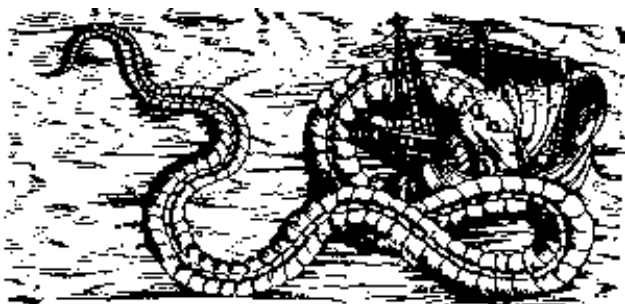| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 14 | 16 | 42 | 1 (1) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Fist | 3d8 | See below | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 6 | 5 | 16 | 320 |

Stone golems are massive stone statues animated by very powerful magic (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by weapons +2 or better.

## Gorgon

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 17 | 8 | 28 | 1d2 (1d4) |
| Attacks | Damage | Special | Morale |
| 1 Gore | 1d6 | Turn to stone | 8 |
| Move | S/SR | HDE | XP |
| 12 | 11 | 10 | 140 |

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60-foot range, saving throw applies).



## Green Slime

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| N/A | 2 | 7 | 1 (0) |
| Attacks | Damage | Special | Morale |
| 1 Fall | See below | See below | 12 |
| Move | S/SR | HDE | XP |
| 1 | 17 | 4 | 12 |

Green slime is an animate, semi-fungal slime which feeds on plants, animals, and metals but cannot digest stone. Green slime slowly attaches itself to ceilings in dungeons and upon sensing movement, falls on unsuspecting prey. Victims must remove the slime within 1d4 rounds or be consumed, adding to the existing slime. Clothing, armor, and weapons survive for 6 rounds before being consumed. Green slime is susceptible to fire but those applying it to a slime-covered companion will inflict half of the damage to the victim and half to the slime.

## Grey Ooze

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 11 | 3 | 11 | 1 (0) |
| Attacks | Damage | Special | Morale |
| 1 Pseudopod | 2d6 | See below | 12 |
| Move | S/SR | HDE | XP |
| 1 | 16 | 5 | 24 |

A Grey ooze looks almost identical to wet rock. It is a slimy, formless substance which devours prey and carrion with its secretions. The ooze is immune to spells, heat and cold. It is also impervious to blunt weapons. Only cutting and piercing weapons may harm the Grey ooze. Metallic objects (weapons, armor, etc.) must make a saving roll vs. acid or become pitted and useless.

## Griffon

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 16 | 7 | 25 | 0 (2d8) |
| Attacks | Damage | Special | Morale |
| 1 Bite | 1d6 | Flight | 8 |
| Move | S/SR | HDE | XP |
| Land: 12 Fly: 24 | 12 | 8 | 80 |

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts.

## Harpy

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 12 | 3 | 11 | 1d6 (2d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Talons | 1d6 | Flight, Siren song | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 6 Fly: 18 | 16 | 4 | 12 |

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, saving throw applies).

## Hell Hound

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 4 | 14 | 2d4 (2d4) |
| | 5 | 18 | |
| | 6 | 21 | |
| | 7 | 25 | |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 1d6 | Breathe fire | 9 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 15 | 5 | 24 |
| | 14 | 6 | 40 |
| | 13 | 7 | 60 |
| | 12 | 8 | 80 |

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

## Hippogriff

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 3+3 | 14 | 0 (2d8) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Claws | 1d6 | Flight | 8 |
| 1 Bite | 1d10 | | |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 12 Fly: 24 | 16 | 3 | 6 |

The hippogriff is similar to a griffon, having the head, fore claws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse.

## Hobgoblin

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 1+1 | 5 | 1d6 (4d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | N/A | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 9 | 18 | 1 | 2 |

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins or possibly goblin ringleaders.

## Horse

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 12 | 2 | 7 | 0 |
| | 3 | 9 | (1d10x10) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Hooves | 1d4 | N/A | 7 |
| | 1d6 | | 9 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 18 | 17 | 2 | 3 |
| | 16 | 3 | 6 |

Riding horses have 2 HD and warhorses have 3 HD.

## Humans

Humans are such a versatile race that any number of "monsters" and NPCs can be made from them. Berserker warriors, tribesmen, wild men, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human "monsters." Don't try to build your non-player characters according to the rules for player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit.

## Human, Bandit

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 11 | 1 | 4 | 0 (1d4 x10) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | N/A | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 18 | 1 | 2 |

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

## Human, Berserker

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 12 | 1+2 | 6 | 1d6 (3d10) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | See below | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 18 | 2 | 3 |

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They fight to the death and never check morale. They do not wear armor heavier than leather armor, more often going un-armored. They could represent "wild men" or religious fanatics.

## Human, Peasant

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 10 | 1-1 | 3 | 0 (1d20) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | N/A | 6 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 19 | 1 | 1 |

Peasants are typical farmers and villagers that might be found almost anywhere. They are often unarmed or they might have a cudgel or a knife. Many will simply use the farming implements or work tools they have to hand.

## Human, Sergeant

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 3 | 11 | 1 (2d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | N/A | 10 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 16 | 3 | 6 |

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies.

## Human, Soldier

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 12 | 1 | 4 | 1d6 (3d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | N/A | 9 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 18 | 1 | 2 |

Human soldiers serve as city guardsmen and mercenaries. They are generally armed with leather armor and a polearm and/or sword. For every five guardsmen there is usually a sergeant.

## Human, Trader

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 1 | 4 | 1d20 (0) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | N/A | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 18 | 1 | 2 |

Traders travel from town to town, buying and selling wares. There will be two wagons or carts per trader, in addition to two to four guards per trader.

## Human, Witch

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 10 | 1-1 | 3 | 1 (1) |
|  | 2 | 7 |  |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 | By | N/A | 9 |
| Weapon | weapon | Spells |  |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 19* | 1 | 1 |
|  | 17* | 2 | 3 |

Some witches (sometimes called hags or crones) are harmless old women, who mix a few herbs they've gathered from the woods to help cure the ailments and ills of the nearby villagers. Others have modest powers to see things; events in the past or future or invisible spirits and devils. Most have some knowledge of folklore and the fae. The rest (only a very few) have true power and can summon demons and have some other powers of wizards or clerics. All witches receive +2 to their ST vs. magic.



## Hydra

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 5 | 18 | 1 (1) |
|  | 6 | 21 |  |
|  | 7 | 25 |  |
|  | 8 | 28 |  |
|  | 9 | 32 |  |
|  | 10 | 35 |  |
|  | 11 | 39 |  |
|  | 12 | 42 |  |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite per head | 1d6 | N/A | 9 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 9 | 14 | 5 | 24 |
|  | 13 | 6 | 40 |
|  | 12 | 7 | 60 |
|  | 11 | 8 | 80 |
|  | 10 | 9 | 110 |
|  | 9 | 10 | 140 |
|  | 8 | 11 | 170 |
|  | 7 | 12 | 200 |

Hydrae are great lizard-like or snake-like creatures with 5–12 heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads are also known to exist.

## Invisible Stalker

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 16 | 8 | 28 | 1 (0) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Touch | 4d4 | Invisibility | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 11 | 9 | 110 |

Invisible stalkers are magical creatures with an undefined form. They will follow a single command of those who can summon them.

## Kobold

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 1/2 | 2 | 4d4 (6d10) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | N/A | 6 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 6 | 19 | 1 | 1 |

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 "to hit" penalty when fighting above ground, which they don't do often, preferring to stay in their underground lairs. They often infest mines and are a danger to the miners. Many use slings or short bows, and they fight with short swords or spiked clubs in melée combat

## Lizard Man

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 2+1 | 8 | 2d4 (6d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Claws or 1 Weapon | 1d6+1 or Weapon | N/A | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 6 Swim: 12 | 17 | 2 | 6 |

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins or possibly goblin ringleaders.

## Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons, but silver and magical weapons inflict damage as normal. If any character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself. A character who can touch a lycanthrope with a sprig of wolfsbane forces the creature to save or flee for 1d4 rounds.

## Lycanthrope, Werebear

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 17 | 7+3 | 28 | 1d4 (1d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Claws | 1d6 | Lycanthropy | 10 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 9 | 12 | 8 | 80 |

Werebears are often found in temperate forests. These creatures are highly intelligent and not inherently evil. If approached carefully, they can be friendly. If the werebear is successful with both claw attacks, it will hug its enemy for 2d6 additional points of damage.

## Lycanthrope, Wererat

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 3 | 11 | 1d8 (2d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | 1d6 | Lycanthropy | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 16 | 4 | 12 |

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents on 1–4 on a d6).

## Lycanthrope, Werewolf

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 3 | 11 | 1d6 (2d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite or 1 Claw | 1d6 | Lycanthropy | 11 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 16 | 4 | 12 |

Werewolves are the traditional Lycanthropes seen in horror movies. They often roam in packs with the pack leader having 5 HD and an average of 18 HP. The pack leader also has an attack and damage bonus of +2.

## Magmin

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 17 | 2+2 | 9 | 1 (1d4+4) |
| Attacks | Damage | Special | Morale |
| 1 Touch | 1d8 | Combustion | 8 |
| Move | S/SR | HDE | XP |
| 12 | 17 | 3 | 6 |

Magmin are small, 4-foot tall creatures from the elemental plane of fire. Their touch causes combustible material to catch fire. Those in melee combat must save vs. fire each round or take 1d6 heat damage.



## Manticore

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 15 | 6+4 | 25 | 1d2 (1d4) |
| Attacks | Damage | Special | Morale |
| 1 to 6 Tail spikes | 1d6 | Flight | 9 |
| Move | S/SR | HDE | XP |
| Land: 12 Fly: 8 | 13 | 8 | 80 |

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 ft.

## Medusa

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 14 | 6 | 21 | 1d3 (1d4) |
| Attacks | Damage | Special | Morale |
| 1 Weapon | 1d6 | Gaze, Poison | 9 |
| Move | S/SR | HDE | XP |
| 9 | 13 | 8 | 80 |

Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melée-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies). It is rumored that there are Medusae with human legs (Move 12), who can pass for human while wearing a hooded cloak.

## Minotaur

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 6+4 | 25 | 1d6 (1d8) |
| Attacks | Damage | Special | Morale |
| 1 Weapon | By weapon +1 | Never lost | 12 |
| Move | S/SR | HDE | XP |
| 12 | 13 | 6 | 50 |

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes. Most are not particularly intelligent.

## Mule

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 12 | 3 | 9 | 1d2 (2d12) |
| Attacks | Damage | Special | Morale |
| 2 Hoof or 1 Bite | 1d4 1d3 | N/A | 8 |
| Move | S/SR | HDE | XP |
| 14 | 16 | 3 | 6 |

A cross between a horse and a donkey, mules are stubborn animals, quick to kick or bite if bothered. They are strong load-bearers. Mules may be taken underground.

## Ochre Jelly

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 11 | 5 | 28 | 1 (0) |
| Attacks | Damage | Special | Morale |
| 1 Pseudopod | 2d6 | See below | 12 |
| Move | S/SR | HDE | XP |
| 3 | 14 | 6 | 40 |

Ochre jellies are amorphous oozes which damage opponents by means of their acidic bodies. Like Black puddings, they are divided by lightning; however; Jellies can be damaged by any weapon.

## Ogre

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 4+1 | 15 | 1d6 (2d6) |
| Attacks | Damage | Special | Morale |
| 1 Weapon | 1d10 | N/A | 10 |
| Move | S/SR | HDE | XP |
| 9 | 15 | 4 | 12 |

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. They stand about 8 feet tall.

## Orc

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 1 | 8 | 2d4 (1d6 x10) |
| Attacks | Damage | Special | Morale |
| 1 Weapon | By weapon | N/A | 8 |
| Move | S/SR | HDE | XP |
| 12 | 18 | 1 | 2 |

Orcs are human-sized humanoids with pig-like bestial faces, yellow eyes, and a taste for mayhem. They are primarily subterranean and suffer a -1 "to hit" penalty in full sunlight.

Orcs are a fecund species and can interbreed with humans. Some 1% can pass for human.

## Owlbear

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 5 | 18 | 1 (1d3) |
| Attacks | Damage | Special | Morale |
| 2 Claws and 1 Bite | 1d6 2d6 | Hug | 10 |
| Move | S/SR | HDE | XP |
| 12 | 14 | 5 | 24 |

Owlbears have the body of a bear but the beak of an owl, with some feather on the head and back. On a natural roll of 18+, the owl bear grapples with foe and will hug for 2d8 damage the following round.
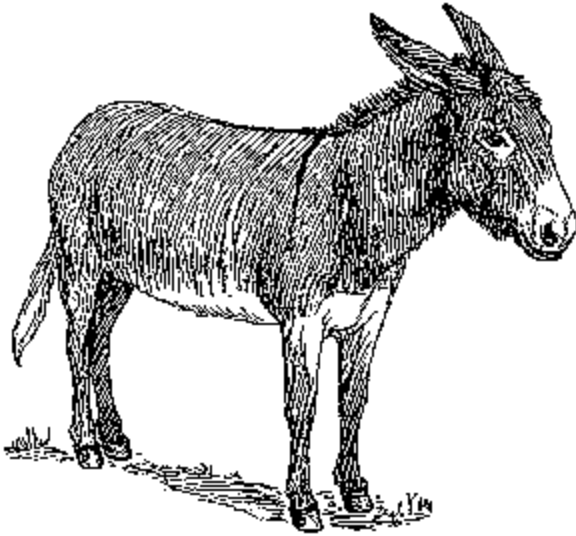
## Pegasus

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 14 | 2+2 | 9 | 1d12 (0) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2 Hooves | 1d6 | N/A | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 18 Fly: 36 | 17* | 6 | 3 |

Pegasi are shy and wild and nearly untrainable.

## Purple Worm

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 15 | 53 | 1d2 (1d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite, or 1 Sting | 2d8, or 1d8 | Poison | 10 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 9 | 4 | 17 | 350 |

Purple worms are massive creatures which grow to 40, or more, feet in length and they sometimes exceed 10 feet in diameter. They are subterranean, chewing tunnels in rock. These beasts swallow their prey whole on a roll which is 4 higher than what is needed to hit. The poison stinger on the tail is as long as a sword and causes death to those who fail saving throws.

## Rat (Giant-sized)

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 12 | 1-1 | 3 | 3d6 (3d10) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 1d3 | Disease | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 19 | 1 | 1 |

Giant rats are rats that have grown to enormous size; perhaps as big as a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. A failed save causes death within 1d6 days and a successful save results in the character being ill for one month.



## Riverwolf

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 2+1 | 8 | 0 (2d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 2d6 | N/A | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 6 Swim: 18 | 17 | 2 | 3 |

Riverwolves are magical crossbreeds between dire wolves and river otters, though no one knows why these two animals were crossbred.

### Rust Monster

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 18 | 5 | 18 | 1d4 (1d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Antenna | See below | See below | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 14 | 6 | 40 |

A rust monster is a large, armadillo-like creature with strong, bony armor and feathery antennae. They are attracted to the scent of metal; in fact, they eat it. For each successful attack, the creature will corrode and ruin one non-magical metal item or cause a magical item to lose one "plus".

### Snake, Constrictor (Giant-sized)

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 13 | 5 | 17 | 1d3 (1d3) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite 1 Constrict | 1d4 2d4 | Constrict | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 14 | 5 | 24 |

Giant pythons are 20-foot-long monstrosities. With a successful bite, the snake will automatically constrict his victim for 2d4 damage.

### Snake, Poisonous (Giant-sized)

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 14 | 4 | 14 | 1d4 (1d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 1d4 | Poison | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 15 | 4 | 12 |

Giant poisonous snakes are 10 feet long. A failed saving throw on a successful bite causes death in 1d20 minutes.

### Snake, Poisonous

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 12 | 1 | 4 | 1d6 (1d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 1d3 | Poison | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 18 | 2 | 3 |

Poisonous snakes, such as cobras and rattlesnakes are 3 to 5 feet long. A failed saving throw on a successful bite causes death in 1d3 hours.

### Snake, Winged

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 14 | 2 | 7 | 1d6 (1d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Sting | 1d3 | Poison | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 9 Fly: 18 | 17 | 3 | 6 |

Winged snakes, or winged serpents, look like rattlesnakes, with a stinger instead of a rattle, and six wings. The poison causes 1d6 points of damage per round for 3 rounds to those who fail saves.

## Spider (Giant-sized)

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 2 | 7 | 1d3 (1d3) |
| Attacks | Damage | Special | Morale |
| 1 Bite | 1d6 | Poison | 8 |
| Move | S/SR | HDE | XP |
| 18 | 18 | 2 | 3 |

Giant spiders are aggressive hunters. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1–5, being able to hide well in shadows. A giant spider's bite is very poisonous.



Phalangium Anulum

## Spider, Aranea

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 3 | 11 | 1d3 (1d6) |
| Attacks | Damage | Special | Morale |
| 1 Bite | 1d6 | Poison | 7 |
| Move | S/SR | HDE | XP |
| 18 | 16 | 4 | 12 |

Aranea are intelligent, sorcerous giant spiders. They are as large as a small pony. They have the spell-casting ability of a 3rd level Wizard. Their poison causes a loss of 3 STR points, which will return at one point per hour.

## Troll

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 15 | 6+3 | 24 | 1d8 (1d8) |
| Attacks | Damage | Special | Morale |
| 2 Claws | 1d6 | Regenerate | 10 |
| Move | S/SR | HDE | XP |
| 12 | 13 | 8 | 80 |

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerse it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

## Undead

The undead are those beings that are deceased and yet behave as if alive. The term undead could also describe a dead body animated by supernatural forces (or some other life force) or by either its own soul or the soul of a malevolent creature (such as a demon). Undead may be incorporeal, such as ghosts, or corporeal, such as vampires and zombies. The undead are featured in the legends of most cultures. Many are unaffected by ordinary weapons. All undead are immune to sleep and charm-related magic.

## Undead, Banshee

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 19 | 7 | 25 | 1 (1) |
| Attacks | Damage | Special | Morale |
| 1 Touch | 1d8 | See below | 10 |
| Move | S/SR | HDE | XP |
| 12 | 12* | 11 | 170 |

Banshees are horrid undead spirits that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 49% resistance to magic, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours.

Additionally, just the sight of a banshee causes the observer to save vs. spells or be affected with fear.

They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks.

## Undead, Ghast

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 15 | 4 | 14 | 1d6 (1d6) |
| Attacks | Damage | Special | Morale |
| 1 Claws | 1d6 | Paralyze bite | 9 |
| 1 Bite | 1d8 | | |
| Move | S/SR | HDE | XP |
| 9 | 15 | 3 | 6 |

Ghasts resemble ghouls and are often found with them.   The bite of a ghast induces paralysis for 30 minutes, affecting even elves. Additionally, ghasts have a horrible rotting stench, and any being within 10 feet must make a saving roll vs. poison or becoming terribly sick, resulting in a -2 penalty to attack rolls.

## Undead, Ghoul

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 13 | 2 | 7 | 1d6 (2d8) |
| Attacks | Damage | Special | Morale |
| 1 Claws | 1d6 | Paralyze touch | 9 |
| Move | S/SR | HDE | XP |
| 9 | 17 | 3 | 6 |

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 1d3 hours.

## Undead, Lich

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 12 | 42 | |
| | 13 | 46 | |
| | 14 | 49 | |
| | 15 | 53 | 1 (1) |
| | 16 | 56 | |
| | 17 | 60 | |
| | 18 | 63 | |

| Attacks | Damage | Special | Morale |
|---|---|---|---|
| 1 Touch | 1d10 | See below | 9 |

| Move | S/SR | HDE | XP |
|---|---|---|---|
| 9 | 7 | 15 | 290 |
| | 6 | 16 | 320 |
| | 5 | 17 | 350 |
| | 5 | 18 | 380 |
| | 5 | 19 | 410 |
| | 5 | 20 | 440 |
| | 5 | 21 | 470 |

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magic gone awry). A lich has the same spell-casting powers as the original wizard (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 any being of 4 HD or below to flee in abject terror. Liches are highly intelligent and totally malign.

## Undead, Mummy

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 16 | 5+1 | 18 | 1d4 (1d12) |

| Attacks | Damage | Special | Morale |
|---|---|---|---|
| 1 Touch | 1d12 | See below | 12 |

| Move | S/SR | HDE | XP |
|---|---|---|---|
| 6 | 14 | 7 | 60 |

Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

## Undead, Shadow

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 12 | 3+3 | 14 | 1d8 (1d12) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Touch | 1d4 | See below | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 16 | 4 | 13 |

Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes.

## Undead, Skeleton

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 11, or 12 | 1 | 4 | 3d4 (3d10) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon | See below | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 16 | 2 | 3 |

Skeletons are animated bones of the dead and are usually under the control of some evil master. Some carry shields. Skeletons take half damage from all edged or pointed weapons. Blunt weapons do normal damage.

## Undead, Skeleton Knight

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 18 | 9+2 | 34 | 1 (1) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Weapon | By weapon +3 | See below | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 10 | 10 | 140 |

Skeleton Knights are undead who were formerly very powerful Fighters (level 10, or higher). They are often clad in rotting clothing of nobility. Skeleton Knights usually fight with two-handed swords. The mere sight of one of these lords of the undead causes a S/SR vs fear to all under 5th level.

## Undead, Specter

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 17 | 6 | 21 | 1d4 (1d8) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Touch | 1d6 | See below | 11 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 15 Fly: 30 | 13 | 9 | 110 |

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.

## Undead, Vampire

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 17 | 7 | 25 | 1d4 (1d6) |
|    | 8 | 28 |  |
|    | 9 | 32 |  |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Touch, or 1 Bite | 1d6 | See below | 11 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 12 Fly: 18 | 13 | 9 | 110 |
|  |  | 10 | 140 |
|  |  | 11 | 170 |

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when "killed" in this way they change into a gaseous form, returning to their coffins. They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire's bite drains two levels from the victim. Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of the crucifix. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be himself—a pitiful thrall to its creator.

## Undead, Wight

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 14 | 3 | 11 | 1d4 (1d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Touch | See below | See below | 11 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 9 | 16 | 5 | 24 |

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

## Undead, Wraith

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 16 | 4 | 14 | 1d4 (1d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Touch | See below | See below | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 24 | 15 | 6 | 40 |

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

## Undead, Zombie

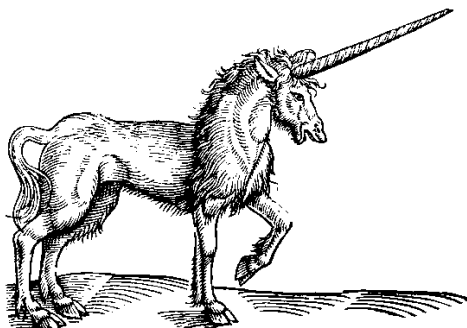| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 11 | 2 | 7 | 2d4 (4d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Claws | 1d8 | See below | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 6 | 17 | 3 | 6 |

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. As other undead, Zombies are immune to sleep and charm.

## Unicorn

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 17 | 4+5 | 19 | 1d6 (1d8) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Hoof, or 1 Horn | 1d6 | See below | 7 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 24 | 15* | 5 | 24 |

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 feet, with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

Of the *UNICORN.*



## Vampire Bat (Giant-sized)

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 11 | 1 | 4 | 1d10 (1d10) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 1d4 | See below | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 3 Fly: 18 | 18 | 3 | 6 |

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

## Wolf

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 13 | 1+2 | 5 | 2d6 (3d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 1d6 | N/A | 8 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 18 | 18 | 1 | 2 |

Wolf packs still range across the forests and attacks on humans are not uncommon, especially in war-torn areas where dead bodies litter the ground. In a group of 3 or fewer wolves, their morale drops to 6.
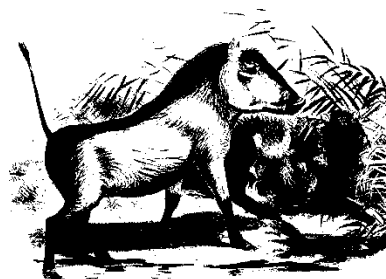


## Wolf, Direwolf (Worg)

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| 14 | 4+2 | 16 | 1d4 (2d4) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite | 1d8 | N/A | 10 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 18 | 15 | 4 | 12 |

Direwolves are larger, more aggressive wolves. Larger direwolves are up to 9 feet long and 800 lbs. There are rumors of these large animals in mountain regions.

## Wyvern

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 16 | 7 | 25 | 1d2 (1d6) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 Bite, or 1 Sting | 1d6, or 1d6+6 | Flight, Poison | 9 |
| **Move** | **S/SR** | **HDE** | **XP** |
| Land: 6 Fly: 24 | 12 | 9 | 110 |

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach. They are ridden by elves into battle. There poison sting does an extra 6 points of damage (save for half).

## Yellow Mold

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| N/A | 2 | 7 | 1d4 (1d8) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| N/A | See below | Spores | N/A |
| **Move** | **S/SR** | **HDE** | **XP** |
| N/A | 19 | 3 | 6 |

Yellow mold is a subterranean fungus which neither moves nor attacks. If, however, it is struck or touched, it might (50% chance) release a cloud of poisonous spores, 10 feet in diameter. Those failing saving throws vs poison will die a horrible death as their lungs and insides are converted into new mold. These fungi can be destroyed with fire, which will not cause the spores to release.

## Yellow Musk Creeper

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| 13 | 3 | 11 | 1 (1) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 2-12 Flowers | See below | Spores | N/A |
| **Move** | **S/SR** | **HDE** | **XP** |
| N/A | 16 | 3 | 6 |

Yellow musk creepers are large, light green climbing plants which drain the mind of their victims, turning them into creeper-controlled zombies. When approached to within 10 feet, the creeper will sway its hypnotic flowers in front of the victim. A successful hit means a burst of spores lands on the victim's face, causing a S/SR vs. magic or walk into the mass of the plant.

Tendrils bore into the victim's skull, causing the loss of 1 KNO point per round. When the victim falls to -4 KNO, he becomes a Yellow Musk Zombie. For those who do not become zombies, KNO points return at the rate of 1 per week.

## Yellow Musk Zombie

| AC | HD | Avg HP | # Appear |
|---|---|---|---|
| Variable | 2 | 7 | 1d2 (1d2) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| 1 | By weapon | N/A | 12 |
| **Move** | **S/SR** | **HDE** | **XP** |
| 12 | 17 | 3 | 6 |

Yellow Musk Zombies are victims of the yellow musk creeper plant whose KNO has been reduced to -4. These creatures are not true undead and can be cured if their controlling creeper is killed and a *neutralize poison* spell is cast on the zombie. Several months of relative rest are required to recover lost KNO.

Once created, a yellow musk zombie will server its creeper for two months before wandering off and dying, sprouting a new Yellow Musk Creeper.

## Better Monsters
There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing über-monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging.

## Monster Levels
You may notice that while suggested character levels are capped, monster levels are not. The reasons for this are simple:

Players run in packs and big monsters need levels to overcome a disadvantage in numbers. Players tend to be creative while many Referees allow monsters to "play stupid."

The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.

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

| Table 34: Monster Creation | | | | |
|---|---|---|---|---|
| Hit Dice | Base Attack Bonus | Saving /Skill Roll | Avg. Hit Points | XP Awarded |
| < 1 | +0 | 19 | | 1 |
| 1 | +1 | 18 | 4 | 2 |
| 2 | +2 | 17 | 7 | 3 |
| 3 | +3 | 16 | 11 | 6 |
| 4 | +4 | 15 | 14 | 12 |
| 5 | +5 | 14 | 18 | 24 |
| 6 | +6 | 13 | 21 | 40 |
| 7 | +7 | 12 | 25 | 60 |
| 8 | +8 | 11 | 28 | 80 |
| 9 | +9 | 10 | 32 | 110 |
| 10 | +10 | 9 | 35 | 140 |
| 11 | +11 | 8 | 39 | 170 |
| 12 | +12 | 7 | 42 | 200 |
| 13 | +13 | 6 | 46 | 230 |
| 14 | +14 | 5 | 49 | 260 |
| 15 | +15 | 4 | 53 | 290 |
| 16 | +15 | 4 | 56 | 320 |
| 17 | +15 | 4 | 60 | 350 |
| 18 | +15 | 4 | 63 | 380 |
| 19 | +15 | 4 | 67 | 410 |
| 20 | +15 | 4 | 70 | 440 |

This table shows the monsters "To Hit" bonus, based on its HD, its S/SR and the XP given out to the PCs when they defeat the creature. For monsters with special abilities, bump up the XP by a level for each (unless the ability is not particularly powerful or dangerous); if it is a particularly powerful ability, bump it up by 2 levels. The Average Hit Points is simply 3.5 (the average of 1d6) multiplied by the creature's Hit Dice.

# Chapter 8: Rules of the Game

## Gaining Experience

Characters are awarded Experience Points (XP) for killing monsters and accumulating treasure. Monsters have set XP values in their descriptions, and one silver piece acquired is equal to one XP. XP is awarded for accumulating treasure because every silver coin gained by a character is an index of his player's skill.

Experience Points are usually awarded at the end of the gaming session, though Referees can choose to award them whenever he desires.

When characters reach a number of experience points to advance a level, they roll for new hit points, can cast additional spells, etc.

## Keeping Time

Sabres & Sorcery uses "standard" real time increments, i.e. seconds, minutes, hours, etc. In addition, a measurement called Rounds is added. One round is the equivalent of six seconds. Rounds are primarily used for keeping track of time in combat though some spells have durations in rounds. In older versions of S&S and other old-style games, the Turn is included as a measure of time. One Turn is the equivalent of ten minutes. S&S3e does not use Turns, but if a premade adventure uses this measurement, just substitute for ten minutes

| Second | Round | Minute | Hour | Day |
|--------|-------|--------|------|-----|
| 86,400 | 14,400 | 1,440 | 24 | 1 |
| 3,600 | 600 | 60 | 1 | 1/24 |
| 60 | 10 | 1 | 1/60 | |
| 6 | 1 | 1/10 | | |

Referees will often just tell the players how much time has gone by, for instance, "Four days have passed…" or "The following month…", etc.

## Movement and Encumbrance

Normally Movement and Encumbrance will be judged by the Referee based on common sense. Common sense dictates how much a strong fighter can carry versus a weak wizard, etc. For those who prefer a more accurate encumbrance system, the following works well enough.

Equipment from the equipment list include and Encumbrance value, which is the equivalent of weight, in pounds. For simplicity sake, armor worn is considered as armor carried. For those Referees who want a more accurate version on this, just divide the Encumbrance of worn armor by half, or third, or whatever makes sense.

- Dwarves, Fighters, and Woodsmen can carry 80 lbs. + 20 lbs. per point of STR above +0.
- Clerics, Elves, and Rogues can carry 60 lbs. + 10 lbs. per point of STR above +0.
- Goblins and Wizards can carry 40 lbs. + 10 lbs. per point of STR above +0.

| Weight Carried | Careful Movement | Walk | Run | Swim |
|--------|--------|------|-----|------|
| Less than 1/2x | 6 | 12 | 24 | 6 |
| 1/2x to 1x | 5 | 9 | 18 | 3 |
| 1x to 1 1/2x | 3 | 6 | 12 | N/A |
| 1 1/2x to 2x | 1 | 3 | 6 | N/A |
| 2x or more | 1 | N/A | N/A | N/A |

The movement rates above are based in feet per round in a dungeon setting. Multiply all by ten if outdoors.

# Combat

Combat requires a bit more real-life time and detail than other parts of a typical campaign. As mentioned in the Keeping Time section, combat is conducted in Rounds (6-second time blocks). The order of events is as follows:

1. Determine if either side is surprised. This is up to the Referee to determine. If a die roll is required, have both sides roll 1d6 and each side that rolls a 1 or 2 is surprised. If one side is surprised and the other is not, the side which gains surprise gets one free attack against the side which does not gain surprise.
2. Roll Initiative. Either each side or each participant will roll 1d12 for initiative. If each individual is rolling, then that individual will add or subtract his PER to the roll. If the initiative roll is a group roll do not add PER. High roll goes first.
3. Winning side/individual makes attacks and the losing side/individual records damage which has been inflicted on it. For those using group initiative, the following steps determine in which order attacks are made per side:
   A. Prepared spells take effect.
   B. Missile weapons are fired.
   C. Melee attacks occur.
4. As Step 3 but the losing side makes attacks.
5. Repeat Steps 3 and 4 until one side expires or flees.

## Attack Roll

The Attack Roll is simply a typical S/SR, modified by either Strength (for melee weapons) or Dexterity (for missile or finesse-based melee weapons), and the character's Attack bonus (based on level) with a target number of the opponent's Armor Class.

Some Referees prefer the original way of recording Armor Class, which is "lower is better". In these situations, a table is needed to determine if an attack is successful or not. Rules for such are not included in this edition of S&S.

## Armor Class and Armor Reduction

There are two different systems for determining armor and physical protection. The standard way of these games is to use Armor Class (AC). This is the number a combatant need to roll to hit his opponent. This is straight-forward. A successful hit will then do a determined amount of damage based on a die roll.

The alternate method is Armor Reduction. Using this system, everyone has an AC of 10, modified by DEX. When a combatant lands a blow on his opponent and rolls his damage die, the damage inflicted will be lowered by the amount of the Armor Reduction.

## Natural 20

It is very common in games to reward the player for rolling a 20 on his attack roll. Technically, there is no more or less a chance of rolling a 20 than any other number but the shout of joy at rolling a 20 makes it worthwhile to reward the player. On a roll of a natural 20 (the d20 roll is exactly 20 without any modifiers), the player will roll an extra damage die. If he rolls a natural 20 with a dagger attack, he will roll another d4, if he is using a sword, he rolls another d8, etc.

## Damage and Death

Each weapon does a random amount of damage. When an attack is successful, the player or Referee will roll a die based on the weapon being used, possibly apply a modifier for magic, Strength, or something else, and the character which was hit will subtract the resulting number from his Hit Points.

When a player character or major NPC reaches 0 Hit Points, he is rendered unconscious but stable. If the HP falls below 0, the character is bleeding to death. Each round spent with a Hit Point total below 0 requires a Saving Roll vs. death. If the roll is successful, the character lives one more round – giving his compatriots time to bandage his wounds, use healing magic, etc. If the roll is unsuccessful, the character dies. If a character has fewer than 0

HP, any successful attempt to bind his wounds or any healing spell will bring the character up to 0 HP, making him unconscious but without fear of dying. Further magical healing will heal the character as normal.

When a minor NPC or a monster reaches 0 Hit Points, death occurs immediately.

## Healing and Recovery

All characters will recover a number of Hit Points per day of uninterrupted rest. If the character is resting in a dry cave, in the forests, or some similar place, he will heal 1d3 HP per day of rest. If the recovery is in a clean bed with an attendant, he will heal 1d3 HP + his Level per day. If the character is resting deep in a dank dungeon, in a mountain pass during a storm, or someplace similar, he will only heal 1 HP per day.

After a combat is completed, and if the character was wounded, a comrade may bind his wounds. This will prevent further blood loss. This is particularly useful when a character has fallen below 0 HP and will otherwise die!

## Missile Weapon Ranges

For simplicity sake, there are only three ranges for missile weapons: short range, medium range, and long range. Weapons which are rated as short range may be used against enemies up to about 20 feet distant, medium range weapons may be used up to 80 feet distant; long range weapons may be used against foes out to a range of 160 feet.

*Combat Example: Gorm, [Level 1 Fighter, STR +1 DEX +0, HP 11, wearing chainmail armor and carrying a shield (AC 15) armed with a sword (d8 damage)] is fighting a Hobgoblin [HD 1+1, HP 7, AC 14, armed with a battle axe (d8 damage)] near the Swamps of Despair.*
*Round 1: Gorm rolls a 7 for imitative and the hobgoblin rolls an 11. The hobgoblin swings his axe at Gorm, rolling a total of 10 (9 on the*

*d20 roll +1 due to hit dice), which is below Gorm's AC of 14 so the hobgoblin misses. Gorm swings his sword and rolls a 13 on the d20 which would be a miss as a Level 1 fighter does not have an attack bonus; however, Gorm's Strength is added, resulting in a total of 14, which is what is needed to successfully land a blow on the hobgoblin. Gorm's player rolls a d8 for damage with a result of 6. Adding Gorm's STR of +1 to this roll gives a total of 7, killing the hobgoblin in one blow. Six seconds have passed*
*Round 2: Gorm loots the hobgoblin's body, finding 8 silver pieces and a rusty key on a leather thong around the hobgoblin's neck.*

# Other Adventuring Rules

## Light and Darkness

The range of light emitted by candles, lanterns, and torches is listed in the equipment chapter.

Some characters have infravision, which is the ability to see heat energy. Living creatures give off heat, and those with infravision can detect them, even in complete blackness. Living creatures and warm items range from red (hot), to orange and yellow (warm). Cool objects have a bluish hue and cold items are black. Those with infravision cannot read using it.

Characters and creatures without a light source or infravision have a -4 penalty on attack rolls. This includes those who are blind, whether naturally or magically.

## Secret and Hidden Doors

To find a secret door, the player makes a PER S/SR, and if successful, the door has been discovered. Elves are renowned secret door finders and enjoy a +4 bonus on this roll. Each character can only search one time in a given area (which size is up to the Referee) and it takes ten minutes to search an area.

For normal doors which cannot be picked, characters can attempt to bash them down

with a STR S/SR.  If the player making the attempt rolls a 1 on his die, the character will take 1d6 damage for such a poor effort.

## Traps, Large and Small

Dungeons are notoriously dangerous places, evil Wizards and master Thieves are always placing traps to catch the unwary adventurer. Usually, just walking over a floor trap is enough to cause it to release.  Characters specifically looking for traps can make a PER S/SR to detect the trap.  Dwarves are especially good at finding traps in dungeons.  Once a trap has been discovered, avoiding it is usually pretty easy but deactivating a trap takes skill.

Chests are also very often trapped, either with poison needles, sleep gas, or something equally sinister.  Rogues are skilled at finding and removing these traps.

## Wilderness Movement

Unless deterred by terrain, characters can move double their normal Movement Rate in miles per day.  A character with a Movement of 12 can march for 24 miles in one day.  These miles per day is assuming relatively clear terrain such as light woods, grassland, low hills, etc. For desert, hills, and heavily wooded areas, creatures move at only 2/3 their standard rate. For thick jungles, swamps, or mountains, characters move at 1/2 their standard rate.

## Climbing and Falling

Characters will have to make Climbing S/SRs, based on STR, on occasion.  It is recommended that characters make a roll at the beginning of their climb, halfway through, and at the finish.  If a character falls, he will take 1d6 points of damage per ten feet fallen.

## Holy Water and Oil

Often times, characters carry a supply of holy water for use against undead creatures.  When a vial is splashed onto an undead creature or a demon or devil, 1d6 damage will be inflicted.

Oil can be used against any creature susceptible to fire.  Damage is 1d6 per flask and the fire will burn for three rounds.

## Potion Mixing

Foolhardy adventurers have been known to drink one potion followed by another.  Usually this ends poorly for the adventurer.  For a random result of doing this, the following table may be used:

| Table 35: Potion Mixing | |
|---|---|
| **d20 Roll** | **Result** |
| 1-2 | Poisonous brew:  Save vs. poison with a 1d4 (-1 to -4) penalty or die |
| 3-4 | Chemical reaction:  Mixture causes internal chemical burns for 2d6 damage |
| 5 | Hideous result:  Mixture alters imbiber's body in a horrible and permanent way.  Examples are mottled skin, withered limb, melted eye, etc. |
| 6-15 | No effect:  Both potions are rendered ineffective |
| 16-18 | Normal effect:  Both potions function normally |
| 19 | Greater effect:  One potion works 10-100% more effectively while other does not work at all |
| 20 | Different effect:  Potions combine to create an entirely new effect |

## Ship and Siege Combat

Referees are encouraged to just run ship and siege combats as a story and not overly detailed.  Table 22 recommends a 10-1 ratio for converting Structural HP to standard Hit Points.  Realistically, and depending on the size of vessel, thickness of castle walls, etc. hand-to-hand weapons might do NO damage against certain objects.  You do what seems right for your game!

# Chapter 9: Treasure

The amount of treasure a monster might carry or have stashed in its lair is usually related to its HDE. This is not necessarily realistic, bit since this is a fantasy game, does it matter? Keep in mind that treasure is one of the ways the game reflects what a characters has done, i.e. it is used for awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much; however, too many monsters with small treasures and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 20 to 30 times the monster's value in XP. So, a lair of goblin worth 1 XP should own around 20-30 gold pieces' worth of loot, whereas a 6 XP lizard man might average 120-180 GP in the lair.

Individual monsters which are not in their lair likely won't have their entire fortune with them. Also, obviously it doesn't make sense for every crocodile, wolf, or wild boar to have any treasure at all, so the Referee should place what these creatures would have for treasure with a monster which would have the treasure.

> Multiply the XP value of the monster by 10 and then by 1d3+1 gives a good variation on all monster with the same loot.

Perhaps the goblin treasure hoard has some extra coins which would normally have been the treasure of the wolves, etc.

Remember that 10 GP is equal to 1 XP when it comes to advancement.

*Example 1: A lair of goblins worth 1 XP each will have [(1x10) x1d3+1] gold piece value of treasure, so a minimum of 10gp and a maximum of 40gp worth of treasure. The Referee rolls a 2, so the goblin hoard is worth 30gp.*

*Example 2: A mid-sized dragon worth 200 XP will have [(200x10) x1d3+1] gold piece value of treasure. The Referee also rolls a 2 for this, so the dragon hoard is worth 6000gp.*

Once the total value of the treasure is known, Referees can "trade out" for treasures other than coinage. For every 100gp value, every 1000gp value, and for every 5000gp value, the Referee will roll a d20. On a roll of 19 or 20, he will roll on a Special Treasure table. If the Referee does roll a 19 or 20, then that particular portion of treasure will replace the gold piece value of coinage.

*Example 1: The goblin hoard worth 30gp will not have a trade out since the total value is less than 100gp.*

*Example 2: The dragon hoard worth 6000gp will have the possibility of a 100gp trade outs, a 1000gp trade outs, and a 5000gp trade outs. The Referee rolls 3 d20 rolls and they show up as 4, 19, and a 20. This dragon hoard has the potential to have a lot of special treasure!*

For each successful trade out, there is a 5% chance of having a magical item. The Referee can roll another d20 and on a result of 20, the treasure will include a magical item. 100gp trade out will now become a Minor magic item, 1000gp trade out will become a Medium magic item, and a 5000gp trade out will be a Major magic item.

*Example: The dragon hoard had two successful trade outs, one for 1000gp and the other for 5000gp. The Referee now rolls two d20 rolls and gets a 20 and a 17. The 1000gp trade out now will be magic item instead of gems or jewelry.*

| Table 36: 100gp Trade Outs | |
|---|---|
| **1d6 Roll** | **Result** |
| 1 | Gem or jewelry worth 1d6gp |
| 2-3 | Gem or jewelry worth 1d100gp |
| 4-5 | Gem or jewelry worth 1d100+50gp |
| 6 | Gem or jewelry worth 1d100 x10gp |

| Table 37: 1000gp Trade Outs | |
|---|---|
| **1d6 Roll** | **Result** |
| 1 | Gem or jewelry worth 1d100+25gp |
| 2-3 | Gem or jewelry worth 1d6 x200gp |
| 4-5 | Gem or jewelry worth 1d6 x300gp |
| 6 | Gem or jewelry worth 1d100 x100gp |

| Table 38: 5000gp Trade Outs | |
|---|---|
| **1d6 Roll** | **Result** |
| 1 | Gem or jewelry worth 1d100 x10gp |
| 2-3 | Gem or jewelry worth 1d100 x80gp |
| 4-5 | Gem or jewelry worth 1d100 x120gp |
| 6 | Gem or jewelry worth 1d100 x200gp |

| Table 39: Minor Magic Item | |
|---|---|
| **1d6 Roll** | **Result** |
| 1 | Roll 1d6 on the Scrolls table |
| 2-3 | Roll once on the Potions table |
| 4-5 | Roll 1d6 on the Magic Armor and Weapons table |
| 6 | Roll 1d20 on the Misc. Magic Items table |

| Table 40: Medium Magic Item | |
|---|---|
| **1d6 Roll** | **Result** |
| 1 | Roll 1d6+6 on the Scrolls table |
| 2-3 | Roll 1d3+1 times on the Potions table |
| 4-5 | Roll 1d6+6 on the Magic Armor and Weapons table |
| 6 | Roll 1d20+20 on the Misc. Magic Items table |

| Table 41: Major Magic Item | |
|---|---|
| **1d6 Roll** | **Result** |
| 1 | Roll 1d6+12 on the Scrolls table |
| 2-3 | Roll 1d6+2 times on the Potions table |
| 4-5 | Roll 1d6+12 on the Magic Armor and Weapons table |
| 6 | Roll 1d20+40 on the Misc. Magic Items table |

## Magic Item Descriptions

### Abbreviations
Many magic items are only usable by certain character Classes. These are abbreviated as follows:

*(C) –these items can be used only by Clerics

*(F) –these items can by Fighter types (Dwarf, Elf, Fighter, Goblin, or Woodsman)

*(W) –these items can only be used by Wizard types (Elf or Wizard). Some items may ONLY be used by Wizards and are of no use to Elves.

Items with more than one abbreviation can be used by characters who fall under either Class.

### Potions
Potions are the result of an alchemist's labors. Most potions are one use per bottle but some large bottles might hold two or three doses. Generally, potions are not apparent to Detect Magic spells since they are usually the result of alchemical research with regents, special ingredients such as eyes of newt, gallbladder of a gorgon, etc. and not the result of a spell being cast. Wizards can sometimes determine what a potion does due to some basic alchemical

training they receive as apprentices. If the Wizard makes a very difficult (-10) saving throw, modified by KNO, he can determine the type of potion.

Unless otherwise noted, potions usually remain in effect for 1 to 3 hours.

**Table 42: Potions**

| 1d100 Roll | Potion | Description |
| --- | --- | --- |
| 1-3 | Animal Control | Same results as the Charm Monster spell, works on any normal (3d6) or giant (1d3) animals |
| 4-6 | Clairaudience | Same results as the Crystal Ball spell |
| 7-9 | Clairvoyance | Same results as the Crystal Ball spell |
| 10-12 | Diminution | Shrinks drinker to 10% normal size for 2d6 hours |
| 13-15 | Dragon Control | Same results as the Charm Monster spell, works on one specific type of dragon (1d3 total dragons) |
| 16-18 | Ethereality | Can move through solid objects but cannot attack. Worn and carried equipment also becomes ethereal |
| 19-21 | Fire Resistance | Immune to normal fires, +2 saving rolls vs. fire attacks and for attacks without saves, will take half damage only |
| 22-24 | Flying | Same results as the Fly spell |
| 25-27 | Gaseous Form | Same results as the Gaseous Form spell |

**Table 42: Potions**

| 1d100 Roll | Potion | Description |
| --- | --- | --- |
| 28-30 | Giant Strength | STR becomes +4 and melee attacks do an extra 1d6 damage |
| 31-33 | Growth | Grows to 300% normal size |
| 34-36 | Heroism | +2 on all attack and damage rolls |
| 37-39 | Invisibility | As per the Invisibility spell |
| 40-42 | Invulnerability | +2 on all saving rolls and armor class |
| 43-45 | Levitation | As per the Levitate spell |
| 46-48 | Plant Control | Same results as the Charm Monster spell, works on all normal plants |
| 49-55 | Poison | Must save vs. poison or die. Most are instantaneous but some will take a few rounds |
| 56-58 | Slipperiness | Creates a nearly frictionless surface |
| 59-61 | Treasure Finding | Can detect treasure hoards within 400 feet |
| 62-64 | Undead Control | Same results as the Charm Monster spell, works on 2d4 undead of fewer than 4 HD and 1d4 undead of 4+1 or more HD |
| 65-75 | Extra Healing | Recovers 3d8+3 HP immediately |
| 76-00 | Healing | Recovers 1d8+1 HP immediately |

## Scrolls

With the exception of Protection scrolls, which can be used by any character class, scrolls may only be used by a class which can cast that particular type of spell, either Clerical spells or Wizard spells, which can be cast by Elves or Wizards.   There is an equal chance of a spell scroll being for Clerics or Wizards.

| Table 43:  Scrolls | |
| --- | --- |
| Roll | Scroll |
| 1 | 1 spell, level 1 |
| 2 | 1 spell, level 1d3 |
| 3 | 2 spells, level 1d2 each |
| 4 | 3 spells, level 1 each |
| 5 | Cursed scroll |
| 6 | Protection scroll, normal duration |
| 7 | 2 spells, level 1d4 each |
| 8 | 2 spells, level 1d4+1 each |
| 9 | 3 spells, level 1d4 each |
| 10 | 4 spells, level 1d4+1 each |
| 11 | Cursed scroll |
| 12 | Protection scroll, double duration |
| 13 | 5 spells, level 1d3 each |
| 14 | 5 spells, level 1d4+1 each |
| 15 | 6 spells, level 1d4+1 each |
| 16 | 7 spells, level 1d4+1 each |
| 17 | Cursed scroll |
| 18 | Protection scroll, triple duration |
| 19 | 7 spells, level 1d3+2 each |
| 20 | 7 spells, level 1d2+3 each |

## Cursed Scrolls

Cursed scrolls inflict curses, from amusing to the catastrophic.  The Referee is encouraged to invent interesting curses.   Generally, just looking at the scroll will force a saving throw vs. magic to avoid curse.   Most curses can be removed with the Remove Curse spell.   The table below has some typical curses but the Referee should change or add to it.

| Table 44:  Cursed Scrolls | |
| --- | --- |
| 1d20 Roll | Scroll |
| 1 | Blind for 1d3 hours |
| 2 | Fear of something (snakes, wood, bathing, etc.) |
| 3 | Confusion for 1d3 hours, must save to perform any action |
| 4 | Despondency for 1d6 days, character refuses to move himself |
| 5 | Dimensional vortex, character is transported onto the scroll as a glyph or word |
| 6 | Hallucinations for 1d3 hours |
| 7 | Instant death |
| 8 | Fall madly in love with first living creature seen |
| 9 | Lose 1d10 x10 XP |
| 10 | Lose 1 point of randomly determined Ability |
| 11 | Must carry scroll in hand, causing hand to be unable for further use |
| 12 | Will obey any order or suggestion given for next 1d3 hours |
| 13 | Paralysis for 1d3 hours |
| 14 | Polymorphed into small creature (frog, mouse, newt, etc.) |
| 15 | Body gives off foul-smelling odor for 1d8 days |
| 16 | Magical sleep, broken by kiss of a virgin |
| 17 | Turned to stone |
| 18 | Unable to speak for a year and a day |
| 19 | Uncontrollable laughter for 1d3 hours, probably causing a wandering monster to arrive |
| 20 | Constantly attract a pack of rats, which follow character |

| Table 45: Protection Scrolls | |
|---|---|
| **1d8 Roll** | **Scroll** |
| 1 | Demons and Devils: All within a 10-foot radius of reader are protected from all the attacks of one demon or devil per round. 30 minute (or 180 round) duration |
| 2 | Drowning: All within a 10-foot radius of reader gain the ability to breathe water. One-day duration |
| 3 | Elementals: All within a 10-foot radius of reader are protected from all the attacks of one elemental per round. 30 minute (or 180 round) duration |
| 4 | Magic: An anti-magic dome with a radius of 10 feet surrounds and moves with the reader. No spell may pass in or out of it. One-hour duration |
| 5 | Poison: No poison will affect the reader for six hours; additionally, any poison currently in effect is nullified |
| 6 | Metal: No metal weapon may harm the reader. One-hour duration |
| 7 | Undead: All within a 10-foot radius of reader are protected from all the attacks of undead, based on HD of undead. Protects against 2d12 undead with fewer than 4 HD, 2d6 undead with fewer than 6 HD, and 1d6 undead with 6+1 or more HD. 30 minute (or 180 round) duration |
| 8 | Lycanthropes: All within a 10-foot radius of reader are protected from all the attacks of all lycanthropes. 30 minute (or 180 round) duration |

| Table 46: Magic Armor and Weapons | |
|---|---|
| **Roll** | **Armor or Weapon** |
| 1 | Cursed armor or shield (roll 1d6: 1-3: -1, 4-5: -2, 6: -3) * |
| 2 | +1 missile weapon |
| 3 | +1 shield |
| 4 | +1 melee weapon |
| 5 | +1 armor |
| 6 | Cursed weapon (roll 1d6: 1-3: -1, 4-5: -2, 6: -3) * |
| 7 | +2 missile weapon |
| 8 | +2 shield |
| 9-10 | +2 melee weapon |
| 11 | +2 armor |
| 12 | Minor unusual weapon |
| 13 | +3 missile weapon |
| 14 | +3 shield |
| 15-16 | +3 melee weapon |
| 17 | +3 armor |
| 18 | Major unusual weapon |
| *: Cursed weapons may not be put down without a Remove Curse spell | |

The *Referee* is encouraged to choose the type of weapon or armor himself. Usually it is best to stock the treasure room with something the characters can use, unless there is a campaign-specific reason why something else is found. When missile weapons are rolled, usually arrows or crossbow bolts are what is found (2d6 of each) but a magical javelin or sling stones aren't unheard of.

| Table 47: Minor Unusual Weapon | |
|---|---|
| **1d6 Roll** | **Weapon** |
| 1 | +1 melee weapon with a +2 bonus vs particular type of foe |
| 2 | +1 melee weapon with a +3 bonus vs particular type of foe |
| 3 | +1 melee weapon with a +4 bonus vs particular type of foe |
| 4 | +2 melee weapon with a +3 bonus vs particular type of foe |
| 5 | Sheds light in a 30-foot radius |
| 6 | Sheds light in a 5-foot beam with a distance of 70 feet |

## Magic Armor and Weapons
Unless otherwise specified, all magical weapons give their bonus to both attack rolls and damage rolls.

| Table 48: Major Unusual Weapon | |
| --- | --- |
| **1d12** | |
| **Roll** | **Weapon** |
| 1 | +1 blunt weapon which destroys undead with less than 6 HD |
| 2 | +1 thrown weapon which returns to hand |
| 3 | +1 weapon which grants an additional attack per round |
| 4 | +1 melee weapon which flames for an additional 1d6 damage per hit |
| 5 | +2 melee weapon which flames for an additional 1d6 damage per hit |
| 6 | +1 missile weapon which explodes for an additional 1d6 damage per hit |
| 7 | +2 missile weapon which explodes for an additional 1d6 damage per hit |
| 8 | +1 melee weapon which gives bearer Dark Vision (as spell) |
| 9 | +2 melee weapon which awakens its owner when danger is near |
| 10 | +2 melee weapon which detects magic when asked |
| 11 | +2 melee weapon which allows owner to Detect Evil (as spell) |
| 12 | +2 missile weapon which attacks again if it misses the first time |

## Miscellaneous Magic Items

| Table 49: Miscellaneous Magic Items | | |
| --- | --- | --- |
| **Roll** | **Item** | **Description** |
| 1 | Wand (W) | Level 1 spell. Holds 10 charges |
| 2 | Wand (W) | Level 2 spell. Holds 10 charges |
| 3 | Wand (W) | Level 3 spell. Holds 10 charges |
| 4 | Ring of Protection | +1 AC |
| 5 | Ring of Protection | +2 AC |
| 6 | Ring of Invisibility | Invisibility as per spell |

| Table 49: Miscellaneous Magic Items | | |
| --- | --- | --- |
| **Roll** | **Item** | **Description** |
| 7 | Ring of Fire Resistance | Immunity to normal fire, +5 saving rolls vs. magical fire, breath weapons, etc. |
| 8 | Ring of Mammal Control | Control 1d6 normal sized mammals with a 60 foot range |
| 9 | Ring of Poison Resistance | +5 to saving rolls vs. poison |
| 10 | Arrow of Direction | Points the direction of whatever holder wants. Usable seven times per week |
| 11 | Bag of Holding | Interior dimensions are 10x5x3 feet and can hold 1000 encumbrance |
| 12 | Boots of Elvenkind | Wearer moves with absolute silence |
| 13 | Boots of Speed | Doubles wearer's movement rate |
| 14 | Bracers of Defense | AC 13. No effect if AC is already better |
| 15 | Chime of Opening | Chime unlocks door, even if barred or Wizard Locked |
| 16 | Cloak of Elvenkind | Wearer is nearly invisible |
| 17 | Cloak of Protection (C,W) | +1 AC and +1 on all saves |
| 18 | Horseshoes of Speed | Doubles horse's movement rate |
| 19 | Rope of Climbing | 50-foot rope which climbs magically and can tie knot to support weight |

| Table 49: Miscellaneous Magic Items | | |
|---|---|---|
| Roll | Item | Description |
| 20 | Rope of Entanglement | 10-foot rope which will wrap itself around up to 2d4+1 human-sized foes on command. It has an AC of 20 and has 20 HP before being useless. |
| 21 | Wand (W) | Level 1 spell. Holds 20 charges |
| 22 | Wand (W) | Level 2 spell. Holds 20 charges |
| 23 | Wand (W) | Level 3 spell. Holds 20 charges |
| 24 | Wand (W) | Level 4 spell. Holds 10 charges |
| 25 | Wand of Magic Detection | As Detect Magic spell with 20-foot range. Always active when held, does not use charges |
| 26 | Wand of Trap Detection | Detects traps and secret doors with 20-foot range. Always active when held, does not use charges |
| 27 | Ring of Protection | +3 AC |
| 28 | Ring of Human Control | Allows Charm Person as spell once par day. Can have up to three individuals charmed at one time |
| 29 | Ring of X-ray Vision | Can see through sold rock up to 10 feet and through metal up to 1 foot, all other materials up to 40 feet |

| Table 49: Miscellaneous Magic Items | | |
|---|---|---|
| Roll | Item | Description |
| 30 | Amulet Against Scrying | Protects the wearer from all scrying, such as Crystal Ball spell or ESP |
| 31 | Boots of Flying | Winged boots allow flying in one hour increments |
| 32 | Bracers of Defense | 1d6 roll: 1-3: AC 15, 4-6: AC 17 |
| 33 | Carpet of Flying | Can carry up to three people, speed of 18 with more than one passenger. Speed of 30 with only one passenger |
| 34 | Cloak of Protection (C,W) | +3 AC and +2 on all saving throws |
| 35 | Gauntlets of Ogre Power (C,F) | STR +4 (damage and S/SRs, not to hit rolls) |
| 36 | Helm of Languages | Wearer can read all languages including magic script |
| 37 | Horn of Valhalla (F) | Summons 2d4 berserk warriors (HD 1+2, HP 8 each, AC 12, 1d8 damage, +2 on attack rolls). Disappear after one combat. |
| 38 | Manual of Quickness | Increases DEX by +1 |
| 39 | Robe of Blending | Makes wearer appear as part of surroundings (rocks, plants, creatures, etc.) Those with 9 HD or more have a 10% chance to observe the wearer as he really is |

| Table 49: Miscellaneous Magic Items | | |
|---|---|---|
| Roll | Item | Description |
| 40 | Robe of Wizardry (W) | Allows wearer to cast Charm Person, Hold Person once per day each, and Polymorph once per week. |
| 41 | Wand of Enemy Detection | Detects enemies in a radius of 60 feet, provided enemies are thinking hostile thoughts. Always active when held, does not use charges |
| 42 | Wand of Polymorph (W) | Casts Polymorph spell. Holds 10 charges |
| 43 | Wand of Fear (W) | Causes creatures in a cone-shaped path to flee if they fail saving throw. 60-foot range with 30' cone. Holds 25 charges and cannot be recharged |
| 44 | Wand of Paralysis (W) | Causes creatures in a cone-shaped path to be paralyzed if they fail saving throw. 60-foot range with 30' cone. Duration 1d3 hours. Holds 25 charges and cannot be recharged |
| 45 | Ring of Wishes | Grants the wearer 3 wishes. Outrageous wishes backfire |
| 46 | Ring of Regeneration | Wearer regenerates 1 HP per round except for acid or fire damage |

| Table 49: Miscellaneous Magic Items | | |
|---|---|---|
| Roll | Item | Description |
| 47 | Ring of Spell Storing (C or W) | Contains 1d6 spells of any level, wearer can cast them if they were prepared. Spells will either be Cleric or Wizard but not both |
| 48 | Ring of Spell Turning | Any spell directly aimed at wearer is partially reflected back to caster. 1d10 x10% each spell. |
| 49 | Staff of Healing (C) | Heals 1d6+1 damage per charge. Holds 40 charges |
| 50 | Staff of the Snake (C) | +1 attack and damage rolls. When commanded and attack succeeds, the staff coils around target and holds in place for 1d4 x10 minutes |
| 51 | Staff of Power (W) | Casts Light (no charges used), Fireball (4d6 damage; 4 charges used), Lightning Bolt (4d6 damage, 4 charges used), or Telekinesis (move up to 200 lbs. weight at a range of 120 feet; 2 charges used). Can also be used in combat and inflicts 2d6 damage (no charges used). Holds 40 charges. |

| Table 49: | Miscellaneous Magic Items | |
|---|---|---|
| Roll | Item | Description |
| 52 | Amulet of Demon Control (C,W) | Functions as a Protection from Evil spell and allows the wearer to attempt a Charm Monster upon a demon. Success means the demon is enslaved for 1d6 weeks. |
| 53 | Device of Elemental Control (W) | Equal chances of any of the following: Censer controls air elementals, Bowl controls water elementals, Stone controls earth elementals, or Brazier controls fire elementals. These items can be used to summon a 12 HD elemental, requiring 10 minutes to summon |
| 54 | Crystal Ball (W) | Allows user to view what he desires over a considerable distance. If used more than 3 times per day, user will be driven mad. Rarely, Crystal Balls have audio or even thoughts |
| 55 | Gauntlets of Dexterity | +1 bonus to DEX (max of +3) |
| 56 | Girdle of Giant Strength | +8 STR on damage rolls only |

| Table 49: | Miscellaneous Magic Items | |
|---|---|---|
| Roll | Item | Description |
| 57 | Horn of Blasting | When blown, has same effect on structures as a catapult, causes 2d6 damage and causing deafness for 10 minutes. The cone is 100 feet long with a 20 foot base |
| 58 | Libram of Learning | Character who reads this book gains 1 level. |
| 59 | Manual of the Golems (W) | Book contains basic instructions and formulae for creating a single type of golem. These books are often warden and those not of the Wizard class will take 1d6 damage just for touching the manual. |
| 60 | Manual of Wisdom | Increases KNO by +1 |

# Appendix A: The Known World

This appendix includes a sample campaign setting which can be used for your Sabres & Sorcery games. It is loosely based on the bronze-aged Mediterranean world. Greeks, Ægyptians, and Hittites all sail the seas in search of trade and adventure. White dragons terrorize the lands of the Northmen and the bravest of the heroes brave the gloom of Hades in the attempt to free their loved ones.

### Character Classes
All of the standard character classes are available although demi-humans (dwarves, elves, and goblins) are rare.

There is a new class, the Mariner, available for play. Small sailing ships are quite common and many adventures begin on the waves.



## Mariner
Mariners are part fighter, part sailor, and even a little thief. They use their seamanship skills for everything from hauling cargo or passengers, defending their ship from sea monsters, or even preying on other ships as pirates.

### Mariner Class Abilities and Skills

**Weapons and Armor:** Marines can use any one-handed weapon and wear any light armor. They are not trained in the use of a shield.

| Table A-1: Mariner Advancement | | | |
|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus |
| 1 | 8 | +0 | +0 |
| 2 | +1d6 | +0 | +0 |
| 3 | +1d6 | +1 | +0 |
| 4 | +1d6 | +1 | +0 |
| 5 | +1d6 | +2 | +1 |
| 6 | +1d6 | +2 | +1 |
| 7 | +1d6 | +3 | +1 |
| 8 | +1d6 | +3 | +1 |
| 9 | +1d6 | +4 | +2 |
| 10 | +1d6 | +4 | +2 |
| 11 | +1d6 | +5 | +2 |
| 12 | +1d6 | +5 | +2 |
| 13 | +1d6 | +6 | +3 |
| 14 | +1d6 | +6 | +3 |
| 15 | +1d6 | +7 | +3 |
| 16 | +1d6 | +7 | +3 |
| 17 | +1d6 | +8 | +3 |
| 18 | +1d6 | +8 | +3 |

**Saving Rolls:** Mariners receive a +2 bonus on Saving Rolls vs. poison or any form of sickness. They also enjoy a +4 bonus on S/SRs vs. falling.

**Deftness (DEX):** Mariners can manipulate ropes, coins, and perform other forms of misdirection and skullduggery. Using this skill, they can pick pockets, cut purses, and pick locks.

**Seamanship (DEX):** Mariners are masters of the sea. They are skilled at sailing vessels, using ropes and lines, rigging sales, and even knowing the best way to store cargo. They receive a +1 bonus per level to any S/SR which involves sailing or the sea.

**Sea Lore (KNO):** Mariners are experts at navigation, they know constellations, rumors, and a scattering of knowledge about sea creatures, ghost ships, etc.

## Money

The following coins are in common usage: Copper Bits (equivalent to standard copper pieces in value), Bronze Obols (equivalent to standard silver pieces), Silver Drachmas (equivalent to electrum in value), Gold Staters (equivalent to standard gold piece), and Gold Minas (each which is worth 50 Staters).

| Table A-2: Exchange Rates | | | | | |
|---|---|---|---|---|---|
| Coin | CP | OB | DR | ST | MN |
| Copper Bit (CB) | 1 | 10 | 100 | 200 | 10,000 |
| Obol (OB) | 1/10 | 1 | 10 | 20 | 1,000 |
| Drachma (DR) | 1/100 | 1/10 | 1 | 2 | 100 |
| Stater (ST) | 1/200 | 1/20 | 1/2 | 1 | 50 |
| Mina (MN) | 1/10,000 | 1/1,000 | 1/100 | 1/50 | 1 |

## Equipment Availability

Most of the standard equipment is available; however, any armor with protection greater than a breastplate is rare. Additionally, two-handed swords, polearms, and crossbows are very rare. Prices for any of the above should by multiplied by at least 3x to account for their rarity.

## New Spells

### Color Spray

| Level | Duration | Range |
|---|---|---|
| 2 | Instantaneous | 10'/level |

A vivid, fan-shaped spray of clashing colors springs from the caster's hands. One creature per level (maximum of 6) are affected. If the creature's HD are less than, or equal to, the caster's level, the creatures are rendered unconscious for 2d4 rounds. If the creature's HD are less than, or equal to, the caster's level +2, the creatures are blinded for 1d4 rounds.

### Darkness, 15' radius

| Level | Duration | Range |
|---|---|---|
| 2 | 10 rounds + 1 round/level | 10'/level |

This spell causes total, impenetrable darkness in a 15-foot diameter sphere. Infravision and Ultravision are useless. Normal and magical lights are useless. A *light* or *continual light* spell negates darkness.

### Shocking Grasp

| Level | Duration | Range |
|---|---|---|
| 1 | Instantaneous | 12 inches |

This spell is a minor version of *Lightning Bolt*. It inflicts 1d6 damage plus 1 point per the level of the caster. A successful saving throw halves damage. It has a range of 12 inches.

## New Monsters

### Brown Mold

| AC | HD | Avg HP | # Appear |
|----|----|--------|----------|
| N/A | 2 | 7 | 1d4 (1d8) |
| **Attacks** | **Damage** | **Special** | **Morale** |
| N/A | See below | Spores | N/A |
| **Move** | **S/SR** | **HDE** | **XP** |
| N/A | 19 | 3 | 6 |

Brown Mold is similar to its cousin, Yellow Mold. Brown Mold grows naturally along the river Styx and travelers along the banks of the river should be wary.

Brown Mold feeds on heat. Any living creature within 5' lose 1d8 HP/round, S/SR not allowed. If a creature actually touches the mold, it will lose 3d8 HP /round while in physical contact.

Heat, whether by magic, torch, or something else, heals the mold and causes it to grow.

## New Magic Items

| Table A-3: Magic Items of the Known World | |
|---|---|
| Athena's Ointment | Jar of salve, each jar may hold up to 5 uses of ointment. If rubbed into a poisoned wound or swallowed, it detoxifies any poison or disease. If rubbed into the body of a wounded character, the ointment heals 1d4+8 damage. |
| Athena's Owl | This is a one-inch tall figured of a horned owl. When the command word is spoken, it becomes a real horned own [AC13, HD 1d4HP, Atks: 2 talons, 1d2 DMG each]. It communicates with owner via telepathy and gives its owner the senses of an owl (vision, hearing, etc.) |
| Broach of Shielding | Appears to be a plain cloak brooch. When worn, it will absorb up to 101 HP damage of Mage Darts before becoming useless. |
| Crystal Cusps of Hades | These thin crystal cusps, when placed over the eyes of a live being, will mold to the wearer's eyes. This allows the wearer to see ultraviolet radiation and see in the pitch black as it was twilight. Additionally, the character sees no illusions. |
| Gem of the Genie | This large gem, when held, allows the user to determine the properties of a *known* magical item. The user must concentrate for ten minutes. |
| Oil of Sharpness | Thin oil in a bottle, with four uses per bottle. When rubbed onto a weapon, the weapon gains a temporary +4 bonus to hit and damage. Oils lasts for one combat. |
| Pearls of Poseidon | These sea green pearls, when kept in physical contact with a character (set in a ring, worn as a necklace, or even swallowed), gives the character an additional level. For simplicity sakes, just assume the character, when first using the pearl, gains enough XP to make him the next higher level. If the character has more than one class, he can choose which class receives the bonus level. |

| Table A-3: Magic Items of the Known World | |
|---|---|
| Potion of Giant Control | Player can choose to control either one giant (giant has a -4 penalty to S/SR) or two giants (though they have a +2 bonus to S/SR). Duration is 3d6 hours and potion acts otherwise as a *Charm Monster* spell. |
| Potion of Greater Giant Strength | Similar to a standard Potion of Giant Strength, this potion gives a STR of +4. This potion, however, gives a bonus of +2d6 damage in melee combat and also the ability to hurl boulders for 1d10 damage, with a range of 240'. |
| Ring of Apollo | When worn, this ring keeps body's heat normal, even in extreme cold. All S/SRs vs. cold damage are at +2. When a cold-based attack succeeds, the weather heals at a rate of 5 HP/hour. |
| Scimitar of Sharpness | This scimitar appears to be a +1 weapon. When a "natural 20" is rolled, the scimitar will dismember the creature struck. This will cause either an additional 1d8 damage per round or instant death, depending on limb. The limb severed is rolled randomly. For a typical humanoid, use the following 1d10 chart: 1-2. Right Arm 3-4. Right Leg 5-6. Left Leg 7-8. Left Arm 9-0. Head (instant death) |
| Wand of Frost | Wand holds 2d12 charges and has three options for use: |

| Table A-3: Magic Items of the Known World | |
|---|---|
| | 1. Sleet storm. Uses 1 charge. Creates a 60' cloud of sleet and fog, blocking vision. 2. Ice wall. Uses 1 charge. Creates a 6-inch thick wall of ice, 60' long and 10' high. 3. Cone of Cold. Uses 2 charges. Cone is 60' long with a 20' diameter at end. Causes 6d6 cold damage with a S/SR for half damage. |
| Wings of Flying | This appears to be a black linen cloak. When the command word is spoken, the cloak spreads into wings (20' span), allowing character to fly with a movement of 18 for 45 minutes. The character must then rest for one hour. Up to 500 lbs. weight, including character, can be supported by the wings. |

## Deities of the Known World

There are several different pantheons, but the deities in each are all similar of the Olympian gods. Each pantheon has a geographic region which tends to revere it. However, due to long-range trade and adventuring, characters could potentially run into followers of any of the gods and pantheons in any location. The Olympian pantheon is fleshed out, here. Referees can use the information of the Olympian deities to flesh out gods of other pantheons, if they so desire.

## The Olympians

This pantheon is the most common one worshipped around the Mediterranean. Clerics and followers are found throughout the cities and countryside and temples and shrines are common.

A brief synopsis of each deity follows, with notes on relationships to other gods, symbols, areas of interest, etc. If any additional rules, or rule clarifications are needed, they will be included. Many deities have certain requirements or give bonuses.

### Aphrodite

Created from a mixture of sea foam and the blood of the titan Uranus, Aphrodite is the goddess of love and beauty. Her symbols are white doves and seashells. She is married to Hephaestus and together they have a son named Eros.

Clerics must have Charisma of +1, or greater to be a priest of Aphrodite. Her clerics have access to the *Charm Person* spell. At 8th level, clerics get a +1 bonus to CHA.

### Apollo

Being the twin brother of Artemis and son of Zeus by the titan Leto, Apollo is the god of light, prophecy, music and poetry. His symbol is the lyre. He is the father of Asclepius.

Clerics of Apollo with a Knowledge score of +1, or greater, have access to the *Augury* spell; those with KNO of +2, or greater also have access to the *Divination* spell.
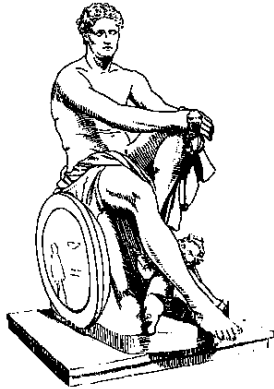
## Ares

Ares is the son of Zeus and Hera; he has a sister named Eris. Ares is the god of battle and savage warfare. His symbol is the spear. Ares and Athena are rivals. Ares' warfare is savage and brutal, whereas Athena is the patron of tactics and skill.

Clerics of Ares are expected to never avoid combat. In addition to traditional clerical weapons, priests of Ares may use the spear.

## Artemis

The daughter of Zeus by the titan Leto, and twin sister of Apollo, Artemis is the goddess of hunting, wild animals, in addition to patroness of young maidens and child birth. Her symbol is a bow and arrow on a moon background.

Clerics of Artemis must be female and must remain chaste. Those who break this vow lose their abilities. Priestesses may use both short and long bows as weapons and enjoy a +2 bonus on reactions from wild animals. They may only wear light armor, however.

## Asclepius

Asclepius is the son of Apollo by the mortal Coronis. He is the god of healing, which he learned from his father, Apollo. His symbol is the caduceus, a snake entwined around a staff.

Clerics of Asclepius add their Charisma bonus to all healing restoration spells. Those priests with KNO scores of +1, or higher, may heal damage after combat to each character who was wounded. The amount of damage healed is equal to the cleric's Knowledge score.

## Athena

One day Zeus had a terrible headache and Hephaestus used an axe to chop into Zeus' head and Athena sprang full-grown from his head. She is the goddess of wisdom, crafts, and the art and tactics of war. Her symbol is the owl.

Clerics of Athena must have a Knowledge score of at least +1. Soldiers working for a cleric of Athena have +1 on Morale checks. Clerics of Athena receive an additional +1 bonus to Armor Class when using a shield.
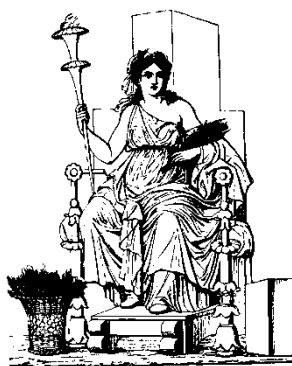
### Demeter

The sister of Zeus and the mother of Persephone, Demeter is the mother-in-law of Hades. She is the goddess of agriculture and patron of horse trainers. Demeter's symbol is a mare's head.

The spell *Plant Growth* is a 2nd level spells to clerics of Demeter. Her priests age at only ½ the rate of normal humans provided they sleep on bare dirt.

### Dionysus

He is the son of Zeus by the mortal Semele, who died before Dionysus was born. Hermes saved him and Dionysus was raised by wood nymphs. He is the god of wine and mirth, and similarly, madness. His symbol is a staff topped with a pinecone.

Clerics of Dionysus are expected to treat life as one great party. They must cultivate grapevines and make wine, whose sale goes to the temples. The only weapon his priests can wield is the staff. They must have a STR of at least +1. *Neutralize Poison* is a 2nd level spell to these clerics.

### Hades

Hades is the brother of Zeus and Poseidon and the husband of Persephone. He lives in the Land of the Dead. Hades is the god of the dead and wealth. His symbol is the black ram.

Clerics of Hades must live in dark, dreary caverns, where they hoard gold for burial services. They have the *Dark Vision* spell as a 1st level spell. When using spells to harm foes (Cause Light Wounds, etc.), they do an extra point of damage per odd level; however, they are poor healers and their cure wounds spells heal an extra point per even level.

### Hephaestus

Hephaestus is the son of Zeus and Hera and is married to Aphrodite. He is the god of fire, blacksmithing, mechanics, and crafts. His symbol is the hammer and anvil.

Clerics of Hephaestus must have a Strength of at least +1. They receive a +1 bonus per level on S/SRs involving smithing. At 6th level, they may repair magical weapons and armor with a successful S/SR.

### Hera

Hera is the wife of Zeus and queen of the Olympians. She is the goddess of marriage and protector of women. Her symbol is a fan made of peacock feathers.

Clerics of Hera must avenge any insult to their goddess, whether by direct action, deception, or trickery. *Detect Evil* and *Detect Illusion* spells have double duration when cast by these priests. They also have access to the *Crystal Ball* spell as a 2nd level spell.

### Hermes

He is the son of Zeus and Maia and the father of Pan. Hermes is the god of shepherds, merchants, travelers, and thieves. His symbol is a winged sandal.

Clerics of Hermes must remain physically fit and able to run long distances, this equates to a STR of +1, or greater. They often serve as arbiters and cannot lie. If priests of Hermes accept a bribe, they lose all special abilities. They receive a +1 bonus per level to S/SRs involving running and detecting lies. They also receive a +1 bonus to AC at level 2.

### Poseidon

Poseidon is the brother of Zeus and Hades and the father of Triton. He is the god of oceans, seas, rivers, and earthquakes. He is also the creator of horses and cattle. He is the husband of Thetis, patron of Joppa. His symbol is the trident.

Clerics of Poseidon must sacrifice a bull once per month by throwing it into the sea. They are expected to bless the boats of fisherman. His priests can use the trident as a weapon (treat as spear). They add their level to any swimming S/SR and will never drown provided they have been faithful to Poseidon.

### Zeus

Zeus is the son of the titans Cronus and Rhea. He led his siblings in revolt against them and is the head of the Olympian pantheon. He is the god of the sky and all high things (clouds, mountain tops, rain, wind, etc.) His symbol is a fist holding lightning bolts.

Clerics of Zeus must maintain temples of suitable grandeur. They are responsible for organizing sporting events. Priests have access to the *Shocking Grasp* spell.

The following list of deities are also worshipped to a greater or lesser extent. Some deities are unknown outside their sphere of influence. Pantheons of different lands will have lesser, or more, deities – this is just a sampling.
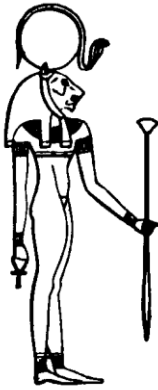
### Bast

Bast, also called Bastet, is the Ægyptian goddess of cats and pleasure seekers. She has the body of a beautiful woman and the head of a cat. Her symbol is the cat.

Clerics of Bast must have a Knowledge score of +1 at a minimum. Her priests have the Stealth [DEX] skill as a Rogue.

### Dagon

Dagon is the Assyrian god of the sea, grain, farming and livestock. His symbol is a fish.

Clerics of Dagon travel around Assyria, helping farmers and fishermen. Priests can use the sickle as a weapon (1d4 damage).

### Hecate

Hecate is a minor deity, the patron goddess of Colchis, who worship her exclusively. She is the goddess of magic and the moon. Her symbol is the setting moon.

She has no Clerics. Her priests are all Wizards. Mirror Image is known by all her Wizards.

### Marduk

Marduk is the patron god of the city of Babylon, and among the Assyrians, he is the god of rain and wind. His symbol is a net.

The primary duty of his Clerics is to protect and promote the city-state of Babylon.
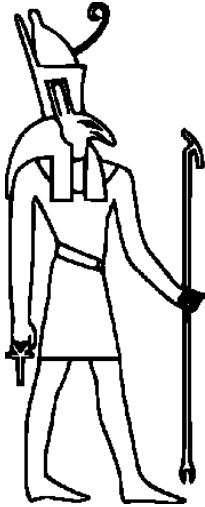
### Set

Sometimes called Seth, the son of Geb and Nut, Set tore himself from his mother's womb. He has a man's body and the head of a jackal. He is the Ægyptian god of the night and the desert, sand storms, and chaos. His symbol is a coiled cobra.

Clerics of Set must never betray one another, on penalty of death. They are allowed to use daggers for weapons.

### Yarikh

Yarikh is the patron of the Arabian nomads. He is a god of the moon, travel, and camels. His symbol is the full moon.

Clerics of Yarikh enjoy a +2 saving roll on desert survival, such as finding food, water, and not getting lost.

## Languages

The following languages are in use, whether common or uncommon, in various parts of the Known World:

- *Phoenician*: Main trade language around the Mediterranean. This is the "common" tongue amongst adventurers. All characters begin with this language.

- *Achaemenian*: The language of the Medean and Persian peoples. It is related to Indic, and speakers of one can communicate in simple phrases with speakers of the other.
- *Ægyptian*: Citizens and slaves of Ægypt communicate in this language.
- *Akkadian*: This is the native language of those from Armenia, Assyria, and Syria. It shares a common alphabet with Safaitic.
- *Atlantean*: Language spoken by the original colonizers of the Known World. The only location it is still spoken is in New Atlantis. Many ancient documents are written in the Atlantean script.
- *Brittonic*: This language is spoken in Eire and on the Tin Isles.
- *Dwarvish*: Language of the Dwarven peoples, who hail from the Atlas Mountains.
- *Elvish*: Native language of the Elves. It is distantly related to the Iberian dialect of the Celts.
- *Ge'ez*: Language of the Æthopian peoples. It is distantly related to both Phoenician and Akkadian.
- *Getic*: Spoken by the tribes inhabiting the Getæ region.
- *Goblin*: This is a simple, spoken only language native to the nomadic Goblin tribes, north of the Caucus Mountains.
- *Greek*: Language of the Greek city-states and surrounding areas. Characters hailing from any of the following will speak this as their native language: any of the Greek city-states (Argos, Athens, Sparta, etc.), Colchis, Illyrii, Phrygia, and Thrace.
- *Iberian*: This is the common language of those hailing from Iberia and the Lands of the Celts, although the Celts have their own dialect.
- *Indic*: Native tongue of the Indians. It is related to Achaemenian, and speakers of one can communicate in simple phrases with speakers of the other.

- *Safaitic:* Spoken language of Arabia. It shares a common alphabet with Akkadian.
- *Scythian:* Spoken among the barbarian tribes of Scythia and also amongst the Hyperboreans, who are descended from Scythians. There is no written Scythian language.

# Gazetteer of the Known World

## Ægypt
*Capital:* Thebes, population 50,000
*Government:* Imperial Kingdom
*Language:* Ægytian
*Pantheon:* Ægytian
*Population:* 2,000,000
The great pyramids of Ægyt are some of the wonders of the world. Most of the population lives along the Nile River. Ægyt hosts a large number of universities and schools and some of the most powerful necromancers and magicians hale from this land.

## Æthiopians, Lands of
*Capital:* None. Largest city is Addis Ababa, *population* 3,000
*Government:* Petty Kingdoms
*Language:* Ge'ez
*Pantheon:* Ægytian
*Population:* 500,000
The lands of the Æthopians encompasses both desert and jungle. Several petty kingdoms and independent tribes dot the landscape, often warring with each other but on occasion joining together to raid the lands of upper Ægyt.

## Arabia
*Capital:* Nejd is only city, population 3,500
*Government:* Independent tribal kingdoms
*Language:* Safaitic
*Pantheon:* Ægytian with the moon god, Yarikh of primary importance
*Population:* 300,000
Arabia covers an immense area of over 500,000 square miles, most of it semi-arid, stony, or sand desert. Along the coasts lies the only arable land. The finest camels are bred amongst the nomads, who live on figs, apricots, and camel (both meat and milk).

## Armenia
*Capital:* Baku, population 10,500
*Government:* Kingdom
*Language:* Akkadian
*Pantheon:* Phoenician and Olympian
*Population:* 275,000
Armenia is a land of small hills and light forests. Its farmers are known for their dates, figs, and grains, though merchants and trade are more lucrative. The merchants travel long distances and don't look kindly on strangers entering Armenian territory with trade goods of their own.

## Assyria
*Capital:* Baghdad, population 14,000
*Government:* Kingdom (Sultanate)
*Language:* Akkadian
*Pantheon:* Assyrian
*Population:* 1,500,000
Assyria is a land of many contrasts, it has nomads and large cities, well-known universities and jungle tribesmen. Babylon was the nation's capital until it become and independent city-state, causing much strife in Assyria. The sailors of Baghdad are second only to the Phoenicians when it comes to seamanship.

## Atlantis, New
*Capital:* Atlantis, population 40,000
*Government:* Kingdom
*Language:* Atlantean
*Pantheon:* Olympian, Poseidon primary god
*Population:* 275,000
Fleeing the destruction of their homeland, far to the west in Ocean Atlanticum, colonists arrived on the shores of Libya. The city of Atlantis has grown large and the merchants of the city travel throughout the

Mediterranean, and even farther, in search of trade. Atlantean engineers are often sought when it comes to building castles, fortifications, and even city planning.

# Babylon
*Capital*: Babylon, population 200,000
*Government*: Theocratic City-state
*Language*: Akkadian
*Pantheon*: Marduk is primary god
*Population*: 275,000
Babylon was once the capital city of Assyria until about one hundred years ago when the High Priest of Marduk declared its independence. The priests control the government and most of the major trade decisions. There are a handful of farms and hamlets around the city which are also claimed by the Babylonian government. Babylon is known for its decadence and perverseness. Those caught outside after dark are often sold into slavery, or worse.

# Carthage
*Capital*: Carthage, population 90,000
*Government*: City-state
*Language*: Phoenician
*Pantheon*: Olympian
*Population*: 100,000
Carthage was a Phoenician attempt at colonizing the Lands of the Giants. The colonization attempt failed miserably but Carthage has prospered. Queen Cassiopeia of Phoenicia granted independence to Carthage and the two nations are on great terms still. Fully half the citizens of the city are of other-than-Phoenician roots. Carthage is a major trading port and maintains good relations with all partners, including the humanoids surrounding the city – which probably accounts for its continued existence. Still, the city employs a large number of mercenaries to patrol the outskirts.

# Celts, Lands of the
*Capital*: Ghent, population 4,000
*Government*: Principilaties

*Language*: Iberian (Celtic dialect)
*Pantheon*: Olympian
*Population*: 275,000
The Celtic lands are comprised of rolling hills, boggy swamps, and vast forests. The Celts are divided into various Principalities, with each Prince holding a few hundred square miles of land for his people. Slavery is outlawed throughout the entirety of this land. There isn't a capital city, per se, but Ghent is where the various Princes meet to discuss issues affecting their lands.

# Colchis
*Capital*: Trebizond, population 20,500
*Government*: Kingdom
*Language*: Greek
*Pantheon*: Olympian, primarily Hecate
*Population*: 50,000
Colchis is a small kingdom, founded by Greek stock but intermixed with Armenians and Medeans. Citizens are devout followers of the Lady of Mages, Hecate. Many strange and fantastical creatures roam the mountains around this small nation.

# Corsica
*Capital*: Bastia, population 2,500
*Government*: Kingdom
*Language*: Iberian
*Pantheon*: Olympian
*Population*: 75,000
Corsica is a small island nation off the Iberian mainland. Its peasant farmers are extremely independent-minded and the monarch has very little power. Slavery is strictly outlawed. The majority of the island makes its living by fishing, though there are some notable copper mines on the island.

# Crete
*Capital*: Gnossos, population 2,000
*Government*: City-state
*Language*: Greek
*Pantheon*: Olympian
*Population*: 20,000

Crete is most known for its pottery. The potters and clay-workers are highly skilled and their wares fetch high prices on the market. Oak, chestnut, and cypress trees grow throughout the island and ship-builders are found here as well. Crete is also known for the original land of the minotaurs.

## Cyprus
*Capital:* Nicosea, population 2,500
*Government:* Kingdom
*Language:* Greek
*Pantheon:* Olympian
*Population:* 35,000
Slightly larger than Corsica, Cyprus lies just west of Phoenicia in the Mediterranean Sea. Cyprus was once an Ægyptian colony and many building and monoliths remain from that time. The populace is a mixture of both Ægyptian and Greek peoples; they tend to be darker in color but followers of the Olympian gods.

## Eire
*Capital:* Aethis, population 5,000
*Government:* Kingdom
*Language:* Brittonic
*Pantheon:* Cult of Mag-marna
*Population:* 350,000
Eire was a land of primitive tribesmen, welded into a single nation by the iron hands of the renegade Hy-brasilian Arch-druid, Finn. The population follows the goddess Mag-marna, a druidic demon who requires the burnt sacrifice of humans annually.

## Getæ
*Capital:* Moldav, population 10,000
*Government:* Kingdom
*Language:* Greek
*Pantheon:* Olympian
*Population:* 150,000
A high percentage of the population lives in the port city of Moldav, while the remainder lives in small villages and homesteads. Geats are known as industrious and hard-working. It is rumored that an ancient vampire lairs deep in the Ræmus Mountains, tormenting the villagers nearby.

## Giants, Lands of the
*Capital:* None
*Government:* Petty fiefdoms and bandit strongholds
*Language:* Phoenician
*Pantheon:* Any
*Population:* Unknown
The Lands of the Giants is a vast area, filled with monsters and humanoids of all descriptions. Phoenicia attempted to colonize this land but only Carthage survives. Besides the humanoids (primarily orcs, goblins, and bugbears), many giants lair in the Atlas Mountains. Hundreds of criminals, fleeing their native lands, have arrived here and set up their own petty bandit kingdoms. Some survive day-to-day, but most are swallowed up within a few years.

## Hades, Land of the Dead
*Capital:* None
*Government:* Hades
*Language:* None
*Pantheon:* Hades
*Population:* Unknown
The Land of the Dead is the dominion of the Olympian god, Hades. The souls of the department end up here. The land is completely unexplored by mortals and is surrounded by dense mists and fog.

## Hy-brasil
*Capital:* Lanæge, population 4,000
*Government:* Theocracy
*Language:* Brittonic
*Pantheon:* Druidism
*Population:* 25,000
Hy-brasil is a theocracy run by the Druid-King, Gwyhon. The Druid-King is elected for life by the Arch-druids. The island is hidden by mists for most of the year and only a handful of navigators can reach the island.

# Hyperboreans, Lands of the

*Capital*: None.  Only city is Oulu, population 4,000
*Government*: Tribal
*Language*: Scythian
*Pantheon*: Hyperborean
*Population*: Unknown, assumed 800,000+

The Hyperboreans are a hardy race and their many tribes are either nomadic or semi-nomadic.    Most of the year is extremely cold.  Hyperboreans share many characteristics with Scythians but are even more barbaric.   Their sailor and pirates, often called Vikings, travel throughout the known world.  A tribe of nomadic dwarves lives in the far north, herding reindeer.

# Iberia

*Capital*:  Gades, population 40,000
*Government*:  Kingdom
*Language*:  Iberian
*Pantheon*:  Olympian
*Population*:  500,000

Iberia can be considered the bread-basket of the known world.   Iberian farms cover 30% of the land and the winemakers of Iberia are world-renowned.    Gades is a cosmopolitan city, housing many Atlanteans and also a large number of demi-humans, primarily elves and goblins.

# Illyrii

*Capital*:  Bern, population 3,000
*Government*:  Confederation
*Language*:  Greek
*Pantheon*:  Olympian and Hyperborean
*Population*:  125,000

Illyrii is entirely covered with mountains and dark forests.  It is known as the haunt of werewolves, vampires, and other monsters which are used to frighten children.  The Illyrii depressed, as a people, but tend to dress in bright and gaudy clothing.

# India

*Capital*:  Caspapyrus, population 25,000
*Government*:  Empire (Maharajate)
*Language*:  Indic
*Pantheon*:  Thousands of minor deities
*Population*:  2,000,000

All land between Persia, Medea and the Lands of the Dead are claimed by Maharaja Panidarvi.   Society is broken into several castes and intermingling is severely frowned upon.   The castes are, or order from high to low:   Brahma (scholars and clerics), Kashtiya (secular leaders and warriors), Vaisya (merchants, farmers, and shepherds),  Sudra  (laborers  and tradesmen), and Pariah (slaves and the diseased).  Foreigners are treated as Vaisya unless deemed to be Pariahs.

# Medea

*Capital*:  Maracanda, population 16,500
*Government*:  Independent tribal kingdoms
*Language*:  Achaemenian
*Pantheon*:  Assyrian
*Population*:  175,000

Medea is a largely forested land with some farming and large fishing fleets on the Caspian Deep.   The city of Maracanda is known for its twisting streets and alleys filled with thieves and its bustling bazaar.

# Persia

*Capital*:  Persepolis, population 9,000
*Government*:  Empire
*Language*:  Achaemenian
*Pantheon*:  Assyrian
*Population*:  500,000

Padisha Xeryezid II rules over a large empire of arid deserts, interspersed with small mountains and fertile oases.  Several tribes of nomadic herders wander the deserts but much of the population is moving into cities.   These desert tribes provide cavalry to the Persian armies. Slavery, though not unknown in the tribes, is rampant in the cities.

## Phoenicia

*Capital*: Joppa, population 15,000
*Government*: Kingdom
*Language*: Phoenician
*Pantheon*: Olympian
*Population*: 400,000
Phoenicia is the only major nation with a woman at its head. Queen Cassiopeia has ruled since she was 14. Under her leadership, Phoenicia has prospered. Phoenician sailors and shipwrights are the best in the Known World. The cedar trees of eastern Phoenicia are prized as masts on all sailing vessels. The armor- and weapon-smiths are also highly regarded.

## Phrygia

*Capital*: Ancyra, population 7,500
*Government*: Kingdom
*Language*: Greek
*Pantheon*: Olympian
*Population*: 250,000
Phrygia is an inhospitable plateau of broken lands and rocky desert. There is some small amount of agriculture along the coast. Most wealth in Phrygia comes from tariffs on the many caravans which pass through.

## Scythia

*Capital*: Tabriz is only city, population 7,500
*Government*: Independent tribal kingdoms
*Language*: Scythian
*Pantheon*: Assyrian and Hyperborean
*Population*: 125,000
Scythia is a land of rolling hills and agriculture-friendly black soil. The tribesmen who live here are renowned horsemen and archers. Scythian horse bowmen are much prized by those hiring mercenary armies. Some Scythians have settled down, living in small towns or the city of Tabriz, on the coast of the Mœotis Sea.

## Sinope

*Capital*: Sinope, population 8,000
*Government*: City-state
*Language*: Greek
*Pantheon*: Olympian
*Population*: 50,000
Sinope is a small nation on the Black Sea. It is known as the finest port on the sea. There are small copper and silver mines in Sinope territory. Though technically a city-state, Sinope does have around 8,000 square miles of land.

## Syria

*Capital*: Al'Aqabah, population 11,000
Government: Kingdom
*Language*: Akkadian
*Pantheon*: Olympian
*Population*: 500,000
Syria is a mix of fertile plains in the north and desert in the south. Wheat, barley, and root vegetables are grown in the northern lands. Several very large salt flats dot the southern portion of Syria and it is exported to all nations of the Known World, moved from the flats to Al'Aqabah, on the coast via large camel trains.

## Thrace

*Capital*: Philippi, population 7,000
*Government*: Kingdom
*Language*: Greek
*Pantheon*: Olympian
*Population*: 50,000
The Thracians are a mixed lot, the initial inhabitants have intermingled with Iberians, Phoenicians, and Hyperboreans, resulting in humanity which comes in many varieties. Most likely do to its proximity to Mount Olympus, the Thracians are a religious people.

# Tin Isle (Brython)

*Capital*:  London, population 7,500
*Government*:  Kingdom
*Language*:  Brittonic
*Pantheon*:  Mostly tribal gods, Brigit and Nuada only national gods.
*Population*:  750,000

The Tin Isles are so named do to the massive quantity of tin ore found here.  In recent years, a strong warrior named Artur has been able to gather together a dozen tribes and form the small Kingdom of Brython.  Most of the mines here are owned and operated by Phoenicians.

# The Known World

Hyperborean Ocean

Eire

Tin Isle

Hy-brasil

Aethis

London

R. Tyras

R. Agathyr

Getæ

Sea of Time

Maracanda

R. Ister

Carpis R.

Black

Lands of the Celts

Alpine R.

Illyrii

Athens

Al'Aqa

Mt. Olympus

Ræmus M.

Phrygia

Ocean Atlanticum

Corsica

Thrace

Sardis

Argos

Iberia

Gades

Mediterranean Sea

Sparta

Ægypt

Pillars of Hercules

Carthage

Memphis

Cyrene

Atlas M.

Thebes

Atlantis

New Atlantis

Lands of the Giants

Meroe

Nile R.

Lands of th

Æthiopicus O

100 miles

City

Town

Lands of the
Hyperboreans

Tower of the
Necromancer King

Lake of
Rainbows

Oulu

R. Tanais

Borysthenes R.

Oar R.

Scythia

Mœtis
Sea

Caucus M.

Hades,
Land of the Dead

The Everlasting Mists

Tabriz

Colchis

Black Sea

Trebizond

Caspian
Deep

R. Styx

R. Araxes

Aqabah

Armenia

Phoenicia

Maracanda

Caspapyrus

R. Indus

is

Medea

India

Cyprus

Joppa

Euphrates R.

Assyria

Tigris R.

Syria

Nile R.

Baghdad

Persia

Al'Aqabah

Babylon

Bay of
Babylon

Persepolis

Nile R.

Bay of
Arabia

North

Erythræn Sea

Addis
Ababa

Arabia

Njed

f the Ethiopians

s Ocean

- 145 -

# Appendix B: The Gunpowder Plot

The information in this Appendix will help the Referee and players use the Sabres & Sorcery rules for a more modern game - 17th century modern! Think Solomon Kane, Sleepy Hollow, Hansel and Gretel: Witch Hunters, or The Witchfinder General. These rules are slightly modified from the outstanding Sabres & Witchery™.

## Classes specific to the Gunpowder Age

Clerics and Wizards are not used. The magic-using class from S&W is the Magus (see below). Fighters, Woodsmen, and Rogues can be used unchanged. Elves and Dwarves are considered fae, and it is up to the Referee if they can be used, or not. For campaigns which are more human-centered they should probably not be allowed.

## Hunter

Hunters are single-minded characters who have devoted their lives to destroying evil. Many hunters choose one specific prey, such as vampires or witches. The single-mindedness of these characters sometimes cause unease in others; it is not unknown for a Hunter to ride into a town and burn the local witch at the stake. Hunters prefer not to adventure with Magi unless it is to keep an eye on them… Whether hunting witches down in the dank forests with snares and a pistol or spending his days in libraries, in search of esoteric means to destroy Evil, the Hunter is

| Table B-1: Hunter Advancement | | | |
|---|---|---|---|
| Level | Hit Points | Attack Bonus | Armor Class Bonus |
| 1 | 8 | +0 | +0 |
| 2 | +1d6 | +1 | +0 |
| 3 | +1d6 | +2 | +0 |
| 4 | +1d6 | +2 | +0 |
| 5 | +1d6 | +3 | +1 |
| 6 | +1d6 | +4 | +1 |
| 7 | +1d6 | +4 | +1 |
| 8 | +1d6 | +5 | +1 |
| 9 | +1d6 | +6 | +2 |
| 10 | +1d6 | +6 | +2 |
| 11 | +1d6 | +7 | +2 |
| 12 | +1d6 | +8 | +2 |
| 13 | +1d6 | +8 | +3 |
| 14 | +1d6 | +9 | +3 |
| 15 | +1d6 | +10 | +3 |
| 16 | +1d6 | +10 | +3 |
| 17 | +1d6 | +11 | +3 |
| 18 | +1d6 | +12 | +3 |

restless and has skills specifically designed to oppose his enemies.

**Hunter Class Abilities and Skills**

**Weapons and Armor:** Hunters can use any weapon and wear any armor and wield a shield.

**Saving Rolls:** Hunters receive a +2 bonus on Saving Rolls vs. fear or attacks which cause insanity.

**Research (KNO):** Hunters spend time in musty libraries gathering information to help them in their quest to destroy evil. With enough time, and assuming the information is available, Hunters will find it. The player will roll a Skill Roll with a +2 to find the information in one day. If they fail, they can try again the next day with a +4 bonus, +6 on 3rd day, etc.

**Smite Evil:** Once per day, the Hunter may attack a monster which otherwise would not be vulnerable to a non-magical attack. At 6th level he may Smite twice per day; at 12th level, he may Smith thrice per day. The attack will do one extra Hit Point of damage per Level of the Hunter (i.e., a 5th-level Hunter will do an extra +5 points of damage with this attack).

**Turn Undead (CHA):** Hunters have the ability to Turn Undead exactly the same as the Cleric (see Cleric Class description).

# Magus

These are learned individuals that spend their time in musty libraries reading old tomes and parchments to learn about the evil horrors that infest the dark hidden places of the world. The

| Table B-2: Magus Advancement | | | | Spells by level per day | | | | |
|---|---|---|---|---|---|---|---|---|
| Level | HD (d6) | To Hit Bonus | AC Bonus | 1 | 2 | 3 | 4 | 5 |
| 1 | 6 | +0 | +0 | - | - | - | - | - |
| 2 | +1d4 | +0 | +0 | 1 | - | - | - | - |
| 3 | +1d4 | +0 | +0 | 2 | - | - | - | - |
| 4 | +1d4 | +1 | +0 | 2 | 1 | - | - | - |
| 5 | +1d4 | +1 | +1 | 3 | 2 | - | - | - |
| 6 | +1d4 | +2 | +1 | 4 | 2 | 1 | - | - |
| 7 | +1d4 | +2 | +1 | 4 | 2 | 2 | - | - |
| 8 | +1d4 | +3 | +1 | 4 | 3 | 2 | 1 | - |
| 9 | +1d4 | +3 | +2 | 4 | 3 | 3 | 2 | - |
| 10 | +1d4 | +4 | +2 | 5 | 3 | 3 | 2 | 1 |
| 11 | +1d4 | +4 | +2 | 5 | 4 | 3 | 3 | 2 |
| 12 | +1d4 | +5 | +2 | 5 | 4 | 4 | 3 | 3 |
| 13 | +1d4 | +5 | +3 | 5 | 4 | 4 | 4 | 4 |
| 14 | +1d4 | +6 | +3 | 6 | 5 | 4 | 4 | 4 |
| 15 | +1d4 | +6 | +3 | 6 | 6 | 5 | 4 | 4 |
| 16 | +1d4 | +7 | +3 | 6 | 6 | 6 | 4 | 4 |
| 17 | +1d4 | +7 | +3 | 6 | 6 | 6 | 5 | 5 |
| 18 | +1d4 | +8 | +3 | 6 | 6 | 6 | 6 | 5 |



magus might be a bright young alchemist or astronomer fresh out of university, a venerable old monk or an itinerant friar, a feisty priest bellowing hellfire and damnation to unbelievers or even a poet or storyteller who has learned too much on his travels.

**Magus Class Abilities and Skills**

**Weapons and Armor:** The magus can use only quarterstaffs, daggers, swords, and pistols. They don't wear armor of any sort.

**Saving Rolls:** The magus receives a +2 bonus on saving rolls vs. magic.

**Turn Monster (CHA):** The magus can turn undead, demons and other evil beings in the same way as the Cleric.

However, a magus getting a "D" result can force the monster into his servitude for a period of 24 hours, if preferred.

**Linguist (KNO):** The magus can read and understand many languages and those he doesn't know he can research. On finding any ancient tome, grimoire or other exotic written material he can make a S/SR with a successful roll meaning he can understand it. If he has access to a library whilst doing his research and he has at least a day free to do it, he can gain +1 to +4 to his roll. If there are spell descriptions in the text, he can add the spell to his spell book or read the spell directly from the text.

**Spell Casting (KNO):** The magus starts at 1st level with his spellbook and no spells. To gain more spells, he must find them in books and scrolls. Copying the spell to his spellbook puts it into a form that he finds easy to read and cast (which will almost certainly differ from the original version). He can only copy spells into his book that his experience and knowledge enables him to grasp. See Spells by level per day for the level of spell the magus can copy down. He can have any number of spells collected in his spellbook (or in other texts in his library).

The Magus spell lists include a mixture of Cleric and Wizards spells, though not always of a matching level. For example, Cure Critical Wounds is a 4th level Cleric spell but it is 5th level for a Magus.

| **1st Level Magus Spells** | | | |
|---|---|---|---|
| 1 | Charm Person | 11 | Mending |
| 2 | Command | 12 | Message |
| 3 | Cure Light Wounds* | 13 | Protection from Evil* |
| 4 | Detect Evil* | 14 | Purify Food & Drink* |
| 5 | Detect Magic | 15 | Remove Fear* |
| 6 | Hold Portal | 16 | Sanctuary |
| 7 | Inspire | 17 | Shield |
| 8 | Invisibility to Undead | 18 | Sleep |
| 9 | Light* | 19 | Spider Climb |
| 10 | Magic Aura* | 20 | Summoning |

| **2nd Level Magus Spells** | | | |
|---|---|---|---|
| 1 | Audible Glamour | 10 | Light, Continual* |
| 2 | Augury | 11 | Locate Object* |
| 3 | Change Self | 12 | Mirror Image |
| 4 | Delay Poison | 13 | Phantasmal Creature |
| 5 | Enthrall | 14 | Resist Fire |
| 6 | ESP | 15 | Silence, 15' radius |
| 7 | Forget | 16 | Speak with Animals |
| 8 | Knock | 17 | Wall of Fog |
| 9 | Levitate | 18 | Wizard Lock |

## 3rd Level Magus Spells

| # | Spell | # | Spell |
|---|-------|---|-------|
| 1 | Crystal Ball | 10 | Hold Person |
| 2 | Cure Disease* | 11 | Howl of the Moon |
| 3 | Detect Illusion | 12 | Invisibility, 10' radius |
| 4 | Dispel Magic | 13 | Phantasmal Creature, improved |
| 5 | Explosive Runes | 14 | Remove Curse* |
| 6 | Fly | 15 | Secret Page |
| 7 | Gaseous Form | 16 | Speak with Dead |
| 8 | Gust of Wind | 17 | Suggestion |
| 9 | Haste* | 18 | Water Breathing |

## 4th Level Magus Spells

| # | Spell | # | Spell |
|---|-------|---|-------|
| 1 | Cure Serious Wounds* | 9 | Neutralize Poison* |
| 2 | Creation, minor | 10 | Plant Growth |
| 3 | Dimension Door | 11 | Protection from Evil, 10' radius |
| 4 | Divination | 12 | Shadow Monsters |
| 5 | Extension | 13 | Speak with Plants |
| 6 | Globe of Invulnerability | 14 | Spell Immunity |
| 7 | Hallucinatory Terrain | 15 | Wizard Eye |
| 8 | Invisibility, improved | | |

## 5th Level Magus Spells

| # | Spell | # | Spell |
|---|-------|---|-------|
| 1 | Airy Water | 10 | Feeblemind |
| 2 | Animate Dead | 11 | Hold Monster |
| 3 | Cloudkill | 12 | Insect Plague |
| 4 | Commune | 13 | Magic Jar |
| 5 | Contact Outer Sphere | 14 | Passwall |
| 6 | Creation, major | 15 | Stone Shape |
| 7 | Cure Critical Wounds* | 16 | Telekinesis |
| 8 | Dispel Evil | 17 | Teleport |
| 9 | Faithful Hound | 18 | True Seeing* |

## New Spells

### Howl of the Moon

| Level | Duration | Range |
|-------|----------|-------|
| 3 | 1 hour/level (2 hours/level during full moon) | Touch |

The magus summons the primal self that exists within all humanity. However, he can only do so at night, when the chaotic forces of the moon tug at the savage psyche. The subject of the spell will abandon reason and the façade of civilization, tearing at his clothes until he appears as a naked raving mad man. The transformation takes a full turn to take effect. Once complete, he will move with the speed and nimbleness of a wolf (180' movement rate). His senses also become heightened and he is able to eat raw meat with no ill effects. His savage attacks are +2 to hit and d6 damage with nothing but his bare hands and teeth.

This is not due to any actual physical transformation, as the outward appearance remains unchanged. If the subject is attacked during the transformation, he will attempt to either flee or defend himself with the above bonuses.

If the caster makes himself the subject of the spell, he will maintain a sense of purpose and generally act as himself but with animal intelligence. If the magus wishes cancel the spell at any time before the spell ends (either the duration limit or sunrise), he must make an S/SR versus magic.

To affect someone else, the magus must touch the subject. The caster may also "touch" the subject through scrying spells or devices. The subject will lose all sense of self and become a savage animal with no recollection of his movements or actions when the spell ends. A ST vs. magic negates all effects of the spell. While an individual is in this state, animals will sense the change in him and run away, with the exception of wolves. The subject will attract d6 normal wolves per hour, providing they are already in the general area. He will not have any magical control over them, although they will treat him as the pack leader. Once the spell ends, they will scatter harmlessly unless attacked.

## Equipment

### Money
During this period, money consisted mainly of metal coins, especially in the out-of-the-way areas the PCs will be travelling and adventuring in. However, banknotes can be used for some transactions. For simplicities sake, the usual coins are replaced in S&W by gold Marks (£m), silver Groats (Gr) and copper Pfennigs (Pf). 10 Pfennigs makes a Groat and 10 Groats make a Mark. It is assumed that these coins will be accepted just about anywhere although, for flavor you might sometimes want to change the local coinage to Francs, Guilders, Pounds, Shillings, Pennies and so on.

The equipment lists here will be in standard gp, sp, and cp.

| Table B-3:  Armor | | | | |
|---|---|---|---|---|
| Armor | Armor Reduction | Armor Class | Enc | Cost |
| Unarmored | AC 10 | 10 | 0 | - |
| .........Light Armor | | | | |
| Military Coat | -1 | 11 | 15 | 5 gp |
| Leather Jack | -2 | 12 | 15 | 10 gp |
| Buff Coat | -3 | 13 | 20 | 30 gp |
| .........Medium Armor | | | | |
| Brigandine | -3 | 13 | 25 | 30 gp |
| Chain mail | -4 | 14 | 50 | 50 gp |
| Breastplate | -5 | 15 | 40 | 140 gp |
| .........Heavy Armor | | | | |
| Cuirassier | -6 | 16 | 60 | 400 gp |
| .........Other | | | | |
| Shield | -1 | +1 | 10 | 10 gp |
| Horse Barding | -4 | 14 | 60 | 150 gp |

| Table B-4:  Weapons | | | |
|---|---|---|---|
| Weapon | Damage | Enc. | Cost |
| Blunderbuss⌂ | 1d12 | 8 | 30 gp |
| Carbine‡ | 1d8 | 7 | 50 gp |
| Musket‡ | 1d10 | 15 | 30 gp |
| Pistol, belt⌂ | 1d6 | 4 | 18 gp |
| Pistol, horse⌂ | 1d8 | 5 | 26 gp |
| Pistol, small⌂ | 1d8 | 2 | 10 gp |
| Ammunition for firearms (10 balls and powder) | | 2 | 3 gp |
| ⌂ Due to time to load weapon, these weapons only attack every other round. | | | |
| ‡ Due to time to load weapon, these weapons only attack every third round. | | | |
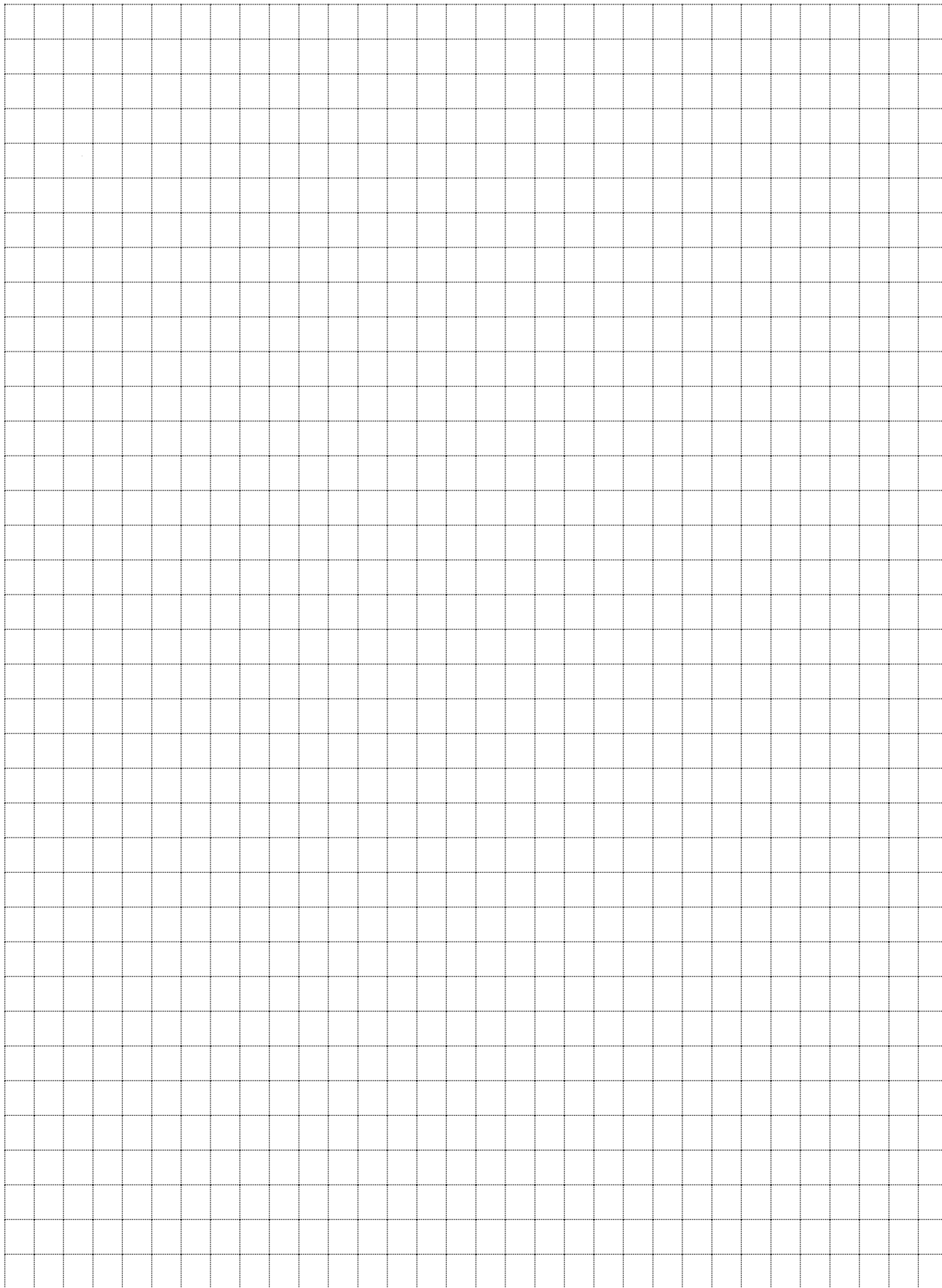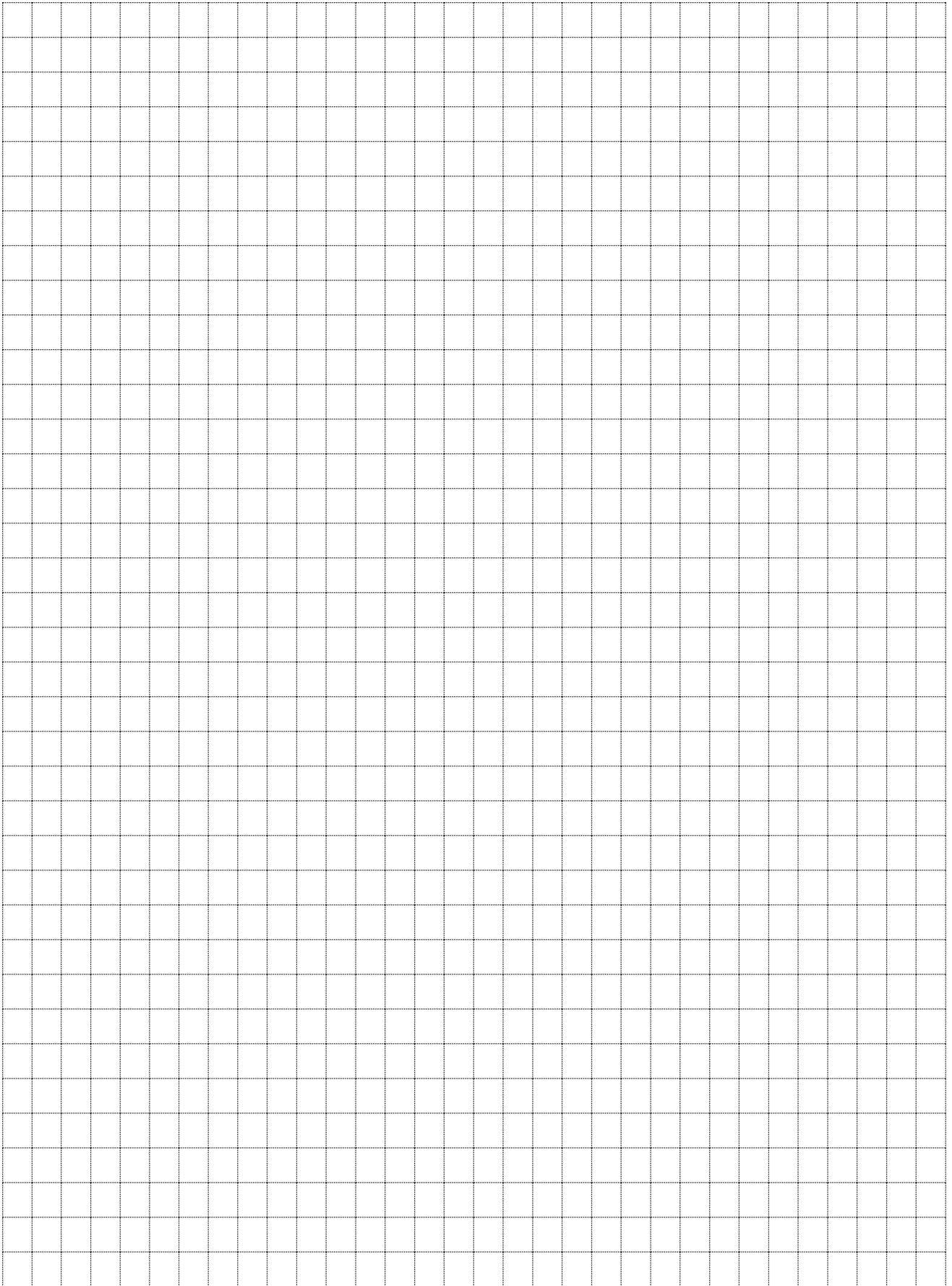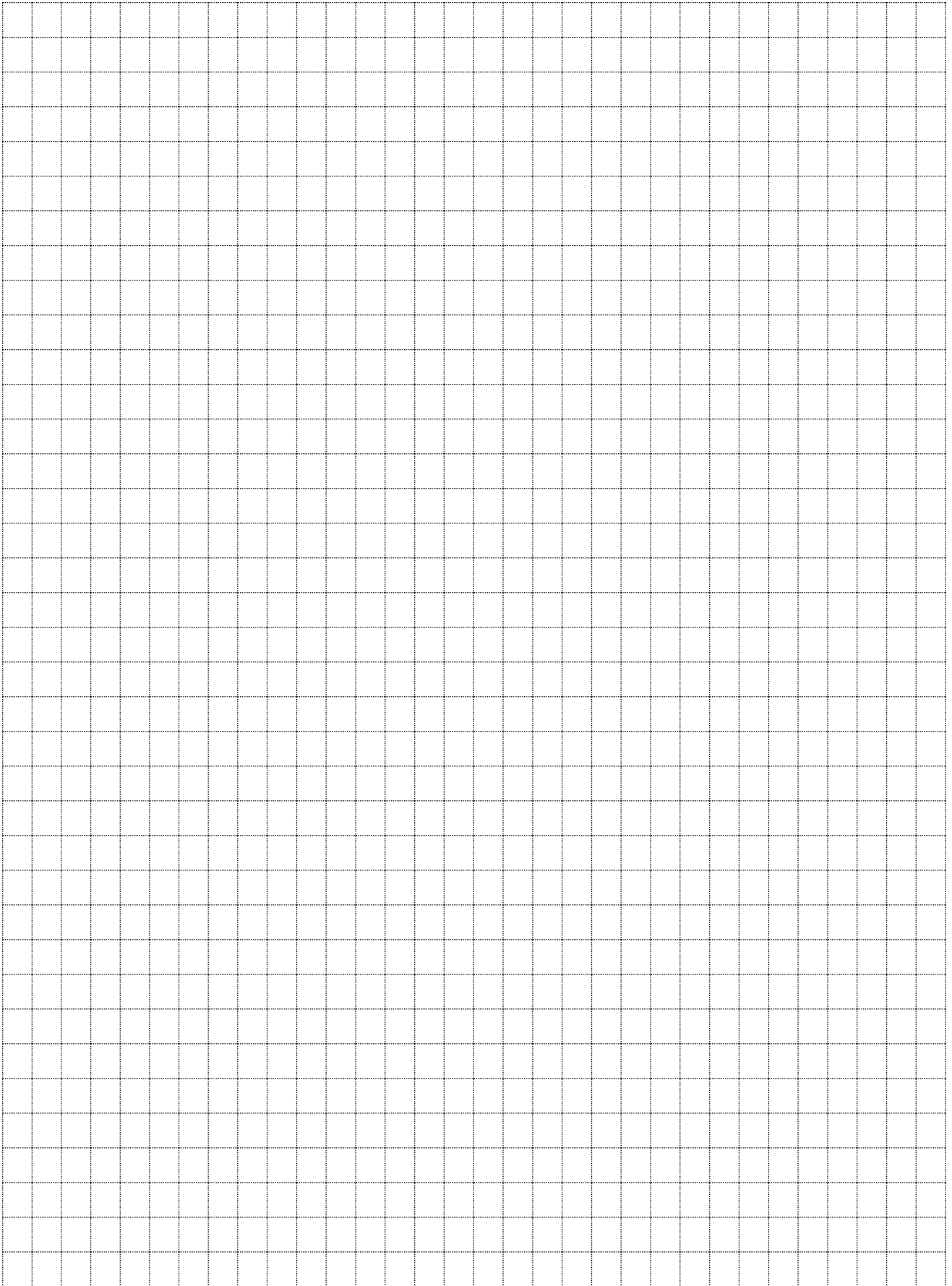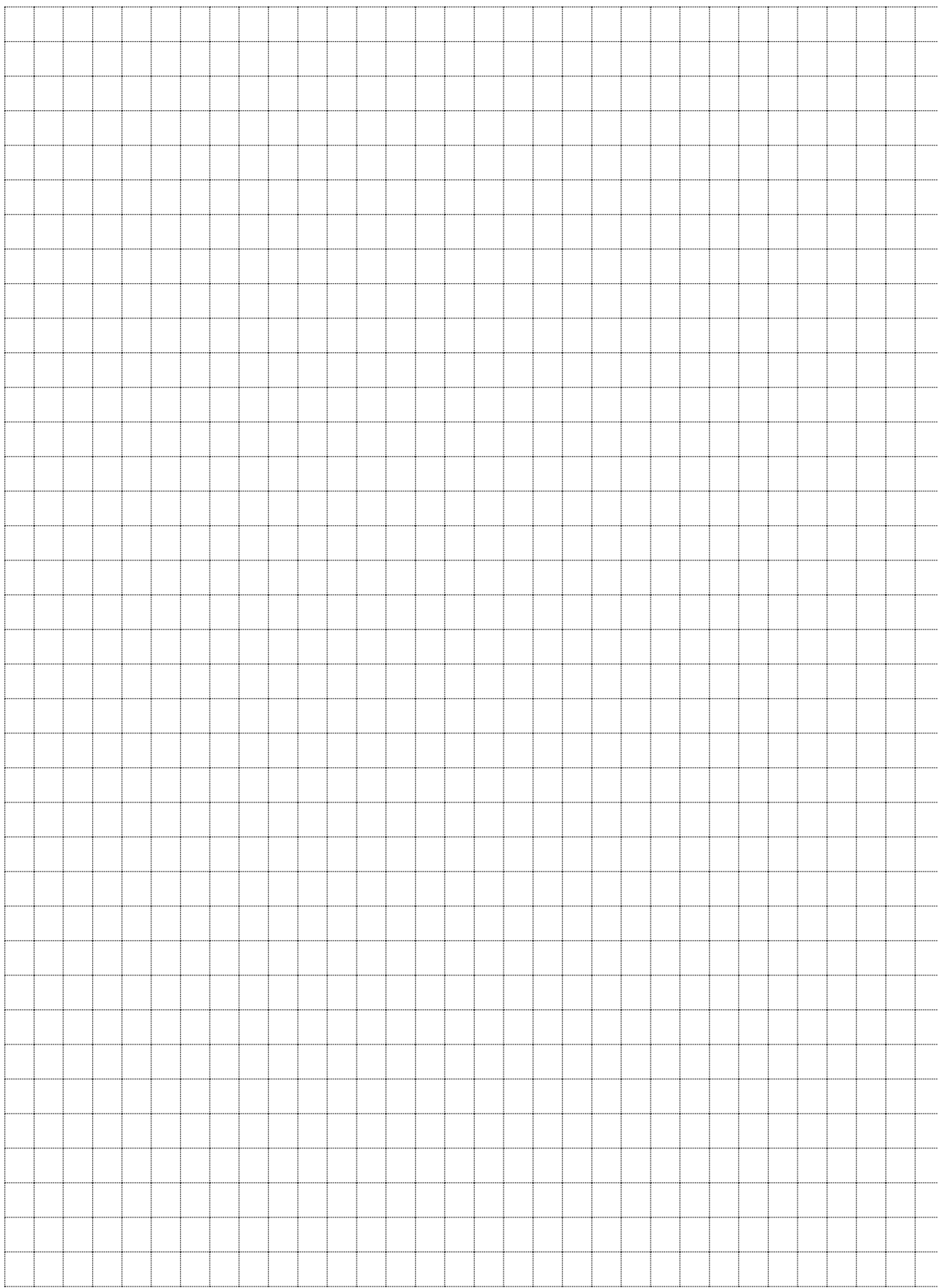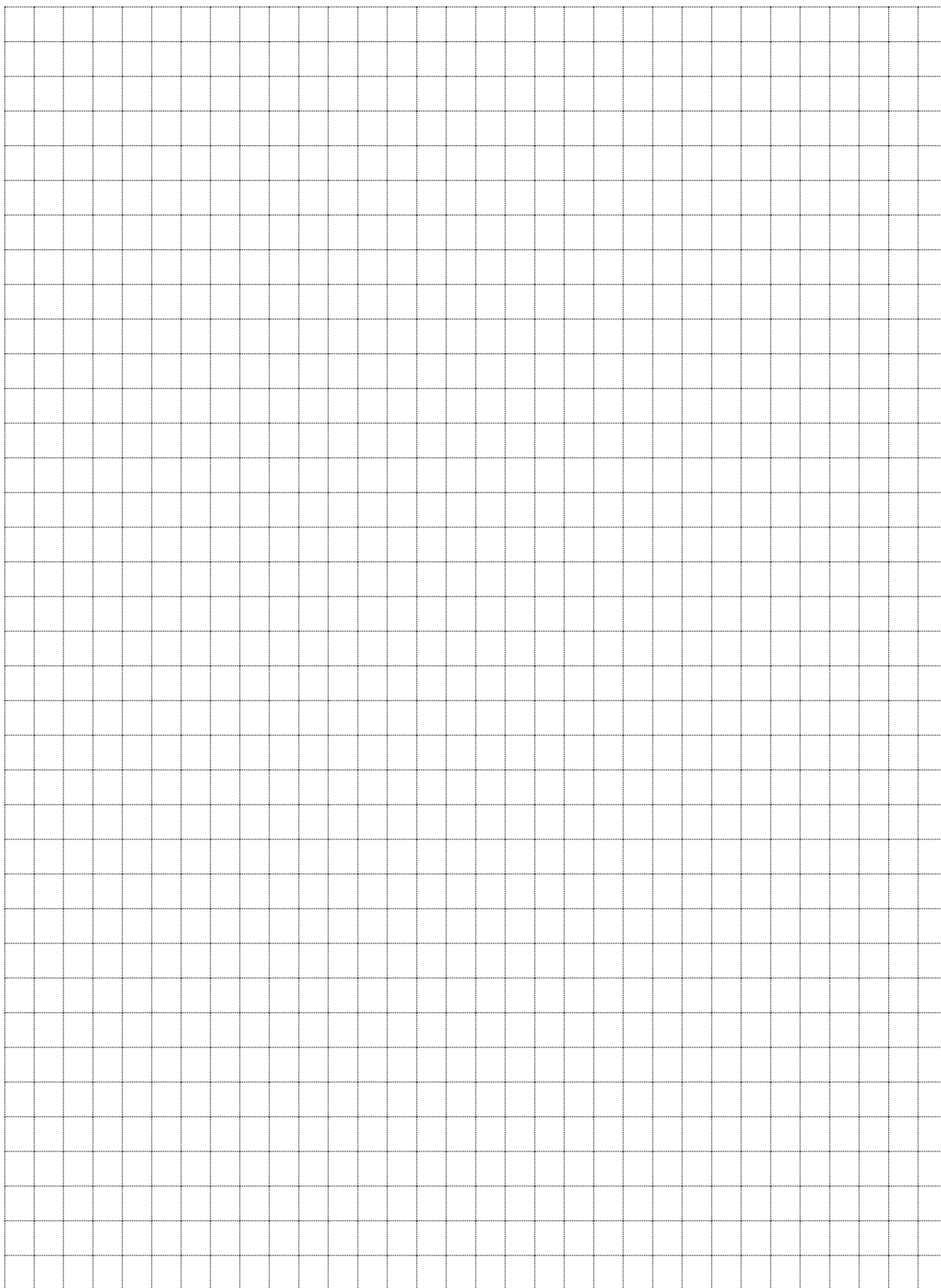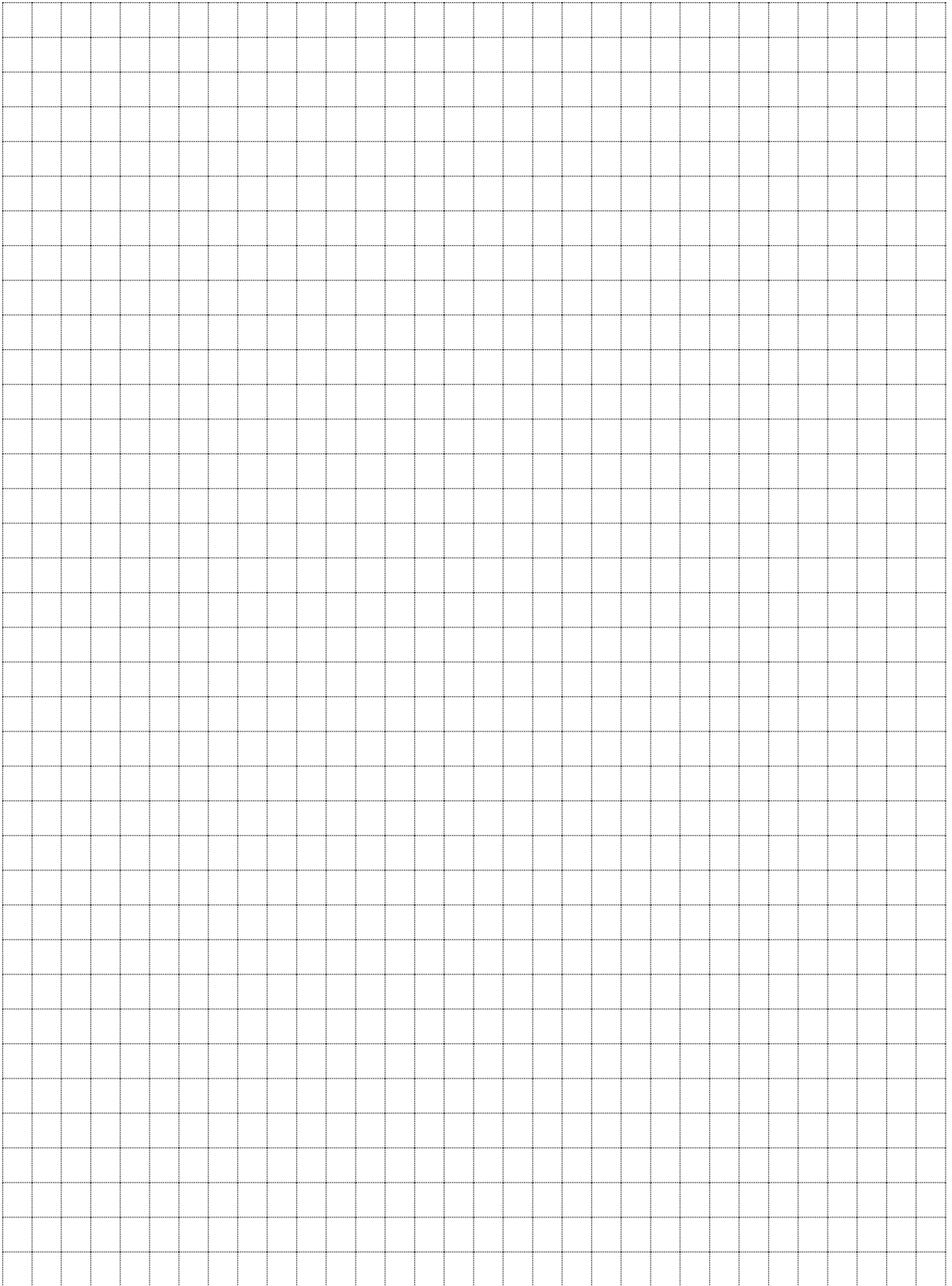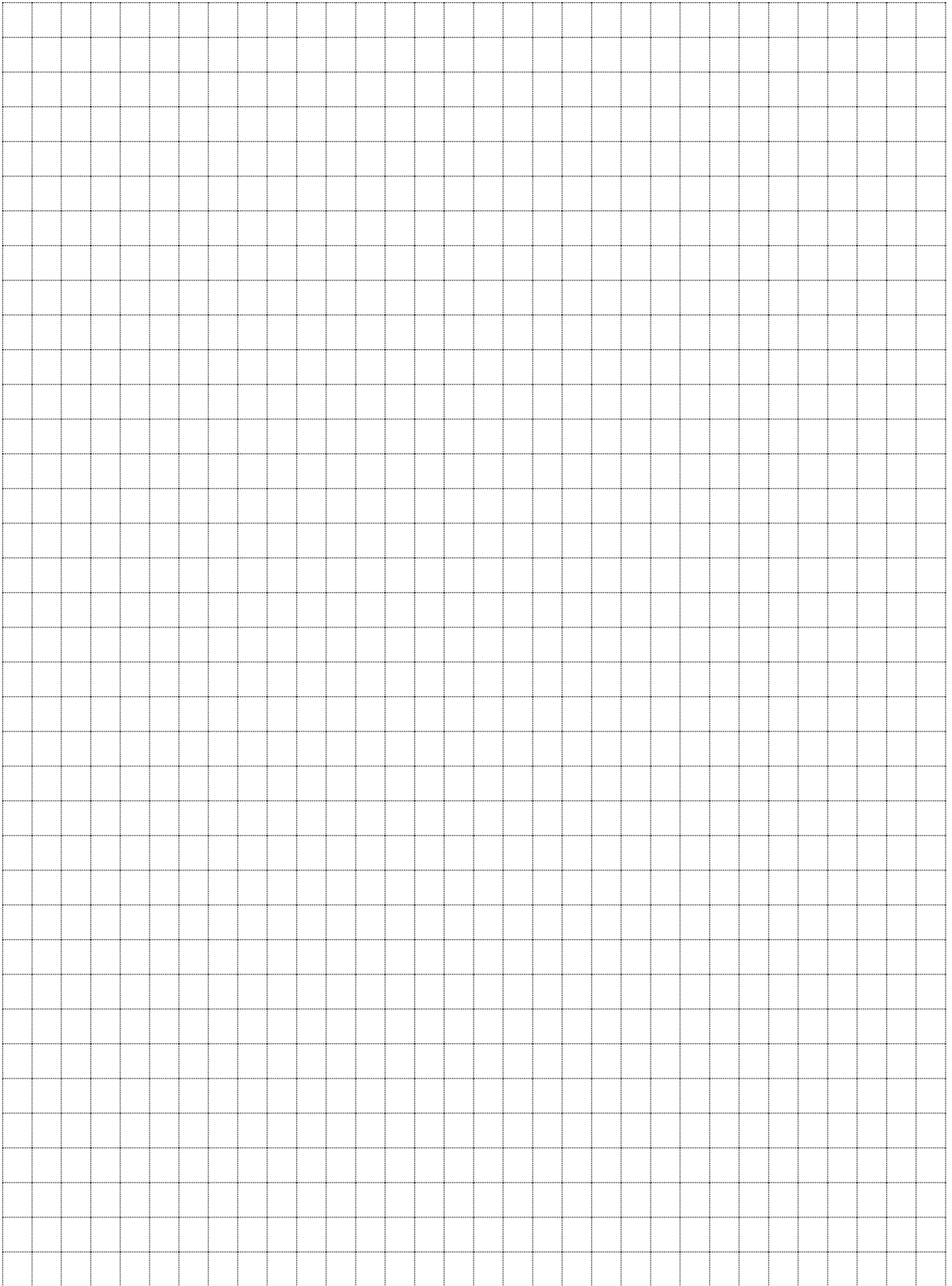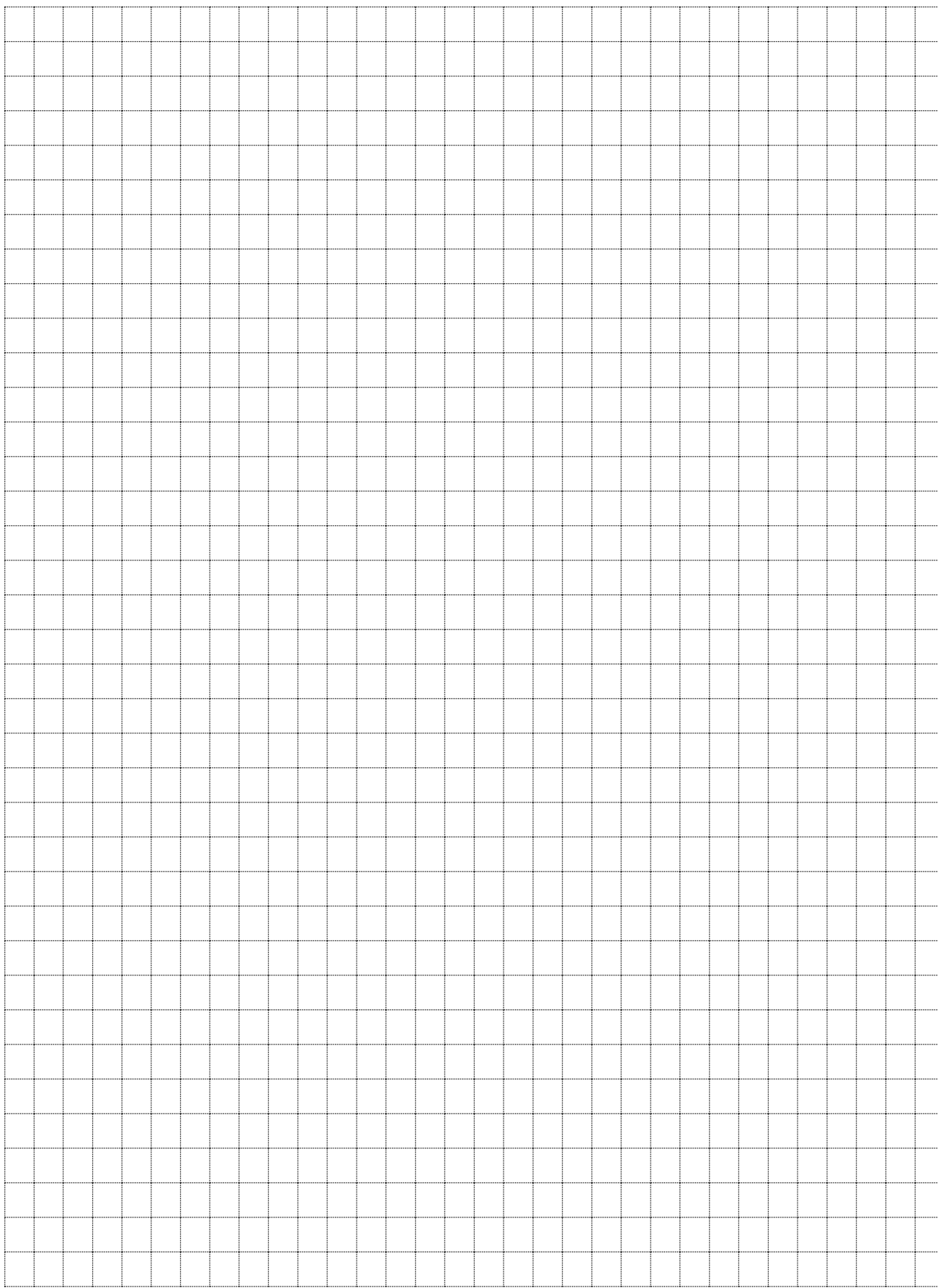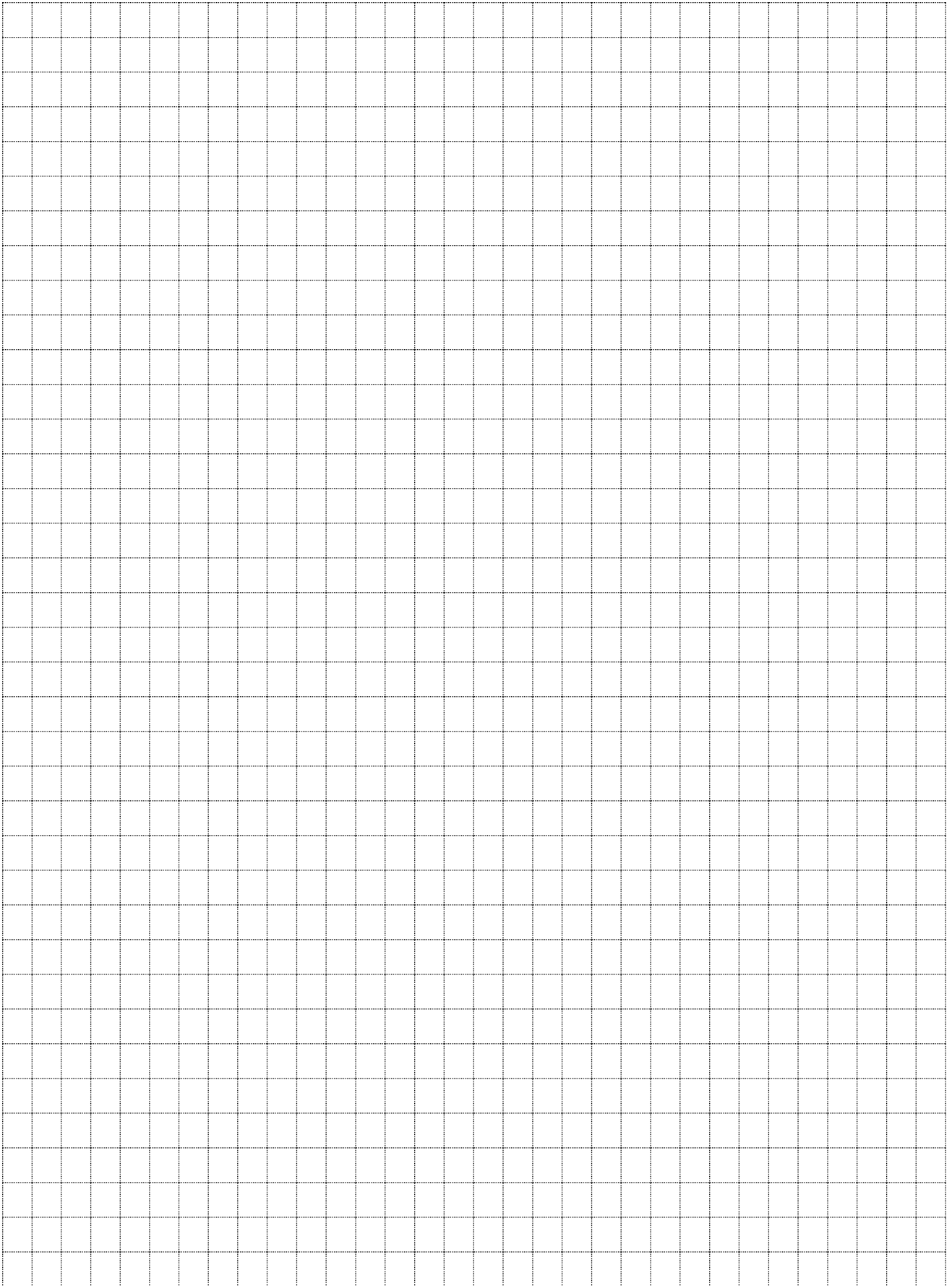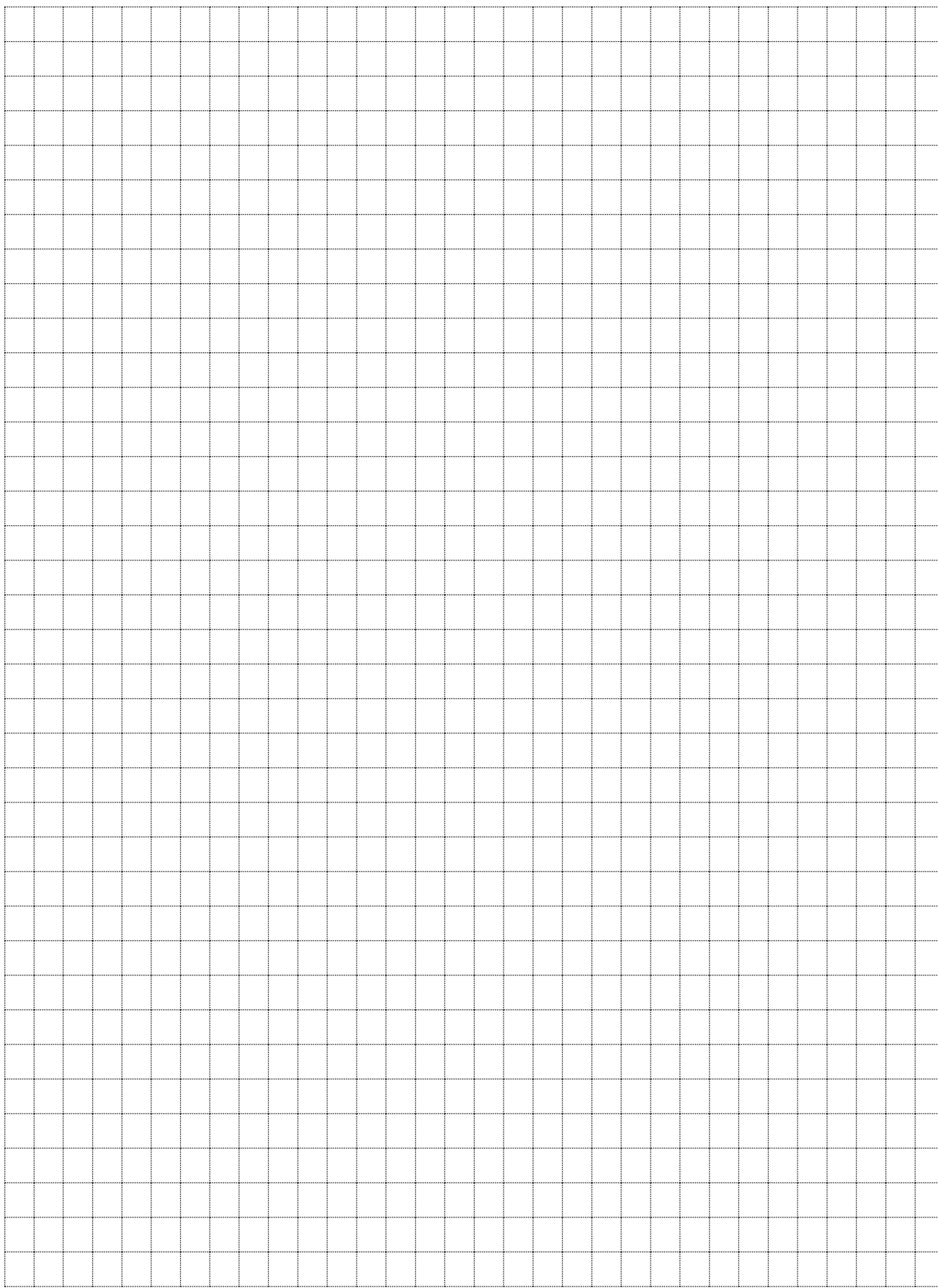
# Glossary

The following terms are common amongst gamers in general, or specific to Sabres & Sorcery:

- **Ability:** The bare bones information of a character, the five Abilities are: Strength, Knowledge, Perception, Dexterity, and Charisma.
- **Ability Score:** A modifier, usually rated -3 to +3 for characters, giving a basic attribute of a character.
- **AC:** The abbreviation for Armor Class.
- **Alignment:** This is where the character falls on a Law-Chaos or Good-Evil scale. It is used by some Referees and not by others.
- **Armor Class:** Abbreviated AC. This is the number, on a d20 roll, which either an enemy need to hit you in combat or which you need to hit your enemy.
- **Armor Class Bonus:** The modifier to AC, based on class and level.
- **Armor Reduction:** Instead of using AC, some Referees prefer to have armor subtract damage done to a character. Only one system will be used in a game.
- **Attack Bonus:** The modifier to attack rolls, based on character class and level.
- **Attack Rank:** A letter code for demi-humans which is a representation on how they fare in combat once the character reaches maximum level.
- **Attacks:** The number of attacks a character or monster can make in one round.
- **Class:** This is the archetype of your character. Fighter, Wizard, Goblin, etc. Class gives you the basic skill and combat information for the game.
- **Corruption:** The result of using magic beyond the capability of a character. Wizards can push themselves, achieving spectacular magical results but will eventually ruin their soul and/or body.
- **Damage:** Typically a random number dealt to a character or monster which is to be subtracted from its HP.
- **Dice:** Dice come in many shapes and sizes. The most common dice used in S&S are: d4, d6, d8, d10, d12, and d20.
- **Experience Points:** Abbreviated XP. This is a gauge of how experienced a character has become. At certain thresholds, the character will advance in level.
- **Hireling:** A non-player character such as a mercenary, cobbler, or torch bearer, who is hired for a wage.
- **Hit Dice:** This is used two ways, the first is a numerical representation on how powerful a monster you are fighting – used in the same fashion as Level for a player character, and the second is the type of die rolled when a character advances in level, d6, d8, etc.
- **Hit Points:** Abbreviated HP. This is the amount of damage a character can sustain before being rendered unconscious or dying.
- **HP:** The abbreviation for Hit Points.
- **Infravision:** The ability to see shades of heat without visible light. With infravision, a character can see in dungeons without aid of torch or lantern.
- **Initiative:** When, in the order of combat, a character will be able to attack. It is rolled on 1d12.
- **Level:** A numerical representation of how powerful your character has become. All things being equal, level 2 is more powerful than level 1 and level 5 is more powerful than level 2, etc.
- **Morale:** How loyal a retainer is to his employer and also how brave a monster is in combat. When monsters are slain, survivors often make morale checks to determine if they stay and fight or if they flee.

- Movement Rate:  Also called Move.  The distance a character or monster can move in one round.
- Multi-class:  Some players choose to have their character have more than one class.  When the character has enough XP to advance in level, the player picks which class.
- Retainer:  A non-player character who is loyal to a character and works for more than just money.  They earn experience and can gain levels.
- Round:  A segment of time used in combat, equal to 6 seconds.
- Rule Number One:  Always have fun!
- Saving Throw:  A d20 dice roll to avoid some bad effect, such as dragon breath, a spell being cast, surviving poison, etc.  It is basically a catch-all to save your character's life or to avoid damage.  Saving Throws are accomplished in the exact same fashion as Skill Rolls, and are lumped together with them as S/SRs (Skill/Saving Rolls).
- SHP:  The abbreviation for Structural Hit Points
- Skill Roll:  A d20 roll to accomplish some task which cannot be accomplished via role-playing.  Can your rogue climb a wall without falling?  Can your suave courtesan gather secret information from a tipsy mayor?  Skill Rolls are accomplished in the exact same fashion as Saving Throws, and are lumped together with them as S/SRs (Skill/Saving Rolls).
- Skill/Saving Roll:  This is the number needed on a d20 roll (plus or minus modifiers) to succeed in a Saving Throw or succeed at a Skill Roll.
- S/SR:  The abbreviation for Skill/Saving Roll.
- Structural Hit Points:  This is the amount of damage a structure (such as castle wall or sailing ship) can take before being destroyed.  Unless otherwise specified, 1 SHP is equal to 10 HP.
- Total Level:  The total of levels for all classes.  For example, a 3rd level Rogue / 6th level Fighter has a Total Level of 9.
- XP:  The abbreviation for Experience Points.

# List of Spells, by Level

| 1st Level | 2nd Level | 3rd Level | 4th Level | 5th Level |
|---|---|---|---|---|
| • Charm Person | • Audible Glamour | • Call Lightning | • Blight | • Airy Water |
| • Chill Touch | • Augury | • Crystal Ball | • Charm Monster | • Animal Growth |
| • Command | • Bless | • Cure Disease | • Confusion | • Animal Ward, 10' radius |
| • Command Undead | • Change Self | • Cure Serious Wounds | • Control Temperature, 10' radius | • Animate Dead |
| • Cure Light Wounds | • Command Undead, improved | • Dark Vision | • Creation, minor | • Circle of Death |
| • Detect Evil | • Delay Poison | • Detect Illusion | • Cure Critical Wounds | • Cloudkill |
| • Detect Magic | • Detect Invisibility | • Dispel Magic | • Dimension Door | • Commune |
| • Detect Snares & Pits | • Enthrall | • Explosive Runes | • Divination | • Conjure Elemental |
| • Faerie Fire | • ESP | • Fireball | • Extension | • Contact Outer Sphere |
| • Hold Portal | • Find Traps | • Fly | • Glove of Invulnerability | • Create Food and Drink |
| • Inspire | • Forget | • Gaseous Form | • Hallucinatory Terrain | • Create Undead |
| • Invisibility to Undead | • Gentle Repose | • Gust of Wind | • Invisibility, improved | • Creation, minor |
| • Light | • Heat Metal | • Haste | • Massmorph | • Dispel Evil |
| • Locate Animals | • Invisibility | • Hold Animal | • Neutralize Poison | • Faithful Hound |
| • Magic Aura | • Knock | • Hold Person | • Plant Door | • Feeblemind |
| • Mending | • Levitate | • Invisibility, 10' radius | • Plant Growth | • Hold Monster |
| • Message | • Light, continual | • Lightning Bolt | • Polymorph | • Insect Plague |
| • Predict Weather | • Locate Object | • Phantasmal Creature, improved | • Protection from Evil, 10' radius | • Magic Jar |
| • Protection from Evil | • Mirror Image | • Protection from Fire | • Ray of Pain | • Passwall |
| • Purify Food and Drink | • Obscuring Mist | • Protection from Normal Missiles | • Remove Curse | • Raise Dead |
| • Ray of Enfeeblement | • Phantasmal Creature | • Remove Curse | • Shadow Monsters | • Repel Wood |
| • Read Languages | • Produce Flame | • Secret Page | • Speak with Dead | • Sticks to Snakes |
| • Read Magic | • Resist Fire | • Speak with Dead | • Speak with Plants | • Stone Shape |
| • Remove Fear | • Silence, 15' radius | • Suggestion | • Spell Immunity | • Summon Weather |
| • Sanctuary | • Speak with Animals | • Turn Undead | • Summon Animals | • Telekinesis |
| • Shield | • Spectral Hand | • Water Breathing | • Wall of Fire or Ice | • Teleport |
| • Sleep | • Vampiric Touch | | • Wizard Eye | • Transform Rock to Mud |
| • Spider Climb | • Wall of Fog | | | • True Seeing |
| • Summoning | • Warp Wood | | | • Wall of Iron or Stone |
| | • Web | | | |
| | • Wizard Lock | | | |

# List of Tables

Player's Name

Referee's Name

Character's Name

Alignment

Class(es)

Level(s)

Experience

Class Bonus +

Armor Class

Hit Points

Saving/Skill Roll

Character Sketch or Symbol

Strength

Knowledge

Perception

Dexterity

Charisma

Melee Attack Bonus

Ranged Attack Bonus

_____ Attack Bonus

Saving/Skill Roll Modifiers

_____

_____

_____

Languages _____

Equipment Carried

Special Skills: Spells, Class Abilities, Cleric's Turning, etc.