# Swords & Wizardry

SWORDS & WIZARDRY is an OGL adaptation of the original 1974 fantasy role-playing game created by Gary Gygax **and** Dave Arneson, with select supplemental material (1974-1979).

The *Sword & Sorcery* genre of writing presented characters who were morally ambiguous—not fighting for the greater good, but scrabbling for power and money with only a few scruples. True, they usually had more scruples than the villians, but not by much. High fantasy, on the other hand, is often defined by the fact that the protagonists are unquestionably the good guys—heroes fighting evil powers for the greater good of the world. SWORDS & WIZARDRY is designed for the *Sword & Sorcery* genre, where the characters begin as a seedy band of tomb robbers and mercenaries. Along the way, these characters may become more respectable and morally conscientious as they gain wealth and lands . . . or not.

Prepare to be introduced to the old style of free form gaming. These rules are flexible and open to interpretation—not designed to cover all conceivable situations, but to allow good Referees and players the freedom to create and play games of their own design.

**MG**

Mythmere Games

# Swords & Wizardry

By Matthew J. Finch

Contributors: Marv Breig, Jason Cone, Allen T. Grohe, Jr., and Jerry Mapes

Cover Art: Pete Mullen
Editing: James Maliszewski, Rob Ragas, and Jesse Rothacher
Interior Art: Edward M. Kann, Pete Mullen, Jeff Preston, Michael Shorten, and Chad Thorson
Layout: Rob Ragas (first printing) and Jesse Rothacher (second printing)

Additional proofreading and suggestions: Jim Bobb, Eric Norred, and the Swords & Wizardry forum

Original System and Rules Authors: Dave Arneson and Gary Gygax

System Reference Authors: Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, and James Wyatt

Dedicated to E. Gary Gygax (1938-2008)
and to Jerry Mapes, for his contributions to old-school gaming

With special thanks to: The Knights and Knaves Alehouse

**Second Print Edition—9 March 2009**

# MYTHMERE GAMES™

www.swordsandwizardry.com

*"Imagination will often carry us to worlds that never were. But without it, we go nowhere."*
— Carl Sagan

# INTRODUCTION

In 1974, Gary Gygax (1938-2008) and Dave Arneson wrote the world's first fantasy role-playing game, a simple and very flexible set of rules that launched an entirely new genre of gaming. In 1976, the first supplement to these rules was published, with Rob Kuntz as Mr. Gygax's co-author. Many years later, in the year 2000, Wizards of the Coast allowed the use of most of the material from that game under a license called the Open Game License. What you're reading is an approximate re-creation of the Gygax-Arneson original fantasy role-playing game, created using the Open Game License. The re-creation isn't exact—it's not allowed to be, and we have treated the original copyright with utmost respect. But while the language in this book may be a little bit less magical than in the original, we believe the rules and system are close enough to reproduce the "lightning in a bottle" of that original edition (often called 0e). In fact, we think SWORDS & WIZARDRY is actually a bit better organized and easier to learn than the original. Since the original rules were supplemented with several later books, it's impossible to nail down any "canon" set of rules for 0e. This is our interpretation of the game, using rules and systems from only the original set of rulebooks and some selected rules-material from the later supplements.

SWORDS & WIZARDRY is a fantasy role-playing game. The rules are extremely short, compared to the multi-paged rule-libraries required to play most modern role-playing games. Yet this game contains within itself all the seeds and soul of mythic fantasy, the building blocks of vast complexity, the kindling of wonder. The game is so powerful because it's encapsulated in a small formula, like a genie kept imprisoned in the small compass of an unremarkable lamp. It's also, for that matter, the ultimate tool for the expert Referee who customizes his worlds with variant rules and non-Tolkienesque visions of the *Sword & Sorcery* genre. The customizability of a small system is very powerful.

Because the rules and system of 0e was the foundation for many later fantasy role-playing games, you will find that SWORDS & WIZARDRY is more than just a simulacrum of 0e. It is also designed to be compatible with a number of other fantasy games, both in their original forms or created using the Open Game License. You will find that this game is compatible with First Edition (Gary Gygax), Second Edition, Basic (Moldvay), Basic (Holmes), OSRIC, Labyrinth Lord, and others. Modules created for these games will be usable (to a greater or lesser degree) with SWORDS & WIZARDRY, and SWORDS & WIZARDRY modules are playable using the rules for any of these other games.

Also, you can publish your own adventures, house rules, and other materials for this game. Guidelines and requirements are in the back of the book right before the Open Game License.

Enjoy!
— Matt Finch

## THE DICE

SWORDS & WIZARDRY uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides—what you do to roll a d100 is to roll two ten-sided dice, treating the first roll as the "tens" and the second roll as the "ones." So, if you were to roll a 7 and then a 3, that would mean a 73. A roll of 0 and 0 means a result of "100."
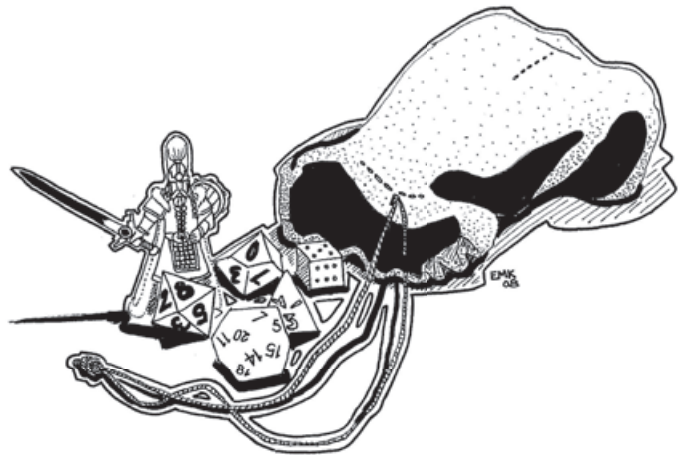
## CREATING A CHARACTER

Unless you're going to be the Referee, you start by creating a character. You'll roll some dice to determine your character's strength and other basic attributes, pick a character class, use the character's game money to buy equipment, and then start to play. If you're the Referee, you've got a bit more preparation to do—that's covered later in a section especially for you.

## Setting Up Your Character Sheet

Information about your character goes on a character sheet, which can be as simple as an index card. The card might look like this, with your equipment (and maybe spells) jotted down on the back:

NAME:

Strength:               Race:
Intelligence:           Class:
Wisdom:                 Level/Current XP:
Constitution:           XP Bonus:
Dexterity:              Saving Throw:
Charisma:               Hit Points:
                        Weapon:
Starting Gold:          Armor Class:

## Roll Ability Scores

The basic attributes of a character are numbers representing Strength, Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step needed to create a character is to roll dice for these six ability scores.

### Strength

Roll 3d6 for your Strength score, and write it on your character sheet. A high Strength gives your character bonuses when attacking with a sword or other hand-held weapon (called a "melee weapon"). The table below shows you the effects of your Strength score. For convenience, you may want to write down these

bonuses on your character sheet next to the Strength score. Strength is the Prime Attribute for the Fighting-man class.

### Table 1: Strength

| Score | Hit Modifiers | Damage Bonus |
|-------|---------------|--------------|
| 3–8 | -1 | -1 |
| 9–12 | +0 | +0 |
| 13–18 | +1 | +1 |

### Dexterity

Roll 3d6 for your Dexterity score. A high Dexterity score gives your character bonuses when attacking with a bow or other missile weapon (usually called a "ranged weapon"), and improves your "armor class," making you harder to hit.

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

### Table 2: Dexterity

| Score | Hit Modifiers | AC Adjustment |
|-------|---------------|---------------|
| 3–8 | −1 | +1 [-1] |
| 9–12 | +0 | +0 |
| 13–18 | +1 | -1 [+1] |

### Constitution

Roll 3d6 for your Constitution score. A high Constitution gives your character extra hit points.

### Table 3: Constitution

| Score | Hit Point Modifier |
|-------|--------------------|
| 3–8 | -1 |
| 9–12 | +0 |
| 13–18 | +1 |

### Intelligence

Roll 3d6 for your Intelligence score. A high Intelligence is the Prime Attribute for Magic-user characters, and only Magic-users with high Intelligence are able to

learn the highest-level spells. Those Magic-users with an Intelligence over 15 earn an extra first level spell.

### Table 4: Intelligence

| Score | Max. Additional Languages | Max. Spell Level |
|-------|---------------------------|------------------|
| 3–7 | 0 | – |
| 8 | 1 | – |
| 9 | 1 | 5 |
| 10 | 2 | 5 |
| 11 | 2 | 6 |
| 12 | 3 | 6 |
| 13 | 3 | 7 |
| 14 | 4 | 7 |
| 15 | 4 | 8 |
| 16 | 5 | 8 |
| 17 | 5 | 9 |
| 18 | 6 | 9 |

### Wisdom

Roll 3d6 for your Wisdom score. Wisdom is the Prime Attribute for Cleric characters, and any character with a Wisdom score of 13 or higher gains a 5% bonus to all experience point awards. If a Cleric has a Wisdom score of 15 or greater, he gains an additional first level spell.

### Charisma

Roll 3d6 for your Charisma score. A highly charismatic character has a better chance to his way out of trouble, and can lead more followers than characters with a low Charisma. Any character with a Charisma score of 13 or higher receives a bonus of 5% to all experience point awards.

### Table 5: Charisma

| Score | Max. Hirelings |
|-------|----------------|
| 3–4 | 1 |
| 5–6 | 2 |
| 7–8 | 3 |
| 9–12 | 4 |
| 13–15 | 5 |
| 16–17 | 6 |
| 18 | 7 |

# CHOOSE A CHARACTER CLASS

Once you've rolled up your ability scores, the next step is to choose a character "class." There are three character classes: Fighting-man, Cleric, and Magic-user. Your Referee may also have invented other character classes, or may be allowing optional character classes from some other fantasy game. After choosing your character class, make sure to write down your experience point (XP) bonus. It's based on your Wisdom (possible +5%), your Charisma (possible +5%), and the Prime Attribute for the character class you choose (possible +5%), with a total possible +15%.

## Cleric

Clerics are armored priests who serve Law/Good or Chaos/Evil. Most Clerics have a patron deity or serve a particular religion. Feel free to make up the details, if your Referee doesn't use a particular mythology for the campaign you're playing in. Regardless of the details, you are a champion of your faith and moral

> **Prime Attribute:** Wisdom, 13+ (5% experience)
> **Hit Dice:** 1d6+1/level (Gains 2 hp/level after 9th.)
> **Armor/Shield Permitted:** Any.
> **Weapons Permitted:** Blunt weapons only (club, flail, hammer, mace, staff, etc.). No missile weapons, other than oil or slings (Referee permitting).

alignment. You might be a sinister witch-hunter, an exorcist of demons, or a shining knight of the faith. Because most of a Cleric's abilities are oriented toward healing and protecting, Clerics tend to play a support role during combat, backing up the front line, but able to stand shoulder to shoulder with the party's Fighting-men if need be—at least for a while. As a Cleric grows in power and reputation, he might establish a stronghold for his faith: a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes him as the best way to protect and serve his flock of acolytes and peasant followers.

### Cleric Class Abilities

**Spell Casting:** Clerics cast divine spells from a specific list, as per the Cleric Advancement table. Clerics of specific gods might have entirely different sets of spells as designed by the Referee. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Once a spell is cast, it cannot be cast again until the next day, unless the Cleric can prepares the spell more than once.

**Banishing Undead:** Clerics can "Turn" (See **Turning Undead**, Page **21**.) the undead, making them flee from the Cleric's holiness (or, in the case of an evil Cleric, bringing them to heel as servants and minions).

**Religious Stronghold (9th level):** At ninth level, a Cleric character may establish a stronghold and attract a body of loyal (or perhaps even fanatic) men-at-arms who will swear fealty to him.
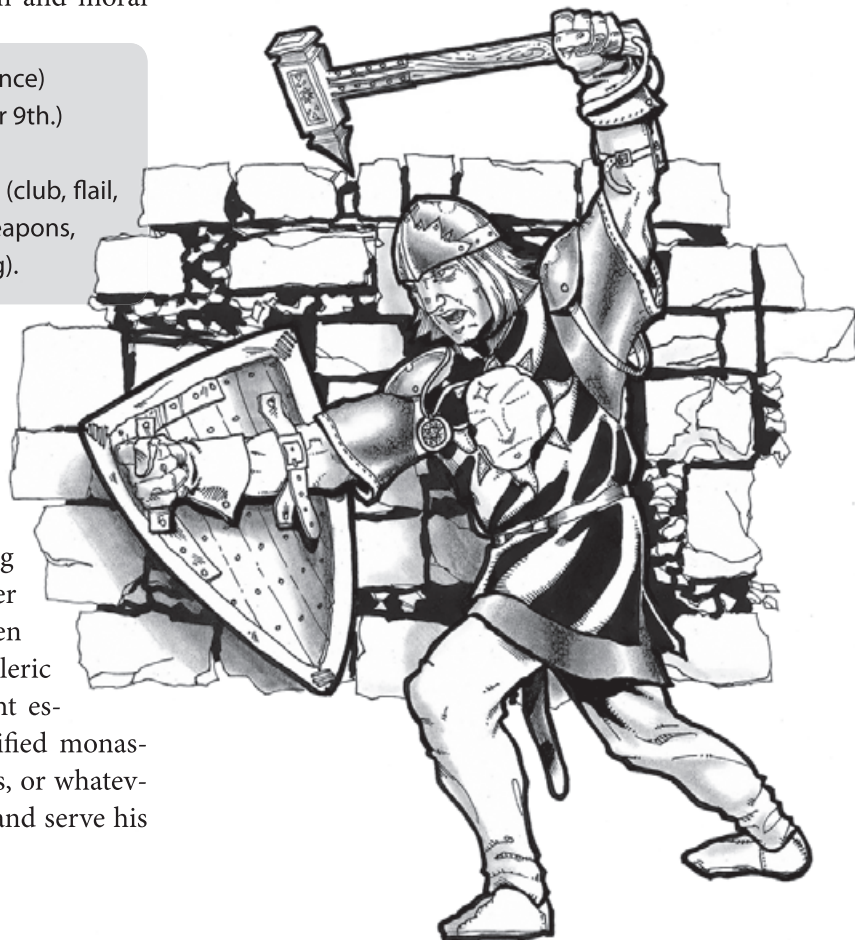
**Table 6: Cleric Advancement**

| Level | Experience | Hit Dice | Saving Throw | Spells 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | 0 | 1 | 14 | – | – | – | – | – | – | – |
| 2 | 1,500 | 2 | 13 | 1 | – | – | – | – | – | – |
| 3 | 3,500 | 3 | 12 | 2 | – | – | – | – | – | – |
| 4 | 6,500 | 4 | 11 | 2 | 1 | – | – | – | – | – |
| 5 | 14,000 | 5 | 10 | 2 | 2 | 1 | – | – | – | – |
| 6 | 30,000 | 6 | 9 | 2 | 2 | 1 | 1 | – | – | – |
| 7 | 60,000 | 7 | 8 | 2 | 2 | 2 | 1 | 1 | – | – |
| 8 | 110,000 | 8 | 7 | 2 | 2 | 2 | 2 | 2 | – | – |
| 9 | 165,000 | 9 | 6 | 3 | 3 | 3 | 2 | 2 | – | – |
| 10 | 225,000 | +2 hp | 5 | 3 | 3 | 3 | 3 | 3 | – | – |
| 11 | 290,000 | +4 hp | 4 | 4 | 4 | 4 | 3 | 3 | – | – |
| 12 | 360,000 | +6 hp | 4 | 4 | 4 | 4 | 4 | 4 | 1 | – |
| 13 | 430,000 | +8 hp | 4 | 5 | 5 | 5 | 4 | 4 | 1 | – |
| 14 | 500,000 | +10 hp | 4 | 5 | 5 | 5 | 5 | 5 | 2 | – |
| 15 | 570,000 | +12 hp | 4 | 6 | 6 | 6 | 5 | 5 | 2 | – |
| 16 | 640,000 | +14 hp | 4 | 6 | 6 | 6 | 6 | 6 | 3 | – |
| 17 | 710,000 | +16 hp | 4 | 7 | 7 | 7 | 6 | 6 | 3 | 1 |
| 18 | 780,000 | +18 hp | 4 | 7 | 7 | 7 | 7 | 7 | 4 | 1 |
| 19 | 850,000 | +20 hp | 4 | 8 | 8 | 8 | 7 | 7 | 4 | 2 |
| 20 | 920,000 | +22 hp | 4 | 8 | 8 | 8 | 8 | 8 | 5 | 2 |
| 21+ | +70,000 | +2 hp/level | 4 | 8 | 8 | 8 | 8 | 8 | 5 | 2 |

# Fighting-man (Fighter)

You are a warrior, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking raider, a roaming samurai, or a medieval knight. Whatever type of Fighting-man you choose to play, you will probably end up on the front lines of your adventuring party, going toe-to-toe with dragons, goblins,



**Prime Attribute:** Strength, 13+ (5% experience)
**Hit Dice:** 1d6+2/level (Gains 3 hp/level after 9th.)
**Armor/Shield Permitted:** Any.
**Weapons Permitted:** Any.

and evil cultists, hacking your way through them and taking the brunt of their attacks. The Fighting-man character is best equipped of all the character classes to dish out damage and absorb it, too. Clerics heal, and Magic-users cast spells, but the down-and-dirty hack and slash work is up to you. You're going to serve as the

party's sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you'll die, just another forgotten warrior in a dangerous world.

### Fighting-man Class Abilities

**Establish Stronghold (9th):** At ninth level, a Fighting-man may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. Most likely, the protection of a castle will attract villagers, and the Fighting-man will become a feudal Lord or even a Baron.

**Multiple Attacks:** Against creatures with less than one full hit die, a Fighting-man makes one attack per level each round.

**Table 7: Fighting-man Advancement**

| Level | Experience | Hit Dice | Saving Throw |
|-------|-----------|----------|--------------|
| 1 | 0 | 1 | 16 |
| 2 | 2,000 | 2 | 15 |
| 3 | 4,000 | 3 | 14 |
| 4 | 8,000 | 4 | 13 |
| 5 | 16,000 | 5 | 12 |
| 6 | 32,000 | 6 | 11 |
| 7 | 64,000 | 7 | 10 |
| 8 | 128,000 | 8 | 9 |
| 9 | 256,000 | 9 | 8 |
| 10 | 350,000 | +3 hp | 7 |
| 11 | 450,000 | +6 hp | 6 |
| 12 | 550,000 | +9 hp | 6 |
| 13 | 650,000 | +12 hp | 6 |
| 14 | 750,000 | +15 hp | 6 |
| 15 | 850,000 | +18 hp | 6 |
| 16 | 950,000 | +21 hp | 6 |
| 17 | 1,050,000 | +24 hp | 6 |
| 18 | 1,150,000 | +27 hp | 6 |
| 19 | 1,250,000 | +30 hp | 6 |
| 20 | 1,350,000 | +33 hp | 6 |
| 21+ | +100,000 | +3 hp/level | 6 |

## The Magic-user

The Magic-user is a mysterious figure, a student of arcane powers and spell casting. Usually cloaked in robes woven with mystical symbols, Magic-users can be devastating opponents. However, they are usually physically weaker than other adventuring classes, and are untrained in the use of armor and weapons. As

> **Prime Attribute:** Intelligence, 13+ (5% experience)
> **Hit Dice:** 1d6-1* (Gains 1 hp/level after 9th level.)
> **Armor/Shield Permitted:** None.
> **Weapons Permitted:** Dagger, staff, and darts.
> *Magic-users gain a minimum of one hit point per level.*

Magic-users progress in level, they generally become the most powerful of the character classes. Perhaps one day, though, you will rise to such heights of power that you can build a mystically protected tower for your researches, create fabulous magic items, and scribe new formulae for hitherto unknown spells. Such arch-mages can sway the politics of kingdoms, and command respect and fear across the realms.

### Magic-user Class Abilities

**Spell Casting:** Unlike the Cleric, a Magic-user owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from the book, the Magic-user presses his chosen spell formulae into his mind, "preparing" these spells. Once a prepared spell is cast, it disappears from the Magic-user's ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available "slots" in the Magic-user's memory/capability. If the Magic-user finds scrolls of spells while adventuring, he can copy them into his spell book.

**Wizard's Tower (11th):** At 11th level, a Magic-user gains the title of "wizard," and can build a stronghold for himself to house his libraries and laboratories. He will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and even a few monsters, perhaps. This motley crew will swear fealty to him and serve him with whatever loyalty he can inspire in them.
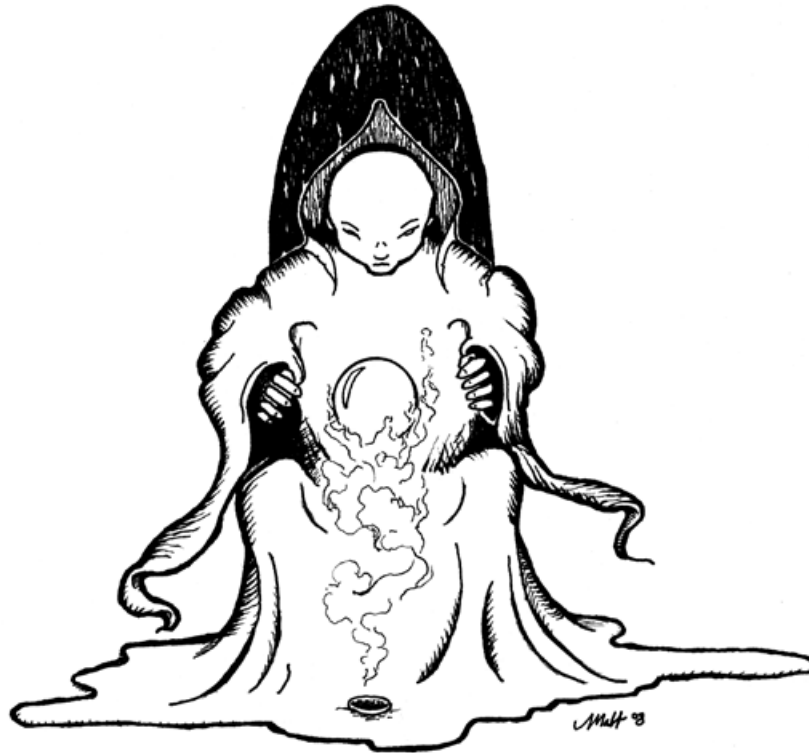
**Table 8: Magic-user Advancement**

| Level | Experience | Hit Dice | Saving Throw | Spells | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 1 | 0 | 1 | 15 | 1 | – | – | – | – | – | – | – | – |
| 2 | 2,500 | 2 | 14 | 2 | – | – | – | – | – | – | – | – |
| 3 | 5,000 | 3 | 13 | 2 | 1 | – | – | – | – | – | – | – |
| 4 | 10,000 | 4 | 12 | 3 | 2 | – | – | – | – | – | – | – |
| 5 | 20,000 | 5 | 11 | 4 | 2 | 1 | – | – | – | – | – | – |
| 6 | 40,000 | 6 | 10 | 4 | 2 | 2 | – | – | – | – | – | – |
| 7 | 65,000 | 7 | 9 | 4 | 3 | 2 | 1 | – | – | – | – | – |
| 8 | 95,000 | 8 | 8 | 4 | 3 | 3 | 2 | – | – | – | – | – |
| 9 | 135,000 | 9 | 7 | 4 | 3 | 3 | 2 | 1 | – | – | – | – |
| 10 | 190,000 | +1 hp | 6 | 4 | 4 | 3 | 2 | 2 | – | – | – | – |
| 11 | 285,000 | +2 hp | 5 | 4 | 4 | 4 | 3 | 3 | – | – | – | – |
| 12 | 385,000 | +3 hp | 5 | 4 | 4 | 4 | 4 | 4 | 1 | – | – | – |
| 13 | 515,000 | +4 hp | 5 | 5 | 5 | 5 | 4 | 4 | 2 | – | – | – |
| 14 | 645,000 | +5 hp | 5 | 5 | 5 | 5 | 4 | 4 | 3 | 1 | – | – |
| 15 | 775,000 | +6 hp | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 2 | – | – |
| 16 | 905,000 | +7 hp | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 2 | 1 | – |
| 17 | 1,035,000 | +8 hp | 5 | 6 | 6 | 6 | 5 | 5 | 5 | 2 | 2 | – |
| 18 | 1,165,000 | +9 hp | 5 | 6 | 6 | 6 | 6 | 6 | 5 | 2 | 2 | 1 |
| 19 | 1,295,000 | +10 hp | 5 | 7 | 7 | 7 | 6 | 6 | 6 | 3 | 2 | 2 |
| 20 | 1,425,000 | +11 hp | 5 | 7 | 7 | 7 | 7 | 7 | 7 | 3 | 3 | 2 |
| 21+ | +130,000 | +1 hp/level | 5 | 7 | 7 | 7 | 7 | 7 | 7 | 3 | 3 | 2 |

# CHOOSE A CHARACTER RACE

In a fantasy world, humans often aren't alone. Elves may populate the great forests, Dwarves may carve their halls and mines into the heart of the earth, and Halflings may reside in the comfortable hill-houses of their bucolic shires. By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself. Some fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players—such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The Referee determines what non-human races, if any, you can choose for your character. In fact, the Referee might permit races that aren't covered here.

## Dwarves

The player-character Dwarf has a +4 on saving throws against any magic, and easily takes note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts). There is no established die roll or rule for using these abilities; exactly what the Dwarf does or does not perceive is up to the Referee.

The only character classes available to player-character Dwarves are those of Fighting-man or Dwarven Warrior. Dwarven Fighting-men are normal Fighting-men, but they cannot progress beyond sixth level.

Dwarves that are *not* player-characters might have completely different limitations or abilities than player-character Dwarven adventurers, as determined by the Referee.

## The Dwarven Warrior

Dwarven Warriors can gain levels beyond sixth, but the progression slows dramatically after sixth level. If the Referee permits the Dwarven Warrior class, there is no game benefit to selecting the more limited Dwarven fighting-man class unless the referee has created such a benefit.

**Prime Attribute:** Strength, 13+ (5% experience)
**Hit Dice:** 1d6+2 (Gains 3 hp/level after 10th level.)
**Armor/Shield Permitted:** Any.
**Weapons Permitted:** Any.

*Dwarven Warrior Class Abilities*
**Establish Stronghold (9th):** At ninth level, a Dwarven Warrior character may establish a stronghold and attract a body of loyal Dwarves-at-arms who will swear fealty to him.



**Table 9: Dwarven Warrior Advancement**

| Level | Experience | Hit Dice | Saving Throw |
|-------|-----------|----------|--------------|
| 1 | 0 | 1 | 16 |
| 2 | 2,000 | 2 | 15 |
| 3 | 4,000 | 3 | 14 |
| 4 | 8,000 | 4 | 13 |
| 5 | 16,000 | 5 | 12 |
| 6 | 32,000 | 6 | 11 |
| 7 | 110,000 | 7 | 10 |
| 8 | 220,000 | 8 | 9 |
| 9 | 330,000 | 9 | 8 |
| 10 | 440,000 | +3 hp | 7 |
| 11+ | +110,000 | +3 hp/level | 6 |

# Elves

Referees interpret Elves in all kinds of different ways. Are they the sinister faerie-folk of Irish legend, the Vanir of Norse legend, the human-like Wood Elves or the powerful and alien Grey Elves of Tolkien, or something else defined by the Referee's own imagination? As one possible game-interpretation of Elves, they are presented here with one possible character class available only to elves, called, for lack of a better term, an "Elven Adventurer."

---

**Prime Attribute:** Strength or Intelligence, 15+ (5% experience)

**Hit Dice:** 1d6+2 for Fighter levels (Gains 3 hp/level after 9th.) and 1d6-1 for Magic-user levels (Gains 1 hp/level after 9th.)

**Armor/Shield Permitted:** Only magical armor when acting as a Magic-user, and any armor while acting as a Fighting-man.

**Weapons Permitted:** Dagger, staff, or darts when acting as a Magic-user. All weapons are permitted when the Elf acts like a Fighting-man.

---

As noted for Dwarves, those Elves who are not player-characters might have abilities and limitations completely different from those of an adventuring Elf. The nature of the elven race as a whole is completely the province of the Referee, and might include non player characters of any class.

The "standard" SWORDS & WIZARDRY Elf can see in the dark (darkvision) at a range of 60 ft and generally has a 4 in 6 chance to find secret doors when searching (unlike the other races, which have a 2 in 6 chance). "Standard" Elves are also immune to the spells **Charm Person** and **Sleep**.

In *Sword & Sorcery* campaigns where there are ancient pre-human races such as Atlanteans, Stygians, and the like, such races might be substituted for Elves using the same parameters provided for the Elven race.

## Elven Adventurer Special Abilities

**Class Versatility:** The Elven Adventurer may choose, on any given day (perhaps when the moon rises) whether to act as a Magic-user or a Fighting-man. As a result, the Adventurer has two alternate class to-hit bonuses and saving throws, depending upon whether he donned steel that day or summoned up the power to cast spells. Any experience gained by adventuring on that day is applied to that class, Fighting-man or Magic-user, and the player must keep track of the Elf's experience points in the two separate classes. When the character gains a level, hit points are rolled as normal for that level. The character's hit points do not change depending on the class he chooses on a given day; his hit points are always the total of all the dice he has gained. However, once the Elven Adventurer has 9 hit dice from any combination of class levels, he gains no more dice and gains only a +1 to his hit points (for Magic-user levels) or +3 (for Fighting-man levels) with each level beyond. Also at this point, additional levels in each class require 130,000 experience points, regardless of the "normal cost" of advancement for the class. For purposes of spells and other calculations that need to know a character's level, the Elven Adventurer's total hit dice are counted, and when he is casting spells he is treated as having only his Magic-user levels.

Elven Adventurers must use a spell book to prepare spells, just as a Magic-user, and spells disappear from his casting capability once they are cast, also in the same way as a Magic-user's do.



CHAD THORSON 2008

**Table 10: Elven Adventurer Advancement[1]**

| Level | Experience (Fighter) | Experience (Magic-user) | Hit Dice (Fighter/Magic-user) | Saving Throw (Fighter/Magic-user) | Spells | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | | | | 1 | 2 | 3 | 4 | 5 |
| 1 | 0 | 0 | 1 | 16/15 | 1 | – | – | – | – |
| 2 | 2,000 | 2,500 | 2 | 15/14 | 2 | – | – | – | – |
| 3 | 4,000 | 5,000 | 3 | 14/13 | 2 | 1 | – | – | – |
| 4 | 8,000 | 10,000 | 4 | 13/12 | 3 | 2 | – | – | – |
| 5 | 32,000 | 20,000 | 5 | 12/11 | 4 | 2 | 1 | – | – |
| 6 | 64,000 | 40,000 | 6 | 11/10 | 4 | 2 | 2 | – | – |
| 7 | 128,000 | 65,000 | 7 | 10/9 | 4 | 3 | 2 | 1 | – |
| 8 | 256,000 | 95,000 | 8 | 9/8 | 4 | 3 | 3 | 2 | – |
| 9 | 350,000 | 190,000 | 9 | 8/7 | 4 | 3 | 3 | 2 | 1 |
| 10+ | +130,000 | +130,000 | +3 hp/level / +1 hp/level | | | | | | |

[1] *Advancement past 9th level is possible for an Elven Adventurer. Experience required to advance a level in either class after reaching 9 hit dice is 130,000 per level. Saving Throws and Spells progress past 9th level as shown on the Magic-user and Fighter advancement tables, so this information is omitted here for the sake of brevity.*

## Halflings

There are many types of Halflings which appear in literature, and this group could include gnomes, pixies or fairies, small folk from the shire-land, or any other of the "wee folk" which the Referee will allow in his campaign. Halfling characters (if wanted by players and allowed by the Referee) may have the capabilities of up to a fourth level Fighting-man. If the Referee is using a house-ruled system that includes a "Thief" character class, and it makes sense for the Referee's campaign, he might also choose to allow Halfling Thief characters.

## CHOOSE AN ALIGNMENT

There is no "official" alignment system for SWORDS & WIZARDRY. In some campaigns, the struggle between Law and Chaos is the only supernatural conflict, and Good and Evil are nothing more than personal preferences held by mortals (the *Sword & Sorcery* model). In other campaigns, it is the struggle between Good and Evil that defines where gods and mortals stand in the grand scheme of events (the High Fantasy model).

Some campaigns might contain supernatural factions backing the whole set of Law, Chaos, Good, Evil, Neutrality, or mixtures of the various alignments. These core rules don't try to tell the Referee how to handle alignment; the Referee is free to use any system he chooses. If you're playing the game and you want an "unofficial" default, then the players may choose one of three alignments: Law, Chaos, or Neutrality. Most characters will be neutral. The good guys are Lawful, the bad guys are Chaotic, and anyone just trying to achieve fame and fortune is Neutral.

THE ADVENTURING PARTY

## BUY EQUIPMENT

Each character starts with some gold pieces at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below.

## Starting Gold

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

**Table 11: General Equipment**

| Item | Cost |
|---|---|
| Backpack (30 pound capacity) | 5 gp |
| Barrel | 2 gp |
| Bedroll | 2 sp |
| Bell | 1 gp |
| Block and tackle | 5 gp |
| Bottle (wine), glass | 2 gp |
| Candle | 1 cp |
| Canvas (sq. yd) | 1 sp |
| Case (map or scroll) | 1 gp |
| Chain (10 ft) | 30 gp |
| Chalk, 1 piece | 5 cp |
| Chest | 2 gp |
| Crowbar | 2 sp |
| Fishing net (25 sq feet) | 4 gp |
| Flask (leather) | 3 cp |
| Flint & Steel | 1 gp |
| Garlic (1 pound) | 1 sp |
| Grappling Hook | 1 gp |
| Hammer | 5 sp |
| Holy Symbol, wooden | 1 gp |
| Holy Symbol, silver | 25 gp |
| Holy Water | 25 gp |
| Ink (1 oz) | 1 gp |
| Ladder (10 ft) | 5 cp |
| Lamp (bronze) | 1 sp |
| Lantern, bullseye | 12 gp |
| Lantern, hooded | 7 gp |
| Lock | 20+ gp |
| Manacles | 15 gp |

| Item | Cost |
|---|---|
| Mirror (small steel) | 20 gp |
| Musical Instrument | 5 gp |
| Oil (lamp), 1 pint | 1 sp |
| Parchment (sheet) | 2 sp |
| Pole, 10 ft | 2 sp |
| Pot, iron | 5 sp |
| Rations, trail (day) | 5 sp |
| Rations, dried (day) | 1 gp |
| Rope, hemp (50 ft) | 1 gp |
| Rope, silk (50 ft) | 10 gp |
| Sack (15 pounds capacity) | 1 gp |
| Sack (30 pounds capacity) | 2 gp |
| Shovel | 2 gp |
| Signal Whistle | 5 sp |
| Spellbook (blank) | 25 gp |
| Spike, iron | 5 cp |
| Tent | 10 gp |
| Torch | 1 cp |
| Waterskin | 1 gp |
| Wolvesbane | 1 sp |

*Item Descriptions:*

Torches burn for one hour and create a 30 ft radius of light. A pint of oil in a lantern burns for 4 hours. Normal lanterns create a 30 ft radius of light, and bullseye lanterns create a beam of light 60 ft long but only 10 ft wide.

**Table 12: Transportation**

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

**Table 13: Melee Weapons**

| Weapon | Damage | Weight | Cost |
|---|---|---|---|
| Axe, battle[1,2] | 1d8 | 15 | 5 gp |
| Axe, hand [3] | 1d6 | 10 | 1 gp |
| Club | 1d4 | 10 | 0 gp |
| Dagger | 1d4 | 2 | 2 gp |
| Hammer, war | 1d4+1 | 10 | 1 gp |
| Lance | 2d4+1 | 15 | 6 gp |
| Mace, heavy | 1d6+1 | 10 | 10 gp |
| Mace, light | 1d4+1 | 5 | 4 gp |
| Spear[1,2,3] | 1d6 | 10 | 1 gp |
| Staff | 1d6 | 10 | 0 gp |
| Sword, bastard[1,2] | 1d8 | 10 | 20 gp |
| Sword, long | 1d8 | 10 | 15 gp |
| Sword, short | 1d6 | 5 | 8 gp |
| Sword, two-handed | 1d10 | 15 | 30 gp |

[1] *Weapon can be used either one or two-handed*

[2] *When wielded two-handed, gain +1 damage bonus*

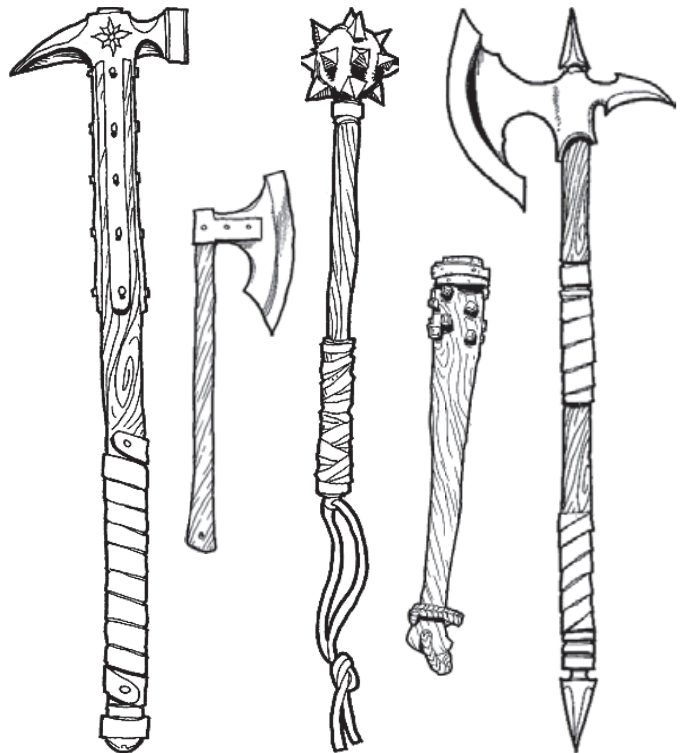[3] *Can be used as both a melee and a missile weapon*

**Table 14: Missile Weapons**

| Weapon | Damage | Weight | Cost |
|---|---|---|---|
| Arrows (20) | 1d6 | 1 | 2 gp |
| Axe, hand | 1d6 | 5 | 1 gp |
| Bolt, heavy (20) | 1d6+1 | 1 | 2 gp |
| Bolt, light (20) | 1d4+1 | 1 | 4 gp |
| Bow, long | – | 5 | 60 gp |
| Bow, short | – | 5 | 15 gp |
| Crossbow, heavy | – | 5 | 20 gp |
| Crossbow, light | – | 5 | 12 gp |
| Dart | 1d3 | 1 | 2 sp |
| Javelin | 1d6 | 5 | 5 sp |
| Sling | – | 5 | 2 sp |
| Spear | 1d6 | 10 | 1 gp |
| Stones, sling (20) | 1d4 | 5 | 0 gp |

**Table 15: Missile Weapons Rate of Fire and Range**

| Weapon | Rate of Fire | Range[1] |
|---|---|---|
| Axe, hand | 1 | 10 ft |
| Bow, long | 2 | 70 ft |
| Bow, short | 2 | 50 ft |
| Crossbow, heavy | ½ | 80 ft |
| Crossbow, light | 1 | 60 ft |
| Dart | 3 | 15 ft |
| Javelin | 1 | 20 ft |
| Sling | 1 | 40 ft |
| Spear | 1 | 20 ft |

[1] *-2 "to-hit" per increment*
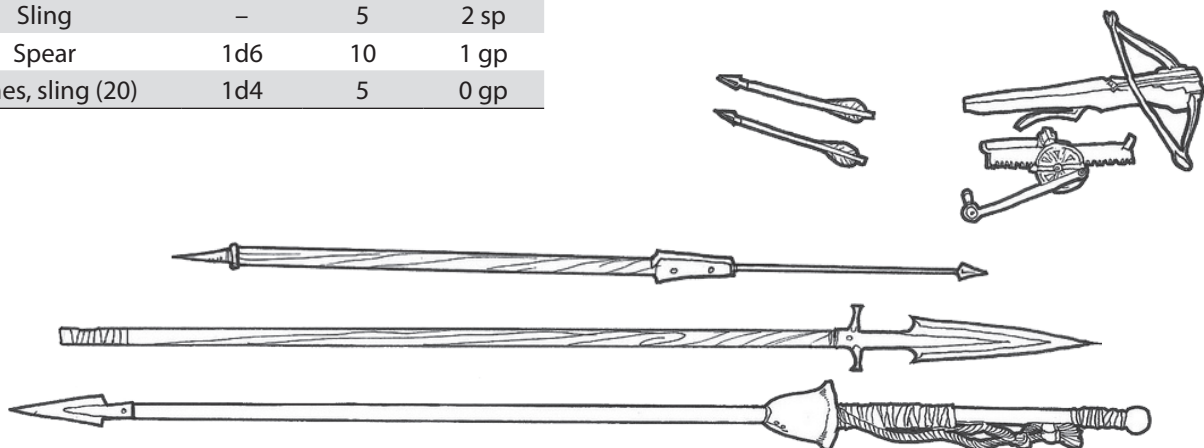
**Table 16: Armor**

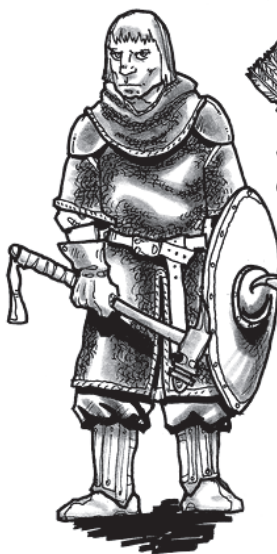| Armor Type | Effect on AC | Weight[1] | Cost |
|---|---|---|---|
| Chain | -4 [+4] | 50 | 75 gp |
| Leather | -2 [+2] | 25 | 5 gp |
| Plate | -6 [+6] | 70 | 100 gp |
| Ring | -3 [+3] | 40 | 30 gp |
| Shield | -1 [+1] | 10 | 15 gp |

[1] *Magical armor weighs half normal*
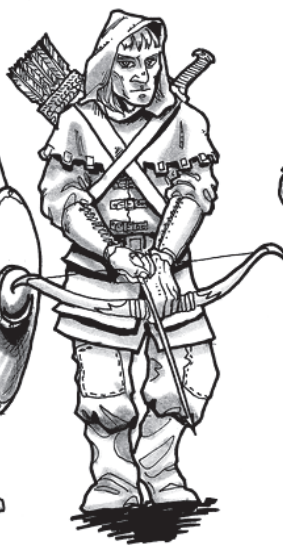
## CALCULATING ARMOR CLASS

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

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

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

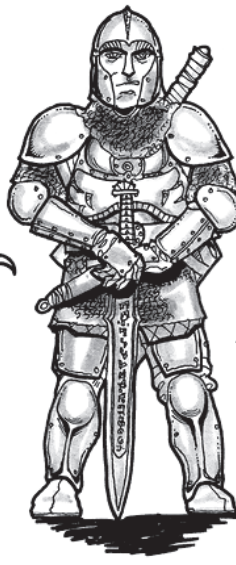| Chain Mail w/ Shield | Leather | Plate Mail | Ring Mail | Unarmored |
|---|---|---|---|---|
| AC 4[15] | AC 7[12] | AC 3[16] | AC 6[13] | AC 9[10] |

## HOW MUCH YOU CAN CARRY

Weight is listed in pounds. A "normal" level of miscellaneous equipment (not including armor and weapons) is assumed to weigh 10 pounds. Treasure is added to this, with each coin and gem weighing 0.1 pound. These are big, heavy coins and gems, but that's just the way of things in a fantasy world. Coins should clink, and gems should be the size of dice.
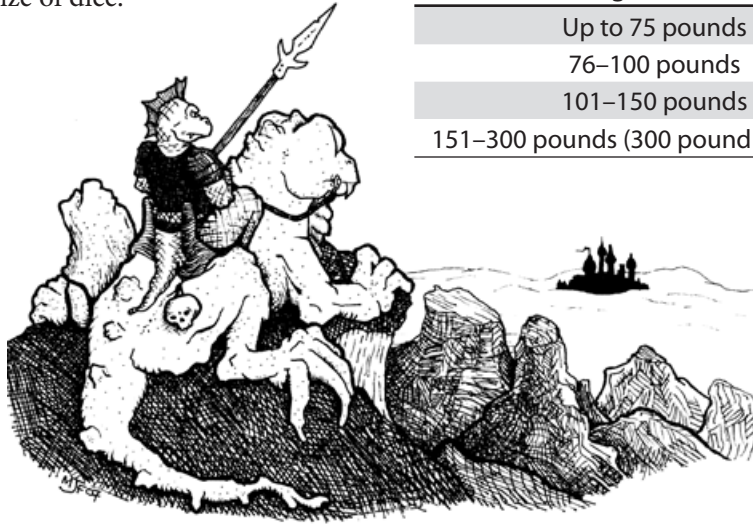
## MOVEMENT

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

**Table 17: Movement Rate**

| Weight Carried | Rate |
|---|---|
| Up to 75 pounds | 12 |
| 76–100 pounds | 9 |
| 101–150 pounds | 6 |
| 151–300 pounds (300 pound maximum) | 3 |

**Table 18: Indoor/Subterranean/City Movement**

| Description | Speed | Results |
|---|---|---|
| Careful | Base movement rate times 10 ft/turn | Mapping is permitted, and normal chances for surprise exist |
| Walking | Base movement rate times 20 ft/turn (x2 per round) | No mapping or careful observation is allowed |
| Running | Base movement rate times 40 ft/turn (x4 per round) | No mapping permitted, characters are automatically surprised, and have no chance to surprise others. The sound of their running may attract enemies |
| Combat | Base movement rate in ft/round (e.g., 12 ft/round for an unencumbered human) | This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or consequences a retreating character might incur |

**Table 19: Outdoor Movement**

| Description | Speed | Results |
|---|---|---|
| Hiking | Base movement rate in miles/day | No forced march checks required |
| Forced March | Base movement (x2) in miles/day | Forced march checks required (4d6 vs. Strength) |
| Combat | Base movement rate in yards/round (e.g., 12 yds/round for an unencumbered human) | This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or consequences a retreating character might incur |

## HOW TO PLAY

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

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

## GAINING EXPERIENCE

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters have a set experience point value (in the monster descriptions), and one gold piece is equal to one XP. It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a Prime Attribute listed in the character class description. If this Prime Attribute is 13 or higher, all experience point awards to the character are increased by 5%. Additionally, if the character has a charisma score of 13 or more, experience point awards are increased by 5%. Finally, if the character has a wisdom score of 13+, the character gains a third 5% bonus.

It is possible for a character to gain as many as three 5% bonuses to experience point awards.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and gain new spells if you're a magic-user or cleric. Your combat skills may also increase. In other words, you've become more powerful and can pursue greater challenges!

## TIME

Sometimes the Referee will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the "turn," and the "combat round." A turn represents ten minutes, and a combat round is 1 minute.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.



## SAVING THROWS

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character class has a "Saving Throw" target number, which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the character's saving throw target number, the saving throw succeeds. Monsters can also make saving throws (a monster's saving throw target number is listed in the monster's description).

# COMBAT

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

1.  The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgment or a die roll of some kind, depending on the circumstances.

2.  Declare Spells.

3.  Determine Initiative (d6, highest result is the winner). One roll is made for each side, not for each individual.

4.  Party with Initiative acts first (casting spells, attacking, etc.), and results take effect.

5.  Party that lost initiative acts; results take effect.

6.  Anyone who "held" initiative acts, and results take effect (both sides simultaneously).

7.  The round is complete; roll initiative for the next round if the battle has not been resolved.

## Surprise

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

## Declare Spells

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

## Declare Initiative

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

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

## First Initiative Phase

Winners of the initiative roll take their actions, including moving, attacking, and anything else such as climbing onto tables, swinging from ropes, pushing boulders off cliffs, etc. Characters can move and attack in the same round.



## The Attack Roll

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. The player then subtracts any "to-hit" penalties they might have from their roll.

The attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number on the table, the attack hits. If you are using the Ascending AC system, rather than refer to these tables, there is a quick formula presented at the end of this chapter that you can use (See **Ascending AC Combat**, Page **22**). Your Referee will determine whether or not your game will use Descending AC or Ascending AC.

If an attack hits, it inflicts damage (a number of hit points). The damage is subtracted from the defender's hit point total (See **Damage and Death**, Page **22**).

## Table 18: Clerical Attack Rolls

| | Target Armor Class [Ascending Armor Class] | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 |
| | [10] | [11] | [12] | [13] | [14] | [15] | [16] | [17] | [18] | [19] | [20] | [21] | [22] | [23] | [24] | [25] | [26] | [27] | [28] |
| Level | Attack Roll (d20) Required to hit Opponent's Armor Class | | | | | | | | | | | | | | | | | | |
| 1–2 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 3–4 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 5–6 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 7–8 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 9 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 10–11 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 12 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 13–14 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 15–16 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 17 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 18–19 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 20 | 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |



## Table 19: Fighting-man Attack Rolls[1]

| | Target Armor Class [Ascending Armor Class] | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 |
| | [10] | [11] | [12] | [13] | [14] | [15] | [16] | [17] | [18] | [19] | [20] | [21] | [22] | [23] | [24] | [25] | [26] | [27] | [28] |
| Level | Attack Roll (d20) Required to hit Opponent's Armor Class | | | | | | | | | | | | | | | | | | |
| 1–2 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 3 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 4–5 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 7 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 8 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 9 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 10–11 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 12 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 13–14 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 15 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 16 | 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 17–18 | 1 | 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 19–20 | 1 | 1 | 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |

[1] *This attack table is also used by Dwarven Warriors, and by Elves who are in their Fighting-man "mode"*

**Table 20: Magic-user Attack Rolls[1]**

| Level | Target Armor Class [Ascending Armor Class] | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 9 [10] | 8 [11] | 7 [12] | 6 [13] | 5 [14] | 4 [15] | 3 [16] | 2 [17] | 1 [18] | 0 [19] | -1 [20] | -2 [21] | -3 [22] | -4 [23] | -5 [24] | -6 [25] | -7 [26] | -8 [27] | -9 [28] |
| | Attack Roll (d20) Required to hit Opponent's Armor Class | | | | | | | | | | | | | | | | | | |
| 1–3 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 4–5 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 6–7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 8–9 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 10 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 11–13 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 14–15 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 16–19 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 20–23 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |

[1] *This attack table is also used by Elves who are in their Magic-user "mode"*

## Specific Situations

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat.

### Backstabbing and Flanking

The Referee will probably assign a bonus to hit for any attacks made from behind (perhaps +2), or assign a smaller bonus (perhaps +1) to all attackers who manage to place themselves on opposite sides of a single defender. This isn't an official rule either way, but it's common to find gaming groups using one method or the other.

### Critical Hits and Fumbles

There is no official system for handling critical hits or fumbles, but many Referee's have rules that state that a "natural" roll of 20 is an automatic hit or that it inflicts double damage, and/or that a natural roll of 1 is an automatic miss and may result in the attacker dropping their weapon or suffering some other kind of problem. A strained muscle might give a -1 penalty to damage rolls for the rest of a combat, or a helmet knocked awry might cover a character's eyes until a round is taken to fix it. This is up to the Referee.

### House Rules

Many gaming groups decide upon (and sometimes write down for reference) a specific "house rule." This is sometimes done to ensure consistent rulings on the results of commonly employed tactics, but it shouldn't override the Referee's ability to decide that a particular situation is unusual enough to require a different bonus, penalty, or ruling. One example of a house rule is the decision about how to handle backstabbing/flanking, or fleeing opponents.

### Invisible Opponents

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

### Melee Attacks

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above (See **The Attack Roll**, Page **16**). In addition to all other bonuses, a character's strength bonuses to hit and on damage (See **Strength**, Page **1**) are added to melee attacks. It's only possible to make a melee attack when the two combatants are within 10 feet of each other. Two combatants within ten feet of each other are considered to be "in combat."

### Missile Attacks

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character's dexterity bonus for missile attacks is added to the to-hit roll

when the character is using missile weapons. When using missiles to attack into a melee, it usually isn't possible to choose which opponent (or friend) will receive the attack.

## Movement within Melee

A defender effectively blocks an area about three feet to either side, and enemies cannot move through this area. Alternatively, the Referee might allow such movement but grant a free attack to the defender(s) who cover these areas.

## Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is out matched, or the monsters don't seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat—or at least delay it until conditions get more favorable. Striking bargains, persuading monsters or non-player characters to do things, and getting out of trouble by using your wits are an important part of the game. Don't replace them with die rolls. Using dice to determine a monster's initial reaction before negotiations start is fine, but use player skill (or lack thereof) to decide how far the players can improve a monster's initial reaction. This isn't a matter of "my character ought to be really persuasive"—this is one of the places where the player's skill, not the character's, is tested.

## Retreating

It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if the character (or monster) moves away by more than its "combat" movement of base movement rate in feet.

## Spacing

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

## Spears and Polearms

Spears and polearms in the second rank of a battle formation can attack by reaching through the first rank of Fighting-men.

## Spells

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster's initiative phase.

## Subdual Damage

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill, and such points are recovered at a rate of 1 hp per hour. If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks.

## Terrain Features

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most such bonuses will only be a +/-1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -3. Remember, however, that the penalty to hit an invisible opponent is only -4, so a +/- 4 is about the outside limit for terrain adjustments on the to-hit roll.

## Two-weapon Fighting

Using two weapons, one in each hand, does not grant an additional attack roll; you gain +1 to hit on your at-

tack roll. The off-hand weapon must be a dagger, and the damage is the average of the two weapons used.

## Unarmed Combat

Brawling attacks, such as those conducted with fist, foot or dagger pommel, will normally inflict 1d2 points of damage, plus the attacker's Strength bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned will be knocked unconscious by the next successful attack for 1d4 rounds.

*Example: A fist deals 3 hit points of damage, and the defender has 4 hit points. The defender is stunned and suffers the penalties for being stunned. If the blow had only inflicted 2 points of damage (exactly half), the defender would not be stunned. If the stunned character is hit a second time, he will be knocked unconscious.*

If unarmed combat is an important part of the Referee's game, he is encouraged to create more complicated rules to reflect unarmed combat.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him backward, will be determined by the Referee's common sense (dragons aren't easily wrestled to the ground, unlike goblins). A good rule of thumb is to require a successful attack roll.

## Turning the Undead

Clerics have the ability to turn undead, causing them to flee or even outright destroying them. When a turning attempt is made, a d20 should be rolled and the **Turning Undead** table consulted for the result.

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

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

➤ For Lawful or Good clerics, if the table indicates "**D**", the undead creature is automatically destroyed and will crumble to dust. For Chaotic or Evil clerics, a result of "D" indicates that the undead are forced into the cleric's command for a period of 24 hours.

**Table 21: Turning Undead**

| Undead HD | Examples | Clerical Level | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9–13 | 14–18 | 19+ |
| 1 | Skeleton | 10 | 7 | 4 | T | T | D | D | D | D | D | D |
| 2 | Zombie | 13 | 10 | 7 | T | T | D | D | D | D | D | D |
| 3 | Ghoul | 16 | 13 | 10 | 4 | T | T | D | D | D | D | D |
| 4 | Shadow | 19 | 16 | 13 | 7 | 4 | T | T | D | D | D | D |
| 5 | Wight | 20 | 19 | 16 | 10 | 7 | 4 | T | T | D | D | D |
| 6 | Ghast | – | 20 | 19 | 13 | 10 | 7 | 4 | T | T | D | D |
| 7 | Wraith | – | – | 20 | 16 | 13 | 10 | 7 | 4 | T | D | D |
| 8 | Mummy | – | – | – | 19 | 16 | 13 | 10 | 7 | 4 | T | D |
| 9 | Spectre | – | – | – | 20 | 19 | 16 | 13 | 10 | 7 | T | T |
| 10 | Vampire[1] | – | – | – | – | 20 | 19 | 16 | 13 | 10 | 4 | 4 |
| 11 | Ghost | – | – | – | – | – | 20 | 19 | 16 | 13 | 7 | 4 |
| 12 | Lich | – | – | – | – | – | – | 20 | 19 | 16 | 10 | 7 |
| 13 | Demon | – | – | – | – | – | – | – | 20 | 19 | 13 | 10 |

[1] *Vampires cannot be turned automatically*

## Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character is unconscious. The character actually dies if he reaches negative hit points equal to his level. In other words, a fifth level character only actually dies at -5 hit points.



**Table 22: Ascending AC Combat**

## Healing

In addition to the various magical means of restoring hit points, a character recovers 1 hit point per day that he takes uninterrupted rest. Four weeks of rest will return a character to full hit points regardless of how many hit points the character lost.

## Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Referee decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.

## Ascending AC Combat

If you're using the Ascending AC system, it may be easier to calculate your "to-hit" rolls according to a simple formula. The numbers are the same as the Descending AC tables—this is just a different way of calculating the results. Here's how it's done: each character class gains a **base "to-hit" bonus** as their levels increase. Add this bonus to your attack roll, and if the result is equal to or greater than the opponent's AC, the attack hits.

*Note: The same "bonuses" apply to the Descending AC system, but they don't quite match up to the descending armor classes, so this quick system only works for the ascending AC system.*

In order to use this system, you'll need to write down your "base to hit" bonus, and adjust it as you gain levels, but after doing that, you won't have to check the table to see if you score a hit.

| | Level | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| **Class** | Base "to-hit" Bonus | | | | | | | | | | | | | | | | | | | |
| Cleric | +0 | +0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +5 | +5 | +6 | +7 | +7 | +8 | +8 | +9 | +10 | +10 | +11 |
| Fighting-man[1] | +0 | +0 | +1 | +2 | +2 | +3 | +4 | +5 | +6 | +7 | +7 | +8 | +9 | +9 | +10 | +11 | +12 | +12 | +13 | +13 |
| Magic-user[2] | +0 | +0 | +0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +5 | +5 | +5 | +6 | +6 | +7 | +7 | +7 | +7 | +8 |

[1] *This attack table is also used by Dwarven Warriors, and by Elves who are in their Fighting-man "mode"*

[2] *This attack table is also used by Elves who are in their Magic-user "mode"*

# ADVICE FOR ADVANCED PLAY

## Hiring Assistants

When the adventurers are just starting out, they will find it very beneficial to bring along a few hirelings—if they can find anyone willing to risk life and limb in the sorts of places adventurers go. As the characters gain levels, although it may no longer be so important to bring along men-at-arms or torchbearers (who likely wouldn't survive in the deeper levels of dungeons), they may begin routinely employing spies, servants, and guards while outside of the dungeon, and at higher levels yet they may find themselves needing the services of small armies of sailors, soldiers, and servants for their ships, caravans, or castles.



As a general rule, the upkeep for a single person in a rural community such as a castle or village is about 1gp per month and perhaps twice that in a city. This "upkeep" covers food and incidentals, and does not include lodging, wages, or the purchase of equipment. Note that for some professions the "incidental" cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running. The cost of lodging (assuming the character does not own a stronghold where he can house his servants and followers at no cost) is up to the referee, but staying in an inn, even in a stable, will cost at least 1 sp per night. Purchase of equipment should be calculated using the equipment tables, and if the hireling requires a great deal of initial equipment such as a forge or a library, the Referee will adjust the costs as needed. Wages depend upon the type of services being sought.

### Alchemist
**Upkeep Cost:** 1,000 gp/month
**Wage:** 500 gp/month if the alchemist maintains his own laboratory. Half that cost if the character provides one for the alchemist.
**Initial Equipment:** Fully equipped lab costs 1,000 gp.

### Animal Trainer
**Upkeep Cost:** 500 gp/month
**Wage:** No cost if he is a part of the character's stronghold retinue; 20 gp/month otherwise.
**Initial Equipment:** This depends on the animal.

### Armorer
**Upkeep Cost:** 100 gp/month
**Wage:** None, if the armorer is a follower of a character with a stronghold. If not, wages are 100 gp/month, over and above the cost of upkeep.
**Initial Equipment:** A fully equipped forge costs around 100 gp.

### Assassin
**Upkeep Cost:** N/A
**Wage:** 2,000 per mission
**Initial Equipment:** None.

### Blacksmith
**Upkeep Cost:** 25 gp/month
**Wage:** 10 gp/month
**Initial Equipment:** A fully equipped forge costs around 100 gp.

### Man-at-Arms (Battles/War)
**Upkeep Cost:** 1 gp/month in camp or castle. Standard costs of rations if operating in the field (reduced to 10 gp/month if the character is fielding an army with adequate wagons to purchase in bulk).
**Wage:** If the man-at-arms is a part of the character's stronghold retinue, he costs nothing. Mercenary infantry cost around 2 gp/month, archers 4 gp/month, and calvary costs 8 gp/month. Sergeants (one required for every 10 men-at-arms) cost twice as normal. Lieutenants (required for every 20), cost three times as normal, and Captains (required for every 60), cost four times as normal.
**Initial Equipment:** Determine from equipment list.

### Man-at-Arms (Dungeon Adventuring)
**Upkeep Cost:** Cost of rations.
**Wage:** 2 gp/day or upwards of 5 gp/day
**Initial Equipment:** Determine from equipment list.

### Sage
**Upkeep Cost:** 2,000 gp/month
**Wage:** N/A
**Initial Equipment:** Small library costs 2,000 gp.

### Sailor
**Upkeep Cost:** 10 gp/month
**Wage:** 2 gp/month
**Initial Equipment:** None.

### Servant (Domestic)
**Upkeep Cost:** 1 gp/month
**Wage:** 5 gp/month
**Initial Equipment:** None.

### Ship Captain
**Upkeep Cost:** 50 gp/month
**Wage:** 250 gp/month
**Initial Equipment:** A ship.

### Siege or Construction Engineer
**Upkeep Cost:** 750 gp/month
**Wage:** 250 gp/month
**Initial Equipment:** None.

### Spy
**Upkeep Cost:** 10 gp/month
**Wage:** 500 gp per mission
**Initial Equipment:** None.

### Torchbearer/Other Non-combatant
**Upkeep Cost:** Cost of rations.
**Wage:** 1 gp/day
**Initial Equipment:** Determine from equipment list.

# Higher Level Adventuring

SWORDS & WIZARDRY usually isn't played just once for a single adventure—it is usually a weekly or monthly series of sessions in which the characters continue to adventure, gaining experience and power. Eventually, the more powerful characters will begin to make a mark on the game world itself; they may take control of a castle, build armies, and even, if the game goes on long enough and the group decides not to retire the characters, name kingdoms after themselves or venture into other worlds, realms, or dimensions. Perhaps they will do battle with demon princes, maybe they will forge artifacts of great power—even unite great empires beneath their banners on the field of war or through diplomacy in grand courts. Later "generations" of characters might even be serving as henchmen for the old, retired greats of the game!

The first several levels of playing the game are mainly devoted to the characters becoming more powerful, bringing back treasure to buy better equipment, finding magic items, learning spells, and getting more hit points as they gain levels. Often these adventures are expeditions into an underground dungeon complex, but might also be a series of voyages on a ship or any number of other adventures—whatever the players decide to embark upon. As the game reaches higher level, the players will most likely begin projects that aren't specifically covered by the rules. Perhaps the Magic-user wants to build an army of magically animated iron warriors, but needs to figure out how to do it. Maybe the Fighting-man wants to establish a small, fortified manor in the wilderness hills, but needs to hire some troops and clear out the area. This side of the game is only limited by your collective imaginations. Of course, as the characters become better known (or more notorious), they will be petitioned by all manner of people from kings to peasants for help, and they will hear of mysterious places and rumors far beyond the normal fare of less renowned adventurers.

## Strongholds

Strongholds and (sometimes) politics begin to dominate the game after the characters reach "name" level—assuming that the players don't retire their characters at this point, which most do. Adventurers can start building strongholds before they have reached name level, of course, but they don't get the followers (or necessarily the recognition of other nobles in the area) until reaching a level where their renown is enough to attract villagers and troops to their protection. Once the game reaches this level, the character will have to clear the area around the stronghold of any monsters, and can then safely begin building fortifications and taxing peasants as they flock (or trickle) to the character's banner. It is possible at this point that actual battles might be fought, either on land or at sea, as the character defends his fief or seeks to expand it. There are many sets of rules for this "wargaming" side of the game available for the players and Referee to choose from. One very simple rule of thumb is provided below, in case your group wants to avoid too much detail.

## Mass Combat

**Units of Troops:** For mass combats, the soldiers are lumped together into units of five or ten (depending on the scale of the combat). All troops in the unit should have the same type of armor. For the unit, add up the hit points of all the soldiers in the unit and treat the unit as if it is a single creature. Stronger creatures, such as giants or dragons, do not need to be grouped into units (although they are treated as a separate unit for combat purposes), and player characters should not be grouped together either.

**Initiative and Combat Rounds:** Combat rounds are five minutes long if troops are grouped into five-man units, and ten minutes long if they are grouped into ten-man units. At the beginning of the battle, roll for initiative. Whichever side wins the initiative can choose to move first or last, and can also choose whether to attack first or last. For example, at the beginning of the Battle of Azure Wood, where Garfinkel the Wizard's forces are opposing an invading goblin army, if Garfinkel wins the initiative he might choose to move first and attack first, to move first but attack last, to move and attack last, or to move last but attack first.

**Order of Battle (Mass Combat):**

1. Missile attacks and spells are resolved before anything else happens. If archers have a rate-of-fire of 2, only the first shot is resolved at this point; the second shot is resolved at the end of the round. Both sides resolve their missile attacks and spells, in the order chosen by the side with the initiative.

2. Movement is resolved in the order chosen by the side with initiative. If soldiers are charging and make their impact for the first time, the results of the charge are determined immediately during the movement phase (defenders with long weapons will get a first attack, and then the charging soldiers get an attack).

3. Melee combat is resolved (see below) in the order determined by the side with initiative.

4. Broken units may attempt to rally (see below).

5. Any final missile fire from archers with a rate-of-fire of 2 is resolved, in the order determined by the side with initiative.

6. Initiative is rolled for the next round, and the new round begins.

**Missile and Melee Combat:** When a unit makes its attack, it makes a single attack roll against the armor class of the opposing unit; in melee combat, the attack can only be made against a unit directly in front of the attacking unit. A unit of five soldiers with 1 HD each makes its attack roll as a 1 HD creature, not as a 5 HD creature. The first hit inflicted against a unit inflicts no damage. After a unit has been hit once, later hits are resolved as follows: damage is inflicted by rolling once (for whatever type of weapon the unit is using), and multiplying the result by the number of people in the attacking unit. If a unit is attacking a single target (such as a giant or a lone player character), the damage is reduced by half. Keep in mind that monsters retain their abilities; a monster that can't be damaged by non-magical weapons won't be hurt at all by normal arrows

from a unit of regular longbowmen. There is one special rule here: if a monster, character, or unit cannot be hit because of a good armor class or terrain modifiers (explained later), there is still a chance that a unit can inflict some damage. If the unit rolls a natural 20 to hit, it will inflict damage, but only one-quarter of the damage it would normally inflict. Hit points inflicted on a unit don't actually kill anyone until the unit makes a morale check (see below). When a unit is down to half its original hit points, and any time it is hit after losing half its hit points, the unit must make a morale check. The morale check is made on a d6:

> 1: Four out of five of the soldiers in the unit are dead. The unit is removed from the board and the 1 or 2 survivors are fleeing.
>
> 2: The unit has no casualties, but is forced back one half of its move (the attackers can also move up their troops by the same amount if they choose to do so). The unit is "broken."
>
> 3: The unit remains in place, but is "broken."
>
> 4–6: Morale check succeeds, and the unit remains in the combat normally.

If a unit loses all its hit points, all the soldiers in the unit are considered dead.

**Broken Units:** If a unit is "broken," it means that the unit is thrown into confusion or fright, or that they are simply so battered that they cannot function until they rally themselves. A broken unit cannot attack, but after the melee phase of combat they may attempt to rally. A broken unit can move backward out of combat, but cannot advance toward the enemy. A well-trained or experienced unit of regular troops (not mercenaries) has a 75% chance to rally. Well-trained mercenaries have a 50% chance to rally. Levees and militia have a 25% chance to rally. If the unit rallies, it is no longer considered to be "broken" and can attack normally again when the time comes.

**Modifiers:** Large-scale combat depends greatly upon the terrain, and gaining superior terrain is an important part of such combats. Fighting down a slope or from higher ground is a major factor; perhaps the most important factor. Don't forget, though: even if a unit cannot be hit, when the attacker rolls a natural 20 it still inflicts one-quarter of its normal damage.

1. A unit fighting from the higher ground has a choice to make each round; it can gain a +4 on its attack roll or it can force all attackers to take a -4 on attack rolls against the unit during that round.

2. Units fighting inside a forest are immune to missile fire unless they are lined up at the edge, using trees as cover, in which case all enemy attacks are made at -4 (including melee attacks—holding the edge of a tree line is an advantage even in close combat).

3. Defending from behind a wall causes enemy attacks to be made at -4. One point about this, though: a wall at the edge of a tree line doesn't get both modifiers from the wall and the trees; only one -4 will be applied to enemy attacks. Thus, if a unit is on top of a castle wall, defending against archers firing from below, the attack against them will be made at -8 (-4 for the higher ground, and -4 for the wall).

4. If a unit is flanking another unit (attacking from the side) it gains +4 to hit.

5. If the unit is attacking another unit from the rear, it attacks at -4 and also inflicts double normal damage.

**Movement Rule:** A unit cannot turn and move in the same round unless it is a mounted cavalry unit.

These rules should be enough to handle most situations, although there aren't details for naval combat, siege weaponry, or many of the other circumstances that might be encountered in a large-scale battle. Keep in mind also that these aren't "official" rules, just a quick outline of one way to play out the sort of battles in which the characters might find themselves as commanders or participants. The players and Referee are completely free to use another set of rules to suit their purposes.

## Magical Research

Magical research is another area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level Magic-users may want to develop new spells, and higher-level Magic-users might become involved in all kinds of research from potion formulae to creating magical items, to creating golems, to breeding monsters. In general, the details of such projects are left to the Referee; they will certainly be expensive, and will probably involve finding books of lost lore (yup, in dungeons, although perhaps the Wizard has henchmen to retrieve them by this point) and strange components ranging from eye of newt up to the heart of a dragon. Special laboratories might be required, as might the services of a hired alchemist or sage. Remember that new spells should be carefully reviewed to make sure they aren't too powerful—the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the referee's prerogative to protect the game by adjusting the level of the new spell.

# GAMEPLAY EXAMPLE

A Fighter, *Arnold the Lion*, is fighting three goblins in a dark alley of the Glittering City of Semoulia. We eavesdrop just as the encounter begins:

**Arnold's player**: "I draw myself up to full height and inform them that I'm a captain of the guard. My soldiers are right behind me, and these vermin better disperse or I'll have them brought in for interrogation."



**Referee**: "Um, no. They're not buying it. You're covered in filth from that garbage pit, remember?"

**Arnold's player**: "Oh, yeah. I forgot that."

**Referee**: "Roll initiative." (Secretly rolls a d6 and gets a result of 6.)

**Arnold's player**: "I rolled a 2."

**Referee**: The goblins attack first. They're all more than ten feet from you, and they move forward with their clubs at the ready."

**Arnold's player**: "They don't charge?"

**Referee**: "Nope."

**Arnold's player**: "They don't get an attack because they closed in. It's my turn to attack, right?"

## REMEMBER

SWORDS & WIZARDRY is a free-form roleplaying game, meaning that there aren't very many rules. The Referee is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the Referee, even though the Referee is responsible for creating tricky traps, dangerous situations, and running the monsters and other foes the PCs will encounter during the game. In fact, the players and the Referee cooperate with each other to create a fantasy epic, with the Referee creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the Referee's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

**Referee**: "Yes."

**Arnold's player**: (Rolls a d20.) "16—sweet! Adding my base to-hit bonus and Strength bonus gives me a total "to-hit" roll of 18!"

**Referee**: (Notes that goblins have an armor class of 14, using the ascending AC rules.) "You swing your sword into the leading goblin. Roll for damage."

**Arnold's player**: (Rolls a d6.) "2 points, but I've got a +1 damage bonus, so that's 3."

**Referee**: (*That's enough to kill it. The goblin had only 2 hit points.*) "Okay, so as it's moving forward, the goblin slips a little bit in a puddle on the stones of the narrow alley where you're fighting, and skids right onto your sword. As you yank out the blade, the goblin falls dead to the ground. The other two are still attacking, but they look nervous now—obviously starting to reconsider this whole thing."

# CLERIC SPELL LIST

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

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

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

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

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

## Level 6
1. Animate Object
2. Blade Barrier
3. Conjure Animals
4. Find the Path
5. Speak with Monsters
6. Word of Recall

## Level 7
1. Aerial Servant
2. Astral Spell
3. Control Weather
4. Earthquake
5. Holy Word
6. Part Water
7. Restoration
8. Resurrection
9. Symbol
10. Wind Walk

# MAGIC-USER SPELL LIST

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

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

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

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

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

## Level 6
1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Enchant Item
6. Geas
7. Invisible Stalker
8. Legend Lore
9. Lower Water
10. Monster Summoning IV
11. Move Earth
12. Part Water
13. Project Image
14. Reincarnation
15. Repulsion
16. Stone to Flesh

## Level 7
1. Cacodemon
2. Charm Plants
3. Delayed Blast Fireball
4. Extension III
5. Limited Wish
6. Mass Invisibility
7. Monster Summoning V
8. Phase Door
9. Power Word, Stun
10. Reverse Gravity
11. Simulacrum

## Level 8
1. Clone
2. Mass Charm
3. Mind Blank
4. Monster Summoning VI
5. Permanency
6. Polymorph Object
7. Power Word, Blind
8. Symbol

## Level 9
1. Astral Spell
2. Maze
3. Gate
4. Meteor Swarm
5. Monster Summoning VII
6. Power Word, Kill
7. Prismatic Sphere
8. Shape Change
9. Time Stop
10. Wish

# SPELL DESCRIPTIONS

Contained herein are all of the Cleric and Magic-user spells presented in alphabetical order.

## Aerial Servant

**Spell Level:** Cleric, 7th Level
**Range:** N/A
**Duration:** Until completed or insanity

This spell summons a powerful creature from the elemental planes of air, do fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: **HD** 16, **AC** 3 [16], **Atk Bonus** +17, **Atk** 1 (4d4), **Move** 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him.

## Animal Growth

**Spell Level:** Magic-user, 5th Level
**Range:** 120 ft
**Duration:** 2 hours

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

## Animate Dead

**Spell Level:** Magic-user, 5th Level
**Range:** Referee's Discretion
**Duration:** Permanent

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

## Animate Object

**Spell Level:** Cleric, 6th Level
**Range:** 60 ft
**Duration:** 1 hour

The Cleric "brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the cleric's commands, attacking his foes or performing other actions on his behalf. The Referee must determine the combat attributes of the objects, such as armor class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have **AC** of 1 [18], attack as a creature with 7–9 HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

## Anti-magic Shell

**Spell Level:** Magic-user, 6th Level
**Range:** Caster
**Duration:** 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

## Astral Spell

**Spell Level:** Magic-user, 9th Level
**Range:** 100 miles (above ground), 100 yards (below)
**Duration:** 2 hours

The caster projects his astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken.

The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120 ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

## Blade Barrier

**Spell Level:** Cleric, 6th Level
**Range:** 60 ft
**Duration:** 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15 ft. The barrier inflicts 7d10 points of damage to anyone trying to pass through.

## Bless

**Spell Level:** Cleric, 2nd Level
**Range:** Only upon a character not in combat.
**Duration:** 1 hour (6 turns)

This spell grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

## Cacodemon

**Spell Level:** Magic-user, 7th Level
**Range:** 10 ft
**Duration:** Referee's discretion

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection whatsoever against the wrath of the summoned creature, and the magic user should be versed in the lore of pentacles and other magical means of hedging out demons. Gaining the demon's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

## Charm Monster

**Spell Level:** Magic-user, 4th Level
**Range:** 60 ft
**Duration:** See below

This spell operates in the same manner as **Charm Person**, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters can break free of the charm, (one chance per week) based on their hit dice (as shown on the following table).

**Table 23: Charm Monster**

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

[1] *Per week*

## Charm Person

**Spell Level:** Magic-user, 1st Level
**Range:** 120 ft
**Duration:** Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

## Charm Plants

**Spell Level:** Magic-user, 7th Level
**Range:** 120 ft
**Duration:** Until dispelled

If the plant fails a saving throw (and it need not be intelligent), it will obey the caster to the extent of its ability. The spell affects one large tree, six man-sized plants, twelve plants three feet tall, or twenty-four flower-sized plants.

## Clairaudience

**Spell Level:** Magic-user, 3rd Level
**Range:** 60 ft
**Duration:** 2 hours

Clairaudience allows the caster to hear through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a crystal ball.

## Clairvoyance

**Spell Level:** Magic-user, 3rd Level
**Range:** 60 ft
**Duration:** 2 hours

Clairvoyance allows the caster to see through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely.

## Clone

**Spell Level:** Magic-user, 8th Level
**Range:** Close
**Duration:** Permanent

By this eerie and disturbing spell, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed (whether this requires a laboratory and how much time is required to regrow the clone depend upon the spell formula and the Referee's discretion). If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane.

## Cloudkill

**Spell Level:** Magic-user, 5th Level
**Range:** Moves 6 ft per minute
**Duration:** 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. Even touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.
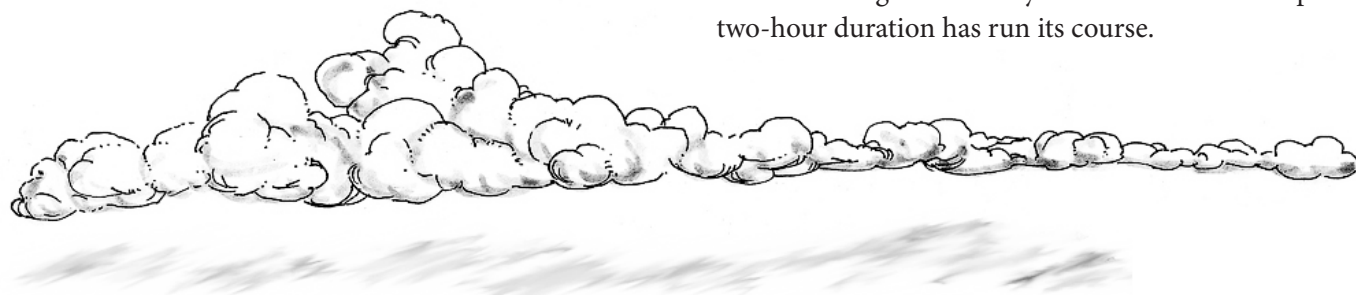
## Commune

**Spell Level:** Cleric, 5th Level
**Range:** Caster
**Duration:** 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Referee.

## Confusion

**Spell Level:** Magic-user, 4th Level
**Range:** 120 ft
**Duration:** 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

**Table 24: Confusion**

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

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

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

## Conjure Animals
**Spell Level:** Cleric, 6th Level
**Range:** 30 ft
**Duration:** 1 hour

The cleric conjures up normal animals to serve as his allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

## Conjure Elemental
**Spell Level:** Magic-user, 5th Level
**Range:** 240 ft
**Duration:** Until dispelled

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

## Contact Other Plane
**Spell Level:** Magic-user, 5th Level
**Range:** None
**Duration:** Number of "Yes/No" questions

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

## Continual Light
**Spell Level:** Magic-user, 2nd Level
**Range:** 120 ft
**Duration:** Permanent until dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120 ft.

**Table 25: Contact Other Plane**

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

[1] *This is reduced by 5% for every level above 11th*

## Control Weather

**Spell Level:** Magic-user, 6th Level; Cleric, 7th Level
**Range:** Referee's discretion
**Duration:** Referee's discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

## Create Water

**Spell Level:** Cleric, 4th Level
**Range:** Close
**Duration:** Immediate

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

## Create Food

**Spell Level:** Cleric, 5th Level
**Range:** Close
**Duration:** Immediate

This spell creates a one-day supply of food for 24 humans (or the like). At 9th level, the amount of water doubles, and doubles again at every level thereafter.

## Cure Disease

**Spell Level:** Cleric, 3rd Level
**Range:** Touch
**Duration:** Immediate

Cures the spell's recipient of any diseases, including magically inflicted ones. An evil reversal of this spell allows an evil Cleric to cause disease.

## Cure Light Wounds

**Spell Level:** Cleric, 1st Level
**Range:** Touch
**Duration:** Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows an evil Cleric to cause light wounds.

## Cure Serious Wounds

**Spell Level:** Cleric, 4th Level
**Range:** Touch
**Duration:** Immediate

Cures 2d6+2 hit points of damage. An evil reversal of this spell allows an evil Cleric to cause serious wounds.

## Darkness 15 ft Radius

**Spell Level:** Magic-user, 2nd Level
**Range:** 120 ft
**Duration:** 1 hour

Darkness falls within the spell's radius, impenetrable even to darkvision. A **Light** spell or **Dispel Magic** can be used to counteract the darkness.

## Darkvision

**Spell Level:** Magic-user, 3rd Level
**Range:** 40 ft
**Duration:** 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration.

## Death Spell

**Spell Level:** Magic-user, 6th Level
**Range:** 240 ft
**Duration:** Causes normal death

Within a 60 ft radius, up to 2d8 creatures with fewer than 7 hit dice perish.

## Delayed Blast Fireball

**Spell Level:** Magic-user, 7th Level
**Range:** 240 ft
**Duration:** Chosen by caster (up to 10 minutes)

This spell creates a normal fireball, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a normal fireball, is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas.

## Detect Evil

**Spell Level:** Cleric, 1st Level
**Range:** 120 ft
**Duration:** 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

## Detect Evil

**Spell Level:** Magic-user, 2nd Level
**Range:** 60 ft
**Duration:** 20 minutes

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

## Detect Invisiblity

**Spell Level:** Magic-user, 2nd Level
**Range:** 10 ft per caster level
**Duration:** 1 hour

The caster can perceive invisible objects and creatures (even those lurking in another plane of existence?).

## Detect Magic

**Spell Level:** Cleric; Magic-user, 1st Level
**Range:** 60 ft
**Duration:** 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

## Dimension Door

**Spell Level:** Magic-user, 4th Level
**Range:** 10 ft (360 ft teleport distance)
**Duration:** 1 hour

Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the **Teleportation** spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

## Disintegrate

**Spell Level:** Magic-user, 6th Level
**Range:** 60 ft
**Duration:** Permanent—cannot be dispelled

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw.



## Dispel Evil

**Spell Level:** Cleric, 5th Level
**Range:** 30 ft
**Duration:** 10 minutes against an item

This spell is similar to the Magic-user spell **Dispel Magic**, but affects only evil magic. Also unlike the **Dispel Magic** spell, Dispel Evil functions (temporarily) against evil "sendings," possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed.

As with the Magic-user spell, the chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 6th level Cleric attempting to dispel an evil charm cast by a 12th level Cleric has a 50% chance of success (6/12 = 1/2, or, 50%). If the 12th level Cleric were dispelling the 6th level Cleric's charm, the chance would be 200% (12/6 = 2, or, 200%).

## Dispel Magic
**Spell Level:** Magic-user, 3rd Level
**Range:** 120 ft
**Duration:** 10 minutes against an item

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the magic-user trying to dispel over the level of the Magic-user (or HD of the monster) who cast the original magic. Thus, a 6th level Magic-user attempting to dispel a charm cast by a 12th level Magic-user has a 50% chance of success (6/12 = 1/2, or, 50%). If the 12th level Magic- user were dispelling the 6th level Magic-user's charm, the chance would be 200% (12/6 = 2, or, 200%).

## Earthquake
**Spell Level:** Cleric, 7th Level
**Range:** Referee's discretion
**Duration:** Immediate

In an area 60x60 ft plus an additional 10 ft (in both length and width) per three levels above 17th, the Cleric causes a powerful earthquake. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

## Enchant Item
**Spell Level:** Magic-user, 6th Level
**Range:** Touch
**Duration:** Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, and other efforts the Referee may determine are necessary for the task.

## ESP (Detect Thoughts)
**Spell Level:** Magic-user, 2nd Level
**Range:** 60 ft
**Duration:** 2 hours

The caster can detect the thoughts of other beings at a distance of 60 ft. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.



## Extension I
**Spell Level:** Magic-user, 4th Level
**Range:** Same as the spell being extended
**Duration:** See below

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

## Extension II
**Spell Level:** Magic-user, 5th Level
**Range:** Same as the spell being extended
**Duration:** See below

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

## Extension III
**Spell Level:** Magic-user, 6th Level
**Range:** Same as the spell being extended
**Duration:** See below

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

## Fear

**Spell Level:** Magic-user, 4th Level
**Range:** 240 ft
**Duration:** 1 hour

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

## Feeblemind

**Spell Level:** Magic-user, 5th Level
**Range:** 240 ft
**Duration:** Permanent until dispelled

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

## Find the Path

**Spell Level:** Cleric, 6th Level
**Range:** Caster
**Duration:** 1 hour (+10 minutes/level), 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate (such as a labyrinth). In the outdoors, the spell has greater power, lasting a full day.

## Find Traps

**Spell Level:** Cleric, 2nd Level
**Range:** 30 ft
**Duration:** 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30 ft.



## Finger of Death

**Spell Level:** Cleric, 5th Level
**Range:** 120 ft
**Duration:** Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

## Fireball

**Spell Level:** Magic-user, 3rd Level
**Range:** 240 ft
**Duration:** Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. A successful saving throw means that the target only takes half damage.

## Fly

**Spell Level:** Magic-user, 3rd Level
**Range:** Touch
**Duration:** 1d6 turns (+1 turn/level)

This spell imbues the Magic-user with the power of flight, with a movement rate of 120 ft per round. The Referee secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

## Gate

**Spell Level:** Magic-user, 9th Level
**Range:** Near the caster
**Duration:** See below

A gate spell creates an opening to another plane of existence, and summons forth a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it

will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

## Geas
**Spell Level:** Magic-user, 6ᵗʰ Level
**Range:** 30 ft
**Duration:** Until task is completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and trying to ignore the geas causes death.

## Hallucinatory Terrain
**Spell Level:** Magic-user. 4ᵗʰ Level
**Range:** 240 ft
**Duration:** Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

## Haste
**Spell Level:** Magic-user, 3ʳᵈ Level
**Range:** 240 ft
**Duration:** 30 minutes

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

## Hold Monster
**Spell Level:** Magic-user, 5ᵗʰ Level
**Range:** 120 ft
**Duration:** 1 hour (+10 minutes/level)

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

## Hold Person
**Spell Level:** Cleric, 2ⁿᵈ Level
**Range:** 180 ft
**Duration:** 9 turns

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

## Hold Person
**Spell Level:** Magic-user, 3ʳᵈ Level
**Range:** 120 ft
**Duration:** 1 hour (+10 minutes/level)

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

## Hold Portal
**Spell Level:** Magic-user, 1ˢᵗ Level
**Range:** Referee's Discretion
**Duration:** 2d6 turns

This spell holds a door closed for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without effort.

## Holy Word
**Spell Level:** Cleric, 7ᵗʰ Level
**Range:** 40 ft radius
**Duration:** Immediate

The speaking of a holy word dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9–12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed.

## Ice Storm

**Spell Level:** Magic-user, 4th Level
**Range:** 120 ft
**Duration:** 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

## Insect Plague

**Spell Level:** Cleric, 5th Level
**Range:** 480 ft
**Duration:** 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq. feet (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

## Invisibility

**Spell Level:** Magic-user, 2th Level
**Range:** 240 ft
**Duration:** Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

## Invisibility 10 ft Radius

**Spell Level:** Magic-user, 3rd Level
**Range:** 240 ft
**Duration:** Until dispelled or an attack is made

Like the **Invisibility** spell, Invisibility 10 ft Radius makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a radius of invisibility around the recipient, which moves

with him/it. If the Referee uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

## Invisible Stalker

**Spell Level:** Magic-user, 6th Level
**Range:** Close
**Duration:** Until mission is completed

This spell summons (or perhaps creates) an invisible stalker, an invisible being with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of **Dispel Magic**; it must be killed in order to deter it from its mission.

## Knock

**Spell Level:** Magic-user, 2nd Level
**Range:** 60 ft
**Duration:** Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.



## Legend Lore

**Spell Level:** Magic-user, 6th Level
**Range:** Caster
**Duration:** See below

Over the course of long and arduous magical efforts (1d100 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

## Levitate

**Spell Level:** Magic-user, 2nd Level
**Range:** 20 ft/level
**Duration:** 1 turn/level

This spell allows the magic user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn), and the caster cannot levitate more than 20 ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

## Light

**Spell Level:** Cleric; Magic-user, 1st Level
**Range:** 60 ft
**Duration:** 1 hour (+10 minutes/level)

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

The **Cleric** version of this spell last 2 hours.

## Lightning Bolt

**Spell Level:** Magic-user, 3rd Level
**Range:** 240 ft (maximum distance)
**Duration:** Instantaneous

A bolt of lighting extends 60 ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path.

## Limited Wish

**Spell Level:** Magic-user, 7th Level
**Range:** Referee's discretion
**Duration:** Changes reality

This spell is an extremely weak version of the "wish" spell. Limited wish is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present.

## Locate Object

**Spell Level:** Cleric, 3rd Level
**Range:** 90 ft
**Duration:** 1 round/level

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

## Locate Object

**Spell Level:** Magic-user, 2nd Level
**Range:** 60 ft (+10 ft/level)
**Duration:** 1 round/level

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

## Lower Water

**Spell Level:** Magic-user, 6th Level
**Range:** 240 ft
**Duration:** 2 hours

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to ½ normal.

## Magic Jar

**Spell Level:** Magic-user, 5th Level
**Range:** See below
**Duration:** See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the magic-user's soul is within, the soul is lost. The magic user can return from the jar to his own body whenever desired, thus ending the spell.

## Magic Missile

**Spell Level:** Magic-user, 1st Level
**Range:** 150 ft
**Duration:** Immediate

A magical missile flies where the caster directs, with a range of 150 ft. There are two versions of the magic missile spell, and your Referee will specify which version (one or both) is available in his campaign: in the first version, the magic user must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. In the second version of the spell, the missile hits automatically, doing 1d4+1 points of damage.

In either case, the magic user casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

## Magic Mouth

**Spell Level:** Magic-user, 2nd Level
**Range:** Touch
**Duration:** Permanent until triggered or dispelled

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

## Mass Charm

**Spell Level:** Magic-user, 8th Level
**Range:** 120 ft
**Duration:** Until dispelled

This spell operates in the same manner and with the same restrictions as **Charm Person**. However, it affects a total of 30 HD of creatures, in any combination. All saving throws are made with a penalty of -2.

## Mass Invisibility

**Spell Level:** Magic-user, 7th Level
**Range:** 240 ft
**Duration:** See below

This spell makes 1d3 hundred man or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility spell. The spell can also affect up to 6 creatures of dragon size. As with the invisibility spell, the enchantment lasts until dispelled or until the creature makes an attack.

## Massmorph

**Spell Level:** Magic-user, 4th Level
**Range:** 240 ft
**Duration:** Until negated by the caster or dispelled

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

## Maze

**Spell Level:** Magic-user, 9th Level
**Range:** 60 ft
**Duration:** Depends on intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with intelligence lower than 6 require 2d4 x3 rounds (minutes) to escape the inter-dimensional prison. Creatures with Intelligence scores 7–11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds to puzzle the way back into normal reality. Although monsters aren't described with specific Intelligence scores, it shouldn't be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Referee, there is no saving throw to avoid the spell.

## Meteor Swarm

**Spell Level:** Magic-user, 9th Level
**Range:** 240 ft
**Duration:** Instantaneous

Tiny meteors swarm from the caster's hands and explode into fireballs where he desires. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10 ft diameter that inflict 5d6 points of damage. A saving throw is permitted in order to take half damage.

## Mirror Image

**Spell Level:** Magic-user, 2nd Level
**Range:** Around caster
**Duration:** 1 hour or until destroyed

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

## Monster Summoning I

**Spell Level:** Magic-user, 3rd Level
**Range:** N/A
**Duration:** 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

**Table 26: Monster Summoning I**

| Die Roll | Monster Summoned[1] |
|:---:|:---:|
| 1 | 1d6 Giant Rats |
| 2 | 1d3 Dwarves (Goblins) |
| 3 | 1d3 Elves (Hobgoblins) |
| 4 | 1d6 Kobolds |
| 5 | 1d3 Orcs |
| 6 | 1d3 Skeletons |

[1] *Evil casters may get the monster in parenthesis, at the Referee's discretion*

## Monster Summoning II

**Spell Level:** Magic-user, 4th Level
**Range:** N/A
**Duration:** 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

**Table 27: Monster Summoning II**

| Die Roll | Monster Summoned |
|:---:|:---:|
| 1 | 1d2 Hobgoblins |
| 2 | 1d2 Zombies |
| 3 | 1d2 Gnolls |
| 4 | 1d2 Bugbears |
| 5 | 1d6 Orcs |
| 6 | 1d6 Skeletons |

## Monster Summoning III
**Spell Level:** Magic-user, 5th Level
**Range:** N/A
**Duration:** 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

**Table 28: Monster Summoning III**

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

## Monster Summoning IV
**Spell Level:** Magic-user, 6th Level
**Range:** N/A
**Duration:** 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

**Table 29: Monster Summoning IV**

| Die Roll | Monster Summoned |
|----------|------------------|
| 1 | 1 Gargoyle |
| 2 | 1 Ogre |
| 3 | 1 Owlbear |
| 4 | 1 Shadow |
| 5 | 1 Werewolf |
| 6 | 1 Wraith |

## Monster Summoning V
**Spell Level:** Magic-user, 7th Level
**Range:** N/A
**Duration:** 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

**Table 30: Monster Summoning V**

| Die Roll | Monster Summoned |
|----------|------------------|
| 1 | 1 Cockatrice |
| 2 | 1 Manticore |
| 3 | 1 Minotaur |
| 4 | 1 Ogre Mage |
| 5 | 1 Salamander |
| 6 | 1 Troll |

## Monster Summoning VI
**Spell Level:** Magic-user, 8th Level
**Range:** N/A
**Duration:** 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

**Table 31: Monster Summoning VI**

| Die Roll | Monster Summoned |
|----------|------------------|
| 1 | 1 Black Dragon |
| 2 | 1 Chimera |
| 3 | 1 Efreeti |
| 4 | 1 Flesh Golem |
| 5 | 1 Frost Giant |
| 6 | 1 Hill Giant |
| 7 | 1 Hydra (7 heads) |
| 8 | 1 Mummy |
| 9 | 1d2 Ogre Magi |
| 10 | 1 White Dragon |

## Monster Summoning VII

**Spell Level:** Magic-user, 9th Level
**Range:** N/A
**Duration:** 6 rounds (minutes)

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

**Table 32: Monster Summoning VII**

| Die Roll | Monster Summoned |
|:---:|:---:|
| 1 | 1d2 Chimerae |
| 2 | 1 Fire Giant |
| 3 | 1 Hydra (9 heads) |
| 4 | 1 Iron Golem |
| 5 | 1 Lich |
| 6 | 1 Purple Worm |
| 7 | 1 Red Dragon |
| 8 | 1 Stone Golem |
| 9 | 1 Storm Giant |
| 10 | 1 Titan |

## Move Earth

**Spell Level:** Magic-user, 6th Level
**Range:** 240 ft
**Duration:** 1 hour, effects permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 ft per minute (60 ft per turn).

## Neutralize Poison

**Spell Level:** Cleric, 4th Level
**Range:** Touch
**Duration:** Immediate

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

## Part Water

**Spell Level:** Cleric, 7th Level
**Range:** 240 ft
**Duration:** 2 hour

This spell creates a gap through water, to a depth of 20 ft. At 18th and every level thereafter, the Cleric adds 10 ft to the depth of water parted, and 1 additional hour to the spell's duration.

## Part Water

**Spell Level:** Magic-user, 6th Level
**Range:** 120 ft
**Duration:** 1 hour

This spell creates a gap through water, but only to a depth of 10 ft.

## Passwall

**Spell Level:** Magic-user, 5th Level
**Range:** 30 ft
**Duration:** 3 turns (30 minutes)

This spell creates a hole through solid rock, about 7 ft high, 10 ft wide, and 10 ft deep (possibly deeper at the discretion of the Referee). The hole closes again at the end of the spell's duration.

## Permanency

**Spell Level:** Magic-user, 8th Level
**Range:** See below
**Duration:** Permanent until dispelled by an opponent of twice the caster's level

This spell makes the effect of another spell permanent—unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable Referee discretion is required for the use of this spell: many spells should not be subject to being made permanent.

## Phantasmal Force

**Spell Level:** Magic-user, 2nd Level
**Range:** 240 ft
**Duration:** Until concentration ends

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it. Unless the Referee rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim.

## Plant Growth

**Spell Level:** Magic-user, 4th Level
**Range:** 240 ft
**Duration:** Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300x300 ft, for a total of 90,000 square feet).

## Polymorph Object

**Spell Level:** Magic-user, 8th Level
**Range:** 240 ft
**Duration:** Referee's discretion

An object can be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. Determining how long a proposed use of the spell will last is the province of the Referee; it is important to remember that this is an eighth level spell of considerable power—but not as powerful as a ninth level wish spell.

## Polymorph Other

**Spell Level:** Magic-user, 4th Level
**Range:** 240 ft
**Duration:** Permanent until dispelled

This spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, 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.

## Polymorph Self

**Spell Level:** Magic-user, 4th Level
**Range:** Caster
**Duration:** 1 hour or Referee's discretion

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

## Power Word, Blind

**Spell Level:** Magic-user, 8th Level
**Range:** 120 ft
**Duration:** 1d4 or 2d4 days (See below)

The caster speaks a word of power to a particular creature. If that creature has fewer than 40 hit points, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points it is not affected by the spell. No saving throw applies.

## Power Word, Kill

**Spell Level:** Magic-user, 9th Level
**Range:** 120 ft
**Duration:** Immediate

The caster speaks a word of power to a particular creature. If that creature has fewer than 50 hit points, it is slain by the word it hears; if it has more than 50 hit points it is not affected by the spell. No saving throw is permitted.

## Power Word, Stun
**Spell Level:** Magic-user, 7th Level
**Range:** 120 ft
**Duration:** 1d6 or 2d6 turns (See below)

The caster speaks a word of power to a particular creature. If that creature has fewer than 35 hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw is permitted.

## Prayer
**Spell Level:** Cleric, 3rd Level
**Range:** 30 ft
**Duration:** Following melee round

The prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20x20 ft area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

## Prismatic Sphere
**Spell Level:** Magic-user, 9th Level
**Range:** 10 ft sphere
**Duration:** 1 hour

A sphere of seven colors whirls about the Magic-user, with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns.
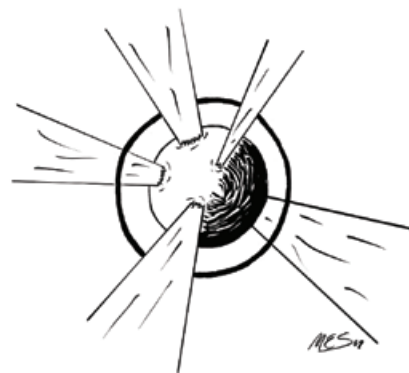
**Table 33: Prismatic Sphere**

| Layer | Effects of Color | Negated By |
|---|---|---|
| Red | Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile). | Ice Storm or other cold-based attack |
| Orange | Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile. | Lightning Bolt or other electrical attack |
| Yellow | Causes 48 points of damage to the touch. Blocks all breath weapons. | Magic Missile spell or a magical arrow |
| Green | Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within. | Passwall spell or other earth-moving magic |
| Blue | Turns flesh to stone when touched (saving throw allowed). Blocks all divine (clerical) magic from passing through. | Disintegrate spell (or from a wand or item) |
| Indigo | Causes death and destroys the soul utterly when touched (saving throw allowed). | Dispel Magic |
| Violet | Causes permanent insanity when touched. Blocks all arcane (magic-user) spells. | Continual Light |

## Project Image
**Spell Level:** Magic-user, 6th Level
**Range:** 240 ft sphere
**Duration:** 1 hour

The caster projects an image of himself, to a maximum range of 240 ft. Not only does the projected image mimic the caster's sounds and gestures, but also any spells he casts will appear to originate from the image.

## Protection from Evil
**Spell Level:** Cleric; Magic-user, 1st Level
**Range:** Caster
**Duration:** 2 hours

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

The **Magic-user** version of this spell is exactly the same as the one used by the Cleric, except that it has ½ the duration time.

## Protection from Evil, 10 ft Radius
**Spell Level:** Cleric, 4th Level; Magic-user, 3rd Level
**Range:** 240 ft sphere
**Duration:** 1 hour

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

## Protection from Normal Missiles
**Spell Level:** Magic-user, 3rd Level
**Range:** Caster
**Duration:** 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic.



## Purify Food and Drink
**Spell Level:** Cleric, 1st Level
**Range:** Close/Touch (Referee's discretion)
**Duration:** Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

## Pyrotechnics
**Spell Level:** Magic-user, 2nd Level
**Range:** 240 ft
**Duration:** 1 hour

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

## Quest
**Spell Level:** Cleric, 5th Level
**Range:** Speaking range
**Duration:** Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster (details to be approved by the Referee).

## Raise Dead

**Spell Level:** Cleric, 5th Level
**Range:** Touch / Close (Referee's discretion)
**Duration:** N/A

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Characters with low Constitution might not survive the ordeal, and even for those with strong Constitution a period of at least a week is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").

## Read Languages

**Spell Level:** Magic-user, 1st Level
**Range:** Normal reading distance
**Duration:** One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. Particularly useful for treasure maps; doesn't solve codes.

## Read Magic

**Spell Level:** Magic-user, 1st Level
**Range:** Caster only
**Duration:** 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a Magic-user.

## Reincarnation

**Spell Level:** Magic-user, 6th Level
**Range:** Touch
**Duration:** Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

**Table 34: Reincarnation**

| Die Roll | Reincarnated as... |
|:---:|:---:|
| 1 | Bugbear |
| 2 | Centaur |
| 3 | Dog, Cat, or Wolf |
| 4 | Dwarf |
| 5 | Elf |
| 6 | Gnoll |
| 7 | Goblin |
| 8 | Half-orc |
| 9 | Harpy |
| 10 | Hobgoblin |
| 11 | Human |
| 12 | Kobold |
| 13 | Lizard man |
| 14 | Lycanthrope (Werewolf or other) |
| 15 | Minotaur |
| 16 | Ogre |
| 17 | Ogre Mage |
| 18 | Orc |
| 19 | Troll |
| 20 | Wyvern |



## Remove Curse

**Spell Level:** Cleric, 3rd Level; Magic-user, 4th Level
**Range:** Very close
**Duration:** Immediate

This spell removes one curse from a person or object.

## Repulsion

**Spell Level:** Magic-user, 6th Level
**Range:** 120 ft
**Duration:** 1 hour

Any creature trying to move toward the caster finds itself moving away, instead.

## Restoration
**Spell Level:** Cleric, 7th Level
**Range:** Referee's discretion
**Duration:** Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows an evil Cleric to drain a level from his target. The "good" version of the spell is exhausting to the caster, incapacitating him for 2d10 days. It is in the discretion of the Referee to allow this spell to restore lost points of ability scores as well as lost levels.

## Resurrection
**Spell Level:** Cleric, 7th Level
**Range:** Referee's discretion
**Duration:** Immediate

This spell (also called "Raise Dead Fully") raises the dead back to life, in the same manner as the **Raise Dead** spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death, and suffers no other penalties. An evil "reversal" of the spell can also be cast, which causes death with no saving throw.

## Reverse Gravity
**Spell Level:** Magic-user, 7th Level
**Range:** 90 ft
**Duration:** 1 round (minute)

The spell reverses gravity in a cubical area approximately 30x30x30 ft in size. Anything in the area falls upward, and then when the spell ends they fall back down again.

## Rope Trick
**Spell Level:** Magic-user, 3rd Level
**Range:** As far as you can throw a rope
**Duration:** 1 hour (+1 turn/level)

The caster tosses a rope into the air, and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small other dimension. The rope itself can be pulled into the pocket

dimension, or left outside. If it's left outside, someone may steal it, though.

## Shape Change
**Spell Level:** Magic-user, 9th Level
**Range:** Caster
**Duration:** 1d6+10 turns (+1 turn/level)

When the caster casts this spell upon himself, he is able to turn at will into a variety of creatures. In each form, he gains the characteristics of the creature (much as with the polymorph others spell). Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, and whatever other creatures he might choose. It is not, of course, required that the caster use more than one shape—if he wants to remain as a dragon for the duration of the spell, that's fine.

## Shield
**Spell Level:** Magic-user, 1st Level
**Range:** Caster
**Duration:** 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

## Silence, 15 ft Radius
**Spell Level:** Cleric, 2nd Level
**Range:** 180 ft
**Duration:** 12 turns

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

## Simulacrum
**Spell Level:** Magic-user, 7th Level
**Range:** Touch
**Duration:** Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (**Animate Dead** is an acceptable means). A **Limited Wish** (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30–60% (use a d3) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. It is worthy of note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a detect magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).

## Sleep
**Spell Level:** Magic-user, 1st Level
**Range:** 240 ft
**Duration:** 1 hour

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

**Table 35: Sleep**

| Hit Dice of Victims | Number Affected |
| --- | --- |
| Less than 1 to 1+ | 4d4 |
| 1+ to 2+ | 2d6 |
| 3 to 3+ | 1d6 |
| 4 to 4+ | 1 |

## Slow

**Spell Level:** Magic-user, 3rd Level
**Range:** 240 ft
**Duration:** 3 turns (30 minutes)

In an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

## Snake Charm

**Spell Level:** Cleric, 2nd Level
**Range:** 60 ft
**Duration:** 1d4+2 turns

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

## Speak with Animals

**Spell Level:** Cleric, 2nd Level
**Range:** Caster
**Duration:** 6 turns

The caster can speak with normal animals. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

## Speak with the Dead

**Spell Level:** Cleric, 3rd Level
**Range:** Close/Touch (Referee's discretion)
**Duration:** 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can only gain answers from bodies that have been dead 1d4 days. Clerics level 8–14 can speak to corpses that have been dead 1d4 months. Clerics of level 15+ can gain answers from a corpse of any age, including thousand-year old relics (as long as the body is still relatively intact). Take note that there's a die roll involved here: for example, a seventh level cleric attempting to speak with a 2 day old corpse might still fail—his d4 roll might indicate that he can only to a 1 day old corpse with this attempt at the spell.

## Speak with Monsters

**Spell Level:** Cleric, 6th Level
**Range:** Speaking range
**Duration:** 3d4 questions

The caster can speak with any type of monster, for the duration of a certain number of questions. The monster is not forced to answer.

## Speak with Plants

**Spell Level:** Cleric, 4th Level
**Range:** Speaking range
**Duration:** 6 turns

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

## Strength

**Spell Level:** Magic-user, 2nd Level
**Range:** Touch
**Duration:** 8 hours (80 turns)

This spell may be cast upon a Fighting-man or a Cleric. For the duration of the spell, a Fighting-man gains 2d4 points of Strength, and a Cleric gains 1d6 points of Strength. Strength cannot exceed 18 unless the Referee chooses to allow additional bonuses resulting from the additional strength.

## Sticks to Snakes

**Spell Level:** Cleric, 4th Level
**Range:** 120 ft
**Duration:** 1 hour

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

## Stone to Flesh

**Spell Level:** Magic-user, 6th Level
**Range:** 120 ft
**Duration:** Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue (until the stone-to-flesh version of the spell is cast).

## Suggestion

**Spell Level:** Magic-user, 3rd Level
**Range:** Shouting distance
**Duration:** 1 week

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

## Symbol

**Spell Level:** Cleric, 7th Level
**Range:** Referee's discretion (according to symbol)
**Duration:** Varies (depends upon symbol used)

A symbol spell creates a deadly magical trap, written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

**Symbol of Discord:** Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.
**Symbol of Fear:** Casts a **Fear** spell.
**Symbol of Sleep:** Casts a **Sleep** spell affecting double the normal number of creatures and with double the normal duration.
**Symbol of Stunning:** 150 hit dice (HD) of creatures are affected as per a **Power Word, Stun**.

Divine symbols cannot be crafted in such a way that would cause a permanent effect (such as insanity) upon those affected.

## Symbol

**Spell Level:** Magic-user, 8th Level
**Range:** Referee's discretion (according to symbol)
**Duration:** Varies (depends upon symbol used)

A symbol spell creates a deadly magical trap, written into the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

**Symbol of Death:** Deals 80 hit points of damage
**Symbol of Discord:** Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.
**Symbol of Fear:** Casts a **Fear** spell.
**Symbol of Insanity:** Up to 100 HD of creatures are driven insane by a curse.
**Symbol of Sleep:** Casts a **Sleep** spell affecting double the normal number of creatures and with double the normal duration.
**Symbol of Stunning:** 150 hit dice (HD) of creatures are affected as per a **Power Word, Stun**.

## Telekinesis

**Spell Level:** Magic-user, 5th Level
**Range:** 120 ft
**Duration:** 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level. It is up to the Referee's interpretation

of the spell whether the objects can be thrown and at what speed.

## Teleport
**Spell Level:** Magic-user, 5th Level
**Range:** Touch
**Duration:** Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a picture or a map). Success depends on how well the caster knows the targeted location, as follows:

1.  If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.

2.  If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 ft over the targeted location—probably resulting in a deadly fall.

3.  If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error—a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is 1d4 x10  ft high or low.

## Time Stop
**Spell Level:** Magic-user, 9th Level
**Range:** Caster
**Duration:** 1d4+1 rounds

The caster stops the passage of time in a radius about 15 ft around himself (the time-stopped area does not thereafter move with the caster. Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

## Transmute Rock to Mud
**Spell Level:** Magic-user, 5th Level
**Range:** 120 ft
**Duration:** 3d6 days, unless reversed

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

## Wall of Fire
**Spell Level:** Magic-user, 4th Level
**Range:** 60 ft
**Duration:** Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer 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 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.

## Wall of Ice
**Spell Level:** Magic-user, 4th Level
**Range:** 60 ft
**Duration:** Concentration

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer 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 Iron
**Spell Level:** Magic-user, 5th Level
**Range:** 60 ft
**Duration:** 2 hours

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

## Wall of Stone
**Spell Level:** Magic-user, 5th Level
**Range:** 60 ft
**Duration:** Permanent until dispelled

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

## Water Breathing
**Spell Level:** Magic-user, 3rd Level
**Range:** 30 ft
**Duration:** 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.

## Web
**Spell Level:** Magic-user, 2nd Level
**Range:** 30 ft
**Duration:** 8 hours

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

## Wizard Eye

**Spell Level:** Magic-user, 4th Level
**Range:** 240 ft
**Duration:** 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 ft from its creator. It floats along as directed by the caster, at a rate of 120 ft per turn (12 ft per minute).

## Wizard Lock

**Spell Level:** Magic-user, 2nd Level
**Range:** Close
**Duration:** Permanent until dispelled

As with a **Hold Portal** spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-user three levels or higher than the caster can open the portal, and a **Knock** spell will open it as well (although the spell is not permanently destroyed in these cases).

## Wish

**Spell Level:** Magic-user, 9th Level
**Range:** Unlimited
**Duration:** See below

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a **Limited Wish**). The Referee's discretion will rule what sort of wishes are within the spell's power (one possible guideline—not official—might be that a wish can grant effects that would be similar in power to a spell of level 8 or lower, with permanent effect in many cases). After casting a wish spell, the Magic-user is too mentally drained to cast spells for a period of 1d4 days.

## Wind Walk

**Spell Level:** Cleric, 7th Level
**Range:** Touch
**Duration:** 1 day or until dispelled

The caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The Cleric can bring this companion along, traveling at 48 ft per minute indoors (or in subterranean settings) and much faster outdoors.

## Word of Recall

**Spell Level:** Cleric, 6th Level
**Range:** Indefinite
**Duration: Immediate**

The cleric teleports without error back to his prepared sanctuary.

## CONVERTING S&W TO OSRIC

A character's armor class in OSRIC will be the same as in S&W (despite the fact that some armor types, such as banded armor, don't exist in S&W) with one exception: A character with no armor using the descending AC system in S&W (AC9) would have an AC of 10 in OSRIC. Other than that, the armor classes resulting from wearing armor are the same. Experience point progressions are quite different, however, so when converting a character to one system or the other, simply keep the character's level the same, and adjust the XP to conform with the new system.

## END OF PLAYER'S SECTION

This concludes the player's section of SWORDS & WIZARDRY. To play this game, it is unnecessary to read any further.

The rest of the book contains information for the following aspects of the SWORDS & WIZARDRY game:

⟶   **Designing an Adventure**
⟶   **Creating a Campaign**
⟶   **Monsters** (including their "to-hit" numbers)
⟶   **Treasure**

These very important sections of the book contain information that aspiring Referee's should familiarize themselves with, as they provide suggestions and give advice on how to "run" SWORDS & WIZARDRY games for interested players.

## REFEREE INFORMATION

Running a game of swords & wizardry is a lot easier than running most other role-playing games, simply because there aren't many rules, and your discretion overrides them anyway. Most situations are handled by making "common sense" decisions about what would happen next. If there are a bunch of zombies around the next corner, and the players decide to not go around that corner, it's up to the Referee to determine whether or not it makes sense for the zombies to come out and attack—or whether their orders are simply to stay where they are. If a player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it's up to the Referee to determine whether or not they explode. This means "making up" a lot of stuff on the spot. If you're not a good storyteller or if you're not up to doing a lot of creative thinking on the fly, it might be better that you try a different game—one that provides more rules and guidance for every little situation that might arise. But if you're a good storyteller, creative and fair, SWORDS & WIZARDRY's small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

SWORDS & WIZARDRY also frees up your creativity in terms of customizing the game. You can add house rules wherever you want to without accidentally messing up something else buried in the rules of a more complex game. If your campaign needs a special set of rules for Asian spellcasting, plug them in as a replacement for the normal Magic-user character class. If you want to use critical hits and fumbles in the game, add 'em in. You won't break anything because there's not much to break.

## DESIGNING AN ADVENTURE

Basically, the "adventure" is just the setting for the game, usually a map and your notes about certain locations on the map. As the players tell you where their characters go and what they do, you're referring to the map and your notes to describe what happens as a result. Don't try to plan for all contingencies—it's guaranteed that the players will do something unexpected
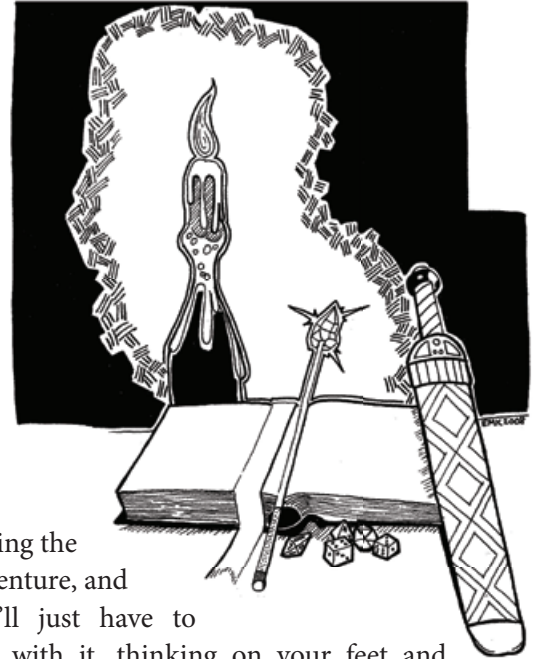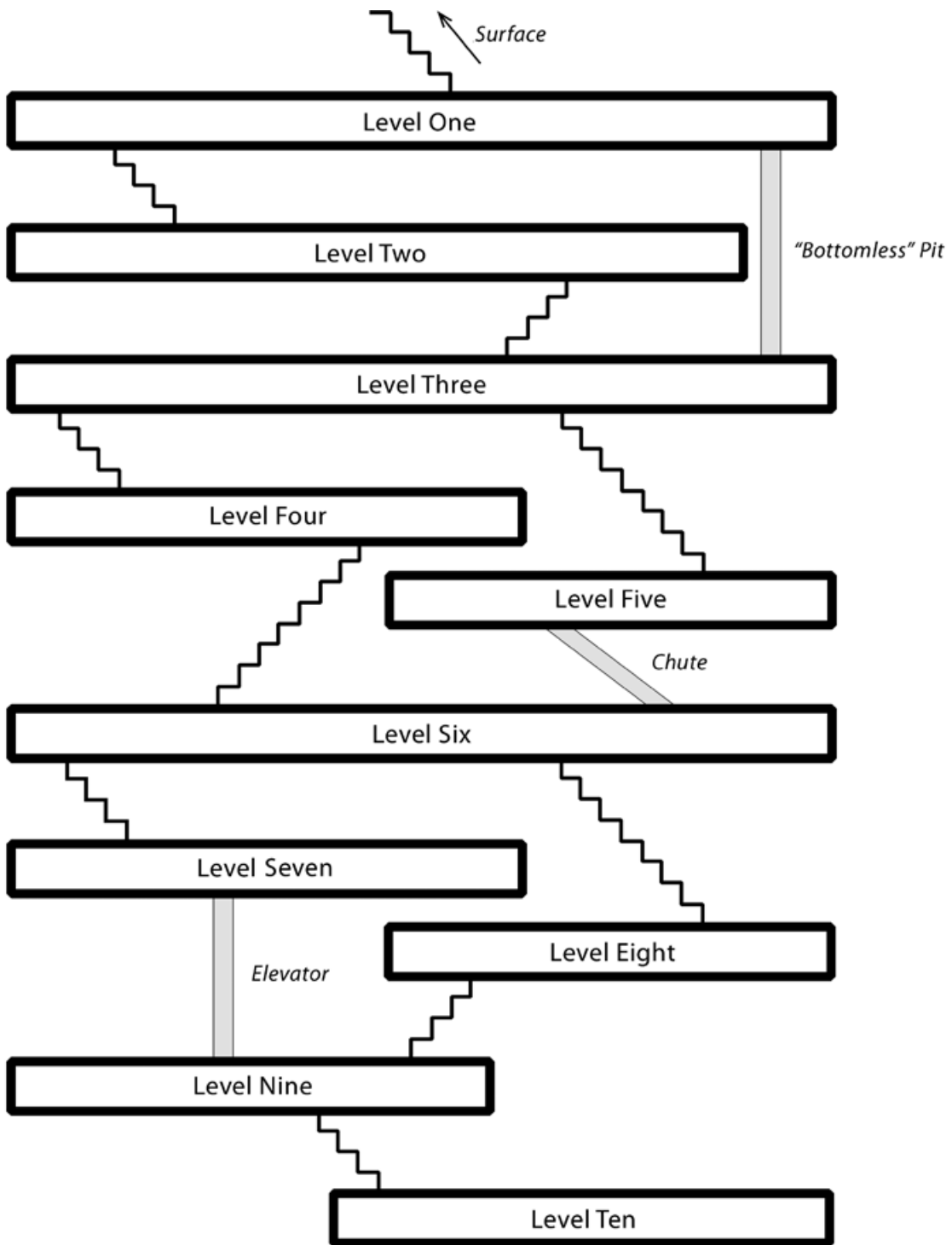
during the adventure, and you'll just have to run with it, thinking on your feet and making up new things as you go. Just as you challenge the players with the adventure, they'll challenge you to keep up with their collective creativity.
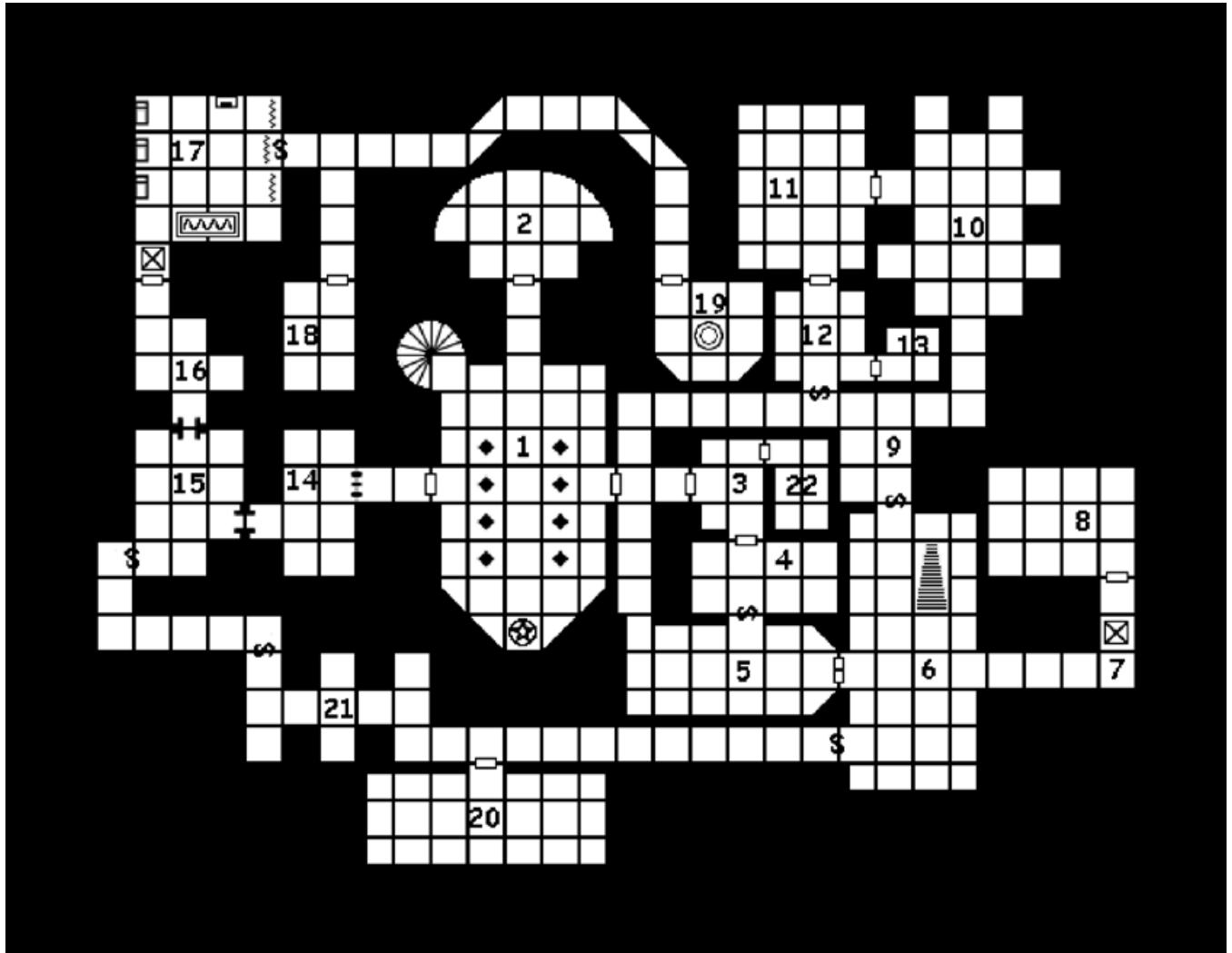
For the basic dungeon adventure, draw the dungeon floor plan on graph paper, number the rooms (or other important locations), and then write yourself a "key" to remind yourself what monsters, treasures, traps, and tricks are found in these numbered locations. The traditional dungeon, which many people on the internet call a "megadungeon" is a vast labyrinth of underground tunnels, rooms, corridors, and chambers, extending many levels down beneath the surface. It might contain subterranean lakes, rivers, chasms, and cave-ins, and it is certain to contain traps for the unwary, monsters in their multitudes, and most importantly: treasure beyond the wildest dreams of the players—*if they can bring it out safely.*

In designing a megadungeon, it's often helpful to start with a quick cross-sectional map of what the dungeon looks like. But the real meat of designing the dungeon comes when you start making the floor plans of the dungeon levels themselves. An example floor plan is shown here, together with a key for the first few rooms on the following pages. This should give you a basic idea of how to start designing your dungeon.

# Sample Cross-Section of a Ten Level Dungeon



Surface

Level One

"Bottomless" Pit

Level Two

Level Three

Level Four

Level Five

Chute

Level Six

Level Seven

Elevator

Level Eight

Level Nine

Level Ten

## Sample Dungeon Level Map with Key



*Sample Dungeon Map Key*

1.  **Entry Room:** A double line of pillars runs from north to south in this room, and there is a massive statue at the southern end of the room, a fat creature with a horned head holding a massive bowl in which fires burn mysteriously without any visible source of fuel. A corridor leads to the north, and there is a door in the East and West wall. No monsters. The fire pit can be used to light torches.

2.  **Giant Ant Room:** This room is the home of a nest of giant ants, and the stone floor is broken up and uneven from their burrowing. At any given time there will be 1d4 giant ants in the room, and there's a 10% chance one of them is a warrior ant. Checking around on the floor will often reveal some sort of treasure the ants have churned up from their nest (from past victims, most likely). Roll 1d6: 1–3 = no treasure; 4–5 = 1d10 gp; 6 = 3d6 gp.

3. **Empty room:** the only thing in the room is a broken helmet (useless and worthless). The ceiling of the room is damp, and drips.

4. **Empty room:** Note that there's a secret door in the south wall. Roll 1d6 for each character to notice the door if there is a cursory inspection of the walls; humans, Elves, and Halflings have a 1 in 6 chance, and Dwarves have a 2 in 6 chance to notice. If the characters take time to search, using up one minute per 10 ft section of wall, they may roll again with the same odds.

5. **Goblin Room:** 8 goblins make their lair here. They have treasure of 200 gp.

6. **Stairs Down:** This room is empty, but the wind drafts create a strange whistling noise.

The six rooms above give you a general idea of how to create the key for your dungeon map. The map also gives you a few standard symbols: a pit trap at location 7, beds, fireplace, a basin and curtains in location 17, a fountain or pool in location 19, a portcullis trap at the entry to location 14, and archways in location 15.

Here are a few more brainstorming ideas for things that can be found in a dungeon: pit traps, teleporters, statues (that might animate and attack, or reward certain actions), altars, arrow-traps, pools (possibly with magical waters), magic pentacles, areas of natural caves, shaky ceilings, chutes to lower levels, stairs up and down, chasms into the depths (possibly with a bridge, possibly not), pools of lava, secret doors (very important), shifting walls, and whatever else you can dream up.

If you feel like you don't have enough time or ideas, you might decide to purchase or download one of the many adventure "modules" that have been designed for fantasy gaming. For example, *Tomb of the Iron God*, which is available from the SWORDS & WIZARDRY website (www.swordsandwizardry.com), is designed as an introductory dungeon adventure.

## Running a Dungeon Adventure

The following are few rules of thumb for running a dungeon adventure; they are guidelines for the average or normal situation and can (and often should) be altered to fit the circumstances.

**Listening at Doors:** Listening at a door has a 1 in 6 chance of success for humans; non-human characters most likely have better hearing than humans and can hear noises with a 2 in 6 chance of success.

**Opening doors:** Stuck doors (and many doors in an ancient dungeon may be stuck closed) have only a 2 in 6 chance of opening on the first try. Smashing through a door with (up to 3) characters gives each character a normal chance of success, but they will spill into the room and should automatically lose initiative if there are monsters within.

**Secret Doors:** Secret doors are not spotted by chance while passing by; they must be searched for. Searching for a secret door takes a turn (10 minutes of game time) for a 10 ft segment of wall. Humans, Halflings, and Dwarves have a 2 in 6 chance to find a secret door while searching, and Elves have a 4 in 6 chance.

**Traps and Pits:** Anyone passing over or through the trigger for a trap has a 2 in 6 chance to spring the trap. It is suggested (but not required) that for traps involving a stone trigger (such as a pressure plate) or a hole or gap in stonework (such as a falling block or an arrow-hole), that a dwarf has a 1 in 6 chance to notice

the features of a trap before passing over/through it, as long as he is moving at a careful speed; and that he has a 3 in 6 chance to notice features of a trap when he is searching (one turn per ten-foot square of wall or floor). Identifying the features of a trap does not tell the dwarf how to disarm the trap (although in some cases the disarming mechanism might be obvious once the trap's visible features are identified).

## CREATING A CAMPAIGN

A campaign is the world beyond the adventure, the cities and forests and coastlines and kingdoms of the fantasy world.

The players will almost certainly want their characters to explore wildernesses, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as a starting point) and some of the surrounding area. (The location of the first adventure—a dark forest—perhaps?) As players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world—with continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy books. Most of these have maps, and the author has already created the details and the feel of the world for you. The worlds of Conan's Hyboria (Robert E. Howard), of Elric and the eternal champions (Michael Moorcock), and of the Dying Earth (Jack Vance) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of those examples.

Once the players decide to adventure beyond the dungeon, you'll have to expand your map a bit, and perhaps make plans for the kinds of monsters the party of adventurers will encounter. These adventures might include traveling to another dungeon based on rumors that a great treasure is there, piracy on the high seas, exploring the coast in a merchant galley, dashing to the rescue of a village besieged by an orcish tribe,

or hunting bandits for bounty money. The possibilities are endless, and since the party's direction is up to them you will never quite know what they're going to do. (This is why it's a good idea not to try to plan for the campaign's expansion until it starts to happen.) Most referees create encounter tables for wilderness travel, using the monsters in this book. There is also a file of additional monsters that can be downloaded from the game's website at www.swordsandwizardry.com, if you want to expand the possibilities a bit.

A short encounter table for a dark forest (which, frankly, you could re-use for every dark forest the characters enter unless you want to personalize them a bit more) might look as follows:

**Table 36: Dark Forest (Monster) Encounters**

| Die Roll (1d10) | Monsters Encountered |
| --- | --- |
| 1 | Humans or Demi-humans |
| 2 | Dragon |
| 3 | Giant Animal |
| 4 | Lycanthrope |
| 5 | Manticore |
| 6 | Giant Animal |
| 7 | Gnolls (3d8) |
| 8 | Goblins (3d10) |
| 9 | Wolves (1d20) |
| 10 | Owlbears (1d3) |

**Table 37: Dark Forest (Humanoid) Encounters**

| Die Roll (1d10) | Men Encountered |
| --- | --- |
| 1 | Merchant Caravan (4d10) |
| 2 | Bandits (4d10) |
| 3 | Berserkers (4d10) |
| 4 | Bandit patrol (1d6) |
| 5 | Berserker patrol (1d6) |
| 6 | Soldier Patrol (2d6) |
| 7 | Elven patrol (1d6) |
| 8 | Forest Nomads (2d8) |
| 9 | Lone traveler (character type) |
| 10 | Adventuring Party (1d6 + 1d6 men at arms) |

**Table 38: Dark Forest (Giant Animal) Encounters**

| Die Roll (1d10) | Monsters Encountered |
|---|---|
| 1 | Giant Ticks (1d3) |
| 2 | Giant Spiders (2d6) |
| 3 | Lion (1d2) |
| 4 | Bear (1d2) |
| 5 | Giant Badger (1d3) |
| 6 | Wild Boar (1d6) |
| 7 | Treant (1d2) |
| 8 | Worgs (1d6) |
| 9 | Troll (1) or Ogres (1d4) |
| 10 | Purple Worm (1) |

**Table 39: Dark Forest (Lycanthrope) Encounters**

| Die Roll (1d10) | Monsters Encountered |
|---|---|
| 1–3 | Werebear |
| 4–6 | Wereboar |
| 7 | Wererat |
| 8 | Weretiger |
| 9–10 | Werewolf |

Obviously, different terrain types may have different encounter tables and subtables (the lycanthrope subtable, for example, is heavy on wereboars for a forest, but you might want to emphasize werewolves in less forested areas, or invent your own lycanthropes (perhaps the hills have a lycanthrope form of mountain goat, for instance).

## EXPERIENCE POINTS

The player section of these rules gives some information about gaining XP, which are awarded for gaining treasure and killing monsters. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (player) was in getting them. The gold pieces aren't the source of the experience, they are the measurable product of it. Solving puzzles and finding traps are all already rewarded though this "gold standard," and shouldn't ordinarily be the source of bonus XP. However, if the treasure from an adventure isn't the best measurement of the effort, as in missions the players undertake without expectation of reward, the referee will have to provide an alternative source of XP. This can be done by awarding XP bonuses for finding and avoiding traps, for solving puzzles, and for turning potential enemies into allies with smart decision-making or fast talking. Overall success with a mission is another method of awarding XP when the adventure is going to be short on gold. Smart decision-making by the players is the key to awarding XP properly; avoid giving rewards for situations that were actually determined by the dice.

If you find that whatever system you're using leads the players toward bad decisions—seeking out unnecessary combats or looking for traps to spring, for example—you might consider adjusting your system. This is true for the "official" system of awarding experience, too. Remember, the Referee is the ultimate judge of what works best for the game, and any rule can be changed to fit the gaming group.

# MONSTERS

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



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

**Hit Dice** is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you'd roll 4d8, and then add one more hit point. **Note:** in SWORDS & WIZARDRY, the monster's normal "to-hit" bonus is equal to its number of hit dice (capped at +15). A monster with 3 HD attacks with a +3 bonus to its roll on the "to-hit" chart. When using the Ascending AC system, the monster would attack by rolling a d20, adding its hit dice, and comparing the result to the opponent's AC—if the result is equal to or higher than AC, the attack hits. When using the descending AC system, the 3 HD monster would roll d20, add 3 for its hit dice, and compare the result to the target number on the chart.

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

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

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

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

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

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

There's not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We're not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves. Because in your mind, they might be blue, diurnal, five feet long, and eat only plants unless they're attacked. Details about monsters toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination that doesn't need details about the size of a giant ant.

**Table 40: Monster Attack Rolls**

| | Target Armor Class [Ascending Armor Class] | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 |
| | [10] | [11] | [12] | [13] | [14] | [15] | [16] | [17] | [18] | [19] | [20] | [21] | [22] | [23] | [24] | [25] | [26] | [27] | [28] |
| Hit Dice | Attack Roll (d20) Required to hit Opponent's Armor Class[1] | | | | | | | | | | | | | | | | | | |
| < 1 HD | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 1 HD | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 2 HD | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 3 HD | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 4 HD | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |
| 5 HD | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 6 HD | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 |
| 7 HD | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 8 HD | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 9 HD | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 10 HD | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 11 HD | 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 12 HD | 1 | 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| 13 HD | 1 | 1 | 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| 14 HD | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 15+ HD | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |

[1] A monster's base "to-hit" bonus is equal to the number of Hit Dice (HD) it has, up to a maximum of +15.
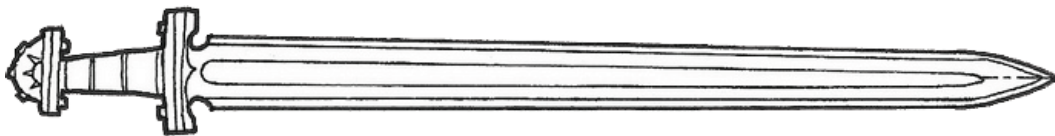


## Ants, Giant (Worker)

**Armor Class:** 3 [16]
**Hit Dice:** 2
**Attacks:** Bite (1d6 + poison)
**Saving Throw:** 16
**Special:** None
**Move:** 18
**Challenge Level/XP:** 2/30

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5.

## Ants, Giant (Warrior)

**Armor Class:** 3 [16]
**Hit Dice:** 3
**Attacks:** Bite (1d6 + poison)
**Saving Throw:** 14
**Special:** None
**Move:** 18
**Challenge Level/XP:** 2/30

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5. The poison of a warrior ant does 2d6 points of damage if a saving throw is failed, 1d4 points of damage if the saving throw succeeds.

## Ants, Giant (Queen)

**Armor Class:** 3 [16]
**Hit Dice:** 10
**Attacks:** Bite (1d6)
**Saving Throw:** 5
**Special:** None
**Move:** 3
**Challenge Level/XP:** 8/800

Giant ants live in vast subterranean hives tunneled through soil and even stone. The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

## Badgers, Giant

**Armor Class:** 4 [15]
**Hit Dice:** 3
**Attacks:** 2 claws (1d3), bite (1d6)
**Saving Throw:** 14
**Special:** None
**Move:** 6
**Challenge Level/XP:** 3/120

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

## Banshees

**Armor Class:** 0 [19]
**Hit Dice:** 7
**Attacks:** Claw (1d8)
**Saving Throw:** 9
**Special:** See below
**Move:** 6
**Challenge Level/XP:** 3/120

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. Magic or silver weapons are required to hit Banshees, they have a magic resistance of 49%, and 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. They look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Referee's discretion, such creatures might be undead rather than fearie-folk, and are considered Type 9 undead for turning purposes.

## Basilisks

**Armor Class:** 4 [15]
**Hit Dice:** 6
**Attacks:** Bite (2d6)
**Saving Throw:** 11
**Special:** Petrifying gaze
**Move:** 12
**Challenge Level/XP:** 8/800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (one way of resolving this: fighting without looking incurs a -4 penalty to hit). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

## Bats, Giant (Vampire Bat)

**Armor Class:** 8 [11]
**Hit Dice:** 1
**Attacks:** Bite (1d6)
**Saving Throw:** 17
**Special:** Sucks blood
**Move:** 4/18 (when flying)
**Challenge Level/XP:** 3/60

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

## Bats, Giant (Greater Bat)

**Armor Class:** 7 [12]
**Hit Dice:** 4
**Attacks:** Bite (1d10)
**Saving Throw:** 13
**Special:** None
**Move:** 4/18 (when flying)
**Challenge Level/XP:** 5/240

These massive, man-sized cousins of the bat do not suck blood, but their bite is nonetheless deadly.

## Bats, Giant (Bat Monster)
**Armor Class:** 6 [13]
**Hit Dice:** 8
**Attacks:** Bite (2d8), claws (1d6)
**Saving Throw:** 8
**Special:** None
**Move:** 4/18 (when flying)
**Challenge Level/XP:** 9/1,100

These creatures attack with claws as well as a bite. They are twice the size of a man, with a tremendous wing-span. Fearful peasants might even mistake them for small dragons when they fly by at night.

## Beetles, Giant (Fire)
**Armor Class:** 4 [15]
**Hit Dice:** 1+3
**Attacks:** Bite (1d4+2)
**Saving Throw:** 18
**Special:** None
**Move:** 12
**Challenge Level/XP:** 1/15

A giant fire beetle's oily light-glands glow a reddish color, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 ft radius).

## Black Puddings
**Armor Class:** 6 [13]
**Hit Dice:** 10
**Attacks:** Attack (3d8)
**Saving Throw:** 5
**Special:** Acidic surface, immune to cold, divides when hit with lightning
**Move:** 6
**Challenge Level/XP:** 11/1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved.

## Blink Dogs
**Armor Class:** 5 [15]
**Hit Dice:** 4
**Attacks:** Bite (1d6)
**Saving Throw:** 13
**Special:** Teleports
**Move:** 12
**Challenge Level/XP:** 4/240

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

## Boards, Wild
**Armor Class:** 7 [12]
**Hit Dice:** 3+3
**Attacks:** Gore (3d4)
**Saving Throw:** 14
**Special:** Continues attacking 2 rounds after death
**Move:** 15
**Challenge Level/XP:** 4/120

Boars continue to attack for two rounds after they are actually killed before they drop dead. These stats might also be used for your "blue tusken-hogs of the Ymar Plains" or whatever's appropriate for your campaign.

## Bugbears
**Armor Class:** 5 [14]
**Hit Dice:** 3+1
**Attacks:** Bite (2d4) or by weapon
**Saving Throw:** 14
**Special:** Surprise opponents on a 1–3
**Move:** 9
**HDE/XP:** 3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even alert opponents with a roll of 1–3 on a d6 (50%).

## Centaurs

**Armor Class:** 5 [15] or 4 [16] w/ shield
**Hit Dice:** 4
**Attacks:** 2 kicks (1d6) and weapon
**Saving Throw:** 13
**Special:** None
**Move:** 18
**Challenge Level/XP:** 5/240

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any "version" of the centaur from myth or folklore for his campaign: some are evil, some aloof, and some are soothsayers.

## Centipedes, Giant (Small, Lethal)

**Armor Class:** 9 [10]
**Hit Dice:** 1d2
**Attacks:** Bite (deals 0 damage)
**Saving Throw:** 18
**Special:** Lethal poison, +4 save
**Move:** 13
**Challenge Level/XP:** 2/30

Giant lethal centipedes of the small size inflict a lethal bite with a +4 saving throw, but inflict no damage if the saving throw is successful.

## Centipedes, Giant (Small, Non-lethal)

**Armor Class:** 9 [10]
**Hit Dice:** 1d2
**Attacks:** Bite (1 hp damage)
**Saving Throw:** 18
**Special:** Non-lethal poison, +4 save
**Move:** 13
**Challenge Level/XP:** 1/15

The non-lethal variety has larger pincers but its poison is not lethal (though it is deadly). Failing a saving throw (at +4) against the poison of the non-lethal variety causes 1d4 rounds of crippling pain (the victim is helpless, as if asleep). Additionally, the limb (roll 1d4) is temporarily crippled (treat as a disease) for 2d4 days. A crippled leg reduces movement by 50%; a crippled shield arm cannot use weapon or shield; a crippled sword arm can only attack at -4. A second bite on a leg reduces movement to one quarter normal, and a third bite to the legs reduces movement to 1 ft per minute (prone, dragging oneself by the arms).

## Centipedes, Giant (Man-sized)

**Armor Class:** 5 [14]
**Hit Dice:** 2
**Attacks:** Bite (1d8)
**Saving Throw:** 16
**Special:** Lethal poison, +6 save
**Move:** 15
**Challenge Level/XP:** 4/240

The man-sized giant centipede is a deadly predator with armored segments, a deadly bite, and a lethal (though relatively weak) poison.

## Centipedes, Giant (Large, 20 ft long)

**Armor Class:** 0 [20]
**Hit Dice:** 4
**Attacks:** Bite (3d8)
**Saving Throw:** 13
**Special:** Lethal poison, +4 save
**Move:** 18
**Challenge Level/XP:** 6/400

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.

## Chimerae

**Armor Class:** Goat 6 [13], Lion 5 [14], Dragon 2 [17]
**Hit Dice:** 9
**Attacks:** 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), and 1 dragon bite (3d4)
**Saving Throw:** 6
**Special:** Breathes fire, flies
**Move:** 9/18 (when flying)
**Challenge Level/XP:** 11/1,700

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

## Cockatrices

**Armor Class:** 6 [13]
**Hit Dice:** 5
**Attacks:** Bite (1d3+ turn to stone)
**Saving Throw:** 12
**Special:** Bite turns to stone
**Move:** 6/18 (when flying)
**Challenge Level/XP:** 7/600

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

## Demons

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful magic-users or evil priests. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils; all are creatures of the lower planes.

### Demon, Baalrochs

**Armor Class:** 2 [17]
**Hit Dice:** 9
**Attacks:** Sword (1d12+2) and whip (see below)
**Saving Throw:** 6
**Special:** 75% magic resistance, surrounded by fire
**Move:** 6/15 (when flying)
**Challenge Level/XP:** 10/1,400

The Baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). 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 baalroch uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the baalroch and burned by the fires of the demon's body (3d6 hit points). Baalrochs are sometimes referred to in ancient texts as Balor or Baalor,

which may be the name of a single demon rather than a term for all of them. A baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

### Demon, Lemures

**Armor Class:** 7 [12]
**Hit Dice:** 3
**Attacks:** Claw (1d3)
**Saving Throw:** 14
**Special:** Regenerate (1 hp/round)
**Move:** 3
**Challenge Level/XP:** 4/120

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. They 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.

## Djinn

**Armor Class:** 4 [15]
**Hit Dice:** 7+3
**Attacks:** Fist or weapon (1d10+1)
**Saving Throw:** 9
**Special:** Flies, magical powers, whirlwind
**Move:** 9/24 (when flying)
**Challenge Level/XP:** 9/1,100

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

## Dopplegangers

**Armor Class:** 5 [14]
**Hit Dice:** 4
**Attacks:** Claw (1d12)
**Saving Throw:** 13 (5 against any magic)
**Special:** Mimics shape, immune to sleep and charm
**Move:** 9
**Challenge Level/XP:** 5/240

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 saving throw (5) against magic of all kinds.

## Dragons

The size of a dragon is roughly 5 ft of body length per age category, up to the adult size of 20 ft. Dragons have double normal treasure (i.e., with a gold piece value of four times the dragon's XP value).

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

➤ **Very young dragon:** 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.

➤ **Young:** 2 hit points per hit die, 2 hit points per die inflicted by breath weapon.
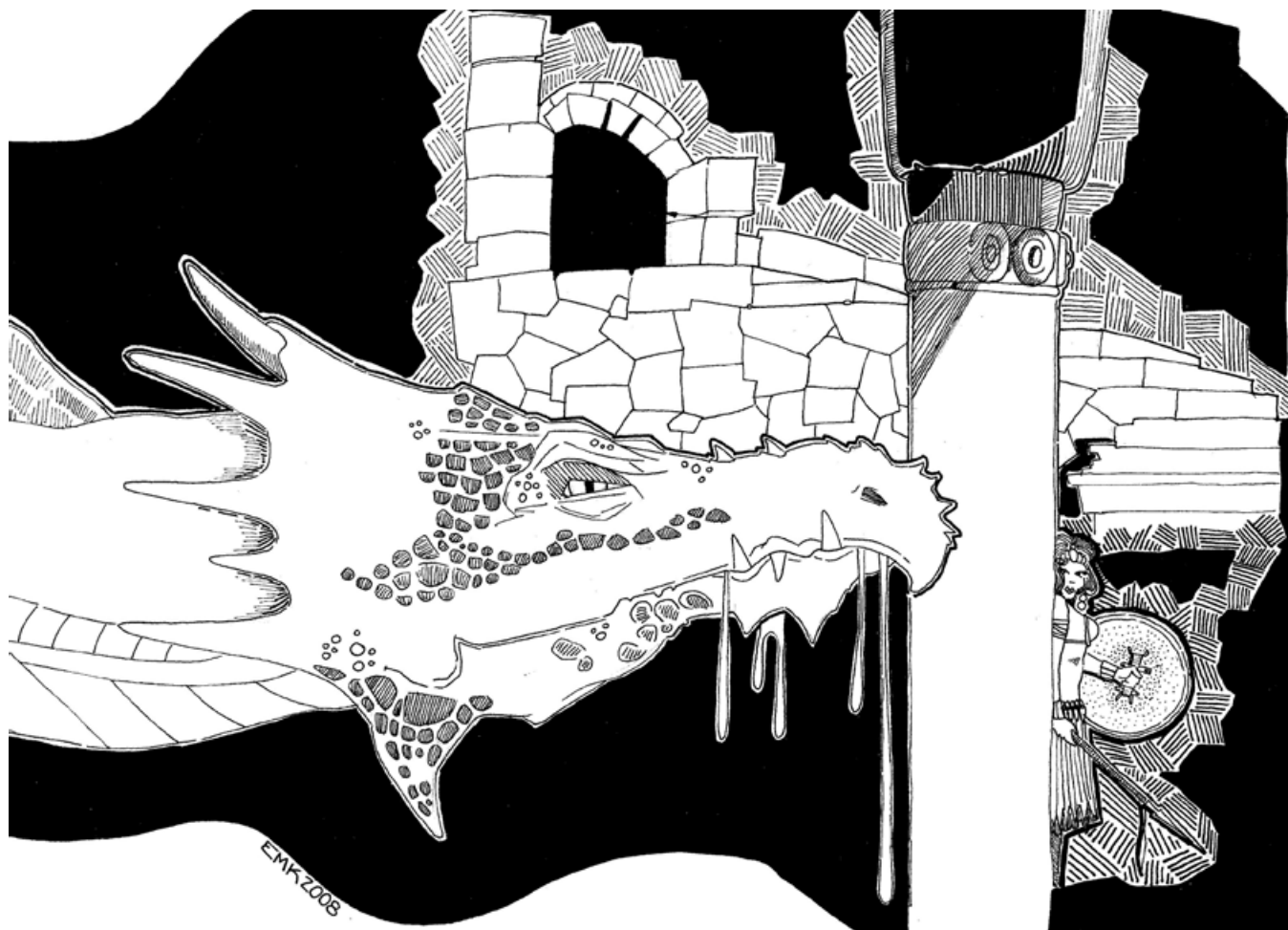
- **Immature:** 3 hit points per hit die, 3 hit points per die inflicted by breath weapon.

- **Adult:** 4 hit points per hit die, 4 hit points per die inflicted by breath weapon.

- **Old:** 5 hit points per hit die, 5 hit points per die inflicted by breath weapon.

- **Very old (100 years old):** 6 hit points per hit die, 6 hit points per die inflicted by breath weapon.

- **Aged (100-400 years old):** 7 hit points per die, 7 hit points per die inflicted by breath weapon.

- **Ancient (400+ years old):** 8 hit points per die, 8 hit points per die inflicted by breath weapon.

Note that dragons, while they are dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more "mythical" conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more "numbers" per die than it's actually possible to roll on a hit die.

**Breath Weapons:** All dragons have a breath weapon of some kind, which can be used three times in a day. The Referee chooses when a dragon will use the breath weapon, or may roll a 60% chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. Breath weapons come in three different types:

1. Cloud-shape for gaseous exhalations

2. Cone shape for fiery-type breath

3. A line for spitting dragons.

The dimensions of a dragon's breath differ according to the dragon's type.

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

Standard-colored dragons generally have a challenge level of its (hit points/4) +2.

### Dragon, Black
**Armor Class:** 2 [17]
**Hit Dice:** 6–8
**Attacks:** 2 claws (1d4), bite (3d6)
**Saving Throw:** 11, 9, or 8
**Special:** Spits acid
**Move:** 9/24 (when flying)
**Challenge Level/XP:** 6 HD (8/800), 7 HD (9/1,100), 8 HD (10/1,400)

Black dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5 ft wide and 60 ft long. Black dragons have a 45% chance of being able to talk; talking black dragons have a 5% chance of being able to cast 1d4 first level Magic-user spells.

### Dragon, Blue
**Armor Class:** 2 [17]
**Hit Dice:** 8–10
**Attacks:** 2 claws (1d6), bite (3d6)
**Saving Throw:** 8, 6, or 5
**Special:** Spits lightning
**Move:** 9/24 (when flying)
**Challenge Level/XP:** 8 HD (10/1,400), 9 HD (11/1,700), 10 HD (12/2,000)

Blue dragons spit a blast of electric lightning in a line 5 ft wide and 100 ft long, affecting everything in its path. A saving throw indicates half damage. Blue dragons have a 65% chance of being able to talk; talking blue dragons have a 15% chance of being able to cast 1d4 first level Magic-user spells and 1d3 second level Magic-user spells.

## Dragon, Gold

**Armor Class:** 2 [17]
**Hit Dice:** 10–12
**Attacks:** 2 claws (1d8), bite (2d10)
**Saving Throw:** 5, 4, or 3
**Special:** Breathes poisonous gas or fire
**Move:** 9/24 (when flying)
**Challenge Level/XP:** 10 HD (12/2,000),
11 HD (13/2,300), 12 HD (14/2,600)

Gold dragons are the noble wyrms of legend. They can breathe either a cloud of poisonous gas, 50 ft in diameter (successful saving throw indicates half damage) or they can breathe fire in a cone-shape 90 feet long and roughly 30 ft wide at the base. Gold dragons have a 100% chance of being able to talk and gold dragons have a 25% chance of being able to cast 1d4 first level Magic-user spells, 1d3 second level Magic-user spells, 1d2 third level Magic-user spells, and 1 fourth level Magic-user spell.

## Dragon, Green

**Armor Class:** 2 [17]
**Hit Dice:** 7–9
**Attacks:** 2 claws (1d6), bite (2d10)
**Saving Throw:** 9, 8, or 6
**Special:** Breathes poisonous gas
**Move:** 9/24 (when flying)
**Challenge Level/XP:** 7 HD (10/1,100), 8 HD (11/1,400), 9 HD (12/1,700)

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. A successful saving throw indicates half damage. Green dragons have a 55% chance of being able to talk; talking green dragons have a 10% chance
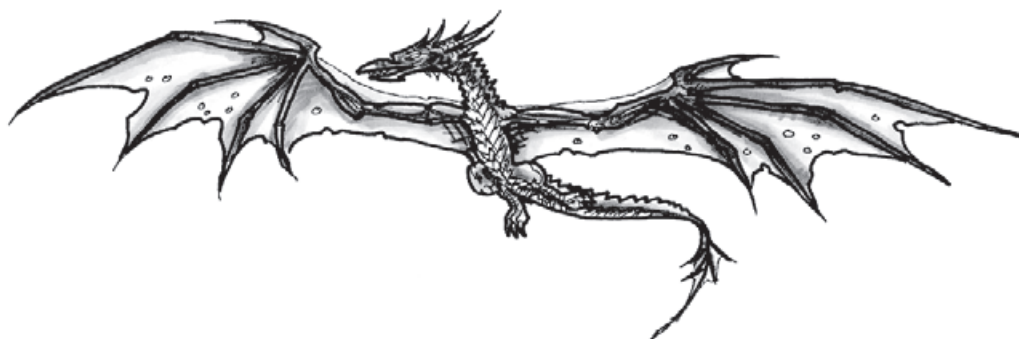
of being able to cast 1d4 first level Magic-user spells and 1d2 second level Magic-user spells.

## Dragon, Red

**Armor Class:** 2 [17]
**Hit Dice:** 9–11
**Attacks:** 2 claws (1d8), bite (3d10)
**Saving Throw:** 6, 5, or 4
**Special:** Breathes fire
**Move:** 9/24 (when flying)
**Challenge Level/XP:** 9 HD (11/1,700),
10 HD (12/2,000), 11 HD (13/2,300)

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 ft wide at the base. Red dragons have a 75% chance of being able to talk; talking red dragons have a 20% chance of being able to cast 1d4 first level Magic-user spells, 1d3 second level Magic-user spells, and 1d2 third level Magic-user spells.

## Dragon, White

**Armor Class:** 2 [17]
**Hit Dice:** 5–7
**Attacks:** 2 claws (1d4), bite (2d8)
**Saving Throw:** 12, 11, or 9
**Special:** Breathes cold
**Move:** 9/24 (when flying)
**Challenge Level/XP:** 5 HD (7/600), 6 HD (8/800), 7 HD (9/1,100)

White dragons are usually found in cold regions, where they can camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70 ft and a base of 30 ft. White dragons are not able to talk or cast spells.

## Dragon, White

**Armor Class:** 2 [17]
**Hit Dice:** 5–7
**Attacks:** 2 claws (1d4), bite (2d8)
**Saving Throw:** 12, 11, or 9
**Special:** Breathes cold
**Move:** 9/24 (when flying)
**Challenge Level/XP:** 5 HD (7/600), 6 HD (8/800), 7 HD (9/1,100)

White dragons are usually found in cold regions, where they can camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70 ft and a base of 30 ft. White dragons are not able to talk or cast spells.

## Dryads

**Armor Class:** 9 [10]
**Hit Dice:** 2
**Attacks:** Wooden dagger (1d4)
**Saving Throw:** 16
**Special:** Charm person (-2 save)
**Move:** 12
**Challenge Level/XP:** 3/60

Dryads are beautiful female tree spirits, and 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.

## Dwarves

**Armor Class:** 4 [15]
**Hit Dice:** 1
**Attacks:** War hammer (1d4+1)
**Saving Throw:** 17
**Special:** Detects attributes of stonework
**Move:** 6
**Challenge Level/XP:** 1/15

Statistics above are for the common Dwarf with no particular unusual characteristics. A dwarf-at-arms would usually have a full 8 hit points, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses to hit, even magical abilities if dwarves are magical in your fantasy universe (Norse myths are a good example of this). Do not bother to treat more powerful NPC dwarves as Fighting-men or character types; just assign the right number of hit dice and abilities (if any) and keep moving along with the fantasy.



## Efreet

**Armor Class:** 2 [17]
**Hit Dice:** 10
**Attacks:** Fist or sword (1d8+5)
**Saving Throw:** 5
**Special:** Wall of fire
**Move:** 9/24 (when flying)
**Challenge Level/XP:** 12/2,000

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast **Wall of Fire** (per the spell). They appear as giant humans with cruel features, their skin flickering with flames.

## Elementals

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

### Elemental, Air

**Armor Class:** 2 [17]
**Hit Dice:** 8, 12, or 16
**Attacks:** Strike (2d8)
**Saving Throw:** 8, 3, or 3
**Special:** Whirlwind
**Move:** 36 (Flying)
**Challenge Level/XP:** 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,400)

Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (and almost certainly killing them). These elemental whirlwinds are approximately 100 ft in height.

### Elemental, Earth

**Armor Class:** 2 [17]
**Hit Dice:** 8, 12, or 16
**Attacks:** Fist (3d6)
**Saving Throw:** 8, 3, or 3
**Special:** Tear down stone
**Move:** 6
**Challenge Level/XP:** 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,400)

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes).

### Elemental, Fire

**Armor Class:** 2 [17]
**Hit Dice:** 8, 12, or 16
**Attacks:** Strike (2d6)
**Saving Throw:** 8, 3, or 3
**Special:** Ignite materials
**Move:** 12
**Challenge Level/XP:** 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,400)

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials (including wood) to ignite if the material fails a saving throw (as determined by the Referee).

### Elemental, Water

**Armor Class:** 2 [17]
**Hit Dice:** 8, 12, or 16
**Attacks:** Strike (3d6)
**Saving Throw:** 8, 3, or 3
**Special:** Can overturn boats
**Move:** 6 (swim 18)
**Challenge Level/XP:** 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,400)

Water elementals cannot move more than 60 ft from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, *etc*). These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within 1 hour if not prevented or distracted.

## Elves

**Armor Class:** 5 [14]
**Hit Dice:** 1+1
**Attacks:** Sword (1d8) or 2 arrows (1d6)
**Saving Throw:** 17
**Special:** None
**Move:** 12
**Challenge Level/XP:** 1/15

The example above is for a typical Elf; trained warriors would likely have the maximum 9 hit points. Obviously,

Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions elves. They might be the woodland dwellers of Tolkien's The Hobbit, or the high Elves of the Lord of the Rings, or might be the fearie folk of Irish legend. In any case, as with Dwarves, don't bother trying to fit your "advanced" Elves into the constraints of character classes—just make up their attributes to fit what you need. Non-player characters aren't subject to the rules that govern building a player character; the NPCs are your tools for good fantasy, not an exercise in applying formulas.

## Gargoyles
**Armor Class:** 5 [14]
**Hit Dice:** 4+4
**Attacks:** 2 claws (1d3), 1 bite (1d4), 1 horn (1d6)
**Saving Throw:** 13
**Special:** Flight
**Move:** 9/15 (when flying)
**Challenge Level/XP:** 6/400

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

## Gelatinous Cubes
**Armor Class:** 8 [11]
**Hit Dice:** 4
**Attacks:** Attack (2d4)
**Saving Throw:** 13
**Special:** Paralysis, immune to lightning and cold
**Move:** 6
**Challenge Level/XP:** 5/240

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

## Ghouls
**Armor Class:** 6 [13]
**Hit Dice:** 2
**Attacks:** 2 claws (1d3), 1 bite (1d4)
**Saving Throw:** 16
**Special:** Immunities, paralysis
**Move:** 9
**Challenge Level/XP:** 3/60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures, is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

## Giants

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

### Giant, Cloud

**Armor Class:** 2 [17]
**Hit Dice:** 12+1d6 points
**Attacks:** Weapon (6d6)
**Saving Throw:** 3
**Special:** Hurl boulders
**Move:** 15
**Challenge Level/XP:** 13/2,300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

### Giant, FIre

**Armor Class:** 3 [16]
**Hit Dice:** 11 +1d6 points
**Attacks:** Weapon (5d6)
**Saving Throw:** 4
**Special:** Hurl boulders, immune to fire
**Move:** 12
**Challenge Level/XP:** 12/2,000

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

### Giant, Frost

**Armor Class:** 4 [15]
**Hit Dice:** 10+1d6 hit points
**Attacks:** Weapon (4d6)
**Saving Throw:** 5
**Special:** Hurl boulders, immune to cold
**Move:** 12
**Challenge Level/XP:** 11/1,700

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage.

### Giant, Hill

**Armor Class:** 4 [15]
**Hit Dice:** 8+2
**Attacks:** Weapon (2d8)
**Saving Throw:** 8
**Special:** Throw boulders
**Move:** 12
**Challenge Level/XP:** 9/1,100

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

### Giant, Stone

**Armor Class:** 0 [20]
**Hit Dice:** 9+3 hit points
**Attacks:** Club (3d6)
**Saving Throw:** 6
**Special:** Throw boulders
**Move:** 12
**Challenge Level/XP:** 10/1,400

Stone giants dwell in caves, isolated in the mountain fastnesses. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains. Travelers who wander into the territory of stone giants seldom return.

### Giant, Storm

**Armor Class:** 1 [18]
**Hit Dice:** 15+5
**Attacks:** Weapon (6d6)
**Saving Throw:** 3
**Special:** Throw boulders, control weather
**Move:** 15
**Challenge Level/XP:** 16/ 3,200

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to **Control Weather** (as per the spell).

## Gnolls

**Armor Class:** 5 [14]
**Hit Dice:** 2
**Attacks:** Bite (2d4) or weapon (1d10)
**Saving Throw:** 16
**Special:** None
**Move:** 9
**Challenge Level/XP:** 2/30

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home in order to steal and kill with rapacious ferocity.

## Goblins

**Armor Class:** 7 [12]
**Hit Dice:** 1d6 hp
**Attacks:** Weapon (1d6)
**Saving Throw:** 18
**Special:** -1 to hit in sunlight
**Move:** 9
**Challenge Level/XP:** B/10

Goblins are small creatures (4 ft tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack at -1 in the full sunlight.

## Golems

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. 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

**Armor Class:** 9 [10]
**Hit Dice:** 45 hit points
**Attacks:** 2 fists (2d8)
**Saving Throw:** 4
**Special:** Healed by lightning, hit only by magic weapons, slowed by fire and cold, immune to most spells
**Move:** 8
**Challenge Level/XP:** 12/2,000

A creation stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the golem (per the movie), and it is slowed by fire and cold spells. 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

**Armor Class:** 3 [16]
**Hit Dice:** 80 hit points
**Attacks:** Weapon or fist (4d10)
**Saving Throw:** 3
**Special:** Poison gas, immune to all weapons +2 or less, slowed by lightning, healed by fire, immune to most magic
**Move:** 6
**Challenge Level/XP:** 17/3,500

Iron golems are huge moving statues of iron. They can breathe a 10 ft radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect them. 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.

## Golem, Stone

**Armor Class:** 5 [14]
**Hit Dice:** 60 hit points
**Attacks:** Fist (3d8)
**Saving Throw:** 3
**Special:** Unaffected by +1 or lesser weapons, immune to most magic
**Move:** 6
**Challenge Level/XP:** 16/3,200

Stone golems are massive stone statues animated by very powerful magics (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 +2 or better weapons.

## Gorgons

**Armor Class:** 2 [17]
**Hit Dice:** 8
**Attacks:** Gore (2d6)
**Saving Throw:** 8
**Special:** Breath turns to stone
**Move:** 12
**Challenge Level/XP:** 10/1,400

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

## Grey Oozes

**Armor Class:** 7 [12]
**Hit Dice:** 3+3
**Attacks:** Strike (2d6)
**Saving Throw:** 14
**Special:** Acid, immunities
**Move:** 1
**Challenge Level/XP:** 5/ 240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

## Green Slime

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a cure disease spell.

## Griffons

**Armor Class:** 3 [16]
**Hit Dice:** 7
**Attacks:** 2 claws (1d4), 1 bite (2d8)
**Saving Throw:** 9
**Special:** Flies
**Move:** 12/27 (when flying)
**Challenge Level/XP:** 8/800

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. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

## Harpies

**Armor Class:** 7 [12]
**Hit Dice:** 3
**Attacks:** 2 talons (1d3) and weapon (1d6)
**Saving Throw:** 14
**Special:** Flies, siren-song
**Move:** 6/18 (when flying)
**Challenge Level/XP:** 4/120

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 Hounds

**Armor Class:** 4 [15]
**Hit Dice:** 4–7
**Attacks:** Bite (1d6)
**Saving Throw:** 13, 12, 11, or 9
**Special:** Breathe fire
**Move:** 12
**Challenge Level/XP:** 4 HD (5/240), 5 HD (6/400), 6 HD (7/600), 7 HD (8/800)

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 ft range, saving throw for half damage).

## Hippogriffs

Armor Class: 5 [14]
Hit Dice: 3+3
Attacks: 2 claws (1d6) 1 bite (1d10)
Saving Throw: 14
Special: Flies
Move: 18 (24 fly)
Challenge Level/XP: 4/120

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem Orlando Furioso (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse—but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs.

Hippogriffs are not as hard to train as griffons—again, from Orlando Furioso: "Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole…"

## Hobgoblins

**Armor Class:** 5 [14]
**Hit Dice:** 1+1
**Attacks:** Weapon (1d8)
**Saving Throw:** 17
**Special:** None
**Move:** 9
**Challenge Level/XP:** 1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins, or perhaps not, as the Referee decides. As a matter of the campaign's flavoring, the Referee might choose to make hobgoblins the "fey" goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

## Horses

Horses are AC 7 [12], with riding horses having 2 HD and warhorses having 3 HD. Horses have a movement speed of 18.

## Humans

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

## Human, Bandit

**Armor Class:** 7 [12]
**Hit Dice:** 1
**Attacks:** Weapon (1d8)
**Saving Throw:** 17
**Special:** None
**Move:** 12
**Challenge Level/XP:** 1/15

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

## Human, Beserker

**Armor Class:** 7 [12]
**Hit Dice:** 1
**Attacks:** Weapon (1d8)
**Saving Throw:** 17
**Special:** Berserking
**Move:** 12
**Challenge Level/XP:** 2/30

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.



## Human, Sergeant-at-Arms

**Armor Class:** 5 [14]
**Hit Dice:** 3
**Attacks:** Weapon (1d8)
**Saving Throw:** 17
**Special:** None
**Move:** 12
**Challenge Level/XP:** 1/15

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

## Human, Soldier

**Armor Class:** 7 [12]
**Hit Dice:** 1
**Attacks:** Weapon (1d8)
**Saving Throw:** 14
**Special:** None
**Move:** 12
**Challenge Level/XP:** 3/60

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

## Hydrae

**Armor Class:** 5 [14]
**Hit Dice:** 5—12 (equal to the number of heads)
**Attacks:** 5—12 bites (1d6)
**Saving Throw:** 12, 11, 9, 8, 7, 6, 5, 4, or 3
**Special:** None
**Move:** 9
**Challenge Level/XP:** 5 HD (7/600), 6 HD (8/800), 7 HD (9/1,000), 8 HD (10/1,400), 9 HD (11/1,700), 10 HD (12/2,000), 11 HD (13/2,300), 12 HD (14/2,600)

Hydrae are great lizard-like or snake-like creatures with multiple 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 Stalkers
**Armor Class:** 3 [16]
**Hit Dice:** 8
**Attacks:** "Bite" (4d4)
**Saving Throw:** 8
**Special:** Invisible, flies
**Move:** 12
**Challenge Level/XP:** 9/1,100

Invisible stalkers are generally only found as a result of the spell "Invisible Stalker." They are invisible flying beings created to follow a single command made by the caster.

## Kobolds
**Armor Class:** 6 [13]
**Hit Dice:** 1d4 hp
**Attacks:** Weapon (1d6)
**Saving Throw:** 18
**Special:** None
**Move:** 6
**Challenge Level/XP:** A/5

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

## Liches
**Armor Class:** 0 [20]
**Hit Dice:** 12+
**Attacks:** Hand (1d10 + automatic paralysis)
**Saving Throw:** 3
**Special:** Appearance causes paralytic fear, touch causes automatic paralysis, spells
**Move:** 6
**Challenge Level/XP:** 12 HD (15/2,900),
13 HD (16/3,200), 14 HD (17/3,500), 15 HD (18,3800), 16 HD (19/4,100), 17 HD (20/4,400), 18 HD (21/4,700)

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original Magic-user (the same level as the liche's hit dice). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.



## Lions
**Armor Class:** 6 [13]
**Hit Dice:** 5+2
**Attacks:** 2 claws (1d4), 1 bite (1d8)
**Saving Throw:** 12
**Special:** None
**Move:** 12
**Challenge Level/XP:** 5/240

Male lions are noticeably larger than their female counterparts, and easily identified by their manes. They are usually solitary beasts, found leading a pride only in their prime. The lioness, while smaller and having an

AC of 7 [12], is an indisputably skillful hunter—far faster and agile than the male lion. Lionesses often coordinate with others in their pride to bring down prey.

## Lizardmen
**Armor Class:** 5 [14]
**Hit Dice:** 2+1
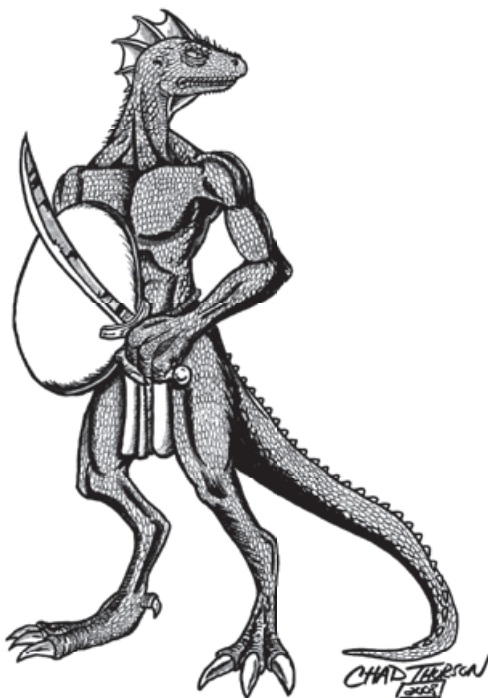**Attacks:** 2 claws (1d3), 1 bite (1d8)
**Saving Throw:** 16
**Special:** Underwater
**Move:** 6/12 (when swimming)
**Challenge Level/XP:** 2/30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while other can actually breathe underwater.



## Lycanthropes
Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought below 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

### Lycanthrope, Werebear
**Armor Class:** 2 [17]
**Hit Dice:** 7+3
**Attacks:** 2 claws (1d3), 1 bite (2d4)
**Saving Throw:** 9
**Special:** Lycanthropy
**Move:** 9
**Challenge Level/XP:** 8/800

Werebears are often found in temperate forests.

### Lycanthrope, Wereboar
**Armor Class:** 4 [15]
**Hit Dice:** 5+2
**Attacks:** Bite (2d6)
**Saving Throw:** 12
**Special:** Lycanthropy
**Move:** 12
**Challenge Level/XP:** 6/400

Wereboars are often found in the remote wilderness.

### Lycanthrope, Wererat
**Armor Class:** 6 [13]
**Hit Dice:** 3
**Attacks:** Bite (1d3), Weapon (1d6)
**Saving Throw:** 14
**Special:** Control rats, lycanthropy
**Move:** 12
**Challenge Level/XP:** 4/120

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

### Lycanthrope, Weretiger
**Armor Class:** 3 [16]
**Hit Dice:** 6
**Attacks:** 2 claws (1d4), 1 bite (1d10)
**Saving Throw:** 11
**Special:** Lycanthropy
**Move:** 12
**Challenge Level/XP:** 7/600

Weretigers are often found in tropical cities and ancient jungle ruins.

## Lycanthrope, Werewolf
**Armor Class:** 5 [14]
**Hit Dice:** 4+4
**Attacks:** Bite (2d4)
**Saving Throw:** 13
**Special:** Lycanthropy
**Move:** 12
**Challenge Level/XP:** 5/240

Werewolves are the traditional Lycanthropes seen in horror movies. hey are oten only afected by silver or magical weapons, oten are humanoid except for during a full moon, and so on.

## Manticores
**Armor Class:** 4 [15]
**Hit Dice:** 6+4
**Attacks:** 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6)
**Saving Throw:** 11
**Special:** Flies
**Move:** 12/18 (when flying)
**Challenge Level/XP:** 8/800

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.

## Medusae
**Armor Class:** 5 [14]
**Hit Dice:** 6
**Attacks:** Weapon (1d4)
**Saving Throw:** 11
**Special:** Gaze turns to stone
**Move:** 9
**Challenge Level/XP:** 8/800

Medusae are horrid creatures 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 melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

## Mermen
**Armor Class:** 7 [12]
**Hit Dice:** 1+3
**Attacks:** Weapon (1d6)
**Saving Throw:** 17
**Special:** Breathe water
**Move:** 1/18 (when swimming)
**Challenge Level/XP:** 1/15

Mermen have the torso of a man and the lower body of a fish.

## Minotaurs
**Armor Class:** 6 [13]
**Hit Dice:** 6+4
**Attacks:** Head butt (2d4), bite (1d3) and weapon (1d8)
**Saving Throw:** 11
**Special:** Never get lost in labyrinths
**Move:** 12
**Challenge Level/XP:** 6/400

The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

## Mummies
**Armor Class:** 3 [16]
**Hit Dice:** 6+4
**Attacks:** Fist (1d12)
**Saving Throw:** 11
**Special:** Rot, hit only by magic weapons
**Move:** 6
**Challenge Level/XP:** 7/600

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.

## Nixies

**Armor Class:** 7 [12]
**Hit Dice:** 1d4 hit points
**Attacks:** Weapon (1d6)
**Saving Throw:** 18
**Special:** Charm
**Move:** 6/12 (when swimming)
**Challenge Level/XP:** B/10

Nixies are weak water fey creatures. One in ten of them has the power to cast a powerful **Charm Person** (-2 on saving throw) that causes the victim to walk into the water and join the nixies as their slave (1 year). Casting **Dispel Magic** against the curse has only a 75% chance of success, and once the victim is actually in the water the chance drops to 25%. Nixies are ordinarily friendly, but they are capricious.

## Ochre Jellies

**Armor Class:** 8 [11]
**Hit Dice:** 6
**Attacks:** Acid-laden strike (3d4)
**Saving Throw:** 11
**Special:** Lightning divides creature
**Move:** 3
**Challenge Level/XP:** 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a raise dead spell impossible.

## Ogres

**Armor Class:** 5 [14]
**Hit Dice:** 4+1
**Attacks:** Weapon (1d10+1)
**Saving Throw:** 13
**Special:** None
**Move:** 9
**Challenge Level/XP:** 4/120

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

## Ogre Mages

**Armor Class:** 4 [15]
**Hit Dice:** 5+4
**Attacks:** Weapon (1d12)
**Saving Throw:** 12
**Special:** Magic use (See below)
**Move:** 12/18 (when flying)
**Challenge Level/XP:** 7/600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn **Invisible** (per the spell), create a 10 ft radius circle of magical darkness, change into human form, cast **Sleep** and **Charm Person** once per day, and cast a **Cone of Frost** with a range of 60 ft to a base of 30 ft, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different interpretations of magical ogres whether or not they are called "ogre mage."

## Orcs

**Armor Class:** 6 [14]
**Hit Dice:** 1
**Attacks:** Weapon, usually spear (1d6) or scimitar (1d8)
**Saving Throw:** 17
**Special:** None
**Move:** 12
**Challenge Level/XP:** 1/15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a penalty of -1 in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional hit dice, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a sorcerer.

## Owlbears

**Armor Class:** 5 [14]
**Hit Dice:** 5+1
**Attacks:** 2 claws (1d6), 1 bite (2d6)
**Saving Throw:** 12
**Special:** Hug for additional 2d8 if to-hit roll is 18+
**Move:** 12
**Challenge Level/XP:** 5/240

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

## Pegasi

**Armor Class:** 6 [13]
**Hit Dice:** 4
**Attacks:** 2 hooves (1d8)
**Saving Throw:** 13
**Special:** Flies
**Move:** 24/48 (when flying)
**Challenge Level/XP:** 4/120

Pegasi are winged horses. Some might have bat wings, some might be evil—at Referee's discretion.

## Purple Worms

**Armor Class:** 6 [13]
**Hit Dice:** 15
**Attacks:** Bite (2d12), sting (1d8)
**Saving Throw:** 3
**Special:** Poison sting, swallows whole
**Move:** 9
**Challenge Level/XP:** 17/3,500

Purple worms are massive annelids that grow 40 ft and more in length, and sometimes exceed ten feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist …

## Rats, Giant

**Armor Class:** 7 [12]
**Hit Dice:** 1d4 hit points
**Attacks:** Bite (1d3)
**Saving Throw:** 18
**Special:** 5% are diseased
**Move:** 12
**Challenge Level/XP:** A/5

Giant rats are often found in dungeons, and are about the size of a cat, or perhaps a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.



## Rats, Giant (Monstrously Huge)

**Armor Class:** 6 [13]
**Hit Dice:** 3
**Attacks:** 2 claws (1d3), 1 bite (1d6)
**Saving Throw:** 14
**Special:** 5% are diseased
**Move:** 12
**Challenge Level/XP:** 4/240

Giant rats (monstrously huge) are often found in dungeons, and are vicious predators the size of a wolf. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.

## Rocs

**Armor Class:** 4 [15]
**Hit Dice:** 12
**Attacks:** Bite (3d12), 2 claws (3d6)
**Saving Throw:** 3
**Special:** None
**Move:** 3/30 (when flying)
**Challenge Level/XP:** 12/2,000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

## Salamanders

**Armor Class:** 5 [14] (torso); 3 [16] (serpent body)
**Hit Dice:** 7
**Attacks:** Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6)
**Saving Throw:** 9
**Special:** Heat, constrict
**Move:** 9
**Challenge Level/XP:** 8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human and the lower body of a snake, and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round (as the victim also writhes in the deadly heat of the serpentine coils). The salamander's human torso is AC 5 [14], and the armored serpent-tail is AC 3 [16]. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

## Sea Serpents

**Armor Class:** 2 [17]
**Hit Dice:** 30
**Attacks:** Bite (4d10)
**Saving Throw:** 3
**Special:** Swallow whole
**Move:** 0/18 (when swimming)
**Challenge Level/XP:** 30/8,400

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about sixty feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

## Shadows

**Armor Class:** 7 [12]
**Hit Dice:** 3+3
**Attacks:** 1 touch (1d4 + Str drain)
**Saving Throw:** 14
**Special:** Drains 1 Str with hit, can only be hit by magical weapons
**Move:** 12
**Challenge Level/XP:** 4/120

Shadows may or may not be undead creatures: they are immune to **Sleep** and **Charm**, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension (or gaps in the dimensions). 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 (9 turns).

## Skeletons

**Armor Class:** 8 [11], with shield 7 [12]
**Hit Dice:** 1
**Attacks:** Weapon or strike (1d6)
**Saving Throw:** 17
**Special:** None
**Move:** 12
**Challenge Level/XP:** 1/15

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

## Slug, Giant

**Armor Class:** 8 [11]
**Hit Dice:** 12
**Attacks:** Bite (1d12) or acid
**Saving Throw:** 3
**Special:** Spit acid (6d6)
**Move:** 6
**Challenge Level/XP:** 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition

to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 ft, and within this range the slug's spittle will be 50% likely to hit (no to-hit roll required). For every additional 10ft of range, the chance to hit decreases by 10%. On its first spitting attack, the slug only has a 10% chance to hit within 60ft, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

## Specters

**Armor Class:** 2 [17]
**Hit Dice:** 7
**Attacks:** Spectral weapon or touch (1d8 + level drain)
**Saving Throw:** 9
**Special:** Drain 2 levels with hit
**Move:** 15/30 (when flying)
**Challenge Level/XP:** 9/1,100

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.

## Spiders, Giant (Smaller)

**Armor Class:** 8 [11]
**Hit Dice:** 1+1
**Attacks:** Bite (1 hp) + poison
**Saving Throw:** 17
**Special:** Poison (+2 save or die)
**Move:** 9
**Challenge Level/XP:** 3/60

Giant spiders are aggressive hunters.

## Spiders, Giant (Man-sized, 4ft diameter)

**Armor Class:** 6 [13]
**Hit Dice:** 2+2
**Attacks:** Bite (1d6) + poison
**Saving Throw:** 16
**Special:** Poison (+1 save or die), surprise
**Move:** 18
**Challenge Level/XP:** 5/240

Giant spiders are aggressive hunters. Man-sized giant spiders surprise on a roll of 1–5 on a d6, being able to hide well in shadows.

## Spiders, Giant (Greater, 6ft diameter)

**Armor Class:** 4 [15]
**Hit Dice:** 4+2
**Attacks:** Bite (1d6+2) + poison
**Saving Throw:** 13
**Special:** Poison (save or die), webs
**Move:** 4
**Challenge Level/XP:** 7/600

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 ft per round) through the webs.

## Spiders, Phase

**Armor Class:** 3 [16]
**Hit Dice:** 2+2
**Attacks:** Bite (1d6) + poison
**Saving Throw:** 16
**Special:** Poison (+1 save or die), phases
**Move:** 18
**Challenge Level/XP:** 6/400

Giant spiders are aggressive hunters. Phase spiders can shift out of phase with their surroundings (can be attacked only be ethereal creatures), only to come back into phase later for an attack.

## Stirges

**Armor Class:** 7 [12]
**Hit Dice:** 1+1
**Attacks:** "Sting" (1d3 + blood drain)
**Saving Throw:** 17
**Special:** Drain blood 1d4/round
Move: 3/18 (when flying)
**Challenge Level/XP:** 1/15

Resembling small, feathered, winged anteaters, stirges have a proboscis which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d4 per round.

## Ticks, Giant

**Armor Class:** 4 [15]
**Hit Dice:** 3
**Attacks:** Bite (1d4)
**Saving Throw:** 14
**Special:** Drains blood
**Move:** 3
**Challenge Level/XP:** 3/60

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days (**Cure Disease** spells will remove the infection). A giant tick can be forced off a victim by fire as well as by killing the beast.

## Titans

**Armor Class:** 2 [17] to −3 [22]
**Hit Dice:** 1d6 HD+16 HD
**Attacks:** Weapon (2d8)
**Saving Throw:** 3
**Special:** Spells
**Move:** 21
**Challenge Level/XP:** 17 HD (19/4,100), 18+ HD (Add 1 challenge level and 300 XP per additional HD over 17)

Titans are mythological creatures, almost as powerful as gods. A titan has 2 spells of each spell level from first level Magic-user spells to 7th level Magic-user spells, and 2 Cleric spells of each spell level from first to 7th. The Referee might choose to substitute other magical abilities for spells—these creatures vary considerably in powers and personalities from one to the next.

One possible spell list for a titan might include the following Magic-user and Cleric spells . . .

**Magic-user:** Charm Person (1), Sleep (1), Invisibility (1), Mirror Image (1), Fireball (3), Fly (3), Polymorph Other (4), Confusion (4), Conjure Elemental (5), Feeblemind (5), Anti-magic Shell (6), Stone to Flesh (6), Limited Wish (7), Power Word Stun (7).

**Cleric:** Light (1), Protection From Evil (1), Hold Person (2), Speak with Animals (2), Cure Disease (3), Dispel Magic (3), Cure Serious Wounds (4), Neutralize Poison (4), Finger of Death (5), Quest (5), Blade Barrier (6), Word of Recall (6), Earthquake (7), Resurrection (Raise Dead Fully) (7).

## Treants

**Armor Class:** 2 [17]
**Hit Dice:** 1d6 HD + 6 HD
**Attacks:** 2 strikes (2d6, 3d6, or 4d6)
**Saving Throw:** 9, 8, 6, 5, 4, or 3
**Special:** Control trees
**Move:** 12
**Challenge Level/XP:** 7 HD (7/600), 8 HD (8/800), 9 HD (9/1,100), 10 HD (10/1,400), 11 HD (11/1,700) 12 HD (12/2,000)

Treants are tree-like protectors and "shepherds" of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points. All treants can "wake" trees within 60 ft, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

## Trolls

**Armor Class:** 4 [15]
**Hit Dice:** 6+3
**Attacks:** 2 claws (1d4), 1 bite (1d8)
**Saving Throw:** 11
**Special:** Regenerates
**Move:** 12
**Challenge Level/XP:** 8/800

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.

## Unicorns

**Armor Class:** 2 [17]
**Hit Dice:** 4+5
**Attacks:** 2 hoofs (1d8), 1 horn (1d8)
**Saving Throw:** 13
**Special:** Double damage for charge, 25% magic resistance, teleport
**Move:** 24
**Challenge Level/XP:** 5/240

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 ft, with a rider. 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.

## Vampires

**Armor Class:** 2 [17]
**Hit Dice:** 7–9
**Attacks:** Bite (1d10 + level drain)
**Saving Throw:** 9, 8, or 6
**Special:** See below
**Move:** 12 (18 fly)
**Challenge Level/XP:** 7 HD (9/1,100), 8 HD (10/1,400), 9 HD (11/1,700)

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when "killed" in this way they turn into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into a gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (per a **Charm Person** spell). 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 "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the "Dracula" type of vampire. Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?

## Wights
**Armor Class:** 5 [14]
**Hit Dice:** 3
**Attacks:** Claw (1hp + level drain)
**Saving Throw:** 14
**Special:** Level drain (1 level), can only be hit by magical or silver weapons
**Move:** 9
**Challenge Level/XP:** 5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels by a wight becomes a wight.

## Will-o-the-Wisps
**Armor Class:** -8 [27]
**Hit Dice:** 9
**Attacks:** Shock (2d6)
**Saving Throw:** 6
**Special:** None
**Move:** 18
**Challenge Level/XP:** 10/1400

Will o' the wisps are phantom-like shapes of eerie light, creatures that live in dangerous places and try to lure travelers into quicksand, off the edges of cliffs, etc. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence, and change their shapes as well, to appear as a group of lights, a wisp of light, or in the glowing wraithlike shape of a human (often female). They will generally depart if the attempt to lead victims into danger fails, but if they are attacked they can defend themselves with violent shocks of lightning-like power. These creatures are intelligent, and can be forced to reveal the location of their treasure hoards.

## Wolves
**Armor Class:** 7 [12]
**Hit Dice:** 2+2
**Attacks:** Bite (1d4+1)
**Saving Throw:** 16
**Special:** None
**Move:** 18
**Challenge Level/XP:** 2/30

Wolves are pack hunters, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

## Worgs
**Armor Class:** 6 [13]
**Hit Dice:** 4
**Attacks:** Bite (1d6+1)
**Saving Throw:** 13
**Special:** None
**Move:** 18
**Challenge Level/XP:** 4/120

Worgs are large, intelligent, and evil wolves. They may have supernatural origins.

## Wraiths

**Armor Class:** 3 [16]
**Hit Dice:** 4
**Attacks:** Touch (1d6 + level drain)
**Saving Throw:** 13
**Special:** Drain 1 level per hit
**Move:** 9
**Challenge Level/XP:** 6/400

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. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

## Wyverns

**Armor Class:** 3 [16]
**Hit Dice:** 8
**Attacks:** Bite (2d8) or sting (1d6)
**Saving Throw:** 8
**Special:** Poison sting, flies
**Move:** 6/24 (when flying)
**Challenge Level/XP:** 9/1,100

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.

## Yellow Mold

**Attacks:** 1d6 damage if touched
**Special:** Poisonous spores
**Challenge Level/XP:** 3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 ft in diameter. Failing a saving throw against the spores means that the character dies

a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

## Zombies

**Armor Class:** 8 [11], or 7 [12] with shield
**Hit Dice:** 2
**Attacks:** Weapon or strike (1d8)
**Saving Throw:** 16
**Special:** Immune to sleep and charm
**Move:** 6
**Challenge Level/XP:** 2/30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their Undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

## CREATING MONSTERS

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

**Table 41: Monster Attack and Saving Throws**

| Hit Dice | To-hit Bonus | Saving Throw[1] |
|---|---|---|
| < 1 HD | +0 | 18 |
| 1 HD | +1 | 17 |
| 2 HD | +2 | 16 |
| 3 HD | +3 | 14 |
| 4 HD | +4 | 13 |
| 5 HD | +5 | 12 |
| 6 HD | +6 | 11 |
| 7 HD | +7 | 9 |
| 8 HD | +8 | 8 |
| 9 HD | +9 | 6 |
| 10 HD | +10 | 5 |
| 11 HD | +11 | 4 |
| 12+ HD | +12, etc. | 3 |

[1] *Value does not improve beyond 12 HD*

# CHALLENGE LEVELS

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

**Table 42: Challenge Levels**

| Challenge Level | XP Value |
|---|---|
| A (1d4 hit points or less) | 5 |
| B (1d6 hit points) | 10 |
| 1 | 15 |
| 2 | 30 |
| 3 | 60 |
| 4 | 120 |
| 5 | 240 |
| 6 | 400 |
| 7 | 600 |
| 8 | 800 |
| 9 | 1,100 |
| 10 | 1,400 |
| 11 | 1,700 |
| 12 | 2,000 |
| 13 | 2,300 |
| 14 | 2,600 |
| 15 | 2,900 |
| 16+ | +300/ HD level |

**Table 43: Challenge Level Modifications**

| Modifications | |
|---|---|
| 4+ attacks per round (minimum d6 or saving throw each) | +1 HD |
| AC 20 or higher | +1 HD |
| Automatic damage after hit | +1 HD |
| Breath weapon 25 points max or below | +1 HD |
| Breath Weapon 26 points max or more | +1 HD |
| Disease | +1 HD |
| Drains level with no save | +3 HD |
| Drains level with save | +2 HD |
| Flies, or breathes water | +1 HD |
| Greater than human intelligence | +1 HD |
| Immune to blunt/piercing (including half damage) | +1 HD |
| Immune to energy type (acid, fire, etc) | +1 HD |
| Immune to non-magic weapons | +1 HD |
| Magic resistance 50% or below | +1 HD |
| Magic resistance higher than 50% | +2 HD |
| Massive attack for 20+ hps | +1 HD |
| Paralysis, swallows whole, immobilizes enemies (web, etc) | +1 HD |
| Petrifaction, poison, or death magic | +2 HD |
| Regenerates | +1 HD |
| Undead (subject to banishment but immune to sleep, charm, hold) | +0 HD |
| Uses a spell-like power level 3 equivalent or above | +2 HD |
| Uses multiple spells level 2 or lower | +1 HD |
| Uses multiple spells level 3 or above | +2 HD |
| Uses multiple spells level 5 or higher | +3 HD |
| Poison | +1 HD |
| Miscellaneous other | +1 HD |

# Adventure Design

Most adventures are designed so the players can choose how risky they want to get. The classic dungeon adventure gives the players the choice of whether to "go for it" in a lower, more dangerous level or to be cautious and adventure in areas that aren't so risky (but have less treasure). I suggest that *any* adventure ought to give the players some choice about how fast they're going to go into the riskier areas. It doesn't matter whether you're running a wilderness adventure or a classic dungeon— giving the players decisions is part of the fun for them. When you design wilderness areas, try to have some areas that are more dangerous and some that are less —and figure out a way to let the players know where these are. It's obvious in a dungeon that the lower levels are riskier and richer; in a wilderness adventure, you've

got to work a little harder to communicate the risk levels to the players, but it's worth it.

## How Do Challenge Levels Work?

At each "Level," whether it's how deep into a dungeon or how far into a forest they've gone, the players ought to know they're moving into an area where there's a somewhat predictable level of risk and reward. The first thing to keep in mind is that a monster's challenge level isn't the same as the "level" on which it's found: challenge level is really about calculating experience points. The table below gives you an idea of what might be found in a particular "level" of a dungeon or forest. The table is *not* a rule; it's a guideline. Use your judgment.

Level One has the lowest level of risk, and the lowest level of treasure. Players are never guaranteed that every encounter is "beatable" at a particular level, though. Survival depends on knowing when to run and when to get tricky; assuming that every encounter is designed to "fit" the party's combat capabilities is a sure way to die.

**Table 44: Level Generation (Levels 1–5)**

| Die Roll | Level 1 | Level 2 | Level 3 | Level 4 | Level 5 |
|:---:|:---:|:---:|:---:|:---:|:---:|
| 1 | 3d8 CL A creatures | 6d8 CL A creatures | 12d8 CL A creatures | 2d100 CL A creatures | 3d100 CL A creatures |
| 2 | 3d6 CL B creatures | 6d6 CL B creatures | 12d6 CL B creatures | 1d100 CL B creatures | 2d100 CL B creatures |
| 3 | 2d6 CL 1 creatures | 4d6 CL 1 creatures | 8d6 CL 1 creatures | 16d6 CL 1 creatures | 32d6 CL 1 creatures |
| 4 | 1d6 CL 2 creatures | 2d6 CL 2 creatures | 4d6 CL 2 creatures | 8d6 CL 2 creatures | 16d6 CL 2 creatures |
| 5 | 1 CL 3 creature | 1d6 CL 3 creatures | 2d6 CL 3 creatures | 4d6 CL 3 creatures | 8d6 CL 3 creatures |
| 6 | 1 CL 4 creature | 1 CL 4 creature | 1d6 CL 4 creatures | 2d6 CL 4 creatures | 4d6 CL 4 creatures |
| 7 | – | 1 CL 5 creature | 1 CL 5 creature | 1d6 CL 5 creatures | 2d6 CL 5 creatures |
| 8 | – | Roll again | 1 CL 6 creature | 1 CL 6 creature | 1 CL 6 creature |
| 9 | – | – | – | 1 CL 7 creature | 1 CL 7 creature |
| 10 | – | – | – | Roll again | Roll again |

**Table 45: Level Generation (Levels 6–10)**

| Die Roll | Level 6 | Level 7 | Level 8 | Level 9 | Level 10 |
|:---:|:---:|:---:|:---:|:---:|:---:|
| 1 | 16d6 CL 3 creatures | 16d6 CL 4 creatures | 16d6 CL 5 creatures | 16d6 CL 6 creatures | 16d6 CL 7 creatures |
| 2 | 8d6 CL 4 creatures | 8d6 CL 5 creatures | 8d6 CL 6 creatures | 8d6 CL 7 creatures | 8d6 CL 8 creatures |
| 3 | 4d6 CL 5 creatures | 4d6 CL 6 creatures | 4d6 CL 7 creatures | 4d6 CL 8 creatures | 4d6 CL 9 creatures |
| 4 | 2d6 CL 6 creatures | 2d6 CL 7 creatures | 2d6 CL 8 creatures | 2d6 CL 9 creatures | 2d6 CL 10 creatures |
| 5 | 1d6 CL 7 creatures | 1d6 CL 8 creatures | 1d6 CL 9 creatures | 1d6 CL 10 creatures | 1d6 CL 11 creatures |
| 6 | 1 CL 8 creature | 1 CL 9 creature | 1 CL 10 creature | 1 CL 11 creature | 1 CL 12+ creature |

# MONSTER LIST

## Challenge Level (CL) A–1
1. Beetles, Giant (Fire)
2. Centipedes, Giant (Small, non-lethal)
3. Dwarves
4. Elves
5. Goblins (B)
6. Hobgoblins
7. Human, Bandit
8. Human, Soldier
9. Kobolds (A)
10. Mermen
11. Nixies (B)
12. Orcs
13. Rats, Giant (A)
14. Skeletons
15. Stirges

## Challenge Level (CL) 2
1. Ants, Giant (Worker)
2. Centipedes, Giant (Small, lethal)
3. Gnolls
4. Human, Beserker
5. Lizardmen
6. Wolves
7. Zombies

## Challenge Level (CL) 3
1. Badgers, Giant
2. Bats, Giant (Vampire Bat)
3. Bugbears
4. Dryads
5. Ghouls
6. Human, Sergeant
7. Ticks, Giant
8. Spiders, Giant (Smaller)
9. Yellow Mold

## Challenge Level (CL) 4
1. Ants,Giant (Warrior)
2. Blink Dogs
3. Boars, Wild
4. Centipedes, Giant (Man-sized)
5. Demon, Lemures
6. Harpies

7. Hippogriffs
8. Lycanthrope, Wererat
9. Ogres
10. Pegasi
11. Rats, Giant (Monstrously Huge)
12. Shadows

## Challenge Level (CL) 5
1. Bats, Giant (Greater Bat)
2. Centaurs
3. Dopplegangers
4. Gelatinous Cubes
5. Grey Oozes
6. Hell Hounds
7. Lions
8. Lycanthrope, Werewolf
9. Owlbears
10. Spiders, Giant (Man-sized)
11. Unicorns
12. Wights

## Challenge Level (CL) 6
1. Centipedes, Giant (Large)
2. Gargoyles
3. Hell Hounds
4. Lycanthrope, Wereboar
5. Minotaurs
6. Ochre Jelly
7. Spiders, Giant (Phase)
8. Wraiths

## Challenge Level (CL) 7
1. Cockatrices
2. Dragon, White
3. Hell Hounds
4. Hydrae
5. Lycanthrope, Weretiger
6. Mummies
7. Ogre Mages
8. Spiders, Giant (Greater)
9. Treant

## Challenge Level (CL) 8
1. Ants, Giant (Queen)
2. Basilisks
3. Dragon, Black

4. Dragon, White
5. Griffons
6. Hell Hounds
7. Hydrae
8. Lycanthrope, Werebear
9. Manticores
10. Medusae
11. Salamanders
12. Treants
13. Trolls

## Challenge Level (CL) 9
1. Bats, Giant (Bat Monster)
2. Djinn
3. Dragon, Black
4. Dragon, Green
5. Dragon, White
6. Elemental, Air
7. Elemental, Earth
8. Elemental, Fire
9. Elemental, Water
10. Giant, Hill
11. Hydrae
12. Invisible Stalkers
13. Specters
14. Treants
15. Vampires
16. Wyverns

## Challenge Level (CL) 10
1. Demon, Baalrochs
2. Dragon, Black
3. Dragon, Blue
4. Dragon, Green
5. Giant, Stone
6. Gorgons
7. Hydrae
8. Treants
9. Vampires
10. Will-o-the-Wisps

## Challenge Level (CL) 11
1. Banshees
2. Black Puddings
3. Chimerae
4. Dragon, Blue

5. Dragon, Green
6. Dragon, Red
7. Giant, Frost
8. Hydrae
9. Treants
10. Vampires

## Challenge Level (CL) 12
1. Dragon, Blue
2. Dragon, Gold
3. Dragon, Red
4. Efreet
5. Giant, Fire
6. Golem, Flesh
7. Hydrae
8. Rocs
9. Treants

## Challenge Level (CL) 13
1. Dragon, Gold
2. Dragon, Red
3. Elemental, Air
4. Elemental, Earth
5. Elemental, Fire
6. Elemental, Water
7. Giant, Cloud
8. Hydrae
9. Slug, Giant

## Challenge Level (CL) 14–16
1. Dragon, Gold
2. Giant, Storm
3. Golem, Stone
4. Hydrae
5. Liches

## Challenge Level (CL) 17+
1. Elemental, Air
2. Elemental, Earth
3. Elemental, Fire
4. Elemental, Water
5. Golem, Iron
6. Liches
7. Purple Worms
8. Sea Serpents
9. Titans
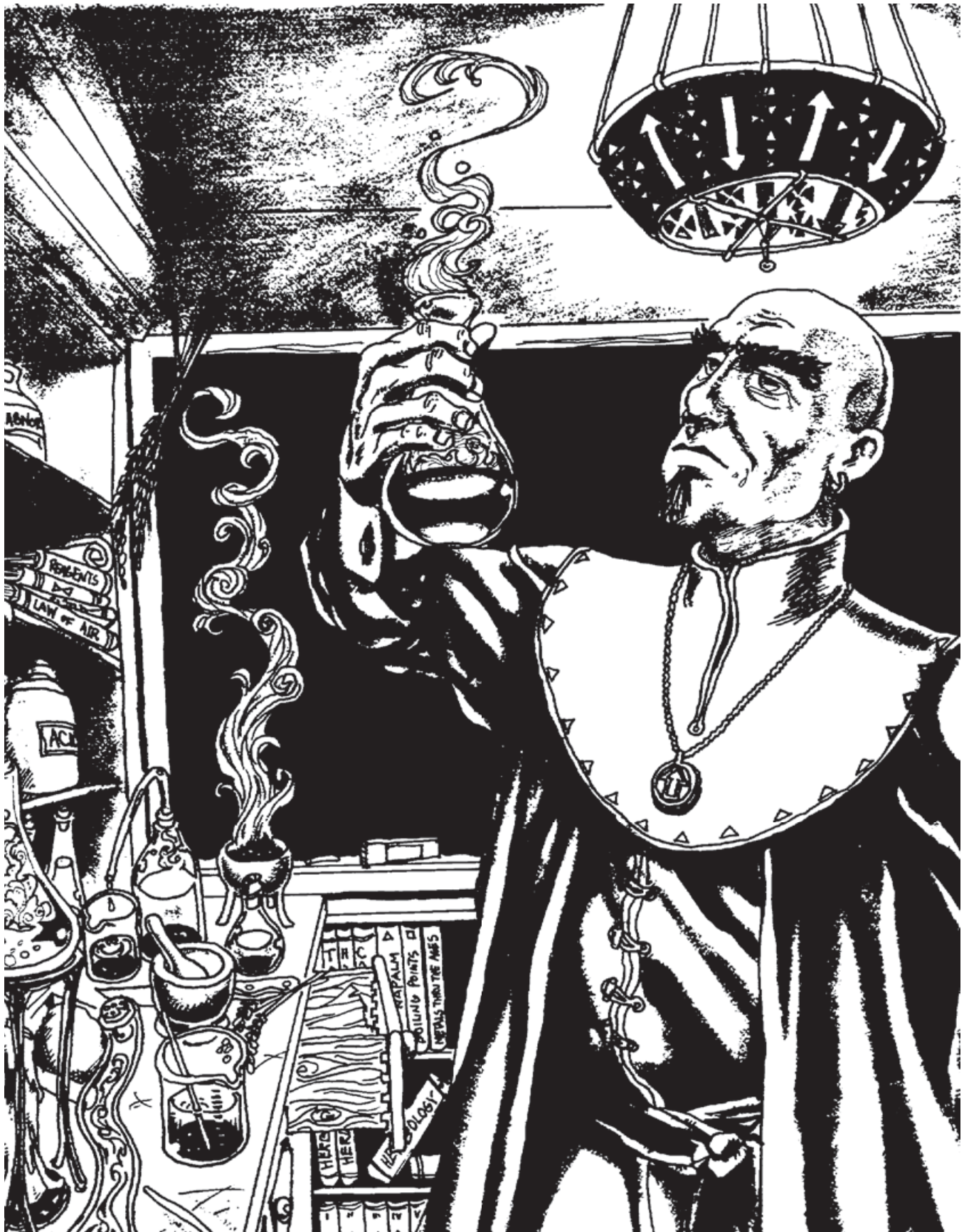
# TREASURE

The amount of treasure a monster owns or guards is usually related to the monster's Challenge Level. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. 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 2–3 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, that's the breaks. You can't make the game perfectly fair, trying too hard isn't worth your time, and too much fairness feels artificial to the players, too.

## "Trading" GP Value for Treasures

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures have got to be interesting: endless series of, "another treasure worth 100 gp in total" is a surefire recipe for boring your players.

➤ For every 100gp in value, there is a 10% chance of a 100gp trade-out.

➤ For every 1,000 gp in value, there is a 10% chance of a 1,000gp trade-out.

➤ For every 5,000 gp in value, there is a 10% chance of a 5,000gp trade-out.

It is suggested that the Referee begin with the major gp values first and work down to the lesser ones. "Jewelry" refers to a single item of jewelry.

### 100 GP Trade Out

A roll of 1–19 on a d20 means a roll on the **Minor Gem/Jewelry** table. A roll of 20 results in rolling on the **Minor Magic Item** table.

### 1,000 GP Trade Out

A roll of 1–19 on a d20 means a roll on the **Minor Gem/Jewelry** table. A roll of 20 results in rolling on the **MediumMagic Item** table.

### 5,000 GP Trade Out

A roll of 1–19 on a d20 means a roll on the **Major Gem/Jewelry** table. A roll of 20 results in rolling on the **Major Magic Item** table.

**Table 46: Minor Gem/Jewelry**

| Die Roll (1d4) | Result |
|:---:|:---:|
| 1 | Gem or jewelry worth 1d6 gp |
| 2 | Gem or jewelry worth 1d100 + 25 gp |
| 3 | Gem or jewelry worth 1d100 + 75 gp |
| 4 | Gem or jewelry worth 1d1,000 gp |

**Table 47: Medium Gem/Jewelry**

| Die Roll (1d4) | Result |
|:---:|:---:|
| 1 | Gem or jewelry worth 1d100 gp |
| 2 | Gem or jewelry worth 1d1,000 + 250 gp |
| 3 | Gem or jewelry worth 1d1,000 + 750 gp |
| 4 | Gem or jewelry worth 1d10,000 gp |

**Table 48: Major Gem/Jewelry**

| Die Roll (1d4) | Result |
|:---:|:---:|
| 1 | Gem or jewelry worth 1d1,000 gp |
| 2 | Gem or jewelry worth 1d1,000 x8 gp |
| 3 | Gem or jewelry worth 1d1,000 x12 gp |
| 4 | Gem or jewelry worth 1d1,000 x20 gp |

## Table 49: Minor Magic Items

| Die Roll (1d4) | Result |
|---|---|
| 1 | Roll 1d12 on the Potions table |
| 2 | Roll 1d6 on the Scrolls table |
| 3 | Roll 1d6 on the Weapons and Armor table |
| 4 | Roll 1d20 on the Miscellaneous Magical Items table |

## Table 50: Medium Magic Items

| Die Roll (1d4) | Result |
|---|---|
| 1 | Roll three times on the Potions table |
| 2 | Roll 1d6 +6 on the Scrolls table |
| 3 | Roll 1d6 +6 on the Weapons and Armor table |
| 4 | Roll 1d20 +20 on the Miscellaneous Magical Items table |

## Table 51: Major Magic Items

| Die Roll (1d4) | Result |
|---|---|
| 1 | Roll six times on the Potions table |
| 2 | Roll 1d6 +12 on the Scrolls table |
| 3 | Roll 1d6 +12 on the Weapons and Armor table |
| 4 | Roll 1d20 +40 on the Miscellaneous Magical Items table |

## Table 52: Potions

| Die Roll (1d100) | Potion (Duration of 1d6+1 turns) |
|---|---|
| 1–3 | Animal Control |
| 4–6 | Clairaudience |
| 7–9 | Clairvoyance |
| 10–12 | Diminution |
| 13–15 | Dragon Control |
| 16–18 | Ethereality |
| 19–21 | Fire Resistance |
| 22–24 | Flying |
| 25–27 | Gaseous Form |
| 28–30 | Giant Strength |
| 31–33 | Growth |
| 34–36 | Heroism |
| 37–39 | Invisibility |
| 40–42 | Invulnerability |
| 43–45 | Levitation |
| 46–48 | Plant Control |
| 49–55 | Poison |
| 56–58 | Slipperiness |
| 59–61 | Treasure Finding |
| 62–64 | Undead Control |
| 65–75 | Extra Healing |
| 76–00 | Healing |

## Magic Potion Descriptions

**Animal Control**: As per the spell.

**Clairaudience:** As per the spell.

**Clairvoyance:** As per the spell.

**Diminution:** Shrink to six inches tall for 2d6 hours.

**Dragon Control:** 1d3 dragons of a specific type (determined randomly by the Referee) are affected as per **Charm Monster**.

**Ethereality:** Imbiber can move through solid objects but cannot attack. Equipment also becomes ethereal.

**Fire Resistance:** Immune to normal fire, +2 saving throws against fire attacks, half damage to magic fire attacks that do not permit saving throws.

**Flying:** As per the spell.

**Gaseous Form:** User's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

**Giant Strength:** Character gains strength above and beyond 18. Gains an additional 1d8 to damage rolls and +4 to hit.

**Growth:** Character grows to 30 ft in height.

**Heroism:** +2 to attacks and damage.

**Invisibility:** As per the spell.

**Invulnerability:** +2 saving throws, opponents attack at -2.

**Levitation:** As per the spell.

**Plant Control:** As per the spell.

**Poison:** Save or die.

**Slipperiness:** Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

**Treasure Finding:** Character can detect hoards of treasure within 400 ft.

**Undead Control:** 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the **Control Animal** spell.

**Extra Healing:** Cures 3d8+3 hit points of damage.

**Healing:** Cures 1d8+1 hit points of damage.

## Table 53: Scrolls

| Die Roll | Scroll (50% cleric, 50% magic-user)[1] |
|:---:|:---:|
| 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 |
| 8 | 2 spells, level 1d8+1 each |
| 9 | 1 spell level 1d6+3 |
| 10 | 5 spells, level 1d3 each |
| 11 | Cursed scroll |
| 12 | Protection Scroll (double duration) |
| 13 | 5 spells, level 1d8 each |
| 14 | 6 spells, level 1d8 each |
| 15 | 7 spells, level 1d8 each |
| 16 | 8 spells, level 1d8 each |
| 17 | Cursed scroll |
| 18 | Protection Scroll (triple duration and double effect if applicable) |

[1] For Cleric scrolls, re-roll any results for spell levels 8 or 9

## Table 54: Protection Scrolls

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

## Protection Scroll Descriptions

**Demons:** All within a 10 ft radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

**Drowning:** All within a 10 ft radius of the reader gain the ability to breathe underwater for 1 full day.

**Elementals:** This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

**Magic:** Anti-magic shell surrounds and moves with the reader, having a radius of 10 ft. Spells cannot pass in or out of the shell. Duration: 1 hour.

**Metal:** Metal cannot harm the reader for a duration of 1 hour.

**Poison:** Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

**Undead:** All within a 10 ft radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

**Were-creatures:** All within a ten-foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

## Table 55: Weapons and Armor

| Die Roll | Weapon or Armor |
|:---:|:---:|
| 1 | Cursed armor or shield |
| 2 | +1 missile weapon(s) |
| 3 | +1 shield |
| 4 | +1 melee weapon |
| 5 | +1 armor |
| 6 | Cursed weapon |
| 7 | +2 missile weapon(s) |
| 8 | +2 shield |
| 9 | +2 melee weapon |
| 10 | +2 armor |
| 11 | +2 melee weapon |
| 12 | +1 melee weapon with minor ability |
| 13 | +3 missile weapon(s) |
| 14 | +3 melee weapon |
| 15 | +3 shield |
| 16 | +3 armor |
| 17 | Unusual weapon |
| 18 | Unusual armor |

## Table 56: Cursed Armor and Shields

| Die Roll (1d8) | Curse[1] |
|---|---|
| 1–2 | -1 weapon or armor |
| 3–4 | -2 weapon or armor |
| 5 | -3 weapon or armor |
| 6 | Attracts missiles (even those fired at others nearby), and grants +1 to hit on such missiles |
| 7 | Causes wearer to run away from combat |
| 8 | Causes wearer to charge into combat |

[1] *Items cannot be put down unless **Remove Curse** is cast*

## Table 57: Magic Melee Weapons

| Die Roll (1d12) | Magic Melee Weapon |
|---|---|
| 1 | Axe, battle |
| 2 | Axe, hand |
| 3 | Dagger |
| 4 | Hammer, war |
| 5 | Lance |
| 6 | Mace, heavy |
| 7 | Mace, light |
| 8 | Spear |
| 9 | Staff |
| 10 | Sword, Long |
| 11 | Sword, Short |
| 12 | Sword, Two-handed |

## Table 58: Magic Missile Weapons

| Die Roll (1d20) | Magic Missile Weapon |
|---|---|
| 1–8 | 2d6 arrows |
| 9–10 | 1d10 sling stones |
| 11 | 1 javelin |
| 12–15 | 2d4 darts |
| 16–20 | 2d6 crossbow bolts |

## Table 59: Minor Abilities for Melee Weapons

| Die Roll (1d8) | Ability |
|---|---|
| 1–5 | Additional +1 damage |
| 6 | Sheds light, 15 ft radius |
| 7 | Sheds light, 30 ft radius |

| Die Roll (1d8) | Ability |
|---|---|
| 8 | Inflicts additional +4 damage against a particular opponent type (undead, dragons, demons, giants) |

## Table 60: Unusual Armors

| Die Roll (1d8) | Unusual Armor |
|---|---|
| 1 | +4 armor (determine type randomly) |
| 2 | +4 shield |
| 3 | +5 armor (determine type randomly) |
| 4 | +5 shield |
| 5 | Armor of Arrow Deflection |
| 6 | Demonic Armor |
| 7 | Ethereal Armor |
| 8 | Fiery Armor |

# Unusual Armor Descriptions

**Armor of Arrow Deflection:** +2 against missile fire.

**Demonic Armor:** Possessed by a spirit or demon, with effects to be determined by the Referee

**Ethereal armor:** +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, at which time it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is ethereal).

**Fiery Armor:** +1 armor that is surrounded by flames. These flames deal 1d3 damage to melee attackers.

## Table 61: Unusual Weapons

| Die Roll (1d12) | Unusual Weapon |
|---|---|
| 1 | +1 blunt weapon that destroys undead |
| 2 | +1 thrown weapon that returns to hand |
| 3 | +1 weapon, extra attack |
| 4 | +1, +2 vs. particular type of foe |
| 5 | +1, +4 vs. particular type of foe |
| 6 | +2, +3 vs. particular type of foe |
| 7 | +4 weapon |
| 8 | +5 weapon |
| 9 | Flaming weapon |
| 10 | Freezing Weapon |
| 11 | Dancing Weapon |
| 12 | Intelligent Weapon |

## Unusual Weapon Descriptions

**+1 Blunt weapon that destroys undead:** Can be a mace, hammer, sling, or staff (determine type randomly). Lesser types of undead don't get a saving throw, though more powerful types do.

**+1 thrown weapon that returns to hand:** This axe, javelin, or hammer (determine type randomly) will eventually return to the throwers hand.

**+1 weapon, extra attack:** This weapon grants 1 additional attack for the user once per day.

**+1, +2 vs. particular type of foe:** This weapon provides +1, +2 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

**+1, +4 vs. particular type of foe:** This weapon provides +1, +2 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

**+2, +3 vs. particular type of foe:** This weapon provides +1, +2 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

**Flaming Weapon:** This weapon flames for additional 1d6 points of damage. Roll 1d4-1 for its to-hit bonus.

**Freezing Weapon:** This weapon is freezing cold, inflicting an additional 1d6 points of damage. Roll 1d4-1 for its to-hit bonus.

**Dancing Weapon:** This dancing weapon fights beside its owner in the air after 3 rounds as a +1d3 weapon.

**Intelligent Weapon:** Roll 1d3 for its to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

### Table 62: Miscellaneous Magical Items

| Die Roll (d20 + modifier) | Item |
|---|---|
| 1 | Lesser Wand |
| 2 | Lesser Ring |
| 3–20 | Lesser Misc. Magical Item |

| Die Roll (d20 + modifier) | Item |
|---|---|
| 21 | Lesser Wand |
| 22 | Lesser Wand |
| 23 | Greater Wand |
| 24 | Lesser Ring |
| 25 | Lesser Ring |
| 26 | Greater Ring |
| 27–40 | Medium Misc. Magical Item |
| 41 | Greater Wand |
| 42 | Greater Wand |
| 43 | Greater Ring |
| 44 | Greater Ring |
| 45 | Staff |
| 46–60 | Greater Misc. Magical item |

## Wands

Wands become useless when they reach zero charges, but can be recharged by casting the spell into the wand. Each such recharge, where a spell is cast into the wand, has a 5% chance of destroying the wand irrevocably. In some cases, a non-rechargeable wand might be found with a large number of charges (e.g., 100).

### Table 63: Lesser Wands

| Die Roll (1d6) | Lesser Wand |
|---|---|
| 1–2 | Spell, level 1, holds 10 charges |
| 3–4 | Spell, level 2, holds 5 charges |
| 5–6 | Spell, level 3, holds 2 charges |

### Table 64: Greater Wands

| Die Roll (1d10) | Greater Wand |
|---|---|
| 1 | Spell, level 3, holds 10 charges |
| 2 | Spell, level 4, holds 10 charges |
| 3 | Wand of Detection, enemies |
| 4 | Wand of Detection, metal |
| 5 | Wand of Detection, magic |
| 6 | Wand of Detection, traps & secret doors |
| 7 | Wand of Polymorph |
| 8 | Wand of Fear |
| 9 | Wand of Cold |
| 10 | Wand of Paralyzing |

## Greater Wand Descriptions

**Wand of Detection, enemies:** Detects enemies in a radius of 60 ft, if the enemies are thinking hostile thoughts. Always active when held, does not use charges.

**Wand of Detection, metal:** Detects large caches of metal, with a range of 20 ft. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

**Wand of Detection, magic:** Functions as a **Detect Magic** spell with a range of 20 ft. The user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

**Wand of Detection, traps and secret doors:** Detects traps and secret doors with a range of 20 ft. Always active when held, does not use charges.

**Wand of Polymorph:** Casts either **Polymorph Self** or **Polymorph Other**, and carries 10 charges.

**Wand of Fear:** Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 ft to a base 30 ft across. Holds 25 charges (cannot be recharged).

**Wand of Cold:** Casts a cone of cold 60 ft to a base 30 ft across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges (cannot be recharged).

**Wand of Paralyzing:** Casts a cone of paralysis 60 ft to a base 30 ft across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges (cannot be recharged).

## Rings

No more than two magic rings may be worn at a time (one on each hand) without unpredictable and potentially dire consequences.

**Table 65: Lesser Rings**

| Die Roll (1d6) | Lesser Rings |
|:---:|:---:|
| 1 | Protection, +1 |
| 2 | Protection, +2 |
| 3 | Invisibility |
| 4 | Mammal Control |
| 5 | Fire Resistance |
| 6 | Poison Resistance |

## Lesser Ring Descriptions

**Mammal Control:** The wearer controls 1d8 mammals at a range of up to 60 ft. Control does not extend to people or to giant animals.

**Fire Resistance:** Wearer receives a +5 to saving throws vs. magical fire, and is immune to normal fire.

**Poison Resistance:** Wearer receives a +5 to saving throws vs. poison.

**Table 66: Greater Rings**

| Die Roll (1d10) | Greater Rings |
|:---:|:---:|
| 1 | Djinni Summoning |
| 2 | Human Control |
| 3 | Regeneration |
| 4 | Shooting Stars |
| 5 | Spell Storing, Magic-user |
| 6 | Spell Storing, Cleric |
| 7 | Spell Turning |
| 8 | Telekinesis |
| 9 | Three Wishes |
| 10 | X-ray Vision |

## Greater Ring Descriptions

**Djinni Summoning:** The wearer of the ring can summon a djinni, who will do his bidding.

**Human Control:** Allows the wearer to cast **Charm Person** once per day, and maintain the charm on up to 3 individuals at a time.

**Regeneration:** The wearer regenerates one hit point per combat round, and thus cannot die unless the ring is removed or his body is burned.

**Shooting Stars:** Once per day, the ring can unleash 1d6 lightning bolts of 3d6 hp each.

**Spell Storing, Magic-user:** The ring contains 1d6 Magic-user spells. Roll 1d6 for each spell to determine the spell level. The wearer (if he is a Magic-user) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.

**Spell Storing, Cleric:** The ring contains 1d6 Cleric spells. Roll 1d4 for each spell to determine the spell level. The wearer (if he is a Cleric) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be

cast a second time until the wearer has rested for 8 hours.

**Spell Turning:** Any spell (other than from a wand or other item) directly aimed at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell's power bounces back; the exact determination of what happens is up to the referee.

**Telekinesis:** The wearer can mentally lift and move 200 pounds of weight at a range of 120 ft.

**Three Wishes:** Grants the wearer three wishes. Beware of outrageous wishes; they backfire.

**X-ray Vision:** The wearer has x-ray vision at a range of 40 ft. The maximum distance through which the wearer can see through solid rock is just over 10 ft, through solid metals (other than lead) is 1 ft, and through lead is 1 inch.

## Staffs

Like wands, most staffs operate by using up charges. However, staffs are not as easily rechargeable as wands. Magic-users will have to figure out how it's done, or hire a wizard to do it (if even they know how). Most staffs carry 200 charges.

**Table 67: Staffs**

| Die Roll (1d10) | Staff |
|:---:|:---:|
| 1 | Absorption |
| 2 | Beguiling |
| 3 | Command |
| 4 | Healing |
| 5 | Power |
| 6 | Resurrection |
| 7 | Snake |
| 8 | Striking |
| 9 | Withering |
| 10 | Wizardry |

### Staff Descriptions

**Absorption:** Absorbs up to 100 levels of spells directed at the holder before its absorption properties cease forever. The holder can cast spells from the staff in response to hostile spells, using the staff's stored levels, of the exact level of the hostile spell direct-ed at the caster, but chosen from the entire list of spells the caster has prepared.

**Beguiling:** Foes within a 20 ft range must make a saving throw or consider the holder to be a loyal friend for 4d4 rounds.

**Command:** A charge can be used to control humans (as per charm person), plants, or animals.

**Healing:** Cures 1d6+1 hit points of damage per charge.

**Power:** Casts **Light** (no charge used), casts **Fireball** (4d6 damage), cold as a Wand of Cold, **Lightning Bolts** (4d6 damage), acts as a Ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

**Resurrection:** These staffs only carry 10 charges, but a charge may be used to cast raise dead

**Snake:** +1 to hit and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 x10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only Clerics can employ a Staff of the Snake.

**Striking:** Inflicts 2d6 points of damage with a successful hit (does not use charges).

**Withering:** Adds ten years of physical aging with a successful hit.

**Wizardry:** The most powerful of staffs. It is a staff of power with additional abilities. At the cost of one charge, it allows **Invisibility**, summoning elementals (calling 1d4 at a time), **Hold Person**, a **Wall of Fire**, **Passwall**, a **Web** spell, or **Fly**.

**Table 68: Lesser Misc. Magical Items**

| Die Roll (1d20) | Lesser Misc. Magical Item |
|:---:|:---:|
| 1 | Arrow of Direction |
| 2 | Bag of Holding |
| 3 | Boots of Elvenkind |
| 4 | Boots of Speed or Boots of Leaping (50%) |
| 5 | Bracers of Defense, AC 6 [13] |
| 6 | Chime of Opening |
| 7 | Cloak of Elvenkind |
| 8 | Cloak of Protection, +1 |
| 9 | Cursed Item |
| 10 | Decanter of Endless Water |

| Die Roll (1d20) | Lesser Misc. Magical Item |
|---|---|
| 11 | Dust of Appearance or Disappearance (50%) |
| 12 | Dust of Sneezing and Choking |
| 13 | Gauntlets of Swimming and Climbing |
| 14 | Horseshoes of Speed |
| 15 | Luckstone |
| 16 | Manual of Beneficial Exercise |
| 17 | Pipes of the Sewers |
| 18 | Rope of Climbing |
| 19 | Rope of Entanglement |
| 20 | Spade of Excavation |

## Table 69: Medium Misc. Magical Items

| Die Roll (1d20) | Medium Misc. Magical Item |
|---|---|
| 1 | Amulet against Scrying |
| 2 | Boots of Flying |
| 3 | Bracers of Defense, AC 4 [15] or AC 2 [17] (50% chance) |
| 4 | Carpet of Flying |
| 5 | Cloak of Displacement |
| 6 | Cloak of Protection, +2 or +3 (50%) |
| 7 | Deck of Many Things |
| 8 | Figurine of the Onyx Dog |
| 9 | Gauntlets of Ogre Power |
| 10 | Helm of Reading Magic and Languages |
| 11 | Hole, Portable |
| 12 | Horn of Valhalla, Bronze |
| 13 | Horn of Valhalla, Silver |
| 14 | Jug of Alchemy |
| 15 | Manual of Quickness |
| 16 | Medallion of ESP |
| 17 | Mirror of Mental Scrying |
| 18 | Robe of Blending |
| 19 | Robe of Eyes |
| 20 | Robe of Wizardry |

## Table 69: Greater Misc. Magical Items

| Die Roll (1d20) | Greater Misc. Magical Item |
|---|---|
| 1 | Amulet of Demon Control |
| 2 | Beaker of Potions |
| 3 | Censer, Bowl, Brazier, or Stone of Controlling Elementals |

| Die Roll (1d20) | Greater Misc. Magical Item |
|---|---|
| 4 | Crystal Ball |
| 5 | Efreeti Bottle |
| 6 | Figurine of the Golden Lions |
| 7 | Gauntlets of Dexterity |
| 8 | Gem of Seeing |
| 9 | Girdle of Giant Strength |
| 10 | Helm of Fiery Brilliance |
| 11 | Helm of Teleportation |
| 12 | Horn of Blasting |
| 13 | Horn of Valhalla, Iron |
| 14 | Lenses of Charming |
| 15 | Libram, Magical (level gain) |
| 16 | Manual of Golems |
| 17 | Manual of Intelligence |
| 18 | Manual of Wisdom |
| 19 | Necklace of Fireballs |
| 20 | Symbol—Scarab of Insanity |

## Misc. Magical Item Descriptions

**Amulet against Scrying:** Protects the wearer from all scrying, such as **ESP** or being viewed through a crystal ball. Usable by: All Classes.

**Amulet of Demon Control:** Functions as a **Protection from Evil** spell, and allows the wearer to attempt to "**Charm Monster**" upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-users and Clerics.

**Arrow of Direction:** Points the direction of whatever the owner requests. Cannot be used more than seven times in a single week. Usable by: All Classes.

**Bag of Holding:** The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3 ft, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

**Beaker of Potions:** This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as the number of different potions it can produce. Usable by: All Classes.

**Boots of Elvenkind:** The wearer moves with complete silence. Usable by: All Classes.

**Boots of Levitation:** These boots allow the wearer to

**Levitate** (as per the spell), with unlimited duration. Usable by: All Classes.

**Boots of Speed or Boots of Leaping (50%):** Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 ft high and up to 30 ft horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest a fter using them. Usable by: All Classes.

**Bracers of Defense, AC 4 [15] or AC 2 [17] (50% chance):** These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

**Bracers of Defense, AC 6 [13]:** These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

**Carpet of Flying:** The carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.

**Censer, Bowl, Brazier, or Stone of Controlling Elementals:** Censers control air elementals, Bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-users.

**Chime of Opening:** Sounding this small chime opens any door, even if the door is barred or **Wizard Locked**. Usable by: All Classes.

**Cloak of Displacement:** The wearer appears to be in a slightly different location than he really is. His armor class improves by 2, and he gains a +2 saving throw against any targeted attack upon him. Usable by: All Classes.

**Cloak of Elvenkind:** The wearer is almost, but not quite, invisible. Usable by: All Classes.

**Cloak of Protection, +1:** This cloak improves the wearer's armor class by 1, and grants a bonus of +1 on saving throws. Usable by: All but Fighting-men.

**Cloak of Protection, +2 or +3 (50%):** This cloak improves the wearer's armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. Usable by: All but Fighting-men.

**Crystal Ball:** Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.

**Cursed Item:** See **Page 109**.

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

**Deck of Many Things:** An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per placard in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results of the cards are as follows.

**The Hearts (♥)**

Ace: Gain 50,000 xp.

King: Gain a magic item from Table 3

Queen: Gain 1d3 wishes

Jack: Gain the ability to summon an 8 HD warrior with +3 weapon, shield, and sword, to serve for a total of 1 hour.

**The Clubs (♣)**

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Geas (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

**The Spades (♠)**

Ace: Lose a level of experience

King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

**The Diamonds (♦)**

Ace: Gain a map to a very significant treasure

King: Gain 5d6 items of jewelry

Queen: Gain a scroll of seven spells, all 2nd level or higher

Jack: Add one point to a single attribute of the player's choice

The Joker: Gain 25,000 XP OR choose to draw two more cards.

**Dust of Appearance or Disappearance (50%):** Dust of Appearance is tossed in a radius of 10 ft around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10 ft radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a **Detect Invisibility** spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

**Dust of Sneezing and Choking:** Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 ft, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

**Efreeti Bottle:** The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

**Figurine of the Golden Lions:** A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

**Figurine of the Onyx Dog:** This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

**Gauntlets of Dexterity:** When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). Usable by: All Classes.

**Gauntlets of Ogre Power:** These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +6 (not cumulative
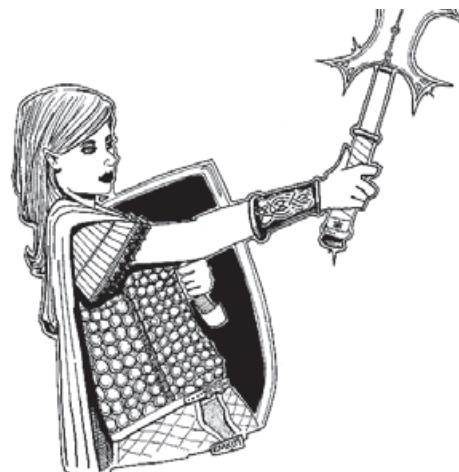
with the wearer's existing strength bonus, if any). Usable by: all but Magic-users.

**Gauntlets of Swimming and Climbing:** These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but Magic-users.

**Gem of Seeing:** A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

**Girdle of Giant Strength:** This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). The girdle does not increase to-hit probability. Usable by: All Classes.

**Helm of Fiery Brilliance:** This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a wall of fire himself. Fighting-men wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a fireball or delayed blast fireball spell. Clerics wearing the helm can ignite objects within 30 ft at will, and may cast two light or continual light spells for each one actually prepared. The wearer of this ring is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: All Classes.

**Helm of Reading Magic and Languages:** The wearer can read all languages, including magic script. Usable by: All Classes.

**Helm of Teleportation:** When the wearer casts a **Teleportation** spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a **Teleportation** spell on anyone other than the wearer. Usable by: Magic-users.

**Hole, Portable:** A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 ft deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name "portable." Usable by: All Classes.

**Horn of Blasting:** This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 ft long, and widens to a base of 20 ft (the "point" of the cone, at the horn's mouth, is 10 ft wide). Usable by: All Classes.

**Horn of Valhalla, Bronze:** Summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. Usable by: Fighting-men and Clerics.

**Horn of Valhalla, Iron:** Summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. Usable by: Fighting-men.

**Horn of Valhalla, Silver:** Summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. Usable by: All Classes.

**Horseshoes of Speed:** These double a horse's movement rate. Usable by: horses.

**Jug of Alchemy:** This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than seven times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.

**Lenses of Charming:** These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a **Charm Person** spell). The saving throw against the power of the lenses is made at −2. Usable by: All Classes.

**Libram, Magical (level gain):** Magical librams grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.

**Luckstone:** This stone grants +1 to saving throws and attack rolls. Usable by: All Classes.

**Manual of Beneficial Exercise:** Reading this tome increases the reader's strength by 1 point (to a maximum of 18). Usable by: All Classes.

**Manual of Golems:** This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator

must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-users only.

**Manual of Intelligence:** Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18). Usable by: All Classes.

**Manual of Quickness:** Reading this tome increases the reader's dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

**Manual of Wisdom:** Reading this tome increases the reader's wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

**Medallion of ESP:** Functions as an **ESP** spell within 30 ft (75%) or 90 ft (25%). Usable by: All Classes.

**Mirror of Mental Scrying:** This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast **Clairaudience**, **Clairvoyance**, and **ESP**, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

**Necklace of Firebaubles:** This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

**Pipes of the Sewers:** These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 x10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: All Classes.

**Robe of Blending:** These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

**Robe of Eyes:** Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 ft, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-users only.

**Robe of Wizardry:** This robe grants the wearer the ability to cast **Charm**, **Polymorph**, and **Hold** with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-users only.

**Rope of Climbing:** A 50 ft length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.

**Rope of Entanglement:** This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

**Spade of Excavation:** This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cubic feet) per ten minutes (1 turn). Usable by: Fighting-men only.

**Symbol—Scarab of Insanity:** This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 ft, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged using a Symbol of Insanity spell, but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.

## Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a **Remove Curse** spell. Although the Referee is encouraged to create his own cursed items, the samples below should prove useful guidance:

**Table 70: Cursed Items**

| Die Roll (1d10) | Cursed Item |
|:---:|:---:|
| 1 | Bag of Devouring |
| 2 | Censer of Hostile Elementals |
| 3 | Cloak of Poison |
| 4 | Crystal Ball of Suggestion |
| 5 | Dancing Boots |
| 6 | Flask of Stoppered Curses |
| 7 | Horn of Collapse |
| 8 | Medallion of Projecting Thoughts |
| 9 | Mirror of Opposition |
| 10 | Robe of Feeblemindedness |
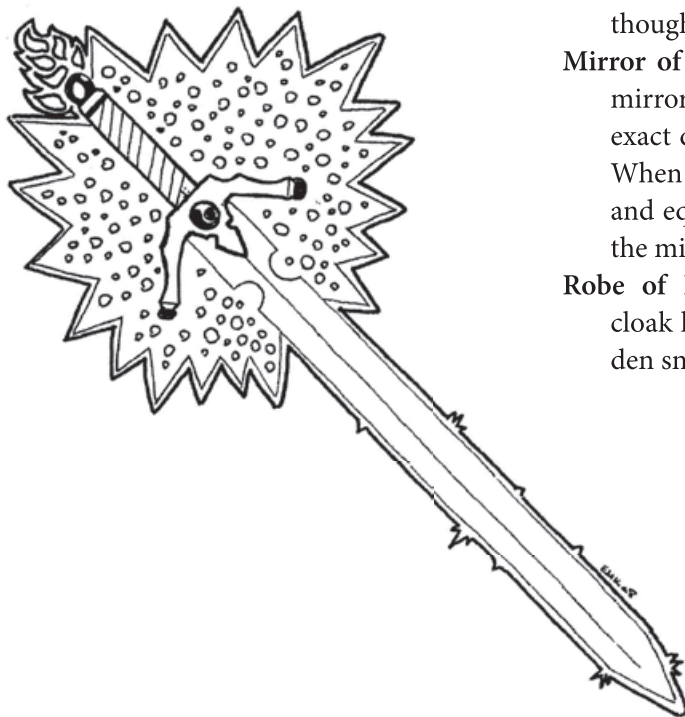


*Cursed Item Descriptions*

**Bag of Devouring:** Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

**Censer of Hostile Elementals:** A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

**Cloak of Poison:** Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

**Crystal Ball of Suggestion:** Does not function as a crystal ball, but implants a **Suggestion** (per the spell) in the viewer's mind. Powerful versions of this item might even implant a **Geas**.

**Dancing Boots:** These boots function as boots of elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately pavane.

**Flask of Stoppered Curses:** This flask releases a curse of some kind when its seal is broken.

**Horn of Collapse:** When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

**Medallion of Projecting Thoughts:** The wearer's thoughts can be "heard" by all nearby.

**Mirror of Opposition:** All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

**Robe of Feeblemindedness:** Anyone donning this cloak has his intelligence reduced to that of a garden snail.
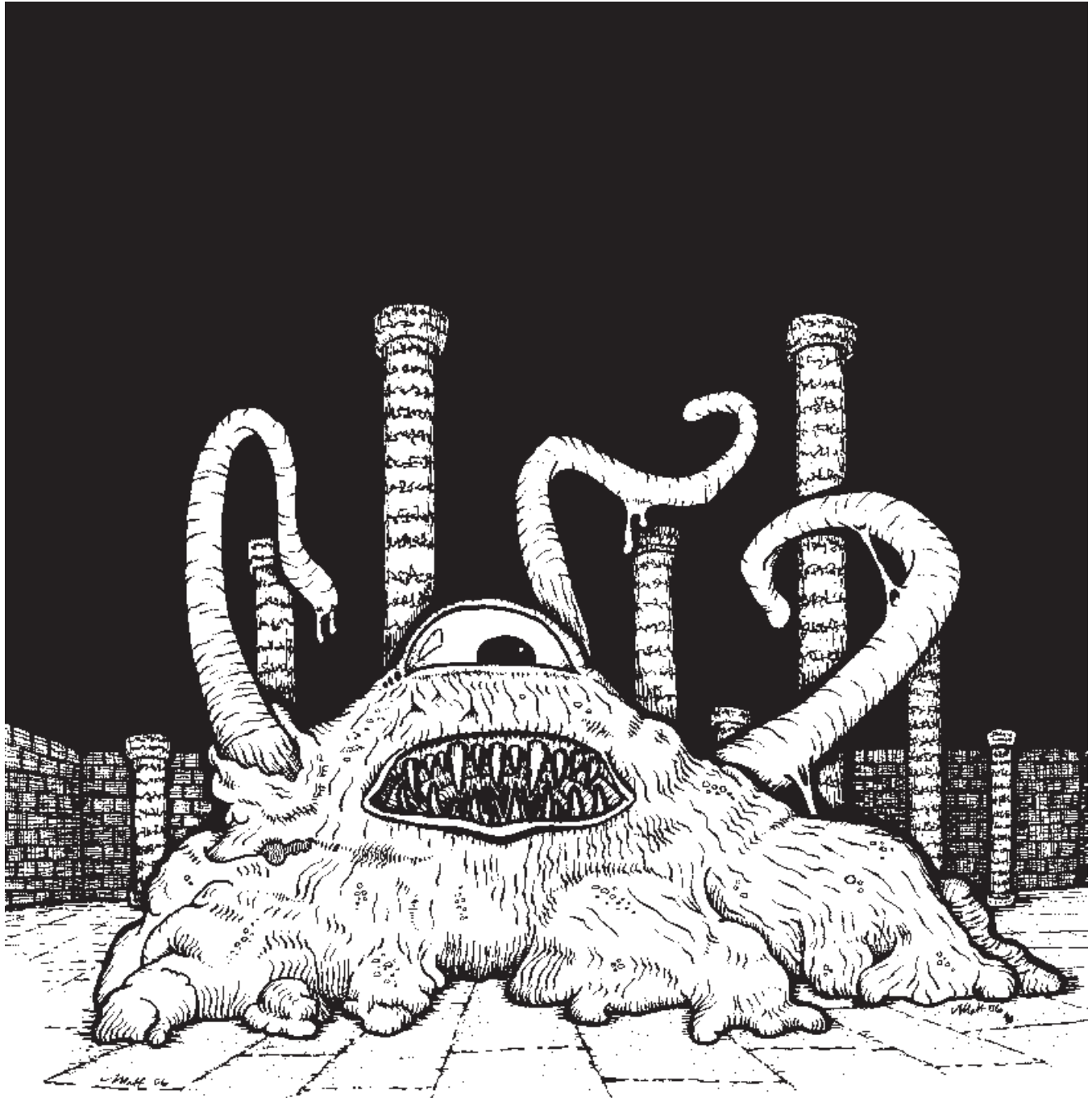
# PUBLISHING YOUR OWN MATERIALS

Swords & Wizardry is all Open Game Content under the terms of Wizards of the Coast's Open Game License version 1.0a, with the exception of artwork and the trademarks "Mythmere Games," "Swords & Wizardry," and "S&W."

What does it mean that this game is Open Game Content?

It means you can (basically) copy whatever parts of it you want, add your own content, change the content around, and publish the result. You have to comply with the terms of the Open Game License, which is reproduced below. If you don't care about mentioning any of the game's trademarks, that's all you have to do.

Also, under certain conditions, you can even use the Swords & Wizardry trademarks (S&W and Swords & Wizardry) to indicate that your work is compatible with the game. As long as you follow the requirements, you can state that your resource "is compatible with the rules of Swords & Wizardry" or, "with the Swords & Wizardry rules" or, "with the Swords & Wizardry game." Here are those requirements:

The Swords & Wizardry Compatibility-Statement License (CSL)

1. You must state on the first page where you mention S&W that "Swords & Wizardry, S&W, and Mythmere Games are the trademarks of Matthew J. Finch," and that you are not affiliated with Matthew J. Finch or Mythmere Games™.
2. You must, when referring to the armor class of any creature or character, include both the descending AC and the Ascending System AC, with the Ascending System AC in brackets.
3. If you're using the license to commit legal fraud, you forfeit the right to continue using the license: specifically, if you are claiming compatibility with the rules of S&W, the claim must not constitute legal fraud, or fraud in the inducement, under the laws of the State of Texas. Note that this requirement is almost impossible to violate unintentionally—it's largely intended to keep me out of trouble, not to restrict legitimate statements of compatibility.
4. You must comply with the terms of the OGL if the terms apply.
5. Your cover must include the words "House Rules" or "Variant Rules" near the title if the document is a full, free-standing game that includes modifications. Feel free to contact the author if you wish to use a different form of disclaimer.
6. Selling a full version of this game with your house rules incorporated into it is perfectly permissible, but you may not sell an effectively unchanged copy of the rules for money.
7. If your document is a private house rules document, not being sold for profit or general use, you may scan and use artwork (including the cover) from the printed version, provided that the cover contains the words "House Rules," near the title, and that the artists are appropriately credited.
8. Your rights under this CSL cannot be revoked, and are perpetual, unless you breach the terms of the license, in which case your rights terminate.
9. If you comply with the above, you may state that your resource is "compatible with the core rules of Swords & Wizardry" or "with the Swords & Wizardry Core Rules."

If you have questions about the license, feel free to contact the author.

# OPEN GAME CONTENT

Open Game Content may only be Used under and in terms of the Open Game License Version 1.0a (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks "Swords & Wizardry," "S&W," and "Mythmere Games," and with the exception of all artwork. These trademarks, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1.      Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2.      The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.      Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4.      Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.      Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.      Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7.      Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8.      Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9.      Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10.     Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11.     Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12.     Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13.     Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14.     Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15.     COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.
Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

END OF LICENSE