

Swords & Wizardry™

Draft Version 1.1

By Matt Finch

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Introduction

Swords & Wizardry is a fantasy roleplaying game. The rules are extremely short, compared to the multi-paged rule-libraries required to play most modern roleplaying 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 a good introductory game for learning how to play fantasy roleplaying games. It's also, for that matter, the ultimate tool for the expert game master who customizes his worlds with variant rules and non-Tolkienesque visions of swords & sorcery. The customizability of a small system is very powerful (it is always easier to add rules than to untangle them away).

If you're familiar with the OSRIC fantasy roleplaying system, you'll see that Sword & Wizardry usable as a basic form of OSRIC itself. It's up to you whether to treat these rules as merely an introduction to the more complex OSRIC rules, or whether you decide to treat these rules as the actual game, and OSRIC as a resource for ideas and inspiration. OSRIC is available as a free pdf on the internet.

One other note. Publishing your stuff: 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

Part 1

How to Play Swords & Wizardry

Starting the Game

The first step in playing the game is to create a character. This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character class, using your game money to buy some equipment, and then starting to play. If you're the game master, you've got a bit more preparation to do – that's covered later in a section especially for the game master.

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's one other die, the d100. 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." A result of 0 and 0 means a result of "100." So, if you were to roll a 7 and then a 3, that would mean a 73.

Roll for the Character's Basic Attributes

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).

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"), and lets him carry more weight. The table below

shows you the effects of your strength score. For convenience, you may want to write down these three numbers on your character sheet next to the strength score. Strength is the prime attribute for fighters.

Strength Table

Strength Score	Hit Bonuses and Penalties with Hand-held Weapons	Damage Bonus with Hand-held Weapons	Weight the Character can Carry
3	-3	-1	5
4-5	-2	-1	10
6-7	-1	0	20
8-9	0	0	30
10-11	0	0	40
12-13	0	0	50
14-15	0	0	80
16	0	+1	110
17	+1	+2	140
18	+2	+3	170

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.

lower AC is harder to hit, or the "Ascending AC" system, where a higher AC is harder to hit. Some people find it easier to think of a "high" AC as being "good," so your GM has the option of handling AC in this way. Numbers for the "Ascending AC" system are set off in brackets, as you will see in the table below, to distinguish the two systems when the numbers appear side by side.

[SIDEBAR TEXT]

Designer Note: Swords & Wizardry uses the "Flip/AC" system for "armor class," always providing two numbers to accommodate both the "ascending" and "descending" armor classes of similar games. If you're a beginning player, don't worry about this – the concept of armor class is explained in the rules, and your GM will decide for you whether his game uses "ascending" or "descending" armor class. The Flip/AC system just makes it easier to use some adventure modules and resources from other game systems.

[END SIDEBAR TEXT]

Important Note: Your Game Master will decide whether your game is using the "official" armor class system where a

Dexterity Table			
Dexterity Score	Bonus to Hit with Ranged Weapons	Armor Class Adjustment (Standard)	Armor Class Adjustment (Ascending)
3	-3	+4	[-4]
4	-2	+3	[-3]
5	-1	+2	[-2]
6	0	+1	[-1]
7-14	0	0	[0]
15	+1	-1	[+1]
16	+1	-2	[+2]
17	+2	-3	[+3]
18	+2	-4	[+4]

Constitution: Roll 3d6 for your Constitution score. A high constitution gives your character extra hit points. Your hit points depend on what character class you choose.

Constitution Score	Hit Point Bonus (added to hit points with each level)
3	-2
4	-1
5	-1
6	-1
7-14	0
15	+1
16	+2
17	+2 (+3)*
18	+2 (+4)*

*Only members of the fighter class can receive the higher bonuses in parentheses

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.

Intelligence Score	Maximum Additional Languages	Maximum Spell Level
3-7	0	Nil
8	1	Nil
9	1	5
10	2	5
11	2	6
12	3	6
13	3	7
14	4	7
15	4	8
16	5	8

Clerics are armored priests who serve good or evil. Most clerics have a patron deity or serve a particular religion. Feel free to make up the details, if your game master doesn't use a particular mythology for the campaign you're playing in. Regardless of the details, you

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.

Charisma: Roll 3d6 for your Charisma score. A highly charismatic character has a better chance to talk 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.

Charisma	Maximum number of special hirelings (normal men-at-arms not included)
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 have rolled up your ability scores, the next step is to choose a character "class." There are three character classes: fighter, cleric, and magic-user. Your game master may also have invented other character classes, or may be allowing optional character classes from another fantasy game.

The Cleric

are a champion of your faith and moral alignment. You might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of the Temple hierarchy. 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 fighters 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...

Hit Die Type:	1d8 per level (max 9HD)
Armor/shield Permitted:	Any
Weapons Permitted:	Blunt only – club, flail, hammer, mace, oil, staff. No missile weapons other than oil.

Prime attribute (5% xp bonus)	Wisdom 13+
Gold pieces at first level	1d4 x40

Cleric Class Abilities

Spell Casting: Clerics cast divine spells from a specific list, per the table below. Each day, the cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the GM, but the standard cleric picks from the standard list.

Banishing Undead: Clerics can "Turn" 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).

Level	Experience Points Required	Hit Dice (d8)	Base hit bonus (BHB)	Saving Throw	Spell Preparation Capability	Notes
1	0	1	+0	14	None	
2	1,500	2	+1	13	1/0/0/0/0/0	
3	3,500	3	+1	12	2/0/0/0/0/0	
4	6,500	4	+2	11	2/1/0/0/0/0	
5	14,000	5	+2	10	2/2/1/0/0/0	
6	30,000	6	+3	9	2/2/1/1/0/0	
7	60,000	7	+4	8	2/2/2/1/1/0	
8	110,000	8	+4	7	2/2/2/2/2/0	
9	165,000	9	+5	6	3/3/3/2/2/0	High Priest: may establish stronghold.
10	225,000	9+2	+6	5	3/3/3/3/3/0	Constitution-based hp adjustments no longer apply
11	290,000	9+4	+6	4	4/4/4/3/3/0	
12	360,000	9+6	+7	4	4/4/4/4/4/1	
13	430,000	9+8	+8	4	5/5/5/4/4/1	
14	500,000	9+10	+8	4	5/5/5/5/5/2	
15	570,000	9+12	+8	4	6/6/6/5/5/2	
16	640,000	9+14	+8	4	6/6/6/6/6/3	
17	710,000	9+16	+8	4	7/7/7/6/6/3	

18	780,000	9+18	+8	4	7/7/7/7/4/1	
19	850,000	9+20	+8	4	8/8/8/7/4/2	
20+	920,000 (+70,000 per level beyond)	9+22 (additional 2hp per level)	+8	4	8/8/8/8/5/2	

Attacking:

The BHB (base hit bonus) is added to the attack roll. For the Standard AC system, the total number must exceed the number on the table below.

To-hit table for standard AC system.

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
D20 roll required	25	25	24	24	24	23	23	22	22	21	20	19	18	17	16	15	14	13	12	11

To-hit table for Ascending AC system

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10
D20 roll required	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10

The Fighter

You are a warrior, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking-type raider, a roaming samurai, or a medieval knight. Whatever type of fighter you choose to play, you will probably end up on the front lines of your adventuring party, going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. The fighter 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 will die just another forgotten warrior in a dangerous world...

Hit Die Type:	1d10 per level (max 9HD)
Armor/shield Permitted:	Any
Weapons Permitted:	Any
Prime attribute (5% xp bonus)	Strength 13+
Gold pieces at first level	1d4 x50

Fighter Class Abilities:

Establish Stronghold (9th): At ninth level, a fighter character may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him.

Level	Experience Points Required	Hit Dice (d10)	Base hit bonus (BHB)	Saving Throw	Notes
1	0	1	+1	16	
2	2,000	2	+1	15	
3	4,000	3	+2	14	
4	8,000	4	+3	13	
5	16,000	5	+4	12	
6	32,000	6	+5	11	
7	64,000	7	+6	10	
8	128,000	8	+7	9	
9	256,000	9	+8	8	Lord
10	350,000	9+3 hp	+9	7	Constitution-based hp adjustments no longer apply
11	450,000	9+6 hp	+10	6	
12	550,000	9+9 hp	+12	6	
13	650,000	9+12 hp	+13	6	
14	750,000	9+15 hp	+13	6	
15	850,000	9+18 hp	+13	6	
16	950,000	9+21 hp	+13	6	
17	1,050,000	9+24 hp	+13	6	
18	1,150,000	9+28 hp	+13	6	
19	1,250,000	9+31 hp	+13	6	
20	1,350,000 (100,000 per level beyond)	9+34 hp (+3 per level beyond)	+13	6	

To-hit table for standard AC system.

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
D20 roll required	25	25	24	24	24	23	23	22	22	21	20	19	18	17	16	15	14	13	12	11

To-hit table for Ascending AC system

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10
D20 roll required	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10

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 magic-users progress in level, they generally become the most powerful of the character classes, but at lower levels they are quite vulnerable and must be protected by the other party members. 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 ...

xp bonus)	
Gold pieces at first level	1d4 x10

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.

Hit Die Type:	1d4 per level (max 11HD)
Armor/shield Permitted:	None
Weapons Permitted:	Dagger, staff, darts
Prime attribute (5%)	Intelligence 13+

Level	Experience Points Required (Single-Class)	Hit Dice (d4)	Base hit bonus (BHB)	Saving Throw	Spell Preparation Capability	Notes
1	0	1	+0	15	1/0/0/0/0/0/0/0	
2	2,500	2	+0	14	2/0/0/0/0/0/0/0	
3	5,000	3	+1	13	2/1/0/0/0/0/0/0	
4	10,000	4	+1	12	3/2/0/0/0/0/0/0	
5	20,000	5	+1	11	4/2/1/0/0/0/0/0	
6	40,000	6	+2	10	4/2/2/0/0/0/0/0	
7	65,000	7	+2	9	4/3/2/1/0/0/0/0	
8	95,000	8	+2	8	4/3/3/2/0/0/0/0	
9	135,000	9	+3	7	4/3/3/2/1/0/0/0	
10	190,000	10	+3	6	4/4/3/2/2/0/0/0	
11	285,000	11	+3	5	4/4/4/3/3/0/0/0	Wizard: may establish stronghold
12+	385,000	11+1	+4	5	4/4/4/4/4/1/0/0	Constitution-based hp adjustments no longer apply
13	515,000	11+2	+4	5	5/5/5/4/4/2/0/0	
14	645,000	11+3	+4	5	5/5/5/4/4/3/1/0	
15	775,000	11+4	+4	5	5/5/5/5/4/4/2/0	
16	905,000	11+5	+4	5	5/5/5/5/5/5/2/1	
17	1,035,000	11+6	+4	5	6/6/6/5/5/5/2/2	
18	1,165,000	11+7	+4	5	6/6/6/6/6/5/2/2	
19	1,295,000	11+8	+4	5	7/7/7/6/6/6/3/2	

20	1,425,000 (130,000 per level beyond)	11+9 (+1 hp per level beyond)	+4	5	7/7/7/7/7/3/3/2	
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To-hit table for standard AC system.

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
D20 roll required	25	25	24	24	24	23	23	22	22	21	20	19	18	17	16	15	14	13	12	11

To-hit table for Ascending AC system

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10
D20 roll required	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10

Character Races

In a fantasy world, humans often aren't alone. Elves may populate the great forests, dwarves may carve their halls and mines into the deepnesses 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 game master determines what non-human races, if any, you can choose for your character. In fact, the game master 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, traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow

slits designed to release poison gas or darts), and moving walls. 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 Game Master. The only player character class available to dwarves is that of fighter. The downside to playing a dwarven fighter is that the character achieves levels more slowly than a human fighter, with the progression slowing dramatically after sixth level. Dwarves that are NOT player characters might have completely different limitations or abilities than player-character dwarven adventurers. An alternate way of handling dwarves is to use the normal rules for fighters, but limit dwarves to a maximum of sixth level.

Hit Die Type:	1d10 per level (max 9HD)
Armor/shield Permitted:	Any
Weapons Permitted:	Any
Prime attribute (5% xp bonus)	Strength 13+
Gold pieces at first level	1d6 x50

Dwarven Fighter Class Abilities:
 Establish Stronghold (9th): At ninth level, a dwarven fighter character may

establish a stronghold and attract a body of loyal dwarves-at-arms who will swear fealty to him.

Level	Experience Points Required	Hit Dice (d10)	Base hit bonus(BHB)	Saving Throw	Notes
1	0	1	+1	16	
2	2,000	2	+1	15	
3	4,000	3	+2	14	
4	8,000	4	+3	13	
5	16,000	5	+4	12	
6	32,000	6	+5	11	
7	110,000	7	+6	10	Constitution-based hp adjustments no longer apply
8	220,000	8	+7	9	
9	330,000	9	+8	8	Dwarf-Lord
10	440,000	9+3 hp	+9	7	
11+	110,000 per level above 10.	9+6, with an additional +3 per additional level	+10, with an additional +1 every level thereafter	6, and remains at 6 thereafter	

To-hit table for standard AC system.

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
D20 roll required	25	25	24	24	24	23	23	22	22	21	20	19	18	17	16	15	14	13	12	11

To-hit table for Ascending AC system

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10
D20 roll required	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10

Elves

Game masters interpret elves in all kinds of different ways. Are they the feariefolk of Irish legend, the Vanir of Norse legend, the human-like wood elves of Tolkien, the powerful and alien grey elves of Tolkien, or something else defined by the game master's own imagination? As a baseline, most elves of folklore are associated with magic as well as being

skilled with sword and bow. As one possible game-interpretation of elves, elves are presented here as one possible character class available only to elves, called, for lack of a better term, an "Elven Adventurer." As noted for dwarves, above, non-player character elves 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 game master.

The elven adventurer may choose, on any given day (perhaps when the moon rises) whether to use the capabilities of a magic-user, or of a fighter. 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.

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.

Hit Die Type:	1d6 per level (max 11HD)
Armor/shield Permitted:	Only magical armor when acting as magic-user, any armor when acting as fighter
Weapons Permitted:	Dagger, staff, or darts when acting as magic-user, any when acting as fighter
Prime attribute (5% xp bonus)	Strength or Intelligence 15+
Gold pieces at first level	1d4 x40

Level	Experience Points Required	Hit Dice (d6)	Base hit bonus(BHB)	Saving Throw	Spell Preparation Capability	Notes
1	0	1	+0 (magic-user); +1 (fighter)	15 (magic-user); 16 (fighter)	1/0/0/0/0/0/0/0	
2	2,500	2	+0 (magic-user); +1 (fighter)	14 (magic-user); 15 (fighter)	2/0/0/0/0/0/0/0	
3	5,000	3	+1 (magic-user); +2 (fighter)	13 (magic-user); 14 (fighter)	2/1/0/0/0/0/0/0	
4	10,000	4	+1 (magic-user); +3 (fighter)	12 (magic-user); 13 (fighter)	3/2/0/0/0/0/0/0	
5	20,000	5	+1 (magic-user); +3 (fighter)	11 (magic-user); 12 (fighter)	4/2/1/0/0/0/0/0	
6	40,000	6	+2 (magic-user); +3 (fighter)	10 (magic-user); 11 (fighter)	4/2/2/0/0/0/0/0	
7	65,000	7	+2 (magic-user); +3 (fighter)	9 (magic-user); 10 (fighter)	4/3/2/1/0/0/0/0	
8	95,000	8	+2 (magic-	8	4/3/3/2/0/0/0/0	Elf-Lord: can

			user); +3 (fighter)	(magic- user); 9 (fighter)		establish elven stronghold
9	135,000	9	+3 (magic- user); +3 (fighter)	7 (magic- user); 8 (fighter)	4/3/3/2/1/0/0/0/0	Constitution- based hp adjustments no longer apply
10	190,000	10	+3 (magic- user); +4 (fighter)	6 (magic- user); 7 (fighter)	4/3/3/2/2/0/0/0/0	
11	285,000	11	+3 (magic- user); +4 (fighter)	5 (magic- user); 6 (fighter)	4/4/4/3/2/0/0/0/0	
12	385,000	11+2 hp	+4 magic- user), +5 (fighter)	5 (magic- user); 6 (fighter)	4/4/4/3/3/1/0/0/0	
13	515,000	11+4 hp	+4 magic- user), +5 (fighter)	5 (magic- user); 6 (fighter)	5/5/5/3/3/1/0/0/0	
14	645,000	11+6 hp	+4 magic- user), +5 (fighter)	5 (magic- user); 6 (fighter)	5/5/5/4/3/2/1/0/0	
15	775,000	11+8 hp	+4 magic- user), +5 (fighter)	5 (magic- user); 6 (fighter)	5/5/5/5/4/3/2/0/0	
16	905,000	11+10 hp	+4 magic- user), +5 (fighter)	5 (magic- user); 6 (fighter)	5/5/5/5/5/3/2/1/0	
17	1,035,000	11+12 hp	+4 magic- user), +5 (fighter)	5 (magic- user); 6 (fighter)	6/6/6/5/5/4/2/1/0	
18	1,165,000	11+14 hp	+5 (magic- user), +6 (fighter)	5 (magic- user); 6 (fighter)	6/6/6/5/5/5/2/2/1	
19	1,295,000	11+16 hp	+5 (magic- user), +6 (fighter)	5 (magic- user); 6 (fighter)	6/6/6/6/6/6/2/2/2	
20	1,425,000 (130,000 per level beyond)	11+18 hp	+5 (magic- user), +6 (fighter)	5 (magic- user); 6 (fighter)	6/6/6/6/6/6/3/3/2	

To-hit table for standard AC system.

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
D20 roll required	25	25	24	24	24	23	23	22	22	21	20	19	18	17	16	15	14	13	12	11

To-hit table for Ascending AC system

Attack roll required to hit opponent's armor class (including BHB and other bonuses)																				
Armor Class	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10
D20 roll required	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10

Halflings ('Obbitts)

In the monster descriptions, it noted that halfling leaders might have the capabilities of a fourth level fighter (if a player is willing to play a character race limited to fourth level, the GM might allow such an odd choice). If the GM is using a house-ruled system that includes a "thief" character class, and it makes sense for the GM's campaign, he might also choose to allow halfling thief characters.

Buying Equipment for the Character

Each character starts with some gold pieces at the beginning of the game, used to buy equipment.

One gold piece (gp) is worth 2 electrum pieces (ep), 10 silver pieces (sp) or 100 copper pieces (cp). Platinum pieces (pp) are worth 5 gold pieces.

Prices for equipment are listed on the table below:

General Equipment

Item	Weight	Cost
Barrel	30	2 gp
Bedroll	5	2 sp
Bell	-	1 gp
Block and tackle	5	5 gp
Bottle (wine), glass	-	2 gp
Candle	-	1 cp
Canvas	1	1 sp

(sq. yd)		
Case (map or scroll)	-	1 gp
Chain (10ft)	10	30 gp
Chalk, 1 piece	-	1 cp
Chest	25	2 gp
Crowbar	5	2 sp
Fishing net (25 sq feet)	5	4 gp
Flask (leather)	-	3 cp
Flint & Steel	-	1 gp
Grappling Hook	4	1 gp
Hammer	2	5 sp
Holy Symbol, wooden	-	1 gp
Holy Symbol, silver	1	25 gp
Ink (1 oz)	-	1 gp
Ladder (10 ft)	20	5 cp
Lamp (bronze)	1	1 sp
Lantern, bullseye	3	12 gp
Lantern, hooded	2	7 gp
Lock	1	20+ gp
Manacles	2	15 gp
Mirror (small)	0.5	20 gp

steel)		
Musical Instrument	3	5 gp
Oil (lamp), 1 pint	1	1 sp
Parchment (sheet)	-	2 sp
Pole, 10 ft.	8	2 sp
Pot, iron	10	5 sp
Rations, trail (day)	1	5 sp
Rations, dried (day)	0.5	1 gp
Rope, hemp (50 ft)	10	1 gp

Rope, silk (50 ft)	5	10 gp
Shovel	8	2 gp
Signal Whistle	-	8 sp
Spellbook (blank)	5	25 gp
Spike, iron		2 cp
Tent	20	10 gp
Torch	1	1 cp
Waterskin	4	1 gp
Whetstone	0.5	2 cp

Melee Weapons

Weapon Type	Damage	Weight	Notes	Cost
Arrows (20)	1d6	4		2 gp
Axe, battle	1d8	7		5 gp
Axe, hand	1d6	5		1 gp
Bolt, hvy. Crossbow (20)	1d6+1	4		2 gp
Bolt, lt. Crossbow (20)	1d4+1	2		4 gp
Club	1d4+1	3		0
Dagger	1d4	1		2 gp
Dart	1d3	1/2		2 sp
Hammer, war	1d4+1	5		1 gp
Javelin	1d6	1		5sp
Lance	2d4+1	15		6 gp
Mace, heavy	1d6+1	10		10 gp
Mace, light	1d4+1	5		4 gp
Sling stone	1d4	2		0
Spear	1d6 (+1 when used two-handed)	5	One or two-handed	1 gp
Staff	1d6	5		0
Sword, Broad	2d4	8		10 gp
Sword, Long	1d8	7		15 gp
Sword, Short	1d6	3		8 gp
Sword, Two-handed	1d10	20	Two-handed	30 gp

Missile Weapons

Weapon Type	Damage	Rate of Fire	Range (-2 to hit per increment)	Weight	Cost
Bow, long	1d6	2	70 ft	3	60 gp
Bow, short	1d6	2	50 ft	2	15 gp

Crossbow, heavy	1d6+1	½	80 ft	8	20 gp
Crossbow, light	1d4+1	1	60 ft	4	12 gp
Dart	1d3	3	15 ft	½	2 sp
Hand Axe	1d6	1	10 ft	5	1 gp
Javelin	1d6	1	20 ft	2	5 sp

Armor Type	Weight*	Effect on AC (base AC 9)	Cost
Chain	30 lbs	-4 [+5]	75 gp
Leather	15 lbs	-2 [+3]	5 gp
Plate	45 lbs	-6 [+7]	400 gp
Ring	35 lbs	-3 [+4]	30 gp
Shield	10 lbs	-1 [+1]	15 gp

*Magical armor weighs half normal

The Rules

Once you've got a character, the game master 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 game master. From that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet (either the characters being run by the other players, or non-player characters controlled by the game master): all of these sorts of things are your decisions. The game master then tells you what happens as a result: the stairs lead down to a huge tomb, the dragon attacks your character, etc. The rules below are guidelines for how to handle certain events; mainly combat, but also movement, healing, dying, and other important parts of the game.

Basically, you and the game master work together, with the game master 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 death in the effort) is yours to create in the game master's world.

Gaining Experience

Characters are awarded experience points 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 experience point. 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. Awarding experience points only for killing monsters 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+, 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.

Time

Sometimes the GM will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but three 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.

Movement and Encumbrance

Movement Rates

Indoor/Subterranean/City Movement Rates		
Description	Speed	Results
Careful	200ft/turn regardless of race	Mapping permitted, normal chances for surprise
Walking	400ft/turn regardless of race	No mapping, chance to be surprised doubles, no chance to surprise
Running	800ft/turn, regardless of race	No mapping, automatically surprised, no chance to surprise, sound may attract enemies.
Combat	Ten times base movement rate (by race) in feet per round (e.g., 120ft per round for a human)	

Outdoor Movement Rates		
Description	Speed	Results
Hiking	Base movement rate in miles per day	No forced march check required
Forced march	Two times base movement rate in miles per day	Forced march check once per day (4d6 versus strength score). Dwarves subtract 4 from the die roll to reflect their endurance.
Combat	Ten times base movement rate (by race) in yards (or meters) per round (e.g., 120 yds/round for a human)	

Effects of Encumbrance

The Strength ability score table shows how much characters with various strength scores can carry without

penalties. An encumbered character fights at -1 to attack, and is reduced to half normal movement. If the character is carrying *twice* that amount or more, he is restricted to a movement rate of 1, and cannot attack. It is possible to carry a backpack and then drop it in combat, but removing a backpack requires a full combat round.

Ascending and Descending Armor Class Systems

To translate between Ascending and Descending AC systems: The ascending and descending armor class values should add up to 21. Thus, AC₇ is the same as AC₁₄ ($21-7=14$).

COMBAT

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

1. The GM decides if one side or the other is entitled to a free attack or move as a result of surprising the other side – 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)
4. Party with Initiative acts first (casting spells, attacking, etc), and results take effect
5. Party that lost initiative acts, and results take effect
6. The round is complete; roll initiative for the next round if the battle has not been resolved.

1. **Determine Surprise.** GM 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).

2. **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.

3. **Determine 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. The GM may handle this situation in any way he chooses – with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous initiative round!

4. **First Initiative Phase.** Winners of the Initiative Roll take actions, as described below. The only combat actions covered by the rules are charging, closing into combat, fighting retreats, fleeing, holding initiative, making a melee attack, making a missile (ranged) attack, negotiating, parrying, casting a spell, setting a weapon against a charge, and engaging in unarmed combat. There are no rules for jumping on tables, swinging from ropes, taunting opponents, luring opponents onto trapdoors, or any such "details." These are creative moves that can be taken under the right circumstances, and the GM rules on them under the circumstances. Character success is determined by the GM's common sense instead of using any set formula from a rulebook.

The Attack Roll. To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses include the character's Base Hit Bonus, the strength bonus for attacks with hand held weapons, any bonuses for magic weapons, and any other bonus identified as a "to-hit" bonus.

The attack roll is then compared to the target's armor class to see if the attack hits, according to whichever system the GM has chosen to use. The standard system (where a lower AC is better) is resolved by comparing the to hit number to the number required on the standard to hit table (the table is the same for all character classes, but is reproduced in the description of each character class for the player's convenience). If the attack roll is equal to or higher than the number on the table, the attack hits. In the "Ascending" AC system, if the attack roll is equal to or higher than the defender's armor class, the attack hits. There is a table for this system included with the description of each character class, but the formula's hard to forget: armor class is the same as the needed to-hit number.

Charge

Charging into combat allows the attacker to move and then attack in the same initiative phase. However, charging headlong into combat is dangerous. If the defender has a spear-type weapon longer than the attacker's weapon, the defender gets a free, "extra" attack before the charging character "arrives." If the defender has a weapon set against the charge (see below), he will inflict additional damage with a successful hit against the charging attacker. If you are already within 10ft of a defender (melee range), you cannot charge into combat – you're already there.

Closing into Combat

When two groups of combatants are not within the 10 ft melee range, the attackers may choose either to charge into combat or to advance more cautiously, closing into combat. Closing into combat does not allow the character to make an attack roll in that initiative phase.

Critical hits and Fumbles.

There is no official system for handling critical hits or fumbles, but many GMs have rules that a "natural" roll of 20 is an

automatic hit, or inflicts double damage, that a natural roll of 1 is an automatic miss and may result in dropping a weapon or tripping.

Fighting Retreat

A character may retreat backward out of combat, maintaining his defense, although the attacker may follow if he's not also fighting someone else at the same time. It is possible to parry while making a fighting retreat, but not to attack. This maneuver also allows two characters to "switch places" during their initiative phase, which keeps the opponent from following the retreating character. Depending on the circumstances, the GM may rule that a fighting retreat isn't possible.

Fleeing from Combat

Turning and running from a combat sometimes makes more sense than a fighting retreat. If a character is in melee combat and runs away, his opponent(s) may make an immediate additional attack at +4 to hit, but can't immediately follow the fleeing character.

Hold Initiative

Holding initiative is simply waiting until the other side has acted before doing anything. A character who holds his initiative acts after the two initiative phases are completed. Anyone who held his initiative until the end of the round is considered to act simultaneously with everyone else who held initiative (just like resolving tied initiative rolls).

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. A character's strength bonuses to hit and on damage (see "Strength") are added to melee attacks. It is 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." They can no longer move freely without making a fighting retreat or fleeing.

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 is not possible to choose which opponent (or friend) will receive the attack.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don't seem likely 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 favorable conditions arise).

Parrying

A character who parries cannot attack, but may subtract his strength "to-hit" bonus as a penalty to any attacker's to-hit roll. Regardless of strength, a fighter character can parry to cause a -1 penalty to the attacker's to-hit roll. Parrying may be used in combination with a fighting retreat. Non-fighter characters with a strength score lower than 17 (i.e., no strength bonus to hit) gains no benefit from parrying. It is not possible to use parrying to defend someone else from attacks unless the GM rules otherwise.

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 he spell description states otherwise, the spell takes effect in the caster's initiative phase.

Set Weapon Against Charge

Certain weapons (spears and pole-arms) can be "set" against a charge by bracing the weapon against the floor or some

other stationary object. A character choosing to set his weapon against a charge cannot attack during his own initiative phase. However, if an enemy charges, the defender gets to attack first, and the weapon inflicts double damage if it scores a hit. A "charge" is any attack that allows the attacker to move and attack, including monsters that leap into combat.

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 (see "stunned condition"). Anyone who is already stunned will be knocked unconscious by the next successful attack for 1d4 rounds. Example: a blow of the fist inflicts 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 GM's game (a game focusing on martial arts in an Asian-type fantasy culture) might 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 GM'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

COMBAT MODIFIERS

Note: these are suggested numbers only; the GM might choose to apply modifiers to die rolls based on particular situations. The numbers are included here as a resource for a consistently applied system.

Concealment: Concealment is anything that obscures an opponent's vision, such as tree limbs or smoke, but doesn't physically block incoming attacks (that would be "Cover," which is cumulative with concealment; see below). The GM must decide whether the defender is about a quarter (-1 to attacks), half (-2 to attacks), three-quarters (-3 to attacks), or 90% (-4 to attacks) concealed.

Cover: Cover is protection behind something that can actually block incoming attacks, such as a wall or a dead mule. Cover bonuses are as follows:

25% cover: -2 to attacks
50% cover: -4 to attacks
75% cover: -7 to attacks
90% cover -10 to attacks

Invisible opponent: An invisible opponent can only be attacked if the general location is known, and the attack is at -4 to hit. If an opponent is invisible to the attacker, he cannot be attacked from behind. Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice) will frequently be able to detect invisible opponents; the GM should determine the chance of this according to the creature concerned and the situation. Powerful magical monsters, or those with more than 11 hit dice, will almost always be able to see invisible creatures normally.

Prone Opponent: Attacks against a prone opponent negate the benefit of a shield, negate dexterity bonuses, and are made at +4 to hit.

Rear Attack: An attack from directly behind an opponent negates the benefit of a shield, negates dexterity bonuses, and is made at +2 to hit. In most cases, such an attack isn't possible unless the defender doesn't know the attacker is behind him, or is already engaged in melee combat with someone else, leaving his back unprotected.

Sleeping Opponent: sleeping opponents (natural sleep, not magical sleep) are hit automatically for double damage.

Magically sleeping opponents may be killed automatically.

Stunned Opponent: a stunned opponent receives no shield bonus, no dexterity bonus, and may be attacked at +4. Some spells cause stunning.

Two-Weapon Fighting: If a character desires to fight with one weapon in each hand, the off-hand weapon must be either a dagger or a hand axe. The weapon in the primary hand attacks with a -2 modifier, and the off-hand weapon attacks at -4. The character's dexterity bonus (or penalty) for missile weapons is added to both attacks instead of the normal strength bonuses. Thus, a character with a dexterity of 3 would be attacking at -5/-7. The off-hand weapon cannot be used to affect parrying.

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 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 good-aligned clerics, if the table indicates "D", the undead creature is automatically destroyed and will crumble to dust. For evil clerics, a result of "D" indicates that the undead are forced into the cleric's command for a period of 24 hours

Turning the Undead												
Type of Undead	Example	Cleric Level										
		1	2	3	4	5	6	7	8	9-13	14-18	19+
Type 1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
Type 2	Zombie	13	10	7	T	T	D	D	D	D	D	D
Type 3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
Type 4	Shadow	19	16	13	7	4	T	T	D	D	D	D
Type 5	Wight	20	19	16	10	7	4	T	T	D	D	D
Type 6	Ghast	---	20	19	13	10	7	4	T	T	D	D
Type 7	Wraith	---	---	20	16	13	10	7	4	T	D	D
Type 8	Mummy	---	---	---	19	16	13	10	7	4	T	D*
Type 9	Spectre	---	---	---	20	19	16	13	10	7	T	T
Type 10	Vampire*	---	---	---	---	20	19	16	13	10	4	4*
Type 11	Ghost	---	---	---	---	---	20	19	16	13	7	4
Type 12	Lich	---	---	---	---	---	---	20	19	16	10	7
Type 13	Demon	---	---	---	---	---	---	---	20	19	13	10

*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 dies.

HEALING

In addition to the various magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest. However, if the character has a constitution penalty to hit points, before rest will begin to affect the character's hit points the character must rest for a number of days equal to the constitution penalty. A character with high constitution gains a commensurate benefit after resting for one week; the number of hit points regained during the second week will be increased by the amount of the character's hit point bonus at the start of the week. Four weeks of rest will return a character to full hit points regardless of how many hit points the character lost.

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, falls 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.

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 GM will decide when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

Playing the Game, Generally

Swords & Wizardry is a free-form roleplaying game, meaning that there aren't very many rules. The Gamemaster 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 GM, even though the GM 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 GM cooperate with each other to create a fantasy epic, with the GM 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 GM's job to defeat the players – it's his job to provide interesting (and dangerous) challenges, then referee the story fairly.

Here is a quick example of how the game works. A fighter, Arnold the Lion, is fighting three goblins in a dark alley of the Glittering City of Semoulia. We begin eavesdropping slightly after 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 run or I'll have them killed and brought in for interrogation."

GM: "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."

GM: "Roll initiative." (Secretly rolls a d6 and gets a 6).

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

GM: 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?"

GM: "Nope."

Arnold's player: "So they don't get an attack because they closed in. My turn to attack, right?"

GM: "Yep."

Arnold's player: (rolls a d20) "16. Hah! Plus my BHB that equals 17, plus my strength bonus makes it a total of 18."

GM: (Takes note that goblins have an armor class of 14, using the ascending AC rules). "You chop your sword into the leading goblin. Roll damage."

Arnold's player: (rolls a d8). "1 point, but I've got a +2 damage bonus, so that's 3."

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

Spells

Cleric Spell List

Level 1		Level 2		Level 3	
1	Cure Light Wounds	1	Bless	1	Continual Light
2	Detect Evil	2	Find Traps	2	Cure Disease
3	Detect Magic	3	Hold Person	3	Locate Object
4	Light	4	Silence, 15ft Radius	4	Prayer
5	Protection from Evil	5	Snake Charm	5	Remove Curse
6	Purify Food and Drink	6	Speak with Animals	6	Speak with the Dead

Level 4		Level 5		Level 6		Level 7	
1	Create Water	1	Commune	1	Animate Object	1	Aerial Servant
2	Cure Serious Wounds	2	Create Food	2	Blade Barrier	2	Astral Spell
3	Neutralize Poison	3	Dispel Evil	3	Conjure Animals	3	Control Weather
4	Protection From Evil 10 ft. Radius	4	Finger of Death	4	Find the Path	4	Earthquake
5	Speak With Plants	5	Insect	5	Speak with	5	Holy Word

			Plague		Monsters		
6	Sticks to Snakes	6	Quest	6	Word of Recall	6	Part Water
7		7	Raise Dead	7		7	Restoration
8		8		8		8	Resurrection (Raise Dead Fully)
9		9		9		9	Symbol
10		10		10		10	Wind Walk

Magic-user Spell List

Level 1		Level 2		Level 3	
1	Charm Person	1	Continual Light	1	Clairaudience
2	Detect Magic	2	Darkness, 15 ft. Radius	2	Clairvoyance
3	Hold Portal	3	Detect Evil	3	Darkvision
4	Light	4	Detect Invisibility	4	Dispel Magic
5	Magic Missile	5	ESP	5	Explosive Runes
6	Protection From Evil	6	Invisibility	6	Fireball
7	Read Languages	7	Knock	7	Fly
8	Read Magic	8	Levitate	8	Haste
9	Shield	9	Locate Object	9	Hold Person
10	Sleep	10	Magic Mouth	10	Invisibility 10 ft. Radius
11		11	Mirror Image	11	Lightning Bolt
12		12	Pyrotechnics	12	Monster Summoning I
13		13	Stinking Cloud	13	Protection From Evil 10 ft. Radius
14		14	Strength	14	Protection From Normal Missiles
15		15	Web	15	Rope Trick
16		16	Wizard Lock	16	Slow
17		17		17	Suggestion
18		18		18	Water Breathing

Level 4		Level 5		Level 6	
1	Charm Monster	1	Animal Growth	1	Anti-Magic Shell
2	Confusion	2	Animate Dead	2	Control Weather
3	Dimension Door	3	Cloudkill	3	Death Spell
4	Extension I	4	Conjure Elemental	4	Disintegrate
5	Fear	5	Contact Other Plane	5	Enchant an Item
6	Hallucinatory Terrain	6	Extension II	6	Geas
7	Ice Storm	7	Feeblemind	7	Invisible Stalker
8	Massmorph	8	Hold Monster	8	Legend Lore
9	Monster Summoning II	9	Magic Jar	9	Lower Water
10	Plant Growth	10	Monster Summoning III	10	Monster Summoning IV
11	Polymorph Other	11	Passwall	11	Move Earth
12	Polymorph Self	12	Telekinesis	12	Part Water
13	Remove Curse	13	Teleport	13	Project Image
14	Wall of Fire	14	Transmute Rock to Mud	14	Reincarnation
15	Wall of Ice	15	Wall of Iron	15	Repulsion
16	Wizard Eye	16	Wall of Stone	16	Stone to Flesh

Level 7		Level 8		Level 9	
1	Cacodemon	1	Clone	1	Astral Spell
2	Charm Plants	2	Mass Charm	2	Maze
3	Delayed Blast Fireball	3	Mind Blank	3	Gate
4	Extension III	4	Monster Summoning VI	4	Meteor Swarm
5	Limited Wish	5	Permanency	5	Monster Summoning VII
6	Mass Invisibility	6	Polymorph Object	6	Power Word Kill
7	Monster Summoning V	7	Power Word Blind	7	Prismatic Sphere
8	Phase Door	8	Symbol	8	Shape Change
9	Power Word Stun	9		9	Time Stop
10	Reverse Gravity	10		10	Wish
11	Simulacrum	11		11	

Aerial Servant (Clerical)

Level 7

Range: Not applicable

Duration: Until task 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 [17], Atk Bonus +17, Atk 1 (4d4), Move 240ft. 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 (Arcane)

Level 5

Range: 120ft

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 the normal animal.

Animate Dead (Arcane)

Level 5

Range: GM 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 (Clerical)

Level 6

Range: 60ft

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. Combat attributes of the objects, such as armor class, speed, hit dice, and to-hit bonuses must be determined by the GM on the spur of the moment. A stone statue, as an example, might have AC of 1 [19], attack as a creature with 7-9HD,

and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Anti-Magic Shell (Arcane)

Level 6

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 (Arcane)

Level 9

Range: 100 miles (above ground) 100 yards (below ground)

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: 120ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Astral Spell (Clerical)

Level 7

Range: 100 miles (above ground) 100 yards (below ground)

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 3% chance per spell level that the spell will fail. Additionally, there is a 1% 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: 120ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Blade Barrier (Clerical)

Level 6

Range: 60ft

Duration: 12 turns

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

Bless (Clerical)

Level 2

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 (Arcane)

Level 7

Duration: GM discretion

Range: 10 ft

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 (Arcane)

Level 4
Duration: See below
Range: 60 ft

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:

Hit Dice	Chance per week to break the charm
Fewer than 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%

Charm Person (Arcane)

Level 1
Duration: Until dispelled
Range: 120 ft.

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 (Arcane)

Level 7
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 (Arcane)

Level 3
Range: 60ft
Duration: 2 hours

Clairaudience allows the caster to hear through solid stone (limiting range to 2ft or so) and other obstacles, any sounds within a range of 60ft. 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 (Arcane)

Level 3
Range: 60ft
Duration: 2 hours

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

Clone (Arcane)

Level 8
Range: Short
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 re-grow the clone depend upon the spell formula and the GM'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 (Arcane)

Level 5
Range: Moves 6ft per minute
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15ft 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.

Commune (Clerical)

Level 5

Range: Upon self

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 GM.

Confusion (Arcane)

Level 4

Range: 120ft

Duration: 2 hours

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

Die Roll	Reaction (2d6)
2-5	Attack the caster and 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 rolled again to determine any change.

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 immediately. 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 are permitted a saving throw once the spell is at full power. 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 (Clerical)

Level 6

Range: 30ft

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 (Arcane)

Level 5

Range: 240ft

Duration: Until dispelled

The caster summons a 16HD 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 (Arcane)

Level 5

Range: None

Duration: a certain number of yes or 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).

Contact Other Plane				
Plane of Existence (selected by the caster)	Maximum Number of Questions	Chance of Knowledge Being Available	Chance of Wrong Result or Misinterpretation	Chance of Temporary Insanity (reduced by 5% per level above 11)
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%

Continual Light (Arcane)

Level 2

Range: 120ft

Duration: Permanent until dispelled

The targeted person or object produces light about as bright as a torch, to a radius of 120ft.

Continual Light (Clerical)

Level 3

Range: 120ft

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 120ft.

Control Weather (Arcane)

Level 6

Range: GM discretion

Duration: GM 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.

Control Weather (Clerical)

Level 7

Range: GM discretion

Duration: GM 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 (Clerical)

Level 4

Range: Close

Duration: Immediate

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

Create Food (Clerical)

Level 5

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 (Clerical)

Level 3

Range: Touch

Duration: Immediate

Cures the spell's recipient of any diseases, including magically inflicted ones.

Cure Light Wounds (Clerical)

Level 1

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of damage

Cure Serious Wounds (Clerical)

Level 4

Range: Touch

Duration: Immediate
Cures 2d6+2 hit points of damage

Darkness 15ft Radius (Arcane)

Level 2

Range: 120ft

Duration: 1 hour

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

Darkvision (Arcane)

Level 3

Range: 40ft

Duration: 1 day

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

Death Spell (Arcane)

Level 6

Range: 240ft

Duration: Causes normal death

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

Delayed Blast Fireball (Arcane)

Level 7

Range: 240ft

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 20ft, 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 (Arcane)

Level 2

Range: 60ft from caster

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 Evil (Clerical)

Level 2

Range: 120ft from caster

Duration: 1 hour

This spell has greater range and duration than the arcane version cast by magic-users. 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 Invisibility (Arcane)

Level 2

Range: 10ft per caster level

Duration: 1 hour

The caster can perceive invisible objects and creatures, possibly even those lurking in another plane of existence.

Detect Magic (Arcane)

Level 1

Range: 60ft

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.

Detect Magic (Clerical)

Level 1

Range: 60ft

Duration: 20 minutes

This spell is identical in effect to the arcane spell of the same name. 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 (Arcane)

Level 4

Range: 10ft casting distance (360ft teleport distance)

Duration: Immediate

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 (Arcane)

Level 6

Range: 60ft

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 (Clerical)

Level 5

Range: 30ft

Duration: 10 minutes against an item, spell, or agent of evil

This spell is similar to the arcane 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 arcane 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 (Arcane)

Level 3

Range: 120ft

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 (Clerical)

Level 7

Range: GM discretion

Duration: Immediate

In an area 60x60ft plus an additional 10ft (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 an Item (Arcane)

Level 6

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 GM may determine are necessary for the task.

ESP (Detect Thoughts) (Arcane)

Level: 2

Range: 60ft

Duration: 2 hours

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

Extension I (Arcane)

Level 4

Range: Same as the spell being extended

Duration: See below

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

Extension II (Arcane)

Level 5

Range: Same as the spell being extended

Duration: See below

Extension II lengthens the duration of another spell by 50%. Extension II can affect only spells of level 1-4.

Extension III (Arcane)

Level 6

Range: Same as the spell being extended

Duration: See below

Extension III lengthens the duration of another spell by 50%. Extension II can affect spells of level 1-5.

Fear (Arcane)

Level 4

Range: 240ft

Duration: 1 hour of fear

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 240ft to a base 120ft across.

Feeblemind (Arcane)

Level 5

Range: 240ft

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-minded until the magic is dispelled.

Find The Path (Clerical)

Level 6

Range: Upon caster

Duration: 1 hour plus 10 minutes per 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 (Clerical)

Level 2

Range: 30ft around caster

Duration: 20 minutes (2 turns)

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

Finger of Death (Clerical)

Level 5

Range: 120ft

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 (Arcane)

Level 3

Range: 240ft

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 20ft, 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 (Arcane)

Level: 3

Range: Touch

Duration: 1d6 turns plus 1 turn/level

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

Gate (Arcane)

Level: 9

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 (Arcane)

Level 6

Range: 30ft

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 (Arcane)

Level 4
Range: 240ft
Duration: Until touched (other than by an 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 (Arcane)

Level 3
Range: 240 ft
Duration: 30 minutes
In an area of radius of 60ft 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 (Arcane)

Level 5
Range: 120ft
Duration: 1 hour + 10 minutes per caster 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 (Arcane)

Level: 3
Range: 120 ft
Duration: 1 hour plus 10 minutes per caster 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 Person (Clerical)

Level: 2
Range: 180 ft
Duration: 9 turns (90 minutes)

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 (Arcane)

Level: 1
Range: GM 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 (Clerical)

Level 7
Range: 40ft 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 (Arcane)

Level 4
Range: 120ft
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 (Clerical)

Level 5
Range: 480ft
Duration: 1 day
This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400sq feet (20ft by 20ft, with roughly corresponding height). Any creature of 2HD or fewer that is exposed

to the cloud of insects flees in terror (no saving throw).

Invisibility (Arcane)

Level 2

Range: 240ft

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 Game Master 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 (Arcane)

Level: 3

Range: 240ft

Duration: Until dispelled or an attack is made

Like the invisibility spell, Invisibility 10ft 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 Game Master 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 (Arcane)

Level 6

Range: Summoned near caster

Duration: Until mission is completed

This spell summons (or perhaps creates) an invisible stalker, an invisible being with 8HD. 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 (Arcane)

Level 2

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 (Arcane)

Level 6

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 (Arcane)

Level: 2

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 6ft per minute (60ft per turn), and the caster cannot levitate more than 20ft 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 (Arcane)

Level 1

Range: 60 ft

Duration: 1 hour + 10 minutes per caster level

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

Light (Clerical)

Level 1

Range: 60 ft

Duration: 2 hours

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

Lightning Bolt (Arcane)

Level 3

Range: 240ft maximum distance

Duration: Instantaneous

A bolt of lightning extends 60ft 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 60ft, even if this means that it ricochets backward from something that blocks its path.

Limited Wish (Arcane)

Level: 7

Range: GM discretion

Duration: changes reality

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 (Arcane)

Level: 2

Range: 60ft + 10ft/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.

Locate Object (Clerical)

Level: 3

Range: 90ft

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 (Arcane)

Level 6

Range: 240 ft

Duration: 2 hours

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

Magic Jar (Arcane)

Level 5

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 30ft 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 120ft 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 (Arcane)

Level 1

Range: 150ft

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150ft. There are two versions of the magic missile spell, and your GM 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 (Arcane)

Level 2

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 30 words long.

Mass Charm (Arcane)

Level 8

Range: 120ft

Duration: until dispelled

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

Mass Invisibility (Arcane)

Level 7

Range: 240ft

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 (Arcane)

Level 4

Range: 240ft

Duration: Until negated by the caster or otherwise 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 (Arcane)

Level 9

Range: 60ft

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 interdimensional prison. Creatures with intelligence 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 GM, there is no saving throw to avoid the spell.

Meteor Swarm (Arcane)

Level 9

Range: 240ft

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 10ft diameter that inflict 5d6 points of damage. A saving throw is permitted in order to take half damage.

Mirror Image (Arcane)

Level 2

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 (determine randomly). When a hit is scored upon one of the images, it disappears.

Monster Summoning I (Arcane)

Level 3

Range: not applicable

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.

Die Roll	Monster Summoned
	Evil casters may get the monsters in parentheses, at the GM's option (d6)
1	1d6 Giant rats
2	1d3 Dwarves (goblins)
3	1d3 Elves (hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Badgers, giant

Monster Summoning II (Arcane)

Level 4

Range: Not applicable

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.

Die Roll	Monster Summoned (d6)
1	1d2 Giant centipedes
2	1d2 Demon, Lemures
3	1d2 Gnolls
4	1d2 Stirges
5	1d2 Giant Toads
6	1d2 Troglodytes

Monster Summoning III (Arcane)

Level 5

Range: not applicable

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.

Die Roll	Monster Summoned (d10)
1	Beetle, giant boring
2	Bugbear
3	Gelatinous Cube
4	Ghoul
5	Lizard, giant
6	Lycanthrope, wererat
7	Ogre
8	Spider, huge
9	Spider, Large
10	Weasel, giant

Monster Summoning IV (Arcane)

Level 6

Range: not applicable

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.

Die Roll	Monster Summoned (d10)
1	Ogres
2	Gargoyle
3	Ghast
4	Hell hound
5	Hydra, five heads
6	Werewolf
7	Owlbear
8	Shadow
9	Giant constrictor snake
10	Gray ooze

Monster Summoning V (Arcane)

Level 7

Range: not applicable

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.

Die Roll	Monster Summoned (d6)
1	Cockatrice
2	Doppelganger
3	Hydra (7 heads)
4	Lycanthrope (wereboar)
5	Minotaur
6	Giant snake, poisonous

Monster Summoning VI (Arcane)

Level 8

Range: not applicable

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.

Die Roll	Monster Summoned (d10)
1	Vampire
2	Hydra, 8 heads
3	Manticore
4	Ogre Mage
5	Rakshasa
6	Troll
7	Wight
8	Basilisk
9	Wyvern
10	Lycanthrope, weretiger

Monster Summoning VII (Arcane)

Level 9

Range: not applicable

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.

Die Roll	Monster Summoned (d12)
1	Chimera
2	Giant, fire
3	Giant, frost
4	Giant, hill
5	Giant, stone
6	Gorgon
7	Hydra (10 heads)
8	Mummy
9	Night Hag
10	Roper
11	Slug, giant
12	Vampire

Move Earth (Arcane)

Level 6

Range: 240ft

Duration: 1 hour, effects permanent

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

Neutralize Poison (Clerical)

Level 4

Range: Touch

Duration: Immediate

This spell counteracts poison, but does not bring the dead back to life.

Part Water (Arcane)

Level 6

Range: 1 hour

Duration: 120ft

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

Part Water (Clerical)

Level 7

Range: 240ft

Duration: 2 hours

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

Passwall (Arcane)

Level 5

Range: 30 ft

Duration: 30 minutes (3 turns)

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

Permanency (Arcane)

Level 8

Range: See below

Duration: Permanent until dispelled by opponent of twice caster's level

This spell makes the effect of another spell permanent – unless a wizard 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 GM discretion is required for the use of this spell: many spells should not be subject to being made permanent.

Plant Growth (Arcane)

Level 4

Range: 240ft

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 (GM's decision) would allow the spell to affect

an area of 300x300ft, for a total of 90,000 square feet)

Polymorph Object (Arcane)

Level 8

Range: 240ft

Duration: Varies at GM discretion – see below

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 GM; 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 (Arcane)

Level 4

Range: 240ft

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 (Arcane)

Level 4

Range: Affects caster

Duration: 1 hour or GM 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 GM 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 game master to decide.

Power Word, Blind (Arcane)

Level 8

Range: 120ft

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 (Arcane)

Level 9

Range: 120ft

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 applies.

Power Word, Stun (Arcane)

Level 7

Range: 120ft

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 applies.

Prayer (Clerical)

Level 3

Range: 30ft

Duration: The 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 20x20ft 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 (Arcane)

Level 9

Range: 10ft 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.

The layers of the spectrum are as follows:

Layer (outermost to innermost)	Effect of the Color	Layer 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-	Passwall spell or other earth-moving magic

	type spells from seeing within.	
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)	Dispelling magic
Violet	Causes permanent insanity when touched. Blocks all arcane (magic-user) spells.	Continual light

Project Image (Arcane)

Level 6

Range: 240ft

Duration: 1 hour

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

Protection From Evil (Arcane)

Level 1

Range: Affects caster only

Duration: 1 hour

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).

Protection From Evil (Clerical)

Level 1

Range: Affects caster only

Duration: 2 hours

This spell is identical to, but has twice the duration of, the arcane spell of the same name. It 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).

Protection From Evil, 10 ft Radius (Arcane)

Level 3

Range: 10ft radius around the caster

Duration: 2 hours

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 Evil, 10 ft Radius (Clerical)

Level 4

Range: 10ft radius around the caster

Duration: 2 hours

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 (Arcane)

Level 3

Range: Upon 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 (Clerical)

Level 1

Range: Close or touch (GM discretion)

Duration: Immediate

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

Pyrotechnics (Arcane)

Level 2

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 GM 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 (Clerical)

Level 5

Range: Speech 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 GM).

Raise Dead (Clerical)

Level 5

Range:

Duration:

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 (Arcane)

Level 1

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 (Arcane)

Level 1

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 (Arcane)

Level 6

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.

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

If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

Remove Curse (Arcane)

Level 4

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

Remove Curse (Clerical)

Level 3

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object, in the same manner as the arcane spell of the same name.

Repulsion (Arcane)

Level 6

Range: 120ft

Duration: 1 hour

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

Restoration (Clerical)

Level 7

Range: GM 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 GM to allow this spell to restore lost points of ability scores as well as lost levels.

Resurrection (Clerical)

Level 7

Range: GM 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 (Arcane)

Level 7

Range: 90ft

Duration: 1 round (minute)

The spell reverses gravity in a cubical area, 30x30x30ft. Anything in the area falls upward, and then when the spell ends they fall back down again.

Rope Trick (Arcane)

Level 3

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 (Arcane)

Level 9

Range: Cast on self

Duration: 1d6+10 turns, plus 1turn/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 (Arcane)

Level 1

Range: Cast upon self

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 [18] against missile attacks and to 4 [16] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

Silence, 15ft Radius (Clerical)

Level 2

Range: 180ft

Duration: 12 turns

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

Simulacrum (Arcane)

Level 7

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 (Arcane)

Level 1

Range: 240ft

Duration: 1 hour

This spell puts enemies into an enchanted slumber (n saving throw is permitted). It affects creatures based on their hit dice.

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

Slow (Arcane)

Level 3

Range: 240ft

Duration: 3 turns (30 min)

In an area of radius of 60ft 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 (Clerical)

Level 2

Range: 60ft

Duration: 1d4+2 turns

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

Speak with Animals (Clerical)

Level 2

Range: Upon 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 (Clerical)

Level 3

Range: Close or touch (GM 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 talk to a 1 day old corpse with this attempt at the spell.

Speak with Monsters (Clerical)

Level 6

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 (Clerical)

Level 4

Range: 30ft 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 (Arcane)

Level 2

Range: Touch

Duration: 8 hours (80 turns)

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

Sticks to Snakes (Clerical)

Level 4

Range: 120ft

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 (Arcane)

Level 6

Range: 120ft

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 (Arcane)

Level 3

Range: Up to 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 (Arcane)

Level 8

Range: GM discretion according to the symbol

Duration: Varies according to the 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 100HD 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 of creatures are affected as per a Power Word: Stun.

Symbol (Clerical)

Level 7

Range: GM discretion according to the symbol

Duration: Varies according to the 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 divine 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 of creatures are affected as per a Power Word: Stun.

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

Telekinesis (Arcane)

Level 5

Range: 120ft

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 GM's interpretation of the spell whether the objects can be thrown and at what speed.

Teleport (Arcane)

Level 5

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:

- 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 x10ft 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 x10ft high or low.

Time Stop (Arcane)

Level 9

Range: Around caster

Duration: 1d4+1 rounds (minutes)

The caster stops the passage of time in a radius about 15 feet 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 (Arcane)

Level 5

Range: 120ft

Duration: 3d6 days, unless spell is reversed

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300x300ft becomes a deep mire, reducing movement to 10% of normal.

Wall of Fire (Arcane)

Level 4

Range: 60 ft

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer 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 60ft long and 20ft high, or a circular wall with a 15ft radius, also 20ft high.

Wall of Ice (Arcane)

Level 4

Range: 60ft

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 60ft long and 20ft high, or a circular wall with a 15ft radius, also 20ft 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 (Arcane)

Level 5

Range: 60ft

Duration: 2 hours

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

Wall of Stone (Arcane)

Level 5

Range: 60ft

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 50ft long (in which case it would be 20ft tall), or 100ft long (in which case it would be only 20ft tall).

Water Breathing (Arcane)

Level 3

Range: 30ft

Duration: 2 hours

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

Web (Arcane)

Level 2

Range: 30ft

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20ft. 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 GM's discretion.

Wind Walk (Clerical)

Level 7

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 48ft per minute indoors (or in subterranean settings) and much faster outdoors.

Wizard Eye (Arcane)

Level 4

Range: 240ft movement from creator

Duration: 1 hour

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

Wizard Lock (Arcane)

Level 2

Range: Close to door

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 (Arcane)

Level 9

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 game master'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.

Word of Recall (Clerical)

Level 6

Range: Indefinite

Duration: Immediate

The cleric teleports without error back to his pre-prepared sanctuary.

Notes on Converting S&W rules and games to OSRIC and 1e

A character's armor class in 1e and OSRIC will be the same as in S&W (despite the fact that some 1e armor types such as banded armor don't exist in S&W) – with two exceptions. A character with no armor in S&W (AC 9) would have an armor class of 10 in OSRIC, and if that person is also carrying a shield he would be considered AC 9 in OSRIC/1e instead of the AC 10 in S&W. Other than that, the armor classes resulting from wearing armor are the same. Experience point progressions for S&W are quite different from those in OSRIC and 1e. Converting a character into S&W from OSRIC or 1e, or vice versa, should probably be done by keeping the character's level the same, and adjusting the experience points to conform with that level in the new system.

This concludes the players' guide to Swords & Wizardry, and players don't need to read further to be able to play the game.

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