Swords & Wizardry

Complete Rulebook

Swords & Wizardry
Complete Rules

By Matthew J. Finch

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

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Foreword

By Tim Kask, founding editor of *The Dragon* Magazine

For thirty-five years, I have been telling role-playing gamers to ignore rules that they do not like. The essence of RPGing is in the story, not the accomplishment of arbitrary goals and benchmarks. We all take part in creating the story; the GM writes an outline, tots up a list of "plot elements," and then sets the players loose to fill in the details. This has never changed.

What you hold in your hand are guidelines; this is one set of "rules" that has an internal integrity that makes it work. Is it the only way to play? Certainly not; from the very beginning of role-playing GMs have been encouraged to extrapolate and interpret, to make the game their own. If a given rule does not seem "right" to you, then ignore it! Or, better still, change it! Make your game or campaign your own. All GMs need to worry about is keeping a "logical reality" active in their campaigns; the players rely on that logic to find their way through the perils and puzzles of the adventure.

The truest test of whether or not you are doing it right has always been two-fold: are you having fun, and do your players keep showing up every session? If you can answer yes to either, you're on the right path. If you can answer in the affirmative to both, you have the "right" of it. From the very conception of RPGing, the whole idea was to have fun. We showed the world a new way to do it, but we never said there was only one way.

Have fun adventuring.

Tim Kask
July 10, 2010

Introduction

In 1974, Gary Gygax (1938-2008) and Dave Arneson (1947-2009) wrote the world's first fantasy role-playing game, a simple and very flexible set of rules that launched an entirely new genre of gaming. In 1976, the first supplement to these rules was published, with Rob Kuntz as Mr. Gygax's co-author, along with three other supplements. We call these rules the "Original Game."

What you are reading is an unofficial, "restated" version of the rules of the Original Game, created using the Wizards of the Coast Open Game License. It is not an exact reproduction, mainly for legal reasons; but in the 1970s, no group of gamers played precisely the same version of the Original Game anyway. The '70s was a decade of freaky improvisation, weird fantasy, and rebellion. And that's *Swords & Wizardry*. If that's how you roll, all the rest is just details.

The *Swords & Wizardry* rules are short compared to the multi-paged rule-libraries required to play most modern role-playing games, yet this game contains within itself all the seeds and soul of mythic fantasy, the building blocks of vast complexity, the kindling of wonder. The Original Game is so powerful because it is encapsulated in a small formula, like a genie kept imprisoned in the small compass of an unremarkable lamp. Take this framework, and then imagine the hell out of it!

Enjoy!

Matt Finch

TREASURE and glittering gems; dark places beneath the earth where monsters dwell; magic circles, pentagrams and pentacles; runes of evil import, and iron-banded doors of mouldering oak; wizards of vast power, living in their isolated towers above black seaside cliffs; great-horned demons in their bloody lairs; massive stone idols with jeweled eyes and hieroglyphic pedestals, carved in the distant eons before the young civilizations of humankind; strange and glowing orbs, floating in the air above rusted metal grates leading to deeper levels of the underground passageways…

It is about flying carpets and cursed blades, about hooded priests gathered for unspeakable rites in their forgotten temples; it is about adventure and about perilous undertakings, forcing back the evil creatures of Chaos from the borderlands of embattled civilization; it is about battle-scarred warriors and deadly sorcerers…

It's about SWORDS & WIZARDRY!

Getting Started

Most likely, you already know basically how this game works. One of you is the "Referee," who runs the game world: the Referee designs the adventures, makes decisions and dice rolls for the monsters, describes what the characters see, and judges the effects of their actions. The rest of you are the "players," each of you taking on the role of a "player character" who might be a powerful wizard, a hard-bitten warrior, or any other sort of fantasy avatar representing you in the game world. You do not need to use miniatures, although they can sometimes help clarify who was standing underneath the stone block when it fell, and other such important questions.

The first step is to complete a character sheet, recording your character's statistics and equipment; the next step is to sit down around a table with some dice and start playing! Unless, of course, you are the Referee, in which case you will have to prepare the adventure first. There is more for you later on in the book – you are important enough to have whole sections of the rulebook for your use only!

Dice

Swords & Wizardry uses several different kinds of dice, abbreviated according to how many sides they have. A four-sided die is called a d4, and if you roll 3 of them (adding the results together), that is written as 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. When the rules mention d100 (or percentile dice), roll two ten-sided dice, treating the first roll as the "tens" and the second roll as the "ones." If you were to roll a 7 and then a 3, the result would be 73. A roll of 0 and 0 means a result of "100."

Common Terms

You will discover several common terms (and their abbreviations) while reading. *Swords & Wizardry* itself is a roleplaying game, shortened to **RPG**. The Referee may also be known as the Game Master, or **GM**. As a player, your character will be a player character (**PC**), while the Referee will provide non-player characters (**NPCs**). "Experience points" (**XP**) are the measure of a character's growing expertise and ability. "Hit Dice" (**HD**) are the number of dice a character or monster rolls to determine total "hit points" (**hp**), the amount of damage a one can handle before becoming incapacitated. "Armor Class" (**AC**) is a measure of protection against attack. A "Saving Throw" represents the attempt to avoid or mitigate some type of unusual attack. Gold pieces (often just called **gp**) are the most important medium of exchange. Do not worry about trying to memorize all this; most of it will be self-evident as you read through.

Creating a Character

Your first step as a player is to create a character. A Referee who is just learning the rules should also become familiar with how this part of the game works.

Setting Up Your Character Sheet

Information about your character goes on a character sheet, which can be a simple sheet of paper, or you can use a pre-printed form. A blank character sheet is included at the back of the book for your convenience, and looks like this:

The blank character sheet provided in this book may be photocopied or otherwise reproduced for personal use, if desired.

Roll Attribute Scores

The basic attributes of a character are numbers representing Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step to creating your character is to roll 3d6 for each of the six attribute scores. If this is a long-term game and you want to play a specific character class, the Referee will probably allow you to shift the scores around – in some fashion – if your dice rolls are a disaster for that particular kind of character. Keep in mind that your character will almost certainly have at least one score that is lower than average. This is not a game of armored super-heroes! The great wizards and knights of the world do not begin as superior specimens of human perfection; they are flawed like anyone else. What truly makes heroes of legend, in the end, is not what they were born with; it is what they achieve, in a risky life full of adventure, peril, and courage – and sometimes lots of trickery and guile, too.

> Note: If you are already familiar with the *Swords & Wizardry Core Rules*, you might spot one or two differences between the Core and the *Complete Rules*. Your Referee will decide if you are simply using the expanded character classes with the *Core Rules*, or if you are going to adopt the whole set of slightly more-complex rules from this book. Either way is fine – it is your game, and there is no "right" or "wrong" way to play it.

Strength

Roll 3d6 for your character's Strength score, and write it on your character sheet. High strength lets the character force doors open more easily, and allows much more weight (treasure!) to be carried. For Fighters *only*, high strength gives bonuses to hit and to inflict damage. The table below shows the effects of your character's Strength score. Write down these bonuses on your character sheet. Strength is the Prime Attribute for Fighters, Paladins, and Rangers, and one of the Prime Attributes for Assassin characters. (The Prime Attribute is important for calculating bonuses to your experience points when you get them and is described later in the rules.)

Table 1: Strength

Score	To-Hit Modifier*	Damage Modifier*	Open Doors	Carry Modifier (in pounds)
3–4	-2	-1	1	-10
5-6	-1	+0	1	-5
7-8	+0	+0	1-2	+0
9–12	+0	+0	1-2	+5
13–15	+1	+0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

*Penalties apply to any character, but only Fighters get the bonuses. The Referee may perhaps choose to allow other classes to have a +1 bonus, but most certainly no more than that. Your Referee might also rule that only hand-to-hand weapons gain the strength bonus, but the bare-knuckles Original Game allowed Fighters to be deadly archers – and so does Swords & Wizardry.

Dexterity

Roll 3d6 for your character's Dexterity score. A high Dexterity score gives your character bonuses when attacking with a bow or other missile weapon, and improves your Armor Class (explained later in the rules), making you harder to hit. Fighters with high enough Dexterity can even parry enemy blows while fighting defensively in battle. Dexterity is the Prime Attribute for Thieves and one of the Prime Attributes for Assassin characters.

Table 2: Dexterity

Score	Missile Weapon To-Hit Bonus/Penalty*	Effect on Armor Class
3–8	−1	Worse by 1 point
9–12	+0	None
13–18	+1	Better by 1 point

*For Fighters, this bonus is in addition to any bonuses for Strength, unless the Referee tells you otherwise.

Constitution

Roll 3d6 for your character's Constitution score. A high Constitution gives your character extra hit points for each hit die. It is not the Prime Attribute for any character class, but those extra hit points can come in very, very handy. Constitution is also used to determine a character's likelihood of successfully being raised from the dead, or surviving other truly major shocks to the system. (For other shocks, use the same percentage chance as shown for "Raise Dead Survival" on the table below.)

Table 3: Constitution

Score	Hit Point Modifier (per hit die)	Raise Dead Survival
3–8	-1	50%
9–12	+0	75%
13–18	+1	100%

Intelligence

Roll 3d6 for your character's Intelligence score. High Intelligence allows a character to speak additional languages, as shown on the table below. Intelligence is the Prime Attribute for Magic-Users, and one of the Prime Attributes for Assassin characters. Only Magic-Users with high Intelligence are able to learn the highest-level spells. There are also limitations on how many spells a Magic-User can learn, based on the character's intelligence.

Table 4: Intelligence

Score	Maximum Additional Languages	Maximum Spell Level	Chance to Understand New Spell	Min/Max Number of Basic Spells Understandable per Level
3–7	0	4	30%	2/4
8	1	5	40%	3/5
9	1	5	45%	3/5
10	2	5	50%	4/6
11	2	6	50%	4/6
12	3	6	55%	4/6
13	3	7	65%	5/8
14	4	7	65%	5/8
15	4	8	75%	6/10
16	5	8	75%	6/10
17	5	9	85%	7/All
18	6	9	95%	8/All

Available languages include the Common Tongue (known by all characters), Dwarven, Elvish, Dragon, Giantish (which includes ogres), Goblin (which includes orcs), and various other possibilities depending on your Referee's campaign. The alignments of Law and Chaos have rudimentary "alignment tongues," allowing simple converse between those who serve the same alignment. One cannot learn the common tongue of an opposing alignment, and Neutrality does not have any sort of alignment common language, although there is a secret druidic language (druids are of Neutral alignment).

Wisdom

Roll 3d6 for your character's Wisdom score. Wisdom is the Prime Attribute for Clerics or Monks, and one of the two Prime Attributes for Druid characters. If a Cleric has a Wisdom score of 15 or greater, the character gains an additional first-level spell. Note: the potential for a bonus spell is not a feature of the Original Game, but it is a way to give low-level parties a bit more stamina and flexibility during an adventure. Your Referee might choose not to grant the bonus spell, but it is strongly suggested. Any character with a Wisdom score of 13 or higher receives a +5% bonus to all experience point awards. (Clerics with high Wisdom receive both this bonus and any bonus for Wisdom as their Prime Attribute.)

Charisma

Roll 3d6 for your character's Charisma score. Highly charismatic characters have a better chance to talk their way out of trouble, and can lead more followers than characters with low Charisma. Charisma also limits the number of "special hirelings" your character can attract into service as vassals. This does not mean normal men-at-arms; it means henchmen who are character-types: Magic-Users, Clerics and others. Once your character reaches higher levels, you will need those minions! Charisma does not affect the number of regular troops, lantern-bearers, and pack-carriers you can employ, although it might affect how loyal they are. Charisma is one of two Prime Attributes for Druid characters. Any character with a Charisma score of 13 or higher receives a +5% bonus to all experience point awards.

Table 5: Charisma

Score	Maximum Number of Special Hirelings
3–4	1
5–6	2
7–8	3
9–12	4
13–15	5
16–17	6
18	7

Choose a Character Class

Once you have rolled up your attribute scores, the next step is to choose a "character class." The available classes are: Assassin, Cleric, Druid, Fighter, Magic-User, Monk, Paladin, Ranger, and Thief. Your Referee may also have invented other character classes which are available to you. Decide what sort of character you want to play, keeping in mind that certain attribute scores work well with certain character classes. Later you will choose your character's race and "Alignment," which is the character's alliance with Law or Chaos. Some classes can be of any race and alignment, but others have restrictions, so you should be aware of this when you are considering your choice.

Assassin

Assassins are a rare sub-class of Thieves; they are trained killers, members of secret guilds and societies of their kind. As an Assassin, you begin the game as a very minor member of the nearest Assassins' Guild, a secret organization to which you and your fellow Assassins have given dire oaths and pledges of loyalty. The first rule of the Assassins' Guild, one might say, is that no one talks about the Assassins' Guild. You are not an indiscriminate killer for hire, for the guild strictly regulates the actual assassination missions its members are permitted to undertake. As an Assassin-adventurer, you provide your allies with a mixture of thieving skills and combat capabilities, although you are not as proficient with thieving skills as a true Thief, nor are you truly a front-line fighter. However, your ability to disguise yourself can be of great advantage in certain situations, and your ability to use poisons and poisoned weapons can often turn the tide in a desperate combat.

> **Prime Attribute:** Dexterity, Strength, *and* Intelligence all 13+ (+5% experience bonus)
> **Hit Dice:** 1d6/level (Gains 1 hp/level after 13th.)
> **Armor/Shield Permitted:** Leather armor only, shield permitted.
> **Weapons Permitted:** Any.
> **Race:** Only humans may be Assassins.

About Assassins

Alignment: Assassins must be of Neutral or Chaotic alignment. In the Original Game, Assassins could only be Neutrally aligned, presumably since their allegiance to a guild is similar to the Druidic

Table 6: Thieving Skills for Assassins

Level	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
3	85 %	15 %	3 in 6	10 %	20 %	10 %
4	86	20	3 in 6	15	25	15
5	87	25	4 in 6	20	30	20
6	88	30	4 in 6	25	35	25
7	89	35	4 in 6	30	40	30
8	90	40	4 in 6	35	45	35
9	91	45	5 in 6	40	50	40
10	92	50	5 in 6	55	60	55
11	93	60	5 in 6	65	70	65
12	94	70	5 in 6	75	80	75
13	95	80	6 in 6	85	90	85
14+	Remains at 95	Remains at 80	Remains at 6 in 6	Remains at 85	Remains at 90	Remains at 85

allegiance to the powers of nature, and they are not indiscriminate in their actions. However, for purposes of *Swords & Wizardry*, the Referee has the flexibility to allow Chaotic alignments even for player character Assassins. A Chaotic alignment, however, means that a creature is utterly bad, down to the very bones (see the section on "Alignment" later in the book).

Assassin Class Abilities

Disguise: Assassins can disguise themselves with great skill, allowing them to blend into other groups without causing suspicion. A person of average Intelligence and Wisdom (both scores averaging about 10) has only a 5% chance to see through such a disguise, unless it involves considerable fakery such as posing as a member of the opposite sex. In these cases the base chance to detect the disguise is 10%. These chances will be modified by the Referee to take the observer's intelligence into account. As a rough guideline, if the observer had the brutish intelligence of an orc or a particularly foolish human, the chance to detect the disguise might drop by 1% or 2%. If the observer were a captain of the guard, a Cleric, a Magic-User, or were otherwise of greater than average mental capacity, the chance to detect such a disguise would increase by 1% to 3%. The Assassin's disguise is more than just a matter of costume; it encompasses mimicry of speech and behavior as well. However, if the character is impersonating a specific individual, the disguise can only make the Assassin look vaguely similar – anyone at all familiar with the original would spot the imposture immediately. Disguises are more about blending in, mimicking a different social class, and – especially – not being recognized afterwards.

Magic Items: Assassins can use any magic items usable by Thieves, plus any magic weapons, armor (leather only), and shields.

Poison: Assassins are able to use poison on their weapons without the risk of making basic errors. Fighters who coat their swords with poison might – just might – make the mistake of absentmindedly rubbing their eyes before remembering to wash the deadly toxin from their hands; Assassins are trained not to fall prey to such basic errors when using poison. Assassins are not, however, trained at concocting poisons; most guilds employ an alchemist for such purposes.

Table 7: Assassin Advancement Table

Level*	Experience Points Required for Level	Hit Dice (d6)**	Saving Throw
1	0	1	15
2	1500	2	14
3	3000	3	13
4	6000	4	12
5	12000	5	11
6	24000	6	10
7	48000	7	9
8	96,000	8	8
9	192,000	9	7
10	275,000	10	6
11	400,000	11	5
12	550,000	12	5
13	700,000	13	5
14	850,000 (Guildmaster)	13+1 hp	5
15	1,000,000	13+2 hp	5
16	1,150,000	13+3 hp	5
17	1,300,000	13+4 hp	5
18	1,450,000	13+5 hp	5
19	1,600,000	13+6 hp	5
20	1,750,000	13+7 hp	5
21+	+150,000 per level	+1 hp/level	5

Thieving Skills: Assassins have skills similar to those of Thieves, but comparable to a Thief two levels lower than the Assassin character. (See the Thief class for an explanation of abilities in the table.)

Backstab: Assassins may attack from behind with a to-hit bonus of +4, and inflict double damage. This damage multiplier increases at the same level as that of a Thief.

Establish Guild (14th): At 14th level, the Assassin may establish (or take over) a guild of Assassins. The guild need not be located in a large city, and can even be established as a barony in the wilderness. However, if the new guild is within the territory of an existing guild, there will unquestionably be a battle to the death between them. Assassins' Guilds do not – ever – share their territory. An existing guild of Assassins will generally not accept the leadership of a new Guildmaster who does not claim that rank by killing the former Guildmaster.

* Assassins were capped at 13 levels of ability in the Original Game.
** Hit points shown for levels after the character no longer gains full hit dice are the total combined number. A 15th level Assassin has 13 HD plus 2 hit points total, *not* 13 HD plus one hit point gained at 14th level and another 2 hit points gained at 15th.

> The Original Rules did not provide any "automatic kill" ability for Assassins, other than for hired Assassins, as a way of determining success or failure on a mission. The Referee might choose to allow Assassin characters to add the Assassin's level of experience to damage inflicted by a backstabbing attack.

Cleric

Clerics are armored warrior-priests (or -priestesses) who serve Law or Chaos. Most Clerics have a patron deity or serve a particular religion, although the unified power of Law is paramount for Lawful Clerics and has an existence in and of itself. You are a champion of your faith and moral alignment. You might be a shining knight of the faith, an exorcist of demons, or a sinister witch-hunter. 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 the need arises—at least for a while. As your Cleric grows in power and reputation, the character might establish a stronghold for the faith: a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes the Cleric as the best way to protect and serve a growing flock of acolytes and loyal peasant followers.

> **Prime Attribute:** Wisdom, 13+ (+5% experience bonus)
> **Hit Dice:** 1d6/level (Gains 1 hp/level after 9th.)
> **Armor/Shield Permitted:** Any.
> **Weapons Permitted:** Blunt weapons only (club, flail, hammer, mace, staff, etc.). No missile weapons, other than oil or slings if the Referee permits.
> **Race:** Half-elves and Humans may be Clerics.

Cleric Class Abilities

Spell Casting: Clerics cast "divine" spells from a specific list, with numbers as per the Cleric Advancement table. Clerics of specific deities might have different lists of available spells, designed by the Referee. Each day, the Cleric selects and prays for a particular set of spells, choosing any spells from the standard list. Once a spell is cast it cannot be cast again until the next day, unless the Cleric has prepared (prayed

for) the spell more than once.

Banishing Undead: Lawful Clerics can "turn" undead monsters (see "Turning the Undead" in the Combat Section), making them flee from the Cleric's holiness. Whether Chaotic Clerics can affect undead at all is up to the Referee.

Saving Throw Bonus: Clerics gain a +2 bonus on saving throw rolls against being paralyzed or poisoned.

Religious Stronghold (9th level): At ninth level, a Cleric character may establish a stronghold and attract a body of men-at-arms who will swear fealty to the character as loyal (or perhaps even fanatical) soldiers and retainers.

Table 8: Cleric Advancement Table

Level	Experience Points Required for Level	Hit Dice (d6)*	Saving Throw	Number of Spells (by level)**						
				1	2	3	4	5	6	7
1	0	1	15	–	–	–	–	–	–	–
2	1,500	2	14	1	–	–	–	–	–	–
3	3,000	3	13	2	–	–	–	–	–	–
4	6,000	4	12	2	1	–	–	–	–	–
5	12,000	5	11	2	2	-	-	–	–	–
6	24,000	6	10	2	2	1	1	–	–	–
7	48,000	7	9	2	2	2	1	1	–	–
8	100,000	8	8	2	2	2	2	2	–	–
9	170,000	9	7	3	3	3	2	2	–	–
10	240,000	9+1 hp	6	3	3	3	3	3	–	–
11	310,000	9+2 hp	5	4	4	4	3	3	–	–
12	380,000	9+3 hp	4	4	4	4	4	4	1	–
13	450,000	9+4 hp	4	5	5	5	4	4	1	–
14	520,000	9+5 hp	4	5	5	5	5	5	2	–
15	590,000	9+6 hp	4	6	6	6	5	5	2	–
16	660,000	9+7 hp	4	6	6	6	6	6	3	–
17	730,000	9+8 hp	4	7	7	7	6	6	3	1
18	800,000	9+9 hp	4	7	7	7	7	7	4	1
19	870000	9+10 hp	4	8	8	8	7	7	4	2
20	940,000	9+11 hp	4	8	8	8	8	8	5	2
21+	+70,000 per level	+1 hp/level	4	9	9	9	8	8	5	3

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level Cleric has 9HD plus 2 hit points total, *not* 9HD plus one hit point gained at 10th level and another 2 hit points gained at 11th.

** Clerics continue to gain spells after 21st level according to the same pattern.

Druid

Druids are part of a mysterious religious order of priests and priestesses who worship and serve the powers of nature. As a Druid, you have great reverence for the natural world, and are more comfortable with plants and animals than with other people. You can cast spells to talk with wildlife, or enlist animals and even plants as your allies; but you are also an able fighter in defense of your forest and your friends. You share some characteristics with Fighters, Clerics, and Magic-Users, but are not as strong as those classes in their own specialties. However, you are better in physical combat than a Magic-User, while still having some healing ability and offensive spell power. Some of your nature spells are unlike anything a Cleric or Magic-User can cast. You are ready to extend the balance of nature to human affairs, and have little tolerance for those who go to excess either for good or evil, Law or Chaos. You keep your rituals secret, and prefer to live in the wilderness rather than in cities. Your ability to control fire helps to protect your sacred groves, but also can be effective in battle. One day, when you gain all your powers, you might choose to leave the life of adventuring and retreat to the ancient forests, never to be seen again. Or you might choose to establish a druidic citadel in a forest, around a newly-raised henge of stones. The decision is yours.

Prime Attribute: Wisdom *and* Charisma, both 13+ (+5% experience bonus)
Hit Dice: 1d6/level (Gains 1 hp/level after 9th.)
Armor/Shield Permitted: leather armor, wooden shield.
Weapons Permitted: dagger, sickle-shaped sword (treat as short sword), spear, sling, oil.
Race: Only humans may be Druids.

About Druids

Alignment: Druid characters must begin with a Neutral alignment. Separate druidic-oriented orders might exist, but these would draw their powers not entirely from nature and not entirely from the powers of Law or Chaos. A trade-off of some kind would have been made, resulting in something druidic but not Druid. Chaotic "druids" conduct human sacrifices and their deeds are dark indeed, drawing strength from ancient and best-forgotten Cthonic chaos-beings steeped in earth and blood. Lawful "druids" are even less common, for Chaos has a stronger link to the wild places of the earth than do the powers of Law, but such Lawful "druids" also exist, often setting themselves against the darker, fallen druidic orders. Again, however, the members of such orders are merely *druidic* – they differ in subtle ways from the true Druids represented by the character class.

Mistletoe: A sprig of mistletoe serves for Druids much as a holy symbol serves for Clerics, but is even more important. A Druid can barely cast spells at all without the mystical or symbolic connection provided by the mistletoe sprig. The connection of a Druid to nature is not the same as the Cleric's connection to a divine being; it is inherently more inchoate, less focused, and more diverse. Although Druids are considered a sub-class of Clerics, their magic bears some partial similarities to that of Magic-Users: they require more of a symbolic focus, more of a ritualistic style of casting, and rely to a greater degree on learning and lore than upon the faith, devotional, and crusading aspects which are so crucial to the power of a true Cleric of Law or Chaos.

Druidic Hierarchy: The Druid character is a member of a Druidic Order (or *the* Druidic Order, if there is only one), a hierarchy of power and authority – essentially a pyramid – culminating in the person of the Grand Druid. This august and mysterious personage is the ultimate leader of all Druids in the Order. There might be more than one Grand Druid, each ruling different far-flung regions, but in the specific locale where a Druid character begins play, there is, and can be, only one. Moreover, in this area (however large or restricted it might be) there are limited numbers of Druids who may serve in the less-lofty positions of the hierarchy as well. The levels of druidism represent the sequential introduction to higher knowledge – secrets that are dangerous for those of lesser power to know – and also the initiation of the Druid into increasingly smaller "circles" of higher-ranking druids. Once a Druid reaches eleventh level, having learned the full scope of the mysteries of druidism, the character gains the *title* of Druid. (This is just a title in the order; obviously, the character has been a "druid" since the beginning.) Gaining the position of an Archdruid, or rising to the highest authority of the Grand Druid, requires more than just gaining the necessary experience points; it requires supplanting the current holder of that position. If the Druid character cannot challenge and defeat one of the current Archdruids (to gain 12th level), or the current Grand Druid (to gain 13th level), the character cannot advance to the higher level without departing from the true order of druids and becoming an outcast. The nature and "rules" of the druidic challenge are kept a deep secret from all non-druids. Losing a druidic challenge causes a loss of experience points to beginning of the level of advancement below the challenger's current level, so it is a grave setback. (For example, an unsuccessful challenger for the rank of Archdruid would be reduced to the beginning of 10th level.) However, a determined Druid may gain more experience and then return to challenge again, as many times as he or she needs or desires.

The Grand Druid himself may continue to gain levels, although the progression and benefits gained from these levels are minor – the character has already learned the significant mysteries, and all that remains is to refine and polish the use of this knowledge. A Druid who has lost a challenge, regained the necessary experience to make another, and then declines to make that challenge, becomes

Table 9: Druid Advancement Table

Level*	Experience Points Required for Level	Hit Dice (d6)**	Saving Throw	Role in Hierarchy	Number of Spells (by level)***						
					1	2	3	4	5	6	7
1	0	1	15	None	1	–	–	–	–	–	–
2	2000	2	14	Initiate of the First Mysteries	2	1	–	–	–	–	–
3	4000	3	13	Second Mysteries	3	1	–	–	–	–	–
4	8000	4	12	Third Mysteries	3	1	1	–	–	–	–
5	13000	5	11	Fourth Mysteries	3	2	1	–	–	–	–
6	20000	6	10	Fifth Mysteries	3	2	2	–	–	–	–
7	40000	7	9	Sixth Mysteries	4	2	2	1	–	–	–
8	60000	8	8	Seventh Mysteries	4	3	2	1	–	–	–
9	90000	9	7	Eighth Mysteries	4	3	3	2	–	–	–
10	130000	9+1 hp	6	Ninth Mysteries	5	3	3	2	1	–	–
11	200000	9+2 hp	5	Druid	5	3	3	3	2	1	–
12	400000	9+3 hp	4	Archdruid (or Renegade Druid)	5	4	4	4	3	2	1
13	800000	9+4 hp	4	The Grand Druid (or Renegade Druid)	6	5	5	4	4	3	2
14	950,000	9+5	4	Grand Druid (or Renegade Druid)	7	5	5	4	4	3	2
15	1,100,000	9+6	4	Grand Druid (or Renegade Druid)	7	6	5	4	4	3	2
16	1,250,000	9+7	4	Grand Druid (or Renegade Druid)	7	6	6	4	4	3	2
17	1,400,000	9+8	4	Grand Druid (or Renegade Druid)	8	6	6	5	4	3	2
18	1,550,000	9+9	4	Grand Druid (or Renegade Druid)	8	7	6	5	5	3	2
19	1,700,000	9+10	4	Grand Druid (or Renegade Druid)	9	8	6	5	5	3	2
20	1,850,000	9+11	4	Grand Druid (or Renegade Druid)	9	8	7	5	5	3	2
21+	+150,000 per level	+1hp/level	4	Grand Druid (or Renegade Druid)	9	8	7	6	5	3	2

* Druids were capped at 13 levels of ability in the Original Game.

** Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level druid has 9HD plus 2 hit points total, *not* 9HD plus one hit point gained at 10th level and another 2 hit points gained at 11th.

*** Druids continue to gain spells after 21st level according to the same pattern. Note that no more 6th- or 7th-level spells are added after the Druid is 13th level.

an outcast. Such druids can continue to advance in levels, but those who forgo the challenges and strike out on their own path are forever separated from the protection, assistance, and community of the druidic hierarchy. They are considered, for all intents and purposes, to be renegades. In rare cases, a Druid who declines to challenge may be accepted into the hierarchy instead of becoming a renegade if the Druid swears an oath never to further seek a place in the druidic leadership. At that time the Druid would become a counselor, and/or an agent of the Grand Druid, and gain a title such as "Counselor of Forests" rather than becoming a renegade.

Druid Class Abilities

Spell Casting: Druids cast spells from a specific list, with numbers as per the Druid Advancement Table. Each day, the Druid selects and prays for a particular set of spells, choosing any spells from the standard Druid spell list. Once a spell is cast, it cannot be cast again until the next day, unless the Druid has prepared (prayed for) the spell more than once.

Saving Throw Bonus: Druids gain a +2 bonus on saving throw rolls against fire.

First Mysteries (2nd): The "First Mysteries" that a Druid learns at second level grant a variety of abilities to the character. The second-level Druid can determine whether water is pure; identify any type of normal plant by sight, smell, or taste; and move easily through non-magical undergrowths, including thorns or heavy vines.

Shape Change (5th): At fifth level, the Druid can change shape into the form of an animal. The animal's size can range from that of a crow to that of a black bear (but not a huge bear such as a grizzly or polar bear). The druid can change into as many as three different animal forms per day – one from each category of reptile, mammal, and bird – but only once for each form within a single day. When the Druid shapeshifts, 1d6 x 10% of any lost hit points are cured in the transformation.

Immunity to Fey Charms (5th): Also at fifth level, the Druid becomes completely immune to the charms of dryads, naiads, satyrs, and other such fey creatures of the wild woods and rivers.

Magic Items: Druids are able to use any magical item Clerics can, with the exception of Clerical-spell scrolls.

Secret Language: The druidic hierarchy speaks a secret language known to all true (neutral) Druids.

Druidic Stronghold (11th): Upon reaching 11th level, a Druid may build a stronghold in the wilderness, usually comprised of a stone circle and/or other megaliths, one or more groves, and a fortress redoubt of some kind to protect the area. Such isolated strongholds often serve as informal academies for aspirant Druids-in-training, or as fortresses sited to defend wilderness areas threatened by Law or Chaos. A Druid who establishes such a stronghold will gather supporters and followers, although many of these will not be human.

Fighter

You are a warrior, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking raider, a roaming samurai, a dashing swashbuckler, a deadly swordswoman, or a chivalrous 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 generally up to you. You are 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. It should go without saying that female Fighters are as deadly and as skillful as their male counterparts – and in the fantasy worlds of *Swords & Wizardry*, they are also much more common than in the history of our own world.

Prime Attribute: Strength, 13+ (+5% experience bonus)
Hit Dice: 1d8/level (Gains 2 hp/level after 9th.)
Armor/Shield Permitted: Any
Weapons Permitted: Any
Race: Any

Fighter Class Abilities

Multiple Attacks: Against creatures with 1HD or less, a Fighter makes one attack per level each round.

Parry: Fighters with a Dexterity score of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks, as shown on the table below.

Table 10: Fighter Parrying Ability

Dexterity Score	Penalty to Enemy Attacks
14	-1
15	-2
16	-3
17	-4
18	-5

Strength Bonuses: Unlike most other character classes, Fighters with a high Strength can have bonuses to hit and on damage.

Establish Stronghold (9th): At ninth level, a Fighter may establish a stronghold and attract a body of men-at-arms who will swear their loyalty to the character as their liege Lord (or Lady). Most likely, the castle will attract peasants seeking safe places to establish homes, and the Fighter will become more powerful and influential as the number of such followers increases. The stronghold will likely be a small territory carved from the wilderness, held as a freehold by the self-ennobled character.

Table 11: Fighter Advancement Table

Level	Experience Points Required for Level	Hit Dice (d8)*	Saving Throw
1	0	1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6
10	350,000	9+2 hp	5
11	450,000	9+4 hp	4
12	550,000	9+6 hp	4
13	650,000	+8 hp	4
14	750,000	+10 hp	4
15	850,000	+12 hp	4
16	950,000	+14 hp	4
17	1,050,000	+16 hp	4
18	1,150,000	+18 hp	4
19	1,250,000	+20 hp	4
20	1,350,000	+22 hp	4
21+	+100,000 per level	+2 hp/ level	4

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level Fighter has 9HD plus 4 hit points total, *not* 9HD plus 2 hit points gained at 10th level and another 4 hit points gained at 11th.

Magic-User

As a Magic-User, you are a figure of mystery and a student of mysteries, steeped in ancient and arcane knowledge. You have studied long hours deep into the candlelit nights, delving into the parchment pages of cobweb-covered magic tomes, learning the intricacies of magical circles and runes, the strange significances of the stars and moons, the disquieting theories of mad philosophers, and above all, the casting of magic spells. You can be a truly devastating opponent as long as your fellow adventurers protect you from physical combat, in which you are the weakest of all the character classes: completely untrained in the use of armor, barely adequate with even the simplest weapons, and having fewer hit points than most other members of an adventuring expedition. You are not limited to the role of providing the party with offensive spells, though, for your spellbook provides an array of other spells that can be critical for surviving the perils of dungeons, lost temples, and other such places where you might venture in search of treasure and knowledge. If you succeed in such forays into the wild and dangerous places of the world, you might eventually 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 great Archmages can sway the politics of kingdoms, commanding respect and fear across the realms.

> **Prime Attribute:** Intelligence, 13+ (+5% experience bonus)
> **Hit Dice:** 1d4 (Gains 1 hp/level after 11th level.)
> **Armor/Shield Permitted:** None.
> **Weapons Permitted:** Dagger, staff, and darts.
> **Race:** Elves, Half-elves and Humans may be Magic-Users.

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 this book, Magic-Users force selected spell formulae into their minds, "preparing" as many spells as the Magic-User can mentally sustain. (It is possible to prepare a spell multiple times using the available "slots" in the Magic-User's memory and mental capability.) Once a prepared spell is cast, it disappears from the Magic-User's ability to cast, until it is prepared again. If a Magic-User finds scrolls of spells while adventuring, these spells can be added to the Magic-User's spellbook.

Knowing Spells: In *Swords & Wizardry*, a beginning Magic-User's spellbook contains as many of the eight basic first level spells as the neophyte character can know. Check each spell to see if the Magic-User can learn and know it, using the "Learn Spells" column on the table in the description of the Intelligence attribute. Each time the magician gains a level (if the Referee permits) he or she may re-check the spells not understood before, to see if increased experience has granted new understanding – although the Maximum Number of Basic Spells Understandable (from the Intelligence Table) is still the upper limit. A Magic-User would also still need to find and copy these new spells into his or her spellbook. The same procedure applies to each higher spell level; a wizard must find the higher-level spells in dungeons or musty libraries and copy them into a spellbook, or trade copies with other Magic-Users. New and unusual spells outside the basic lists are not part of the "maximum number" of knowable spells, although they still require a roll to see if a Magic-User can understand one. (Such spells are rare and seldom traded.) New spells that a wizard researches and creates personally are also not subject to the maximum allowable number of regular spells.

Saving Throw Bonus: Magic-Users gain a bonus of +2 on all saving throw rolls against spells, including spells from magic wands and staffs.

Wizard's Tower (11th): At 11th level, a Magic-User gains the title of "wizard," and can build a stronghold to contain the necessary libraries and laboratories of a high level mage. Such a powerful sorcerer will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and perhaps even a few monsters. This colorful crew will swear fealty and serve the wizard with considerable (but not unlimited) loyalty. In general, such a freehold will encompass a small territory around the tower as well – whatever quantity of wilderness the Magic-User chooses to tame and protect.

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Table 12: Magic-User Advancement Table

Level	Experience Points Required for Level	Hit Dice (d4)*	Saving Throw	Number of Spells (by level)**								
				1	2	3	4	5	6	7	8	9
1	0	1	15	1	–	–	–	–	–	–	–	–
2	2,500	2	14	2	–	–	–	–	–	–	–	–
3	5,000	3	13	3	1	–	–	–	–	–	–	–
4	10,000	4	12	3	2	–	–	–	–	–	–	–
5	20,000	5	11	4	2	1	–	–	–	–	–	–
6	35,000	6	10	4	2	2	–	–	–	–	–	–
7	50,000	7	9	4	3	2	1	–	–	–	–	–
8	75,000	8	8	4	3	3	2	–	–	–	–	–
9	100,000	9	7	4	3	3	2	1	–	–	–	–
10	200,000	10	6	4	4	3	2	2	–	–	–	–
11	300,000	11	5	4	4	4	3	3	–	–	–	–
12	400,000	11+1 hp	5	4	4	4	4	4	1	–	–	–
13	500,000	11+2 hp	5	5	5	5	4	4	2	–	–	–
14	600,000	11+3 hp	5	5	5	5	4	4	3	1	–	–
15	700,000	11+4 hp	5	5	5	5	5	4	4	2	–	–
16	800,000	11+5 hp	5	5	5	5	5	5	5	2	1	–
17	900,000	11+6 hp	5	6	6	6	5	5	5	2	2	–
18	1,000,000	11+7 hp	5	6	6	6	6	6	5	2	2	1
19	1,100,000	11+8 hp	5	7	7	7	6	6	6	3	2	2
20	1,200,000	11+9 hp	5	7	7	7	7	7	7	3	3	2
21+	+100,000 per level	+1 hp/level	5	8	8	8	7	7	7	4	3	3

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. A 13th level Magic-User has 11 HD plus 2 hit points total, *not* 11 HD plus 1 hit point gained at 12th level and another 2 hit points gained at 13th.

** Magic-Users continue to gain spells after 21st level according to the same pattern.

Monk

As a Monk, you are a seeker after enlightenment, a member of an ascetic religious order pursuing mental, spiritual, and physical perfection. You are deadly with all weapons, and an expert in complex forms of unarmed combat. Although Monks do not wear armor, they improve in armor class as they gain levels, due to a higher and higher degree of both enlightenment and martial artistry. Monks are relatively weak at lower levels, but at higher levels they approach the power of higher-level Magic-Users, although in a much different way. Various stages of enlightenment grant Monks a wide variety of abilities; if you are playing a Monk character you will have to familiarize yourself with these before you start playing.

Note that Monks are an extremely powerful character class, and are allowed only at the discretion of the Referee.

Prime Attribute: Wisdom, 13+ (+5% experience bonus)
Hit Dice: 1d4 (Gains 1 hp/level after 16th level.)
Armor/Shield Permitted: None.
Weapons Permitted: All.
Race: Only humans may be Monks.

About Monks

Alignment: Monks may be of any alignment, although most are disciples of Law.
Race: Only humans may become Monks.
Charity: All treasure other than the bare minimum of what is needed to maintain the Monk and any followers must be donated to charities.
Magic Items: Monks cannot use potions; the only magic items they can use are weapons and magic rings.

Monk Class Abilities

Weapon Damage Bonus: Monks inflict an additional point of damage at second level when using weapons, and this bonus increases every other level (+2 at fourth level, +3 at sixth level) up to a maximum of +5 at tenth level.

Deadly Strike: When the Monk's attack roll is 5 higher than the required to hit number, the target has a 75% chance to be stunned by the blow for 2d6 rounds. Moreover, the mystic perfection of the blow also has a 25% chance to kill the opponent, provided the opponent's hit dice are no more than 1 higher than the Monk's.

Multiple Attacks: When fighting without weapons, the Monk gains additional attacks during a single melee round. (See Monk Advancement Table.)

Table 13: Monk Advancement Table

Level*	Experience Points Required for Level	Hit Dice (d4)**	Armor Class	Saving Throw	Abilities	Weaponless Damage	Movement Rate
1	0	1	9[10]	15	Thief-type skills	1d4	12
2	2,500	2	8[11]	14	+1 damage with weapons	1d6	13
3	5,000	3	7[12]	13		1d6	14
4	10,000	4	6[13]	12	Speak with Animals +2 total damage with weapons	1d8	15
5	20,000	5	5[14]	11	Silence Slow Falling 20 ft	1d10	16
6	40,000	6	4[15]	10	Mind 2 weaponless attacks per round +3 total damage with weapons	1d12	17
7	80,000	7	3[16]	9	Body	2d8	18
8	160000	8	2[17]	8	Self +4 total damage with weapons Slow Falling 40 ft	2d8+1	19
9	320000	9	1[18]	7		2d8+2	20
10	420,000	10	1[18]	6	Oneness +5 total damage with weapons	2d8+4	21
11	620,000	11	0[19]	5	Establish Monastery Slow Falling any distance	3d8+1	22
12	820,000	12	0[19]	5	3 weaponless attacks per round	3d8+2	23
13	1,020,000	13	-1[20]	5	Harmonic Touch	3d8+4	24
14	1,320,000	14	-1[20]	5		4d8+1	25
15	1,720,000	15	-2[21]	5		4d8+2	26
16	2,220,000 Grand Master	16	-3[22]	5	4 weaponless attacks per round	4d8+4	27
17	2,720,000	16+1 hp	-3[22]	5		4d8+5	28
18	3,220,000	16+2 hp	-3[22]	5		4d8+6	29
19	3,720,000	16+3 hp	-3[22]	5		4d8+7	30
20	4,220,000	16+4 hp	-3[22]	5	5 weaponless attacks per round	4d8+8	31
21+	+500,000 per level	+1 hp/ level	-3[22]	5	No further improvement	+1 additional per level	32

* Monks were capped at 16 levels of ability in the Original Game.
** Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 18th level Monk has 16 HD plus 2 hit points total, *not* 16 HD plus one hit point gained at 17th level and another 2 hit points gained at 18th.

Alertness: Monks are not easily attacked by surprise. A party containing a Monk is unlikely to be surprised, with only a 1 in 6 chance..

Deflect Missiles: The Monk can deflect arrows and magic missile spells with a successful saving throw.

Slow Falling: At fifth level, Monks can fall up to 20 ft with no damage if they can touch a wall. This distance increases to 40 feet at eighth level and any distance at eleventh level.

Saving Throw Bonus: Monks gain a +2 bonus against paralysis and poisons.

Speak with Animals (4th): The Monk can speak with normal animals, in a manner similar to the spell of the same name.

Mastery of Silence (5th): The Monk can enter a state of perfect catatonia, stopping his or her own heart to simulate death. The character can maintain this state for 1d6 x 10 minutes x monk's level.

Mastery of Mind (6th): The Monk's thoughts become so serene and placid that any attempt at mind reading has a 90% chance of failure. The failure chance increases by 1% per monk's level above sixth, rising to 100% at level 16, when the Monk's mind is completely at one with the surrounding environment.

Mastery of Body (7th): The Monk can heal himself by 1d6+1 hit points once per day. Each level above seventh adds an additional hit point to the healing.

Mastery of Self (8th): The Monk is not subject to mental control of any kind, including charm spells and hypnosis. The only exceptions are the *Geas* and *Quest* spells.

Oneness with Self (10th): The Monk is not subject to *Geas* or *Quest* spells.

Establish Monastery (11th): At eleventh level, a Monk may establish an isolated monastery for the purposes of peaceful contemplation, and for teaching disciples and students.

Harmonic Touch (13th): The Monk can touch any creature of equal or lesser hit dice, and create an attunement by which the creature will die instantly when the Monk gives a mental command for its heart to stop. (The creature must have a heart or other organ that can be stopped.) The creature's bodily vibrations remain attuned to the Monk for a period of one day per level of the Monk, and if the Monk does not mentally command the creature to die within this period of time, the death will not occur.

Table 14: Thieving Skills for Monks

Level	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
1	85 %	15 %	3 in 6	10 %	20 %	10 %
2	86	20	3 in 6	15	25	15
3	87	25	4 in 6	20	30	20
4	88	30	4 in 6	25	35	25
5	89	35	4 in 6	30	40	30
6	90	40	4 in 6	35	45	35
7	91	45	5 in 6	40	50	40
8	92	50	5 in 6	55	60	55
9	93	60	5 in 6	65	70	65
10	94	70	5 in 6	75	80	75
11	95	80	6 in 6	85	90	85
12	96	90	6 in 6	95	100	95
13	97	100	6 in 6	100	100	100
14	98	100	6 in 6	100	100	100
15	99	100	6 in 6	100	100	100
16	Remains at 99	Remains at 100	Remains at 6 in 6	Remains at 100	Remains at 100	Remains at 100

Paladin

As a Paladin, you are a resolute warrior against Chaos and evil, and a stalwart defender of Law. You might resemble the "knight in shining armor," or you might be a grim, deadly veteran of the dark and desperate war against the foul powers of Chaos. In either case, you are wholly dedicated to the eradication of Chaos and the protection of civilization. You defend the weak from tyranny, fight injustice where you find it, and hunt down those who are tainted with the demonic mark of Chaos. Most Paladins are members of an order of knights, or are attached to the service of a temple of Law, although some of them operate as "knights errant," following the guidance of higher powers toward the places where Law battles Chaos.

Prime Attribute: Strength, 13+ (+5% experience bonus)
Hit Dice: 1d8/level (Gains 2 hp/level after 9th.)
Armor/Shield Permitted: Any.
Weapons Permitted: Any.
Race: Only humans may be Paladins.

About Paladins

Alignment: Paladins must be of Lawful alignment or they will revert to the abilities of a normal Fighter.

Magic Items: Paladins may own a suit of magic armor, a magic shield, and up to 3 magical weapons, but they may own no more than four additional magic items. Paladins can use any magic items that can normally be used by Fighters.

Charity: Other than whatever is needed for food and shelter, a Paladin must donate all treasure to charities or temples associated with the Lawful alignment.

Alliances: Paladins will not work with characters other than those of

Lawful alignment unless ordered to do so by a superior officer of the Paladin's order, by a Lawful prince, or by the high priest of a Lawful temple.

Paladin Class Abilities

Divine Favor: Although Paladins do not receive a class-based saving throw bonus in *Swords & Wizardry*, they have better saving throw chances than any other character class due to the divine influence of Law. If the Referee is using an alternate saving throw system, it is important to take this into account: Paladins should generally have base saving throw "target numbers" 2 points better than those of a regular Fighter.

Lay on Hands: A Paladin can "lay on hands" once per day to cure others of 2 hit points of damage per level of the Paladin, or to cure disease. If the other person is afflicted by more than one disease, only one of these will be affected per five levels the Paladin has attained.

Immune to Disease: Paladins are immune to all diseases.

Warhorse: At any level, the character may summon a warhorse that will arrive from the wilderness to serve as the Paladin's steed. This warhorse will be unusually intelligent and extremely strong (5 HD). However, if the horse is killed, the Paladin may not summon another within a period of ten game-years.

Dispel Evil (8th): Starting at eighth level, the Paladin can dispel evil, as per the Clerical spell. (See the description of the Clerical spell *Dispel Evil*.)

Detect Evil (8th): Starting at eighth level, the Paladin can detect evil as per the Clerical spell, at a range of 60 feet. (See the description of the Clerical spell *Detect Evil*).

Stronghold (9th): At ninth level, the Paladin may build a stronghold, a small castle from which to attack the forces of Chaos and support the often-embattled defenders of Law. A Paladin's castle may not be built as a sprawling fortress; it must be no greater than is necessary to house the paladin's retainers and one or two hundred soldiers at the maximum.

Table 15: Paladin Advancement Table

Level	Experience Points Required for Level	Hit Dice (d8)*	Saving Throw
1	0	1	12
2	2,000	2	11
3	4,000	3	10
4	8,000	4	9
5	16,000	5	8
6	32,000	6	7
7	64,000	7	6
8	128,000	8	5
9	256,000	9	4
10	350,000	9+2 hp	3
11	450,000	9+4 hp	2
12	550,000	9+6 hp	2
13	650,000	9+8 hp	2
14	750,000	9+10 hp	2
15	850,000	9+12 hp	2
16	950,000	9+14 hp	2
17	1,050,000	9+16 hp	2
18	1,150,000	9+18 hp	2
19	1,250,000	9+20 hp	2
20	1,350,000	9+22 hp	2
21+	+100,000 per level	+2 hp/level	2

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level Paladin has 9 HD plus 4 hit points total, *not* 9 HD plus 2 hit points gained at 10th level and another 4 hit points gained at 11th.

Ranger

You and your fellow Rangers are the inheritors of ancient scholarship, students of forgotten skills and lore passed on from teacher to student over the generations, preserving the legacy through times when the light of civilization wavered and dimmed. The Rangers retreated to the wilderness and the outlands long ago; they seldom visit the decadent, glittering cities, for these are places that have turned aside from much of the lore the Rangers protect. As a Ranger, you are well-versed in the subtle skills of the wilderness, and you are a dangerous opponent in battle. Moreover, when you reach higher level, your studies and understanding of ancient lore will have developed to the point where you can actually cast spells. You are a guardian of civilization and a protector of the weak, normally hunting the creatures of chaos in the wild places where they lurk. You take the battle directly to the enemy, in its very lair.

About Rangers

Alignment: Rangers must be, and remain, Lawful in alignment, or they will lose all Ranger abilities and be treated as ordinary Fighters.

Title: When a Ranger attains 8th level, other Rangers will refer to the

Prime Attribute: Strength, 13+ (+5% experience bonus)
Hit Dice: 2d8 at first level, 1d8/level thereafter. (Gains 2 hp/level after 9th.)
Armor/Shield Permitted: Any.
Weapons Permitted: Any.
Race: Only humans may be Rangers.

character by the title of "Ranger-Knight." At this point, certain class restrictions no longer apply.

Charity: Other than whatever is needed for food and shelter, a Ranger must donate all treasure to charities or temples associated with the Lawful alignment. This restriction is lifted when the character becomes a Ranger-Knight.

Followers: Until reaching the status of a Ranger-Knight, the character may not hire or accept followers of any kind, not even lantern-bearers or servants. They even prefer to fetch their own ale at taverns rather than being waited upon.

Association with Other Rangers: Until the character reaches the status of a Ranger-Knight, a Ranger may not operate in concert with more than one other Ranger. This does not restrict the Ranger's membership in an order of Rangers – it only restricts the number of Rangers that can participate in a particular mission or expedition.

Table16: Ranger Advancement Table

Level	Experience Points Required for Level	Hit Dice (d8)*	Saving Throw	Number of Spells (by level)**		
				1	2	3
1	0	2	14	—	—	—
2	2,500	3	13	—	—	—
3	5,000	4	12	—	—	—
4	12,000	5	11	—	—	—
5	25,000	6	10	—	—	—
6	50,000	7	9	—	—	—
7	100,000	8	8	—	—	—
8	175,000 Ranger-Knight	9	7	—	—	—
9	275,000	10	6	Clr 1	—	—
10	550,000	10+2 hp	5	Clr 2 MU 1	Clr1	—
11	825,000	10+4 hp	4	Clr 2 MU 2	Clr 1 MU 1	—
12	1,100,000	10+6 hp	4	Clr 3 MU 2	Clr 2 MU 1	Clr 1
13	1,375,000	10+8 hp	4	Clr 3 MU 3	Clr 2 MU 2	Clr 1 MU 1
14	1,600,000	10+10 hp	4	Clr 4 MU 3	Clr 3 MU 2	Clr 1 MU 1
15	1,800,000	10+12 hp	4	Clr 4 MU 4	Clr 3 MU 3	Clr 1 MU 1
16	2,000,000	10+14 hp	4	Clr 4 MU 4	Clr 3 MU 3	Clr 2 MU 1
17	2,200,000	10+16 hp	4	Clr 4 MU 4	Clr 3 MU 3	Clr 2 MU 2
18	2,400,000	10+18 hp	4	Clr 5 MU 4	Clr 4 MU 3	Clr 2 MU 2
19	2,600,000	10+20 hp	4	Clr 5 MU 5	Clr 4 MU 4	Clr 2 MU 2
20	2,800,000	10+22 hp	4	Clr 5 MU 5	Clr 4 MU 4	Clr 3 MU 2
21+	+200,000 per level	+2 hp/level	4	Clr 5 MU 5	Clr 4 MU 4	Clr 3 MU 3

* Hit points shown for levels after the character no longer gains full hit dice are the total combined number. An 11th level Ranger has 10HD plus 4 hit points total, *not* 10HD plus 2 hit points gained at 10th level and another 4 hit points gained at 11th.

** Rangers continue to gain spells after 21st level according to the same pattern.

Ranger Class Abilities

Tracking: Rangers are able to track down other creatures in the wild, in cities, and even through underground passages.

• Outdoor Tracking. Outdoors, the basic chance for successful tracking (on a day-to-day basis) is 90%, modified by a –10% for each day old the tracks are, and modified by –10% (for the entire effort thereafter) for each day of rain (or snow) that has fallen on the trail.

• Underground and City Tracking. Tracking in the city (any urban or populated area) or underground ,makes it considerably harder to find and follow a trail. First, the beginning of the trail must be no more than an hour old. The base chance to track is still 90%, but each time the trail changes (as described below), there is a chance for the Ranger to lose the trail and be unable to track it further; that is, the Ranger cannot pick up the trail even by circling the area where the trail was lost. The circumstances under which the prey can "lose" the Ranger are as follows:

Turns down a side passage: 25% chance to lose trail

Goes through a door: 35% chance to lose trail

Goes up or down through a trap door or ladder: 40% chance to lose trail

Climbs a wall up or down (including pits and shafts): 50% chance to lose trail

Alertness: A party containing a Ranger is unlikely to be surprised, with only a 1 in 6 chance.

Magic Items: Rangers can use any magic items that can normally be used by Fighters.

Giants and Goblin-types: Rangers are well trained to deal with giants, trolls, ogres, orcs, goblins, and kobolds. Against any of these sorts of monsters, Rangers gain +1 damage per level with a successful attack roll.

Scholar of Healing Magic (8th): At eighth level, a Ranger's scholarship allows the character to use certain magic items not normally usable by fighter-types. Rangers of this level can employ Clerical healing scrolls and any other magic items which heal damage or disease. Note that if the item has other abilities in addition to healing, the Ranger cannot employ these other powers unless the item is normally usable by Fighters.

Scholar of Scrying Magic (9th): At ninth level, a Ranger can use any and all magic items, including spells from scrolls, that involve scrying magic. Examples would be the clairvoyance spell, or crystal balls.

Scholar of Travel Magic (9th): Also at ninth level, a Ranger may employ any and all magic items, including spells from scrolls, that use magic involving teleportation, dimensional travel, or passing through objects. Examples would be a *Passwall* or a *Passplant* scroll).

Fortress (9th): At ninth level, the Ranger may build a fortress in the wilderness in order to house the character's growing number of loyal retainers. When the fortress (which may be small or quite large, depending on the Ranger's purposes) is completed, the Ranger's reputation will draw a number of new followers, as well as peasants seeking a safe place to settle. Roll 2d12 to determine the number of followers. Determine the class of each in this order: half of the total will be Fighters, a quarter of them will be Clerics, one-fifth of them will be Magic-Users, and if there are over 20 followers, one of them will be a Neutral-aligned Thief.

The followers will be at least second level; for each there is a 25% chance to add 1d4 to the base second level. Also, for each of these followers, there is a 2% chance that the follower is actually a highly unusual type instead of whatever the dice originally indicated. Roll 1d6 as follows: 1 or 2 - another Ranger (level 1d6+1); 3 or 4 - a lycanthrope (werebear or wereboar); 5 - a mated pair of unicorns; 6 - a pegasus.

Thief

You are a figure in the shadows, an expert in stealth and delicate tasks. Locks, traps, and scouting are your trade; you are the eyes and ears of the adventuring party, the one who handles the perils of the dungeon itself. In many ways, you are a scholar of the world; in the course of your profession you pick up knowledge about languages and even magic. True, in combat you are not the equal of armored Fighters or Clerics, but they rely on your knowledge and specialized skills to get them safely into and out of the dangerous places where treasure is to be found. You are the guide; the scout; and when necessary, the deadly blade that strikes from the shadows without warning. In your profession, it takes great skill to survive – the life expectancy of most Thieves is very short. However, if you rise to high level, your reputation in the hidden community of tomb robbers and alley skulkers will attract followers to your side, often enough allies to place you in power as a guildmaster of Thieves. A high-level Thief is a deadly opponent, for such an individual has learned subtlety and survival in the game's most difficult profession.

> **Prime Attribute:** Dexterity, 13+ (+5% experience bonus)
> **Hit Dice:** 1d4/level (Gains 1 hp/level after 10th.)
> **Armor/Shield Permitted:** Leather armor only; no shield.
> **Weapons Permitted:** Any, but magical weapons are limited to daggers and swords.
> **Race:** Any

About Thieves

Alignment: All Thieves must be either Neutral or Chaotic in alignment.

Thief Class Abilities

Backstab: When attacking with surprise, from behind, the Thief gains +4 to hit and inflicts double damage. At levels 5-8, damage is tripled, and from a Thief above level 8 such an attack inflicts quadruple damage.

Saving Throw Bonus: Thieves gain a +2 bonus on saving throws against devices, including traps, magical wands or staffs, and other magical devices.

Read Normal Languages (3rd): Thieves of third level and above can figure out the gist of most written languages, and have an 80% chance to comprehend treasure maps or written documents. This does not mean they can automatically decipher codes or solve riddles, although it would allow them to understand what a riddle says, for example.

Read Magical Writings (9th): At ninth level, a Thief has gained enough knowledge to decipher magical writings (although not the "divine" writings of Clerics), but their understanding is not perfect when the magic is complicated (that is, for spells higher than sixth level). Thieves can cast Magic-User spells from scrolls, but for the high-level spells they have a 10% chance to get a dangerously unpredictable result, usually the reverse of the intended effect.

Establish Guild (9th): At ninth level, a Thief is well enough known to assemble a small guild of Thieves if the character chooses, attracting a shadowy band of sneaks, thugs, and other unsavory characters into his (or her) service.

Thieving Skills:

1) Climbing walls or cliffs. The percentage chance is what the thief needs to climb a wall that others cannot climb. If the wall is more difficult than normal (very slippery, for example), the referee may lower a thief's chances of success. In general, if a normal person has a chance to climb a wall, a thief can most likely do it automatically.

2) Delicate tasks. This percentage chance is used for disabling small mechanical traps like poisoned needles, and is also used for picking pockets. The skill is also used to detect whether a mechanism, keyhole, or other small location contains a trap that can be removed.

3) Hearing sounds. A thief can hear well when concentrating; this mainly includes listening at doors.

4) Hiding in shadows. Thieves can make themselves very hard to see when lurking in the shadows. Anyone can hide, of course, but thieves are virtually invisible and can move around while hiding.

5) Moving silently. Thieves can move quietly, without being heard.

6) Opening Locks. Thieves can pick locks; some locks might be unusually difficult, in which case the Referee might reduce the percentage chance as appropriate.
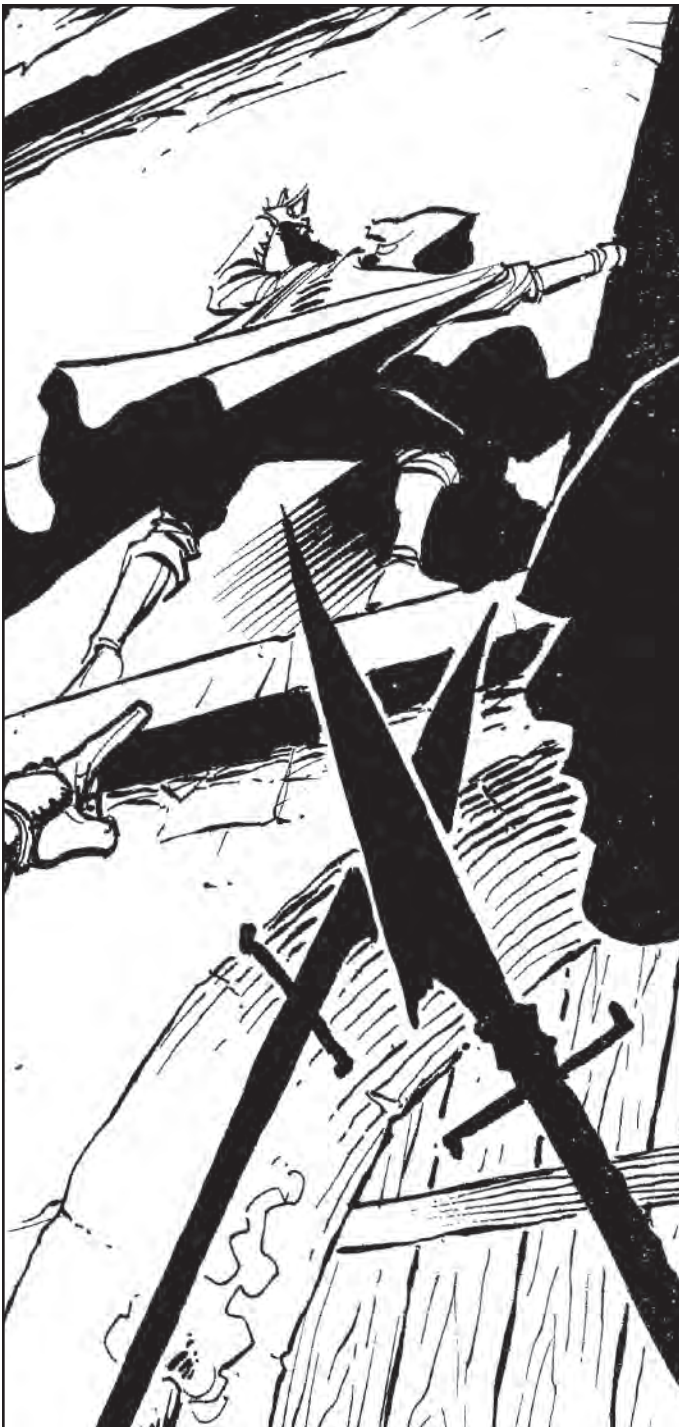
Table 17: Thieving Skills

Level	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
1	85 %	15 %	3 in 6	10 %	20 %	10 %
2	86	20	3 in 6	15	25	15
3	87	25	4 in 6	20	30	20
4	88	30	4 in 6	25	35	25
5	89	35	4 in 6	30	40	30
6	90	40	4 in 6	35	45	35
7	91	45	5 in 6	40	50	40
8	92	50	5 in 6	55	60	55
9	93	60	5 in 6	65	70	65
10	94	70	5 in 6	75	80	75
11	95	80	6 in 6	85	90	85
12	96	90	6 in 6	95	100	95
13	97	100	6 in 6	100	100	100
14	98	100	6 in 6	100	100	100
15	99	100	6 in 6	100	100	100
16+	Remains at 99	Remains at 100	Remains at 6 in 6	Remains at 100	Remains at 100	Remains at 100

Some non-human Thieves gain bonuses to certain thieving abilities, as described in the table below:

Table 18: Non-human Thief Bonuses Table

Race	Climb Walls	Delicate Tasks and Traps	Hear Sounds	Hide in Shadows	Move Silently	Open Locks
Dwarf	-	+10	-	+5	+5	+5
Elf	-	-	-	+15	+10	-
Half-Elf	-	-	-	-	-	-
Halfling	-	+5	-	+10	+10	+10

Table 19: Thief Advancement Table

Level	Experience Points Required for Level	Hit Dice (d4)	Saving Throw
1	0	1	15
2	1250	2	14
3	2500	3	13
4	5000	4	12
5	10000	5	11
6	20000	6	10
7	40000	7	9
8	60000	8	8
9	90000	9	7
10	120000	10	6
11	240000	10+1 hp	5
12+	+130,000	+1 hp/level	Remains at 5

Changing Character Class

Dual-Classing

Single-classed Fighters, Magic-Users, Clerics, and Thieves can change character class, progressing in the new class and abandoning the old one. The only limitation is that Magic-Users may not switch to become Clerics, nor can Clerics switch to Magic-User. In order to change class, the character must have a minimum attribute score of 16 in the Prime Attribute of the new class. Further rules are up to the Referee, who will take into account that advancing in the new class would be quite fast, since the low levels do not require as many experience points for advancement. One possible way to limit a rapid rise in hit dice for one of these "dual-classed" characters is to reduce the amount of XP given to the character from adventuring, dividing all gained XP by the level at which the character made the switch. Thus, a 5th-level Magic-User who switches to become a Fighter (keeping the Magic-User powers) would divide all awards of experience points by 5 for gaining Fighter levels until becoming a 5th level Fighter. Note that switching classes would not allow the character to have more than 9 full hit dice no matter how many total levels were gained. Obviously, too, the character must be behaving mainly in the capacity of the new class, relying on the abilities of the former class as a secondary or even last-ditch resort. There are many possible ways to handle such "dual-classing," and the Referee is the ultimate decision maker on how to handle it.

Taking the Vows of a Paladin

A Fighter of Lawful alignment may at any time take on the vows of a Paladin, and become a member of that class, provided the character has a Charisma of at least 17. The Referee will decide how to handle such matters as the level, hit dice, and experience points the character has after making this change; it is strongly recommended that the character not actually gain experience points by changing classes, however.

Why would I play a Fighter or Cleric character?

Some of the classes appear on the surface to be more powerful than Fighters or Clerics, and it is common for players to ask why they would ever choose to play a Fighter or Cleric.

In the Original Game, there were minimum required attribute scores for the "powerful" classes of Ranger, Paladin, Monk, Druid, etc. If you had some bad die rolls, these classes were not available for your character. The minimum scores were:

Assassin: Str 12, Dex 12, Int 12
Druid: Wis 12, Cha 14
Monk: Str 12, Dex 15, Wis 15
Paladin: Cha 17
Ranger: Con 15, Int 12, Wis 12

Your Referee might require these minimum scores, possibly allowing you to add points to one score by subtracting from another (most likely on a 1-for-2 basis).

Players who are familiar with later "Advanced" editions of the Original Game may notice that *Swords & Wizardry* uses a strict interpretation of the Original Rules in one very important respect: even though Paladins and Rangers are considered types of Fighters, they do not have some of the key advantages of the true Fighter class. They cannot parry as Fighters do, they cannot make multiple attacks against creatures of less than 1 hit die, and they *do not gain Strength bonuses* to their to-hit or damage rolls. The Original Game does not specify that Paladins and Rangers have these abilities of the Fighter class, and given the additional powers of the Ranger and Paladin classes, there is no reason to stretch the rules to give them more benefits. "Advanced" versions of the game allowed attack bonuses (based on high Strength) to all character classes, but in the Original Game and in *Swords & Wizardry*, attack bonuses are a specific attribute of the Fighter class.

Choose a Character Race

In a fantasy world, humans often are not alone. Elves may populate the great forests, Dwarfs carve their halls and mines into the heart of the earth, and Halflings reside in the comfortable hill-houses of their bucolic shires. The Referee will inform you if there are other non-human races available for use as player characters.

Dwarfs

The Dwarf player character has a +4 on saving throws against any magic, and easily takes note of certain features of stonework: sloping corridors, moving walls, and traps made of stone – in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts. They also identify whether stonework is recent or not. There is no established die roll or rule for using these abilities; exactly what a Dwarf does or does not perceive is up to the Referee. Dwarfs can see in the dark (darkvision), to a limit of 60 feet.

Dwarven player characters must be Fighters or Fighter-Thieves. Multi-classed Fighter-Thieves are limited to 6th level as Fighters, and may not advance beyond this point. (For more information on multi-classed characters, see below.) A Dwarf who is purely a Fighter may advance beyond 6th level only if the warrior has Strength of 17 (maximum 7th level) or 18 (maximum 8th level). Such a Fighter may also take advantage of any XP bonus due to a high Strength score to gain experience more quickly.

Dwarfs that are *not* player characters might have completely different limitations or abilities than Dwarf player characters, as determined by the Referee. In particular, dwarven Fighter-Clerics exist, with the ability to reach as high as 7th level as a Cleric, and the Referee might choose to allow such a class to players.

Continued Advancement

Non-human characters are limited in their advancement in many classes. If a character has only a single class, rather than completely halting the advancement in that class, the Referee might allow the character to continue gaining levels more slowly. A severe penalty would be applied to the amount of experience being gained once the ordinary maximum (as indicated in the appropriate Race description) is attained. The penalty might, for example, be 50%, although any XP Bonus would still apply.

If a character with multiple classes has maximum limits to levels in all classes, the Referee might allow the character to advance slowly in one class after all limits have been reached. When the multi-classed character has reached the highest permitted level in all classes, the Referee may let the player choose one class in which the character can continue to advance. The character could then continue gaining levels, but with a severe penalty to the amount of experience being gained, such as the 50% suggested above. In addition, the usual procedure of dividing experience points among all classes still applies.

Elves

Elves can see in the dark (darkvision) to a range of 60 feet and generally have a 4-in-6 chance to find secret doors when searching, unlike the other races, which have a 2-in-6 chance. Elves also have a 1-in-6 chance to notice a secret door even when they are not searching. They also cannot be paralyzed by ghouls.

Elven player characters may be Fighter/Magic-Users, Thieves, or Fighter/Magic-User/Thieves. In the Thief class, an Elf may advance with no maximum level limit. An Elf that is solely a Thief may take advantage of any XP bonus due to a high Dexterity score to gain experience more quickly. Elves advancing in more than one class are limited to 4th level Fighter (5th level with Strength of 17, 6th level with Strength of 18) and 8th level Magic-User (9th with an Intelligence of 18). (For more information on multi-classed characters, see below.) Regardless of any further progression in levels as a Magic-User, Elves are able to cast magic spells only as high as 5th-level spells.

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

Half-Elves

Half-elves have abilities very similar to those of true Elves. They can see in the dark (darkvision) to a range of 60 feet and generally have a 4-in-6 chance to find secret doors when searching.

Half-elves may be Fighter/Magic-Users, and may also multi-class as Fighter/Magic-User/Clerics. (For more information on multi-classed characters, see below.) Half-elves do have restrictions on maximum levels: An Half-elf can reach 6th level as a Fighter (7th with a strength of 17 and 8th with a strength of 18), and can reach 6th level as a Magic-User (7th with an intelligence of 17 and 8th with an intelligence of 18). Half-elves are limited to 4th level as Clerics. Half-elves may also be Thieves (single-class only), but may not pursue other single classes such as Fighter or Magic-User. As a Thief, a Half-Elf can advance with no maximum level limit, and may also take advantage of any XP bonus due to a high Dexterity score.

Those Half-elves who are not player characters might have abilities and limitations completely different from those of an Half-elf adventurer. The nature of Half-elves and their place in the world is entirely up to the Referee, and he or she might include non-player characters of any class.

Halflings

Halflings gain a +4 on saving throws against magic, and a +1 bonus when using missile weapons. Halfling characters may advance as Fighters, but they are limited to 4th level simply due to their diminutive size and generally non-aggressive nature. They may also choose to be Thieves, in which case they have no limit on level advancement. Halfling characters may take advantage of any XP bonus due to high Attribute scores to gain experience more quickly.

Halflings who are not player characters might have classes, abilities and limitations which are completely different from those of a Halfling adventurer. The nature of the Halfling race as a whole is determined by the Referee, and might include non-player characters of any class

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Humans

Humans are the default race for *Swords & Wizardry*, and thus they receive no specific bonuses or penalties as do the other races. Humans are a hardy breed, fighting vigorously to expand and guard their civilization in a dangerous world. Many perils lurk beyond the borders of the human lands, but humanity must be ever alert to the possibility of treachery within its own territories and kingdoms: The very individuality that makes humankind so diverse and energetic as a race can also breed those who are dark of mind and willing to cooperate with the forces of evil and chaos.

Note that non-humans cannot be Assassins, Druids, Monks, Paladins, or Rangers as player characters.

Multi-Classing in Swords & Wizardry

Dwarfs, Elves and Half-Elves may have more than one class at a time, called "multi-classing." Each race has certain allowed combinations for player characters. Halfling and Human characters may have only a single class. Multiple classes are written with a slash as a separator, as are multiple levels. For instance, a dwarf Fighter/Thief may be level 6/7 (listing the Fighter level and then the Thief level), while a half-elven Fighter/Magic-User/Cleric might be level 4/3/4.

Multi-Classing Note 1

The rules of the Original Game are exceedingly unclear on the details of how some of this multi-classing operates. *Swords & Wizardry* treats each multi-class in the same basic fashion, which is one valid interpretation of the Original Game, although not necessarily the only one.

Humans cannot be true multi-class characters, but can still be dual-class characters. See the earlier sidebar, "Changing Character Class," for details.

Hit Dice

Multi-class characters begin with a single hit die. Each multi-class hit die is calculated by rolling the appropriate die for each class and averaging the result. A multi-classed character is limited to a total of 9 hit dice no matter what combination of classes is used. After reaching 9 HD, the character gains only 1 hit point per additional level.

Abilities and Limitations

The multi-classed character acts with the abilities of both (or all three) classes at one time, and is also subject to the limitations of each class at once. Therefore, although a Fighter-Thief can choose to wear armor of any kind, the character cannot use thief skills while wearing any armor heavier than leather. In addition, an Elf or Half-Elf cannot cast spells while wearing non-magical armor, although magical armor does not inhibit spell casting (for Elves and Half-Elves only).

Saving Throws

The saving throw of a multi-classed character is the best available from the different choices, including any bonuses from a character class. For example, a elven Fighter/Magic-User of level 1/1 making a saving throw against a spell would compare the saving throw of a Fighter to the saving throw of a Magic-User. The Fighter's saving throw would require a roll of 14. The Magic-User's roll would require a roll of 15, but Magic-Users have a +2 saving throw bonus against spells, so as a Magic-User the Elf would require a roll of only 13 (since 13 + 2 is 15, the saving throw's minimum number). Thus, the saving throw would be made as a Magic-User, requiring a minimum roll of 13 to succeed. The character would *not* use the Fighter's saving throw (14) with the Magic-User's bonus of +2; it must be one way or the other.

Experience Points

Any experience points received are divided evenly among all the classes of a multi-classed character, even when the character can no longer advance in one or more classes. Multi-classed characters do not receive bonuses to experience points, regardless of their Attribute scores.

Multi-Classing Note 2

The rules of the Original Game are unclear about when a multi-classed character would gain hit dice, since the rules of Supplement 1 might or might not be seen as a change to certain methods for using elven multi-classed characters. For *Swords & Wizardry*, we decided that it did change the whole method. Those who are interested in variant possibilities might want to find a copy of the Original Game, and compare the description of the Elf Fighter/Magic-User to the description of the Elf Fighter/Magic-User/Thief in Supplement 1.

Level Advancement

The abilities of a class are gained as soon as a new level is achieved in that class, but a new hit die is not gained until the character has advanced a level in all classes. In other words, a dwarven Fighter/Thief would not gain a "Thief" hit die at level 1/2; instead, the character would receive a second multi-class hit die (the averaged result of the roll of a d8 and a d4) after reaching second level as a Fighter also.

If a multi-classed character reaches the point where one class is "capped," and the character cannot advance in that class any more, the character still only gains a new hit die when both (or all three) levels *would* have been reached. For example, an elven Fighter/Magic-User reaches 4th-level Fighter and 4th-level Magic-User with 10,000 XP in each class, when the Magic-User experience reaches 4th level. Now the player rolls a new hit die, rolling a d8 and a d4 and taking the average of the result. When the character later reaches 16,000 XP in each class, normally that would mean gaining a level as a Fighter. However, since an Elf is capped at 4th level as a Fighter, there is no result. When the Elf reaches 20,000 XP in each class and becomes a 5th-level magic-user, the new hit die is rolled. (It is still an average of rolling a d8 and a d4.) For the sake of example, if somehow the Elf had lost XP in the Fighter class, reaching 10,000 XP in the Magic-User class (4th level) without first reaching 8,000 XP (4th level) as a Fighter, then the Elf would not gain an additional hit die until reaching 8,000 XP as a Fighter. This situation is not likely to arise.

Multi-Classing Note 3

The *Swords & Wizardry* method for dwarven, elven, and half-elven multi-classing (that is, granting new hit dice only once all levels are reached) has the effect of slowing down the pace of hit-point advancement for these characters, thus offsetting the natural advantages of seeing in the dark, etc. Also, the restricted availability of certain single classes is done (maintained from the Original Game rules, actually) to represent the inherently different nature of these races; it helps avoid the "elves are humans with pointy ears" syndrome.
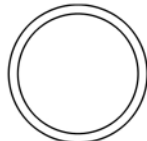
Choose an Alignment

Law and Chaos are cosmic forces engaged in an ageless, eternal struggle of civilization (Law) against the powers of blood-drenched anarchy and dissolution (Chaos). This is the ultimate battleground of demons and godlings, unspeakable ancient horrors and distant powers of divinity, fought across all the planes of existence and in all the nuances of the profound and incomprehensible multiverse. There are cosmic forces of Neutrality as well, standing aloof from the battle between Law and Chaos and working toward their own inscrutable ends. This is the realm of matters that humankind is not meant to know; those who delve too deeply into blasphemous lore and higher realities do so at the very real risk of their sanity.

This vast opposition extends into every corner of the universe; great and horrible demon-princes forge their subtle plans to bring ruination to all things, while the hosts of Law marshal their own allies against ancient foes and new, rising, threats to civilization. Even the player characters are involved with this eternal struggle, whether directly or indirectly, for every action tilts the balance infinitesimally to one side or the other. Will the adventurers attempt to stay out of such matters, remaining neutral between the opposing forces? Will they become champions of Law and civilization, heroes against the mad desolation of Chaos? Or will they themselves fall into the subtle lure of power offered by the legions of anarchy?

All characters are aligned with Law, Chaos, or Neutrality. Any person who is active on behalf of civilization and goodness is considered to be Lawful, while one who has fallen into the dark realms of demonic beliefs or vicious cruelty is considered Chaotic. Characters who fall into the grey areas of morality in between these extremes are considered Neutral. Druids, who sanctify the forces of nature and its holy places, are a good example of Neutrality since they support neither civilization nor anarchy. Most Thieves, too, are neutral, for they follow a course of self-interest without (usually) being bloody-handed or homicidal. Virtually all monsters are, by their very nature, servants of Chaos.

It is not necessary, of course, to run a "heroic" game of *Swords & Wizardry*; many adventuring parties are out for fame and fortune, and do not want to get tangled up in the opposition of Law and Chaos. These freebooters might have their own codes of personal morality, but heroism and honor seldom guide their actions if balanced against survival and loot.

CHAOS

LAW

Buy Equipment

Each character starts with some gold pieces at the beginning of an adventuring career; these are used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below. To make it easier to add up, items of equipment that cost less than a gold piece are shown in fractions of a gold piece, not with the silver piece or copper piece price.

Starting Gold

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

Equipment Tables

Table 20: General Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	0.2gp
Bell	1 gp
Block and tackle	5 gp
Bottle of wine, glass	2 gp
Candle	0.01 gp
Canvas (per square yard)	0.1 gp
Case (map or scroll)	1 gp
Chain (10 feet)	30 gp
Chalk, 1 piece	0.05 gp
Chest	2 gp
Crowbar	0.2 gp
Fishing net (25 square feet)	4 gp
Flask, leather	0.03 gp
Flint & steel	1 gp

Item	Cost
Garlic, charmed	10 gp
Grappling hook	1 gp
Hammer	0.5 gp
Holy symbol, wooden	1 gp
Holy symbol, silver	25 gp
Holy water (flask)	25 gp
Ink (1-ounce bottle)	1 gp
Ladder (10 foot)	0.05 gp
Lamp, bronze	0.1 gp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20 gp or more
Manacles	15 gp
Mirror, small steel	20 gp
Musical instrument	5 gp
Oil, lamp (1 pint)	0.1 gp
Parchment (sheet)	0.2 gp
Pole (10 foot)	0.2 gp
Pot, iron	0.5 gp
Rations, trail (per day)	0.5 gp
Rations, dried (per day)	1 gp
Rope, hemp (50 feet)	1 gp
Rope, silk (50 feet)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal whistle	0.5 gp
Spellbook, blank	25 gp
Spike, iron	0.05 gp
Tent	10 gp
Torch	0.01 gp
Waterskin	1 gp
Wolfsbane	0.1 gp

Item Descriptions

Most of the items are self-explanatory, but extra details are useful for a few of them.

Garlic, charmed: A head of garlic with hexes and blessings on it. Normal garlic has a minor effect on undead, but charmed garlic works much better.

Holy symbol: Often needed for Cleric spells and for turning the undead. In some cases, silver ones work better.

Holy water: Causes damage when thrown on most types of undead creatures and demons. This can be useful, since many of the more-powerful undead and demons can otherwise only be damaged with magical weapons.

Lantern, bullseye: These shine a beam of light 60 feet long but only 10 feet wide, through a hole in the lantern's metal cylinder. They have a hinged cover, allowing the light to be hidden.

Lantern, hooded: These are normal lanterns open on all sides, with the flame shielded by glass. They shine a 30-foot radius of light in all directions.

Oil, lamp: A pint of oil will keep a lantern (either type) burning for 4 hours. Oil is also highly flammable; a lit flask of oil can be used as a thrown weapon to cause 1d4 points of damage with a successful hit, and 1 more point of damage per round for the next 2 rounds. Burning oil can also be used to create a hazard for pursuing monsters.

Torches: Torches burn for one hour and create a 30-foot radius of light. They are easily blown out by gusts of wind, and may even extinguish when dropped. However, if the party needs to set something on fire quickly – and they will – a lit torch can come in very handy.

Wolfsbane: Fresh wolfsbane will often keep werewolves at bay… temporarily.

Table 22: Melee Weapons

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

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

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

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

Table 21: Transportation

Type	Cost
Cart, Hand	10 gp
Horse, Riding	40 gp
Horse, War	200 gp
Mule	20 gp
Rowboat	20 gp
Wagon	50 gp

Rate of fire is the number of times that a missile weapon can be fired during a single combat round. Some bows, such as a short bow, can be fired two times during a combat round, while a heavy crossbow can only be fired once in a round and must then be reloaded for a full round before it can be fired again.

Table 23: Missile Weapons

Weapon	Damage	Rate of Fire	Range*	Weight (pounds)	Cost
Arrows (20)	1d6	By weapon	By weapon	1	2 gp
Axe, hand	1d6	1	10ft	5	1 gp
Bolts, heavy (20)	1d6+1	By weapon	By weapon	1	2 gp
Bolts, light (20)	1d4+1	By weapon	By weapon	1	2 gp
Bow, long	See Arrows	2	70ft	5	60 gp
Bow, short	See Arrows	2	50ft	5	15 gp
Crossbow, heavy	See Bolts, heavy	1/2	80ft	5	20 gp
Crossbow, light	See Bolts, light	1	60ft	5	12 gp
Dagger	1d4	1	10ft	2	2 gp
Dart	1d3	3	15ft	1	0.2 gp
Javelin	1d6	1	20ft	5	0.5 gp
Sling	See Stones, sling	1	40ft	1	0.2 gp
Spear	1d6	1	20ft	10	1 gp
Stones, sling (20)	1d4	By weapon	By weapon	5	0 gp

*Shooting or throwing beyond this range is at a –2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

Chainmail and Shield AC 4[15]
Leather Armor AC 7 [12]
Plate Mail AC 3 [16]
Ring Mail AC 6 [13]
No Armor AC 9 [10]

Table 24: Armor

Armor Type	Effect on AC from a base of 9[10]	Weight[1] (pounds)	Cost
Shield	-1 [+1]	10	15 gp
Leather	-2 [+2]	25	5 gp
Ring	-3 [+3]	40	30 gp
Chain	-4 [+4]	50	75 gp
Plate	-6 [+6]	70	100 gp

[1] Magical armor weighs half normal

Calculating Armor Class

Now it is time to talk about Armor Class and what it means. Basically, Armor Class (AC) is an indicator of how difficult it is to "hit" a character or creature in combat, but here is where it gets complicated:

Swords & Wizardry has two different ways of numbering armor class, and a group must choose which system to use. Ask the Referee if he or she is using the ascending system or the descending system for Armor Class. The numbers all work out the same, but in the ascending system it is better to have a high Armor Class, and in the descending system it is better to have a low Armor Class. The Original Game used a descending system, and that is the official system of *Swords & Wizardry* as well. However, many gamers prefer the ascending system (high numbers are always better, right?) so it is included throughout as an option.

All numbers for the alternate ascending Armor Class system are in [brackets]. When using the regular system, simply ignore the numbers in brackets. (Everywhere. Wipe them from your mind. Make them invisible.)

Here is how to calculate the effect of your armor on your Armor Class:

Using the Descending (regular) System

If you are using the regular descending Armor Class system, an unarmored character has an Armor Class of 9. Every type of armor has an "Effect on AC." Ignore the bracketed numbers and use the "Effect on AC" to reduce the base Armor Class of 9. The lower the result, the better; powerful characters may have an AC reaching into the negative numbers.

Using the Ascending (alternate) System

If you are using the alternate ascending Armor Class system, an unarmored character has an Armor Class of 10. (That is not 9, as in the regular system, but TEN.) Actually, it is [10], because we use brackets to identify that system. Now the "Effect on AC" numbers are the ones in [brackets] and wearing armor will cause AC to go up rather than down, the higher the better.

Weight and Movement

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

All characters, depending on the weight of the armor and equipment they are carrying, have a base movement rate as follows:

Table 25: Base Movement Rate

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

* Carry Modifier (from Strength , if any, is added to the total. For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.

### Table 26: Indoor, Underground, and City Movement

Description	Speed	Results
Walking	Base movement rate times 20 feet/turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40 feet/turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base movement rate divided by 3, times ten feet, is how far the character can move in one round. Thus: Base movement of 6 = 20ft Base movement of 9 = 30ft Base movement of 12 = 40ft.	Dashing around, battling your foes. Alternatively, running for your life.

Table 27: Outdoor Movement

Description	Speed	Results
Hiking	Base movement rate in miles/day	No forced march checks required.
Forced March	Double base movement rate in miles/day	Forced march checks required once per day. (4d6 vs. Strength)
Combat	Base movement rate divided by 3, times ten *yards* (not feet), is how far the character can move in one round.	Battling your foes, or running for your life.
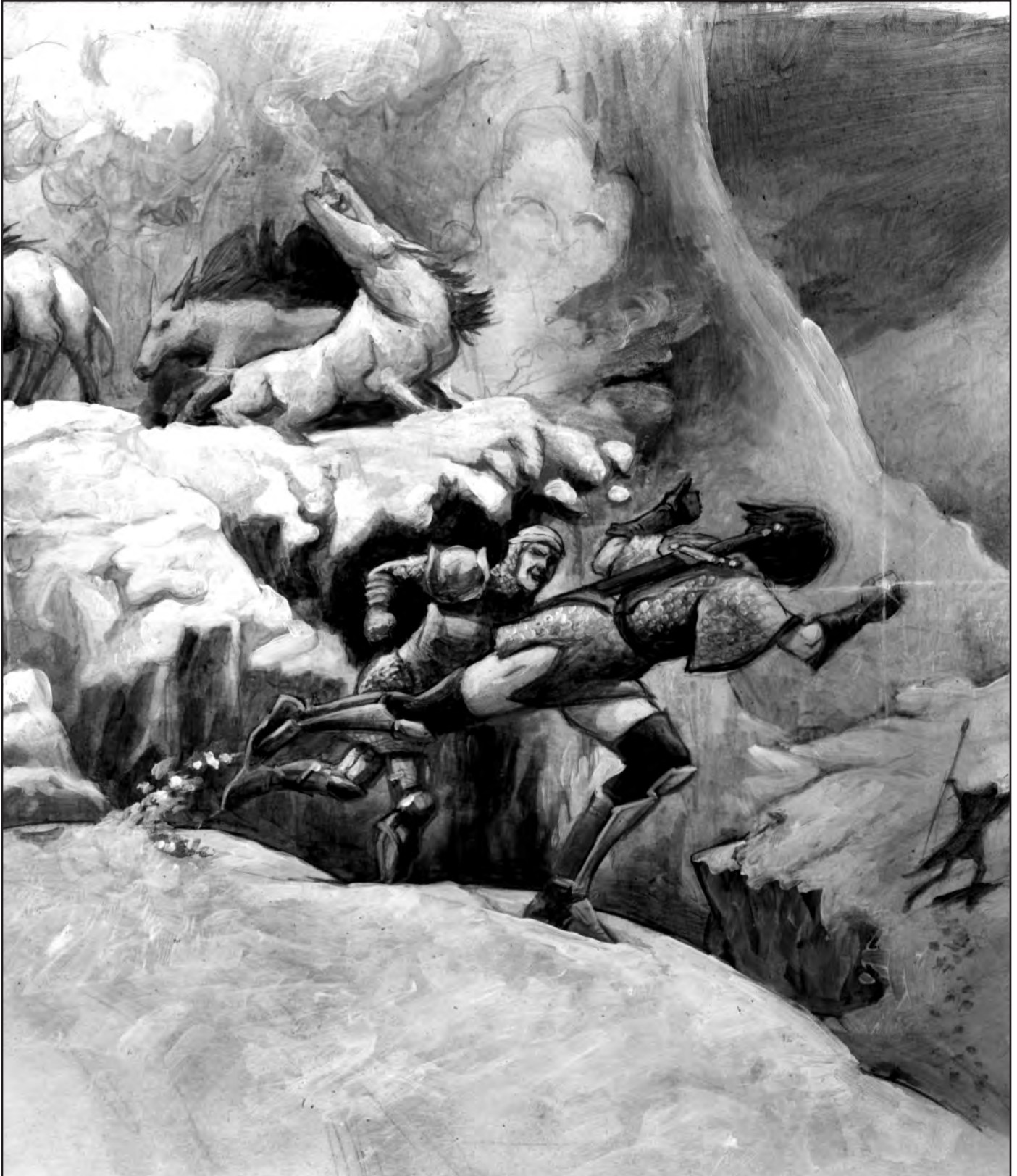
How to Play

Once you have created a character, the Referee will describe the setting and what your character can see. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, in a tavern, or at the gates of an ancient tomb—that is up to the Referee. But from that point on, *you* describe what your character does. Going down stairs, attacking a dragon, talking to people on the street: all of these sorts of things are *your* decisions. The Referee tells you what happens as a result. Maybe those stairs lead down to a huge and echoing tomb, or perhaps that dragon attacks your character with a storm of fiery breath. These are the Referee's decisions. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

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

Gaining Experience

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters each have a set experience point value (given in the monster's statistics), and each gold piece acquired earns one point as well. It may seem odd to award experience for treasure, but keep in mind that *Swords & Wizardry* is not just about slaying monsters – it is about outwitting your foes when you can! In fact, sometimes trickery and guile are the only way to handle a powerful monster like a dragon or a demon. Skilled players avoid risking their characters' lives if there is another, smarter way to walk out of the dungeon with a backpack full of gems and loot.

XP Bonus: Each Character Class has one or more Prime Attributes listed in its class description. If a character has this Prime Attribute at 13 or higher, all experience point awards to the character are increased by 5%. (If the class has more than one Prime Attribute, all must be 13 or above to earn to bonus.) Additionally, if the character has a Charisma score of 13 or more, experience point awards are increased by 5%. Finally, if the character has a Wisdom score of 13+, the character gains a third 5% bonus. Thus high Wisdom or Charisma may earn bonuses twice for a character, as the Prime Attribute as well as individually. It is possible for a character to gain as many as three 5% bonuses to experi-

A Note About Experience Points

Swords & Wizardry uses an XP bonus method *adapted* from the Original Game rules, because the XP bonus system from the Original Game gets disjointed and even somewhat contradictory when it is applied to the expanded classes like Rangers, Paladins, and even Thieves. So, just to be clear, this XP bonus system is NOT an authentic reproduction of the Original Rules; it is simpler and more modular, which makes it easy to replace with a house rule or with your interpretation of the Original Rules if you choose to do so.
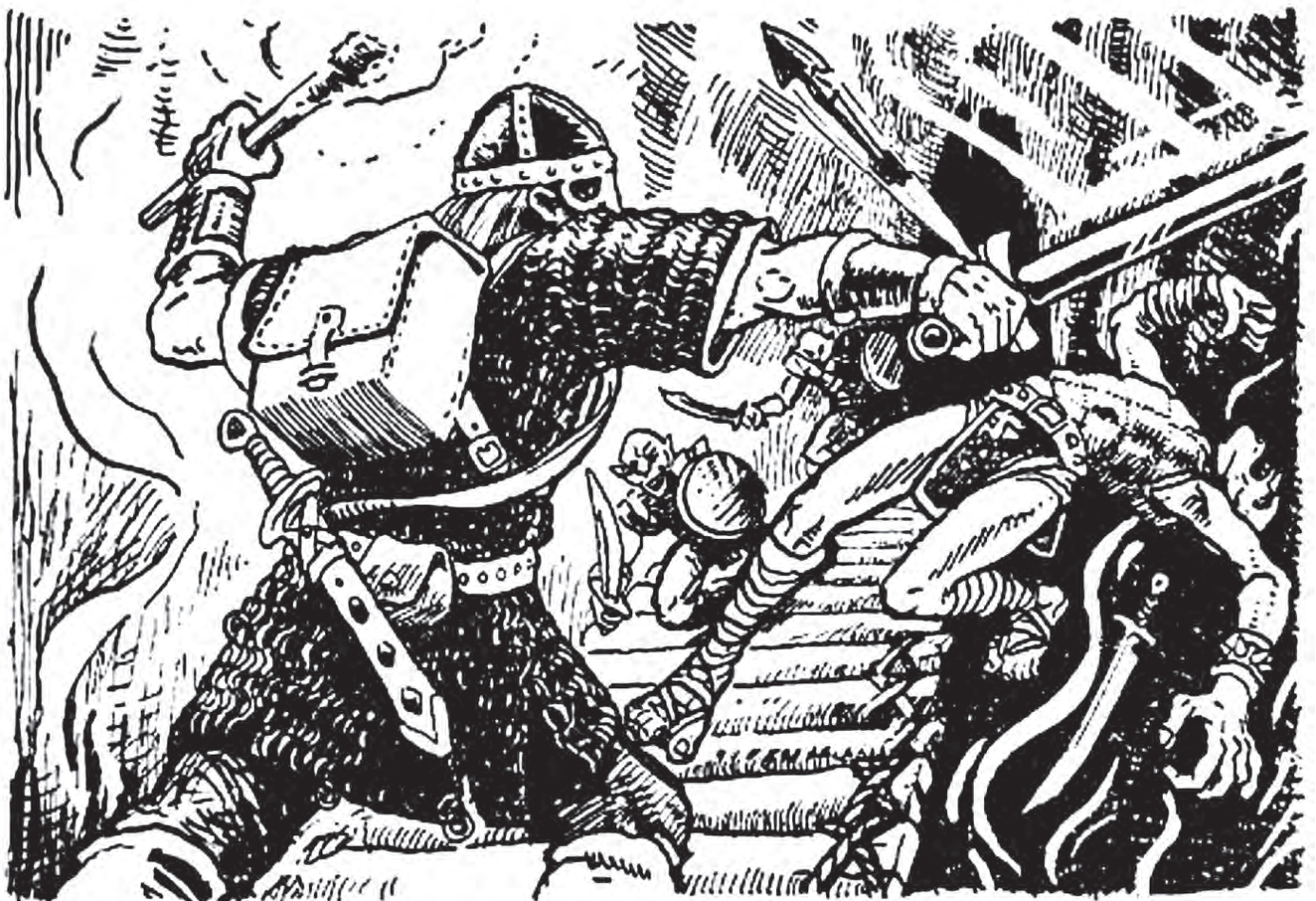
ence point awards for a total increase of 15%.

Some multi-classed characters do not receive this bonus – see the rules for multi-classed characters for details.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and add that number to the character's hit points. He or she may gain new spells or other abilities, as applicable, and combat skills may also increase. In other words, your character has become more powerful and can now pursue greater challenges!

Time

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

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat. See the Movement Rate tables as an example of how "rounds" and "turns" are used.

Saving Throws

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

Take note: Some character classes have better-than-average chances to make a saving throw against particular types of hazards. Magic-Users, for example, get a bonus of +2 to the die roll on their saving throws against spells of all kinds. These various bonuses are described in the explanation of each character class. Fighters, Paladins, and Rangers do not get these bonuses because their base saving throw numbers are better than the other classes across the board.

Monsters can also make saving throws; a monster's saving throw target number is listed in its description.

Different Categories of Saving Throws

The *Swords & Wizardry* saving throw system is an adaptation of the original, which had several categories of different risks instead of a single basic saving throw as used here. The original version had the following categories and target numbers:

Table 28: Saving Throw Categories (Alternative Method)

	Death Rays and Poison	Wands (all)	Turned to Stone	Dragon's Breath	Spells and Staffs
Clerics (including Druids and Monks)	Level 1: 11 Level 5: 9 Level 9: 6 Level 13: 3	Level 1: 12 Level 5: 10 Level 9: 7 Level 13: 5	Level 1: 14 Level 5: 12 Level 9: 9 Level 13: 7	Level 1: 16 Level 5: 14 Level 9: 11 Level 13: 8	Level 1: 15 Level 5: 12 Level 9: 9 Level 13: 7
Fighters (including Rangers and Paladins)	Level 1: 12 Level 4: 10 Level 7: 8 Level 10: 6 Level 13: 4	Level 1: 13 Level 4: 11 Level 7: 9 Level 10: 7 Level 13: 5	Level 1: 14 Level 4: 12 Level 7: 10 Level 10: 8 Level 13: 5	Level 1: 15 Level 4: 13 Level 7: 10 Level 10: 8 Level 13: 5	Level 1: 16 Level 4: 14 Level 7: 12 Level 10: 10 Level 13: 8
Magic-Users, Thieves, and Assassins	Level 1: 13 Level 6: 11 Level 11: 8 Level 16: 5	Level 1: 14 Level 6: 12 Level 11: 9 Level 16: 6	Level 1: 13 Level 6: 11 Level 11: 8 Level 16: 5	Level 1: 16 Level 6: 14 Level 11: 11 Level 16: 8	Level 1: 15 Level 6: 12 Level 11: 8 Level 16: 3

This table does not integrate directly into *Swords & Wizardry*: if you were to house-rule it in, you would have to make some changes such as eliminating the *Swords & Wizardry* class bonuses on saving throws for Magic-Users and Clerics, and giving Paladins a +2 on all saving throws; but keeping the Druid's +1 saving throw bonus against fire.

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Combat

A Quick Introduction

The Original Game offered essentially NO information about the order in which combat takes place, other than the fact that there is a surprise roll at the beginning of combat, and that the battle is divided into rounds. The game referred readers to a set of wargaming rules for mass combat by the same publisher, but there were no specific guidelines for smaller scale battles. Each set of players simply took those wargaming rules and adapted them in whatever way they liked. Power to the people!

Swords & Wizardry provides a bit more *starting* guidance, from the Original Game's later sources, so you can start playing with less preparation. Once you get going, though, it is essentially the same idea: add what you like, remove what you do not. The game is yours to adapt!

Initiative and Order of Battle

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

1. Check for Surprise: The Referee determines if a surprise roll is required, and if so, both sides roll to see if they are surprised by the sudden encounter. See below for details of the surprise roll.

2. Declare Spells: This is not an option for a group that was surprised; they have to wait until the beginning of the next round. See below for details of declaring spells.

3. Determine Initiative: Each side rolls a d6 and the side with the highest result is the winner. One roll is made for each *side*, not for each individual. If this is the first round and one group was surprised, the other side gets to go first automatically, without having to roll a die.

4. Movement and Missile Fire: Each combatant on the side that won initiative may move, or may fire any missile weapons. Then the losers of the initiative roll may move or fire missile weapons.

5. Melee Combat and Spells: Each combatant on the side that won initiative makes any melee attacks (if in melee range), or casts spells. Spells take effect immediately. Spells cannot be cast if the caster is in melee combat with enemies. Losers of the initiative then make their attacks and cast spells.

6. The round is complete. Go back to step 2 (Declare Spells) and repeat the process until the combat is finished.

Surprise

In general, a group cannot be surprised if they are already aware of an opponent's presence even though they have not yet seen them – due to hearing them on the other side of a door, for instance. If one side is surprised, the other side automatically gets to take actions before the first initiative roll. If they also win that initiative roll, this means they will have taken two actions before the other side has a chance to do anything. If surprise is a possibility, roll 1d6 for either or both groups, as appropriate. (Roll only once for each side, not for each individual character or monster.) If the result is a 1 or a 2, the group is surprised. A party that includes a Monk or Ranger, however, is surprised only on a roll of 1. It is possible for both groups to be surprised, effectively canceling out the effect on both sides.

And here is something really nasty: if a group is surprised, each person (or creature) in it has a 1 in 4 chance to drop one or more hand-held items!

Underground or in a dungeon, the distance between two groups when they discover each other is 1d6 x 10 feet. That is very close; the monsters may already be inside the radius of the adventurers' light source. Outside, the distance will be about ten times this number, or, if the visibility is bad, three times. Anything affecting visibility could also affect surprise distance. For instance, someone with darkvision will be able to see up to 60 feet clearly at night or underground. A party carrying a light is visible from much farther away, raising the possibility of an ambush. Other factors that may affect surprise are related to terrain types – thick woods or crowded city streets may decrease visibility and make it easier to surprise travelers. These and similar factors are left up

to the judgment of the Referee.

Take note: Monsters do not always leap to the attack. Unless they are on the alert for intruders, the Referee may roll 2d6 to determine whether the monsters will attack if they surprise the adventurers. On a roll of 2-6, the monsters will be hostile and attack; on a roll of 7-9, the monsters will withhold judgment and wait to see if the adventurers are hostile; on a roll of 10-12, the monsters will have a positive initial reaction to seeing the adventurers, and might even be convinced to offer some help – if they are well paid, of course!

Declare Spells

Any player whose character is going to cast a spell must say so before the initiative roll. (The Referee makes a similar determination for the opponents.) The casting of any spell starts at the beginning of the combat round. Thus, if the enemies win the initiative roll and damage the spell caster, the spell's casting may be disturbed and the spell lost. (This is the *Swords & Wizardry* interpretation of several places in the Original Rules where a spell must be "ready.")

Roll Initiative

At the beginning of a combat round, each side rolls a d6 for "initiative" – the opportunity to act first. The side with the highest roll wins and that group acts first. Initiative rolls may result in a tie. When this happens, the Referee may choose to resolve the actions as if they are simultaneous, or to have both sides re-roll.

Movement and Missiles Phase

Winners of the initiative roll take any movement, including any movement-like actions that might happen in combat such as climbing onto tables, or swinging from ropes, etc. Missile fire would also include things like pushing a boulder off a cliff. The results (deaths, etc) take effect, and then the losers of the initiative roll have their turn to move or fire missiles. It is not possible for the winners of the initiative roll to wait and see what the foes do – they either move or not. It is up to the Referee whether missile fire includes both shots from a weapon with a rate-of-fire higher than one; a longbow, for example, shoots twice in one round. In many games, only the first shot is allowed in this phase, with the second shot being fired after melee and spells are resolved.

If you are using the Ascending AC system, there is a quick formula presented at the end of this chapter that a Referee can use instead of the charts. (See "Quick Method for Ascending AC Combat"). The Referee will decide whether to use Descending AC or Ascending AC, as discussed earlier in the book.

Alternate Combat Sequence Method No. 1
(Core Rules System)

The Core Rules of *Swords & Wizardry* use a somewhat simpler order of combat, which is just as valid as the one used in the Complete Rules; it is another method that was used in the early days of the Original Game. In the Core Rules, there are essentially three phases of the round: first, the side that won initiative moves *and* attacks, or holds the initiative to wait and see what the enemies do. Then the losers of the initiative roll move and attack (the losers cannot "hold" their initiative). Finally, anyone who "held" initiative instead of moving and attacking may move and attack.

This system is faster, and mainly differs in only one way from the *Swords & Wizardry* Complete Rules: the losers of the initiative roll do not get a chance to take any movement in between the movement and attacks of the side that won the initiative roll.

Alternate Combat Sequence Method No. 2

(This system comes from the 1978 "Holmes Blue Book Set")

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

1. Surprise and Distance. The Referee determines if one side is surprised. As with all of the Referee's decisions, this can be based on common sense instead of a die roll. The Referee may also determine the distance of the encounter (see above) if desired. This is exactly the same as in Option 1.

2. Referee Determines Dexterity of Monsters. Instead of using several initiative rolls throughout the battle, Option 2 is based on dexterity scores. At this point, if the Referee hasn't already noted the dexterity score of the monsters, now is the time to determine the dexterity scores of the monsters. There are many ways to do this, including (1) rolling 3d6 for each monster (not recommended because it's slow), (2) deciding ahead of time that all members of a particular monster type always have the same dexterity, (3) rolling once for each monster type, and (4) rolling for all the monsters as a single group. The way the author usually does it is to roll once for each type of monster in the battle. So, for example, if there are ten orcs and a single ogre on the other side, roll 3d6 once for the orcs (who will thus all act at the same time) and 3d6 for the ogre (who will thus act at a different time than the orcs).

3. Readied Spells are Cast and Take Effect. This is very different from the way spells are handled in Option 1 (see the Sidebar). All spells are cast in order of dexterity, from highest to lowest, including monster spell casters. It is possible, for example that at the beginning of a combat round, Barzoom the Mystical (a character with DEX 18) will cast his spell first, followed by the enemy dragon (DEX 17), followed by Simoon the Slow (a character with DEX 16). Barzoom was faster than the dragon, but the dragon was faster than Simoon.

4. Missiles may be fired, in order of dexterity, and immediately inflict damage if they hit. See "The Attack Roll," below.

5. Melee (hand to hand) combat is resolved, with each opponent making attacks in order of dexterity. See "The Attack Roll," below.

6. Movement takes place: each character and monster moves, in order of dexterity. See "Movement."

Alternate Combat Sequence Method No. 3

(Modified Supplement 3 Rules)

Note: this is a simplified and modified version of an alternate combat sequence described in Supplement 3 of the Original Game. This system approximates the same results but does not directly track the Original system, which essentially used an 8-segment combat round.

In this system, there is only one initiative roll made in the entire combat, at the beginning of the very first round. The round is divided into 10 parts, or "segments," of 6 seconds each. It is easiest to use a d10 for the initiative roll, with the result being used to represent the segment of the first round in which actions begin. In this case, since the first segment would be #1, it would be better to roll low (instead of trying to roll high, as in the "official" system). Each character rolls individual initiative.

Instead of making more initiative rolls, each character moves (and takes any other actions) at intervals of six segments. However, armor, spell casting, and other factors change that basic 6-segment interval upward or downward. This means that very fast characters might be able to move or attack more than once in some of the combat rounds.

Modifiers to the 6-segment interval

Armor type:	Spells:
No armor: +0	Level 1: +0
Shield: +1	Level 2: +1
Leather: +2	Level 3: +2
Ring: +3	Level 4: +3
Chain: +4	Level 5: +4
Plate: +6	Level 6: +5
	Level 7: +6
	Level 8: +7
	Level 9: +8

Other:
Dexterity 3-6: +1
Dexterity 7-10: +0
Dexterity 11-14: -1
Dexterity 15-18: -2
At one-half hit points: +4
At one-quarter hit points: +6
Base Movement Rate 3 or less: +6

Add the modifiers to the base number of 6 segments to see how many segments it will be until the character can take action again. For example, a Magic-User character wearing no armor (no modifier), with a Dexterity of 9 (no modifier) has just finished casting a spell. For his next action, he intends to cast *Wish*, a 9th-level spell (+8 modifier). He will get his wish in 14 segments: the normal 6-segment interval between actions, plus the +8 modifier for the spell level.

The overall result of this system is to allow lightly-armored and high-dexterity characters (or opponents) to make more attacks, over the course of the combat, than those who are heavily armored or wounded. It also allows the spell level to influence the speed at which spells are cast. Note that an unarmored Fighter with a dexterity of 11+ would be attacking twice in one round, and a Magic-User with a dexterity of 11+ would be able to cast 2 Level 1 spells in a round.

The main problem with this system is that it becomes complicated for the Referee to calculate the segment speed for monsters. Assuming that monsters move every 10 segments usually works; for a particularly fast or slow monster, a Referee might assign a speed of 7 or 13, respectively, or whatever other number suits that type of monster best. An interesting variation in this system is to divide a Fighter's level by two and use that (as a negative number) as a modifier as well. That way, higher level Fighters also attack more frequently.

Melee and Spells Phase

First, all members of the side that won initiative may make hand-to-hand (melee) attacks if they are in melee range of an opponent, and the damage from these attacks is inflicted (enemies might die). Spells are cast and take effect. Next, the losers of the initiative roll make their melee attacks and cast their spells. Anyone who was killed by the winners of the initiative roll is already dead and cannot attack. Turning Undead also takes place in this phase.

Complete the Round

Check spell effects or other actions that last or take a certain amount of time. If the Referee requires that the "second shot" from longbows and shortbows takes place at the end of the round, resolve those attacks in order of initiative. Then, go back to Declaring Spells and repeat the process until the combat is over. Combat ends when one side flees, surrenders, or is entirely slain.

The Attack Roll

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

To have a character attack with a weapon, a player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses may include a Fighter's strength bonus, a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. The player or the Referee also subtracts any "to-hit" penalties, which might come from using cursed weapons, enemies hiding behind cover, etc.). The total attack roll is then compared to a table to see if the attack hits. If the attack roll is *equal to or higher than* the number shown on the table, the attack succeeds.

If an attack hits, it inflicts damage; a number of hit points determined by the type of weapon the attacker is using. Damage is subtracted from the defender's hit point total. (See "Damage and Death").

Attack Tables

Table 29: Cleric, Druid, and Monk Attack Tables
Attack Roll (d20) required to hit Opponent's Armor Class

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1–2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3–4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
5–6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7–8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10–11	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
13–14	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15–16	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
18–19	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Table 30: Fighter, Paladin, and Ranger Attack Table
Attack Roll (d20) required to hit Opponent's Armor Class

Level	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1–2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4–5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10–11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13–14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17–18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19–20	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Table 31: Magic-User, Thief, and Assassin Attack Tables

Attack Roll (d20) required to hit Opponent's Armor Class

Level	Target Armor Class [Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1–3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4–5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6–7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8–9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
11–13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14–15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16–19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20–23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Table 32: Monster Attack Tables

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

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

Specific Situations

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

Attacking from Behind

Any attack made from behind has a to-hit bonus of +2, or +4 if made by a Thief or Assassin. There are only two ways for most people to get behind someone during combat. One is to surprise an opponent and attack from behind during the surprise action. The other is to attack an opponent from behind when an ally is attacking from the front. Thieves and Assassins can get behind a target during normal combat if they successfully hide in shadows, even if no one is attacking the target from the front.

Critical Hits and Fumbles (House Rule)

Many Referees have house rules that state that a "natural" to-hit roll of 20 (one achieved without using any modifiers) is an automatic hit and/or that a natural roll of 1 is an automatic miss and may result in the attacker dropping his or her weapon or suffering some other kind of problem. (A strained muscle might give a -1 penalty to damage rolls for the rest of a combat, or a helmet knocked awry might cover a character's eyes until a round is taken to fix it.) This is up to the Referee. Some Referees even allow a natural roll of 20 to inflict double damage, but we do not recommend this for *Swords & Wizardry* because it winds up being too powerful; a +1 bonus to damage for a natural 20 would fit the system better.

Invisible Opponents

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

Melee Attacks

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. Attacks in general are described above, (The Attack Roll). It is only possible to make a melee attack when the two combatants are within ten feet of each other, and two combatants within ten feet of each other are considered to be "in melee."

Missile Attacks

Missile attacks are attacks with a ranged weapon such as a bow, 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, and Fighters may receive an extra bonus for strength. When using missiles to attack into a melee, it usually is not possible to choose which participant (opponent or friend) will receive the attack; the Referee will determine this randomly.

Movement within Melee

For purposes of *Swords & Wizardry*, a defender effectively blocks an area about five feet across, and enemies cannot simply move through this area without first killing the defender. Alternatively, the Referee might allow such movement but grant a free attack to the defender(s) in the area. The Referee's common sense ultimately controls the situation, but it is good for players to have some idea of what results their tactics will have. Whatever rule a Referee chooses for this should be applied consistently unless the situation is quite unusual.

The Original Game contains no rules about what happens if an attacker wants to move directly past an opponent, so this is wide-open territory for house rules. Maybe having a shield allows a defender to block someone completely, but if the defender has no shield, opponents can move through if they survive a free attack. (House rules on this could also relate to rules for overbearing an opponent, which are described below under Unarmed Combat.) The Referee makes the final call.

Negotiation and Diplomacy

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

Retreating

It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if a hero (or monster) tries to move out of the ten-foot "melee range." In some cases the free attack is made at +2 to hit.

Spacing

Because most movement and combat increments are divisible by three, it is easiest to assume that a character "occupies" an area about three feet across for purposes of marching. In combat, however, some weapons take more space to wield than others. In *Swords & Wizardry*, only short swords, spears, and polearms can be used three-abreast in a ten-foot area. All other one-handed weapons require five feet of room (two-abreast in a ten-foot area), and two-handed weapons (other than thrusting weapons like spears) require a full ten-foot space to wield.

Second Rank

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

Spells

Casting a spell starts at the beginning of the combat round. Spells cannot be cast if the caster is in melee combat; although the Referee might rule that even if the caster is within ten feet of an opponent, if blows have not been traded, then a spell can be cast. Wands and staffs are not subject to the restriction at all; they can cast their magic during melee combat. If the spellcaster suffers damage while casting a spell, the spell is lost. When the spell actually takes effect depends on which Combat Sequence Method is being used.

Subdual Damage

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

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

Terrain Features

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most such bonuses will only be +/- 1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of –4 (as suggested in the Holmes Basic Set in 1977). Remember, however, that the penalty to hit an invisible opponent is only -4, so +/- 4 is about the outside limit for terrain adjustments on the to-hit roll.

Two-weapon Fighting and Two-handed Weapons

Just as shields improve armor class by 1, fighting two-handed grants a +1 to damage rolls (except for weapons that can only be used two-handed, where this is already taken into account in the weapon's damage), and fighting with a weapon in each hand gives a +1 to hit. (Note that fighting with two weapons does not actually give two separate attacks; it just increases the likelihood of landing a successful blow.)

Note

This above rule for two-handed and two-weapon fighting is the "official" rule for *Swords & Wizardry*, but it does not come from the Original Game, which had no rule for either situation. It comes from the creative pen of Jason Cone ("Philotomy Jurament"), a renowned crafter of house rules for the Original Game. Philotomy points out on his website that there are no specific, official rules in the Original Game for fighting two-handed or for fighting with a weapon in each hand. Under these rules, there is a result for each of three possibilities for what a hero is doing with his or her "off" hand: holding a shield, holding a weapon two-handed, or holding a second weapon. By assigning a different result to each choice (improve Armor Class, increase Damage, or gain a To-Hit bonus), players are able to pick a strategy for each particular conflict.

If you choose to play "by the book" using the Original Rules, ignore this whole section and substitute your preferred house rules for two-handed and two-weapon fighting.

Unarmed Combat

Grappling (or overbearing) an opponent is resolved as follows: the attackers (or attacker) make individual to-hit rolls. The grapple is resolved among those who hit: each combatant rolls 1d6 per hit die. If the sum of the dice of all the attackers is higher than the defender's total, the hapless defender is competely pinned and can be killed in the next round unless help arrives or the victim manages to break loose before the knife falls. If the sums are exactly equal, everyone is struggling and none of them can attack with a weapon. If the defender wins, the attackers are beaten back and stunned. They remain stunned for a number of rounds equal to the number of points by which the defender beat them. For example, if five orcs attempt to overwhelm a fifth-level Fighter, each orc rolls to hit. Let us assume that two of them succeed on the to-hit roll. The orcs roll a total of 2d6 (each orc has 1HD), and the Fighter rolls 5d6 (the Fighter has 5HD). The orcs get a total of 10, and the Fighter gets a total of 15. Each orc is tossed aside and stunned for 5 rounds.

Fist-fights can be resolved by assuming that a fist does 1 point of damage, and that there is a 50% chance per hit that the damage is subdual damage (see Subdual Damage, above). All Strength bonuses to damage are considered subdual damage only. A word to the wise: tavern brawls are more efficiently conducted with chairs than with fists.

No Neutral Clerics?

The Cleric, as an armored warrior of the faith, using blunt weapons and having healing spells, is specific to the Lawful and Chaotic alignments. The Neutral equivalent of the Cleric is the Druid, worshipping an abstract power rather than gods. In fact, it is possible that there simply are no Neutrally aligned gods; godlike power stems from Law or Chaos. The Cleric-like power of Druids comes from nature, a entirely different source. This is, of course, up to the Referee, who is the creator of the campaign world and all that is in it.

One solution, for the Referee who wants Neutral gods to grant Cleric-like power to their followers, is simply to allow Neutrally aligned Clerics, who might or might not be able to turn the Undead (probably not). Another solution, if the Referee is feeling particularly energetic, would be to create a new character class, like the Druid, which serves Neutrally-aligned gods – an alternative counterpart to the Cleric class. Just as Law grants the power to heal and to turn the undead, Neutral gods would grant some other sort of power to their followers. The nature of that power would probably depend a great deal on what the god is the god *of*. Just as Druidic powers are heavily based on nature, the powers granted by a Neutral god would correspond to the deity's individual nature. The possibilities here are endless.

Turning the Undead

Lawful Clerics have the ability to "turn" the undead, causing the foul creatures to flee or even destroying them outright. When a Lawful Cleric attempts a turning, the player should roll 2d10 and consult the Turning Undead table for the result.

Flee before the power of LAW, foul undead things of Chaos!

Chaotic clerics cannot turn the undead, for turning back the undead is a power of Law. As an optional rule, Chaotic Clerics might have some Chaos-based power corresponding to the Lawful power to turn the undead. Non-player Clerics of Chaos may have whatever additional powers the Referee assigns, of course, without reference to the rules for player characters.

• If the number on the dice is equal to or greater than the number shown on the table, 2d6 creatures of the targeted type are turned and will depart, not returning for 3d6 rounds.

• If the table indicates "T," 2d6 undead creatures of the targeted type are *automatically* turned and will depart for 3d6 rounds.

• If the table indicates "D," 2d6 of the undead creatures are *automatically* destroyed and will crumble to dust.

Table 33: Turning the Undead
Roll 2d10 to determine the result:

Challenge Level of Undead	Specific Undead	Clerical Level											
		1	2	3	4	5	6	7	8	9	10–13	14–17	18+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	7	4	T	T	D	D	D	D	D
4	Shadow*	19	16	13	10	7	4	T	T	D	D	D	D
5	Wight	20	19	16	13	10	7	4	T	T	D	D	D
6		–	20	19	16	13	10	7	4	T	T	D	D
7	Wraith	–	–	20	19	16	13	10	7	4	T	T	D
8	Mummy	–	–	–	20	19	16	13	10	7	4	T	T
9	Spectre	–	–	–	–	20	19	16	13	10	7	4	T
10	Vampire**	–	–	–	–	–	20	19	16	13	10	7	4
11	Vampire**	–	–	–	–	–	–	20	19	16	13	10	7
12		–	–	–	–	–	–	–	20	19	16	13	10
13	Lich	–	–	–	–	–	–	–	–	20	19	16	13

Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons (also not undead) can be turned.

**Vampires and more-powerful undead cannot be turned automatically.*

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from hit points. When total hit points reach 0, the character is unconscious, and if hit points are brought down to –1 or lower, the character dies.

A good potential house rule is attributed to Gary Gygax's gaming table, a rumor that might or might not be true. It allows a character to remain alive (although bleeding to death at the rate of 1 hp/round if no assistance is rendered) until the character reaches negative hit points equal to the character's level. In other words, a fifth-level character actually dies only upon reaching -5 hit points.

Healing

In addition to the various magical means of restoring hit points, a character recovers naturally at the rate of 1 hit point per day of uninterrupted rest. Four weeks of rest will return a character to full hit points regardless of how many hit points may have been lost.

Morale

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

Quick Method for Ascending AC Combat (Secret Formula!)

If you are using the Ascending AC system, it may be easier to calculate your "to-hit" rolls according to a simple formula. The numbers are the same as the Descending AC tables—this is just a different way of calculating the results. This is how it is done: each character class gains a base "to-hit" bonus, which increases as a character's level increases (see the table below). Add this bonus to the attack roll, and if the result is equal to or greater than the opponent's AC, the attack hits. That's it; no chart needed for combat.

If you are using the regular attack chart, DO NOT add a base "to-hit" bonus to your roll – the combat charts already take it into account. The base "to-hit" bonus is a feature of this Quick Method only.

To use this system, write down your character's base "to-hit" bonus. You will need to adjust it as your character gains levels, but after doing that, you will not have to check any table to see if he or she scores a hit.

Table 34: Alternate Quick Method of Calculating Hits with the Ascending AC System

Class	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	Base "To-Hit" Bonus																			
Cleric*	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+6	+7	+7	+8	+8	+9	+10	+10	+11
Fighter**	+0	+0	+1	+2	+2	+3	+4	+5	+6	+7	+7	+8	+9	+9	+10	+11	+12	+12	+13	+13
Magic-User	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8
Thief***	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5	+5	+5	+6	+6	+7	+7	+7	+7	+8

* Includes Druids and Monks
** Includes Paladins and Rangers
*** Includes Assassins

Gameplay Example

The Brave Adventurers Prepare to Enter the Dungeons

Referee: "Everybody got your character sheets? Potato chips? Ready to go?"

Brian (Werner the Cleric): "Ready."

Lindsay (Yesdinil the Sorceress): "Let's go."

Donovan (Hobart the Half-pint): "Pass the dip over here."

Russell (Eyeballs the Thief): "Here."

Referee: "Last time you were just at the top of the stairs leading into the deep ruins of Mythrus Tower. You're headed down the stairs. What's your marching order, and what kind of light source are you using?"

Donovan: "Standard marching order. I'm in front with my axe, Lindsay is in the back to cast spells, and Brian is behind me so he can cure me if giant ants eat my face, like last time."

Lindsay: "I have my bullseye lantern lit so we can see further into the dark. Brian, you should carry a torch or something, because my bullseye lantern is more like a beam, and we need some light around us."

Brian: "I'm Werner the Cleric, not Brian."

Donovan: "Whatever."

Lindsay: "Light a torch, Werner."

Brian: "Werner lights a torch."

Referee: "That means Werner can't carry a shield, so what armor class are you without the shield?"

Brian: "Are we using ascending or descending armor class?"

Referee: "Descending armor class. The lower your AC the harder you are to hit."

Brian: "I'm wearing plate mail with no shield, so since my base armor class is 9 for descending AC, I subtract 6 for the plate mail, so I'm AC 3 with no shield. I carry it slung on my back, though."

Russell: "Eyeballs the Thief is just lurking in the shadows of their torchlight. I'm at the back guarding Lindsay's Magic-user."

Donovan: "Also, you're a total chicken."

Russell: "You've got to go with your strengths. It's what I do, man."

Referee: "Okay, you start down the stairs. It's a twisting, dark stone staircase leading down into the darkness. The walls are damp, reflecting your torchlight. You can hear faint echoes from the dwarf and the cleric's plate mail as they clank their way down. After about fifty feet, the stairs end, coming down into a ten-foot wide corridor leading north. It goes as far as you can see, even with the sixty-foot range on the bullseye lantern."

Lindsay (checking the map the party made in their last adventure): "We go north for 80 feet, keeping an eye out for trouble. I think that takes us to the Long Hall."

Referee: "Yes, no problems along the way, you can reach the intersection with the Long Hall. Sixty feet was the first half of your move because the guys in plate mail have a movement rate of 6. You've got 40 feet left to move in this turn."

Donovan: "What do we see?"

Referee: The 10 foot corridor you have been following makes a T-intersection with a wider hallway, 20 feet wide. It looks like it goes a long way both east and west."

Lindsay: "Bullseye lantern, shining it around."

Referee: "Like last time, you can see that the Long Hall goes as far as you can see with the bullseye lantern, that's 60 feet, both east and west. There is a door leading south 40 feet from your corridor, and a door in the northern wall 60 feet from where you are."

Brian: "There's an open pit trap right in front of us, right?"

Referee: "Not right in front of you: it's in the northern half of the Hall, so you've got ten feet before you hit it, but yes. You can sort of see it in the shadows of the torchlight, an open pit."

Donovan: "Russell's great at finding pit traps."

Lindsay: "Yeah, by falling into them."

Russell: "I check the ceiling."

Brian: "Werner goes to the edge of the pit and looks down with the torch."

Referee: "There's a skeleton in there."

Lindsay: "Seriously?"

Donovan: "It wasn't there last time."

Referee: *Rolls some dice.*

Lindsay: "I hate it when you do that."

Referee: *Rolls more dice.* "There's a gold ring on the skeleton's finger. You can see it glinting in the torchlight."

Donovan: "I'm going down there to take a look. Can they lower me down? It's only ten feet deep, right?"

Referee: "It's ten feet deep. In that plate mail, you're too heavy for them to lower down without rope, though."

Lindsay: "I have rope in my backpack. I'll take it out."

Russell: "Anything interesting on the ceiling?"

Referee: "Nope, just damp stone."

Brian: "Or we could lower you in there, Lindsay. You're not wearing armor, you're a Magic-user."

Lindsay: "I'm not going down there, it might be an animated skeleton, and I'd be in hand-to-hand combat with it."

Trouble Develops

Referee: "Werner is looking down into the pit, and Yesdinil is digging through her backpack. You aren't paying much attention to what might be coming down the hall." *Rolls to see if the goblins who set this ambush will surprise the party. He rolls 1d6 to see if the party is surprised, and gets a "1." The party is surprised. Since Russell mentioned that his Thief was lurking in the shadows, the Referee decides to check and see if this is successful as a Thief's Hide in Shadows skill. He rolls percentile dice, with a result of "2" and "0," which means 20. Eyeballs is a third level thief, so his chance to Hide in Shadows is 20%. The roll is exactly equal to what Eyeballs needs (it would have failed if the die roll had been 21 or higher), so the goblins don't notice Eyeballs lurking in the shadows.*

Referee: "All of a sudden, arrows shoot from the darkness." *There are six goblins waiting beyond the edge of the torchlight, firing short bows. Since a short bow has a rate of fire of 2, each goblin gets 2 shots, for a total of 12 attack rolls. The Referee decides that each visible character will be attacked by 4 arrows. The range is 70 feet (the goblins are outside the 60ft range of Lindsay's bullseye lantern), and the range on a short bow underground is only 50ft, so the goblins are attacking at −2 due to the range.*

Referee: "Each of you except Eyeballs is getting shot by 4 arrows. Lindsay, what's your AC (armor class)?"

Lindsay: "9. I'm not wearing armor."

Referee: *Rolls 4d20, getting a 3, 7, 15, and 19. He checks the tables to see what a goblin needs to hit armor class 9, and finds that a monster with less than one hit die needs a 10 to hit armor class 9. Even with the −2 to hit because of the range, two of the attacks score hits.*

Referee: "You're hit by two arrows." *Rolls 1d6 for each of the hits to find out how much damage the hits cause. The rolls are a 2 and a 5.* "You take a total of 7 points of damage."

Lindsay: "I'm still alive, but I've only got 15 hit points. I'm down to 8."

Referee: *Rolls more dice to find out whether there are more hits, and Werner the Cleric is hit twice.*

Brian: "Fear not, dear lady, for there is an honorable cleric of Law present to cure you!"

Referee: "Brian, you're hit twice."

Brian: "Ouch! Seriously? I'm armor class 3."

Referee: "Yep." *The goblins need a 16 to hit AC 3, and there's a −2 for range. The Referee rolled a 1, an 18, a 6, and a 20.* "You take (*rolls 2d6*) five hit points. And Donovan, they totally missed you."

Lindsay: "I'll roll our initiative. I'm not casting any spells until I can see what's out there."

Donovan: "Can we even see what's attacking?"

Referee: "No, you don't know what's out there. They aren't using any light, so they're not illuminated. Just a dark hallway down there, with arrows shooting out at you."

Lindsay: "I rolled a 6 for initiative."

Referee: *Rolls a 3 on a six-sided die.* "You have initiative; you beat their roll. What do you do?"

Donovan: "I charge and attack. I'm a dwarf, so I can see in the dark. Eat dwarf axe, monsters!"

Referee: "Okay, but this is just the movement and missiles phase. Are any of you using missile weapons?"

Brian: "We can't see anything to shoot at."

Referee: "You could shoot at −4 as if they were invisible. You know roughly where they are."

Donovan: "I charge and kill them."

Referee: "Hobart the Half-Pint charges forward, axe held high. Brian, what does Werner the Cleric do?"

Brian: "Follow Donovan."

Referee: "Lindsay?"

Lindsay: "Draw my dagger, but stay where I am."

Russell: "Draw my longsword and move up. I want to move silently and hide in the shadows, and see if I can get around back of whatever's there."

The Referee rolls the percent chance to see if Eyeballs the Thief is able to successfully move silently and hide in the shadows. Eyeballs is third level, so his chance is 20% to hide in shadows and 30% to move silently. The Referee rolls a 34, which is not good enough; the number would have to be 20 or lower. He rolls an 85 for the move silently check, so Eyeballs is not moving any more quietly or invisibly than a regular person sneaking along. Even so, the Referee decides that with all the combat going on, the goblins probably won't notice Eyeballs unless he does something to draw attention to himself.

Referee: "Werner and Hobart charge forward, so Werner's torch will be illuminating the area as they move. You guys are in plate mail, and your movement rate is only 6, so you get 60 feet. There are 6 goblins within 10 feet of you, which puts you in melee combat range. They're spaced out all the way across the 20 foot wide hall. Eyeballs has a move of 12, so you could get all the way behind them, Russell, except they're blocking the whole hall. What do you do when you see that they block the hall? Do you want to move up into combat?"

Russell: "No, I want to hang back 20 feet from them so I'm not in melee. Do they look like they see me?"

Referee: "Looks like they're focused on the charging dwarf, but one of them does glance over at you."

Russell: "So I probably missed the roll. Oh, well."

Referee: "Probably. Not all of them really noticed you, though, from what you can tell."

Russell: (turns to the other players) "I can probably still get behind these guys if they cluster around Werner and Hobart."

Referee: "Now it's their turn for missiles and movement. The three in front of Werner and Hobart drop their bows and draw short swords. The other three fire their bows again, one at Werner and two at Hobart. *The Referee rolls and determines that there are no hits against the plate-mail clad adventurers, even though the goblins are no longer attacking at −2.* "No hits. It's your melee initiative."

Donovan: "I attack the nearest one." *Rolls a d20 to hit.* "I got a 15, and with my strength bonus, that's a 16."

The Referee checks his to-hit chart. Hobart is a fourth level fighter, and the goblins are armor class 6, so Hobart needs an 11 to hit.

Referee: "Hobart's axe slices into the goblin. Roll damage."

Donovan rolls to see how much damage Hobart's hit inflicted. Hobart has a battle-axe, so the damage is 1d8. He rolls a 5, but since his strength is 16, he gets +1 to his damage.

Donovan: "6 points."

The Referee has already rolled hit points for the goblins; this one has 2 hit points.

Referee: "The goblin falls to the floor, dead. Goblins don't have more than one hit die, so you get one attack per level. You've got three more attacks, since you're a fourth level fighter."

If these monsters were hobgoblins, with 1 hit die plus 1 hit point, Hobart would not have the extra attacks, but since he has four attacks per round against goblins, he proceeds to end the combat in only two rounds, going through the goblins like a chainsaw. The Referee checks to see if any wandering monsters were attracted by the noise of the combat, rolling 1d6 to see if he gets a 1. He rolls a 3, so no wandering monsters hear the noise and come to investigate.

Traps and Loot

After the battle, the party goes back to the pit to check out the ring the skeleton is wearing.

Donovan: "Let's tie a rope to Eyeballs and lower him down."

Russell: "Okay by me."

Lindsay: "We tie a rope around Eyeballs and lower him into the pit."

Referee: "Who's holding the rope?"

Brian: "Lindsay and I hold the rope, and Donovan's character keeps an eye out for more trouble."

Referee: "Okay, you lower Eyeballs down into the pit. There's a skeleton wearing a ring."

Russell: "I don't touch anything yet. I'm going to light a torch so I can see better."

Referee: "Okay, you light a torch."

Russell: "Check for traps."

Referee: "It doesn't work like that. You can check a small mechanism to see if there's a trap in it, but you can't just illuminate the place with find traps radar."

Russell: "Okay, I look around the ring and the bones to see if there are any tripwires or anything attached to it."

Referee: "No tripwires. While you're checking the ring, you notice that there's an inscription on it, though. It isn't in a language you can read."

Russell: "Okay, I check inside the pit for secret doors."

Referee: "It takes you a full turn to check a ten-by-ten area for secret doors. Which wall are you searching?" *The Referee knows that there is actually a secret door in the floor of the pit, but is careful not to reveal anything by specifically mentioning the floor.*

Russell: "North wall and the floor."

Referee: "That will take two turns." *He rolls two six-sided dice in the first turn, when Eyeballs is checking the north wall of the pit. Even though he knows there is no secret door, he rolls a die anyway. If he didn't, the players would know for sure that there was no secret door. The second die roll is a check for wandering monsters, because the party is using a full turn of time to search. "Nothing happens in the first turn, and you don't find a secret door in the north wall. You start searching the floor of the pit." Once again, the Referee checks for wandering monsters, but still doesn't roll a 1. He rolls 1d6 to see if Eyeballs finds the secret door, and now he rolls a 1, meaning that the secret door is found.*

Referee: "You discover that the crack between the floor and the walls goes in really deep. You think that the floor might swing downward like a trap door. You also find what looks like a keyhole in the floor, in the northwest corner."

Russell: "Can I check the keyhole for traps?"

Referee: "You can use your Delicate Tasks skill to see if you can find a trap in there. If there's a trap, you can roll again to see if you can remove it."

Russell: "If I screw up the roll when I'm checking to see if there's a trap, does that set off the trap?"

Referee: "No. Only if you fail the roll when you're trying to actually remove it."

Donovan: "Did we loot the goblins yet?"

Referee: "No, you forgot."

Donovan: "I go check the bodies while Russell's thief is messing around in the pit."

Referee: "The rope jerks and starts to pull Eyeballs upward."

Donovan: "Very funny. Okay, I hand my end of the rope to Lindsay and then I go loot the bodies."

Russell: "I check the keyhole for traps." *The Referee knows that there is a trap in the lock, which will drop a stone block into the pit if the key is not used. This is not an issue yet, because just checking the keyhole for traps will not activate the trap. Eyeballs the Thief's Delicate Tasks skill is 25%. The Referee rolls 1d100, and gets a 58.*

Referee: "You don't find any traps."

Russell: "Okay, I'm going to pick the lock."

Referee: "Donovan, Hobart finds a total of 10 gold pieces on the goblins, and also a key."

Russell: "Wait, I don't pick the lock yet, I wait to see what Hobart found on the goblins….."

High Level Adventuring

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

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

As your character reaches higher level, you will find that he or she may start having an effect on the actual game world. Indeed, once one becomes powerful and influential enough to build a stronghold, the character's name is literally going to get written on the campaign map itself. Later adventurers might hear about "Arnold's Freehold" and never realize that "Arnold" is – or was – a high level Fighter character with a very skillful player. To the new players, of course, Arnold's Freehold is just a castle located in the hills, a good place to rest up and buy provisions. They might never realize that the rumors about Lord Arnold's exploits are true accounts of desperate adventures played out with dice and maps!

Exactly how your character makes a mark on the game world is up to you – although the rules offer some ideas, such as doing magical research or clearing out some wilderness for a small castle. You might, indeed, decide to settle your experienced adventurer in a city, or on a galleon traveling the seas of the world. The game can twist and turn in many directions. Nevertheless, at some point, some of the following information will probably become a factor as your higher-level character begins to be involved in the world beyond the dungeon.

The Stronghold

All of the character classes have some ability, at some level, to establish a stronghold – or to take over a guild, in the case of Thieves and Assassins. Strongholds are usually built by claiming an area of wilderness, clearing out the monsters that lair in the region, and then beginning construction of the new owner's fortified place of residence. The nature and type of stronghold will differ, of course, for the individual's choices will play an important role. For instance, it is traditional for you, the player, to create a map of your castle.

In general, a strong leader who clears out an area with a radius of ten miles or so will end up in charge of between 2 and 8 (2d4) small settlements. The peasants in these hamlets, cots, and vils will be overjoyed to find themselves under the protection of a powerful and renowned protector – unless your character is a tyrannical overlord in the service of Chaos. Each settlement holds roughly 1d4 x100 villagers, and the normal feudal tax is 10 gp per year per villager. Sometimes, of course, this is paid with chickens and oxen, and your stronghold might take on the appearance of a marketplace, around tax time – but a good reeve or bailiff can sort it all out quickly, without the character's needing to get involved.

Owning a castle allows a person to house and feed loyal retainers without paying for their room and board in local inns, or building campsites in the cold rain. It is a base of operations and a secure place to keep treasure.

Building the actual castle, of course, is quite expensive. The owner will need to hire wagons for transporting materials, as well as masons and other experienced craftsmen from more civilized areas to raise the strong stone walls and towers of the fortress. The diagram of the "Castle of Karadir Pass" shows how much the various elements of a fortified castle might cost as part of a custom design. These costs could change drastically depending upon how far a freehold is from the rest of civilization.

The defensive elements of a stronghold have structural points, which are the equivalent of super hit points. Hand weapons cannot inflict structural damage, although stones thrown by giants can, and some spells might at the Referee's discretion.

Castle Wall (free-standing curtain wall): 40
Tower, round: 40 to 60 depending on diameter
Tower, square: 45
Bastion: 40
Gatehouse: 50
Gates: 30
Dirt Ramparts: 20
Stone Outbuilding: 30
Wooden Outbuilding: 15
Wooden Mantlet or Palisade: 2
Trebuchet (heavy catapult): 5*
Mangonel (light catapult): 3*

*Any hit to a catapult renders it inoperable for 6 hours until it can be repaired with the supervision of a siege engineer. If the catapult is actually destroyed, it cannot be repaired.

Castle of Karadir Pass

Second Tier (100ft x 100ft), 30,000gp

Keep (200ft x 200ft), 50,000gp

Portcullis/Gate, 500gp

Bastion, 4000gp

Stone Castle Wall (20ft tall, 10ft thick), 300gp/ 10ft

Stone Outbuilding, 500gp
Wooden Outbuilding, 250gp

Gatehouse, 10,000gp

Round Tower (20ft diameter), 5000gp
Round Tower (30ft diameter), 8000gp

Stone Bridge, 500gp/ 10ft
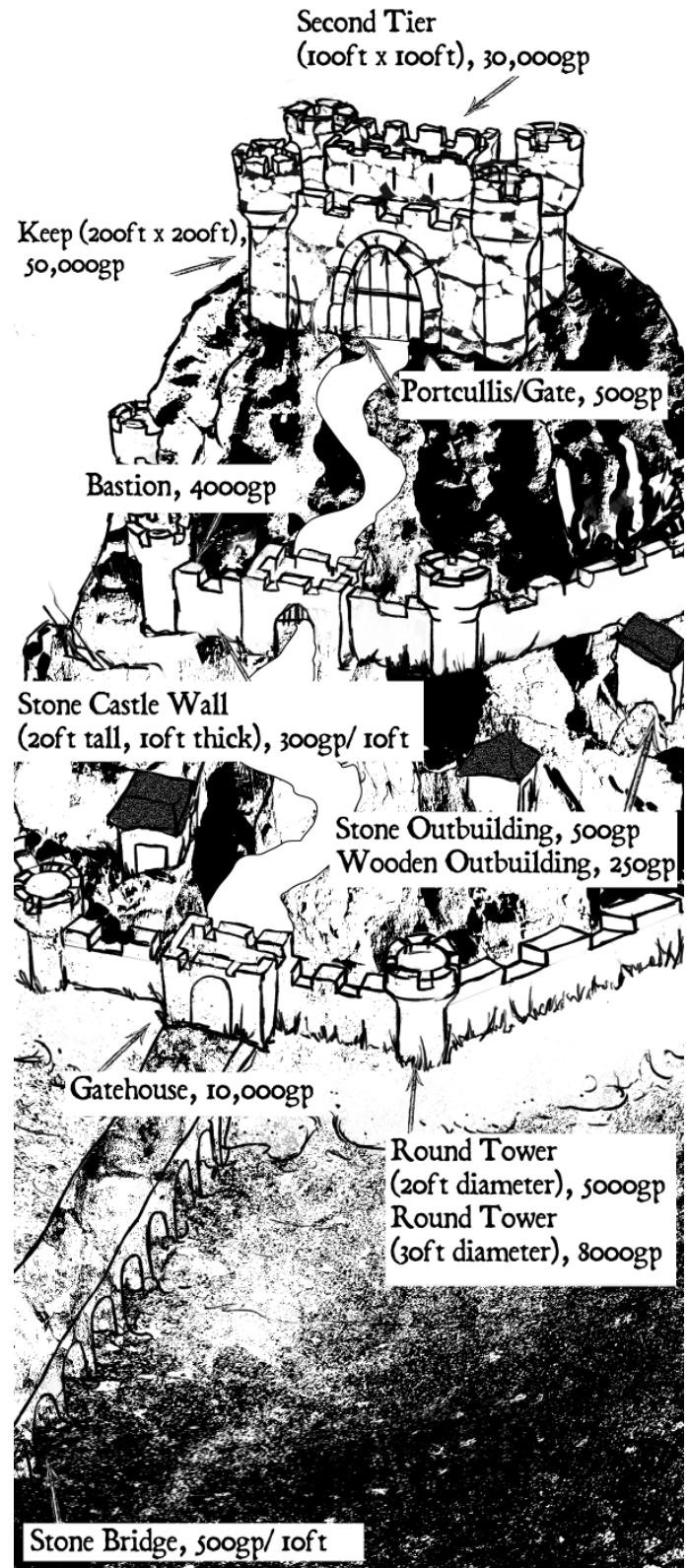
Hiring Followers

Normal hirelings are assumed to be employed full time by the player character. They are given room and board plus a wage, and the employer supplies any materials needed. (It is possible to employ people for single tasks or short periods; such costs are left up to the Referee.) As a general rule, food for a single person in a rural community such as a castle or village is about 1 gp per month, and perhaps twice that in a city. If the employer does not own a stronghold to house servants and followers, lodging may need to be considered separately. The cost is up to the referee, but staying in an inn, even in a stable, will cost at least 1 sp per night. In the following list, "Upkeep" covers food and lodging, but does not include wages or any equipment needed to set up a professional or craftsperson. It does cover materials needed for the hireling to function on an ongoing basis. Note that for some crafts or professions, this materials cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running, alchemists constantly conduct experiments, etc. Wages depend upon the type of services being sought. The cost of initial equipment should be calculated using the equipment tables. If the hireling requires a great deal of initial equipment (such as a forge or a library), the Referee may use the values in the list below or adjust the costs as needed for local conditions.

Alchemist
Upkeep Cost: 1,000 gp/month
Wage: 500 gp/month
Initial Equipment: A fully equipped lab costs 1,000 gp.

Animal Trainer
Upkeep Cost: 500 gp/month, including costs for the animal(s) being trained.
Wage: 20 gp/month, or none, if the trainer is a follower of a character with a stronghold.
Initial Equipment: This depends on the animal being trained.

Armorer
Upkeep Cost: 100 gp/month
Wage: 100 gp/month, or none, if the armorer is a follower of a character with a stronghold.
Initial Equipment: A fully equipped forge costs around 100 gp.

Assassin
Upkeep Cost: Not applicable; assassins are available for hire on a mission-by-mission basis only.
Wage: 2,000 gp per mission
Initial Equipment: None.

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

Man-at-Arms (Soldiers)
Upkeep Cost: 1 gp/month in camp or castle. Standard costs of rations if operating in the field; this is reduced to 10 gp/month if the character is fielding an army with adequate wagons to purchase in bulk.
Wage: None, if the man-at-arms is a follower of a character with a stronghold. Otherwise, household troops cost 2 gp/month, archers 4 gp/month, and cavalry troopers cost 8 gp/month. Mercenaries are more expensive; infantry cost 4 gp/month, archers 8 gp/month, and cavalry troopers cost 16 gp/month. Sergeants (one required for every 10 men-at-arms) cost twice the normal amount for a man-at-arms of the same type, Lieutenants (required for every 20 men) cost three times normal, and Captains (required for every 60 men), cost four times normal.
Initial Equipment: Determine from equipment list.

Man-at-Arms (Adventuring)
Upkeep Cost: Cost of rations and lodging.
Wage: 2 gp/day, or upwards of 5 gp/day depending on circumstances
Initial Equipment: Determine from equipment list.

Sage
Upkeep Cost: 1,000 gp/month, which includes books for research, scribe expenses, and so on.
Wage: 1,000 gp/month
Initial Equipment: A small library costs 2,000 gp.

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

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

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

Siege or Construction Engineer
Upkeep Cost: 750 gp/month (Seige engine repairs and upgrades are expensive.)
Wage: 250 gp/month
Initial Equipment: None.

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

Torchbearer (or Other Adventuring Non-combatant)
Upkeep Cost: Cost of rations and lodging.
Wage: 1 gp/day
Initial Equipment: Determine from equipment list.

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Magic

Magic, sorcery, and strange miracles, are the beating heart of the game: the bizarre fluctuations of power beyond the laws of normal reality, mystically glowing runes of unknown meaning and deadly portent; the auguries of bird-flocks and fallen stones; arcane incantations that twist the mind when memorized and scorch the throat when spoken; dusty tomes in forgotten libraries; knowledge that can melt the very soul of the incautious reader…

The world is drenched in the tides and isolated lakes of magical power. A great deal of this is ancient and deadly; only a very small portion of the vast pattern can be harnessed into the shape of mere spells, formulae spat out by rote memory. As difficult as it is for a mere human to grasp and control the powers of a Magic-User, most spells are still no more than a feeble shortcut into the depthless powers of true magic. The greatest wizards and archmages can mold and shape such terrifying powers, reaching deep into the very maelstroms of true power, able to perceive the patterns behind the planes of existence, even if these are obscured, seen only through the uncertain lens of mortal perception, and retained within the weak and fragile vessel of the mortal mind.

The Magic-User attempts to harness powers far beyond the true scope of mortal understanding, using memorized formulae, gestures, and incantations, that have been meticulously recorded in books of magic. The very words and diagrams of these spells hold dreadful and incomprehensible power, as demonstrated by the fact that a Magic-User must use a spell (Read Magic) merely to read an unfamiliar magical incantation. To the untrained eye, the spells written in a spellbook are gibberish; the letters almost seem to move at the corner of the eye and the words are disturbing to the mind, the visual counterpart to fingernails dragging across a slate.

A Magic-User can only hold a certain quantity of magical power in mental, memorized reserve to be released later in the form of a spell. Indeed, it is the first warning taught to apprentice mages: that to successfully memorize a spell beyond one's training and mental powers is the last action one will ever take as a sane human being. The mind will be utterly broken, and the vitriol of Chaos will seep into that broken vessel (if the fool is even left alive), turning the mindless husk into a thing far less, and far worse, than human.

Beyond spells, of course, lies an unfathomable realm of such magic as can be harnessed by great rituals and secret knowledge that exceed the confines of mere spells, where the Magic-User's own mind is not the gathering point and lightning rod of vast magical energies. The creation of golems is such a task, and one which is relatively well known. Manuals for the creation of golems are rare, but they exist in lost treasure hoards and forgotten ruins. Building and animating a golem is a task that cannot be achieved by spells alone, but with the appropriate knowledge, a Magic-User can still perform such a task. Most other feats of great magic are not so well documented as the animation of golems; the creation of cloud castles and other such unique artifacts of power are lost arts, for which a Magic-User would have to do prodigious and

dangerous researches at the boundaries of human knowledge – and perhaps beyond.

Clerical spellcasting is quite different from the way in which a Magic-User draws upon the complex, mindless patterns and channels of arcane power. A Cleric's magic, by contrast, is a matter of faith and reverence; the Cleric can draw forth miracles, sometimes of truly staggering power. The number of spells that a Cleric can cast in a single day is limited and the particular spells must be selected ahead of time, but this is done through a process of prayer and meditation, not by the study of formulae in a spell book. It is said that these are "memorized," but such is not precisely the case – "memorization" is simply the closest term that has been coined to describe the preparation of Clerical spells.

Indeed, the divine powers are inscrutable: layer upon layer of mysteries, revelations, and understandings that are peeled away slowly as the Cleric progresses to higher levels. Whether these deeper mystical realities are imparted by visions and sudden insight or whether they are taught to initiates after the prescribed achievements, they represent the ability to cast higher level spells and to commune more directly with the divine powers. Most Clerics are the servants of Law or Chaos, for these are primordial forces that infuse the very foundations of the universe and cosmos. Clerics of Law might have a patron saint or deity who intercedes between the Cleric and the ultimate power of Law, or the Cleric might simply worship Law as an abstract power. Clerics of Chaos might, similarly, commune directly with the storm-insanity of pure Chaos, or take the different path of serving powerful demon princes or blood-drenched gods. Neutral Clerics (if allowed by the Referee) must generally serve a lesser, independent supernatural power, one that has chosen to go its own way in rejection of both the stark path of Law and the dark, mad labyrinths of Chaos. In many cases, although such Neutral patrons are weaker than Law and Chaos in the cosmic sense, they can grant as much power to their mortal followers as greater entities. The difference in standing between a mortal and a great Being of Neutrality is still so extreme that any relative "weakness" on the part of the worshipped being is undetectable by the worshipper. As far as humans are concerned, these Neutral powers are just as strong as Law and Chaos in terms of what boons they can grant to their followers.

Druids, in the service of Nature and the Elements, are not Clerics; they worship and serve a Power of Neutrality rather than Law or Chaos. Druids, accordingly, have a different set of spells than true Clerics, although they "memorize" them in the same way and there is a great deal of overlap. Druidic magic, as with Clerical magic, depends upon an evolving understanding of mysteries and secrets, each of which might be dangerous to the minds or souls of those less trained or less faithful. In the case of Druids, these are usually taught to initiates as they are promoted by the higher members of the order. Although many Druids might gain levels by the means of sudden, mystical revelations, this tends to be less true of Druids than Clerics.

And what of necromancers, sorcerers, warlocks, witches, and mystics? Are these independent character classes, as the Druid is? Or are they rare sub-classes of the Magic-user and Cleric, or merely substitute names for those classes? This is for the Referee and the players to decide as together you delve into the game beyond the framework of this book. Part of the game is to press beyond the rules, to explore the undiscovered country of the fantastic realms of imagination! The rules of the game are just the beginning, and this description of magic is merely an introduction, the threshold of infinite possibilities…

Magical Research

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

An Alternate Approach to High-Level Magic

Before the supplements came out for the Original Game, Magic-User spells went up only to 6th level, and Cleric spells only to 5th level. In fact, if you take a look at those spell lists, you will see that the list of 6th-level Magic-User spells includes one called *Limited Reincarnation*, and the 5th-level Cleric spells include *Raise Dead*. These are pinnacle-type spells; you do not really need to power them up any further with *Reincarnation* and *Resurrection*. So, this author, as a Referee, does not use the higher level spells – at least, not as spells.

Instead, all the higher-level spells are treated as the same sort of thing as creating a golem or a cloud castle, or some other type of magical project that would require doing research, finding books, and spending gold. There are books to be found and studied, expensive arcane components to locate, particular times of the year or lunar cycle when the magic can be performed, runes to know, circles to scribe, and other strange and forbidden knowledge to be researched.

These things are bigger than mere spells that can be cast multiple times a day. For example, to summon a supernatural being, a Magic-User must use the right magic circle to hold a being of a particular name or type, and that requires research into forbidden tomes, which are likely located in a dungeon or ruin somewhere. To "cast" *Resurrection* (on someone who has been dead too long for a *Raise Dead* spell), a Cleric might have to bring the remains to a specific holy place, and seek much more assistance from other Clerics. The possibilities are vast and the author, at any rate, thinks it is more fun to limit the top end of spell power and switch the high-level spells from mere "spells" to serious undertakings of magic, requiring research, adventuring, and the expenditure of huge quantities of gold.

Spell Lists

Magic-User Spells

Level 1
Charm Person
Detect Magic
Hold Portal
Light
Magic Missile
Protection from Evil
Read Languages
Read Magic
Shield
Sleep

Level 2
Continual Light
Darkness, 15-foot Radius
Detect Evil
Detect Invisibility
ESP
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image
Phantasmal Force
Pyrotechnics
Strength
Web
Wizard Lock

Level 3
Clairaudience
Clairvoyance
Darkvision
Dispel Magic
Explosive Runes
Fireball
Fly
Haste
Hold Person
Invisibility, 10-foot Radius
Lightning Bolt
Monster Summoning I
Protection from Evil, 10-foot Radius
Protection from Normal Missiles
Rope Trick
Slow
Suggestion
Water Breathing

Level 4
Charm Monster
Confusion
Dimension Door
Extension I
Fear
Hallucinatory Terrain
Ice Storm
Massmorph
Monster Summoning II
Plant Growth
Polymorph Other
Polymorph Self
Remove Curse
Wall of Fire
Wall of Ice
Wizard Eye

Level 5
Animal Growth
Animate Dead
Cloudkill
Conjuration of Elementals
Contact Other Plane
Extension II
Feeblemind
Hold Monster
Magic Jar
Monster Summoning III
Passwall
Telekinesis
Teleport
Transmute Rock to Mud
Wall of Iron
Wall of Stone

Level 6
Anti-Magic Shell
Control Weather
Death Spell
Disintegrate
Enchant Item
Extension III
Geas
Invisible Stalker
Legend Lore
Lower Water
Monster Summoning IV
Move Earth
Part Water
Project Image
Reincarnation
Repulsion
Stone to Flesh

Level 7
Charm Plants
Conjuration of Demons
Delayed Blast Fireball
Limited Wish
Mass Invisibility
Monster Summoning V
Phase Door
Power Word, Stun
Reverse Gravity
Simulacrum

Level 8
Clone
Mass Charm
Mind Blank
Monster Summoning VI
Permanency
Polymorph Object
Power Word, Blind
Symbol

Level 9
Astral Spell
Maze
Gate
Meteor Swarm
Monster Summoning VII
Power Word, Kill
Prismatic Sphere
Shape Change
Time Stop
Wish

Cleric Spells

Level 1
Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Drink

Level 2
Bless
Find Traps
Hold Person
Silence, 15-foot Radius
Snake Charm
Speak with Animals

Level 3
Continual Light
Cure Disease
Locate Object
Prayer
Remove Curse
Speak with Dead

Level 4
Create Water
Cure Serious Wounds
Neutralize Poison
Protection from Evil, 10-foot Radius
Speak with Plants
Sticks to Snakes

Level 5
Commune
Create Food
Dispel Evil
Finger of Death
Insect Plague
Quest
Raise Dead

Level 6
Animate Object
Blade Barrier
Conjuration of Animals
Find the Path
Speak with Monsters
Word of Recall

Level 7
Aerial Servant
Astral Spell
Control Weather
Earthquake
Holy Word
Part Water
Restoration
Resurrection
Symbol
Wind Walk

Druid Spells

Level 1
Detect Magic
Detect Snares & Pits
Faerie Fire
Locate Animals
Predict Weather
Purify Water

Level 2
Create Water
Cure Light Wounds
Heat Metal
Locate Plants
Obscuring Mist
Produce Flame
Speak with Animals
Warp Wood

Level 3
Call Lightning
Cure Disease
Hold Animal
Neutralize Poison
Plant Growth
Protection Against Fire
Pyrotechnics
Water Breathing

Level 4
Animal Summoning I
Control Temperature 10-ft. Radius
Cure Serious Wounds
Dispel Magic
Hallucinatory Forest
Insect Plague
Plant Doorway
Produce Fire
Protection from Lightning
Speak with Plants

Level 5
Animal Growth
Animal Summoning II
Anti-Plant Ward
Commune with Nature
Control Winds
Hold Plant
Transmute Rock to Mud
Passplant
Sticks to Snakes
Wall of Fire

Level 6
Animal Summoning III
Anti-Animal Ward
Conjuration of Fire Elementals
Feeblemind
Finger of Death
Repel Wood
Transport via Plants
Weather Summoning

Level 7
Animate Rock
Confusion
Conjuration of Earth Elementals
Control Weather
Creeping Doom
Fire Storm
Reincarnation
Transmute Metal to Wood

Spell Descriptions

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

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

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

Animal Growth
Spell Level: Druid, 5th Level; Magic-User, 5th Level
Range: 120 feet
Duration: 2 hours

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

Animal Summoning I
Spell Level: Druid, 4th Level
Range: 30 feet
Duration: 1 hour

The Druid summons forth normal animals to serve as 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.

Animal Summoning II
Spell Level: Druid, 5th Level
Range: 30 feet
Duration: 2 hours

The Druid summons forth normal animals to serve as allies: 2 creatures larger than a man (such as an elephant), 6 animals the size of a man or horse (such as a lion), or 12 animals smaller than a man (such as wolves). The animals obey the caster's commands.

Animal Summoning III
Spell Level: Druid, 6th Level
Range: 30 feet
Duration: 4 hours

The Druid summons forth normal animals to serve as allies: 4 creatures larger than a man (such as an elephant), 12 animals the size of a man or horse (such as a lion), or 24 animals smaller than a man (such as wolves). The animals obey the caster's commands.

Animate Dead
Spell Level: Magic-User, 5th Level
Range: Referee's Discretion
Duration: Permanent

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

Animate Object
Spell Level: Cleric, 6th Level
Range: 60 feet
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 foes or performing other actions on the caster's behalf. The Referee must determine the combat attributes of the objects (such as armor class, speed, hit dice, and to-hit bonuses) on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7–9 HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Animate Rock
Spell Level: Druid, 7th Level
Range: 60 feet
Duration: 1 hour

The caster brings rock to life, perhaps by calling a spirit into it, or perhaps by some other means related to the druidic affinity for stone and the elements. The mass of rock, whether or not shaped into an object, moves and attacks of its own volition. The druid has roughly a 50% +2% per level chance to be able to bring the object under control; otherwise it will act somewhat randomly, having little or no independent intelligence. The quantity of rock that can be animated is a function of the druid's power and is about 2-3 cubic feet per level. If the animated rock is a statue, it will move at a speed appropriate to whatever the statue depicts (a wolf statue, for example, moving faster than the statue of a man). A formless mass of rock will have a movement rate of 3.

Anti-Animal Shell
See *Anti-Animal Ward*

Anti-Animal Ward
Spell Level: Druid, 6th Level
Range: Caster
Duration: 2 hours

The caster is surrounded by a magical barrier that prevents any sort of normal or giant animal (but not magical beasts such as a manticore or griffon) from reaching through or attacking. The spell has a radius of 10 feet. If anyone within the magical warding casts an attack spell or makes a physical attack, the barrier instantly evaporates.

Anti-Magic Shell
Spell Level: Magic-User, 6th Level
Range: Caster
Duration: 2 hours

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

Anti-Plant Shell
See *Anti-Plant Ward*

Anti-Plant Ward
Spell Level: Druid, 5th Level
Range: Caster
Duration: 2 hours

The caster is surrounded by a magical barrier which prevents any sort of plant, magical or not, from reaching through or attacking. The shell has a radius of ten feet. If anyone within the magical warding casts an attack spell or makes a physical attack, the barrier will instantly evaporate.

Astral Spell

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

The caster projects his or her 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. (If the caster's body is underground, it need only be moved 100 yards before the connection is broken.)

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

Blade Barrier

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

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

Bless

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

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

Cacodemon or Cacodaemon

See *Conjuration of Demons*

Call Lightning

Spell Level: Druid, 3rd level
Range: 1000 feet
Duration: One hour

This spell of colossal power may only be used outdoors, and even then only when a storm is present or immediately imminent. Under such conditions, the caster may tap into and unleash the power of the storm itself, calling forth bolts of lightning from the sky at intervals of no less than ten minutes in between. The lightning blasts straight downward from the heavens, inflicting damage of 8d6 hp + 1 hp/level.

Charm Monster

Spell Level: Magic-User, 4th Level
Range: 60 feet
Duration: See below

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

Table 35: Charm Monster

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

[1] *Per week*

Charm Person

Spell Level: Magic-User, 1st Level
Range: 120 feet
Duration: Until dispelled

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

Charm Plants
Spell Level: Magic-User, 7th Level
Range: 120 feet
Duration: Until dispelled

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

Clairaudience
Spell Level: Magic-User, 3rd Level
Range: 60 feet
Duration: 2 hours

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

Clairvoyance
Spell Level: Magic-User, 3rd Level
Range: 60 feet
Duration: 2 hours

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

Clone
Spell Level: Magic-User, 8th Level
Range: Close
Duration: Permanent

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

Cloudkill
Spell Level: Magic-User, 5th Level
Range: Moves 6 feet per minute
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves directly forward at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. For any creature with fewer than 5HD, touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

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

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

Commune with Nature
Spell Level: Druid, 5th Level
Range: Caster
Duration: 3 questions

The powers of land, sky, and nature grant an answer to three questions the caster poses to them. The spell cannot be used while underground or within a building; a fourth question may be asked if the caster is in a druidic holy place. The powers of nature can only respond to questions that are within their knowledge and purview. It is inadvisable to use the spell more than once per week.

Confusion
Spell Level: Druid, 7th Level; Magic-User, 4th Level
Range: 120 feet
Duration: 2 hours

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

Table 36: Confusion

Die Roll	Reaction
2–5	Attack caster & caster's allies
6–8	Stand baffled and inactive
9–12	Attack each other

The effects of the confusion may shift every 10 minutes or so, and the dice are once again rolled.

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

Conjure Animals
See *Conjuration of Animals*

Conjure Earth Elemental
See *Conjuration of Earth Elementals*

Conjure Elemental
See *Conjuration of Elementals*

Conjure Fire Elemental
See *Conjuration of Fire Elementals*

Conjuration of Animals
Spell Level: Cleric, 6th Level
Range: 30 feet
Duration: 1 hour

The Cleric conjures up normal animals to serve as 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.

Conjuration of Demons

Spell Level: Magic-User, 7th Level
Range: 10 feet
Duration: Referee's discretion

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

Conjuration of Earth Elementals

Spell Level: Druid, 7th Level
Range: 240 feet
Duration: Until dispelled or concentration ceases

This spell summons forth a 16 HD earth elemental and binds it to follow the caster's commands. The elemental obeys the caster only for as long as the caster concentrates on maintaining control over it. Unlike the Magic-User spell for conjuring elementals (*Conjuration of Elementals*) this spell summons a willing ally from the elemental planes rather than a hostile slave. The elemental will not stay longer than the caster concentrates upon it, but it will not seek to attack a druidic summoner once this binding is released. The spell is powerful enough not to risk the random consequences of the sixth level Druid spell *Conjuration of Fire Elementals*, or perhaps it is simply that the magic of stone is less mercurial than the magic of fire.

Conjuration of Elementals

Spell Level: Magic-User, 5th Level
Range: 240 feet
Duration: Until dispelled or slain

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to follow 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 its former master.

Conjuration of Fire Elementals

Spell Level: Druid, 6th Level
Range: 240 feet
Duration: Until dispelled or concentration ceases

The caster summons a 16 HD fire elemental from the elemental planes of existence, and binds it to obey the character's commands. The elemental obeys the caster only for as long as the caster concentrates on it. Unlike the Magic-User spell for conjuring elementals (*Conjuration of Elementals*) this spell summons a willing ally from the elemental planes rather than a hostile slave. The elemental will not stay longer than the caster concentrates upon it, but it will not seek to attack a druidic summoner. There is, however, a 5% chance that the spell will summon forth powers unintended by the druid. If this happens, one of two things will occur, with a 50% chance of each. The spell might summon forth a truly great elemental force, an elemental with 20 HD. However, there is also the chance that the spell will summon forth an efreeti. The efreet do not have the same rapport with Druids as the pure elementals do, and an efreeti, unlike elementals, will attack the caster when the Druid's concentration falters.

Contact Other Plane

Spell Level: Magic-User, 5th Level
Range: None
Duration: Number of "Yes/No" questions

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions being contemplated. The spell's effects depend upon how deeply the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence the contact will be attempted. The number of planes in "depth" that the caster chooses will affect the number of yes or no questions that can be asked, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that the caster 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 perhaps was deliberately removed.

Table 37: Contact Other Plane

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

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

Continual Light

Spell Level: Magic-User, 2nd Level
Range: 120 feet
Duration: Permanent until dispelled

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

Control Temperature, 10-foot radius

Spell Level: Druid, 4th Level
Range: Touched sprig of mistletoe
Duration: 3 turns + 1 turn/level

The caster may raise or lower the temperature by 50 degrees (hotter or colder) in a 10-foot radius around the material component, a sprig of mistletoe.

Control Weather

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

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

Control Winds
Spell Level: Druid, 5th Level
Range: Centered on caster
Duration: 6 turns + 1 turn/level

Within a radius of 240 feet, the caster controls the winds. It is possible to make the air completely still, or to whisk it into a gale-like tumult of unbelievable ferocity.

Create Water
Spell Level: Cleric, 4th Level; Druid 2nd Level
Range: Close
Duration: Immediate

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

Create Food
Spell Level: Cleric, 5th Level
Range: Close
Duration: Immediate

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

Creeping Doom
Spell Level: Druid, 7th Level
Range: 50 feet
Duration: See below

Spiders, centipedes, and other such vermin boil forth from the ground, assembling into a coherent swarm within 1d3 rounds (1-3 minutes). The caster may direct the swarm in any direction, or toward a particular target within 60 feet of the swarm's location. It will march in that direction and attack anything in its path, pursuing a particular target up to a distance of 240 feet from the caster. The swarm is composed of 1d10 x100 creatures, each of which inflicts one point of damage and then dies. (A swarm of 100 will inflict a total of 100 hp before being "used up," and a swarm of 1000 would eventually inflict a total of 1000 hp in damage if it came across enough victims.)

Cure Disease
Spell Level: Cleric, 3rd Level, Druid, 3rd Level
Range: Touch
Duration: Immediate

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

Cure Light Wounds
Spell Level: Cleric, 1st Level; Druid 2nd, Level
Range: Touch
Duration: Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows a Chaotically aligned Cleric to cause light wounds rather than curing them.

Cure Serious Wounds
Spell Level: Cleric, 4th Level; Druid, 4th Level
Range: Touch
Duration: Immediate

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

Darkness 15-foot Radius
Spell Level: Magic-User, 2nd Level
Range: 120 feet
Duration: 1 hour

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

Darkvision
Spell Level: Magic-User, 3rd Level
Range: 40 feet
Duration: 1 day

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

Death Spell
Spell Level: Magic-User, 6th Level
Range: 240 feet
Duration: Causes normal death

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

Delayed Blast Fireball
Spell Level: Magic-User, 7th Level
Range: 240 feet
Duration: Chosen by caster (up to 10 minutes)

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

Detect Evil (Cleric)
Spell Level: Cleric, 1st Level
Range: 120 feet
Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any distinction between "evil" and "Chaos" is left to the Referee; in most campaigns they are exactly the same.

Detect Evil (Magic-User)
Spell Level: Magic-User, 2nd Level
Range: 60 feet
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. Whether there is any meaningful distinction between "evil" and "Chaos" is left to the Referee; in most campaigns they are exactly the same.

Detect Invisibility
Spell Level: Magic-User, 2nd Level
Range: 10 feet per caster level
Duration: 1 hour

The caster can perceive invisible objects and creatures, even those lurking in the Astral or Ethereal planes of existence.

Detect Magic
Spell Level: Cleric, Magic-User, Druid 1st Level
Range: 60 feet
Duration: 20 minutes

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

Detect Snares and Pits
Spell Level: Druid 1st Level
Range: 30 feet
Duration: 1 hour + 10 min/level

Much like the Clerical *Find Traps* spell, this spell grants the caster a mystical power of sight, revealing any traps. However, the spell only functions outdoors; it is useless inside buildings or in dungeons.

Dimension Door
Spell Level: Magic-User, 4th Level
Range: 10 feet (360-foot teleport distance)
Duration: 1 hour

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

Disintegrate
Spell Level: Magic-User, 6th Level
Range: 60 feet
Duration: Permanent—cannot be dispelled

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

Dispel Evil
Spell Level: Cleric, 5th Level
Range: 30 feet
Duration: 10 minutes against an item

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

As with *Dispel Magic*, 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 9th-level Cleric attempting to dispel an evil charm cast by a 12th-level Cleric has a 75% chance of success (9/12 = .75, or 75%). If the 12th-level Cleric was dispelling the 9th-level Cleric's charm, success would be certain (12/9 = 1.33, or 133%).

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Dispel Magic
Spell Level: Druid, 4th Level; Magic-User, 3rd Level
Range: 120 feet
Duration: 10 minutes against an item

Dispel Magic, although not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), 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 dispelling caster over the level of original caster (or HD of the monster). 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 = .50, or 50%). If the 12th-level Magic-User was dispelling the 6th-level Magic-User's charm, success would be certain (12/6 = 2.00, or 200%).

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

The Cleric causes a powerful earthquake in an area 60x60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rockslides, 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 being killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Enchant Item
Spell Level: Magic-User, 6th Level
Range: Touch
Duration: Permanent

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

ESP (Detect Thoughts)
Spell Level: Magic-User, 2nd Level
Range: 60 feet
Duration: 2 hours

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

Explosive Runes
Spell Level: Magic-User, 3rd Level
Range: Written on parchment
Duration: Permanent

The Magic-User scribes a rune onto parchment, vellum, or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing 4d6 points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed will also be destroyed. An explosive rune can be detected, bypassed, and even removed by a higher-level Magic-User. Any Magic-User at least two levels higher than the rune's creator has a 60% chance to detect it, a 75% chance to bypass it (if it is detected), and a 100% chance to remove it (if it is successfully detected and bypassed).

Extension I
Spell Level: Magic-User, 4th Level
Range: Caster
Duration: See below

Extension I lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–3 can be affected by *Extension I*.

Extension II
Spell Level: Magic-User, 5th Level
Range: Caster
Duration: See below

Extension II lengthens the duration of another of the caster's spells by 50%. Only spells of levels 1–4 can be affected by *Extension II*.

Extension III
Spell Level: Magic-User, 6th Level
Range: Caster
Duration: See below

Extension III doubles the duration of another of the caster's spells. Spells of level 1–5 can be affected by *Extension III*.

Faerie Fire
Spell Level: Druid, 1st Level
Range: 60 feet
Duration: 1 hour

This spell illumines an object or creature with an eerie, fey glow. The spell's target may be approximately as large as 10 square feet, plus 2 square feet per level of the caster. The spell can be used for diverse purposes, such as revealing the true dimensions or extent of a thing, or to prevent a creature from retreating into the darkness. Depending upon the precise circumstances, the Referee may allow such illumination to render a creature more easily hit, granting a +1 to-hit bonus to attackers.

Fear
Spell Level: Magic-User, 4th Level
Range: 240 feet
Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw. If they do so, there is a 60% chance that they will drop whatever they are holding. The cone extends 240 feet to a base 120 feet across.

Feeblemind
Spell Level: Druid, 6th Level; Magic-User, 5th Level
Range: 240 feet
Duration: Permanent until dispelled

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

Find the Path
Spell Level: Cleric, 6th Level
Range: Caster
Duration: 1 hour +10 minutes/level; 1 day outdoors

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

Find Traps
Spell Level: Cleric, 2nd Level
Range: 30 feet
Duration: 20 minutes (2 turns)

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

Finger of Death
Spell Level: Cleric, 5th Level; Druid, 6th Level
Range: 120 feet
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.

Fire Storm
Spell Level: Druid, 7th Level
Range: 100 feet + 10 feet/level
Duration: 1 turn (10 minutes)

A massive conflagration of fire erupts in the spot directed by the caster. The fire burns in a shape, area, and size defined by the caster, the volume being no less than 30 feet x 30 feet x 30 feet. The maximum possible volume of fire that can be called forth is the minimum area (30x30x30) times the caster's level. While the magical fire burns, creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Creatures who are able to pass through the fire receive 1d6 hit points of damage per ten feet traveled (no saving throw) and undead creatures sustain twice this damage.

Fireball
Spell Level: Magic-User, 3rd Level
Range: 240 feet
Duration: Instantaneous

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

Fly
Spell Level: Magic-User, 3rd Level
Range: Touch
Duration: 1 turn/level + 1d6 turns

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

Gate
Spell Level: Magic-User, 9th Level
Range: Near the caster
Duration: See below

A *Gate* spell creates an opening to another plane of existence and summons forth a specified, tremendously powerful being from the other plane, including gods, demi-gods, demons, etc. The caster must know the name of the creature being summoned or the spell will fail. There is a 5% chance that the wrong being might be summoned forth, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

Geas
Spell Level: Magic-User, 6th Level
Range: 30 feet
Duration: Until task is completed

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

Hallucinatory Forest
Spell Level: Druid, 4th Level
Range: 60 feet
Duration: Until dispelled

Much like the Magic-User spell *Hallucinatory Terrain*, this spell changes the appearance of the land, although the illusion is always that of a forest. Druids and magical creatures of the forest such as a dryad or treant will not be fooled by the illusion, but until the dweomer is dispelled all other creatures will perceive the area to be forested. The maximum extent of the nonexistent forest, measured for convenience in 30-foot x 30-foot "squares," is one such square per level of the caster.

Hallucinatory Terrain
Spell Level: Magic-User. 4th Level
Range: 240 feet
Duration: Until touched (other than by ally) or dispelled

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

Haste
Spell Level: Magic-User, 3rd Level
Range: 240 feet
Duration: 30 minutes

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

Heat Metal
Spell Level: Druid, 2nd Level
Range: 30 feet
Duration: 7 rounds

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

Effect of continuous exposure to heated metal:
Round 1: The metal becomes hot, but is not yet dangerous.
Round 2: 1d4 points of damage. If hands are what remain in contact, the blistering makes them unusable for 1 day thereafter.
Rounds 3-5: 1d4+1 points of damage per round. If hands remain in contact, their skin is so badly scorched that they cannot be used for 1d3 weeks. If the head is in contact, the victim falls unconscious for 1d8 turns.
Round 6: 1d4 points of damage.
Round 7: The metal has begun to cool, and is merely hot to the touch.

Hold Animal
Spell Level: Druid, 3rd level
Range: 120 feet
Duration: 1 hour (+10 minutes/level)

The caster targets no more than four normal or giant animals, with total hit dice equal to or less than those of the Druid. These animals are completely immobilized (saving throw applies). If the caster targets a single creature, the saving throw is made with a penalty of -2.

Hold Monster
Spell Level: Magic-User, 5th Level
Range: 120 feet
Duration: 1 hour (+10 minutes/level)

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

Hold Plant
Spell Level: Druid, 5th Level
Range: 30 feet/level
Duration: 1 hour (+10 minutes/level)

The caster targets 1d4 plants or plant-creatures, which become completely immobilized. (A saving throw applies for monster-type plants.) The caster may also target a single plant, in which case the saving throw is made with a penalty of -2. The spell does not only immobilize plants; it will also temporarily arrest the growth of any plant, magical or not.

Hold Person (Cleric)
Spell Level: Cleric, 2nd Level
Range: 180 feet
Duration: 9 turns

The caster targets 1d4 persons (according to 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 (Magic-User)
Spell Level: Magic-User, 3rd Level
Range: 120 feet
Duration: 1 hour (+10 minutes/level)

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

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

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

Holy Word
Spell Level: Cleric, 7th Level
Range: 40-foot 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 5-8 hit dice are stunned for 2d10 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed.

Ice Storm
Spell Level: Magic-User, 4th Level
Range: 120 feet
Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly 30 feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

Insect Plague
Spell Level: Cleric, 5th Level; Druid, 4th level
Range: 480 feet
Duration: 1 day

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

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

The object of this spell, whether a person or a thing, becomes invisible to both normal sight and darkvision. 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-Foot Radius
Spell Level: Magic-User, 3rd Level
Range: 240 feet
Duration: Until dispelled or an attack is made

Like the *Invisibility* spell, *Invisibility 10-Foot Radius* makes the target creature or object invisible to normal sight and darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/her/it. Nothing inside the radius of invisibility can be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If an invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisible Stalker
Spell Level: Magic-User, 6th Level
Range: Close
Duration: Until mission is completed

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

Knock
Spell Level: Magic-User, 2nd Level
Range: 60 feet
Duration: Immediate

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

Legend Lore
Spell Level: Magic-User, 6th Level
Range: Caster
Duration: See below

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

Levitate
Spell Level: Magic-User, 2nd Level
Range: 20 feet/level
Duration: 1 turn/level

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

Light
Spell Level: Cleric; Magic-User, 1st Level
Range: 60 feet
Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 60 feet) produces light about as bright as a torch, to a radius of 20 feet.

The Cleric version of this spell lasts 2 hours.

Lightning Bolt
Spell Level: Magic-User, 3rd Level
Range: 240 feet (maximum distance)
Duration: Instantaneous

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

Limited Wish
Spell Level: Magic-User, 7th Level
Range: Referee's discretion
Duration: Changes reality

This powerful spell allows the caster to change reality, although in limited ways and sometimes only for limited periods of time. Such limitations will determined by the Referee in accordance with the circumstances.

Locate Animal
Spell Level: Druid, 1st level
Range: 60 feet +10 feet/level
Duration: 1 round/level

Within the spell's range, the caster perceives the correct direction (as the crow flies) toward the nearest specimen of a type of animal named in the casting of the spell.

Locate Object (Cleric)
Spell Level: Cleric, 3rd Level
Range: 90 feet
Duration: 1 round/level

Within the spell's range, the Cleric perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Locate Object (Magic-User)
Spell Level: Magic-User, 2nd Level
Range: 60 feet +10 feet/level
Duration: 1 round/level

Within the spell's range, the caster perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Locate Plants
Spell Level: Druid, 2nd level
Range: 60 feet (+10 feet/level)
Duration: 1 round/level

The caster perceives the correct direction (as the crow flies) toward the nearest specimen of a type of plant named in the casting of the spell.

Lower Water
Spell Level: Magic-User, 6th Level
Range: 240 feet
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
Spell Level: Magic-User, 5th Level
Range: See below
Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object of virtually any kind. The 'jar' must be within 30 feet of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his or her soul to the magic jar at any time; if a body the caster controls is slain, the soul returns to the jar immediately. The Magic-User can return from the jar to his or her original body whenever desired, thus ending the spell. If the caster's body is destroyed while his or her 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*.

Magic Missile
Spell Level: Magic-User, 1st Level
Range: 150 feet
Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 feet. At the Referee's discretion, this spell may have one of two effects: 1) The Magic-User must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. 2) 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 5th level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.
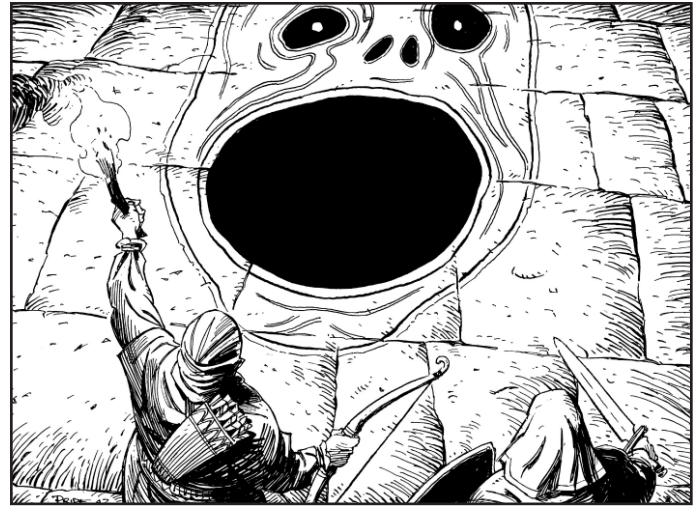
Magic Mouth
Spell Level: Magic-User, 2nd Level
Range: Touch
Duration: Permanent until triggered or dispelled

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

Mass Charm
Spell Level: Magic-User, 8th Level
Range: 120 feet
Duration: Until dispelled

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

Mass Invisibility
Spell Level: Magic-User, 7th Level
Range: 240 feet
Duration: See below

This spell makes 1d3 x 100 man- or horse-sized creatures (or objects) invisible, as if they had been affected by a single *Invisibility* spell. The spell can instead affect up to 6 creatures of dragon size. As with the *Invisibility* spell, the enchantment lasts until dispelled or until one of the creatures makes an attack.

Massmorph
Spell Level: Magic-User, 4th Level
Range: 240 feet
Duration: Until negated by the caster or dispelled

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

Maze
Spell Level: Magic-User, 9th Level
Range: 60 feet
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 an Intelligence score lower than 6 require 2d4 x3 rounds (minutes) to escape the interdimensional prison. Creatures with Intelligence scores 7–11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds to puzzle their way back into normal reality. Although monsters are not described with specific Intelligence scores, it should not be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Referee, there is no saving throw to avoid the spell.

Meteor Swarm
Spell Level: Magic-User, 9th Level
Range: 240 feet
Duration: Instantaneous

Tiny meteors swarm from the caster's hands and explode into balls of fire where desired. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10-foot diameter that inflict 5d6 points of damage. Targets are permitted a saving throw, allowing them to take half damage.

Mind Blank
Spell Level: Magic-user, 8th Level
Range: 10-foot radius
Duration: 24 hours

The spell protects against all magic spying, including crystal balls, spells (including *Wish*), and even magical scrying by minor deities.

Mirror Image
Spell Level: Magic-User, 2nd Level
Range: Around caster
Duration: 1 hour or until destroyed

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

Monster Summoning I
Spell Level: Magic-User, 3rd Level
Range: N/A
Duration: 6 rounds (minutes)

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

Table 38: Monster Summoning I

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

[1] Chaotically-aligned casters might get the monster in parenthesis, at the Referee's discretion

Monster Summoning II
Spell Level: Magic-User, 4th Level
Range: N/A
Duration: 6 rounds (minutes)

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

Table 39: Monster Summoning II

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

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

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

Table 40: Monster Summoning III

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

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

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

Table 41: Monster Summoning IV

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

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

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

Table 42: Monster Summoning V

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

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

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

Table 43: Monster Summoning VI

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

Monster Summoning VII
Spell Level: Magic-User, 9th Level
Range: N/A
Duration: 6 rounds (minutes)

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

Table 44: Monster Summoning VII

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

Move Earth
Spell Level: Magic-User, 6th Level
Range: 240 feet
Duration: 1 hour; effects permanent

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

Neutralize Poison
Spell Level: Cleric, 4th Level; Druid, 3rd Level
Range: Touch
Duration: Immediate

This spell counteracts poison if used promptly, but cannot be used to bring the dead back to life later.

Obscurement
See *Obscuring Mist*

Obscuring Mist
Spell Level: Druid, 2nd Level
Range: 20 feet
Duration: 1 turn/level

A misty vapor seethes outward from the casting point, billowing forth to fill a radius of 20 feet + 10 feet per level of the caster.

Part Water
Spell Level: Cleric, 7th Level
Range: 240 feet
Duration: 2 hours

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

Part Water
Spell Level: Magic-User, 6th Level
Range: 120 feet
Duration: 1 hour

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

Passplant
Spell Level: Druid, 5th Level
Range: Touch (first tree)
Duration: 1 hour per level or until exit

The caster may step into one tree and emerge from a distant tree of the same kind; both trees must be living, and have a girth as large as the caster's own. The caster need not step out of the first tree immediately, but may wait within the tree for as long as desired (up to the limit of the spell's duration) before leaving. It is possible for the caster to step from tree to tree in series without ending the spell; however, upon emerging from any tree into the outside, the caster ends the spell. The table below shows the maximum distance the caster may travel in a single step; this is also the maximum total distance that can be traveled in a single casting of the spell, even if the caster moves through multiple trees. Upon casting the spell, the caster will become aware of the various trees within the range of the spell, so there is no chance of "missing" the target.

Table 45: Passplant

Type of Tree	Maximum Distance for Spell
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

Passwall
Spell Level: Magic-User, 5th Level
Range: 30 feet
Duration: 3 turns (30 minutes)

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

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

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

Phantasmal Force
Spell Level: Magic-User, 2nd Level
Range: 240 feet
Duration: Until concentration ends

This spell creates an illusion that seems realistic to all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the Referee rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim. This will depend on circumstances; a truly brilliant use of the spell can be quite devastating, and a poorly thought-out illusion might cause almost immediate disbelief.

Phase Door
Spell Level: Magic-User, 7th Level
Range: 10 feet from caster
Duration: Seven uses

The phase door is an invisible portal about 7 feet high, 10 feet wide, and 10 feet deep, accessible only to the caster. A barrage of *Dispel Magic* spells can close the passage, but only if the combined level of the dispelling casters is twice that of the portal's creator.

Plant Door
See *Plant Doorway*

Plant Doorway
Spell Level: Druid, 4th Level
Range: Passage begins where caster stands
Duration: 3 turns + 1 turn/level

This spell opens a pathway for the caster through even the deepest and most tangled growths of plants, thorns, and trees. The pathway can be made up to 5 feet wide, 6 feet tall, and 100 feet in length, but only the caster can move through it. The Druid may choose to remain housed safely inside a tree, if the spell has opened a passage through one. It is possible to remain within the tree after the spell expires; for as long as desired, in fact, before leaving it.

Plant Growth
Spell Level: Druid, 3rd Level; Magic-User, 4th Level
Range: 240 feet
Duration: Permanent until dispelled

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

Polymorph Object
Spell Level: Magic-User, 8th Level
Range: 240 feet
Duration: Referee's discretion

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

Polymorph Other
Spell Level: Magic-User, 4th Level
Range: 240 feet
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, or of course, a frog or newt. The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.

Polymorph Self
Spell Level: Magic-User, 4th Level
Range: Caster
Duration: 1 hour or Referee's discretion

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

Power Word, Blind
Spell Level: Magic-User, 8th Level
Range: 120 feet
Duration: 1d4 or 2d4 days (See below)

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

Power Word, Kill
Spell Level: Magic-User, 9th Level
Range: 120 feet
Duration: Immediate

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

Power Word, Stun
Spell Level: Magic-User, 7th Level
Range: 120 feet
Duration: 1d6 or 2d6 turns (See below)

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

Prayer
Spell Level: Cleric, 3rd Level
Range: 30 feet
Duration: Following melee round

The *Prayer* spell seeks short-term favor from the gods to help some other spell or attack to succeed. *Prayer* affects a 20-foot x 20-foot 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.

Predict Weather
Spell Level: Druid, 1st Level
Range: Centered on caster
Duration: Immediate

The Druid silently drinks in knowledge from the surrounding area, becoming attuned to the patterns of air, wind, earth and fire. Within moments, the character can predict what the weather conditions will be for the next twelve hours in the immediate vicinity (2 square miles/level). As with most forecasts of weather, conditions may change unexpectedly, giving rise to a 5% chance that the Druid's prediction will, ultimately, prove to be incorrect.

Prismatic Sphere
Spell Level: Magic-User, 9th Level
Range: 10-foot sphere
Duration: 1 hour

A sphere of seven colors whirls about the Magic-User, with a radius of 10 feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns.

Table 46: Prismatic Sphere

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

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Produce Fire
Spell Level: Druid, 4th Level
Range: 30 feet
Duration: 1 turn (10 minutes)

This spell instantly creates fire in an area of up to 10 feet x 10 feet. The fire burns for no longer than ten minutes without fuel, but will set alight any flammable materials in the area where it was summoned forth. The spell may also be reversed to quench flames rather than ignite them.

Produce Flame
Spell Level: Druid, 2nd Level
Range: Palm of hand
Duration: 2 turns/level

Flame ignites from nowhere in the palm of the caster's hand, causing no damage to the caster, but otherwise as hot as natural fire. It can be used while held, or thrown to a distance of 30 feet, to ignite flammable materials. For so long as the druid-fire is in the caster's hand, it can be extinguished immediately whenever the caster wishes it gone.

Project Image
Spell Level: Magic-User, 6th Level
Range: 240-foot sphere
Duration: 1 hour

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

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

Creates a magical field of protection immediately around the caster, blocking out all enchanted monsters such as 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 saving throws or armor class, the bonus from the magic circle has no effect, although the protective circle still functions against enchanted creatures.

The Magic-User version of this spell is exactly the same as the one used by the Cleric, except that it has a duration time of 1 hour.

Protection from Evil, 10-Foot Radius
Spell Level: Cleric, 4th Level; Magic-User, 3rd Level
Range: Centered on caster
Duration: 1 hour

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (such as 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 saving throws or armor class, the bonus from the magic circle has no effect for that person, although the protective circle still functions against enchanted creatures.

Protection from Fire
Spell Level: Druid, 3rd Level
Range: Touch
Duration: 3 turns +1 turn/level

Protection from Fire may be cast on another person, but it confers a great deal more eldritch warding if it is woven personally around the caster. When used to protect another creature, the spell's warding grants complete immunity to normal fire and cuts damage from magical fire in half. When used to ward the caster, the spell also grants complete immunity against one exposure to magical fire, after which it functions normally.

Protection from Lightning
Spell Level: Druid, 4th Level
Range: Touch
Duration: 6 turns +1 turn/level

This spell protects any creature from lightning, reducing any damage by one-half. Once lightning strikes, however, the spell ends.

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

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

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

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

Purify Water
Spell Level: Druid, 1st Level
Range: Close/Touch (Referee's discretion)
Duration: Immediate

Approximately ten gallons of water is made pure, removing all poisons, algae, and other such contaminants.

Pyrotechnics
Spell Level: Druid, 3rd Level; Magic-User, 2nd Level
Range: 240 feet
Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 x 20 x 20 feet).

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

If the spell succeeds (saving throw applies), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, a deadly weakness will set in (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster in the wording of the original *Quest*. The details, of course, must be approved by the Referee.

Raise Dead
Spell Level: Cleric, 5th Level
Range: Close/Touch (Referee's discretion)
Duration: Immediate

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 functions only on "human-like" races, that is, ones that can be used for player characters.

Read Languages
Spell Level: Magic-User, 1st Level
Range: Normal reading distance
Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. This can be particularly useful for treasure maps, but it does not solve any codes.

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

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

Reincarnation (Druidic)
Spell Level: Druid, 7th Level
Range: Touch
Duration: Instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Druidic *Reincarnation* will not affect someone who has been dead more than a week. Roll 1d100, and on a roll of 01-75 the result is determined from the same table as would be used for a Magic-User's *Reincarnation* spell (below). If the percentile dice gave a result of 76-00, roll 1d6 on the following table:

Table 47: Druidic Reincarnation

Die Roll	Reincarnated as …
1	Bear
2	Lion
3	Mouse
4	Raven
5	Stag
6	Wolf

Reincarnation (Magic-User)
Spell Level: Magic-User, 6th Level
Range: Touch
Duration: Instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Reincarnation will not affect someone who has been dead more than a week. Roll 1d20 on the following table. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

Table 48: Reincarnation by Magic-Users

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

Remove Curse
Spell Level: Cleric, 3rd Level; Magic-User, 4th Level
Range: Very close
Duration: Immediate

This spell removes one curse from a person or object.

Repel Wood
Spell Level: Druid, 6th Level
Range: 20 feet/level
Duration: 1 turn/level

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

Repulsion

Spell Level: Magic-User, 6th Level
Range: 120 feet
Duration: 1 hour

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

Restoration

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

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

Resurrection

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

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

Reverse Gravity

Spell Level: Magic-User, 7th Level
Range: 90 feet
Duration: 1 round (minute)

The spell reverses gravity in a cubical area approximately 30 feet x 30 feet x 30 feet in size. Everything in the area falls upward, and then when the spell ends it all falls back down again.

Rope Trick

Spell Level: Magic-User, 3rd Level
Range: As far as the caster 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 is left outside, however, someone may steal it.

Shape Change

Spell Level: Magic-User, 9th Level
Range: Caster
Duration: 1d6+10 turns +1 turn/level

When the caster casts this spell upon him- or herself, it allows the caster to turn at will into a variety of creatures. In each form, the wizard 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, or whatever other creature is chosen. It is not, of course, required that the caster use more than one shape—remaining as a dragon for the duration of the spell works perfectly well.

Shield

Spell Level: Magic-User, 1st Level
Range: Caster
Duration: 2 turns

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

Silence, 15-Foot Radius

Spell Level: Cleric, 2nd Level
Range: 180 feet
Duration: 12 turns

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

Simulacrum

Spell Level: Magic-User, 7th Level
Range: Touch
Duration: Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated. (*Animate Dead* is an acceptable means.) A *Limited Wish* (along with the actual *Simulacrum* spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30–60% (use a d4) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. Note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a *Detect Magic* spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week, to a maximum of 90%.

Sleep

Spell Level: Magic-User, 1st Level
Range: 240 feet
Duration: 1 hour

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

Table 49: Sleep

Hit Dice of Victims	Number Affected
Less than 1 to 1	2d8
1+ to 2+	2d6
3 to 3+	1d6
4 to 4+	1

Slow

Spell Level: Magic-User, 3rd Level
Range: 240 feet
Duration: 3 turns (30 minutes)

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

Snake Charm
Spell Level: Cleric, 2nd Level
Range: 60 feet
Duration: 1d4+2 turns

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

Speak with Animals
Spell Level: Cleric, 2nd Level; Druid, 2nd Level
Range: Caster
Duration: 6 turns

The caster can speak with normal animals. There is a good chance that the animals will provide reasonable assistance if requested, and they will not attack – unless the caster uses the spell to say something particularly offensive.

Speak with the Dead
Spell Level: Cleric, 3rd Level
Range: Close/Touch (Referee's discretion)
Duration: 3 questions

The caster can ask three questions of 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 gain answers only from bodies that have been dead 1d4 days. Clerics levels 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. Note that a die roll is involved here: for example, a seventh-level Cleric attempting to speak with a two-day-old corpse might still fail—the d4 roll might indicate that only a one-day-old corpse can be reached with this particular attempt at the spell.

Speak with Monsters
Spell Level: Cleric, 6th Level
Range: Speaking range
Duration: 3d4 questions

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

Speak with Plants
Spell Level: Cleric, 4th Level; Druid, 4th Level
Range: Speaking range
Duration: 6 turns

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

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

This spell may be cast upon a 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 Referee chooses to allow additional bonuses resulting from the additional Strength.

Sticks to Snakes
Spell Level: Cleric, 4th Level; Druid, 5th Level
Range: 120 feet
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 commands, but turn back into sticks at the end of the spell, or when killed.

Stone to Flesh
Spell Level: Magic-User, 6th Level
Range: 120 feet
Duration: Permanent until reversed

This spell can be used to counteract the negative effects of monsters who petrify their victims. It can also be reversed to turn flesh into stone, as desired by the caster. A saving throw is permitted to avoid being turned to stone, but if the spell succeeds the victim is transformed into a statue; the stone-to-flesh version of the spell will restore the victim to normal.

Suggestion
Spell Level: Magic-User, 3rd Level
Range: Shouting distance
Duration: 1 week

The caster speaks a hypnotic suggestion to the intended victim. Victims who fail a saving throw 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, and can be contingent upon something else happening first. A suggestion that the victim commit suicide is only 1% likely to be obeyed.

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

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

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

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

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

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

Symbol of Death: Deals a total of 75 hit points of damage.
Symbol of Discord: Causes all creatures in the hostile group to begin

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arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a *Fear* spell.

Symbol of Insanity: Up to 100 hit points 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: Up to 150 hit points of creatures are affected as per a *Power Word, Stun*.

Telekinesis
Spell Level: Magic-User, 5th Level
Range: 120 feet
Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight that can be lifted and moved is 20 pounds per level. It is up to the Referee's interpretation of the spell whether the objects can be thrown, and at what speed.

Teleport
Spell Level: Magic-User, 5th Level
Range: Touch
Duration: Instantaneous

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

1. If the caster has only seen the location in a picture or through a map (so that 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. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 feet above the targeted location—likely 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. On a 1 in 6 the teleport is low, otherwise it is high. In either case, the arrival is 1d4 x10 feet high or low.

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

The caster stops the passage of time in a radius of 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 Metal to Wood
Spell Level: Druid, 7th Level
Range: 120 feet
Duration: Permanent

This spell transmutes metal into wood in a 10-foot x 10-foot area. Each discrete piece of metal is allowed a saving throw. (Coins may be checked in batches rather than rolling hundreds of saving throws.) The effect cannot be dispelled, although a reversed version of this spell could be used to undo the transmutation.

Transmute Rock to Mud
Spell Level: Druid, 5th Level; Magic-User, 5th Level
Range: 120 feet
Duration: 3d6 days, unless reversed

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

Transport via Plants
Spell Level: Druid, 6th Level
Range: Touch first plant
Duration: 24 hours or until travel is completed

The caster may enter any normal plant and pass any distance to a chosen plant of the same kind in a single round, regardless of the distance separating the two. Both plants must be alive. The caster may also choose to remain in one or the other of the two plants for up to 24 hours, but the destruction of an occupied plant slays the caster and ejects the body from the plant. The caster becomes aware of all plants within 3000 feet, and the spell will not fail if the attempted travel is made within this radius. However, if the caster attempts to travel beyond this radius into the substance of a plant the caster has never before seen – meaning that specific plant, not just the species – there is a 20% chance of error during travel. The exact nature of the error depends upon specific circumstances, but it is likely to be off by a margin of at least 1d6 miles, into any other sort of plant.

Turn Wood
See *Repel Wood*

Wall of Fire
Spell Level: Druid, 5th Level; Magic-User, 4th Level
Range: 60 feet
Duration: Concentration

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

Wall of Ice
Spell Level: Magic-User, 4th Level
Range: 60 feet
Duration: Concentration

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

Wall of Iron
Spell Level: Magic-User, 5th Level
Range: 60 feet
Duration: 2 hours

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

Wall of Stone
Spell Level: Magic-User, 5th Level
Range: 60 feet
Duration: Permanent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 feet long (in which case it would be 20 feet tall), or 100 feet long (in which case it would be only 10 feet tall).

Warp Wood
Spell Level: Druid, 2nd Level
Range: 60 feet
Duration: Permanent

This spell warps, bends, and twists wood. The volume of about one 2-inch x 4-inch x 5-foot plank may be affected per every two levels of the caster – the volume of a spear or several arrows. However, keep in mind that springing a door open or causing a leak in a ship's planking does not actually require much of the constituent wood to be warped.

Water Breathing
Spell Level: Druid, 3rd Level; Magic-User, 3rd Level
Range: 30 feet
Duration: 2 hours

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

Weather Summoning
Spell Level: Druid, 6th Level
Range: Centered on caster
Duration: 1 hour/level

Within 30 minutes, whatever weather the Druid desires will form in the surrounding five-mile radius. It is not under the caster's control, in the sense that it will not specifically target any individuals or affect one place within the radius more than any other place. Note that this spell is not by any means the only way in which groups of druids might exercise control over weather conditions using holy places or acting together in mystic rituals. It is simply the manner by which a lone (but powerful) Druid can summon forth weather conditions using no ritual beyond mere spell casting.

Web
Spell Level: Magic-User, 2nd Level
Range: 30 feet
Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 x 10 x 20 feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans alone take more time to break through—perhaps 3–4 turns or longer at the Referee's discretion.

Wizard Eye
Spell Level: Magic-User, 4th Level
Range: 240 feet
Duration: 1 hour

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

Wizard Lock
Spell Level: Magic-User, 2nd Level
Range: Close
Duration: Permanent until dispelled

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

Wish
Spell Level: Magic-User, 9th Level
Range: Unlimited
Duration: See below

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

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

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

Word of Recall
Spell Level: Cleric, 6th Level
Range: Indefinite
Duration: Immediate

The Cleric teleports without error back to a prepared sanctuary.

Remember
Swords & Wizardry is a free-form roleplaying game, meaning that there are not very many rules. The Referee is responsible for handling situations not covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the Referee, even though the Referee is responsible for creating tricky traps, dangerous situations, and running the monsters and other foes the PCs will encounter during the game. In fact, the players and the Referee cooperate with each other to create a fantasy epic, with the Referee creating the setting and the players developing the story of the heroes. If they are not skillful and smart, the epic might be very short indeed! It is not the Referee's job to defeat the players; the job is to provide interesting (and dangerous) challenges, and then guide the story fairly along the path that it takes – a path sure to contain twists and turns that surprise the Referee as well as the players!

End of Player's Section

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

For the Referee

Introduction

As the Referee of a game of *Swords & Wizardry*, you do not have a character; instead, you are the player who is in charge of the game. You create the adventure, you run the monsters, and you are the one who decides the *results* of all the decisions made by the players for their characters. You don't get to tell the players what the characters do – that is *their* part of the game – but you referee the results according to the rules, and you interpret what the rules mean. Compared to most other fantasy roleplaying games, the *Swords & Wizardry* rules require a lot of interpretation because – by design – they do not try to cover every single possibility for what the players will do. It takes a little bit of practice to referee a game smoothly, but once you get the hang of it, you will find that you can run a fast-paced game without getting caught up in every little detail.

The three most important things to know about running a game of *Swords & Wizardry* are these:

The rules are just guidelines
There is not a rule for everything.
When in doubt, make a ruling.

If you are a beginner Referee, and have never played a roleplaying game before, it is a good idea to stick to "the rules" for a few gaming sessions, just to learn how the game works. We have provided enough of these basic rules to get you started without having to make too many difficult decisions. But once you are comfortable with the basic idea of a roleplaying game you can start thinking about the optional rules, about creating house rules, and about adapting the rules. There is a whole world of fantasy out there waiting for you.

This part of the book gives you the basic resources for the two main tasks of the Referee: creating the adventure, and running the adventure. Creating the adventure is done ahead of time; it is the job of dreaming up an adventurous place or situation, creating a map, and deciding what dangerous things lurk there, just waiting for a party of adventurers to stumble across them. Running the adventure is what happens when your friends are assembled around the gaming table with dice and character sheets: it is your job to describe the starting point and then to keep the game moving once the adventuring begins. As you and your players get more familiar with the game, and their characters start to go up in level, you may want to start creating some details about the world that surrounds these adventures – which is called your campaign world. The following part of the book contains basic advice about all these aspects of being a Referee.

Designing the Adventure

Basically, the "adventure" is just the setting for the game, usually a map and your notes about the places in it. As the players tell you where their characters go and what they do, you're referring to the map and your notes to describe what happens as a result. Don't try to plan for all contingencies—it's guaranteed that the players will do something unexpected. This is a good thing; part of your fun in running the game is when the players surprise *you*, not just when you surprise them.

Adventures can take place anywhere: abandoned dungeons far underground, ruined castles, enchanted forests, ships on the high seas, and even stranger places like the deeps of the ocean or the blasted wastelands of some distant planet, where the characters have been teleported by evil wizards. In general, if you have never designed an adventure before, it is a good idea to start with a dungeon adventure, because these are the easiest to design and run. After a couple of sessions of dungeon adventuring, the players might be ready to strike out into the wilderness, or venture out to the seas. Encourage them to make whatever decisions they want to make – the epic stories of their characters are theirs to make, as long as the players can keep them alive. It is your job to referee the results, not to make the decisions. Sometimes they will test your skill as a Referee, just as you test their skills as players. It is all part of the game.

If you would like to read more ideas for designing adventures, the *Tome of Adventure Design,* published by Frog God Games, is an excellent resource.

Designing a Dungeon Adventure

The "dungeon" is probably a vast underground complex built in the distant past, abandoned and perhaps forgotten by civilization. Over the centuries, monsters have taken up residence in the echoing halls and narrow passages of this place, hoarding the treasure they have stolen from the world above, or that was left behind by the ancient inhabitants of these deep catacombs.

For the basic dungeon adventure, draw the dungeon floor plan on graph paper, number the rooms (or other important locations), and then write yourself a "key" to remind yourself what monsters, treasures, traps, and tricks are found in these numbered locations. It will probably be helpful to draw a cross-section map of the different levels of the dungeon as well. The levels are important because the further down the characters go, the more dangerous the place is – the monsters are more deadly, and the traps are more devious – but on the other hand, the treasures are greater. It is in the deeper dungeon levels where vast piles of gold are to be found, and where enchanted weapons lie covered in cobwebs along with other, stranger items with strange magical powers.

To help you get started, the diagram of a dungeon cross-section and the sample floor plan maps included here may be a good resource for you. Do *not* worry if your maps are messy and your room descriptions are nothing but a few quick notes. The goal is not to be an artist or an author – the goal is to be a good Referee. Whatever helps you do that job is all you need. The players are not going to be looking at your map or reading your notes; they are going to be *experiencing* the map as adventurers, and hearing the descriptions of the rooms *as if they are seeing* what you describe. It doesn't matter what your hidden notes look like: that is not what the players see.

LEVEL 1
LEVEL 2
Gardens of Guina
LEVEL 2A
LEVEL 3
Crypts and Tombs
LEVEL 3A
"The horrid pools"
LEVEL 4
spider god idol of the green yeti
LEVEL 5
LEVEL 5A
Treasure Vaults of Aulx the Mad
LEVEL 6
LEVEL 6A
The demon-prisons
The Great Dome
LEVEL 7
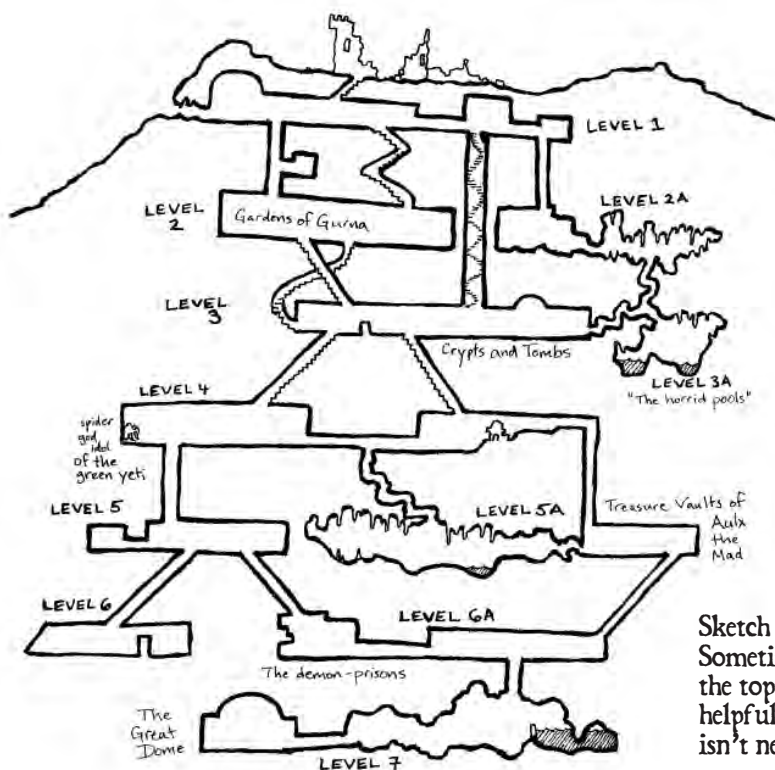
Sketch of a dungeon cross-section. Sometimes making a cross-section map of the top levels of your dungeon can be very helpful when you make the floorplans, but it isn't necessary.

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Sample Dungeon Map
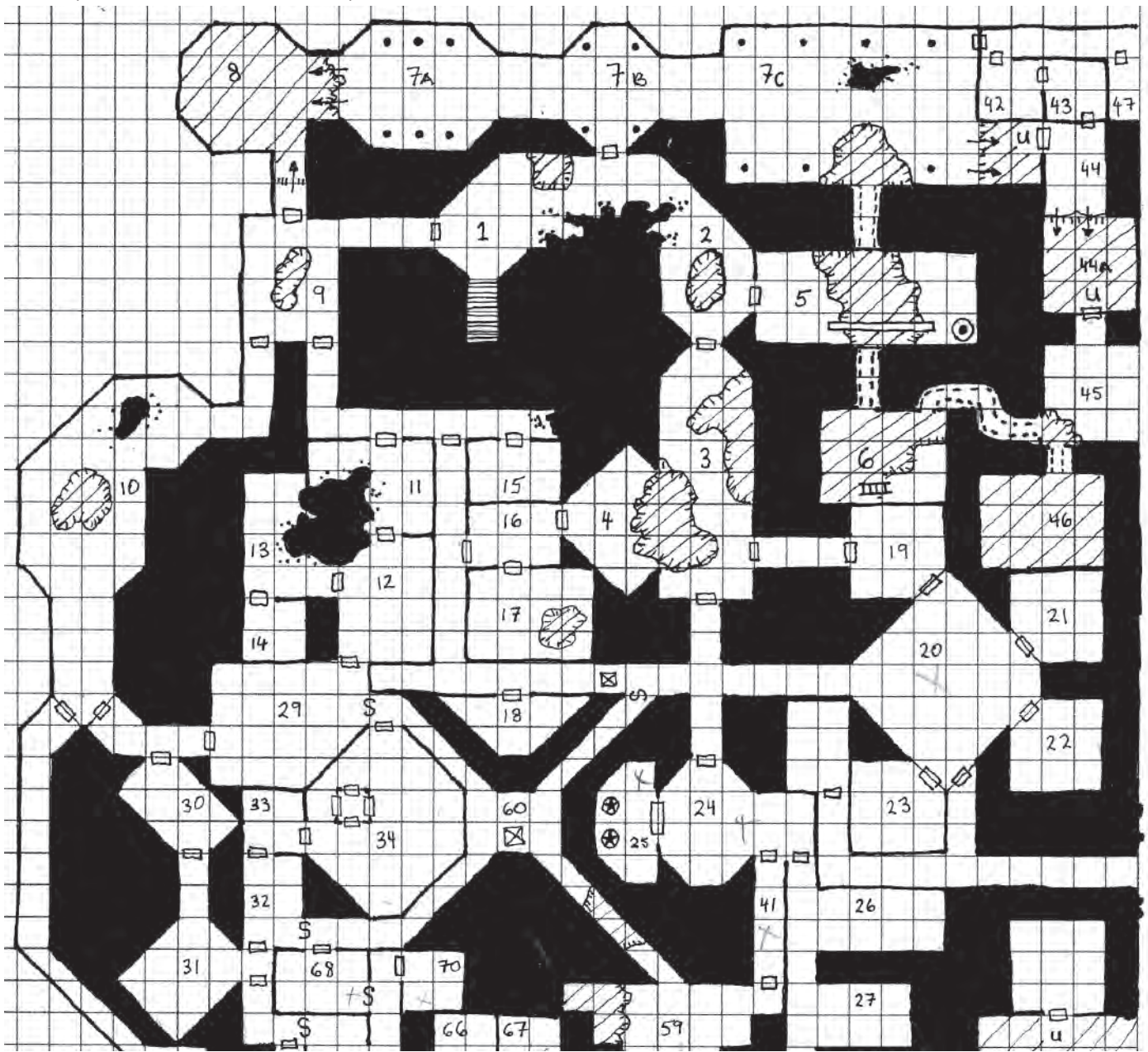
This map is from Matt Finch's *Ruins of Mythrus Tower* dungeon – you can see some pencil-marks that are actually Referee notes, from a marathon 8-hour series of adventures held at North Texas RPG Con. It gives you a basic idea of what a dungeon map looks like.

Dungeon Map Symbols

wall	concealed door	archway or window	floor trap door	
cave wall		one-way secret door	sinkhole	
door	one way door			
double door	false door	portcullis or bars	chasm	
secret door	revolving door	ceiling trap door		

Sample Map Key

LEVEL 2: THE FALLEN FLOORS

Notes: Level 2, the Fallen Floors, is an area that was built with several sub-basements below the main floors. As a succession of occupants continued to dig and modify the level, some of the structural supports failed in places, resulting in some ceiling collapses and many collapse of the floors.

When floors above collapsed into the sub-basements below, it generally resulted in sheer-walled drops down into 20ft deep pits, which are floored with rubble and uneven stone. Some of these are connected to each other by old passages that were once part of the sub-basements before the collapses.

Wandering Monsters on Level 2

Check once every three turns for wandering monsters, with a 1 in 6 chance per check.

1) 2d6 Goblins

2) 1d3 normal albino crabs, walking along and minding their own business.

3) 1d3 stuffed corpses (see new monsters)

4) 1d3 Stuffed Stirges: HD 1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 12); Save 17; CL/XP 1/15; Special: blood drain (1d4).

5) 1d6 giant rats: Giant Rats: HD 1d4 hp; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 1 in 20 are diseased.

6) 1d3 giant spiders (small, lethal): Giant Spider (1ft diameter): HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw)

MAP KEY

1. STAIRS UP. Stairs lead down to this room from the first Level (Room 6, lv2) and continue downward to Level 3 (Room 8, lv3). If more than 14 people walk up or down the stairs in any 1 hour period, a big stone block slides to block the stairs leading up, but it is still possible to use the stairs down to Level 3. The block slides back again after 24 hours. The room contains a large cave-in where the ceiling has fallen, and part of the floor is collapsed into the old sub-basement.
Monsters: None
Treasure: None
Notes:

2. SOUTHEAST CHAMBER. There is a floor collapse in the middle of this chamber, a 20ft drop to a rubble-covered lower floor. The bottom has water in it (only 1ft deep) and a couple of old construction beams (rotted).
Monsters: The hole in the floor is the lair of
6 Giant Killer Frogs: HD 1+4; AC 7[12]; Atk 2 claws (1d2), 1 bite (1d4+1); Move 3 (or 150ft leap); Save 17; CL/XP 2/30; Special: Leap.
Treasure: In the water 450gp
Notes:

3. GOBLIN TARGETRY ROOM. A large floor-collapse in the southwest corner of the room leaves it open to ROOM 4, where there are goblin archers. The two rooms are separated by a 20ft deep pit roughly 20ft across, floored with large, uneven stones and rubble.
Monsters: None (but the room is open to archery from ROOM 4) where there are goblins.
Treasure: None
Notes:

4. GOBLIN LAIR. A fetid goblin nest. A ramshackle barricade protects archers from bowfire coming from ROOM 3.
Monsters: 15 Goblins: HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Four goblins are at the barricade at the beginning of an encounter, and the rest will join them in 2 rounds.
Treasure: 110gp, 1500sp, 100gp worth of trinkets that weigh 20 pounds total.
Notes:

5. BRIDGE AND WELL ROOM. A floor collapse spans this room, about 30ft wide and 20ft deep. Someone has built a stone bridge across it – which looks like quite solid construction (this is goblin work, and is quite good). The bridge is five feet wide (only one person can pass) and has no railing.

In the collapsed sub-basement area there are two passages leading out – originally part of the sub-basement. One leads south and one leads north. You have to crawl because rubble fills the entrances halfway to the top, but one can stand in the actual passage.
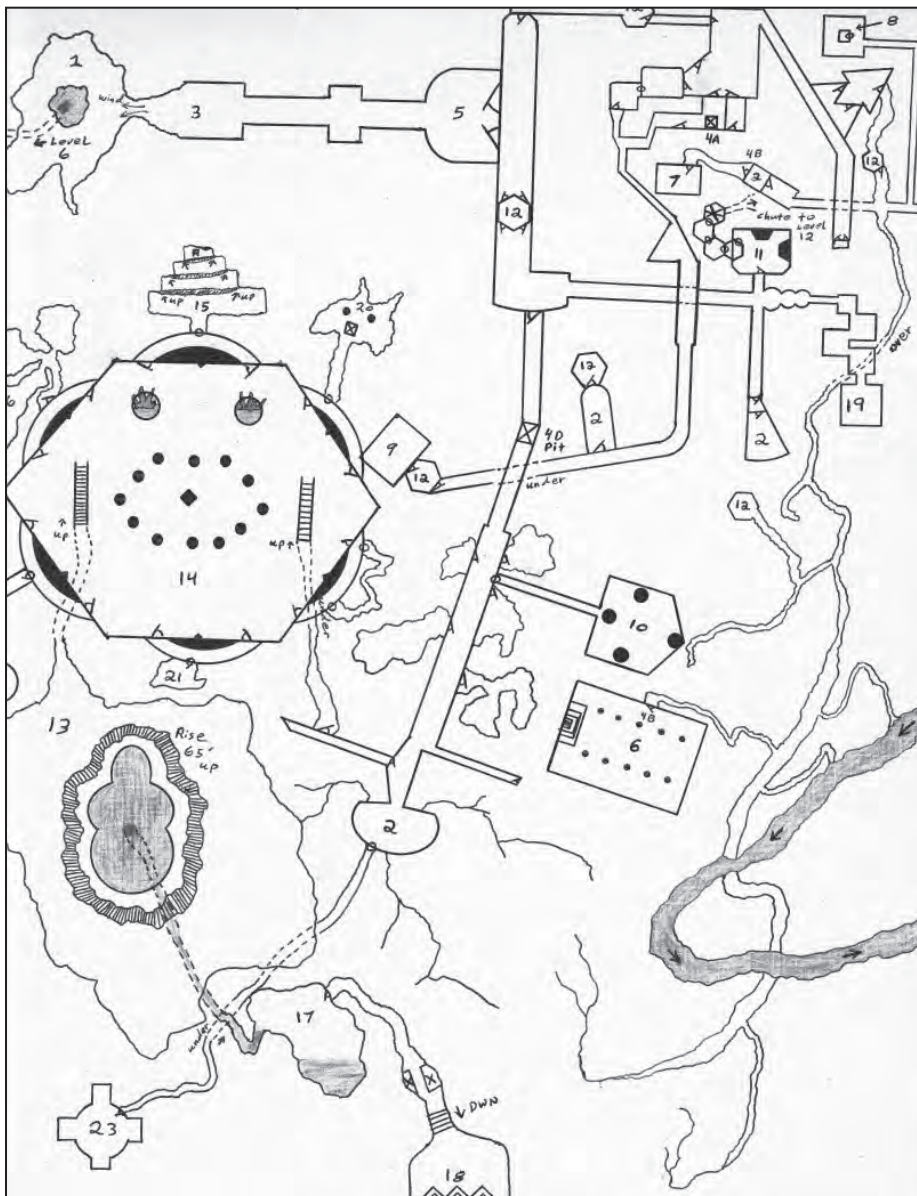
The well in the east side of the room can be used to climb down to Level 3.

Monsters: None
*Treasure:* None
Notes:

Dungeon Map Symbols

Symbol	Meaning
	depression
	ladder
	water or pool
	pit trap, covered
	pit, open
T	trap or teleport
	statue
	pillar
	fountain
	well
	altar
	table, chest, all kinds of other things
D →	slope down
U →	slope up
	slide
	fire pit
	rubble
	cave-in
	stalagmites
	stalactites
	steps
	fireplace
	chair or throne

Another example of a dungeon floor plan, from Bill Webb's *Rappan Athuk* dungeon. *Rappan Athuk* is well-known, because it was published as a very popular module by Necromancer Games in 2001; this happens to be a part of it that has never been seen.

Dungeon Map Symbols

	bed		sliding stairs		crawlway (the narrow passage)
	curtain		chute		
	dais or low platform		elevated area (balcony or ridge)		gas
	stairs down				bridge
	stairs up		dotted line is a passage crossing underneath or over another		crank or machine
	circular staircase				arrowslit

Summary of Important Dungeon Facts

Secret Doors: When the characters search a 10 foot area for one turn, each character has a 2 in 6 chance to find a secret door if there is one. Elves, however, have a 4 in 6 chance to find it, and a 1 in 6 chance to notice it without even searching. Finding a secret door does not necessarily mean the characters know how to open it; they just know that it is there.

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

Opening Doors: Stuck doors (and many doors in an ancient dungeon may be stuck closed) require a die roll on a d6 to force open. The chance to succeed is based on a character's Strength (see the description of the Strength attribute). Multiple characters – up to a maximum of three – can smash through a door together, giving each one a separate, normal chance of success all at once. However, they will spill into the room and should automatically lose initiative if there are monsters within. It is important to get the door open on the first try, because a failed attempt will warn any monsters on the other side of the door that there is trouble.

Traps and Pits: In general, unless the Referee rules otherwise for this particular trap, anyone passing over or through the trigger for a trap has a 2 in 6 chance to spring it. It is suggested (but not required) that the Referee allow Dwarfs to recognize traps involving stonework. Here is a starter rule that the Referee can modify as desired: For traps involving a stone trigger (such as a pressure plate) or a hole or gap in stonework (such as a falling block or an arrow-hole), a Dwarf has a 1 in 6 chance to notice the features of a trap before passing over/through it, as long as movement is at a careful speed; the Dwarf has a 4 in 6 chance to notice features of a stonework trap when searching (one turn per ten-foot square of wall or floor). Identifying the features of a trap does not tell the dwarf how to disarm the trap, although in some cases the disarming mechanism might be obvious once the trap's visible features are identified. This rule treats stone traps for dwarfs in the same way that secret doors are treated for elves.

Filling in the Map Key

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

Try to dress up the dungeon with little details, too, like a few broken arrows scattered on the floor, a skull in one corner of the room, a snuffed-out torch, a dented helmet, chains on the walls, and other such things. This also helps to hide from the players when one of those details actually turns out to be important. That snuffed-out torch might actually be a clue that the oxygen in the room can get sucked away by a trap! If the players get used to seeing the little details, they won't suddenly become suspicious when they see the important ones.

In an abandoned dungeon, most of the rooms will be empty, with only perhaps half of them containing a trap, monster, unusual trick, or a room with something unusual (architecture, information, murals, or the like). If every room contains something important or dangerous, the "feel" of exploring an abandoned place is lost; on the other hand, if details are too sparse, the pace of the adventure can become boring. The half-half ratio is a good rule of thumb.

Monsters in the Dungeon

Dungeon Levels

Most adventures are designed so the players can choose how risky they want to get. The classic dungeon adventure gives the players the choice of whether to have their characters "go for it" in a lower, more dangerous level or to be cautious and adventure in areas that are not so risky, but have less treasure. *Any* adventure ought to give the players some choice about how fast they are going to go into the riskier areas. It does not matter whether you are running a wilderness adventure or a classic dungeon—giving the players decisions is part of the fun for them. When you design wilderness areas, try to have some areas that are more dangerous and some that are less —and figure out a way to let the players know where these are. It is obvious in a dungeon that the lower levels are riskier and richer; in a wilderness adventure, you have to work a little harder to communicate the risk levels to the players, but it is worth it.

Table 50: Generating Encounters (Dungeon Levels 1–5)

Die Roll	Dungeon Level 1	Dungeon Level 2	Dungeon Level 3	Dungeon Level 4	Dungeon Level 5
1	3d8 CL A creatures	6d8 CL A creatures	12d8 CL A creatures	2d100 CL A creatures (50%) or 2d6 CL4	3d100 CL A creatures
2	3d6 CL B creatures	6d6 CL B creatures	12d6 CL B creatures	1d100 CL B creatures (50%) or 1d6 CL4 with 1d2 CL5 creatures	2d100 CL B creatures
3	2d6 CL 1 creatures	4d6 CL 1 creatures	8d6 CL 1 creatures	8d6 x2 CL 1 creatures	8d6 x4 CL 1 creatures
4	1d6 CL 2 creatures	2d6 CL 2 creatures	4d6 CL 2 creatures	8d6 CL 2 creatures	8d6 x2 CL 2 creatures
5	1 CL 3 creature	1d6 CL 3 creatures	2d6 CL 3 creatures	4d6 CL 3 creatures	8d6 CL 3 creatures
6	1 CL 4 creature	1 CL 4 creature	1d6 CL 4 creatures	2d6 CL 4 creatures	4d6 CL 4 creatures
7	1d3 CL2 and 1d6 CL1	1 CL 5 creature	1 CL 5 creature	1d6 CL 5 creatures	2d6 CL 5 creatures
8	1 CL3 and 1d2 CL2	1 CL4 and 1d6 CL 1	1 CL 6 creature	1 CL 6 creature	1d6 CL 6 creature
9	1 CL3 and 1d6 CL1	1d3 CL3 and 1d6 CL2	1d3 CL4 and 1d6 CL3	1 CL 7 creature	1 CL 7 creature
10	1d2 CL2 and either 2d6 CL A or 1d6 CL B	1CL5 and 1d6 CL1	1 CL4 and 4d6 CL1	1 CL5 and 4d6 CL2	1 CL6 and 4d6 CL3

Table 51: Generating Encounters (Dungeon Levels 6–10)

Die Roll	Dungeon Level 6	Dungeon Level 7	Dungeon Level 8	Dungeon Level 9	Dungeon Level 10
1	8d6 x2 CL 3 creatures	16d6 CL 4 creatures	16d6 CL 5 creatures	16d6 CL 6 creatures	16d6 CL 7 creatures
2	8d6 CL 4 creatures	8d6 CL 5 creatures	8d6 CL 6 creatures	8d6 CL 7 creatures	8d6 CL 8 creatures
3	4d6 CL 5 creatures	4d6 CL 6 creatures	4d6 CL 7 creatures	4d6 CL 8 creatures	4d6 CL 9 creatures
4	2d6 CL 6 creatures	2d6 CL 7 creatures	2d6 CL 8 creatures	2d6 CL 9 creatures	2d6 CL 10 creatures
5	1d6 CL 7 creatures	1d6 CL 8 creatures	1d6 CL 9 creatures	1d6 CL 10 creatures	1d6 CL 11 creatures
6	1 CL 8 creature	1 CL 9 creature	1 CL 10 creature	1 CL 11 creature	1 CL 12+ creature
7	8d6 CL 3 creatures and 8d6 of another CL 3 creature	8d6 CL 4 creatures and 8d6 of another CL 4 creature	4d6 CL 6 creatures and 4d6 of a second type of CL 6 creatures	4d6 CL 7 creatures and 4d6 of a second type of CL 7 creatures	4d6 CL 8 creatures and 4d6 of a second type of CL 8 creatures
8	4d6 CL 4 creatures and 4d6 of a second type of CL 4 creatures	4d6 CL 5 creatures and 4d6 of a second type of CL 5 creatures	1 CL10 creature and 3d6 CL7 creatures	1 CL11 creature and 3d6 CL8 creatures	1 CL12 creature and 3d6 CL9 creatures
9	2d6 CL5 creatures and 2d6 of another type of CL 5 creatures	1 CL9 creature and 3d6 CL6 creatures	1d6 CL 8 and 4d6 CL 6 creatures	1d6 CL 9 and 4d6 CL 7 creatures	1d6 CL 10 and 4d6 CL 8 creatures
10	1 CL8 creature and 3d6 CL5 creatures	1d6 CL 7 and 4d6 CL 5 creatures	1d6 CL 8 creatures and 1d6 CL 8 creatures of another type	1d6 CL 9 creatures and 1d6 CL 9 creatures of another type	1d6 CL 10 creatures and 1d6 CL 10 creatures of another type

Challenge Levels

The Original Game didn't specify much about how many monsters would be encountered at different depths. We have organized the material from the Original Game into a "Challenge Level" system, giving you a tool for figuring out how many monsters to place in an encounter on any particular dungeon level.

Challenge Level is different from the level of depth, the "dungeon level." Monsters of various different Challenge Levels will be found in each level of the dungeon.

As the degree of danger increases from one area to the next, the players ought to know that their heroes are moving into places where there is a somewhat predictable level of risk and reward. The first thing to keep in mind is that a monster's challenge level is not the same as the "level" on which it is found; challenge level is really about calculating experience points. The table below gives you an idea of what might be found in a particular "level" of a dungeon or forest. The table is *not* a rule; it is a guideline, so absolutely use your judgment.

Dungeon Level One has the lowest level of risk, and the lowest level of treasure. Players are never guaranteed that every encounter is "beatable" at a particular level, though. Survival depends on knowing when to run and when to get tricky. Assuming that every encounter is designed to "fit" the party's combat capabilities is a sure way to die.

Dungeon Monster List (Roll 1d20)

Challenge Level (CL) A
1-10	Rats, Giant
11-20	Kobolds

Challenge Level (CL) B
01-20	Goblins

Challenge Level (CL) 1
1	Beetles, Giant (Fire)
2	Centipedes, Giant (Small, non-lethal)
3	Dwarfs
4	Elves
5-6	Hobgoblins
7-9	Human, Bandit
10-14	Orcs
15-16	Piercers (1 HD)
17-18	Skeletons
19-20	Stirges

Challenge Level (CL) 2
1-3	Ants, Giant (Worker)
4-5	Centipedes, Giant (Small, lethal)
6-8	Gnolls
9-11	Human, Berserker
12-14	Lizardmen
15	Demon, Manes
16-17	Piercer (2 HD)
18-20	Zombies

Dragons!

Table 52: Dragon Encounters

Die Rolls	Type	Age Category	Number
1-4	Black	2	1
5-8	Blue	3	1
9-12	Green	4	1
13-16	Red	5	2
17-19	White	1	Nest
20	Gold	8	Weyr

2 Dragons are a mated pair of the same age.

A nest of dragons is a mated pair of the same age with 1d4 hatchlings of age category 1d2.

A weyr of dragons is a mated pair of the same age with 1d6 hatchlings of age category 1d2.

If the dice indicate a nest or weyr, and the age category is not a 4, then re-roll with 1d8 as follows: 1-4 indicates age category 4; rolls of 5-8 are the age category shown on the dice.

Challenge Level (CL) 3

1	Badgers, Giant
2-3	Bats, Giant (Vampire Bat)
4-7	Bugbears
8-11	Ghouls
12-13	Piercers (3 HD)
14-15	Ticks, Giant
16-17	Shrieker
18-19	Spiders, Giant (Smaller)
20	Yellow Mold

Challenge Level (CL) 4

1-3	Ants, Giant (Warrior)
4-5	Centipedes, Giant (Man-sized)
6	Demon, Dretch
7	Demon, Lemures
8	Harpies
9-10	Lycanthrope, Wererat
11-14	Ogres
15-16	Piercers (4 HD)
17-18	Rats, Giant (Monstrously Huge)
19-20	Shadows

Challenge Level (CL) 5

1-2	Bats, Giant (Greater Bat)
3	Dopplegangers
4-6	Gelatinous Cubes
7-8	Grey Oozes
9	Hell Hounds (4HD)
10-11	Lycanthrope, Werewolf
12-13	Owlbears
14-17	Spiders, Giant (Man-sized)
18-20	Wights

Challenge Level (CL) 6

1-2	Centipedes, Giant (Large)
3-5	Gargoyles
6	Hell Hounds (5HD)
7-8	Lycanthrope, Wereboar
9-12	Minotaurs
13-14	Ochre Jelly
15-16	Slithering Tracker
17-18	Spiders, Giant (Phase)
19-20	Wraiths

Challenge Level (CL) 7

1-3	Cockatrices
4	Demon, Quasit
5-7	Dragon
8	Hell Hounds (6HD)
9	Hydrae (5HD)
10-13	Mummies
14-16	Ogre Mages
17-20	Spiders, Giant (Greater)

Challenge Level (CL) 8

1-3	Basilisks
4-6	Dragon
7	Hell Hounds (7HD)
8-10	Hydrae (6HD)
11-12	Manticores
13-14	Medusae
15	Salamanders
16-20	Trolls

Challenge Level (CL) 9

1-2	Bats, Giant (Bat Monster)
3	Demon (Succubus or Erinyes)
4	Demon, Vrock
5-6	Djinn
7-8	Dragon
9-10	Elemental (8HD) Roll 1d4 for type
11-13	Giant, Hill
14-15	Hydrae (7HD)
16	Invisible Stalkers
17-18	Specters
19	Vampires (7HD)
20	Wyverns

Challenge Level (CL) 10

1	Demon, Baalrochs
2-7	Dragon
8-10	Giant, Stone
11-12	Gorgons
13	Hydrae (8HD)
14-15	Lurker, Ceiling
16-17	Naga, Water
18	Shambling Mound (7HD)
19	Vampires (8HD)
20	Will-o-the-Wisps

Challenge Level (CL) 11

1	Banshees
2-4	Black Puddings
5-6	Chimerae
7	Demon, Glabrezu (Third-Category Demon)
8	Demon, Hezrou (Second-Category Demon)
9-11	Dragon
12-15	Giant, Frost
16	Hydrae (9HD)
17	Shambling Mound (8HD)
18-19	Trapper Beast (10 HD)
20	Vampires

Challenge Level (CL) 12

1-3	Dragon
4-5	Efreet
6-9	Giant, Fire
10-11	Golem, Flesh
12-13	Hydrae (10HD)
14-15	Rakshasa
16-17	Shambling Mound (9HD)
18-20	Trapper Beast (11 HD)

Challenge Level (CL) 13

1	Demon, Marilith (Fifth-Category Demon)
2-3	Demon, Nalfeshnee (Fourth-Category Demon)
4-5	Dragon
6-7	Elemental (12HD) Roll 1d4 for type
8-9	Giant, Cloud
10-11	Hydrae (11HD)
12	Naga, Guardian
13	Naga, Spirit
14-15	Shambling Mound (10 HD)
16-18	Slug, Giant
19-20	Trapper Beast (12 HD)

Challenge Level (CL) 14–16

1-6	Dragon
7-10	Giant, Storm
11-12	Golem, Clay
13-14	Golem, Stone
15-16	Hydrae (12HD)
17-18	Liches (HD 12 or 13)
19	Shambling Mound (12HD)
20	Shambling Mound (11 HD)

Challenge Level (CL) 17

1	Demon Prince, ORCUS
2-5	Elemental (16HD) Roll 1d4 for type
6-10	Golem, Iron
11-14	Liches (HD 14-18)
15-18	Purple Worms
19-20	Titan

Mixing Monsters in an Encounter

The monster tables show some of the possible mixes of different monster types, but there is room for much more variation in addition to just following the table. It is a good idea to periodically throw in some encounters involving more than one monster type, such as an ogre leading some orcs, or kobolds with a trained stirge. These mixed encounters add important variety, and at least a fourth of your encounters should be of this type. When all the monsters in the mix are of the same challenge level, this is not difficult. However, if one or more of the monsters are from a different challenge rating (an ogre with orcs, for instance), the tables above do not provide much in the way of guidance. Keep in mind that these are not binding rules; they are just starter guidelines for a Referee who wants a little guidance rather than designing encounters out of thin air. With that caution in mind, you can treat monsters of one higher challenge level as "counting" for two of the weaker monsters. Monsters that are two challenge levels higher are treated as four of the weaker creatures, those that are three challenge levels higher count for 8 of the weaker creatures, and so on.

Wandering monsters are often checked on a roll of 1 in 6 each turn, but the Referee is, or course, free to make such encounters less common (checking only once per three turns, for example).

Wilderness Adventures

After some dungeon adventuring, the players will almost certainly want their characters to explore wildernesses, visit cities, and do all sorts of things in the fantasy world beyond the dungeon. At the beginning of the game, you might want to sketch out a map of a single village (as a starting point) and some of the surrounding area in case the players decide to explore a bit in the area around the dungeon itself. As the players move their characters around from adventure to adventure, you can expand your original map into an entire, epic fantasy world—with continents, kingdoms, and great empires at your disposal.

Wilderness adventures can take the characters anywhere, from teeming cities or remote castles, to dark forests and high mountains, and even to other planes of existence, alternate worlds, and distant planets or moons, where odd life forms abound. The most common reason for adventuring parties to be moving through the wilderness is to investigate a treasure map found in a dungeon, or in pursuit of a particular mission such as guarding a caravan, delivering a message for some noble, wiping out a particular nest of monsters, escaping the arm of justice, following a criminal to obtain a bounty, looting a ruin, or helping to attack a castle. Sometimes, however, the characters might just be exploring or wandering around to see what they can find. In either case, they should find the wilderness to be as exciting as the dungeon, which can be a more difficult task for you than to populate an underground complex with gold and strange creatures. It is useful to assume that the human population density of the fantasy world is far less than that of our mundane Earth – if the characters are always within one day's march of a friendly village, the feeling of perilous adventure is lost. Rather, expeditions into the wilderness, even in relatively civilized areas, will find villages few and far between, with dangers of many kinds lurking even on the roads and trails.

Rate of movement for adventurers on foot is as described in the movement section of the rules, essentially a number of miles equal to the character's base movement rate. However, in many cases the characters will be traveling on horseback, by wagon, in a ship, or by some other means. It is generally useful to make your map using hexes or squares that are five miles across. Maps intended to show continents, coasts, and kingdoms might be larger in scale, of course, but these would not ordinarily be used for exploration or adventuring.

Getting Lost

Unless the party is following the course of a trail or river, following a map, or has a native guide, there is a good chance of getting lost while adventuring in the wilderness. In forests and swamps, getting lost can lead to the party moving toward any point of the compass or not moving significantly (going in circles). Roll 1d8: starting from the party's intended direction, count up to seven points of the compass (e.g., north, northeast, east, southeast, etc.), to discover the actual direction of trave. If the result is an 8 (which would indicate the intended direction), then the party is moving in a circle and gets nowhere. In all other types of terrain, getting lost only results in moving off track by one compass point to the left or right of the intended direction. The party may check the next day and discover that they were lost, but they will not know what direction they went off course. If it is not possible to navigate by the stars or sun, the chance and effect of getting lost is the same as in a swamp.

Chance of Getting Lost

Clear Terrain	10%
Desert	40%
Forest	70%
Hills	20%
Mountains	50%
Rough	30%
Swamp	60%
Woodland	30%

Encounters in the Wilderness

In general, wilderness adventuring is more dangerous than adventures into the lower levels of the dungeon. The encounter tables below are for actual wilderness; patrolled areas will be somewhat – although not drastically – less deadly. Keep in mind, however, that the wilderness reaches very close indeed to the bastions of civilization. The distance at which enemies are spotted is left to the discretion of the Referee, for it varies a great deal based on terrain, weather, and other circumstances.

Encounter Tables for Wilderness Adventuring

Treat "rough" terrain as hills or desert, as appropriate

Table 54: Encounters in Clear Terrain

Die Roll	Type of Encounter (see Sub-Tables 61-69 for Details)
01-24	Animals
25-35	Dragon
36-48	Flying Creature
49-73	Humankind
74-86	Humanoids and Giants
87-00	Miscellaneous Monster

Table 55: Encounters in Desert Terrain

Die Roll	Type of Encounter (see Sub-Tables 61-69 for Details)
01-20	Animals
21-30	Dragon
31-50	Flying Creature
51-70	Humankind
71-90	Humanoids and Giants
91-00	Undead

Table 56: Encounters in Forest or Woodland Terrain

Die Roll	Type of Encounter (see Sub-Tables 61-69 for Details)
01-12	Animals
13-23	Dragon
24-36	Flying Creature
37-61	Humankind
62-80	Humanoids and Giants
81-00	Miscellaneous Monster

Table 53: Vehicle Movement Rates*

Vehicle	Smooth Terrain	Hills or Rough	Mountain	Forest	Swamp/Marsh
Wagon or cart	12	6	0-1	6	0
Horse	30	15	0-3	10	3
Mule	12	12	6	12	6
Raft or Barge (no sail or small sail)	40 (downriver) 3 (upriver)				
Boat (sail)	60				
Ship (sail)	15				
Ship (galley)	20				
Flying	per monster or item description				

*If the party is exploring an area rather than just passing through, distances traveled are one-half normal. This assumes the party is exploring an area in roughly a 5-mile-wide band. Exploration simply means mapping, not searching; actually searching a five mile by five mile area would reduce forward movement to roughly one-tenth normal, although the Referee would adjust all these numbers accordingly based on the circumstances. Searching a five by five mile area for a person who can call for help would not reduce forward movement to one-tenth, for example.

Table 57: Encounters in Hills or Mountain Terrain

Die Roll	Type of Encounter (see Sub-Tables 61-69 for Details)
01-12	Animals
13-38	Dragon
39-51	Flying Creature
52-64	Humankind
65-89	Humanoids and Giants
90-00	Miscellaneous Monster

Table 58: Encounters in River Areas

Die Roll	Type of Encounter (see Sub-Tables 61-69 for Details)
01-12	Animals
13-23	Dragon
24-36	Flying Creature
37-49	Humankind
50-62	Humanoids and Giants
63-75	Miscellaneous Monster
76-00	Swimming Creature

Table 59: Encounters on the High Seas

Die Roll	Type of Encounter (see Sub-Tables 61-69 for Details)
01-20	Swimming Creature
21-30	Dragon
31-40	Flying Creature
41-50	Merchant Galley (roll for small or large)
51-60	Merchant Ship
61-70	Pirate Galley (roll for small or large)
71-80	Pirates Ship (roll for small or large)
81-90	Warship (patrolling galley)
91-00	Warship (patrolling ship)

Table 60: Encounters in Swamp Terrain

Die Roll	Type of Encounter (see Sub-Tables 61-69 for Details)
01-10	Animals
11-20	Dragon
21-30	Flying Creature
31-40	Humankind
41-50	Humanoids and Giants
51-60	Miscellaneous Monster
61-70	Swimming Creature
71-00	Undead

Subtables for Wilderness Encounters
Table 61: Animal Encounters

Die Roll	Type
01-10	Ants or Beetles
11-20	Apes or Bears
21-30	Boars
31-40	Centipedes or Scorpions
41-50	Frogs or Toads
51-60	Lions or great cat
61-70	Lizards or Snakes
71-80	Spiders
81-90	Wolf or great dog
91-00	Terrain-Specific

Table 62: Draconic Encounters

Die Roll	Type
01-10	Basilisk
11-15	Black Dragon (1d4 for age category)
16-20	Black Dragon (1d6+2 for age category)
21-25	Black Dragon (1d8 for age category)
26-30	Blue Dragon (1d4 for age category)
31-35	Blue Dragon (1d6+2 for age category)
36-40	Blue Dragon (1d8 for age category)
41-50	Cockatrice
51-55	Green Dragon (1d4 for age category)
56-60	Green Dragon (1d6+2 for age category)
61-65	Green Dragon (1d8 for age category)
66-75	Hydra
76-80	Red Dragon (1d4 for age category) In arctic terrain, this is a White Dragon
81-85	Red Dragon (1d6+2 for age category) In arctic terrain, this is a White Dragon
86-90	Red Dragon (1d8 for age category) In arctic terrain, this is a White Dragon
91-00	Wyvern

Table 63: Flying Creature Encounters

Die Roll	Type
01-05	Chimerae
06-10	Djinni or efreet
11-15	Gargoyles
16-25	Griffons
26-30	Harpies
31-40	Hippogriffs
41-50	Manticores
51-60	Normal Birds (flock)
61-65	Ogre Mage
66-75	Pegasi
76-85	Rocs
86-95	Stirges (day) or Giant bat (night)
96-00	Wyverns

Table 64: Humankind Encounters

Die Roll	Type
01-10	Adventurers
11-30	Bandits
31-40	Berserkers
41-50	Brigands
51-60	Caravan
61-65	Cavemen
66-70	Dwarves
71-75	Elves
76-85	Patrol
86-90	Pilgrims
91-95	Priests of Chaos
96-00	Wizard

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Table 65: Humanoid and Giant Encounters

	Clear Terrain	Forest	River	Swamp	Hills	Desert
01-05	Kobolds	Kobolds	Kobolds	Kobolds	Kobolds	Kobolds
06-10	Goblins	Goblins	Goblins	Goblins	Goblins	Goblins
11-15	Orcs	Orcs	Orcs	Orcs	Orcs	Orcs
16-20	Hobgoblins	Hobgoblins	Hobgoblins	Hobgoblins	Hobgoblins	Hobgoblins
21-25	Gnolls	Gnolls	Gnolls	Gnolls	Gnolls	Gnolls
26-30	Ogres	Ogres	Ogres	Ogres	Ogres	Ogres
31-35	Trolls	Trolls	Trolls	Trolls	Trolls	Trolls
36-40	Giant, Hill	Giant, Hill	Giant, Hill	Giant, Hill	Giant, Hill	Giant, Hill
41-45	Giant, Cloud	Elves	Giant, Cloud	Giant, Cloud	Giant, Cloud	Giant, Cloud
46-50	Gnolls	Bugbears	Bugbears	Bugbears	Bugbears	Bugbears
51-55	Gnolls	Kobolds	Lizardmen	Lizardmen	Giant, Fire	Giant, Fire
56-60	Ogres	Goblins	Trolls	Trolls	Giant, Stone	Giant, Stone
61-65	Trolls	Orcs	Lizardmen	Lizardmen	Giant, Storm	Gnolls
66-70	Bugbears	Hobgoblins	Lizardmen	Lizardmen	Giant, Frost	Gnolls
71-75	Kobolds	Gnolls	Ogres	Ogres	Goblins	Ogres
76-80	Goblins	Ogres	Goblins	Goblins	Orcs	Gnolls
81-85	Giant, Hill	Trolls	Kobolds	Kobolds	Orcs	Trolls
86-90	Giant, Hill	Giant, Hill	Trolls	Trolls	Trolls	Ogres
91-95	Gnolls	Elves	Orcs	Orcs	Ogres	Trolls
96-00	Ogres	Bugbears	Ogres	Ogres	Giant, Hill	Gnolls

Table 66: Miscellaneous Monster Encounters

Die Roll	Type
01-10	Cockatrice
11-20	Medusa
21-30	Minotaurs
31-40	Owlbears
41-50	Purple Worm
51-60	Treant
61-70	Werebears
71-80	Wereboars
81-90	Weretigers
91-00	Werewolves

Table 67: Swimming Creature Encounters

Die Roll	Type
01-10	Crocodile, giant or sea
11-20	Dragon Turtle
21-30	Fish, giant
31-40	Leeches, giant
41-50	Mermen
51-60	Nixie
61-70	Octopus, giant
71-80	Sea Monster (10%) or Naga, water (90%)
81-90	Sea Serpent
91-00	Squid, giant
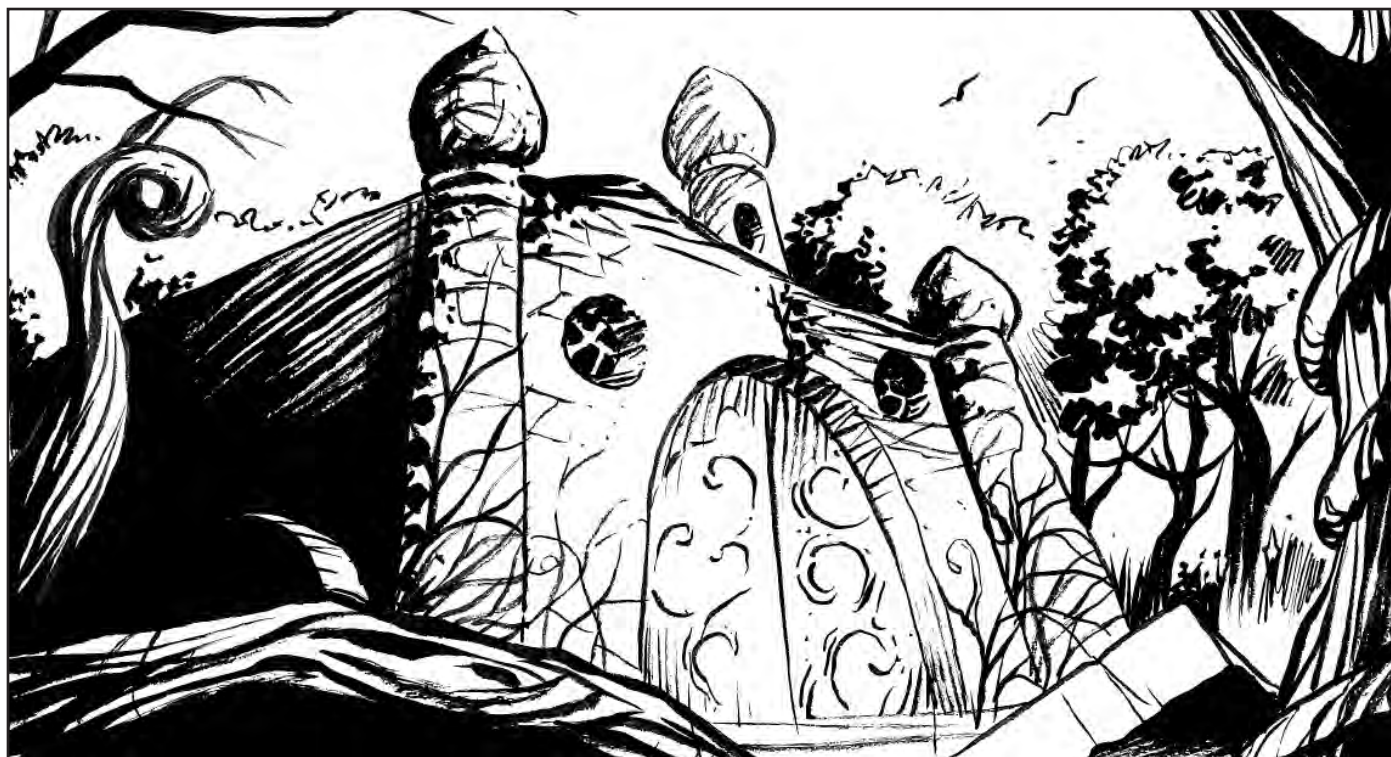
Table 68: Terrain-Specific Encounters

Die Roll	Clear Terrain	Forest	River	Swamp	Hills	Desert
01-10	Cattle, wild	Bear	Badger, giant	Crocodile, normal	Badger, giant	Bulette
11-20	Centaur	Boar	Bear	Dryad	Bear	Camel, wild
21-30	Deer or gazelle	Centaur	Beavers	Flamingoes	Bulette	Iguana
31-40	Dinosaur (herbivores)	Centipede, giant	Deer	Lizardmen	Cattle, wild	Jackals, wolves, or coyotes
41-50	Dinosaur (predator)	Dryad	Halflings	Naga, spirit	Deer	Jackrabbits
51-60	Elephants or mammoths	Halflings	Hippopotamus	Pelicans	Eagles or hawks	Naga, guardian
61-70	Gorgon	Spider, giant	Naiad	Rats, giant	Goats, wild or mountain	Naga, spirit
71-80	Lions	Tiger (per lion)	Otters	Shambling mound	Halflings	Rakshasa
81-90	Ostriches	Unicorn	Slug, giant	Slug, giant	Lion	Snake, normal
91-00	Rhinoceros (50%) or Bulette (50%)	Wolf	Spider, giant	Spider, giant	Wolf	Vulture

Table 69: Undead Encounters

Die Roll	Type
01-15	Ghouls
16-25	Mummies
26-40	Skeletons
41-50	Spectres
51-60	Vampires
61-75	Wights
76-85	Wraiths
86-00	Zombies

Special Combat Rules

Outdoor Distances

Note that the combat movement rates for outdoors are essentially three times the rate of indoor movement, using yards instead of feet to measure distance. The range of missile weapons is similarly tripled. Thus, a longbow, with an underground range of 70 feet, will have a range of 70 yards in an outdoor combat, and a maximum range of 140 yards at –2 to hit.

Mass Combat

In some cases, a character may actually become the battle commander for regular troops, particularly after establishing a stronghold. Any wargame rules can be used for larger-scale combat; these are simply a convenience for the hurried Referee who needs to run a combat that is too large for normal treatment.

Units of Troops

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

Initiative and Combat Rounds

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

Order of Battle (Mass Combat):

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

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

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

Broken units may attempt to rally (see below).

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

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

Missile and Melee Combat

When a unit makes its attack, it makes a single attack roll against the armor class of the opposing unit; in melee combat, the attack can be made only against a unit directly in front of the attacking unit. A unit of five soldiers with 1 HD each makes its attack roll as a 1 HD creature, not as a 5 HD creature. The first hit inflicted against a unit inflicts no damage. After a unit has been hit once, later hits are resolved as follows: damage is inflicted by rolling once (for whatever type of weapon the attackers are using), and multiplying the result by the number of people in the attacking unit. If a unit is attacking a single target (such as a giant or a lone player character), the damage is reduced by half.

Keep in mind that monsters retain their abilities; a monster that cannot

be damaged by non-magical weapons will not be hurt at all by normal arrows from a unit of regular longbowmen. There is one special rule here: if a monster, character, or unit cannot be hit because of a good armor class or terrain modifiers (explained later), there is still a chance that a unit can inflict some damage. If an attacking unit rolls a natural 20 to hit, it will inflict damage (unless the defender is actually immune to normal weapons), but only one-quarter of the damage it would normally inflict.

Hit points inflicted on a unit do not actually kill anyone until the unit makes a morale check (see below). When a unit is down to half its original hit points, and any time it is hit after losing half its hit points, the unit must make a morale check. The morale check is made on a d6, with the result being as follows:

1: Four out of five of the soldiers in the unit are dead. The unit is removed from the board and the 1 or 2 survivors are fleeing.

2: The unit has no casualties, but is forced back one half of its move; the attackers can also move up their troops by the same amount if they choose to do so. The unit is "broken." (See below.)

3: The unit remains in place, but is "broken."

4–6: Morale check succeeds, and the unit remains in the combat normally.

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

Broken Units

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

Modifiers

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

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

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

Defending from behind a wall causes enemy attacks to be made at -4. (Note: Defenders behind a wall at the edge of a tree line do not get modifiers from both the wall and the trees; only one of these modifiers will be applied to enemy attacks.) Thus, if a unit is on top of a castle wall, defending against archers firing from below, an attack against them might be made at -8 (-4 for the higher ground, and -4 for the wall).

If a unit is flanking another unit (attacking from the side) it gains +4 to hit. A unit attacking another unit from the rear attacks at +4 and also

inflicts double normal damage.

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

> These rules should be enough to handle most situations that will arise, short of the characters becoming involved in a full-scale war. Keep in mind also that these are not "official" rules, just a quick outline of one way to play out the sort of battles in which the characters might find themselves as commanders or participants. The players and Referee are completely free to use another set of rules to suit their purposes.

Siege Combat

Siege warfare is extremely difficult to portray in any simple way, and the Referee is encouraged to seek any other rules from wargaming or the internet to supplement the suggestions here.

> The focus on siege warfare here is actually upon reducing or storming a castle rather than upon siege, which is generally the process of starving the inhabitants by preventing supplies from going in and out. The Original Rules for siege warfare are, in the author's opinion, considerably more suitable for wargaming than for use in a roleplaying game. Catapult range, as the most problematic matter, was calculated by sight and "calling" the distance. This is a fun feature in a tabletop wargame, but it requires figures to be assembled on a table, which is often more than fantasy roleplaying gamers are willing to do. Thus, the rules for catapults are not a reproduction of the Original rules, but are a suggested substitute. Rather than using the player's estimation of the range, catapult fire has a random factor built into it: the possibility of missing a target even when the range is known. This replaces the system of getting an automatic hit when the range is merely estimated – these are two sides of the same coin, but the system presented here works much better when miniature figures are not being used.

Siege Missiles

Heavy Catapult (Trebuchet)

Rate of fire is once every three turns (i.e., every 30 minutes) with a full crew of four, and increases by one turn for each crewmember fewer than four. The catapult may be loaded with small stones to kill people, or with a single stone to destroy walls. A trebuchet uses a counterweight rather than relying on rope tension, and is far more accurate than a light catapult (mangonel), as well as having a longer range. However, it has a higher arc of fire and imparts a lower velocity, so it is better at throwing things over walls than it is at destroying the walls themselves. Destroying walls is thus usually the job of the light catapults with their low arc of fire and high velocity. The movement rate of a heavy catapult is 1.

Trebuchets target a particular area within the minimum and maximum range (240 yards to 480 yards). The attacker rolls 1d20 to hit, and if the result is a 10 or greater, the shot will hit the targeted location. (Smaller targets such as an enemy catapult will be harder to hit). If the shot misses the targeted location, roll 1d8 to find the direction of the miss, and 1d100 to see how many yards off the target the missile struck. If the missile was a spray of rocks, anyone within 20 yards of the center point takes 1d100 hit points of damage. If the missile was a single boulder, and it hits within one yard of a person, that person is killed. Trebuchets inflict 2 structural points of damage with a direct hit when hurling a single stone instead of a spray of smaller ones.

Light Catapult (Mangonel)

Rate of fire is once every two turns with a full crew of four, and increases by one turn for each crewmember fewer than four. The catapult may be loaded with small stones to kill people, or with a single stone to destroy walls. Mangonels operate by storing tension in twisted ropes rather than by using counterweights. They are less accurate than trebuchets, but inflict more structural damage. The movement rate of a light catapult is 2.

Mangonels target a particular area within the minimum and maximum range (150 yards to 300 yards). The attacker rolls 1d20 to hit, and if the result is a 12 or greater, the shot will hit the targeted location. (Smaller targets such as an enemy catapult will be even harder to hit). If the shot misses the targeted location, roll 1d8 to find the direction of the miss, and 1d100 to see how many yards off the target the missile struck. If the missile was a spray of rocks, anyone within 20 yards of the center point takes 1d100 hit points of damage. If the missile was a single boulder, and it hits within one yard of a person, that person is killed. Mangonels inflict 3 structural points of damage with a direct hit.

Any sort of catapult that is placed on a high location (such as the top of a tower) will increase its range by 20% of the normal top range (i.e. 60 yards for a mangonel, 96 yards for a trebuchet), but the difference between the minimum and maximum ranges stays the same.

Other Siege Tactics

Battering Rams

Movement Rate: 1 when pushed by a crew of 4, and increases by 1 for every additional soldier pushing it (up to a maximum movement rate of 4). Cannot cross trenches or moats (unless filled).
Structural Points: 2
Structural Damage: 2 points per turn
Protection: Soldiers under a covered ram are immune to bow-fire.
Special: Can be disabled with a ram-catcher on a roll of 9+ on 2d6.

Siege Towers

Movement Rate: 1 when pushed by a crew of 4, and increases by 1 for every additional soldier pushing it (up to a maximum movement rate of 4).
Structural Points: 4
Protection: Soldiers inside a siege tower are completely protected from bow fire unless they are shooting arrows, in which case they have the same protections as the defenders of a castle wall.
Special: 5 soldiers can attack across the high drawbridge, and 5 soldiers can climb the ladder each melee round. Once a siege tower is against a wall, use the mass combat or the normal combat rules to resolve what happens.

Ladders

Approaching a castle with siege ladders will cut movement rates in half. Climbing a ladder takes two melee rounds, but up to five people can be climbing a single ladder. Pushing a ladder away with poles requires a roll of 5 or 6 on 1d6, and reduces cover from bow fire. Otherwise, this is normal combat (or mass combat, if many troops are involved).

Undermining Walls

It is a common tactic to undermine castle walls by digging tunnels underneath them, collapsing the wall (a 5-10 foot breach) or simply allowing attackers to get past the wall and into the fortifications. Countermines are sometimes dug to intercept the approaching tunnels, leading to combat underground. No specific rules are provided for this, although as a general rule a mine can be dug at the rate of 10-20 yards per day with a large crew of sappers working.

Boiling Oil

Structural Damage: None
Normal Damage: attacks an area 10 feet across (2d6+20 hit points of damage, no saving throw), and at the bottom of the wall it covers an area 30 feet wide and 10 feet across, inflicting 2d6 points of damage to all in this wider area. The area cannot be crossed for 3 turns.

Dropping Rocks

Structural Damage: 1
Special: Reduces the rock-dropper's cover against bow fire. When used against a ladder, the rock attacks each person on the ladder separately with a +5 bonus, causing 3d6 points of damage with each hit.

Mantlets

Mantlets are sturdy wooden walls with wagon wheels that can be moved around and provide cover. They have a Movement Rate of 3.

Aerial Combat

Aerial combat uses hex-paper (graph paper that uses hexagons instead of squares, and can be easily found on the internet) to represent the area where the combat is taking place. Altitudes of the various combatants are tracked using counters of some kind – coins of different denominations work well for this purpose. One hex is equivalent to ten yards (or meters, if this is easier to visualize), and each increment of altitude is also equal to ten yards. A creature's movement rate in the sky is included in monster (or item) descriptions. For purposes of aerial combat, a creature has a number of movement points equal to its Movement Rate, and this is the number of hexes it can move when flying straight and level. Movement points do not all need to be spent in a given round, but they cannot be "saved" for the next round. A creature's turning capability in the air is determined by its size and air resistance, not by its Movement Rate.

Table 70: Aerial Mobility

Size	Maximum Course Alterations per Round	Minimum Spaces Between Course Alterations
Large Bird-size (eagle, hawk, etc.)	5	1
Human-sized (gargoyle, etc.)	4	2
Horse-size (griffon, hippogriff, manticore, etc.)	3	3
Almost dragon-sized (includes flying carpet)	3	4
Dragon-size (includes roc)	3	5
Flying Ship or Castle	1	6

Movement Actions

Alter Course

The flying creature starts the round moving along a straight path in one of six directions (since a hexagon has six sides). To turn from one side of the hexagon to the next, clockwise or counterclockwise, does not use up any movement points, but only a certain number of course alterations (one hex side at a time) can be made in a round, and a certain number of hexes must be moved in between each of these course alterations (Table 70).

Climb

To climb in altitude, the creature first subtracts the "Minimum Spaces Between Course Alterations" number from available movement points. Remaining movement points may be used for climbing. The creature must move forward one hex for each hex of altitude gained. Rising one unit of altitude costs 2 points, and moving forward costs one point. Example: a dragon with a movement rate of 24 (24 movement points) begins climbing in a straight line. First, the dragon spends 5 points to be able to climb at all (this is a dragon's "Minimum Spaces Between Course Alterations"); 19 points remain for moving. The dragon climbs one altitude level (spending 2) and moves forward 1 (spending 1 point).

Assuming that the dragon is just trying to climb as fast as it can, this process allows the dragon to go up 6 levels of altitude, moving forward the required 6 hexes, and still have 1 point left for forward movement.

Descend

Unlike climbing, descending costs no movement points for the change in altitude increments. A creature can make turns while descending if it has enough movement points. The number of lost altitude increments cannot be greater than one half of the creature's forward movement or the movement will (after that point) turn into an uncontrolled dive, as the creature stalls in the air. Example: a dragon is going to descend. It has a Movement Rate of 24 (24 points). Thus, the dragon might move one forward and one down (costing only 1 movement point for the forward move, leaving 23). It might continue by moving one forward space, turning (one of the six faces of the hexagon), and also moving down one altitude level. The cost of that move would still only be 1 point (leaving 22), but now the dragon can make only 2 more course adjustments, and must also move at least 5 hexes before it can make any more. The dragon can then continue moving according to the rules, subject to the requirement that the number of altitude levels dropped cannot exceed half of the number of hexes moved forward without falling into an uncontrolled dive. In a straight-line descent, such a dragon could move 12 forward and 12 down, still having 12 points left for forward motion.

Dive

In a dive, the creature adds 50% to movement points, and drops at a rate of 10 altitude increments for every 1 hex of forward movement. No turns can be made while in a dive. A diving creature, at the beginning of the dive, would spend one forward movement point and drop 10 in altitude. It could either continue diving or level off, and could also continue moving forward – but no turns would be allowed because of the dive movement. In an uncontrolled dive, unlike a normal dive, the creature moves 1 hex forward and drops 10 hexes; and may then make a saving throw to avoid diving another ten hexes. The process continues until the creature either succeeds at the saving throw or hits the ground. Once a saving throw succeeds, the creature's turn ends.

Table 71: Aerial Missile Fire

Attacker's Position Relative to Target	Hit Location (1d10)*
Head-on	1-2: Rider hit, 25% chance of critical hit 3-4: Head, 20% chance of critical hit 5-6: Wing, 20% chance of critical hit 7-10: Body, 10% chance of critical hit
At Side	1: Rider hit, 25% chance of critical hit 2-3: Head, 20% chance of critical hit 4-5: Wing, 20% chance of critical hit 6-9: Body, 10% chance of critical hit 10: Rear (no critical hit)
Overhead	1: Rider hit, 25% chance of critical hit 2-3: Head, 20% chance of critical hit 4-7: Wing, 20% chance of critical hit 8-9: Body, 10% chance of critical hit 10: Rear (no critical hit)
Below	1-2: Head, 20% chance of critical hit 4-7: Wing, 20% chance of critical hit 8-9: Body, 10% chance of critical hit 10: Rear (no critical hit)
Behind	1-2: Rider hit, 25% chance of critical hit 3: Head, 20% chance of critical hit 4-5: Wing, 20% chance of critical hit 6-8: Body, 10% chance of critical hit 9-10: Rear (no critical hit)

*If there is no rider, treat a hit to the "rider" as a hit to the creature's body.

** If there is no mount (e.g., person flying a carpet or broom), all hits are to the rider.

Missile Combat

In addition to normal to-hit rolls and damage, aerial combat involves the chance of a critical hit which affects the target's ability to stay airborne. A missile attack against a rider/mount cannot be specifically aimed at one or the other. The table below is used to determine whether the attack roll is compared to the rider's armor class or that of the mount for purposes of actually scoring a hit. The table also determines the location of a hit, which is then used to determine whether there is a critical hit and what the effect will be.

Table 72: Result of Aerial Critical Hits

Die Roll	Rider Critical Hit	Head Critical Hit	Wing Critical Hit	Body Critical Hit
1	Must Retreat	Half Speed	Half Speed	Half Speed
2	Must Retreat	Must Land	Half Speed	Half Speed
3	Must Retreat	Must Land	Half Speed	Half Speed
4	Must Retreat	Must Land	Half Speed	Must Land
5	Must Retreat	Must Retreat	Half Speed	Must Land
6	Must Retreat	Must Retreat	Must Land	Must Land
7	Must Retreat	Must Retreat	Must Land	Must Retreat
8	Must Retreat	Must Retreat	Must Retreat	Must Retreat
9	Must Retreat	Fall and Crash	Must Retreat	Must Retreat
10	Must Retreat	Fall and Crash	Must Retreat	Fall and Crash

Must Retreat: A wound has caused either the mount or the rider a condition that does not allow further flying or fighting. This could include anything from a snapped saddle-girth to being knocked hard on the head. The rider and mount are able to fly away, but can no longer engage in combat. If the rider is a player character, the Referee may specify whatever penalties to combat or risks of falling would result from staying in combat, letting the character decide whether to retreat or not. NPCs will automatically retreat in this situation unless they are extremely dedicated, brave, stupid, or some combination thereof.

Half Speed: The mount is wounded (or the vehicle damaged), and its movement rate is reduced to half normal.

Must Land: A bad condition (snapped saddle-girth, blinded, etc) requires an immediate landing as fast as possible.

Fall and Crash: Just like it sounds. Incur 1d6hp of damage per increment of altitude (10 yards) fallen.

Hand-to-Hand Combat

If an attacker can move within 3 hexes of a target, it is possible for the two to engage in hand-to-hand combat (a certain amount of swooping and turning is responsible for the range). If the movement is head-on or side to side, both characters (and their mounts) may attack. If one combatant is behind the other, only the combatant who is behind can make an attack.

Ship Combat

Naval combat is much slower than aerial combat; an air battle taking place in the skies above a naval battle will be resolved long before the ships ever come into range or contact unless the aerial forces are held in reserve to support the actual ship-to-ship combat. Aerial combat is conducted in combat rounds, whereas naval combat is resolved in turns. The hexes used for naval combat are 30 yards across, so the scale is three times that of aerial combat.

Wind Direction and Strength

Determine the direction of the wind by rolling 1d8 to represent the primary and secondary points of the compass. Then align the hexagonal battlemat so that the wind direction cuts across the flat sides of the hexagon, not across the points. In other words, the hexes have to be aligned so that a ship can be facing directly into the wind.

Roll 2d6 to determine the wind speed: 2-3 is total calm, 4-8 is light wind, 9-11 is strong wind, and 12 is gale-force wind.

Ship Types

Large Galley: these are long ships with simple sail-arrangements, powered by many oars rather than relying on the wind. They are extremely fast, and can travel against the wind without any decrease in speed.

Small Galley: small galleys are shorter than large ones, and are not as fast, due to having fewer oarsmen. However, they are more maneuverable in turns.

Large Ship: these are sailing ships with three masts, often having two or more internal decks. Large ships may be outfitted as warships or as merchantmen.

Small Ship: these are sailing ships, usually with only two masts. They are slower than larger sailing ships because their masts are shorter and they cannot spread as much sail. However, their smaller size makes them more maneuverable, and they can also sail in much shallower water than a larger sailing vessel.

Longship: these are the classic Viking raider-ship, with one mast and high freeboards to protect them from being swamped by ocean waves.

Sailboat or Fishing Boat: These are one-masted vessels small enough for the crew to move them by rowing, when necessary.

Rowboat: these range in size from a tiny coracle up to a wooden boat that can hold several people.

Explanation of Table

Oared Vessels

Oared vessels depend upon the level of exhaustion of the rowers. Each has three speeds (slow/ medium/ fast): the faster the speed, the more quickly the rowers will tire. Larger ships cannot be effectively propelled by oars. Galleys and longships have simple sail arrangements allowing them to move more quickly with a tailwind, but not able to tack (also called "beating against the wind"), and thus gaining no benefit when moving against the wind.

The crew of an oared vessel begins with 30 fatigue points. Each turn, the crew loses or gains fatigue points based on speed. A turn of rest regains 1 fatigue point; a turn spent moving at slow speed costs 2 fatigue points; a turn spent moving at medium speed costs 3 fatigue points, and a turn spent moving at fast speed costs 10 fatigue points. A ship with a crew that has no more fatigue points cannot move by rowing until the crew regains the needed points by resting.

Oared vessels can back oars, meaning, essentially, rowing backward to brake speed. For this reason, an oared vessel can only accelerate slowly, but can reduce speed quickly. An oared vessel can slow down by two factors (fast to slow, medium to backing slowly, etc), but can only increase speed by one factor per turn. Oared vessels can move backward at half the normal speed (but with normal fatigue costs).

Galleys cannot operate in the ocean; they will be swamped by waves in the same way as if there were a strong wind.

Sailing Vessels

The main feature of sailing vessels is their relationship to the direction of the wind. In particular, when a sailing vessel comes directly into the wind, its speed moves to 0. This is a special circumstance: it is assumed to be moving across that face of the hex, and in the next turn it will be facing the next hex, able to begin moving again. The ship may NOT turn back to the original facing in the next turn. There is also a 1 in 10 chance, that the ship will not manage to cross the wind fast enough, in which case it (a) moves backward 1d6 hexes in that turn, and (b) is not allowed to attempt crossing the wind again until it has turned back and made a full circle around. This is not an issue for any type of ship that can use oars.

Combat

Ramming

Galleys equipped with a ram may smash into other ships, provided that the attacking ship is moving at fast speed. The rammed ship has a 25% chance of being breached in the hull; if breached, it will sink in 3d6 turns. Even if the ship is not hulled, the ship will lose 20% of the crew. Patching a hole below the waterline requires 10 crew members, and takes 5 turns to complete. There is a 25% chance that the patching will not hold, in which case the work must begin again for a second attempt. There is usually not time for a third attempt if the first two fail.

Grappling

Ships within 1 hex may grapple each other. Three attempts may be made per turn (20% chance each to succeed) and three attempts to cut the lines by defenders are also permitted per turn (20% chance each to succeed). Once ships are grappled, neither can move.

Boarding

Boarding and shipboard fighting may be resolved using the mass combat rules or in any other way the Referee decides is the most exciting way to handle the battle.

Table 73: Ship Types

	Rowing Speeds	Wind Directly Behind	Wind Indirectly Behind	Wind Directly Ahead	Wind Indirectly Ahead	Hexes between Course Adjustments
Large Galley	15/20/30	+10*	+5*	No effect	No effect	10
Small Galley	10/15/25	+10	+5*	No effect	No effect	5
Small Ship	No effect	Light wind: 20 Strong wind: 30	Light wind: 15 Strong wind: 25	Light wind: 0 Strong wind: 0	Light wind: 10 Strong wind: 20	12
Large Ship	No effect	Light wind: 25 Strong wind: 35	Light wind: 20 Strong wind: 30	Light wind: 0 Strong wind: 0	Light wind: 15 Strong wind: 25	15
Longship	12/18/25	Light wind: 30 Strong wind: 35	+5	Light wind: 0 Strong wind: 0	No effect	8
Sailboat or Fishing Boat	10/15/20	Light wind: 15 Strong wind: 20	Light wind: 10 Strong wind: 15	Light wind: 0 Strong wind: 0	Light wind: 5 Strong wind: 10	4
Rowboat	1/5/6	+1	No effect	-1	No effect	2

*10% chance per turn of shipping water in strong winds, 30% chance per turn of shipping water in gale winds. Shipping water reduces speed by 25%, and if a galley ships water three times, it will sink. Small galleys running directly before the wind can avoid the risk of shipping water, and longships are rowed from a higher deck and are thus not at risk.

Table 74: Crew and Armaments

Ship Type	Crew	Armaments	Structural Points	Cost
Large Galley	100 Rowers 50 Warriors 20 Sailors	2 light catapults (1 at bow, 1 at stern)	9	40,000gp
Small Galley	50 Rowers 20 Warriors 10 Sailors	1 light catapult at stern	9	20,000gp
Small Ship	15 Sailors	None	15	30,000gp
Large Ship (Merchant)	20 Sailors	None	20	50,000gp
Large Ship (Warship)	20 Sailors 80 Warriors	1 light catapult at stern; has forecastle and high rear deck for archers to gain higher ground and advantages of cover	20	50,000gp
Longship	10 Sailors 60 Warriors or Rowers (needs 60 rowers to move as shown on charts)	None, but high side walls give cover for crew against missile fire	10	20,000gp
Sailboat or Fishing Boat	2 Sailors	None	2	2,000gp

Catapult Fire

Catapult fire against ships is somewhat different than catapult fire in a siege, not just because the ships are moving, but because plunging fire is far more dangerous to a ship (when it hits) than more direct fire. Light catapults – mangonels – are all that a ship can carry. These have a low arc of fire, so they are more accurate in ship-to-ship combat than a trebuchet; trebuchets are very accurate when the range is found, but cannot track to new target locations as easily as a mangonel due to the high arc of fire. Since trebuchets cannot be carried on ships (other than a massive fantasy-type vessel), trebuchet fire will only be an issue in ship-to-shore battles. If a trebuchet hits a ship, the ordinary damage is twice what it would do against a wall, because the shot is plunging through the bottom of the vessel instead of smashing in sideways.

Thus:

Light Catapult (Mangonel):
Chance to hit: 12 or more on 1d20
Damage: 3 points structural (single missile) or normal effect for scattershot (1d100 hit points to everyone in 20 yards of the centerpoint).

Heavy Catapult (Trebuchet):
Chance to hit: 15 or more on 1d20
Damage: 5 points of structural damage or normal effect for scattershot (1d100 hit points to everyone in 20 yards of the centerpoint).

Monsters

Reading the Monster Descriptions

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

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

Hit Dice is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you would roll 4d8, and then add one more hit point.

Attacks includes the number of attacks the monster has, and the damage these attacks inflict if they hit. Monsters get a separate attack roll for each attack. Monster attack rolls are made on Table 32 (page 40.) Note: if you are using the "ascending AC system," do not bother using the chart, because there is a quicker way: Roll to hit, add the monster's hit dice, and if the result is equal to or greater than the character's armor class, the attack hits.

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

Special is usually just a "flag" for the Referee, to remind him or her that the monster has some unusual ability or feature. If necessary, more explanation may be included in the monster description.

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

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

Monster Descriptions

Ant, Giant (Worker)
Hit Dice: 2
Armor Class: 3 [16]
Attacks: Bite (1d6)
Saving Throw: 16
Special: None
Move: 18
Alignment: Neutrality
Challenge Level/XP: 2/30

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

> **About Magic Resistance:**
> One of the "Special" items that may be listed for some creatures is "Magic Resistance," followed by a percentage. The given percentage chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. Roll d100 and if the result is less than the given percentage, the magic will fail.

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

The poison of a warrior ant does 2d6 points of damage if a saving throw is failed, 1d4 points of damage if the saving throw succeeds.

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

The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

Badger, Giant
Hit Dice: 3
Armor Class: 4 [15]
Attacks: 2 claws (1d3), bite (1d6)
Saving Throw: 14
Special: None
Move: 6
Alignment: Neutrality
Challenge Level/XP: 3/60

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

Banshee
Hit Dice: 7
Armor Class: 0 [19]
Attacks: Claw (1d8)
Saving Throw: 9
Special: See below
Move: 6
Alignment: Chaos
Challenge Level/XP: 11/1700

Banshees are horrid undead creatures that live in swamps and other

desolate places. Banshees are only damaged by magic or silver weapons, they have a magic resistance of 49%, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. One particularly unusual thing about banshees is that they often associate with living faerie creatures of the less savory variety; they might even be an undead form of faerie.

A Banshee can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. Banshees look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. They are considered Type 9 undead for turning purposes.

Basilisk
Hit Dice: 6
Armor Class: 4 [15]
Attacks: Bite (1d10)
Saving Throw: 11
Special: Petrifying gaze
Move: 6
Alignment: Neutrality
Challenge Level/XP: 8/800

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

Bat, Giant (Vampire Bat)
Hit Dice: 1
Armor Class: 8 [11]
Attacks: Bite (1d6)
Saving Throw: 17
Special: Sucks blood
Move: 4/18 (flying)
Alignment: Neutrality
Challenge Level/XP: 3/60

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

Bat, Giant (Greater Bat)
Hit Dice: 4
Armor Class: 7 [12]
Attacks: Bite (1d10)
Saving Throw: 13
Special: None
Move: 4/18 (flying)
Alignment: Neutrality
Challenge Level/XP: 5/240

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

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

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

Bear
Hit Dice: 4+1
Armor Class: 7 [12]
Attacks: 2 Claws (1d3) and bite (1d6)
Saving Throw: 13
Special: Hug
Move: 9
Alignment: Neutrality
Challenge Level/XP: 4/120

If a bear hits with both claws, it hugs for an additional 1d8 hit points of damage. Larger bears are to be found in mountains, caves, and arctic regions, with more hit dice and inflicting more damage with the hug.

Beetle, Giant (Fire)
Hit Dice: 1
Armor Class: 4 [15]
Attacks: Bite (3d8)
Saving Throw: 18
Special: None
Move: 12
Alignment: Neutrality
Challenge Level/XP: 1/15

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

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

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

Blink Dog
Hit Dice: 4
Armor Class: 5 [14]
Attacks: Bite (1d6)
Saving Throw: 13
Special: Teleports without error
Move: 12
Alignment: Law
Challenge Level/XP: 4/120

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

Boar, Wild
Hit Dice: 3+3
Armor Class: 7 [12]
Attacks: Gore (3d4)
Saving Throw: 14
Special: Continues attacking 2 rounds after being "killed"
Move: 15
Alignment: Neutrality
Challenge Level/XP: 4/120

Wild boars continue to attack for two rounds after they reach zero hit points before they finally drop dead. These stats might also be used for any similar creature that is unique to a campaign, such as "the blue tusken-hogs of the Ymar Plains."

Bugbear
Hit Dice: 3+1
Armor Class: 5 [14]
Attacks: Bite (2d4) or by weapon
Saving Throw: 14
Special: Surprise opponents on a 1–3
Move: 9
Alignment: Chaos
Challenge Level/XP: 4/120

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

Bulette
Hit Dice: 7 to 10
Armor Class: -2 [21]
Attacks: Bite (4d12) and 2 Claws (3d6)
Saving Throw: 9 (7HD), 8 (8HD), 6 (9HD), 5 (10HD)
Special: Leaping, surprise
Move: 15
Alignment: Neutrality
Challenge Level/XP: 7 HD (9/1100), 8 HD (10/1400), 9 HD (11/1700), 10 HD (12/2000)

Roughly ten feet in height, a bulette (boo-LAY) is covered in natural armor plating like that of an armadillo, and has a beak-like head that opens to show wicked, serrated teeth. These creatures can leap to the attack; in which case they cannot bite, but may attack with all four claws. Bulettes dig underground to surprise their prey, leaving a furrow in the ground as they go, caused by a dorsal crest in the creature's armor. These voracious hunters eat horses and halflings with gusto, although they will devour anything from badgers to plowshares if their preferred foods are not readily available. Although bulettes burrow, they do not venture further underground, for they are surface predators. When the dorsal crest of the bulette is raised (during combat this is usually only after the thing has been wounded), the area underneath is AC 6 [13], and this vulnerable point can be attacked if the monster is well enough surrounded for its opponents to attack from behind as well as in front.

Carrion Creeper
Hit Dice: 2+4
Armor Class: 7 [12]
Attacks: Bite (1 hp) and 6 tentacles
Saving Throw: 14
Special: Tentacles cause paralysis
Move: 12
Alignment: Neutrality
Challenge Level/XP: 4/120

This caterpillar-like creature has 6 waving tentacles which, when they score a hit, require the target to make a saving throw or be paralyzed for 2d6 turns. These underground scavengers can be aggressive when they are hungry, and will pursue prey unless distracted. They are good climbers, but when crossing water they are unable to do much more than float with the current.
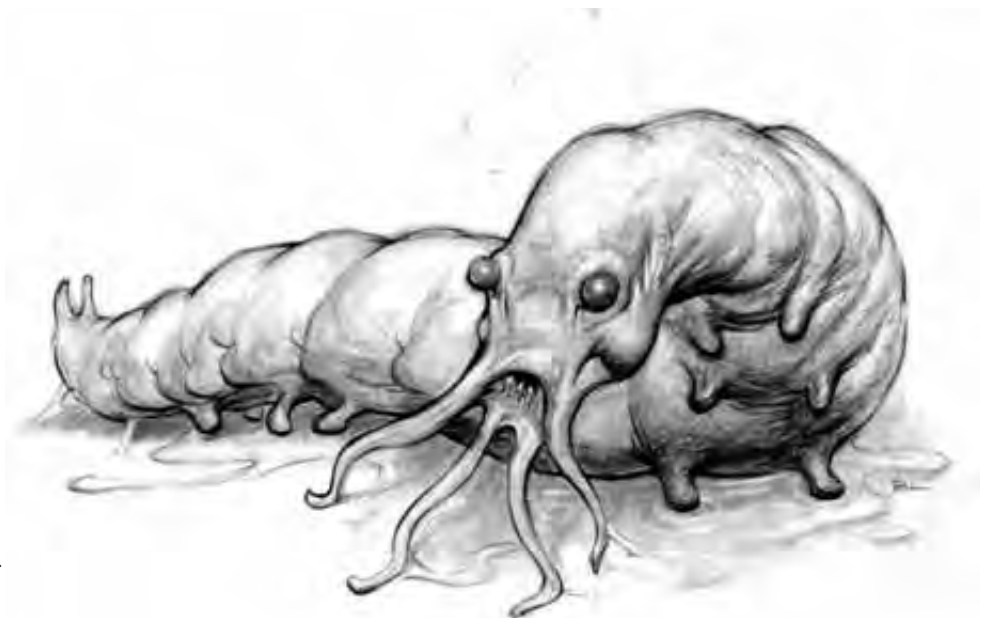
Centaur

Hit Dice: 4
Armor Class: 5 [14] or 4 [15] with shield
Attacks: 2 kicks (1d6) and weapon
Saving Throw: 13
Special: None
Move: 18
Alignment: Any (usually Neutrality)
Challenge Level/XP: 5/240

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

Centipede, Giant (Small, Lethal)

Hit Dice: 1d2 hit points
Armor Class: 9 [10]
Attacks: Bite (deals 0 damage)
Saving Throw: 18
Special: Lethal poison, +4 save
Move: 13
Alignment: Neutrality
Challenge Level/XP: 1/15

Lethal giant centipedes of the small size inflict a deadly bite (+4 bonus to saving throw), but cause no damage if the saving throw is successful.

Centipede, Giant (Small, Non-lethal)

Hit Dice: 1d2 hit points
Armor Class: 9 [10]
Attacks: Bite (0 hp damage)
Saving Throw: 18
Special: Non-lethal poison, +4 save
Move: 13
Alignment: Neutrality
Challenge Level/XP: B/10

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

Centipede, Giant (Man-sized)

Hit Dice: 2
Armor Class: 5 [14]
Attacks: Bite (1d8 + poison)
Saving Throw: 16
Special: Lethal poison, +6 save
Move: 15
Alignment: Neutrality
Challenge Level/XP: 4/120

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

Centipede, Giant (Large, 20 ft long)

Hit Dice: 4
Armor Class: 0 [19]
Attacks: Bite (3d8 + poison)
Saving Throw: 13
Special: Lethal poison, +4 save
Move: 18
Alignment: Neutrality
Challenge Level/XP: 6/400

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

Chimera

Hit Dice: 9
Armor Class: 4 [15]
Attacks: 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), and 1 dragon bite (3d4)
Saving Throw: 6
Special: Breathes fire
Move: 9/18 (flying)
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 11/1,700

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

Cockatrice

Hit Dice: 5
Armor Class: 6 [13]
Attacks: Bite (1d6+ turn to stone)
Saving Throw: 12
Special: Bite turns to stone
Move: 6/18 (flying)
Alignment: Neutrality
Challenge Level/XP: 7/600

This nasty creature resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless the victim makes a successful saving throw.

Crocodile, Normal

Hit Dice: 3
Armor Class: 4 [15]
Attacks: Bite (1d6)
Saving Throw: 14
Special: None
Move: 9 (12 swimming)
Alignment: Neutrality
Challenge Level/XP: 3/60

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

Crocodile, Giant or Sea

Hit Dice: 6
Armor Class: 3 [16]
Attacks: Bite (4d6) and tail (3d4)
Saving Throw: 11
Special: None
Move: 9 (12 swimming)
Alignment: Neutrality
Challenge Level/XP: 6/400

The smallest of giant crocodiles are about 20ft long (normal crocodiles can grow to be as long as 15ft).

Demons

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

Demon, Baalroch (Balor)
Hit Dice: 10
Armor Class: 2 [17]
Attacks: Sword (1d12+2) and whip (see below)
Saving Throw: 5
Special: Magic resistance (75%), surrounded by fire
Move: 6/15 (flying)
Alignment: Chaos
Challenge Level/XP: 17/3,500

The Baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs. (The aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity.) These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are still 75% immune to all spells.

In combat, a baalroch uses whip and sword. The whip can be used to reach great distances; on a successful hit the victim is pulled close to the baalroch and burned by the fires of the demon's body (3d6 hit points). Baalrochs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Baalrochs may attempt to gate in an ally with a 70% chance of success. The responding demon will usually be a third-category demon (01-80 on 1d100) but an unusually successful summoning might call a fourth-category demon (81-00 on 1d100).

Demon, Dretch
Hit Dice: 4
Armor Class: 2 [17]
Attacks: 2 claws (1d4), 1 bite (1d6)
Special: Magical abilities.
Move: 9
Saving Throw: 13
Alignment: Chaos
Challenge Level/XP: 6/400

These creatures are fat, with long, spindly arms and legs. They have rudimentary human heads, with slobbering jaws and folds of fat. Dretch demons have some weak demonic powers. Although they are not particularly intelligent, they can cause a horrible stinking cloud once per day, can teleport once per day, can cause darkness (10-foot diameter) once per day, and can summon 1d4 giant rats once per day. The stinking cloud has a radius of 20 ft. and requires anyone caught within it to make a saving throw or be rendered helpless from nausea for 1d4+1 rounds.

Demon, Erinyes
Hit Dice: 6
Armor Class: 2[17]
Attacks: 1 bronze sword (1d6 + paralysis)
Special: Magic resistance (25%),magical abilities, immune to fire and cold, entangle, fear
Move: 12/24 (flying)
Save: 11
Alignment: Chaos
Challenge Level/XP: 9/1,100

The erinyes, the "Furies" of Ancient Greek mythology, are female demons who pursue those guilty of crimes against the order of the gods. Their appearance is so terrible as to cause fear (saving throw). They are able to see invisible things and locate objects at will, so it is impossible to hide from them. Each fury carries a whip which, if it hits, entangles the victim (saving throw) until the Fury releases it. The Furies are immune to fire and cold, and have a magic resistance of 25%. The blade of a Fury's sword causes paralysis (saving throw).

Demon, Glabrezu (Third-Category Demon)
Hit Dice: 10
Armor Class: −4 [23]
Attacks: 2 pincers (2d6), 2 claws (1d3), 1 bite 1d6
Special: Magic resistance (60%), immune to fire, magical abilities
Move: 9
Saving Throw: 5
Alignment: Chaos
Challenge Level/XP: 15/2,900

The third-category demons, Glabrezu, are massive and horrible, standing ten feet high or more. They have goat horns and a humanoid shape, but no wings. Four arms sprout from the torso: two huge arms with great crab-pincers, and two much shorter arms with claws. Glabrezu can cause darkness in a 10-foot radius, are immune to fire, can cause fear at will, can levitate at will, can polymorph themselves, and are 60% resistant to magic.

These demons have a 30% chance to gate in an ally (roll 1d4 to determine the category of demon that responds).

Demon, Hezrou (Second-Category Demon)
Hit Dice: 9
Armor Class: -2 [21]
Attacks: 2 claws (1d3), 1 bite (4d4)
Special: Magic resistance 50%, magical abilities
Move: 9/14 (flying)
Saving Throw: 6
Alignment: Chaos
Challenge Level/XP: 11/1,700

Toad-like demons with bat wings, the Hezrou have magic resistance of 50%. At will, they can cause fear (per the spell), detect invisibility (per the spell), and cause darkness n a 15-foot radius. They are immune to fire.

Hezrou have a 20% chance to succeed at summoning another second-category demon to their aid.

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

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. (This amorphous form allows them to regenerate 1 hp per round.) Lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can be permanently destroyed only by sprinkling their disgusting bodies with holy water.

Demon, Manes
Hit Dice: 1
Armor Class: 5[14]
Attacks: 2 claws (1d2), 1 bite (1d4)
Special: Half damage from non-magic weapons
Move: 5
Saving Throw: 18

Alignment: Chaos
Challenge Level/XP: 2/30

Pathetic, damned souls, manes are demons no larger than humans, with gray skin and empty eyes. Non-magical weapons inflict only half normal damage on them.

Demon, Marilith (Fifth-Category Demon)
Hit Dice: 7
Armor Class: 7 [12]
Attacks: 6 weapons (1d8), tail (1d8)
Special: Magic resistance (80%), +1 or better magic weapon required to hit, immune to fire, magical abilities
Move: 12
Saving Throw: 9
Alignment: Chaos
Challenge Level/XP: 13/2,300

Mariliths appear as a cruel-eyed beautiful woman with a six-armed torso, but the lower body of a huge constrictor snake. They can wield weapons in all six arms at once, and the tail, if it hits, constricts for automatic damage after the initial hit. Mariliths are among the most feared of demons – as much, even, as the mighty Baalrochs. They can, at will, cast *Charm Person*, *Levitate*, and *Polymorph Self*, and are 80% resistant to magic. Fire does not affect them.

They have a 50% chance of success when attempting to gate in allies; if the attempt succeeds, roll 1d12 to determine the result. (1-3) First-category, (4-6) Second-category, (7-8) Third-category, (9-10) Fourth-category, (11) Sixth-category, (12) a demonlord or demon prince.

Demon, Nalfeshnee (Fourth-Category Demon)
Hit Dice: 7d10
Armor Class: 4 [15]
Attacks: 2 claws (1d4), 1 bite (2d4)
Special: Magic resistance (65%), +1 or better magic weapon needed to hit, immune to fire, +2 on to-hit rolls, magical abilities
Move: 9/14 (flying)
Saving Throw: 9
Alignment: Chaos
Challenge Level/XP: 12/2,000

Nalfeshnee demons have the body of an enormous gorilla, the head of a boar, and cloven hooves. These massive, brutish demons are actually quite intelligent, despite their appearance, an incongruity that has deceived and doomed many who would attempt to control or enslave them. The very size of a nalfeshnee prevents them from being particularly agile flyers, though they do have wings. Nalfeshnee are incredibly powerful (+2 to hit), and have various demonic powers in addition to being immune to fire: at will, they can cause fear (as per the spell), polymorph self, and dispel magic (at will). They can also create a symbol of discord once per day.

A nalfeshnee demon has a 60% chance to gate in an ally (roll 1d6 to determine which category of demon will respond).

Demon, Quasit
Hit Dice: 3
Armor Class: 2[17]
Attack: 2 claws (1d2 + non-lethal poison), 1 bite (1d3)
Special: Magic resistance (25%), regenerate (1 hp/round), non-lethal poison, magical abilities
Move: 14
Saving Throw: 14
Alignment: Chaos
Challenge Level/XP: 7/600

Quasits are demon familiars, much like imps but without wings and with a less human-like shape. A quasit can polymorph into two other forms (commonly a giant centipede and a bat). These demons are 25% resistant to magic, regenerate at 1 hp per round, can become invisible at will, and once per day can cast a *Fear* spell. The quasit's claws are laden with a poison that reduces an opponent's Dexterity score by 1 point (saving throw applies, lasts for 2d6 rounds).

Demon, Succubus
Hit Dice: 6
Armor Class: 9 [10]
Attacks: 2 scratches (1d3)
Saving Throw: 11
Special: Magic resistance (70%), immune to non-magic weapons, cause darkness in a 10-foot diameter, level drain (1 level) with kiss, summon other demons, spells,change shape.
Move: 12 (18 fly)
Alignment: Chaotic
Challenge Level/XP: 9/1,100

A succubus is a creature of demonic lust, a drinker of souls who offers fatal temptation to mortals that fall into the trap of her deadly embraces: each kiss drains one level of experience. (The male form of this demon is called an incubus. A succubus is always female, just as an incubus is always male.) The demon's form is that of a supernaturally beautiful woman, curvaceous and alluring, but whose furled bat wings and delicate horns betray her true nature. Small white fangs gleam from behind the demoness's full lips, and when she is enraged the pupils of her eyes will contract and shift into those of a vicious serpent.

A succubus can "cast" *Charm Person* whenever desired, as well as *ESP*, *Clairaudience*, and *Suggestion*. They can change shape at will, but only into human or human-like forms. Succubi also have the ability to call forth (by gate) other demons. A succubus can summon a demon prince (40% chance to succeed), but will seldom do so, for the price to be paid afterwards is generally significant and unpleasant. However, a succubus can summon a Baalroch demon or a Nalfeshnee (fourth-category demon), again, with a 40% chance of success regardless of the type of demon being summoned. If a succubus does not specify the sort of demon she is summoning, there is a 5% chance that the respondent will be a demon prince, and if not, there is a 75% chance that the demon will be of the fourth category, a Nalfeshnee.

Succubi almost never rely upon physical attacks; they use their charm and suggestion abilities to allow them to bestow their deadly kisses upon opponents.

Demon, Vrock (First-Category Demon)
Hit Dice: 8
Armor Class: 0 [19]
Attacks: 1 beak (1d6), 2 foreclaws (1d8), 2 rear claws (1d8)
Special: Magic resistance (50%), immune to fire, darkness
Move: 12/18 (flying)
Saving Throw: 8
Alignment: Chaos
Challenge Level/XP: 11/1,700

These demons are vulture-headed, with feathered humanoid bodies, and huge dark-feathered wings. All can create darkness in a radius of 5 feet and are immune to fire. They use their wings to bring both their arms and legs into combat, along with their beaked bite. Vrock demons are quite stupid, though like most demons they consider themselves to be tremendously intelligent.

A Vrock has a 10% chance to gate another first-category demon to its assistance.

Demon Prince, ORCUS
Hit Dice: 30 (125hp)
Armor Class: –6 [25]
Attacks: Wand of Orcus (2d6 or death) or 2 fists (3d6) and tail sting (2d6 plus poison)
Special: Command undead, spells, summon undead, +3 or better weapon to hit, immunity to electricity and poison, speak with dead, magic resistance (75%), telepathy 100 ft.
Move: 18/24 (flying)
Saving Throw: 3
Alignment: Chaos
Challenge Level/XP: 40/10400

Orcus is one of the strongest (if not the strongest) and most powerful of all demon lords. Known as the Prince of the Undead, he fights a never-ending war against rival demon princes that spans several Abyssal layers. From his great bone palace he commands his troops as they wage war across the smoldering and stinking planes of the Abyss. Orcus spends most of his days in his palace, rarely leaving its confines unless he decides to leads his troops into battle (which has happened on more than one occasion). Most of the time though, he is content to let his generals and commanders lead the battles.

Orcus is a squat, bloated humanoid standing 15 feet tall and weighing 3 tons. His goat-like head sports large, spiraling ram-like horns and his legs are covered in thick brown fur and end in hooves. Two large, black, batlike wings protrude from his back and a long, snake-like tail, tipped with a sharpened barb, trails behind it.

When not warring against rival demon princes, Orcus likes to travel the planes, particularly the Material Plane. Should a foolish spellcaster open a *gate* and speak his name, he is more than likely going to hear the call and step through to the Material Plane. What happens to the spellcaster that called him usually depends on the reason for the summons and the power of the spellcaster. Extremely powerful spellcasters are usually slain after a while and turned into undead soldiers or generals in the demon lord's armies.

Combat
Orcus prefers to fight using his *Wand*. His tail sting delivers a virulent poison (save or die). Orcus can command or banish undead as a 15th-level cleric, controlling up to 150 HD worth of undead at one time. He casts spells as a 15th level Cleric and 12th level Magic-user, and can use the following magical abilities at will: *animate dead, charm monster, darkness, dispel magic, ESP, fear, feeblemind* (1/day), *lightning bolt, speak with dead, symbol (any)* and *wall of fire*.

Orcus radiates a 60-foot-radius aura of fear (as the spell). A creature in the area must succeed at a saving throw or be affected as though by a fear spell.

Three times per day, Orcus can summon one balor, 1d3 nalfeshnees or 1d4 mariliths. As their prince, Orcus can summon up to 100 HD of any type of undead each day.

Wand of Orcus: Mighty Orcus wields a huge, black, skull-tipped rod that functions as a *+3 heavy mace*. It slays any living creature it touches if the target fails a saving throw. Further, the *Wand* has the following magical powers: 3/day—*animate dead, darkness and fear*; 2/day—*unholy word*. Orcus occasionally allows his wand to pass into the Material Plane, usually into the hands of one of his servants.

Djinni
Hit Dice: 7+3
Armor Class: 5 [14]
Attacks: Fist or weapon (2d8)
Saving Throw: 9
Special: magical powers, whirlwind
Move: 9/24 (flying)
Alignment: Any
Challenge Level/XP: 9/1,100

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

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

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

Dragons

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

Do not roll hit points for dragons as normal. Instead, determine the number of hit dice and the age category of the dragon. The age category indicates both the dragon's hit points per die and how much damage the dragon's breath weapon inflicts, given as points per hit die.:

1) Very young dragon: 1 hit point per hit die; 1 hit point per die inflicted by breath weapon.

2) Young: 2 hit points per hit die; 2 hit points per die inflicted by breath weapon.

3) Immature: 3 hit points per hit die; 3 hit points per die inflicted by breath weapon.

4) Adult: 4 hit points per hit die; 4 hit points per die inflicted by breath weapon.

5) Old: 5 hit points per hit die; 5 hit points per die inflicted by breath weapon.

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

7) Aged (101-400 years old): 7 hit points per hit die; 7 hit points per die inflicted by breath weapon.

8) Ancient (401+ years old): 8 hit points per hit die; 8 hit points per die inflicted by breath weapon.

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

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

1) Cloud-shape for gaseous exhalations
2) A line, for spitting dragons
3) Cone shape for any others.
The dimensions of a dragon's breath differ according to the dragon's type.
If a dragon is beaten down by subdual damage (see rules for Combat), the dragon will surrender and serve its conquerors, even to the point of allowing itself to be sold. However, subdued dragons are only loyal while they are impressed by and frightened of their masters; signs of

weakness may cause the dragon to escape or even attack its master.
A standard-colored dragon generally has a challenge level based on its hit points: CL=(hp/4) +2.

Dragon, Black
Hit Dice: 6–8
Armor Class: 2 [17]
Attacks: 2 claws (1d4), bite (3d6)
Saving Throw: 11, 9, or 8
Special: Spits acid
Move: 9/24 (flying)
Alignment: Chaos
Challenge Level/XP: Challenge Level = (hit points/4) +2

Black dragons spit a deadly, corrosive acid which covers everything in a line 5 feet wide and 60 feet long. Black dragons have a 45% chance of being able to talk; talking black dragons have a 5% chance of being able to cast 1d4 first-level Magic-User spells.

Dragon, Blue
Hit Dice: 8–10
Armor Class: 2 [17]
Attacks: 2 claws (1d6), bite (2d12)
Saving Throw: 8, 6, or 5
Special: Spits lightning
Move: 9/24 (flying)
Alignment: Chaos
Challenge Level/XP: Challenge Level = (hit points/4) +2

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

Dragon, Gold
Hit Dice: 10–12
Armor Class: 2 [17]
Attacks: 2 claws (1d8), bite (3d12)
Saving Throw: 5, 4, or 3
Special: Breathes poisonous gas or fire
Move: 9/24 (flying)
Alignment: Law
Challenge Level/XP: Challenge Level = (hit points/4) +2

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

Dragon, Green
Hit Dice: 7–9
Armor Class: 2 [17]
Attacks: 2 claws (1d6), bite (2d10)
Saving Throw: 9, 8, or 6
Special: Breathes poisonous gas
Move: 9/24 (flying)
Alignment: Chaos
Challenge Level/XP: Challenge Level = (hit points/4) +2

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

Dragon, Red

Hit Dice: 9–11
Armor Class: 2 [17]
Attacks: 2 claws (1d8), bite (3d10)
Saving Throw: 6, 5, or 4
Special: Breathes fire
Move: 9/24 (flying)
Alignment: Chaos
Challenge Level/XP: Challenge Level = (hit points/4) +2

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

Dragon, White

Hit Dice: 5–7
Armor Class: 2 [17]
Attacks: 2 claws (1d4), bite (2d8)
Saving Throw: 12, 11, or 9
Special: Breathes cold
Move: 9/24 (flying)
Alignment: Chaos
Challenge Level/XP: Challenge Level = (hit points/4) +2

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

Dragon Turtle

Hit Dice: 11 to 14
Armor Class: 2 [17]
Attacks: 2 claws (1d8), bite (3d10)
Saving Throw: 4 (11HD) or 3
Special: Break ships, breathe steam
Move: 3 (9 swimming)
Alignment: Neutrality or Chaos
Challenge Level/XP: 11 HD (13/2,300); 12 HD (14/2,600); 13 HD (15/2,900); 14 HD (16/3,200)

These shell-backed monsters breathe scalding steam in a cone-shape 90 feet long and roughly 30 ft wide at the base, inflicting as many hit points of damage as the monster has (when at full hp). Dragon turtles have a 75% chance of being able to talk, and these have a 20% chance of being able to cast 1d4 first level Magic-User spells, 1d3 second level Magic-User spells, and 1d2 third level Magic-User spells. A dragon turtle that rises beneath all but the largest ship can lift it, possibly making it capsize (roughly 50%).

Dryad

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

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

Dwarf

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

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

Efreeti

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

Efreet are a type of genie, associated with fire (in contrast to the djinn, who have powers over the air). Efreet can carry up to 1000 pounds of weight, and under the right circumstances they can be forced to serve as a slave until they figure out how to free themselves. An efreeti can create a wall of fire (per the spell). They appear as giant humans with cruel features, their skin flickering with flames.

Elementals

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

Elemental, Air

Hit Dice: 8, 12, or 16
Armor Class: 2 [17]
Attacks: Strike (2d8)
Saving Throw: 8, 3, or 3
Special: Whirlwind, immune to non-magic weapons
Move: 36 (flying)
Alignment: Neutrality
Challenge Level/XP: 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,500)

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

Elemental, Earth

Hit Dice: 8, 12, or 16
Armor Class: 2 [17]
Attacks: Fist (4d8)
Saving Throw: 8, 3, or 3
Special: Tear down stone, immune to non-magic weapons
Move: 6
Alignment: Neutrality
Challenge Level/XP: 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,500)

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

Elemental, Fire

Hit Dice: 8, 12, or 16
Armor Class: 2 [17]
Attacks: Strike (3d8)
Saving Throw: 8, 3, or 3
Special: Ignite materials, immune to non-magic weapons
Move: 12
Alignment: Neutrality
Challenge Level/XP: 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,500)

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

Elemental, Water

Hit Dice: 8, 12, or 16
Armor Class: 2 [17]
Attacks: Strike (3d10)
Saving Throw: 8, 3, or 3
Special: Can overturn boats, immune to non-magic weapons
Move: 6/18 (swimming)
Alignment: Neutrality
Challenge Level/XP: 8 HD (9/1,100),
12 HD (13/2,300), 16 HD (17/3,500)

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

Elf

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

The example above is for a typical Elf; trained warriors would likely have the maximum 9 hit points. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions elves. They might be the woodland dwellers of Tolkien's *The Hobbit*, or the high Elves of the *Lord of the Rings*, or might be the faerie folk of Irish legend. In any case,

the Referee should not bother trying to fit an idea of "advanced" Elves into the constraints of character classes—just assign their attributes to fit the concept. Non-player characters are not subject to the rules that govern building a player character; they are tools for good fantasy.

Fish, Giant
Hit Dice: varies (see below)
Armor Class: 7 [12]
Attacks: 1 bite (1d6 per 5 feet in length)
Saving Throw: varies (see below)
Special: None (or swallow whole: see below)
Move: varies (roll 1d4+1 x10)
Alignment: Neutrality (usually)
Challenge Level/XP: varies

Giant fish can range from something barely larger than a shark to something as large as a whale. In general, these creatures will be at least 11 feet long, and will have 1HD per 2 feet of length. Thus, if rolling randomly for a giant fish, roll 1d10+10 feet to determine the length, and the hit dice will be half that number. If the roll is a "10," (i.e., the fish would be 20 feet long) then it is a REALLY giant fish: roll 1d20 for additional feet in length. Thus, the maximum size for a giant fish is 40 feet, and for some unknown reason giant fish never seem to be exactly 20 feet in length; a matter for philosophers to puzzle upon. The truly giant fish can most likely swallow people whole on a natural roll of 18-20. Use the rules for creating monsters to determine the saving throws and experience point values of the varying sizes of giant fish. Giant fish might be intelligent (5% chance), in which case they might have an alignment other than Neutrality.

Gargoyle
Hit Dice: 4
Armor Class: 5 [14]
Attacks: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6)
Saving Throw: 13
Special: Immune to non-magic weapons
Move: 9/15 (flying)
Alignment: Chaos
Challenge Level/XP: 6/400

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

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

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

Ghost

Ghosts can form in all manner of ways, with widely varied strengths and abilities. There is not a "standard" form of ghost; it is up to the Referee to create the specific attributes of a particular ghost for the adventurers to encounter.

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

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

Giants

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

Giant, Cloud
Hit Dice: 12 +1d4 hit points
Armor Class: 4 [15]
Attacks: Weapon (6d6)
Saving Throw: 3
Special: Hurl boulders
Move: 15
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 13/2,300

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

Giant, Fire
Hit Dice: 11 +1d4 hit points
Armor Class: 4 [15]
Attacks: Weapon (5d6)
Saving Throw: 4
Special: Hurl boulders, immune to fire
Move: 12
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 12/2,000

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

Giant, Frost
Hit Dice: 10+1d4 hit points
Armor Class: 4 [15]
Attacks: Weapon (4d6)
Saving Throw: 5
Special: Hurl boulders, immune to cold
Move: 12
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 11/1,700

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

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

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

Giant, Stone
Hit Dice: 9
Armor Class: 0 [19]
Attacks: Club (3d6)
Saving Throw: 6
Special: Hurl boulders
Move: 12
Alignment: Chaos (sometimes Neutrality)
Challenge Level/XP: 10/1,400

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

Giant, Storm
Hit Dice: 15
Armor Class: 1 [18]
Attacks: Weapon (7d6)
Saving Throw: 3
Special: Throw boulders, control weather
Move: 15
Alignment: Neutral (sometimes Law or Chaos)
Challenge Level/XP: 16/ 3,200

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

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

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

Goblin
Hit Dice: 1d6 hit points
Armor Class: 6 [13]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: -1 to hit in sunlight
Move: 9
Alignment: Chaos
Challenge Level/XP: B/10

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

Golems

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

Golem, Clay

Hit Dice: 10 (45 hit points)
Armor Class: 7 [12]
Attacks: 1 fist (3d10)
Saving Throw: 5
Special: Immune to slashing and piercing weapons, immune to most spells.
Move: 8
Alignment: Neutrality
Challenge Level/XP: 14/2,600

The "original" golem of folklore, clay golems may be created by Clerics or powerful priests. They are massive clay statues of human beings, imbued with a rudimentary intelligence and the ability to move and follow their masters' commands. For each round of combat, a clay golem has a 1% chance (cumulative) to go berserk, leaving its master's control and attacking enemies and allies alike. Clay golems are not damaged by slashing or piercing weapons. They are immune to all spells other than those affecting earth, and these have very diminished effects – with one exception. An earthquake spell may be used to utterly destroy a clay golem.

Golem, Flesh

Hit Dice: 8 (40 hit points)
Armor Class: 9 [10]
Attacks: 2 fists (2d8)
Saving Throw: 4
Special: Hit only by magic weapons, slowed by fire and cold, immune to most spells, healed by lightning
Move: 8
Alignment: Neutrality
Challenge Level/XP: 12/2,000

A creation stitched together from human limbs and other parts, a flesh golem is similar to Frankenstein's monster. Only +1 or better magic weapons can harm a flesh golem, and it is slowed by fire and cold spells. Lightning heals the golem for the number of points of damage that it would normally inflict. No other type of spell affects a flesh golem.

Golem, Iron

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

Iron golems are huge moving statues of iron. They can breathe a 10-foot-radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect iron golems. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone

Hit Dice: 12 (60 hit points)
Armor Class: 5 [14]
Attacks: Fist (3d8)
Saving Throw: 3
Special: Unaffected by +1 or lesser weapons, immune to most spells
Move: 6
Alignment: Neutrality
Challenge Level/XP: 16/3,200

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

Gorgon

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

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

Grey Ooze

Hit Dice: 3
Armor Class: 8 [11]
Attacks: Strike (2d6)
Saving Throw: 14
Special: Acid, immunities
Move: 1
Alignment: Neutrality
Challenge Level/XP: 5/240

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

Green Slime

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

Griffon

Hit Dice: 7
Armor Class: 3 [16]
Attacks: 2 claws (1d4), 1 bite (2d8)
Saving Throw: 9
Special: None
Move: 12/27 (flying)
Alignment: Neutrality
Challenge Level/XP: 8/800

Griffons have the body of a lion, with the head, fore-claws, and wings of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to noble lords and wizards.

Harpy

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

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

Hell Hound

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

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

Hippogriff

Hit Dice: 3+1
Armor Class: 5 [14]
Attacks: 2 claws (1d6), 1 bite (1d10)
Saving Throw: 14
Special: None
Move: 18/24 (flying)
Alignment: Neutrality
Challenge Level/XP: 4/120

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem *Orlando Furioso* (written by the poet Dante in 1516) suggests that the hippogriff is the offspring of a griffon and a horse—but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons—again, from *Orlando Furioso*: "Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole…"

Hobgoblin

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

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

Horse

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

Humans

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

Human, Bandit

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

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

Human, Berserker

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

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

Human, Normal
Hit Dice: 1d6
Armor Class: 9 [10]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: None
Move: 12
Alignment: Any
Challenge Level/XP: B/10

Normal humans are untrained peasants or townsfolk.

Human, Sergeant-at-Arms
Hit Dice: 3
Armor Class: 5 [14]
Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Any
Challenge Level/XP: 3/60

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

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

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

Hydra
Hit Dice: 5-12 (equal to the number of heads)
Armor Class: 5 [14]
Attacks: 5-12 bites (1d6)
Saving Throw: 12, 11, 9, 8, 6, 5, 4, or 3
Special: None
Move: 9
Alignment: Neutrality
Challenge Level/XP: 5 HD (7/600), 6 HD (8/800),
7 HD (9/1,100), 8 HD (10/1,400), 9 HD (11/1,700),
10 HD (12/2,000), 11 HD (13/2,300), 12 HD (14/2,600)

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

Invisible Stalker
Hit Dice: 8
Armor Class: 3 [16]
Attacks: "Bite" (4d4)
Saving Throw: 8
Special: Invisible
Move: Fly 12
Alignment: Neutrality
Challenge Level/XP: 9/1,100

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

Kobold
Hit Dice: 1d4 hp
Armor Class: 7 [12]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: None
Move: 6
Alignment: Chaos
Challenge Level/XP: A/5

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

Leech, Giant
Hit Dice: 2
Armor Class: 3 [16]
Attacks: 1 bite (2d6)
Saving Throw: 16
Special: Suck blood
Move: 6
Alignment: Neutrality
Challenge Level/XP: 5/240

If a giant leech hits with its attack, it drains a level of experience on the following round. Anyone reduced below a level of 0 will die. Lost levels of experience most likely return at a rate of 1 per day, if the character rests. Freshwater leeches might simply drain hit points.

Lich
Hit Dice: 12+
Armor Class: 3 [16]
Attacks: Hand (1d10 + automatic paralysis)
Saving Throw: 3
Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells
Move: 6
Alignment: Chaos
Challenge Level/XP: 12 HD (15/2,900), 13 HD (16/3,200),
14 HD (17/3,500), 15 HD (18/3,800), 16 HD (19/4,100),
17 HD (20/4,400), 18 HD (21/4,700)

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A lich has the same number of hit dice as the original Magic-User and the same spell-casting powers. A lich's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes any being of 4 HD or below to flee in abject terror. Liches are highly intelligent and totally malign.

Lion

Hit Dice: 5+2
Armor Class: 6 [13]
Attacks: 2 claws (1d4), 1 bite (1d8)
Saving Throw: 12
Special: None
Move: 12
Alignment: Neutrality
Challenge Level/XP: 5/240

Male lions are noticeably larger than their female counterparts, and easily identified by their manes. They are usually solitary beasts, found leading a pride only in their prime. The lioness, while smaller and having an AC of 7 [12], is an indisputably skillful hunter—far faster and more agile than the male lion. Lionesses often coordinate with others in their pride to bring down prey.

Lizardman

Hit Dice: 2+1
Armor Class: 5 [14]
Attacks: 2 claws (1d3), 1 bite (1d8)
Saving Throw: 16
Special: Underwater
Move: 6/12 (swimming)
Alignment: Usually Chaos
Challenge Level/XP: 2/30

Lizardmen are reptilian humanoids, both male and female, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while other can actually breathe underwater.

Lurker, Ceiling

Hit Dice: 10
Armor Class: 6 [13]
Attacks: 1 crush (1d6)
Saving Throw: 5
Special: Smother
Move: 1/7 (flying)
Alignment: Neutrality
Challenge Level/XP: 10/1400

Lurkers resemble floating manta rays, with a rough, stone-like under-surface. They levitate to ceiling-tops and wait for prey to walk underneath, whereupon they drop and enfold the victim in their thick "wings" (to-hit roll). Anyone trapped inside a lurker's clutches takes 1d6 points of damage per round from crushing, and will suffocate within 1d4+1 rounds unless the lurker is killed. There is normally only a 10% chance to detect a lurker's presence visually before it attacks, and it has a 65% chance to gain initiative automatically (unless a "surprise roll" system is being used, in which case the lurker has a 4 in 6 chance to gain surprise).

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons: only silver and magical weapons affect them. If anyone is attacked and brought below 50% hit points by a lycanthrope, the person will become a lycanthrope himself.

Lycanthrope, Werebear

Hit Dice: 6
Armor Class: 2 [17]
Attacks: 2 claws (1d3), 1 bite (2d4)
Saving Throw: 9
Special: Lycanthropy, hit only by magic or silver weapons. hug
Move: 9
Alignment: Neutrality or Chaos
Challenge Level/XP: 8/800

Werebears are often found in temperate forests. On an attack roll of 18+ (natural roll) with its claws, the werebear grabs its victim and hugs it for an additional 2d8 points of damage.

Lycanthrope, Wereboar

Hit Dice: 5
Armor Class: 4 [15]
Attacks: Bite (2d6)
Saving Throw: 12
Special: Lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Neutrality or Chaos
Challenge Level/XP: 6/400

Wereboars are often found in the remote wilderness.

Lycanthrope, Wererat

Hit Dice: 3
Armor Class: 6 [13]
Attacks: Bite (1d3), Weapon (1d6)
Saving Throw: 14
Special: Control rats, lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Chaos
Challenge Level/XP: 4/120

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

Lycanthrope, Weretiger
Hit Dice: 5
Armor Class: 3 [16]
Attacks: 2 claws (1d4), 1 bite (1d10)
Saving Throw: 11
Special: Lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Neutrality or Chaos
Challenge Level/XP: 7/600

Weretigers are often found in tropical cities and ancient jungle ruins, but will appear in more temperate climates as well, if tigers live in the surrounding wilderness.

Lycanthrope, Werewolf
Hit Dice: 4
Armor Class: 5 [14]
Attacks: Bite (2d4)
Saving Throw: 13
Special: Lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Usually Chaos
Challenge Level/XP: 5/240

Werewolves are the traditional Lycanthropes seen in horror movies. They can turn into a wolf or into a wolf-man. Wolvesbane keeps them at bay.

Manticore
Hit Dice: 6+1
Armor Class: 4 [15]
Attacks: 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6)
Saving Throw: 11
Special: Tail spikes
Move: 12/18 (flying)
Alignment: Chaos
Challenge Level/XP: 8/800

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

Medusa
Hit Dice: 4
Armor Class: 8 [11]
Attacks: Weapon (1d4)
Saving Throw: 11
Special: Gaze turns to stone
Move: 9
Alignment: Chaos
Challenge Level/XP: 8/800

The terrifying medusa has a female face but hair of writhing snakes; it has no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but inflicting a lethal poison with a successful hit (saving throw applies).

Merman
Hit Dice: 1
Armor Class: 7 [12]
Attacks: Weapon (1d6)
Saving Throw: 17
Special: Breathe water
Move: 1/18 (swimming)
Alignment: Any
Challenge Level/XP: 1/15

Mermen have the torso of a human and the lower body of a fish. Although the race is called "mermen," there are female members as well.

Minotaur
Hit Dice: 6
Armor Class: 6 [13]
Attacks: Head butt (2d4), bite (1d3) and weapon (1d8)
Saving Throw: 11
Special: Never get lost in labyrinths
Move: 12
Alignment: Chaos
Challenge Level/XP: 6/400

The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

Mummy

Hit Dice: 5+1
Armor Class: 3 [16]
Attacks: Fist (1d12)
Saving Throw: 11
Special: Rot, hit only by magic weapons
Move: 6
Alignment: Chaos
Challenge Level/XP: 7/600

Mummies cannot be hit by normal weapons, and even magical weapons cause only half damage. In addition to normal damage, their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A *Cure Disease* spell can increase healing rate to one-half normal, but a *Remove Curse* spell is required to completely lift the mummy's curse.

Naga, Guardian

Hit Dice: 11
Armor Class: 5 [14]
Attacks: Bite (1d6 + poison)
Saving Throw: 4
Special: Spit poison, constriction, spells.
Move: 18
Alignment: Law
Challenge Level/XP: 13/2300

The largest and noblest of the naga, guardian nagas are from 20 to 25 feet in length. They do not necessarily have a humanlike head, but some characteristic (a flowing mane of hair, for instance) will immediately set their appearance apart from normal serpents. They can bite or spit with lethal poison, and if they hit with their coils they automatically cause 1d8 points of constriction damage per round thereafter. Guardian nagas cast clerical spells (2/2/1/1). A sample selection of spells for a guardian naga might include: level 1: *Cure Light Wounds* x2; level 2: *Hold Person*, *Silence 15-foot Radius*; level 3: *Cure Disease*; level 4: *Cure Serious Wounds*.

Naga, Spirit

Hit Dice: 9
Armor Class: 5 [14]
Attacks: Bite (1d3 + poison)
Saving Throw: 6
Special: Poison, charm gaze, spells.
Move: 12
Alignment: Chaos
Challenge Level/XP: 13/2300

Spirit nagas are malicious, evil creatures. Their gaze has the effect of a *Charm Person* spell, their bite is poison, and they cast both Magic-User spells (4/2/1) and Cleric spells (2/1). A sample spell selection for a spirit naga might be: Magic-User spells level 1: *Charm Person* x2, *Magic Missile*, *Sleep*; level 2: *Mirror Image*, *Web*; level 3: *Protection from Normal Missiles*. Cleric spells level 1: *Cure Light Wounds* x2; level 2: *Silence 15-foot Radius*. Such nagas are from 10 to 20 feet in length, and have a human head.

Naga, Water

Hit Dice: 7
Armor Class: 5 [14]
Attacks: Bite (1d4 + poison)
Saving Throw: 9
Special: Poison, spells.
Move: 12/20 (swimming)
Alignment: Any
Challenge Level/XP: 10/1400

Water nagas might be of any alignment. They do not ordinarily have human heads, but like the guardian nagas they will have some physical attributes separating them clearly from normal serpents. In the case of water nagas, this might be the color of the scales or the presence of flowing beard-like fins, perhaps. Water nagas are from 10 to 15 feet long. Water nagas cast Magic-User spells (4/2/1). A sample spell selection for a water naga might be: level 1: *Charm Person* x2, *Magic Missile*, *Sleep*; level 2: *Mirror Image*, *Web*; level 3: *Protection from Normal Missiles*.

Nixie

Hit Dice: 1
Armor Class: 7 [12]
Attacks: Weapon (1d6)
Saving Throw: 18
Special: Charm
Move: 6/12 (swimming)
Alignment: Neutrality
Challenge Level/XP: B/10
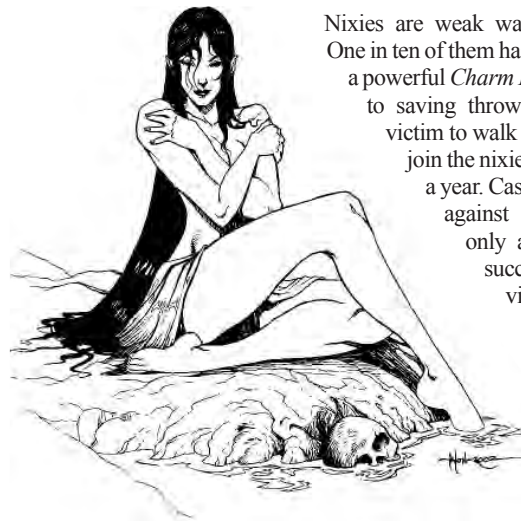
Nixies are weak water fey creatures. One in ten of them has the power to cast a powerful *Charm Person* (-2 penalty to saving throw) that causes the victim to walk into the water and join the nixies as their slave for a year. Casting *Dispel Magic* against the curse has only a 75% chance of success, and once the victim is actually in the water the chance drops to 25%. Nixies are ordinarily friendly, but they are capricious.

Ochre Jelly

Hit Dice: 5
Armor Class: 8 [11]
Attacks: Acid-laden strike (3d4)
Saving Throw: 11
Special: Lightning divides creature
Move: 3
Alignment: Neutrality
Challenge Level/XP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a Raise Dead spell impossible.

Octopus, Giant

Hit Dice: 4
Armor Class: 7 [12]
Attacks: 8 tentacles (1d3) (see below)
Saving Throw: 13
Special: Jet, ink
Move: 9 (swimming)
Alignment: Neutrality
Challenge Level/XP: 6/400

After a giant octopus hits with a tentacle, it does 1d6 points of damage per round, automatically, instead of the initial 1d3. Also, there is a 25% chance that the tentacle "hit" pinions one of the victim's limbs (roll randomly for left/right arms and legs to see which is immobilized). A giant octopus can jet water out to achieve a movement rate of up to 27, and can also release a huge cloud of ink to obscure its location. Some giant octopi might be able to move onto land for short periods of time.

Ogre

Hit Dice: 4+1
Armor Class: 5 [14]
Attacks: Weapon (1d10)
Saving Throw: 13
Special: None
Move: 9
Alignment: Chaos
Challenge Level/XP: 4/120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there.

Ogre Mage

Hit Dice: 5+4
Armor Class: 4 [15]
Attacks: Weapon (1d12)
Saving Throw: 12
Special: Magic use (See below), regenerate 1hp/round
Move: 12/18 (flying)
Alignment: Chaos
Challenge Level/XP: 7/600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10-foot-radius circle of magical darkness, change into human form, cast *Sleep* and *Charm Person* once per day, and cast a *Cone of Frost* with a range of 60 feet to a base of 30 feet, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in *Puss-in-Boots*), so there might be many different interpretations of magical ogres whether or not they are called "ogre mage."

Orc

Hit Dice: 1
Armor Class: 6 [13]
Attacks: Weapon, usually spear (1d6) or scimitar (1d8)
Saving Throw: 17
Special: None
Move: 12
Alignment: Chaos
Challenge Level/XP: 1/15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a penalty of -1 in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional hit dice, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as a Chaotic high priest or an evil sorcerer.

Owlbear

Hit Dice: 5
Armor Class: 5 [14]
Attacks: 2 claws (1d6), 1 bite (2d6)
Saving Throw: 12
Special: Hug for additional 2d8 if to-hit roll is 18+
Move: 12
Alignment: Neutrality
Challenge Level/XP: 5/240

Owlbears have the body of a bear but the beak of an owl, with some feathers on the head and places on the body as well. On an attack roll of 18+ (natural roll) with its claws, the owlbear grabs its victim and hugs it for an additional 2d8 points of damage.

Pegasus

Hit Dice: 2+2
Armor Class: 6 [13]
Attacks: 2 hooves (1d8)
Saving Throw: 13
Special: None
Move: 24/48 (flying)
Alignment: Law
Challenge Level/XP: 4/120

Pegasi are winged horses. Most have feathered wings, but some might have bat wings and some might be evil—at the Referee's discretion.

Piercer

Hit Dice: 1 to 4
Armor Class: 3 [16]
Attacks: 1 drop/pierce (1d6 per HD)
Saving Throw: 17, 16, 14, or 13
Special: Drop from ceiling
Move: 1
Alignment: Neutrality
Challenge Level/XP: 1 HD (1/15), 2 HD (2/30), 3 HD (3/60), 4 HD (4/120)

Piercers resemble stalactites, and drop from cavern ceilings to pierce their victims. After falling (and feeding), they crawl slowly back to the ceiling in order to attack again. Note that the damage inflicted by a piercer is 1d6 per hit die of the creature.

Purple Worm

Hit Dice: 15
Armor Class: 6 [13]
Attacks: Bite (2d12), sting (1d8 + poison)
Saving Throw: 3
Special: Poison sting, swallows whole
Move: 9
Alignment: Neutrality
Challenge Level/XP: 17/3,500

Purple worms are massive annelids that grow 40 ft and more in length, and sometimes exceed ten feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. In addition, the poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted with such natural weaponry (or perhaps still do, in deep places), must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

Rakshasa

Hit Dice: 7
Armor Class: -4 [23]
Attacks: 2 claws (1d3) 1 bite (1d6)
Saving Throw: 9
Special: Illusory appearance, special magic resistance, spells
Move: 15
Alignment: Chaos
Challenge Level/XP: 12/2,000

Rakshasas are evil spirits from Indian mythology. Their true form is that of a demon with the head of a tiger or other predatory animal, but by magical illusion they always appear to others in a friendly or non-threatening form. Rakshasas can only be affected by the most powerful of spells (level 8 or 9), and they can only be hit with magical weapons.

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Crossbow bolts that have been blessed by a Cleric are the bane of the rakshasa – such bolts are treated as +3 weapons against them. Rakshasas are minor spell casters, able to cast Magic-User spells (3/2/1) and Cleric spells (1 Level-1 spell). Typical spells for a rakshasa might be:

Magic-User level 1: *Magic Missile* x3; level 2: *Mirror Image*, *Web*; level 3: *Fly*
Cleric level 1: *Cure Light Wounds*

Rat, Giant
Hit Dice: 1d4 hit points
Armor Class: 7 [12]
Attacks: Bite (1d3)
Saving Throw: 18
Special: 5% are diseased
Move: 12
Alignment: Neutrality
Challenge Level/XP: A/5

Giant rats are often found in dungeons, and are about the size of a cat, or perhaps a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.

Rat, Giant (Monstrously Huge)
Hit Dice: 3
Armor Class: 6 [13]
Attacks: 2 claws (1d3), 1 bite (1d6)
Saving Throw: 14
Special: 5% are diseased
Move: 12
Alignment: Neutrality unless intelligent (Chaos)
Challenge Level/XP: 4/120

Giant rats (monstrously huge) are often found in dungeons, and are vicious predators the size of a wolf. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.

Roc
Hit Dice: 12
Armor Class: 4 [15]
Attacks: Bite (3d6), 2 claws (2d6)
Saving Throw: 3
Special: None
Move: 3/30 flying)
Alignment: Neutrality or Law
Challenge Level/XP: 12/2,000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

Salamander
Hit Dice: 7
Armor Class: 5 [14] (torso); 3 [16] (serpent body)
Attacks: Touch and constrict (2d8 + 1d6 heat),
1 weapon (1d6 +1d6 heat)
Saving Throw: 9
Special: Heat, constrict
Move: 9
Alignment: Chaos
Challenge Level/XP: 8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human and the lower body of a snake, and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round as the victim writhes in the deadly heat of the serpentine coils. The salamander's human torso is AC 5 [14], and the armored serpent-tail is AC 3 [16]. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Sea Monster
Hit Dice: 30
Armor Class: 2 [17]
Attacks: Bite (4d10)
Saving Throw: 3
Special: Swallow whole
Move: 0/18 (swimming)
Alignment: Neutrality
Challenge Level/XP: 30/12,900

Sea monsters generally resemble bizarre fish, long-necked monsters with seal-like bodies, or massive eels, although virtually all have a hide of incredibly tough scales. In general, their appearance is quite varied, for there does not appear to be a particular "species" of sea monster. Sea monsters swallow their prey whole, like sea serpents: if the attack roll is 4 over the required number (or a natural 20), the victim is swallowed, will die in an hour, and will be fully digested within a day. Sea monsters are not generally venomous. They are generally encountered underwater; unlike sea serpents, they seldom venture to the surface.

Sea Serpent
Hit Dice: 15
Armor Class: 6 [13]
Attacks: Bite (2d12)
Saving Throw: 3
Special: Swallow whole
Move: 0/20 (swimming)
Alignment: Neutrality
Challenge Level/XP: 17/3,500

A fully-grown sea serpent is approximately 50 feet in length, and will swallow a person whole on any attack roll in which the die rolled is 4 or more over the required number, and always if the die roll is a 20. Swallowed victims will be dead within an hour, and fully digested within one day. Some sea serpents are also venomous, in which case the CL/XP is 19/4,100.

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Shadow

Hit Dice: 2+2
Armor Class: 7 [12]
Attacks: 1 touch (1d4 + Str drain)
Saving Throw: 14
Special: Drains 1 Str with hit, can only be hit by magical weapons
Move: 12
Alignment: Chaos
Challenge Level/XP: 4/120

Shadows may or may not be undead creatures: they are immune to *Sleep* and *Charm*, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing: a manifestation, perhaps, or a creature from another dimension (or gaps in the dimensions). Shadows are dark and resemble actual shadows, though they may be even darker in coloration. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of Strength with a successful hit, and if a victim is brought to a Strength attribute of 0, he or she is transformed into a new shadow. If the person does not come to such a dark ending, then Strength points return after 90 minutes (9 turns).

Shambling Mound

Hit Dice: 7 to 12
Armor Class: 1 [18]
Attacks: 2 fists (2d8)
Saving Throw: 9, 8, 6, 5, 4, or 3
Special: Immunities, enfold and suffocate victims.
Move: 6
Alignment: Neutrality
Challenge Level/XP: HD 7 (10/1400); HD 8 (11/1700); HD 9 (12/2000); HD 10 (13/2300); HD 11 (14/2600); HD 12 (15/2900)

Shambling mounds are moving plants, huge masses of slimy vegetation that shamble through swamps and marshes looking for prey. They have a roughly bipedal shape, with two 'legs' and two 'arms.'

Shambling mounds are immune to fire because of their slimy, wet bodies. They take only half damage from cold, and half damage from weapons of any kind. Electricity causes a shambling mound to gain one hit die. If a shambling mound hits with both arms, the victim is enfolded into the slimy body and will suffocate in 2d4 melee rounds unless freed.

Shrieker

Hit Dice: 2+2
Armor Class: 7 [12]
Attacks: None
Saving Throw: 14
Special: Shriek
Move: 1
Alignment: Neutrality
Challenge Level/XP: 3/60

Shriekers are huge mushrooms with tough, fibrous bodies. They do not physically attack, but if light shines on them (or within about 30 feet) or if anything moves near them (within about 10 feet), they emit a high-pitched shrieking noise. This noise causes 1 hp damage per round (saving throw applies) to anyone nearby (within 30 feet). The true danger of shriekers is that they tend to summon wandering monsters. If they are attacked with missile weapons, they will attempt to shuffle away, although they do not move very fast.

Skeleton

Hit Dice: 1
Armor Class: 8 [11], with shield 7 [12]
Attacks: Weapon or strike (1d6)
Saving Throw: 17
Special: Immune to sleep and charm spells
Move: 12
Alignment: Neutrality
Challenge Level/XP: 1/15

Skeletons are animated bones of the dead, usually under the control of some evil master.

Slithering Tracker

Hit Dice: 4
Armor Class: 5 [14]
Attacks: No normal attack
Saving Throw: 13
Special: Transparent, paralysis
Move: 12
Alignment: Neutrality
Challenge Level/XP: 6/400

Perhaps the most dangerous of wandering monsters, slithering trackers are a form of transparent slug and may be related to gelatinous cubes. They are difficult to see (10% chance for a person to spot it, and he may lose sight of it again in the next round). Unless they are starving, they do not attack moving prey (5% chance to be starving). Instead, they follow the potential prey until it sleeps or camps. They can ooze under doors and through fairly small cracks, so even a barricaded room with a closed door is probably not safe. When it attacks, the victim must make a saving throw or be paralyzed by the slitherer's secretions. A paralyzed victim will be sucked dry of all body fluids in 5 turns (50 minutes), losing 20% of hit points each 10 minutes.

Slug, Giant

Hit Dice: 12
Armor Class: 8 [11]
Attacks: Bite (1d12) or acid
Saving Throw: 3
Special: Spit acid (6d6)
Move: 6
Alignment: Neutrality
Challenge Level/XP: 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva at one target at a time. The base range for spitting is 60 feet, and within this range the slug's spittle will be 50% likely to hit (no other to-hit roll required). For every additional 10 feet of range, the chance to hit decreases by 10%. On its first spitting attack, the slug only has a 10% chance to hit within 60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity, thus changing the damage inflicted.

Spectre

Hit Dice: 6
Armor Class: 2 [17]
Attacks: Spectral weapon or touch (1d8 + level drain)
Saving Throw: 9
Special: Level drain (2 levels) with hit
Move: 15/30 (flying)
Alignment: Chaos
Challenge Level/XP: 9/1,100

Spectres are wraith-like undead creatures without corporeal bodies. When a spectre hits an opponent, with either hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a spectre. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a spectre becomes a spectre as well, a pitiful thrall to its creator.

Spider, Giant (Smaller)

Hit Dice: 1+1
Armor Class: 8 [11]
Attacks: Bite (1 hp) + poison
Saving Throw: 17
Special: Poison (+2 save or die)
Move: 9
Alignment: Neutrality
Challenge Level/XP: 3/60

Giant spiders are aggressive hunters. The smaller variety pounce on prey and do not spin webs.

Spider, Giant (Man-sized, 4-foot diameter)

Hit Dice: 2+2
Armor Class: 6 [13]
Attacks: Bite (1d6) + poison
Saving Throw: 16
Special: Poison (+1 save or die), surprise
Move: 18
Alignment: Neutrality unless intelligent (Chaos)
Challenge Level/XP: 5/240

Man-sized giant spiders surprise on a roll of 1–5 on a d6, being able to hide well in shadows. Most are not web-spinners.

Spider, Giant (Greater, 6-foot diameter)

Hit Dice: 4+2
Armor Class: 4 [15]
Attacks: Bite (1d6+2) + poison
Saving Throw: 13
Special: Poison (save or die), webs
Move: 4
Alignment: Chaos
Challenge Level/XP: 7/600

The greater giant spiders are all web builders. Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 ft per round) through the webs. The webs are flammable.

Spider, Phase

Hit Dice: 5
Armor Class: 6 [13]
Attacks: Bite (1d6) + poison
Saving Throw: 16
Special: Poison (+1 save or die), phase shifting
Move: 18
Alignment: Neutrality
Challenge Level/XP: 6/400

Phase spiders can shift out of phase with their surroundings (so they can be attacked only be ethereal creatures), only to come back into phase later for an attack.

Squid, Giant

Hit Dice: 6
Armor Class: 3 [16] (body shell), 7 [12] tentacles and front
Attacks: 10 (1d3)
Saving Throw: 11
Special: Jet, Ink, Constrict
Move: 9 (swimming)
Alignment: Neutrality
Challenge Level/XP: 9/1100

After a giant squid hits with a tentacle, it does 1d6 points of damage per round, automatically, instead of the initial 1d3. Also, there is a 25% chance that the tentacle "hit" pinions one of the victim's limbs (roll randomly for left/right arms and legs to see which is immobilized). A giant squid can jet water out to achieve a movement rate of up to 27, and can also release a huge cloud of ink to obscure its location. If a giant squid wraps its tentacles around a ship, the ship will be crushed in 10 rounds, taking damage throughout that time.

Stirge

Hit Dice: 1+1
Armor Class: 7 [12]
Attacks: "Sting" (1d3 + blood drain)
Saving Throw: 17
Special: Drain blood 1d4/round, +2 bonus to hit
Move: 3/18 (when flying)
Alignment: Neutrality
Challenge Level/XP: 1/15

Resembling small, feathered, bat-winged anteaters, stirges have a proboscis which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d4 hp per round.

Tick, Giant

Hit Dice: 3
Armor Class: 4 [15]
Attacks: Bite (1d4)
Saving Throw: 14
Special: Drains blood
Move: 3
Alignment: Neutrality
Challenge Level/XP: 3/60

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days. (*cure disease* spells will remove the infection.) A giant tick can be forced off a victim by fire or by simply killing it.

Titan

Hit Dice: 16 HD+1d6 HD
Armor Class: 2 [17] to –3 [22]
Attacks: Weapon (7d6)
Saving Throw: 3
Special: Spells
Move: 21
Alignment: Any
Challenge Level/XP: 17 HD (19/4,100), 18+ HD (Add 1 challenge level and 300 XP per additional HD over 17)

Titans are mythological creatures, almost as powerful as gods. A titan has 2 Magic-User spells of each spell level from 1st-level spells to 7th-level spells, and 2 Cleric spells of each spell level from 1st to 7th. The Referee might choose to substitute other magical abilities for spells—these creatures vary considerably in powers and personalities from one to the next.

One possible spell list for a titan might include the following Magic-User and Cleric spells:

Magic-User: *Charm Person* (1), *Sleep* (1), *Invisibility* (2), *Mirror Image* (2), *Fireball* (3), *Fly* (3), *Polymorph Other* (4), *Confusion* (4), *Conjure Elemental* (5), Feeblemind (5), *Anti-magic Shell* (6), *Stone to Flesh* (6), *Limited Wish* (7), *Power Word Stun* (7).

Cleric: *Light* (1), *Protection From Evil* (1), *Hold Person* (2), *Speak with Animals* (2), *Cure Disease* (3), *Dispel Magic* (3), *Cure Serious Wounds* (4), *Neutralize Poison* (4), *Finger of Death* (5), *Quest* (5), *Blade Barrier* (6), *Word of Recall* (6), *Earthquake* (7), *Resurrection (Raise Dead Fully)* (7).

Trapper Beast

Hit Dice: 10 to 12
Armor Class: 3 [16]
Attacks: 1 enfold
Saving Throw: 5, 4, or 3
Special: Immunities; enfold and smother
Move: 1
Alignment: Neutrality
Challenge Level/XP: 10 HD (11/1,700), 11 HD (12/2,000), 12 HD (13/2,300)

Trapper-beasts are large manta-like creatures resembling the stone floors of the subterranean areas where they live. When prey steps onto the trapper's body, it whips up its wings to enfold and smother its victims (to a maximum of four). Death occurs in 7 melee rounds. Cold does not damage them, and fire inflicts only half damage.

Treant

Hit Dice: 6 HD + 1d6 HD
Armor Class: 2 [17]
Attacks: 2 strikes (2d6, 3d6, or 4d6)
Saving Throw: 9, 8, 6, 5, 4, or 3
Special: Control trees
Move: 12
Alignment: Neutrality
Challenge Level/XP: 7 HD (7/600), 8 HD (8/800), 9 HD (9/1,100), 10 HD (10/1,400), 11 HD (11/1,700) 12 HD (12/2,000)

Treants are tree-like protectors and "shepherds" of forest trees. Depending upon their size, they have different hit dice and do different amounts of damage: treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points. All treants can "wake" trees within 60 ft, allowing them to walk at a rate of 3, and possibly to attack. (No more than two trees at a time can be awake at the behest of a single treant.)

Troll

Hit Dice: 6+3
Armor Class: 4 [15]
Attacks: 2 claws (1d4), 1 bite (1d8)
Saving Throw: 11
Special: Regenerates
Move: 12
Alignment: Chaos
Challenge Level/XP: 8/800

Trolls are as tall as ogres, and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerse it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

Unicorn

Hit Dice: 4
Armor Class: 2 [17]
Attacks: 2 hoofs (1d8), 1 horn (1d8)
Saving Throw: 13
Special: Magic resistance (25%), double damage for charge, teleport
Move: 24
Alignment: Law
Challenge Level/XP: 5/240

Unicorns are generally shy and benevolent creatures, who will allow only a chaste maiden to approach them. They can teleport once per day to a distance of 360 ft, with a rider. The unicorn's horn has healing properties, according to legend. (The details of this, if any, are left to the Referee). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

Vampire

Hit Dice: 7–9
Armor Class: 2 [17]
Attacks: Bite (1d10 + level drain)
Saving Throw: 9, 8, or 6
Special: See below
Move: 12/18 (flying)
Alignment: Chaos
Challenge Level/XP: 7 HD (9/1,100), 8 HD (10/1,400), 9 HD (11/1,700)

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when "killed" in this way they turn into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into a gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (per the *Charm Person* spell). Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (though these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator.

This description will be recognized easily as the "Dracula" type of vampire. Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?

Wight

Hit Dice: 3
Armor Class: 5 [14]
Attacks: Claw (1 hp + level drain)
Saving Throw: 14
Special: Level drain (1 level) with hit, can only be hit by magical or silver weapons
Move: 9
Alignment: Chaos
Challenge Level/XP: 5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels by a wight becomes a wight.

Will-o-the-Wisp

Hit Dice: 9
Armor Class: -8 [27]
Attacks: Shock (2d6)
Saving Throw: 6
Special: Change appearance, lightning
Move: 18
Alignment: Chaos
Challenge Level/XP: 10/1400

Will o' the wisps are phantom-like shapes of eerie light, creatures that live in dangerous places and try to lure travelers into quicksand, off the edges of cliffs, etc. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence, and change their shapes as well, to appear as a group of lights, a wisp of light, or in the glowing wraithlike shape of a human (often female). They will generally depart if the attempt to lead victims into danger fails, but if they are attacked they can defend themselves with violent shocks of lightning-like power. These creatures are intelligent, and can be forced to reveal the location of their treasure hoards.

Wolf

Hit Dice: 2+2
Armor Class: 7 [12]
Attacks: Bite (1d4+1)
Saving Throw: 16
Special: None
Move: 18
Alignment: Neutrality
Challenge Level/XP: 2/30

Wolves are pack hunters, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

Worg

Hit Dice: 4
Armor Class: 6 [13]
Attacks: Bite (1d6+1)
Saving Throw: 13
Special: None
Move: 18
Alignment: Chaos
Challenge Level/XP: 4/120

Worgs are large, intelligent, and evil wolves. They may have supernatural origins.

Wraith

Hit Dice: 4
Armor Class: 3 [16]
Attacks: Touch (1d6 + level drain)
Saving Throw: 13
Special: Level drain (1 level) with hit
Move: 9
Alignment: Chaos
Challenge Level/XP: 6/400

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Wyvern

Hit Dice: 8
Armor Class: 3 [16]
Attacks: Bite (2d8) or sting (1d6 + poison)
Saving Throw: 8
Special: Poison sting
Move: 6/24 (flying)
Alignment: Neutrality
Challenge Level/XP: 9/1,100

A wyvern is a two-legged form of dragon. These creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Each wyvern has a poisonous sting at the end of its tails. However, they are not coordinated enough to attack with both bite and sting in a single round. In any given round, a wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

Yellow Mold

Attacks: 1d6 damage if touched
Special: Poisonous spores
Challenge Level/XP: 3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud (roughly 10 feet in diameter) of poisonous spores,. Failing a saving throw against the spores means that the character dies a rather horrible death. Even just touching yellow mold inflicts 1d6 points of acid damage on the creature doing the touching. These growths can be destroyed with fire.

Yeti

Hit Dice: 5
Armor Class: 6[13]
Attacks: 2 fists (1d6)
Saving Throw: 12
Special: Immune to cold, hug, fear.
Move: 14
Alignment: Chaos
Challenge Level/XP: 7/600

Yetis are the "Bigfoot" creatures of the arctic and the high mountains. If a yeti strikes the same opponent with both fists, it bear-hugs for an additional 2d8 points of damage. Anyone caught in the yeti's arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds, during which time the yeti hits automatically. Yetis are very intelligent, and can be quite malevolent. They are immune to normal and magical cold.

Zombie

Hit Dice: 2
Armor Class: 8 [11], or 7 [12] with shield
Attacks: Weapon or strike (1d8)
Saving Throw: 16
Special: Immune to sleep and charm spells
Move: 6
Alignment: Neutrality
Challenge Level/XP: 2/30

Zombies are mindless creatures, the walking dead. (These are merely animated corpses, not carriers of any sort of undead contagion as are ghouls.) If their Undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease, they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Monsters by Challenge Level

Challenge Level (CL) A to 1

Beetles, Giant (Fire)
Centipedes, Giant (Small, lethal)
Centipedes, Giant (Small, non-lethal) (B)
Dwarves
Elves
Goblins (B)
Hobgoblins
Humans, Bandits
Humans, Normal (B)
Human, Soldiers
Kobolds (A)
Mermen
Nixies (B)
Orcs
Piercers (1 HD)
Rats, Giant (A)
Skeletons
Stirges

Challenge Level (CL) 2

Ants, Giant (Worker)
Demons, Manes
Gnolls
Human, Berserkers
Lizardmen
Piercers (2 HD)
Wolves
Zombies

Challenge Level (CL) 3

Badgers, Giant
Bats, Giant (Vampire Bat)
Bugbears
Crocodiles, Normal
Dryads
Ghouls
Human, Sergeants-at-arms
Piercers (3 HD)
Ticks, Giant
Shriekers
Spiders, Giant (Smaller)
Yellow Mold

Challenge Level (CL) 4

Ants, Giant (Warrior)
Blink Dogs
Bears
Boars, Wild
Carrion Creepers
Centipedes, Giant (Man-sized)
Demon, Lemures
Harpies
Hippogriffs
Lycanthrope, Wererats
Ogres
Pegasi
Piercers (4 HD)
Rats, Giant (Monstrously Huge)
Shadows

Challenge Level (CL) 5

Bats, Giant (Greater Bat)
Centaurs
Dopplegangers
Gelatinous Cubes
Grey Oozes
Hell Hounds (4HD)
Leeches, Giant
Lions
Lycanthrope, Werewolves
Owlbears

Spiders, Giant (Man-sized)
Unicorns
Wights

Challenge Level (CL) 6

Centipedes, Giant (Large)
Crocodiles, Giant or Sea
Demons, Dretch
Gargoyles
Hell Hounds (5HD)
Lycanthrope, Wereboars
Minotaurs
Ochre Jelly
Octopi, Giant
Slithering Trackers
Spiders, Giant (Phase)
Wraiths

Challenge Level (CL) 7

Cockatrices
Demon, Quasits
Hell Hounds (6HD)
Hydrae (5HD)
Lycanthrope, Weretigers
Mummies
Ogre Mages
Spiders, Giant (Greater)
Treants (7HD)
Yeti

Challenge Level (CL) 8

Ants, Giant (Queen)
Basilisks
Griffons
Hell Hounds (7HD)
Hydrae (6HD)
Lycanthrope, Werebears
Manticores
Medusae
Salamanders
Treants (8HD)
Trolls

Challenge Level (CL) 9

Bats, Giant (Bat Monster)
Bulettes (7HD)
Demons, Erinyes
Demons, Vrock (First-Category Demon)
Demons, Succubus
Djinn
Elementals, Air (8HD)
Elementals, Earth (8HD)
Elementals, Fire (8HD)
Elementals, Water (8HD)
Giants, Hill
Hydrae (7HD)
Invisible Stalkers
Spectres
Squid, Giant
Treants (9HD)
Vampires (7HD)
Wyverns

Challenge Level (CL) 10

Bulettes (8HD)
Giants, Stone
Gorgons
Hydrae (8HD)
Lurkers, Ceiling
Nagas, Water
Shambling Mounds (7HD)
Treants (10HD)
Vampires (8HD)
Will-o-the-Wisps

Challenge Level (CL) 11

Banshees
Black Puddings
Bulettes (9HD)
Chimerae
Demon, Glabrezu (Third-Category Demon)
Demon, Hezrou (Second-Category Demon)
Giant, Frost
Hydrae (9HD)
Shambling Mounds (8HD)
Trapper Beasts (10 HD)
Treants (11HD)
Vampires (9HD)

Challenge Level (CL) 12

Bulettes (10HD)
Dragon Turtles
Efreet
Giants, Fire
Golems, Flesh
Hydrae (10HD)
Rakshasas
Rocs
Shambling Mound (9HD)
Trapper Beast (11 HD)
Treants (12HD)

Challenge Level (CL) 13

Demons, Baalrochs (Sixth-Category Demon)
Demons, Marilith (Fifth-Category Demon)
Demons, Nalfeshnee (Fourth-Category Demon)
Elementals, Air (12HD)
Elementals, Earth (12HD)
Elementals, Fire (12HD)
Elementals, Water (12HD)
Giants, Cloud
Hydrae (11HD)
Nagas, Guardian
Nagas, Spirit
Shambling Mounds (10 HD)
Slugs, Giant
Trapper Beasts (12 HD)

Challenge Level (CL) 14–16

Giants, Storm
Golems, Clay
Golems, Stone
Hydrae (12HD)
Liches (12-13HD)
Shambling Mounds (11HD)
Shambling Mounds (12 HD)

Challenge Level (CL) 17 plus

Demon Prince, ORCUS
Elementals, Air (16HD)
Elementals, Earth (16HD)
Elementals, Fire (16HD)
Elementals, Water (16HD)
Golems, Iron
Liches (14-18HD)
Purple Worms
Sea Monsters
Sea Serpents
Titans (17+ HD)

Creating Monsters

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters—not even the stats for races that can be player characters, such as Dwarves. The Referee decides a monster's abilities, and does not have to follow any rules about that! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! The rules are not responsible for the quality of the swords and sorcery in your game, you are! Do not try to develop monsters according to any sort of power formula; create them based on how they feel and how they play at the gaming table. Make them challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you are "allowed" to do.

Creating monsters entirely from scratch is not only fun, but it offers new and exciting challenges to your players. It is not hard to do, either. The tables below give you some guidelines (not rules) for determining a monster's saving throw and challenge level.

Table 75: Monster Saving Throws

Hit Dice	Saving Throw
< 1 HD	18
1 HD	17
2 HD	16
3 HD	14
4 HD	13
5 HD	12
6 HD	11
7 HD	9
8 HD	8
9 HD	6
10 HD	5
11 HD	4
12+ HD	3*

Saving throw does not continue to improve beyond 12 HD

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. A monster's base Challenge Level is its number of whole hit dice. Add to that base if the monster has special abilities that make it harder to kill or more dangerous to the characters. The Challenge Levels table shows the XP value for each challenge level. The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a monster's hit dice, based on special abilities.

Table 76: Challenge Level Modifications

Special Ability	Effect on Challenge Level
4+ attacks per round (minimum d6 or saving throw each)	+1 CL
AC 0 [19] or better	+1 CL
Automatic damage after hit	+1 CL
Breath weapon 25 points max or below	+1 CL
Breath Weapon 26 points max or more	+2 CL
Disease	+1 CL

Special Ability	Effect on Challenge Level
Drains level with no save	+3 CL
Drains level with save	+2 CL
Flies, or breathes water	+1 CL
Greater than human intelligence	+1 CL
Immune to blunt/piercing weapons (including half damage)	+1 CL
Immune to energy type (acid, fire, etc)	+1 CL
Immune to non-magic weapons	+1 CL
Magic resistance 50% or below	+1 CL
Magic resistance higher than 50%	+2 CL
Massive attack for 20+ hps	+1 CL
Paralysis, swallows whole, immobilizes enemies (web, etc)	+1 CL
Petrifaction, poison, or death magic	+2 CL
Regenerates	+1 CL
Undead (subject to banishment but immune to sleep, charm, hold)	+0 CL
Uses a spell-like power level 3 equivalent or above	+2 CL
Uses multiple spells level 2 or lower	+1 CL
Uses multiple spells level 3 or above	+2 CL
Uses multiple spells level 5 or above	+3 CL
Poison (Nonlethal)	+1 CL
Miscellaneous other	+1 CL

Table 77: Experience Point Values by Challenge Level

Challenge Level	XP Value
A (1d4 hit points or less)	5
B (1d6 hit points)	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1,100
10	1,400
11	1,700
12	2,000
13	2,300
14	2,600
15	2,900
16+	+300/ HD level

Treasure

Gems and enchanted items, the pale gleam of gold in rotted treasure chests, great piles of coins shifting beneath the scaly bulk of a dragon's body – what adventurer can resist the lure of treasures?

The amount of treasure a monster owns or guards is usually related to the monster's Challenge Level.

As a general guideline, the monetary value of a treasure ought to be about 2–4 times the monster's value in experience points Keep in mind that hunting and patrolling monsters likely will not be carting their treasure around with them. If the characters cannot find the monster's lair, they may get none of the treasure. Also, it obviously does not make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, those are the breaks. You cannot make the game perfectly fair, trying too hard is not worth your time, and too much fairness feels artificial to the players, too.

Generating a Random Treasure Hoard

Begin by multiplying the total XP value of the monsters by 1d3+1. This is the total gp value of the hoard for purposes of determining what is in it. Then check the table below, in which there is a chance to "trade out" some of that gold for more interesting (and possibly more valuable) types of treasure such as gems and magic items. Do not start subtracting gold until you have checked for all three types of trades (100gp, 1,000gp, and 5,000gp). After doing the trade outs, when you know the remaining gold piece value of the coins, divide that value into whatever denominations (platinum, gold, silver, copper, or other) you wish.

Table 78: Treasure Trade-Outs

For each 100gp	There is a 10% chance to substitute a roll for a 100gp Trade-out for 100gp of the treasure (see below for the possible Trade-outs).
AND For each 1,000gp	There is a 10% chance to substitute a roll for a 1000gp Trade-out for 1,000gp of the treasure (see below for the possible Trade-outs)
AND For each 5,000gp	There is a 10% chance to substitute a roll for a 5000gp Trade-out for 5,000gp of the treasure (see below for the possible Trade-outs)

Note: if there are several trade-outs, it is possible to end up without enough gold pieces to trade for them, in which case it is a MAJOR treasure – add all the traded-out gold pieces back into the treasure along with the items rolled on the trade-out tables!

100 GP Trade Out

Roll 1d20. If the result is from 1–19, roll once on Table 79 (Minor Gems and Jewelry). If the result is "20," roll on Table 82 (Minor Magic Items).

1,000 GP Trade Out

Roll 1d20. If the result is from 1–19, roll once on Table 80 (Medium Gems and Jewelry). If the result is "20," roll on Table 83 (Medium Magic Items).

5,000 GP Trade Out

Roll 1d20. If the result is from 1–19, roll once on Table 81 (Major Gems and Jewelry). If the result is "20," roll on Table 84 (Major Magic Items).

Gem and Jewelry Treasures

Table 79: Minor Gems and Jewelry

Die Roll (1d4)	Result
1	Gem or jewelry worth 1d6 gp
2	Gem or jewelry worth 1d100 + 25 gp
3	Gem or jewelry worth 1d100 + 75 gp
4	Gem or jewelry worth 1d100 x10 gp

Table 80: Medium Gems and Jewelry

Die Roll (1d4)	Result
1	Gem or jewelry worth 1d100 gp
2	Gem or jewelry worth 1d6 x200 gp
3	Gem or jewelry worth 1d6 x300 gp
4	Gem or jewelry worth 1d100 x100 gp

Table 81: Major Gems and Jewelry

Die Roll (1d4)	Result
1	Gem or jewelry worth 1d100 x10 gp
2	Gem or jewelry worth 1d100 x80 gp
3	Gem or jewelry worth 1d100 x120 gp
4	Gem or jewelry worth 1d100 x200 gp

Magic Item Trade-Outs

Table 82: Minor Magic Items

Die Roll (1d4)	Result
1	Roll once on the Potions table
2	Roll 1d6 on the Scrolls table
3	Roll 1d6 on the Magic Armor and Weapons Table (Table 89)
4	Roll 1d20 on the Remarkable Magic Items Table (Table 98)

Table 83: Medium Magic Items

Die Roll (1d4)	Result
1	Roll three times on the Potions table
2	Roll 1d6 +6 on the Scrolls table
3	Roll 1d6 +6 on the Magic Armor and Weapons Table (Table 89)
4	Roll 1d20 +20 on the Remarkable Magic Items Table (Table 98)

Table 84: Major Magic Items

Die Roll (1d4)	Result
1	Roll six times on the Potions table
2	Roll 1d6 +12 on the Scrolls table
3	Roll 1d6 +12 on the Magic Armor and Weapons Table (Table 89)
4	Roll 1d20 +40 on the Remarkable Magic Items Table (Table 98)

Magic Item Descriptions

Abbreviations

Many of the magic items found in the game can only be used by certain character classes. This information is abbreviated in the tables as follows:

(A) The item can be used by members of **any** class;

(C) The item can only be used by members of the **Cleric** classes (Cleric and Druid);

(F) The item can only be used by members of the **Fighter** classes (Fighter, Paladin, and Ranger);

(M) The item can only be used by **Magic-Users**;

(T) The item can only be used by members of the Thief classes (Assassin, Monk, and Thief).

If an item has more than one abbreviation, it is usable by the character classes indicated, but no others. For example, a magic item labeled (C, M) is usable by members of the Cleric classes and by Magic-Users, but not by any other character classes.

Potions

Strange alchemical brews, in dusty, stoppered bottles, are to be found in many of the forgotten or forbidden places of the world. Time has often worn away any markings once left to identify the contents of these mysterious mixtures, if the alchemist ever chose to label them in the first place. The consequences of drinking the products of alchemy can be varied: some of these can produce wondrously useful effects, but others might be deadly poisons!

In general, since potions are the product of alchemy rather than magic, they will neither be apparent to *Detect Magic* spells, nor easily identified without tasting and experimentation. If the Referee decides that alchemy instead manipulates magic, as opposed to fantastical but otherwise natural chemistry, then *Detect Magic* and *Dispel Magic* would work upon potions.

Potions are usable by all character classes *except* Monks. Unless otherwise noted, potion effects have a duration of 1d6+6 full turns.

Table 85: Potions

Die Roll (1d100)	Potion (Duration of 1d6+6 turns)
1–3	Animal Control
4–6	Clairaudience
7–9	Clairvoyance
10–12	Diminution
13–15	Dragon Control
16–18	Ethereality
19–21	Fire Resistance
22–24	Flying
25	Frozen Concoction
26–27	Gaseous Form
28–30	Giant Strength
31–33	Growth
34–36	Heroism
37–39	Invisibility
40–42	Invulnerability
43–45	Levitation
46–48	Plant Control
49–55	Poison
56–58	Slipperiness
59–61	Treasure Finding
62–64	Undead Control
65–75	Extra Healing
76–00	Healing

Magic Potion Descriptions

Animal Control: As per the spell.
Clairaudience: As per the spell.
Clairvoyance: As per the spell.
Diminution: This potion causes the drinker to shrink down to six inches tall for 2d6 hours. Taking smaller doses of the potion will result in less of a reduction in size.
Dragon Control: The drinker gains the ability to control dragons of a certain type after partaking of this type of potion. 1d3 dragons of a specific type (determined randomly by the Referee) can be affected as per *Charm Monster*.
Ethereality: The imbiber can move through solid objects but cannot attack. Equipment also becomes ethereal.
Extra Healing: This potion is a potent curative; it heals 3d8+3 hit points of damage (duration does not apply).
Fire Resistance: The drinker becomes immune to normal fire, gains +2 on saving throws against fire attacks, and suffers only half damage to magic fire attacks that do not permit saving throws.
Flying: As per the spell.
Frozen Concoction: These potions can be readily identified because they are often one or two degrees cooler than the surrounding temperature. The potion allows the imbiber to climb walls without falling, and not to drop held items in case of being surprised or frightened.
Gaseous Form: The user's body turns to a mist, allowing access to any place that is not airtight. Equipment is left behind; only the body becomes gaseous.
Giant Strength: The character becomes unbelievably strong for the potion's duration, gaining an additional 1d8 to damage rolls and +4 to hit (in addition to any normal bonuses, including existing Strength bonuses).
Growth: The character grows to 30 feet in height.
Healing: This potion cures 1d8+1 hit points of damage.
Heroism: The imbiber gains +2 to attacks and damage.
Invisibility: As per the spell.
Invulnerability: The drinker gains a bonus of +2 on saving throws; moreover, any opponents attack with a penalty of -2.
Levitation: As per the spell.
Plant Control: As per the spell.
Poison: The drinker must make a successful saving throw or die. Some poisons cause instant death; others cause death within a certain number of rounds, or even turns. In the case of a few poisons, failing the saving throw causes damage rather than death – such weaker poisons generally also inflict a small amount of damage even if the saving throw is successful.
Slipperiness: Except for the soles of the feet and the palms of the hands, the character suddenly has a virtually frictionless surface.
Treasure Finding: A character drinking this wonderful concoction can detect hoards of treasure within 400 feet.
Undead Control: The drinker can control undead; 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control, as per the *Control Animal* spell, after the potion is consumed.

Scrolls

With the exception of Protection scrolls, which can be used by any character class, scrolls can only be used by a character class that can cast the appropriate type of spell. Rangers and Thieves are exceptions to this rule at higher levels (see the class descriptions for more details).

Table 86: Scrolls (General)

Die Roll	Scroll (50% Cleric, 50% Magic-User)
1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	3 spells, level 1 each
5	Cursed Scroll
6	Protection Scroll (normal duration)
7	2 spells, level 1d4
8	2 spells, level 1d6+1 each
9	1 spell level 1d6 (+1 for Clerics, +3 for Magic-Users)
10	5 spells, level 1d3 each
11	Cursed scroll
12	Protection Scroll (double duration)
13	5 spells, level 1d6 each
14	6 spells, level 1d6 each
15	7 spells, level 1d6 each
16	8 spells, level 1d6 each
17	Cursed scroll
18	Protection Scroll (triple duration and double effect if applicable)

To determine the specific spells written on a scroll, refer to the list of spells for the appropriate type and level, and roll 1d20 (no spell list has more than 20 spells). If the die roll is higher than the number of spells, simply roll again until the result is low enough to indicate one of the spells on the list.

Table 87: Protection Scrolls

Die Roll (1d8)	Protection Scroll
1	Demons
2	Drowning
3	Elementals
4	Magic
5	Metal
6	Poison
7	Undead
8	Were-creatures

Protection Scroll Descriptions

Demons: All within a 10-foot radius around the reader are protected from the attacks of 1 demon per round. Duration: 40 minutes.

Drowning: All within a 10-foot radius of the reader gain the ability to breathe underwater. Duration: 1 full day.

Elementals: This scroll protects against a single elemental. Duration: 40 minutes.

Magic: An anti-magic shell with a radius of 10 feet surrounds and moves with the reader; spells cannot pass in or out of the shell. Duration: 1 hour.

Metal: Metal cannot harm the reader. Duration: 1 hour.

Poison: Poisons have no effect upon one who reads such a scroll aloud; moreover, any poisons, active or quiescent, in the scroll reader's body are instantly removed. Duration: 6 hours.

Undead: All within a 10-foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with fewer than 4 HD, and 2d6 undead with 4-5 HD, and 1d6 undead with 6+ HD are foiled by the protection of the scroll. Thus, the scroll is effective against all but a vast horde of undead. Duration: 1 hour.

Were-creatures: All within a ten-foot radius around the reader are protected from lycanthropes. Duration: 1 hour.

Cursed Scrolls

Cursed scrolls can inflict curses ranging from the amusing to the annoying, and all the way to the unbelievably catastrophic. The Referee is encouraged to invent interesting curses that might be written on scrolls, in addition to the possibilities shown on the table. A successful saving throw will allow the reader to avoid the curse. Most curses can be removed with a *remove curse* spell.

Table 88: Cursed Scrolls

Die Roll (1d20)	Nature of the Curse
1	Blindness (3d6 turns)
2	Causes an aversion: roll 1d6. The character gains a strong aversion to: (1) Swords, (2) Spiders, (3) Armor, (4) Spell casting, (5) Bathing, (6) Being underground.
3	Confusion. Character acts randomly.
4	Despondency (1d6 days' duration). The character will refuse to go anywhere, as there is simply no point to it.
5	Dimensional Vortex. The character is physically sucked up into the scroll, appearing as a new word on the page until rescued by a *remove curse* spell.
6	Hallucinations (3d6 turns). The exact nature of the hallucinations varies, but in general the character will either begin casting spells and/or attacking nearby people, or will remain fascinated by the colors, unwilling to move.
7	Instant Death
8	Levitation. The character levitates one inch off the ground, and cannot get back down.
9	Lose 1d10 x100 experience points
10	Lose one point of a randomly-determined attribute score
11	Magically adhesive scroll
12	Obedience (3d6 turns). The character does what anyone suggests.
13	Paralysis (3d6 turns)
14	Paralysis: Everyone in a radius of 20 feet must make a saving throw or be paralyzed for 3d6 turns, with the exception of the reader of the scroll, who is unaffected.
15	Permanent diminution in size. Some of these reduce the reader to half size (50%) and the rest reduce the reader to 6 inches tall.
16	Polymorph: roll 1d6. The character turns into (1) a pig, (2) a mouse, (3) a flamingo, (4) a talking parrot, (5) a dog, (6) a water buffalo
17	Sleep (until curse is removed). In some cases, magical sleep can be broken by a kiss. Otherwise, the curse can only be removed by magic.
18	Smell. The character becomes foul-smelling for 1d8 days
19	Turned to Stone
20	Uncontrollable sneezing (3d6 turns). The reader is likely to attract wandering monsters, especially those that prey upon the weak.

Magic Armor and Weapons

Roll on Table 89 to determine the basic nature of the enchantment and of the item (whether it is a shield, weapon, or armor). Table 90 is used to determine the nature of a cursed item, if one is indicated on Table 89. Finally, roll on Table 91 (melee weapons), 92 (armor) or 94 (missile weapons) to determine the type of weapon or armor bearing the enchantment.

Table 89: Magic Armor and Weapons

Die Roll (as described in Tables 82-84)	Weapon or Armor
1	Cursed armor or shield
2	+1 missile weapon(s)
3	+1 shield
4	+1 melee weapon
5	+1 armor
6	Cursed weapon
7	+2 missile weapon(s)
8	+2 shield
9	+2 melee weapon
10	+2 armor
11	+2 melee weapon
12	+1 melee weapon with minor ability
13	+3 missile weapon(s)
14	+3 melee weapon
15	+3 shield
16	+3 armor
17	Unusual weapon
18	Unusual armor

Table 90: Cursed Armor, Shields, and Weapons

Die Roll (1d8)	Cursed Armor, Shield, or Weapon*
1–2	-1 weapon or armor
3–4	-2 weapon or armor
5	-3 weapon or armor
6	Attracts missiles (even those fired at others nearby), and grants +1 to hit on such missiles
7	Causes the wearer to run away from combat
8	Causes the wearer to charge into combat

*Cannot be put down without the casting of *Remove Curse*.

Table 91: Magic Melee Weapon Types

Die Roll (1d20)	Melee Weapon
1-2	Axe, battle
3	Axe, hand
4-5	Dagger
6	Hammer, war
7	Lance
8-10	Mace, heavy
11	Mace, light
12	Spear
13	Staff
14	Sword, Short*
15	Sword, Two-handed*
16-20	Sword, Long*

*Magic Swords are often quite unique in their abilities, and some are actually intelligent in some way. A magical melee weapon that is determined to be a sword – even if the original result of the die roll did not indicate a "minor ability" or an "unusual weapon" – has a 25% chance to be a unique magical sword (see the on Unique Magical Swords below).

Table 92: Magic Armor Types

Die Roll (1d4)	Armor
1	Chain mail
2	Leather armor
3	Plate mail
4	Ring mail

Unique Magical Swords

Magic swords are capable of holding powerful dweomers, and are often (25%) forged with unusual and unique qualities. If a Unique Magic Sword is indicated by this die roll, roll on Table 93, below, to determine these. If a to-hit bonus was not indicated by the table (i.e., the sword was an "Unusual Weapon"), roll 1d4 for the to-hit bonus.

Table 93: Unique Magic Swords

Die Roll (1d20)	Intelligence	Magical Power
1	None	Flaming Sword: The sword burns with enchanted fire when drawn from its sheath, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30 foot radius when unsheathed.
2	None	Dancing Sword: A dancing sword levitates to fight beside its owner without the need to be held. In the first round it is a +1 weapon, in the second round it is a +2 weapon, and in the third round it is a +3 weapon. After 3 rounds, the sword dances no further until it is directed at a new opponent, but remains a regular +1 sword regardless.
3	None	The sword detects traps as per the Clerical spell *Find Traps*.
4	None	The sword allows its wielder to see invisible objects.
5	None	The sword detects magic as per the *Detect Magic* spell.
6	None	The sword allows *Clairaudience*
7	None	The sword allows the wielder to fly.
8	None	The sword allows the wielder to levitate, as per the *Levitate* spell.
9	None	The sword may be used to heal 1d6 hit points, once per day.
10	None	The sword imbues the wielder with the special abilities of a dwarf, when the sword is drawn.
11	None	The sword imbues the wielder with the special abilities of an elf, when the sword is drawn.

Die Roll (1d20)	Intelligence	Magical Power
12	None	The sword may be used to cause *Confusion* to enemies once per day.
13	None	The sword has a 25% chance to deflect arrows before the to-hit roll
14	None	The sword awakens its owner when danger is near, but only if the owner is asleep.
15	None	The sword detects the presence of a particular type or class of monster.
16	None	The sword detects Lawful or Chaotic alignments within 20 feet.
17	Intelligent: communicates by telepathy to wielder only. Roll 3d6 for intelligence.	The sword allows its wielder to change his or her facial appearance and create the appearance of a slightly larger or smaller size, all by illusion.
18	Intelligent: communicates by telepathy to anyone within 10 feet. Roll 3d6 for intelligence.	The sword may detect cursed items, with a 50% chance of success.
19	Intelligent: communicates by telepathy with wielder and can also speak aloud. Roll 3d6 for intelligence.	The sword allows the wielder to walk through 20 feet of solid rock, twice per day.
20	Intelligent: communicates by telepathy to anyone within 10 feet, and can speak aloud. Roll 3d6 for intelligence.	The sword makes its wielder immune to all level-draining effects.

Table 94: Magic Missile Weapon Types

Die Roll (1d20)	Magic Missile Weapon
1–8	2d6 arrows
9–10	1d10 sling stones
11	1 javelin
12–15	2d4 darts
16–20	2d6 crossbow bolts

Table 95: Minor Abilities for Melee Weapons

Die Roll (1d8)	Minor Ability
1–5	Additional +1 damage
6	Sheds light, 15-foot radius
7	Sheds light, 30-foot radius
8	Inflicts an additional +4 points of damage against a particular opponent type such as undead, dragons, demons, giants, etc.

Table 96: Unusual Weapons

Die Roll (1d12)	Unusual Weapon
1	+1 blunt weapon that destroys undead
2	+1 thrown weapon that returns to hand
3	+1 weapon, extra attack
4	+1, +2 vs. particular type of foe
5	+1, +4 vs. particular type of foe
6	+2, +3 vs. particular type of foe
7	+4 weapon
8	+5 weapon
9	Flaming weapon
10	Freezing Weapon
11	Dancing Weapon
12	Intelligent Weapon

Unusual Weapon Descriptions

+1 blunt weapon that destroys undead: Such a weapon must be a mace, hammer, sling, or staff (determine type randomly). Lesser types of undead (HD 1-3) do not get a saving throw against destruction.

+1 thrown weapon that returns to hand: This axe, javelin, or hammer (determine type randomly) flies back to the thrower's hand.

+1 weapon, extra attack: This weapon grants 1 additional attack, once per day.

+1, +2 vs. a particular type of foe: This weapon normally provides to-hit and damage bonuses of +1, but is +2 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

+1, +4 vs. a particular type of foe: This weapon normally provides to-hit and damage bonuses of +1, but is +4 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

+2, +3 vs. a particular type of foe: This weapon normally provides to-hit and damage bonuses of +2, but is +3 vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) to be determined randomly.

Flaming Weapon: The weapon burns with enchanted fire when held, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30 foot radius. Roll 1d4-1 for the amount of the weapon bonus (some are not magical except for the enchanted flames).

Freezing Weapon: This weapon is freezing cold, inflicting an additional 1d6 points of damage with successful hits. Roll 1d4-1 for the amount of the weapon bonus.

Dancing Weapon: A dancing weapon levitates to fight beside its owner without the need to be held. In the first round it is a +1 weapon, in the second round it is a +2 weapon, and in the third round it is a +3 weapon. After 3 rounds, the weapon dances no further until it is directed at a new opponent, but is +1 regardless.

Intelligent Weapon: Roll 1d3 for the weapon's to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a particular spell once per day at the wielder's command. The spell will be either Cleric (50%) or Magic-User (50%), and will be of Level 1d3. Such weapons generally can communicate with their bearers, and sometimes (25% chance) can speak audibly. Even if the weapon cannot speak audibly, it will communicate with its wielder by telepathy when held.

Table 97: Unusual Armor

Die Roll (1d8)	Unusual Armor
1	+4 armor (determine armor type using Table 92)
2	+4 shield
3	+5 armor (determine armor type using Table 92)
4	+5 shield
5	Armor of Arrow Deflection
6	Demonic Armor
7	Ethereal Armor
8	Fiery Armor

Unusual Armor Descriptions

Armor of Arrow Deflection: Missiles aimed at such armor have a to-hit penalty of -2.
Demonic Armor: The armor is possessed by a spirit or demon, with effects to be determined by the Referee. In general, such armor would provide both benefits and drawbacks.
Ethereal Armor: Ethereal armor is +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts irrevocably to normal +3 plate mail. In ethereal form, the wearer can attack and be attacked only by ethereal opponents.
Fiery Armor: Fiery armor is +1 armor that is surrounded by flames. These flames deal 1d3 damage to anyone attacking the wearer with melee weapons.

Remarkable Magic Items

Wands, Rings, Staffs, and Miscellaneous Enchanted Items

Table 98: Remarkable Magic Items (Overview)

Die Roll (as described in Tables 82-84)	Item
1	Lesser Wand
2	Lesser Ring
3–20	Lesser Misc. Magical Item
21	Lesser Wand
22	Lesser Wand
23	Greater Wand
24	Lesser Ring
25	Lesser Ring
26	Greater Ring
27–40	Medium Misc. Magical Item
41	Greater Wand
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46–60	Greater Misc. Magical item

Wands

Wands may only be used by Magic-Users.

Wands that cast spells become useless when they reach zero charges, but can be recharged by casting the spell into the wand. Each such recharge, where a spell is cast into the wand, has a 5% chance of destroying the wand irrevocably. In some cases, a non-rechargeable wand might be found with a large number of charges (e.g., 100). Wands may be used while in melee combat.

Table 99: Lesser Wands

Die Roll (1d6)	Lesser Wand
1–2	Spell, level 1, holds 10 charges
3–4	Spell, level 2, holds 5 charges
5–6	Spell, level 3, holds 2 charges

> To determine the specific spell cast by a lesser wand or a greater wand that casts a spell, refer to the list of spells for the appropriate type and level, and roll 1d20 (no spell list has more than 20 spells). If the die roll is higher than the number of spells, simply roll again until the result is low enough to indicate one of the spells on the list.

Table 100: Greater Wands

Die Roll (1d10)	Greater Wand
1	Spell, level 3, holds 10 charges
2	Spell, level 4, holds 10 charges
3	Wand of Cold
4	Wand of Detection, enemies
5	Wand of Detection, magic
6	Wand of Detection, metal
7	Wand of Detection, traps & secret doors
8	Wand of Fear
9	Wand of Paralyzing
10	Wand of Polymorph

Greater Wand Descriptions

Wand of Cold: The wand casts a *Cone of Cold* 60 feet long, to a base 30 feet across at the far end. Creatures caught in the cone take 6d6 damage (saving throw applies for half damage). The wand holds 25 charges and cannot be recharged.
Wand of Detection, enemies: These wands detect enemies in a radius of 60 feet, if the enemies are thinking hostile thoughts. The wand is always active when held, and does not use charges.
Wand of Detection, magic: Wands of magic detection function as a *Detect Magic* spell with a range of 20 feet. The user gets a vague sense of what sort of magic is being detected. The wand is always active when held, and does not use charges.
Wand of Detection, metal: Such wands detect large caches of metal, within a range of 20 feet. The wand's user also gets a vague sense of the metal's type. The wand is always active when held, and does not use charges.
Wand of Detection, traps and secret doors: These wands detect traps and secret doors, with a range of 20 feet. The wand is always active when held, and does not use charges.
Wand of Fear: A wand of fear causes creatures in a cone-shaped path to flee (saving throw negates). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. The wand holds 25 charges, and cannot be recharged.
Wand of Paralyzing: This sort of wand casts a cone of paralysis 60 feet long to a base 30 feet across at the end. Creatures in the

cone are paralyzed for 3d6 turns (saving throw negates). The wand holds 25 charges, and cannot be recharged.

Wand of Polymorph: Such wands are of two types. One type casts *Polymorph Self,* and the other casts *Polymorph Other*. The wand carries 10 charges, and cannot be recharged.

Rings

No more than two magic rings may be worn at a time (one on each hand) without unpredictable and potentially dire consequences.

Table 101: Lesser Rings

Lesser rings may be worn and used by members of any character class, as indicated in the table.

Die Roll (1d6)	Lesser Rings
1	Fire Resistance (A)
2	Invisibility (A)
3	Mammal Control (A)
4	Poison Resistance (A)
5	Protection, +1 (A)
6	Protection, +2 (A)

Table 102: Greater Rings

Die Roll (1d10)	Greater Rings
1	Djinni Summoning (A)
2	Human Control (A)
3	Regeneration (A)
4	Shooting Stars (A)
5	Spell Storing, Magic-User (M)
6	Spell Storing, Cleric (C)
7	Spell Turning (A)
8	Telekinesis (A)
9	Three Wishes (A)
10	X-ray Vision (A)
(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric classes; (M) indicates that the item can be used by members of the Magic-User classes.	

Description of Magic Rings

Djinni Summoning: The wearer of the ring can summon a djinni, who will do the wearer's bidding, following instructions precisely and to the letter, no further. Such rings can be treacherous, but only for those who use them foolishly.

Fire Resistance: The wearer receives a +5 to saving throws vs. magical fire, and is immune to normal fire.

Human Control: Such rings allow the wearer to cast *Charm Person* once per day, and to maintain the charm on up to 3 individuals at a time.

Invisibility: While wearing the ring, the wearer becomes invisible.

Mammal Control: The wearer controls 1d8 mammals at a range of up to 60 feet. Control does not extend to people or to giant animals.

Poison Resistance: The wearer receives a +5 to saving throws vs. poison.

Protection, +1: The wearer gains a bonus of −1[+1] to armor class, and +1 on all saving throws.

Protection, +2: The wearer gains armor class bonus of −2[+2], and +2 on all saving throws.

Regeneration: The wearer regenerates one hit point per combat round, and thus cannot die unless the ring is removed or the wearer's body is burned.

Shooting Stars: Once per day, the ring can unleash 1d6 lightning bolts that inflict 3d6 hit points each (saving throw indicating half damage).

Spell Storing, Magic-User: The ring contains 1d6 Magic-User spells. Roll 1d6 for each spell to determine the spell level, and then determine the spell by rolling on the spell list for that level. The wearer (if a Magic-User) can cast these spells as if they were normally memorized and prepared spells. Once a spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.

Spell Storing, Cleric: The ring contains 1d6 Cleric spells. Roll 1d4 for each spell to determine the spell level, and then determine the spell by rolling on the spell list for that level. The wearer (if a Cleric) can cast these spells as if they were normally prepared spells. Once a spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.

Spell Turning: Any spell (other than from a wand or other item) directly aimed at the wearer of the ring is partially reflected back at the caster. Roll a percentile die to see how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

Telekinesis: The wearer can mentally lift and move 200 pounds of weight at a range of 120 feet.

Three Wishes: These rings grant the wearer three wishes. Beware of outrageous wishes; they backfire.

X-ray Vision: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the wearer can see through solid rock is just over 10 feet, through solid metals (other than lead) is 1 foot, and through lead is 1 inch.

Staffs

Like wands, most staffs operate by using up charges. However, staffs are not as easily rechargeable as wands. Magic-Users will have to figure out how it is done, or hire a wizard to do it (if such a knowledgeable wizard can even be found). Most staffs carry 200 charges.

Table 103: Magic Staffs

Die Roll (1d10)	Staff
1	Absorption (M)
2	Beguiling (C, M)
3	Command (C, M)
4	Healing (C)
5	Power (M)
6	Resurrection (C)
7	Snake (C)
8	Striking (C, M)
9	Withering (C)
10	Wizardry (M)
(C) indicates that the item can be used by members of the Cleric classes; (M) indicates that the item can be used by members of the Magic-User classes. Other character classes cannot make use of magical staffs.	

Staff Descriptions

Absorption: Absorbs up to 100 levels of spells directed at the holder before its absorption properties cease forever. The holder can cast spells from the staff in response to hostile spells, using the staff's stored levels, of the exact level of the hostile spell directed at the caster, but the spell must be chosen from the list of spells the caster has prepared.

Beguiling: Foes within a 20-foot range must make a saving throw or consider the holder to be a loyal friend for 4d4 rounds

(uses one charge).

Command: A charge can be used to control humans (as per a *Charm Person* spell), plants, or animals.

Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts *Light* (no charge used), casts *Fireball* (4d6 damage), cold as a Wand of Cold, *Lightning Bolts* (4d6 damage), acts as a Ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

Resurrection: These staffs only carry 10 charges, but a charge may be used to cast *Raise Dead*.

Snake: In combat, a Staff of the Snake is +1 to hit and +1 damage. When commanded (by using a charge) the staff coils around the target (with a successful hit) and pinions the victim for 1d4 x10 minutes. This attack is only useful on a victim about the size of a human or smaller. The staff will slither back to its owner afterwards, at a speed of 24. Only Clerics can employ a Staff of the Snake.

Striking: This staff inflicts 2d6 points of damage with a successful hit (does not use charges).

Withering: The dreaded staff of Withering adds ten years of physical aging with a successful hit.

Wizardry: The most powerful of staffs, it is a Staff of Power with additional abilities. At the cost of one charge, it allows *Invisibility*, summoning elementals (calling 1d4 at a time), *Hold Person*, a *Wall of Fire*, *Passwall*, a *Web* spell, or *Fly*.

Miscellaneous Magic Items

Table 104: Lesser Miscellaneous Magical Items

Die Roll (1d20)	Item
1	Arrow of Direction (A)
2	Bag of Holding (A)
3	Boots of Elvenkind (A)
4	Boots of Speed or Boots of Leaping (50%/50%) (A)
5	Bracers of Defense, AC 6 [13] (A)
6	Chime of Opening (A)
7	Cloak of Elvenkind (A)
8	Cloak of Protection, +1 (C, M, T)
9	Cursed Item (A)
10	Decanter of Endless Water (A)
11	Dust of Appearance or Disappearance (50%/50%) (A)
12	Dust of Sneezing and Choking (A)
13	Gauntlets of Swimming and Climbing (C, F, T)
14	Horseshoes of Speed (horses)
15	Luckstone (A)
16	Manual of Beneficial Exercise (A)
17	Pipes of the Sewers (A)
18	Rope of Climbing (A)
19	Rope of Entanglement (A)
20	Spade of Excavation (F)

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric classes; (F) indicates that the item can be used by members of the Fighter classes; (M) indicates that the item can be used by members of the Magic-User classes; (T) indicates that the item can be used by members of the Thief classes.

Table 105: Medium Miscellaneous Magical Items

Die Roll (1d20)	Item
1	Amulet against Scrying (A)
2	Boots of Flying (A)
3	Bracers of Defense, AC 4 [15] or AC 2 [17] (50%/50%) (A)
4	Carpet of Flying (A)
5	Cloak of Displacement (A)
6	Cloak of Protection, +2 or +3 (50%/50%)(C, M, T)
7	Deck of Many Things (A)
8	Figurine of the Onyx Dog (A)
9	Gauntlets of Ogre Power (C, F, T)
10	Helm of Reading Magic and Languages (A)
11	Hole, Portable (A)
12	Horn of Valhalla, Bronze (C, F)
13	Horn of Valhalla, Silver (A)
14	Jug of Alchemy (A)
15	Manual of Quickness (A)
16	Medallion of ESP (A)
17	Mirror of Mental Scrying (A)
18	Robe of Blending (A)
19	Robe of Eyes (M)
20	Robe of Wizardry (M)

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric classes; (F) indicates that the item can be used by members of the Fighter classes; (M) indicates that the item can be used by members of the Magic-User classes; (T) indicates that the item can be used by members of the Thief classes.
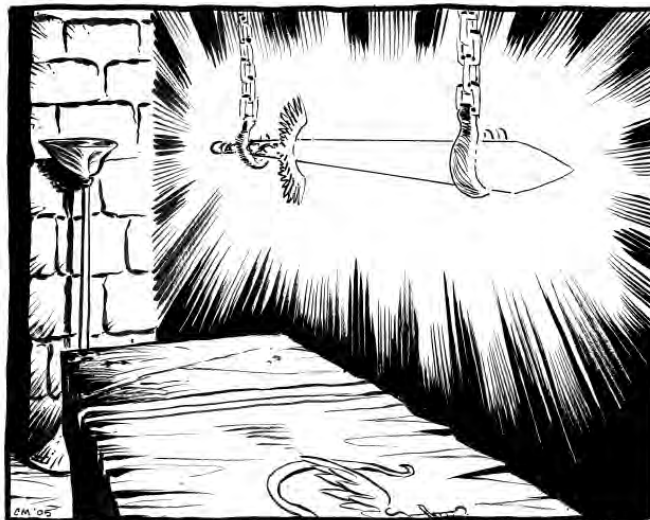
TREASURE

Table 106: Greater Miscellaneous Magical Items

Die Roll (1d20)	Item
1	Amulet of Demon Control (C, M)
2	Beaker of Potions (A)
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals (M)
4	Crystal Ball (M)
5	Efreeti Bottle (A)
6	Figurine of the Golden Lion (A)
7	Gauntlets of Dexterity (A)
8	Gem of Seeing (A)
9	Girdle of Giant Strength (A)
10	Helm of Fiery Brilliance (A)
11	Helm of Teleportation (M)
12	Horn of Blasting (A)
13	Horn of Valhalla, Iron (F)
14	Lenses of Charming (A)
15	Libram, Magical (level gain) (specific to one class)
16	Manual of Golems (M)
17	Manual of Intelligence (A)
18	Manual of Wisdom (A)
19	Necklace of Firebaubles (A)
20	Scarab of Insanity (A)

(A) indicates that the item can be used by members of any class; (C) indicates that the item can be used by members of the Cleric classes; (F) indicates that the item can be used by members of the Fighter classes; (M) indicates that the item can be used by members of the Magic-User classes.

Descriptions of Miscellaneous Magic Items

Amulet against Scrying: The amulet protects the wearer from all scrying, such as *ESP* or being viewed through a crystal ball. Usable by: All Classes.

Amulet of Demon Control: This amulet functions as a Protection from Evil spell, and allows the wearer to attempt to "Charm Monster" upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-Users and Clerics.

Arrow of Direction: Such a magic arrow points the direction of whatever the owner requests. It may be used only seven times in a single week. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as the number of different potions it can produce. Usable by: All Classes.

Boots of Elvenkind: The wearer of the boots moves with complete silence. Usable by: All Classes.

Boots of Levitation: These boots allow the wearer to *Levitate* (as per the spell), with unlimited duration. Usable by: All Classes.

Boots of Speed or Boots of Leaping (50%): Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

Bracers of Defense, AC 4 [15] (50%) or AC 2 [17] (50%): These bracers improve the wearer's armor class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Bracers of Defense, AC 6 [13]: These bracers improve the wearer's armor class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Carpet of Flying: Flying carpets can carry as many as three people, and travel at a Movement Rate of 18 if they carry more than one passenger. With only one rider, the carpet moves at a Movement Rate of 30. Usable by: All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-Users.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or Wizard Locked. Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location, off from reality by a foot or so. The wearer's armor class improves by 2, and the cloak also grants a +2 saving throw against any targeted attack upon the one wearing it. Usable by: All Classes.

Cloak of Elvenkind: The wearer becomes almost, but not quite, invisible. Usable by: All Classes.

Cloak of Protection, +1: This cloak improves the wearer's armor class by 1, and grants a bonus of +1 on saving throws. Usable by: All but Fighter classes

Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer's armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. Usable by: All but Fighter classes

Crystal Ball: A crystal ball allows the user to see what is transpiring in whatever location he or she desires to see, over a considerable distance. Such a magic item may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some of these items may communicate sound, or even thoughts, from the area being scryed, although these are rare. Usable by: Magic-Users.

Cursed Item: See Table 107 for details of cursed items.

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstoppered. Usable by: All Classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per placard in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as desired (with the deck re-shuffled each time), but once the player stops drawing cards, the deck disappears with a sound of faint, malevolent laughter. The results of the cards are as follows:

The Hearts (♥)
Ace: Gain 50,000 xp.
King: Gain a magic item from Table 104
Queen: Gain 1d3 wishes
Jack: Gain the ability to summon an 8 HD warrior with +3 weapon, +3 shield, and +3 sword, to serve for a total of 1 hour.

The Clubs (♣)
Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous geas (per the spell).
King: The character's most powerful magic item is sucked into the void and disappears.
Queen: The character is instantly turned to stone, a look of great surprise frozen on the statue's face.
Jack: The character loses one point from his Prime Attribute.

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(If the character has more than one Prime Attribute, determine randomly which will be affected.)

The Spades (♠)
Ace: Lose a level of experience
King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When the warrior is killed, the body and all possessions disappear.
Queen: The character dies instantly.
Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (♦)
Ace: Gain a map to a very significant treasure
King: Gain 5d6 items of jewelry
Queen: Gain a scroll of seven spells, all 2nd level or higher
Jack: Add one point to a single attribute of the player's choice
The Joker: Gain 25,000 XP OR choose to draw two more cards.

Dust of Appearance (50%) or Disappearance (50%): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10-foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a *Detect Invisibility* spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 feet, the dust forces all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

Efreeti Bottle: The efreeti that inhabits such a bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

Figurine of the Golden Lion: This is a small stone figurine that transforms into a lion when the command word is spoken, fighting at its owner's orders. If it is slain, it turns back into a figurine, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping, until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden, and of course its sense of smell detects invisible and hidden creatures with almost perfect success. For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's Dexterity (to a maximum of 18). Usable by: All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's Strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from Strength are increased to +6 (not cumulative with the wearer's existing Strength bonus, if any). Usable by: all but Magic-Users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but Magic-Users.

Gem of Seeing: A Gem of Seeing is used as a lens. It shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). The girdle does not increase to-hit probability. Usable by: All Classes.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. Anyone donning the helm gains a +10 on saving throws against fire damage, and can create a *Wall of Fire*. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-Users wearing the helm can add +1 to each die of damage inflicted by a *Fireball* or *Delayed Blast Fireball* spell. Clerics wearing the helm can ignite objects within 30 feet at will, and may cast two *Light* or *Continual Light* spells for each one the Cleric has actually prepared. The wearer of the helmet is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed. Usable by: All Classes.

Helm of Reading Magic and Languages: The wearer of the helm can read all languages, including magic script. Usable by: All Classes.

Helm of Teleportation: When the wearer casts a *Teleportation* spell on himself or herself, while wearing the helm, the teleportation is made without risk of error, anywhere the wearer desires. This may be done repeatedly (without further casting of the spell) for a period of one hour before the concatenation of spell and helm ends, and it may be done only once per day. The helm does not assist with *Teleportation* spells cast on anyone other than the wearer. Usable by: Magic-Users.

Hole, Portable: A portable hole is physically a piece of dark cloth, about 5 feet in diameter. However, it is also the mouth of an inter-dimensional hole 10 feet deep—items and people can fall or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name "portable." Usable by: All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long, and widens to a base of 20 feet. The "point" of the cone, at the horn's mouth, is 10 feet wide. Usable by: All Classes.

Horn of Valhalla, Bronze: The horn summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. Usable by: Fighters and Clerics.

Horn of Valhalla, Iron: The horn summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. Usable by: Fighters.

Horn of Valhalla, Silver: The horn summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. Usable by: All Classes.

Horseshoes of Speed: These horseshoes double a horse's movement rate. Usable by: Horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only 5 gallons of wine). It may be used no more than seven times per day, and will produce only one type of liquid per day. It does not produce magical liquids. Usable by: All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who meet his or her gaze (acting as per a *Charm Person* spell). The saving throw against the power of the lenses is made at –2. Usable by: All Classes.

Libram, Magical (level gain): Magical librams grant a level of experience to the reader, if the reader is of the appropriate character class. Randomly determine the class for which the libram is written, from all character classes.

Luckstone: This stone grants +1 to saving throws and attack rolls. Usable by: All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader's Strength by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is

expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded by the original owner, against the touch of anyone not of the Magic-User class, being enchanted to inflict damage or even the loss of a level. Usable by: Magic-Users only.

Manual of Intelligence: Reading this tome increases the reader's Intelligence by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Quickness: Reading this tome increases the reader's Dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader's Wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

Medallion of ESP: Functions as an *ESP* spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast *Clairaudience, Clairvoyance*, and *ESP*, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

Necklace of Firebaubles: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 x10 minutes), but it is wise to do so. When the rats arrive, there is an immediate 5% chance that they will not obey commands, and if the piper ceases to concentrate on the tune there is a 10% chance that the rats will begin to act of their own free will. Every subsequent round in which the piper fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of the surroundings, including the ability to appear as another one of a group of nearby creatures. The robe will make the wearer appear as a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything the wearer looks upon is seen for what it is: invisible creatures become apparent, illusions are seen as such, and this sight even extends into the astral plane. The wearer cannot be ambushed or otherwise taken by surprise, and can follow the trail of anything that has passed by within the last day. Usable by: Magic-Users only.

Robe of Wizardry: This robe grants the wearer the ability to cast charm, polymorph, and hold spells with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-Users only.

Rope of Climbing: This item is a 50-foot length of rope that leaps magically upward when commanded, and can tie and untie itself upon command. Usable by: All Classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At

the option of the Referee, it might be recharged using a Symbol of Insanity spell, but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cubic feet) per ten minutes (1 turn). Usable by: Fighters only.

Cursed Items

Cursed items come in many shapes and forms; most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items *cannot* usually be dropped or removed without the assistance of a *Remove Curse* spell. Although the Referee is encouraged to dream up individualized cursed items, the samples below should prove useful as guidance:

Table 107: Cursed Items

Die Roll (1d10)	Cursed Item
1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots
6	Flask of Stoppered Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeblemindedness

Cursed Item Descriptions

Bag of Devouring: A Bag of Devouring functions as a bag of holding, but then devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: This is a censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: This cursed item does not function as a crystal ball, but rather implants a *Suggestion* (per the spell) in the viewer's mind. Powerful versions of this item might even implant a Geas.

Dancing Boots: These boots function as boots of elvenkind or speed, until the wearer is in combat or fleeing. Suddenly, at that point, the unfortunate victim will begin to dance a jig, or perhaps a stately pavane.

Flask of Stoppered Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: While this medallion is around a character's neck, the wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeblemindedness: Anyone donning this cloak has his or her intelligence reduced to that of a garden snail.

CHARACTER SHEET

Swords & Wizardry

Character Name: _____

Class: _____ Race: _____ Gender: _____

Alignment: _____ Deity: _____ Age _____

Prime Attribute: _____ XP Bonus: _____

LEVEL: _____ Experience Points (XP) _____

Player: _____

STRENGTH ☐

DEXTERITY ☐

CONSTITUTION ☐

INTELLIGENCE ☐

WISDOM ☐

CHARISMA ☐

Attribute Bonuses

Bonus to Hit (STR): _____

Open Doors (STR): _____

Damage Bonus (STR): _____

Carry Modifier (STR): _____

Bonus to Missiles (DEX): _____

Armor Bonus (DEX): _____

Hit Point Bonus (CON): _____

Raise Dead Survival (CON): _____

Additional Languages: _____

Max # of Special Hirelings: _____

Hit Points: ☐

Saving Throw: ☐

Armor Class: ☐

Thieving Skills

Climb Walls _____
Hear Sounds _____
Move Silently _____

Delicate Tasks _____
Hide in Shadows _____
Open Locks _____

Gold & Treasure

Coins _____
Gems _____
Other _____

Spells

Class Abilities

Items & Equipment

Roll Needed to Hit Armor Class:

0   1   2   3   4   5   6   7   8   9

Legal Appendix

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Party Members

Adventurers

Brock Cornell   Matthew Parker Winn
John Da Silva Pola   Steve Rubin

Kobold Destroyers

Benjamin B. Welch   James Stanton   Matt Downer
Blarst Senkarst   Jeremy "Ligmancer" Ligman Matthew Almeda
Bo   Joseph McRoberts   Michael Bielaczyc
Carey "love Cerity" A.   Kevin F. Davila   Shawn Thill
Eli Davis Carter   Kristopher Volter   Steve Heitke
Ellen Allandar   Legopaidi   Thomas Clark
Elpan Allander   Leif Hamman
Jake Nelson   Mason Grace

Orc Destroyers

Rusty Keele   SD Houston

Ogre Destroyers

Abby & Libby   Ian McDougall   McLean Anderson
Copernicus Crane   Ilias Mastrogiorgos   Mike Browne
Damian Breen   James Bower   Nightstorm
Dave Borne   James Carpio   Patrik Ström
Derik Malenda   James Lemon   Ray op'tLand
Duncan Gulliford   James R. Trimble   Ray op'tLand
Erik Johnson   Jason Azze   Rob Trimarco
Ezra Claverie   Jeremy M. Whalen   Rory Klein
Filip "Nerzenjäger" Stojak Jesse Gervais   Ryan Baxter
Galahad de Corbenic   John Appel   Steve "EOTB" Smith
Gilvan Gouvêa   John P. Seibel   Tanner Adams
Guy Fullerton   Jonas Mustonen   Travis Miller
Henry V Wilson   Joseph M Boster

Hippogriff Destroyers

Grandy Peace
Kreg
Logan Uyeda

Lon E. Varnadore
Paul Gorman

Centaur Destroyers

Adrian Nannenga	James Chilcott	Nathan Christenson
Anthony M. Franchini	Jamison T Thing	Nathan M. Easton
Brian Wickhem	Jason Hurst	Nick Ibell-Pasley
Carl Bou Mansour	Jean "Alahel" Fridrici	Niels Adair
Carleton C. Oldham	Jeff Henson	Parus Paron "Par" Donner
Christopher "Von Welsh" Coker	Jeffrey Kitts	Patrick Ciraco aka AncientGamer
Chuck Thorin	Joel Thorne	Pete Hurley
Dan "Toki" Ward	Juan Natera	Peter Korteman
Darcy Perry	K J Van Campen	Renee Holesovsky
David A. Dupuis	K.M. Taylor-Hall	Reverend Dak
Deane Beman	KarlTheGood	Rob Dean
Dodgy Farmer	Keith Schuerholz	Roger Wesson, Jr.
Eric Murray	Kevin Craig	Sam Gem
Gerard Fredette	Kevin Wine	Shane O'Dea
Gideon Kalve Jarvis	Laurin Wegelin	Stephen Azuma
Gideon Vanguard	Lucas D. Lima	Thomas Moyles
Jack Ackerman	Mike "Bloodshadows" Dukes	Unwaz
Jacob Vann	Mike Culbertson	
Jake Weisfeld	Murkatos - TPK Games	

Wraith Slayers

Aaron Trammell	eddyspaghetti	Josh Howard
Adam Prater	Eric Gillespie	Judith K King
Adam Windsor	Filthy Monkey	K. N. Burgesser
Alain Bourgeois	Geoffrey Sears	Ken Norton
Alan Brodie	George Chittum	Kevin Brennan
Anders Bersten	Jack Fuller	Kevin Flynn
Andrew Branstad	James A. Smith	Kevin Heckman
Arthur Braune	Jared Voshall	Kevin Mayz
Brad Dancer	Jerry R Baker	Kevin Smith
Brendan Strejcek	Jerry Ward	Kimmo Warma
Brian A Cross	Joe Zabrowski	Kurt Johnson
Brian Lavelle	John B Woodford	Magentawolf
Bryan G. Dean	John Bradway, BAMF	Marcus Bates
David A. Blair	John Pope	Mark Atkinson
David Weeks	Jonathan Combs	Martin Costa, Lord High Phrenologist
DocGrognard	Jordi Rabionet Hernandez	Michael McKeown

Wraith Slayers, Continued

MiniatureWargaming.Com	Robert Conley	Stephen A. Connor
Nathan Seidenberg	Robert Fisher	T.S. Luikart
Nicholas Cassidy	Robert G Miller	Tim Callahan
Olivier Lefebvre	Robert J. Parker	Tom Hogan
Paddy Shenanigans	Ryan Thompson	TrevWar (Trevor Seeton)
Paul Munson	Sam Seah	Tristan bertram
Phil Rose	Sean Lambert (sumrels)	William D. Smith Jr.
Richard Rush	Sean O'Dell	Wralt Gaither - The Mage of Spellford

Junior Dragon Slayers

Andrew McReynolds	Jack Chaney	Lilith Ventura
Bear D Bingham	Jillian Webb	Maximilian Karl-Heinz Mirza
Charlie 'Tater' Dodge	John Webb	Nicholas DeLateur
Ethan Childs	John-Francis Villines	Sophia "Myffy" Bush
Evelyn Ventura	Liam Kyle King	
IMAD'EDDINE Youri - Kanta	(Aka Cowboy Captain)	

Troll Slayers

"Weird Dave" Olson	Chris FitzPatick	Joan A. Fontas
Aaron C Derer, the Mad Captive	Chris J Hahn	Joe Maccarrone
Aaron Clancy	Chris Perkins	John K Morris
Aaron F Stanton	Chris Thompson	John R. Stanfield II
Adam Ball	Christian Nord	Joseph Connolly
Adam Hackley	Daniel Flood	Joseph J Pierce
Adam Stine	David Bresson	josh clarke
Adam Tyler Hutcheson	David LACOURT	Josh Donovick
Andrew Byers	Diogo Nogueira	Jurgan Dark
Andrew Portner	Dr. Sheldon Cooper	Keith Nielsen
Arvo	Eric "Glithus" Campbell	Kem Templeton
Astral Squid	Erik Tenkar	Ken Thronberry
Blake Thomas	Garret M Hunt	Kevin "MiniCannuck" Jacobi
Brandon Ording	Gregory Morse	Kevin W. Keller
Brent Walters	Henrik Landervik	K-slacker
Brian Richard Stolt	Henry Wong	Lance Rome
Bruce Wiggins	Jack Shear	Luigi "dsypher" McMinn
Cameron DuBeers	Jamas Enright	Marc Young
Carey Williams	James Niemira	Mark Clodi
Charles Myers	Jason Stierle	Mark Damon Hughes
Chip Warden	Jeff P. Russell	Mark Woolley
Chloe Katzburg	Jeremy Coffey	Martin Blake
Chris Delaney	Jim "Wilmanric" Pacek	Matthew Sanderson

Troll Slayers, Continued

Matthew Zymet	Randy Crockett	Steve Huntsberry
Michael Filan	Rice	Steven Danielson
Michael White	Rich "Cthulhu's Librarian" Miller	Steven Schopmeyer
Mike A	Rich Spainhour	Syyvius
Mike Case	Richard "Timmer" Phipps	T. Kurt Bond
Mike Schulenberg	Rob Malo	Thaldon Magedrake
Moxadder	Rob Savidge	Thomas Eaton-Evans
Nathan J. Sheusi	Robby Anderson	Thorsten Schubert
Omer "golan2072" Golan-Joel	Robert Oberg	Todd Showalter
Pat	Rodney Hankemeier	Tuan Nguyen
Paul Hedrick	Russ Brown	Tyler J. Leben
Paul Ramer	Scott Sheets	William Z. Cohen, MSGT/USC, ret.
Peter W. Lenz	sonofotho	Wolfthulhu
Philip Williams	Spencer Davis	

Hellhound Slayers

Eric Koh	Randolph R Metras	Tony mullins
HELENA HELZ HELLHOUND	Reaper Miniatures	

White Dragon Slayers

/ /olfgang	David Andrew Lynch	James Wood
Aaron Crist	David B. McGuire	Jason "Hierax" Verbitsky
Adam Meyers	David Cheatham	Jason Liswood
Adam Trojanowski	David Karoski	Jason Paul McCartan
Ala Fedorova	David McCartney	Jimmy Kane
Benjamin Chee	Derek J. Balling	Joe Kerce
Bill Johnston	Derrick "Omote" Landwehr	John Adams
Bill Lackey	Doug Haworth	John Bennett
Bob Keller	Duncan G. Scott	John J. Schaefer
Carey James Beeston	Edmond Courtroul	Johnathan L Bingham
Carl Rustenbeck	Edna Ann Rouse	Jonathan Woodward
Charles Dodge	Edward Hamilton	Jorge Carreras
Chris and Lisa Wallace	Emiliano Marchetti	Ken Finlayson
Chris Cowles	Enrique Lancha	Kevin P. McDonough
Chris Hill	Eric "Strat" Kennedy	Kirk Foote
Christopher Andrews	Fenway5	Leigh Fewster
Clint Barkley	Franz Georg Rösel	Les Hill
Colin Miller	Gothridge Manor	Luke R. Bartlett
Craig Marshall	Ivan J Thomas	Lupus
Daniel Jeffery	Jackson Starky	M. Sean Molley
Daniel Petersen	James M. Yager	MaGnuS
Dark Sasha	James ME Patterson	Marc Paladini

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White Dragon Slayers, Continued

Mark "Bracton" Greenberg	Peter Ramos	Scott Thede
Marshall "leadjunkie" Mahurin	Peter Tomatz	Sebastian Dietz
Matthew Dunn	Ralph Kelleners	Sebastian Schirrmeister
Matthew Wasiak	Random McNasty	Sébastien Lippé
Matthias Weeks	Ray Schmidt	Skalla Domineron-The Priest of Pain
Michael Caldwell	Rene Lalonde	Steven Dolges
Michael Russell	Richard "Boomtopper" White	Ted Ludemann
Mike Franke	Rick Rambo	The Grim MacKay
Nikos Constant	Robb Lukasik	Thomas Milazzo
Orastes	Rondar the unlucky	Todd McKimmey
Orion Cooper	Russell Hoyle	Tyrlafiel
Paul Aparicio	Ryan Simm	vance ludemann
Paul MacDonald	Ryan Wiley	Walter F. Croft
Paul Maloney	Sacratus	William Davisson
Paul Ryan	Sandy Mackay	William Michael Curtis
Peter	Scathaigh	
Peter "LifescanX" Poulsen	Scott Galliand	

Black Dragon Slayers

Adam Alexander	Günther Kronenberg	MHN
Alexander Guzman	Henry Dunn	Michael A Magliocca
Andrew Kelsoe	trollandflame.blogspot.com	Napoleon Von Smith
Andrew O. Johnson	J Preusser	Nazlith
Andy Vann	James Van Horn	Newt Newport
Bastarache	Javed Mirza	Nigs Phillips
Blake Kiefer	Jeff Vincent	Oberon
Bruce Novakowski	Jonathan A. Gillett	Pat Bellavance
C. Joshua Villines	Joseph Cortese	Phil Bordelon
Cameron Wallace	Justin	Richard E Flanagan
Christopher Burns	Jye Karl-Perry	Richard Leiva
Crutch	Kevin "Oracle" Walker	Scantrontb
David "DaveMage" Shlafer	Kevin Brown	Scott C Giesbrecht
Denis Gagnon	Kevin Vanderwater	Scott Farber
Dennis Kelley	Kurtis Evans	Steve Lord
Eric Nielsen	Lisa Kellogg	Thaumaturgan
Floris van der Zwan	Louis Roberts	Ungar Dragonsbane
Fredrik Hansson	Matthew G Payton	Zanshin Frog
Geoffrey Roy	Matthias Deja	
Graham Hirst	Merric Blackman	

Red Dragon Slayers

Benjamin F. Bullock	David Thorp	R. A. Mc Reynolds
Brett Bozeman	Davrion	S "Kerion" Getty
Brett Easterbrook	Don Johnson	S Penrod
Brother Tom	Dragnmoon	Sam Curry
C. Beau Barnett	IMAD'EDDINE Gael	Scott Kehl
Chainsaw	Jake Parker	Sean K King
Chris de Putron	James Redmon	Steve Geddes
CyberMastah	Jason "Ace" Ventura	Tara Sunder
David Donohoo	Nathan Huck	Vincent Ecuyer

RKDN
STUDIOS

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