

Official Advanced
Swords & Sorcery
RULES BOOKLET

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INTRODUCTION

ADVANCED SWORDS & SORCERY is a pen and paper tabletop roleplaying game - an homage to the world's most popular fantasy roleplaying game. It has been designed to be mathless and streamlined while still retaining compatibility with its inspiration and the wide variety of old school supplemental materials that exist.

To play, all you need is the standard role playing dice, non-standard Zocchi dice if playing a Warlock, character sheets, and if so desired, miniatures for fictional positioning.

The core mechanic in **ADVANCED SWORDS & SORCERY** involves rolling a d20. In an unopposed check, a player must roll strictly *below* their relevant stat to succeed. If the check is opposed, then the player must **Thread the Needle**; they must roll a d20 that lands simultaneously *below* their relevant stat and *above* an opposing value. NPCs, monsters, traps, and other adversaries do not roll d20 checks, only damage; instead, players roll to avoid or mitigate monster attacks.

CHARACTER CREATION

Roll Stats

Every character has six stats: *Charisma* (CHA), *Constitution* (CON), *Dexterity* (DEX), *Intelligence* (INT), *Strength* (STR), and *Wisdom* (WIS). To assign stats when creating a character, roll dice six times and assign the results to your stats in the order above. Ask your Referee which of the following you will use:

EXTREME: Roll 3d20 and take the highest. This results in an average stat of about 15.5. Use this for overpowered PCs in heroic campaigns.

STANDARD: Roll 3d10 and add the highest two. This results in an average stat of about 13.5. Use this for campaigns where the PCs are remarkable people but not necessarily superhuman.

CLASSIC: Roll 3d6 and add all three. This results in an average stat of 10.5. Use this for PCs beginning of comparable power to any average schmuck in the world.

Choose a Class

A class is a character's specialization or role in the group. There are ten classes: *Cleric*, *Druid*, *Dwarf*, *Elf*, *Fighter*, *Halfling*, *Magic-User*, *Paladin*, *Ranger*, and *Warlock*. The character's class determines their Health Points (HP), Attack Value (AV) progression, permissible weapon damage dice, and abilities.

Purchase Equipment

Every character begins with 3d6×10 gold, clothes, and a free weapon as permitted by their class. The number of items a character can carry is their STR score.

The items listed in **EQUIPMENT** are not intended to be an exhaustive list of every item that can be purchased or sold.

Leveling Up

Characters level up by spending (not necessarily all at once) the amount of gold listed on **Table I.** Upon level up, you gain abilities and HP based on your class. You can also attempt to improve your stats. Pick a stat and roll a d20; if you roll higher than your score, you can increase that stat by 1. If you roll lower, you can try another stat, but note you can only increase at most three stats each time you level up.

TABLE I.: WEALTH REQUIRED TO SPEND TO LEVEL UP.

Level	Cost
2	500 gold
3	1,000 gold
4	2,000 gold
5	4,000 gold
6	8,000 gold
7	16,000 gold
8	32,000 gold
9	64,000 gold
10	128,000 gold

EQUIPMENT

Weapons are classified into three different groups based on the amount of damage they deal. The three groups are d8, d6, and d4. Any melee weapon can belong to any damage category. Ranged weapons can deal at most d6 damage.

TABLE II.: WEAPONS.

Type	Cost
d8	100 gold
d6	60 gold
d4	40 gold

Armor is also classified into three groups: light, medium, and heavy. The groups give a +1, +2, or +3 bonus, respectively, to checks to evade monster attacks. Shields are small (+1) or large (+2). A character's Armor Class (AC) is their DEX score + any bonus from armor and shields. Choice of class may restrict which armor and shields you may use.

TABLE III.: ARMOR AND SHIELDS.

Type	Cost
Light armor (+1), e.g., hides and leathers	50 gold
Medium (+2), e.g., chain mail	300 gold
Heavy (+3), e.g., plate	600 gold
Small shield (+1)	50 gold
Large (+2)	100 gold

Consumable items have a usage die. When you use an item, roll the corresponding usage die. If the result is a 1 or 2, the usage die is downgraded to the next lowest

die: d20>d12>d10>d8>d6>d4. A roll of 1 or 2 on a d4 expends the consumable item. If no usage die is listed, the item has a single use.

TABLE IV.: CONSUMABLE ITEMS.

Item	Cost	Usage Die
Antipoison	15 gold	-
Arrows	10 gold	d10
Bandages	5 gold	-
Daily rations	5 gold	d4
Herbs: poultice, aroma, seasoning	10 gold	d8
Oil	2 gold	d6
Torch	1 gold	d6
Waterskin	1 gold	d6

Antipoison can cure or preemptively prevent one bout of poison/toxin. Bandages take time to apply, but heal d4 damage, d6 with poultice. A character that neglects their daily rations becomes Disadvantaged (see **Advantage and Disadvantage**) in all rolls and eventually dies.

TABLE V.: ADVENTURING GEAR.

Item	Cost
10 foot pole	1 gold
10 foot ladder	5 gold
50 foot rope	1 gold
Bedroll	1 gold
Flint & steel	3 gold
Lantern	10 gold
Mirror	5 gold
Ram	10 gold
Sack	1 gold
Spikes	1 gold
Tent	10 gold
Winter blanket	1 gold

Characters can employ hirelings to assist them in adventures. Hirelings demand a share of the wealth your character brings safely back to civilization. They are paid once the party arrives in a safe, familiar place. The adventurer is left with whatever wealth remains after dividing it among all their surviving hirelings.

TABLE VI.: HIRELINGS.

Hireling	Share
Animal handler	10%
Classed hireling	50%
Dungeoneer	15%
Guard	10%
Guide	10%
Lantern bearer	8%
Mercenary	20%
Porter	10%
Servant	5%

A classed hireling is generated like a player character. For a mercenary, assign the stats 12-11-10-10-9-9 in an order

you choose, d8 HP, and 9 AV. Assign to all other hirelings the stats 10-10-9-9-9-9 as you choose, d6 HP, and 8 AV. Any equipment a hireling uses must be purchased by their employer. Only classed hirelings can level up.

Wealthy characters can invest in property. Purchasing the land and/or building is only one step towards maintaining a property. Money must also periodically be invested for maintenance and upkeep as well.

TABLE VII.: PROPERTY.

Property	Purchase Price	Monthly Upkeep Cost
Brewery & tavern	900 gold	75 gold
Castle	7,500 gold	550 gold
Crypt	2,000 gold	10 gold
Dungeon	1,750 gold	75 gold
Estate	4,000 gold	800 gold
Farm	2,000 gold	120 gold
Fort	6,000 gold	250 gold
Guild	2,750 gold	175 gold
House	1,300 gold	25 gold
Mansion	5,250 gold	375 gold
Monument	500 gold	5 gold
Palace	25,000 gold	2,500 gold
Temple	1,500 gold	75 gold
Vault	800 gold	75 gold
Villa	9,000 gold	1,500 gold
Watchtower	1,500 gold	75 gold
Waterfront	2,750 gold	225 gold

GAMEPLAY

During a player's turn, their character may move and act. An action is, generally speaking, any interaction with the world: attacking, casting a spell, searching, talking, and so on. The Referee has final say in what can or cannot be done in a single turn, and some actions take multiple turns. A round is the cumulative total of all characters' turns.

Explicit tracking of rounds and turns happens during combat and time-sensitive scenarios; outside of these circumstances, characters can act as they please, under Referee direction.

Movement

A character can move up to 30 feet in their turn. If they forgo their action, they may move an additional 30 feet.

Initiative

When combat is imminent, players roll a check against DEX; i.e., they attempt to roll a d20 under their DEX score. Those successful go before the enemy; those not go after.

Combat

When a character attacks an enemy, the player must **Thread the Needle**. Performing a melee or ranged attack, a player must roll below their AV, as determined by their class and level, and above the enemy's Hit Dice (HD). To attack with a spell, a player must roll below their spellcasting stat as determined by their class, and above the enemy's HD.

When an enemy attacks a character with melee or ranged, the player must **Thread the Needle** below their AC and above the enemy's HD. If the attack is magical, the player needs to roll a save for the relevant stat.

If an attack is successful, then damage is rolled. For a character, damage is rolled based on the weapon they are using. For a monster, damage is rolled based on their HD as described in the **ADVERSARIES** section.

Checks and Saves

In unopposed checks, a player must simply roll below the stat they are testing. The Referee will indicate which stat to use based on the action the character attempts.

If a character is asked to make a save to resist a spell, trap, effect, or so on, then they **Thread the Needle** above the HD of the adversary and below their relevant stat as described here.

Thread the Needle with:

CHA when the save is against charming effects.

CON when the save is against poison, disease, or death.

DEX when the save is against physical harm that can be dodged.

INT when the save is against spells and magic.

STR when the save is against physical harm that cannot be dodged.

WIS when the save is against deception and illusions.

Recovery

Characters can recover lost HP by bandaging their wounds, drinking health potions, casting certain spells, and resting. A character cannot surpass their maximum HP by mundane means.

Death

A character that reaches 0 HP is dying. They are unable to move or act in the current combat any longer. After combat has ended, the player must **Thread the Needle** below their CON stat and above the amount of damage below 0 their character has taken. If successful, the character is alive at d4 HP and can resume action, but with a scar or disfigurement. If the check fails, the character dies in a comrade's arms, though magic exists to raise the dead, if they had a soul.

Monsters that reach 0 HP get no such special privileges; they are immediately dead.

Advantage and Disadvantage

When the Referee determines that a task is particularly easy or hard given the circumstances, they may ask for a roll at Advantage or Disadvantage. For a roll at Advantage, roll twice; if at least one of the rolls is successful, then you have succeeded. For a roll at Disadvantage, roll twice; both rolls must be successful in order for you to succeed. Advantage and Disadvantage cancel each other in pairs.

Morale

When things go south for adventurers, as things so often do, adventurers rarely break under pressure, but hirelings do. In circumstances such as imminent defeat, total darkness, the death of a character, and so on, the Referee may ask players to make a morale check to retain their hirelings. In a morale check, players must **Thread the Needle** below their CHA score and above the hireling's morale score as listed on **Table VIII.** (If a hireling is particularly well-treated, their morale score may go down, at the discretion of the Referee, and vice versa: poor treatment raises morale score.) Each player should roll once; this single roll is the morale check for all their character's hirelings.

TABLE VIII.: HIRELING MORALE.

Hireling	Morale Score
Animal handler	5
Classed hireling	1
Dungeoneer	3
Guard	4
Guide	4
Lantern bearer	6
Mercenary	2
Porter	4
Servant	7

If the morale check fails for some or all present hirelings, those hirelings attempt to flee. If they cannot flee, they are useless until the danger has subsided.

During combat, if the tide of battle turns substantially in the characters' favor, monsters may also lose morale. If the Referee judges this to be the case, they should ask each character to **Thread the Needle** below their CHA score and above the HD of the strongest enemies. If at least half the party succeeds, the monsters flee, submit, or surrender. Referees should only ask for monster morale checks at most twice in a combat encounter; if the players fail twice, the monsters are fanatical and will fight to the death.

CLASSES

Table IX. details statistics relevant to all classes.

TABLE IX.: CLASS INFORMATION.

Class	Die	Weapons	Armor	Shield
Cleric	d8	d6	Medium	Large
Druid	d6	d4	Light	-
Dwarf	d8	d8	Heavy	Large
Elf	d6	d8	Medium	Small
Fighter	d10	d8	Heavy	Large
Halfling	d6	d6	Light	Small
Magic-User	d4	d4	Light	-
Paladin	d10	d8	Heavy	Large
Ranger	d8	d6	Medium	Small
Warlock	d4	d4	Light	-

Each class starts with their die + 4 HP. When a class levels up, they gain their die in HP. When a class gets a full night’s rest, they regain their die in HP.

The **Weapons** column indicates the highest damage die weapon the class can use. The **Armor** column indicates the heaviest type of armor the class can use. The **Shield** column indicates the largest type of shield the class can use.

If a chosen class has the ability to cast spells, then when the character casts a spell on an enemy and that enemy has a chance to resist the spell, the character must **Thread the Needle** above the HD of the enemy and below the relevant stat as described here.

Thread the Needle with:

CHA if you are a Paladin.

INT if you are an Elf, Magic-User, or Warlock.

WIS if you are a Cleric, Druid, or Ranger.



The Cleric

The secular world would call them zealots, but Clerics are indeed blessed with power. The Cleric is as much a scholar of their order as they are a knight. Clerics use their divine powers to help allies and repel the forces of darkness.

The Cleric has the following AV progression:

TABLE X.: CLERIC ATTACK VALUES.

Cleric Level	Attack Value (AV)
1	11
2	11
3	12
4	12
5	12
6	13
7	13
8	14
9	14
10	14

Clerics can “channel energy” to harm or to heal. The Cleric may heal an ally in sight for d6 health, or harm an enemy in sight for d6 damage, after **Threading the Needle** below WIS and above the enemy’s HD. Clerics may channel energy a number of times equal to their level each day.

A Cleric may brandish a symbol of authority/sanctity to “turn undead.” If the Cleric **Threads the Needle** below their WIS and above the HD of an undead, then 2d6 present undead of that kind flee from the Cleric for 2d6 rounds. If there are different kinds of undead present, the Cleric must turn them in order of ascending HD. In a single combat encounter, the Cleric may turn undead until one of their attempts fails.

The Cleric can cast spells from the divine spell list. When a Cleric levels up, they pray to their patron and are blessed with d4+2 spells that the patron chooses.

When the Cleric casts a spell, they roll a usage die based on their level and the level of the spell as given on **Table XI.** On a roll of 1 or 2, the usage die is downgraded, or if the die was a d4, the Cleric is out of spells of that level until the following day.

TABLE XI.: CLERIC SPELLS PER DAY.

Cleric Level	Spell usage die for each spell level								
	1	2	3	4	5	6	7	8	9
1	d4	-	-	-	-	-	-	-	-
2	d4	d4	-	-	-	-	-	-	-
3	d6	d4	d4	-	-	-	-	-	-
4	d6	d6	d4	d4	-	-	-	-	-
5	d8	d6	d4	d4	d4	-	-	-	-
6	d8	d8	d6	d4	d4	d4	-	-	-
7	d10	d8	d6	d6	d4	d4	d4	-	-
8	d10	d10	d6	d6	d4	d4	d4	d4	-
9	d12	d10	d8	d6	d6	d4	d4	d4	d4
10	d12	d12	d8	d8	d6	d6	d4	d4	d4

The Druid

Druids live in harmony with all of nature, existing in the balance between order and chaos. They hold plants, animals, the sun, and the moon as deities. Through their careful study and protection of the natural world, Druids are blessed with earthly magics and abilities.

The Druid has the following AV progression:

TABLE XII.: DRUID ATTACK VALUES.

Druid Level	Attack Value (AV)
1	8
2	8
3	9
4	9
5	9
6	10
7	10
8	11
9	11
10	11

Druids can sustain themselves off the land. Outside of civilization, a Druid need not consume daily rations, cannot be poisoned, and gains their level in HP when resting, in addition to their die.

Once per day, the Druid may devote an hour to cast any spell of their level or lower on the nature spell list as an involved and technical ritual. If they are interrupted, the spell fails.

The Druid can cast spells from the nature spell list. When a Druid levels up, they meditate in nature and are enlightened with d4+2 spells. Druids are social and will share the spells they know with ally Druids, but it takes time to study and perfect the art.

When the Druid casts a spell, they roll a usage die based on their level and the level of the spell as given on **Table XIII.** On a roll of 1 or 2, the usage die is downgraded, or if the die was a d4, the Druid is out of spells of that level until the following day.

TABLE XIII.: DRUID SPELLS PER DAY.

Druid Level	Spell usage die for each spell level								
	1	2	3	4	5	6	7	8	9
1	d4	-	-	-	-	-	-	-	-
2	d4	d4	-	-	-	-	-	-	-
3	d6	d4	d4	-	-	-	-	-	-
4	d6	d6	d4	d4	-	-	-	-	-
5	d8	d6	d4	d4	d4	-	-	-	-
6	d8	d8	d6	d4	d4	d4	-	-	-
7	d10	d8	d6	d6	d4	d4	d4	-	-
8	d10	d10	d6	d6	d4	d4	d4	d4	-
9	d12	d10	d8	d6	d6	d4	d4	d4	d4
10	d12	d12	d8	d8	d6	d6	d4	d4	d4



The Dwarf

The Dwarfs are an indulgent coastal people; their love of all that is learned and refined extends from literature, playwriting, painting, and sculpting, to mathematics, philosophy, science, and polemology. Dwarfs are polytheistic, and delight in telling stories about the folly and hubris of their gods.

The Dwarf has the following AV progression:

TABLE XIV.: DWARF ATTACK VALUES.

Dwarf Level	Attack Value (AV)
1	11
2	11
3	12
4	12
5	13
6	13
7	14
8	14
9	15
10	15

A Dwarf's knowledge of science and medicine allows them to add their level to HP recovered when they bandage injured characters.

A Dwarf can inspire allies to greatness. At times of rest, the Dwarf may tell their friends a gripping myth or legendary tale. If a listener later finds themselves in similar circumstances to the myth, they may roll a check or save at Advantage. This can be performed once per myth told.



The Elf

The Elves are a dying race. Their people have been spread to the four winds. The ancient art of Elven study is nearly lost to time. The few desperate Elves that remain have made it their quest to preserve Elven culture, where both magic and might are equally revered. Elves adventure to recover ancient Elven artifacts, to spread the history of the Elves, and to educate the future generations of their spell-sword craft.

The Elf has the following AV progression:

TABLE XV.: ELF ATTACK VALUES.

Elf Level	Attack Value (AV)
1	11
2	11
3	12
4	13
5	13
6	14
7	15
8	15
9	16
10	17

The years of study and experience that Elves devote to their craft allows them to exert themselves in a desperate "surge." As many times per day as their level, if an Elf fails a save or check, they may describe how they reassess, readjust, or react to the situation, and reroll the die. An Elf may alternatively spend a surge to add their level to a damage roll.

An Elf can push themselves beyond the limits of their body and cast additional spells at a cost to their health. If an Elf has run out of spells for the day, they may cast additional spells at the cost of their level in permanent HP lost per spell.

The Elf can cast spells from the arcane spell list. An Elf learns one spell each time they level up, but can find more from spellbooks and spellcasters in the world. The number of spells an Elf can cast per day is listed on Table XVI..

TABLE XVI.: ELF SPELLS PER DAY.

Elf Level	Spells allotted
1	1
2	2
3	2
4	3
5	4
6	4
7	5
8	6
9	6
10	7



The Fighter

From heroes of strength, valor, and glory, to fearsome bandit kings and marauders, Fighters are the brawn of a world where might makes right. A skilled Fighter fears no man; their raw power mixed with their delicate finesse makes a Fighter a fearsome killing machine.

The Fighter has the following AV progression:

TABLE XVII.: FIGHTER ATTACK VALUES.

Fighter Level	Attack Value (AV)
1	11
2	12
3	12
4	13
5	14
6	14
7	15
8	16
9	16
10	17

When a Fighter kills an enemy, they may attack another enemy within range. A Fighter may do this as many times as levels they have, so if a Fighter is level 3, they may attack up to four enemies in range, provided the first three attacks are killing blows.

If a Fighter fails a STR or DEX save and would be dealt damage, they can opt to destroy their shield, if they have one equipped, and ignore the damage.





The Halfling

Halflings are cunning tricksters and deviants. They prefer to deal with the riffraff underbelly of society, where they make connections and establish relationships with unsavory characters. A Halfling is not to be trusted, and never fights fair.

The Halfling has the following AV progression:

TABLE XVIII.: HALFLING ATTACK VALUES.

Halfling Level	Attack Value (AV)
1	12
2	12
3	12
4	12
5	13
6	13
7	13
8	13
9	14
10	14

If a Halfling successfully attacks an enemy from an advantageous position, they may do additional damage equal to their level.

Each time the Halfling levels up, they gain $3d6 \times$ their level gold worth of favors to collect. The favors can be used for anything agreed upon by player and Referee.



The Magic-User

Whether a born natural or a devoted student of the arts, a Magic-User has unearthly abilities at their very fingers. Magic-Users bend reality to their whims, and thus many obstacles become trivial to a creative Magic-User. Magic-Users think outside the box, using their spells and powers to circumvent problems and avoid confrontation.

The Magic-User has the following AV progression:

TABLE XIX.: MAGIC-USER ATTACK VALUES.

Magic-User Level	Attack Value (AV)
1	8
2	8
3	8
4	9
5	9
6	9
7	10
8	10
9	10
10	11

A Magic-User's deep understanding of the arcane arts allows them to unlock extreme magical power through "meta-magic." As many times per day as their level, a Magic-User can do the following: ignore the result of a spell's usage die roll, treat their level as double for the purposes of spell effects, reverse the effects of a spell, cast a spell discreetly, cast a spell without requirements, or cast two spells in one action.

Once per day, the Magic-User may devote an hour to cast any spell on the arcane spell list as an involved and technical ritual. If they are interrupted, the spell fails.

The Magic-User can cast spells from the arcane spell list. A Magic-User learns one spell each time they level up, but can find more from spellbooks and spellcasters in the world. When the Magic-User casts a spell, they roll a usage die based on their level as given on Table XX.. On a roll of 1 or 2, the usage die is downgraded, or if the die was a d4 with no subsequent dice, the Magic-User is out of spells until the following day. For levels 7 and up, the usage die "prestiges" and gains subsequent dice; for example, the chain for level 8 is $d6 > d4 > d20 > d12 > d10 > d8 > d6 > d4$.

TABLE XX.: MAGIC-USER SPELLS PER DAY.

Magic-User Level	Spell usage die
1	d4
2	d6
3	d8
4	d10
5	d12
6	d20
7	d4, then d20
8	d6, then d20
9	d8, then d20
10	d10, then d20

The Paladin

A noble, righteous, and holy knight, the Paladin is the embodiment of the virtues they hold dear. In turn, the Paladin is granted power to heal and protect the innocent.

The Paladin has the following AV progression:

TABLE XXI.: PALADIN ATTACK VALUES.

Paladin Level	Attack Value (AV)
1	11
2	11
3	12
4	12
5	13
6	13
7	14
8	14
9	15
10	15

A Paladin can “lay on hands” to cure wounds. Touching heals d6 damage. Paladins may lay on hands a number of times equal to their level each day.

During combat, a Paladin may selflessly use their body to shield allies by **Threading the Needle** below their CHA stat and above the HD of any relevant enemies. Until the Paladin’s next turn, this maneuver forces all attacks that would target an adjacent ally to target the Paladin instead.

Starting at level 4, the Paladin can learn and cast spells from the divine spell list. When a Paladin levels up, they pray to their patron and are blessed with 2 spells that the patron chooses.

The number of spells of each level a Paladin can cast per day is listed on **Table XXII.**

TABLE XXII.: PALADIN SPELLS PER DAY.

Paladin Level	Spells allotted for each spell level			
	1	2	3	4
4	1	-	-	-
5	2	-	-	-
6	2	1	-	-
7	2	2	-	-
8	2	2	1	-
9	3	2	2	-
10	3	2	2	1



The Ranger

Adept at tracking, scouting, infiltration, and hunting, the Ranger has a uniquely specialized set of survival skills. Their abilities make them equally capable combatants and skilled naturalists.

The Ranger has the following AV progression:

TABLE XXIII.: RANGER ATTACK VALUES.

Ranger Level	Attack Value (AV)
1	11
2	11
3	12
4	12
5	13
6	13
7	14
8	14
9	15
10	15

Once during each combat, a Ranger may declare an enemy their quarry. Singling out an enemy, a Ranger marks them for death and hones their attacks amidst the chaos of battle. Against this enemy, the Ranger adds their level to all damage rolls.

A Ranger can travel effortlessly where others would struggle. Choose a favored terrain; examples include desert, hills, forests, jungle, mountains, plains, swamps, tundra, and so on. When in their favored terrain, the Ranger can travel quickly, track parties effortlessly, travel without leaving a trace, and avoid encountering man. This ability extends to the Ranger’s companions, provided they follow the Ranger’s guidance.

Starting at level 4, the Ranger can learn and cast spells from the nature spell list. When a Ranger levels up, they meditate in nature and are enlightened with 2 spells.

The number of spells of each level a Ranger can cast per day is listed on **Table XXIV.**

TABLE XXIV.: RANGER SPELLS PER DAY.

Ranger Level	Spells allotted for each spell level			
	1	2	3	4
4	1	-	-	-
5	2	-	-	-
6	2	1	-	-
7	2	2	-	-
8	2	2	1	-
9	3	2	2	-
10	3	2	2	1



The Warlock

To the unlearned peasant, Warlocks must seem like gods. They have the ability to warp the essential fabric of reality; physics and nature bend to their very will. But there is something decidedly unnatural about having such power. It is said that Warlocks are corrupted by their power, but perhaps these are rumors spread by the untalented mundane world. There are murmurs that Warlocks must make pacts with eldritch nightmares to earn their arcane abilities. Such gossip is dismissed as fancy by Warlocks, but of course it would be.

The Warlock has the following AV progression:

TABLE XXV.: WARLOCK ATTACK VALUES.

Warlock Level	Attack Value (AV)
1	8
2	8
3	8
4	9
5	9
6	9
7	10
8	10
9	10
10	11

The Warlock does not learn spells of their own accord. They are given (or blessed, or cursed) spells by supernatural eldritch horrors with no concern for the machinations of man. Each time the Warlock gains a level, in the back of their dreams whispers an ancient being with a snarling cadence and a melodious wail. It has all the answers the Warlock seeks, and more. For a "mundane" task, something truly "trivial," it will grant the Warlock the powers they so desperately deserve. By fulfilling the task, the Warlock gains d5-1 spells from the Necronomicon spell list.

When the Warlock casts a spell, they roll a usage die based on their level as given on **Table XXVI.** On a roll of 1 or 2, the usage die is downgraded, or if the die was a d4, the Warlock is out of spells until the following day. Note that a Warlock's usage die chain differs from all other usage die chains: d20>d16>d14>d12>d10>d8>d7>d6>d5>d4.

TABLE XXVI.: WARLOCK SPELLS PER DAY.

Warlock Level	Spell usage die
1	d4
2	d5
3	d6
4	d7
5	d8
6	d10
7	d12
8	d14
9	d16
10	d20

The Warlock is not left unscathed from their encounters with eldritch beings. Each time a Warlock levels up and completes their favors to learn new spells, they also gain a Corruption point. Additionally, Warlocks that stretch themselves to breaking and cast more spells in one day than what their body and mind can handle will also take on Corruption points; when a Warlock reaches their daily limit, they may cast additional spells at the cost of one Corruption point and one Corruption check per spell. Corruption can also be earned through horrible and unspeakable deeds not dared written here.

In times of great stress and anguish, a Warlock may be pushed to their limit. The Referee should ask the Warlock to roll a d20 in a Corruption check. If they roll above their Corruption score, they are safe for yet another day (*but at what cost?*). If, however, the roll ties or is lower than their Corruption score, the Warlock is fully seized by the madness inherent in their terrible art. Such Warlocks will not adventure with their companions any longer. They may be dragged to hell by the demons they once confided in; they may be driven mad and flee to start a cult in a mountain of power; they may attack the men and women they once called their friends before they turn on themselves. It is always a terrible moment.



MAGIC

Magic is divided into four distinct flavors: arcane, divine, natural, and necrotic. Choice of class determines which spells a character is able to cast.

Elves and Magic-Users cast spells from the arcane spell list. These spells have no inherent level; a caster can cast any spell that they know or have access to, and the effects of that spell are scaled based on the level of the caster. Arcane spells are utility spells, able to solve problems and influence circumstances.

Clerics and Paladins cast spells from the divine spell list. These spells are ranked by level; higher level spells are more powerful and can only be cast by higher level characters. Divine spells deal in life and death, good and evil, and the forces of the gods.

Druids and Rangers cast spells from the nature spell list. These spells are ranked by level; higher level spells are more powerful and can only be cast by higher level characters. Nature spells influence the natural world, gaining information from and lording power over plants and animals.

Warlocks cast spells from the Necronomicon. These spells have no inherent level; a caster can cast any spell that they know, and the effects of that spell are scaled based on the level of the caster. Necrotic spells inflict pain and suffering and force enemies to submit to commands and influences against their will.

Arcane Spells

Below is a list of some of the arcane spells in existence. In the following list, " ℓ " is a number equal to the caster's level. Unless otherwise noted, all spells with ongoing effects last up to $\ell \times 10$ minutes, and have a range of up to 40 feet. If the target attempts to resist the spell, the caster must **Thread the Needle** below their spellcasting stat (INT for Elves and Magic-Users) and above the HD of the target. If they fail, the effects of the spell are reduced or negated.

126 Arcane Spells

1. **Adhere:** Your touched target exhudes a thick, white, pasty glue. It becomes extremely sticky.
2. **Aeromancer:** Invoke and control wind up to the intensity of a light breeze.
3. **Aethersight:** Magic auras glow in the color of song. You can discern when objects have been magically affected or when casters are being discreet.
4. **Allure:** Creatures within sight are compelled to approach you, but do not change their disposition towards you.
5. **Animate:** You control an inanimate object.
6. **Arcane Eye:** Your eyeball detaches and you can see through it as it flies at your command.
7. **Astral Prison:** A surge freezes the target in time and space within an invulnerable crystal shell.

8. **Astral Shield:** An incorporeal barrier forms in the air.
9. **Astral Weapon:** A heroic weapon of legend, your choice, appears.
10. **Attract:** $\ell + 1$ objects are magnetically attracted to each other if they come within 10 feet.
11. **Auditory Illusion:** You create illusory noises that appear to come from a direction of your choice.
12. **Babble:** The target must clearly say everything you think but is otherwise mute.
13. **Beacon:** The target emits a black psychic pulse that draws the curiosity of all monsters within 1 mile.
14. **Befuddle:** ℓ targets cannot form memories, tell creatures apart, or otherwise act intelligently.
15. **Bend Fate:** Roll $\ell + 1$ d20s. Each time you roll a d20, choose one of the rolled results until they are gone.
16. **Blood::Water::Wine:** Transform one of blood, water, or wine into another.
17. **Body Swap:** You temporarily switch bodies with the target. If one body dies, so does the other.
18. **Cacophony:** An overwhelming sound fills the area.
19. **Catherine:** A human named Catherine appears until the spell ends. She will obey polite, safe requests.
20. **Charm:** ℓ targets treat you as a friend.
21. **Coal Stone:** Turn a gem into a source of heat/fire.
22. **Combine Powers:** Concentrate on this spell to add your caster level to an ally caster.
23. **Command:** The target obeys a three word command that does not harm it.
24. **Comprehend:** You become fluent in all languages.
25. **Control Weather:** You can alter the type of weather at will, but after, the energy can cause natural disasters.
26. **Darkness:** A shroud blocks all vision in an area.
27. **Darkvision:** You can see in total darkness.
28. **Deafen:** All nearby creatures are deafened.
29. **Déjà Vu:** For ℓ rounds, a touched target experiences everything twice.
30. **Delay Danger:** Delay the effects of an attack, spell, trap, etc., which targets you for up to ℓ rounds. The effects can be activated at any time during the duration but they must occur once time is up.
31. **Delay Potion:** Delay the effects of a consumed liquid for up to ℓ hours. The effects can be activated at any time during the duration but they must occur once time is up.
32. **Disassemble:** Any of your body parts may be removed and attached at will. You can control them.
33. **Disguise:** You disguise ℓ targets.
34. **Displace:** Shift target's apparent place by $\ell \times 10$ feet.
35. **Earthquake:** The ground shakes for ℓ rounds.
36. **Elasticity:** Your body can stretch up to $\ell \times 10$ feet.
37. **Elemental Wall:** An $\ell \times 40$ foot long wall of ice, fire, or other element blasts from the ground.
38. **Feast:** A huge table appears with delicious food.
39. **Feather:** ℓ falling/flying/propelled items become as light as feathers.
40. **Filch:** ℓ visible items teleport to your hands.
41. **Fog Cloud:** Dense black fog spreads out from you.
42. **Frenzy:** ℓ creatures erupt in senseless violence.
43. **Glass Form:** A touched surface becomes see-through up to ℓ feet. Lead and silver are immune.
44. **Gravity Shift:** You can change the direction of gravity

- for yourself once per round.
45. **Grease:** Cast forth a spurt of grease, which can cover $\ell \times 10$ square feet.
 46. **Greed:** ℓ creatures develop an overwhelming urge to possess a visible item of your choice.
 47. **Haste:** ℓ touched targets move three times as fast.
 48. **Hear Whispers:** A touched target hears faint sounds.
 49. **Hover:** An object hovers 2 feet off the ground. It can hold ℓ men.
 50. **Hypnotize:** The target enters a dreamy trance and will truthfully answer ℓ questions.
 51. **Ice:** An $\ell \times 10$ foot radius of ice spreads from a point.
 52. **Increase Gravity:** The gravity in the area triples.
 53. **Invisible Tether:** Two objects must remain less than 10 feet apart.
 54. **Ironbane:** Any iron you touch rusts and disintegrates.
 55. **Knock:** ℓ nearby locks, clasps, and buckles open.
 56. **Leap:** A touched target can jump $\ell \times 10$ feet in the air.
 57. **Life Line:** Link two targets; one need not eat nor breathe, and the other must eat and breathe for both.
 58. **Light:** A floating light moves as you command.
 59. **Liquid Air:** The air becomes thick enough to swim in.
 60. **Magic Dampener:** Nearby magic has effects halved.
 61. **Manipulate Clockwork:** You affect a minor change in a small mechanical item.
 62. **Manse:** A furnished cottage appears for $\ell \times 12$ hours.
 63. **Marble Madness:** Your pockets are always full of marbles.
 64. **Masquerade:** ℓ creatures turn identical to a target.
 65. **Miniaturize:** ℓ touched creatures are mouse-sized.
 66. **Mirror Image:** ℓ copies of yourself appear.
 67. **Mirrorwalk:** A mirror becomes a gate to another mirror that you have looked into today.
 68. **Multiarm:** You gain ℓ extra arms.
 69. **Multitask:** Split your mind in two and perform twice as many actions for ℓ rounds. When this spell ends, roll a CON save or collapse in exhaustion.
 70. **Night Orb:** A $\ell \times 40$ foot radius ball of night appears.
 71. **Objectify:** You become an inanimate object.
 72. **Ooze Form:** You melt into a living jelly.
 73. **Pacify:** ℓ targets have a sudden aversion to violence.
 74. **Phantom Coach:** A ghostly coach appears, slightly translucent in direct light, with billowing wisps of night. It moves unnaturally fast over any terrain, even water.
 75. **Phobia:** ℓ targets are terrified of an object you choose.
 76. **Pit:** A pit 10 feet wide and $\ell \times 5$ feet deep appears.
 77. **Presence:** The target feels as though they are being watched.
 78. **Primeval Surge:** An object is grown to the size of an elephant. If it is an animal, it is enraged.
 79. **Psychometry:** Discern the answers to ℓ yes/no questions about a touched object.
 80. **Push/Pull:** An object is pushed or pulled with the strength of ℓ men for one round.
 81. **Quench:** Extinguish a small controlled flame, like a torch or campfire.
 82. **Raise Spirit:** For a favor, a touched corpse's spirit appears and answers ℓ questions.
 83. **Read Mind:** You hear thoughts of creatures nearby.
 84. **Repel:** $\ell + 1$ objects are magnetically repelled from each other if they come within 10 feet.
 85. **Resize:** Halve/double the size of a touched target.
 86. **Scry:** You see the POV of a creature touched today.
 87. **Sculpt Elements:** Inanimate material behaves like wet clay in your hands.
 88. **Share Senses:** You and a touched target freely exchange sensory information.
 89. **Shroud:** ℓ targets are invisible until they move.
 90. **Shuffle:** ℓ targets randomly switch places.
 91. **Sigil of Channeling:** Inscribe a sigil on an object or person to be able to cast spells as if you are at the location of the sigil. The sigil remains for ℓ hours.
 92. **Sixth Sense:** You cannot be surprised.
 93. **Sleep:** ℓ creatures fall into a light sleep.
 94. **Smoke Form:** Your body becomes living smoke.
 95. **Snail Knight:** A time after casting, a knight astride a giant snail rides into view. He answers most questions related to quests, and may aid you if you are worthy.
 96. **Sniff:** You smell the faintest traces of scents.
 97. **Sort:** Inanimate items sort themselves as you specify.
 98. **Spatial Distortion:** A nearby object shrinks to the size of an apple.
 99. **Spectacle:** A clearly unreal but impressive illusion appears under your control, with motion and sound.
 100. **Spellseize:** Remove a spell from a caster's mind and store it to cast later. After casting, the spell is gone.
 101. **Spider Climb:** A target climbs surfaces like a spider.
 102. **Stone::Flesh:** Transform stone into flesh, or vice versa.
 103. **Summon/Banish Cube:** You may create/destroy 3 foot wide cubes of soil once a round.
 104. **Summon Idol:** A carved idol rises from the ground.
 105. **Swarm:** You become a swarm of crows, rats, or piranha.
 106. **Telekinesis:** You may mentally move ℓ items.
 107. **Telepathy:** $\ell + 1$ targets hear each other's thoughts.
 108. **Teleport:** An object teleports up to $\ell \times 40$ feet.
 109. **Thaumaturgic Anchor:** The target becomes the target of all spells cast near it, and all casters must roll under their spellcasting stat to target anything else.
 110. **Time Jump:** The target hurls itself $10 \times \ell$ minutes into the future.
 111. **Time Pocket:** You dislocate in time for up to ℓ minutes. You can see and be seen by creatures in normal time, but as if in a fog. You ignore all effects and objects other than those that originate with you. Likewise, you cannot affect normal time.
 112. **Time Rewind:** Time in a chosen area flows backwards.
 113. **Time Rush:** Time in a chosen area becomes 10 times faster.
 114. **Time Share:** You give the target your time. It can act on your turn as if it were its own. You are petrified until the end of your turn.
 115. **Time Slow:** Time in a chosen area becomes 10 times slower.
 116. **Transfer Heat:** Transfer heat between two targets.
 117. **True Sight:** You see through all illusions.
 118. **Upwell:** A spring of seawater appears.
 119. **Vision:** You control what a target sees.
 120. **Visual Illusion:** A silent immobile illusion appears.
 121. **Ward:** A silver ring of radius 40 feet appears. Choose one thing that cannot cross it: the living, the dead,

projectiles, or metal.

- 122. **Web:** Your hands can shoot thick webbing.
- 123. **Wizard Lock:** A close-able thing is magically sealed.
- 124. **Wizard Mark:** You can leave marks visible only to casters that can be seen at any distance and through solid objects.
- 125. **Wristpocket:** A held object can be hidden in an extradimensional space and retrieved at will.
- 126. **X-Ray Vision:** You gain X-ray vision.

Divine Spells

Below is a list of some of the divine spells in existence. Unless otherwise noted, all spells with ongoing effects last up to spell level×10 minutes, and have a range of up to 40 feet. If the target attempts to resist the spell, the caster must **Thread the Needle** below their spellcasting stat (WIS for Clerics, CHA for Paladins) and above the HD of the target. If they fail, the effects of the spell are reduced or negated.

Level 1 Divine Spells

- 1. **Alacrity:** For ℓ hours, your touched target has Advantage on initiative rolls.
- 2. **Combine Powers:** Concentrate on this spell to add your caster level to an ally caster.
- 3. **Cure Light Wounds:** Target heals d8 HP.
- 4. **Detect Undead:** Nearby undead glow.
- 5. **Inflict Light Wounds:** Target loses d8 HP.
- 6. **Light:** A floating light moves as you command.
- 7. **Message:** Send a discreet message up to 1 mile.
- 8. **Protection From Evil:** Gain Advantage on all rolls against Evil.
- 9. **Purify Food/Water:** Remove disease from food/water.
- 10. **Resist Cold:** The target is immune to mundane cold and gains Advantage against magical cold.
- 11. **Rousing Cry:** Allies gain Advantage on morale rolls.
- 12. **Sanctify Corpse:** Prevent corpse from turning undead.
- 13. **Sanctuary:** As long as you remain pacifist, roll with Advantage on saves.

Level 2 Divine Spells

- 1. **Augury:** Determine whether a future action will bring weal or woe.
- 2. **Bless:** Allies gain +1 to stats and AV when attacking and saving for 1 hour.
- 3. **Command:** The target obeys a three word command that does not harm it.
- 4. **Hold Person:** Paralyze d4 targets. Roll each round to maintain the hold; the effect lasts until the roll fails.
- 5. **Life Pact:** Link two targets; if one falls below 0 HP, the other loses enough HP to bring the first back to 0 HP.
- 6. **Magic Appraisal:** Touch an object. You learn one: who last possessed it, who created it, how to fix it, what it's used for, where to use it, or where to sell it.
- 7. **Martyr's Bargain:** Delay all damage in a round to take maximum damage in the following round.
- 8. **Resist Fire:** The target is immune to mundane heat and gains Advantage against magical heat.
- 9. **Silence:** No sound can pass through a specified area.
- 10. **Speak With Animals:** Speak to/understand animals.

Level 3 Divine Spells

- 1. **Cause Disease:** Inflict a target with a disease.
- 2. **Cure Disease:** Cure a target of a disease.
- 3. **Daylight:** An area is illuminated with sunlight.
- 4. **Locate:** Discern the direction of a known object.
- 5. **Prayer:** Allies gain Advantage when attacking and saving for 1 combat.
- 6. **Prevent Lies:** Creatures within range that attempt to tell a direct lie cannot speak.
- 7. **Raise Spirit:** For a favor, a touched corpse's spirit appears and answers 3 questions.
- 8. **Remove Curse:** Remove a curse from a target.
- 9. **Ward:** A silver ring of radius 40 feet appears. Choose one thing that cannot cross it: the living, the dead, projectiles, or metal.

Level 4 Divine Spells

- 1. **Consecrate:** In an area, undead have 1 less HD.
- 2. **Cure Serious Wounds:** Target heals $2d8+1$ HP.
- 3. **Feast:** A huge table appears with delicious food.
- 4. **Greater Augury:** The next hour is actually a dream; after 1 hour is up, the timeline is reset back to the moment of casting, and you retain your knowledge of one possible sequence of events. At the end of this spell, you can choose not to reset; this was the true timeline.
- 5. **Hold Undead:** Nearby undead are paralyzed for 4 rounds.
- 6. **Inflict Serious Wounds:** Target loses $2d8+1$ HP.
- 7. **Neutralize Poison:** Remove or immunize vs. poison.
- 8. **Sticks::Snakes:** Transform sticks into snakes, or vice versa.

Level 5 Divine Spells

- 1. **Checkpoint:** If the target dies today, their body and gear disintegrate and they reappear in the same condition as when the spell was cast (including stats, gear, memory, etc.).
- 2. **Commune:** Directly ask a deity 3 questions.
- 3. **Cure Critical Wounds:** Target heals $3d8+2$ HP.
- 4. **Dispel Evil:** Remove and negate an Evil spell.
- 5. **Inflict Critical Wounds:** Target loses $3d8+2$ HP.
- 6. **Plague:** Anyone in an area loses d6 HP for 2d6 turns.
- 7. **Quest:** Compel a target to complete a task for you.
- 8. **True Sight:** You see through all illusions.

Level 6 Divine Spells

- 1. **Animate:** You control an inanimate object.
- 2. **Blade Barrier:** A wall of whirling blades appears. Any creature that passes through takes 6d4 damage.
- 3. **Conjure Elemental:** Summon a 6 HD elemental.
- 4. **Create Undead:** Turn a corpse/skeleton into undead.
- 5. **Find Path:** For 1 hour, the path to a location is known.
- 6. **Part Waters:** Cause water or similar liquid to move apart, forming a rift.
- 7. **Raise Dead:** Bring a recent corpse back to life.
- 8. **Speak With Monsters:** Speak to/understand monsters.
- 9. **Word Of Recall:** For 1 year, you can teleport back to where this spell was cast.

Level 7 Divine Spells

1. **Aerial Servant:** Summon a servant to recover an object or creature.
2. **Astral Spell:** Project the caster to the Astral Plane.
3. **Control Weather:** You can alter the type of weather at will, but after, the energy can cause natural disasters.
4. **Earthquake:** The ground shakes for 7 rounds.
5. **Energy Drain:** The target is drained of one level/HD.
6. **Holy Word:** Targets nearby with less than 5 HD die, 6+ HD paralyzed.
7. **Regeneration:** Lost body parts are restored.
8. **Restoration:** The target regains one drained level.
9. **Resurrection:** Bring back alive from even a tiny piece.
10. **Wind Walk:** For 1 day, you can turn into mist at will.
11. **Wither:** A touched body part shrivels and falls off.

Level 8 Divine Spells

1. **Antimagical Field:** Declare an area devoid of magic.
2. **Command Undead:** Undead act at your behest.
3. **Overwhelming Presence:** 8 targets bow to you.

Level 9 Divine Spells

1. **Astral Projection:** Project a group to the Astral Plane.
2. **Create Demiplane:** Build a pocket dimension of your design.
3. **Cursed Earth:** In an area, plants cannot grow and the dead rise.
4. **Finger Of Death:** Reduce a touched target to 0 HP.
5. **Greater Energy Drain:** Target loses d6 levels/HD.
6. **Mass Heal:** All in an area gain 3d8+2 HP.
7. **Miracle:** Request a deity's intervention.
8. **Soul Bind:** Trap a soul to prevent Resurrection et al.

Nature Spells

Below is a list of some of the nature spells in existence. Unless otherwise noted, all spells with ongoing effects last up to spell level×10 minutes, and have a range of up to 40 feet. If the target attempts to resist the spell, the caster must **Thread the Needle** below their spellcasting stat (WIS for Druids and Rangers) and above the HD of the target. If they fail, the effects of the spell are reduced or negated.

Level 1 Nature Spells

1. **Animal Repulsion:** Target is offensive to mundane animals, which try to flee or attack.
2. **Combine Powers:** Concentrate on this spell to add your caster level to an ally caster.
3. **Entangle:** The present plants in an area attempt to grab ankles and prevent movement.
4. **Fog Cloud:** Dense black fog spreads out from you.
5. **Invisible To Animals:** Mundane animals cannot see you.
6. **Pass Without Trace:** For 1 hour, travel without leaving tracks or scent.
7. **Purify Food/Water:** Remove disease from food/water.
8. **Resist Elements:** Choose either heat or cold. The target is immune to mundane heat/cold and gains Advantage against magical heat/cold.
9. **Speak With Animals:** Speak to/understand animals.
10. **Web:** Your hands can shoot thick webbing.

Level 2 Nature Spells

1. **Anthropomorphize:** Touched animal gains human intelligence or human appearance for 1 day.
2. **Barkskin:** Touch to add +1 to AC and stats for saves.
3. **Charm Person Or Animal:** Target treats you as a friend.
4. **Feign Death:** A target is indistinguishable from dead.
5. **Moonbeam:** Bathe an area in moonlight.
6. **Songbird:** A songbird's music gives allies +1 to stats and AV when attacking and saving for 1 hour.
7. **Speak With Plants:** Speak to/understand plants.
8. **Thicket:** A thicket of dense brush bursts in an area.
9. **Transfer Heat:** Transfer heat between two targets.
10. **Upwell:** A spring of seawater appears.
11. **Warp Wood:** Reform a piece of wood the size of a tree branch.

Level 3 Nature Spells

1. **Arboriate:** You are a walking tree up to 10 feet tall.
2. **Enchanted Forest:** Target cannot leave the forest for 1 week, even if they travel straight indefinitely.
3. **Cure Light Wounds:** Target heals d8 HP.
4. **Neutralize Poison:** Remove or immunize vs. poison.
5. **Sculpt Dreams:** Enter and control the dreams of a touched target.
6. **Sculpt Elements:** Inanimate material behaves like wet clay in your hands.
7. **Speak With Stones:** Speak to/understand rock.
8. **Sticks::Snakes:** Transform sticks into snakes, or vice versa.
9. **Summon Insects:** A swarm of insects attacks a target.
10. **Water Breathing:** Touched target can breathe underwater.

Level 4 Nature Spells

1. **Bird Person** Your arms become wings.
2. **Coldsnap:** The area is exposed to a sudden burst of frigid cold.
3. **Control Plants:** Plants move/attack at your command.
4. **Cure Serious Wounds:** Target heals 2d8+1 HP.
5. **Feast:** A huge table appears with delicious food.

Level 5 Nature Spells

1. **Beast Form:** You become a mundane animal.
2. **Elemental Wall:** A 100 foot long wall of ice, fire, or other element blasts from the ground.
3. **Ironbane:** Iron that touches you rusts, disintegrating.
4. **Plague:** Anyone in an area loses d6 HP for 2d6 turns.
5. **Primeval Surge:** An animal is grown to the size of an elephant and is enraged.

Level 6 Nature Spells

1. **Control Weather:** You can alter the type of weather at will, but after, the energy can cause natural disasters.
2. **Cure Critical Wounds:** Target heals 3d8+2 HP.
3. **Earthquake:** The ground shakes for 1 minute.
4. **Pool of Past Times:** Once per week gaze into water to view a scene from the past. The base chance of viewing the chosen event is 60%, modified as follows:
 - Caster was originally present at the event: +30%.
 - Caster knows only the barest details: -20%.
 - Caster knows only the name of the event: -40%.

5. **Swarm:** You become a swarm of crows, rats, or piranha.
6. **Turn Wood:** All wood is repelled from the caster.
7. **Wall Of Thorns:** A wall of brambles appears. Any creature that passes through takes 6d4 damage.

Level 7 Nature Spells

1. **Animate:** You control an inanimate object.
2. **Befuddle:** 7 targets cannot form memories, tell creatures apart, or otherwise act intelligently.
3. **Chariot Of Fire:** A flaming chariot transports allies and burns enemies.
4. **Conjure Elemental:** Summon a 7 HD elemental.
5. **Metal::Wood:** Transform metal into wood, or vice versa.
6. **Transport Via Plants:** Travel instantly between two of the same plant.

Level 8 Nature Spells

1. **Creeping Doom:** Summon a swarm of deadly poisonous spiders.
2. **Feeblemind:** Revert a mind to that of a child's.
3. **Greater Feign Death:** A target needs no air, does not age, can withstand extreme environments, and is indistinguishable from dead for up to 8 hours.

Level 9 Nature Spells

1. **Finger Of Death:** Reduce a touched target to 0 HP.
2. **Reincarnate:** Bring back a soul in a random incarnation.

Necronomicon

Below is a list of some of the Necronomicon spells in existence. In the following list, "∅" is a number equal to the caster's level. Unless otherwise noted, all spells with ongoing effects last up to ∅×10 minutes, and have a range of up to 40 feet. If the target attempts to resist the spell, the caster must **Thread the Needle** below their spellcasting stat (INT for Warlocks) and above the HD of the target. If they fail, the effects of the spell are reduced or negated.

42 Spells of the Necronomicon

1. **Ability Strike:** Permanently lose 1 point in a stat of your choice to reduce the enemy HD by d6.
2. **Addiction:** The target gains a severe addiction.
3. **Adjust Memories:** Read, erase, or plant memories in a touched target.
4. **Age:** Others look on in horror as the target ages ∅×10 years.
5. **Agony:** Target experiences wracking pain, unable to act for ∅ rounds.
6. **Blind:** The target's eyes are gouged out.
7. **Bloodletting:** You open festering sores on your body and bleed midnight blood. Lose ∅×d6 HP and then heal the target by ∅×d8.
8. **Cannibal Curse:** An incredible hunger comes over the target. Food and drink no longer satisfy it. It hungers, until it tastes the flesh of a freshly slain foe.
9. **Command:** The target obeys a three word command that does not harm it.

10. **Consume Mind:** The caster eats the brain. They have a 25% chance of gaining the brain's knowledge/spells.
11. **Consume Strength:** The caster eats the flesh. They gain d4 STR, DEX, and CON.
12. **Create Undead:** Turn a corpse/skeleton into undead.
13. **Curse Of Worms:** When the target takes damage, a swarm of worms pours forth from the wound. The worms act as a swarm and attack mindlessly.
14. **Deafen:** All nearby creatures are deafened.
15. **Death Mask:** You touch a corpse and the face peels off like a mask, while the rest of the corpse quickly rots into dust. When you wear the mask, you will look and sound like the person whose face you're wearing.
16. **Death Scythe:** The corpse disintegrates as you pluck a weightless black scythe (2d4 damage) from its core. It does double damage when attacking creatures of the same type.
17. **Desecrate:** In an area, undead have 1 more HD.
18. **Elemental Blast:** An explosion of flame, electricity, ice, water, or other element detonates with a low roar and deals ∅×d6 damage.
19. **Erase:** You erase a small object from time. No trace remains and any memories of its existence are altered to reflect that it never did. History is rewritten to explain its absence. The smallest possible changes that provide a plausible explanation are used.
20. **Feast of Ashes:** The target feels as if they are starving for ∅ days but will not die. Eating food causes horrible nausea.
21. **Healing Thief:** Any time the target is healed, you steal half the healing.
22. **Hold Person:** Paralyze d4 targets. Roll each round to maintain the hold; the effect lasts until the roll fails.
23. **Isolate:** The target cannot be seen or heard by their allies.
24. **Lover's Quarrel:** The target's most beloved person takes ∅×d6 damage, wherever they may be. The target feels their loved one's pain.
25. **Lycanthropy:** The target is cursed with lycanthropy.
26. **Magic Missile:** An unerring eldritch blast deals ∅×d4 damage (no roll needed to hit).
27. **Masochism:** Calculate the caster's max HP - current HP. This number is dealt as damage to the target.
28. **Meat Servant:** A blob of dead meat forms into a helpful servant for ∅ hours.
29. **Meld:** Two targets are fused together.
30. **Memory Wipe:** The target forgets everything in the last ∅ rounds.
31. **Mental Killswitch:** Create a trigger that will kill the touched target if their mind is tampered with in a specific way.
32. **Mind Swap:** Permanently switch minds with a touched target, retaining mental stats and swapping physical stats. Both parties roll a CON save or fall into a coma.
33. **Overkill:** An intense blast of ∅×d12 necrotic damage strikes the target. The caster takes ∅×d6 damage. If the target is reduced below 0 HP, the excess damage is done to the caster.
34. **Preserve Organ:** The caster preserves a severed organ from a creature so that it does not rot or decay.
35. **Raise Spirit:** For a favor, a touched corpse's spirit ap-

pears and answers 7 questions.

36. **Sadism:** All damage done by the caster in the next round is added to all their stats for 7 rounds.
37. **Soul Shackle:** The caster draws out the soul of a dead creature and imprisons it within a gem.
38. **Transmogrify:** Turn the target into an insignificant creature.
39. **Vampirism:** The target is cursed with vampirism.
40. **Willing Sacrifice:** The target submits, allowing the ceremonial dagger to pierce their heart. As the life leaves their body, a terrible beast is summoned.
41. **Wither:** A touched body part shrivels and falls off.
42. **100 Yard Strike:** The caster can make a melee attack at any target within sight.

Using Scrolls and Wands

Spells can be transcribed into scrolls or infused into wands by people called Spellcrafts. Scrolls are one-use castings of a spell, while wands have usage dice or explicit charges. Any class of any level can use any scroll or wand. The user of the scroll/wand uses their own stats to **Thread the Needle**, if the spell requires it. If the spell inside the scroll/wand is levelless but its effect varies on the level of the caster, use the level of the Spellcraft at the time of the scroll/wand's creation to cast the spell.

To create a scroll or wand, the Spellcraft must perform the following steps. First, they must know the spell. Second, if the spell has a level, they must invest 100 gold per spell level. If the spell is levelless, they must invest 100 gold per their class level. Third, they must invest 100 gold per charge. Scrolls have 1 charge, while wands have no limit beyond what gold is spent. Finally, they must successfully **Thread the Needle**. If the spell has a level, **Thread the Needle** below their spellcasting stat and above the spell level. If the spell is levelless, **Thread the Needle** below their spellcasting stat and above their class level. If **Threading the Needle** fails, the Spellcraft loses the gold invested, but can spend time to study the spell further and retry creating the scroll or wand later, this time with Advantage on **Threading the Needle**. Any caster can be a Spellcraft, but spells from the Necronomicon cannot be made into scrolls or wands.

ADVERSARIES

For generating monsters, traps, and other obstacles quickly, all the Referee needs to do is determine the entity's difficulty level, given by the number of HD they have. This determines the number a character must roll above when **Threading the Needle** in a roll against the adversary.

A monster's health is HDd8, or, on average, $4.5 \times \text{HD}$. If a monster has less than 1 HD, it has 1 health. A typical monster's damage is given in **Table XXVII.**, though special monsters need not deal damage as described there. Monsters can have multiple attacks.

TABLE XXVII.: MONSTER DAMAGE.

Monster HD	Damage
<1	1
1	d4
2	d6
3	d8
4	d10
5	d12
6	2d6
7	3d4
8	2d8
9	4d4
10	3d6
11	d20
12	2d10
13	5d4
14	3d8
15	4d6
16	6d4
17	3d10

Furthermore, **Advanced Swords & Sorcery** is compatible with monster lists from most old school roleplaying games. Only the HD of a monster is necessary, but a Referee should feel free to interpret and use any and all other statistics given for that monster. Referees should be compelled to add interesting and surprising effects or quirks to monsters to make them unique; an HP sponge is rarely an enthralling foe. Below is a list of monster ideas.

65 Monsters and Ideas

1. **Assassin:** Stealthily tracks and eliminates a single target.
2. **Bahamut:** Holds the universe on its back.
3. **Bandit:** Ambushes in groups.
4. **Banshee:** Its wail kills listeners' loved ones.
5. **Barbarian:** Does brutal damage but is easier to hit in its rage.
6. **Basilisk:** Leaves a poison trail and kills with a glance.
7. **Behemoth:** Causes earthquakes with each step.
8. **Blink Dog:** Teleports nearby.
9. **Cannibal:** Regains health by eating corpses.
10. **Chimera:** Bites, poisons, breathes fire. Combine any interesting abilities to make a unique "chimera."
11. **Chupacabra:** Latches to prey and drains stats.
12. **Cockatrice:** Deadly breath.
13. **Cultist:** Summons terrible monsters, more powerful in groups.
14. **Dog:** Chance of rabies.
15. **Doppelgänger:** Seamlessly impersonates any target it has seen to the best of its experience.
16. **Dragon:** Elemental breath, wings, bites, guards immense treasure.
17. **Elemental (Acid/Earth/Fire/Ice/Time/Water/Wind):** Attacks with the elements, strengthened by their element.
18. **Evil Eye:** Its gaze does one: charms, paralyzes, frightens, slows, damages, telekinetically throws, puts to sleep, petrifies, disintegrates, kills.

19. **Gargoyle:** Seemingly innocent statue that attacks.
20. **Gelatinous Cube:** Transparent jelly absorbs prey.
21. **Ghost:** Immune to physical attacks. Drains stats and possesses.
22. **Ghoul:** Howls to summon undead allies.
23. **Goldbug:** Eats adventurers' gold.
24. **Golem:** Mindless automata.
25. **Headless Horseman:** Drags victims into the night.
26. **Hellhound:** Leaves fire where it steps.
27. **Hound of Tindalos:** Hunts time travelers by manifesting in angles.
28. **Hydra:** Regrows heads unless cauterized. Its blood is so poisonous, the scent is deadly.
29. **Imp:** Rather than directly cause damage, imps inconvenience and annoy.
30. **Incubus/Succubus:** Demons that deceive, enchant, and attack with attraction.
31. **Kappa:** A dish of water on their head contains all their power.
32. **Leviathan:** Colossal monster of the sea.
33. **Lich:** Immortal evil sorcerer. Only destroying its phylactery renders a lich mortal.
34. **Lycanthrope:** Turns to beast in the full moon, turns prey to lycanthropes, only slain with silver.
35. **Man-Eating Tree:** A tree. That eats man.
36. **Medusa:** Gaze turns flesh to stone.
37. **Mimic:** Impersonates inconspicuous objects.
38. **Minotaur:** Lives in a disorienting labyrinth.
39. **Mold:** Spores damage stats.
40. **Mummy:** Curses those that disturb its tomb.
41. **Phoenix:** Dies in fire and is reborn in the ashes.
42. **Pirate:** Pillages the thirteen seas.
43. **Poltergeist:** Invisibly manipulates the environment to attack and traumatize victims.
44. **Purple Worm:** Burrows underground and bursts forth.
45. **Rat:** Bites and spread disease.
46. **Rat King:** Mass of groupthink conjoined rats.
47. **Red Priest:** Its robes are red with the blood of its self-mutilation. No one has seen under its robes.
48. **Rust Monster:** Rusts metal weapons and armor.
49. **Shadow:** Immune to physical attacks.
50. **Shoggoth:** Steals magic, targets flee terrified.
51. **Shuck:** To see it is to die in a year.
52. **Siren:** Song lures adventurers.
53. **Skeleton:** Is reformed in 10 minutes unless the evil magic is somehow dispelled.
54. **Skywhale:** Floats in the sky. When it dies, its decomposing gases keep it suspended in the air, a volatile mine ready to violently pop at any time.
55. **Sphinx:** Asks riddles, guards treasure.
56. **Spider:** Web, poison, swarm.
57. **Thunderbird:** Flapping wings creates thunder and lightning.
58. **Troll:** Turns to stone in the sun. Flees from bells. Regenerates unless burned.
59. **Vampire:** Turns to bat, drains stats, turns prey to vampires, burns in the sun, must be invited in, cannot cross moving water, weakened by garlic, only slain with a stake.
60. **Voodoo Priest:** Controls zombies.
61. **Wendigo:** Causes cannibalism, hurls adventurers.
62. **Wight:** Drains experience.
63. **Will-o'-the-Wisp:** Bog lights lure adventurers and are immune to magic.
64. **Wraith:** Drains stats and turns targets to wraiths.
65. **Zombie:** Bite sucks life from CON stat until cured. If it kills, the fallen becomes a zombie.

CHA	CON	DEX	INT	STR	WIS
Charms	Poison Disease Death	Dodge-able Physical	Spells/Magic	Not Dodge-able Physical	Deceptions Illusions

(Saves)

HP / MAX	/
AC (DEX+Armor+Shield)	
AV	

Portrait

W
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On Person	Stored Away	Spent This Level	To Next Level

Weapon	Damage

Abilities

Hireling Quick Reference				
Name	Role	HP/MAX	Morale	Share

Notes

Equipment	
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Spells		Spells Left Today	
		/	—
		/	1
		/	2
		/	3
		/	4
		/	5
		/	6
		/	7
		/	8
		/	9
		/	10

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