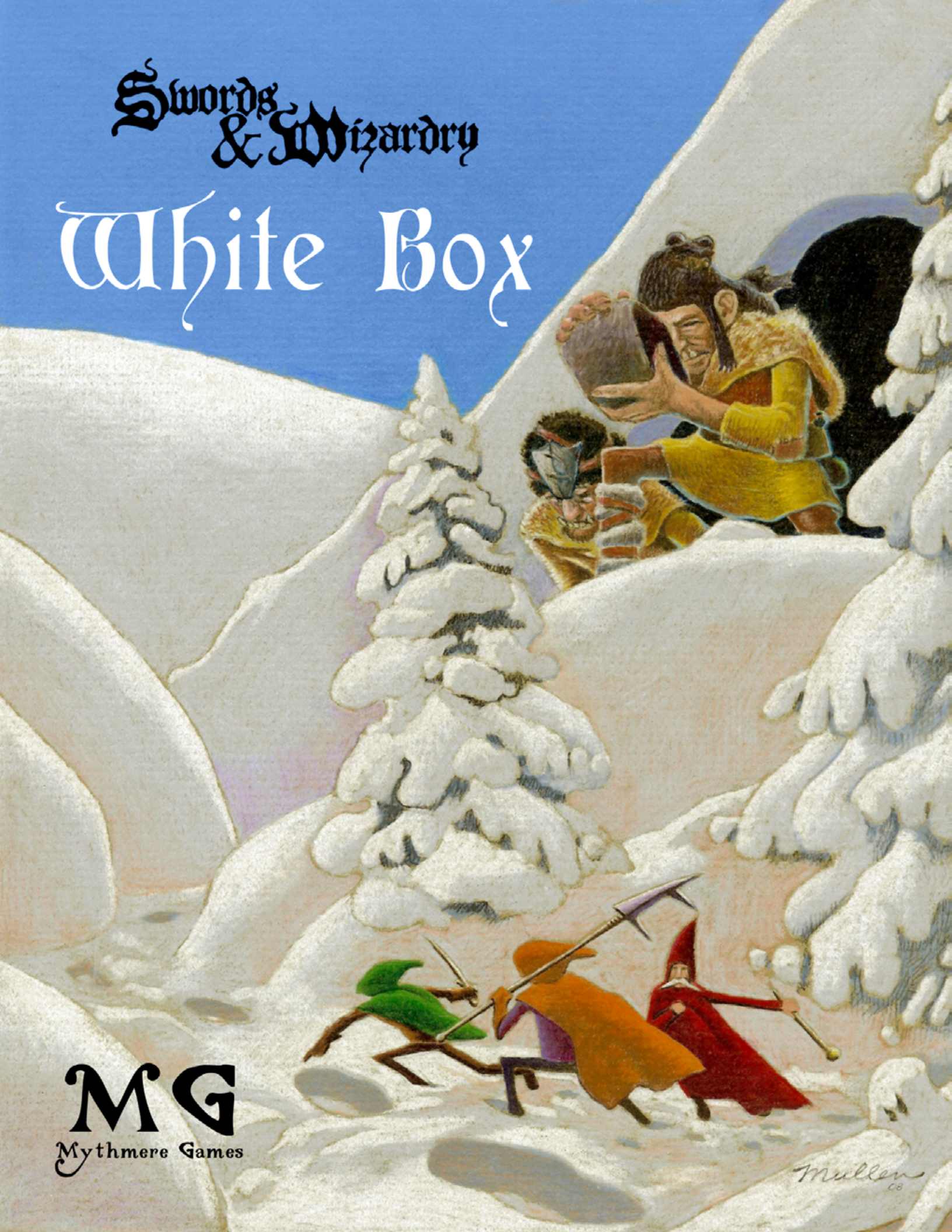


Swords
& Wizardry

White Box



MG
Mythmere Games

Mullen
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*“Light your torches, don your helmets,
sharpen your swords, and prepare your spells.”*

SWORDS AND WIZARDRY: WHITE BOX is an OGL adaptation of the original 1974 fantasy role-playing game, created by Gary Gygax, that started it all. Based on the SWORDS AND WIZARDRY: CORE RULES, the WHITEBOX version takes the game even further back, because it only uses the first three books of the original game—no material from the supplements at all.

Inside this book, you’ll find everything you’ll need to embark on a fantastic adventure:

- ▶ The 4 Classic Races: Dwarves, Elves, Halflings, and Humans
- ▶ The 3 Original Classes: Clerics, Fighters, and Magic-users
- ▶ Over 90 wondrous spells and tens of monsters to use them on
- ▶ Hirelings, 10 ft poles, and 1d6 damage



Consider this book the gateway to an earlier style of gaming. The rules herein are open, flexible, and allow for a great deal of freedom. For enterprising souls, the contents of this book represent a foundation from which to build the ultimate gaming experience. All that’s required is this book, some polyhedral dice, pencil and paper, a good group of friends, and an imagination.

Imagine the hell out of it!

Swords & Wizardry

White Box

By Matt Finch and Marv Breig

With thanks to Jason “Philotomy Jurament” Cone, Allan T. Grohe, Jr., and Jerry Mapes for proofreading and suggestions

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Introduction

SWORDS & WIZARDRY: WHITE BOX is a fantasy roleplaying game. The rules are extremely short, compared to the multi-paged rule-libraries required to play most modern roleplaying games. Yet this game contains within itself all the seeds and soul of mythic fantasy, the building blocks of vast complexity, the kindling of wonder. The game is so powerful because it's encapsulated in a small formula, like a genie kept imprisoned in the small compass of an unremarkable lamp. It's a good introductory game for learning how to play fantasy roleplaying games. It's also, for that matter, the ultimate tool for the expert Referee who customizes his worlds with variant rules. The customizability of a small system is very powerful (it is always easier to add rules than to untangle them away).

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

Enjoy!

— Matt “Mythmere” Finch

Editor's Comments

Like an archeologist unearthing ancient ruins, my task is to uncover and preserve the essence of what made role-playing great in the genesis of the hobby. These rules are designed to maintain the spirit and philosophy of the oldest gaming models, back in the days where the rules weren't supposed to be “complete” because half of the fun was making up your own rules to cover new situations. I have played role-playing games since 1975 when I first discovered a fun game in a little white box, and I enjoy giving the reader the opportunity to discover the flavor of what I found so many decades ago.

I'd like to thank Matt for giving me the opportunity to do this, Philotomy for his wonderful suggestions, and to quote Sir Isaac Newton “*If I see so far it's because I have stood on the shoulders of giants.*”

— Marv “Finarvyn” Breig

Starting the Game

The first step in playing the game is to create a character. This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character class, using your game money to buy some equipment, and then playing.

If you're the Referee, you've got a bit more preparation to do—that's covered later in a section especially for the Referee.

Rule Number One

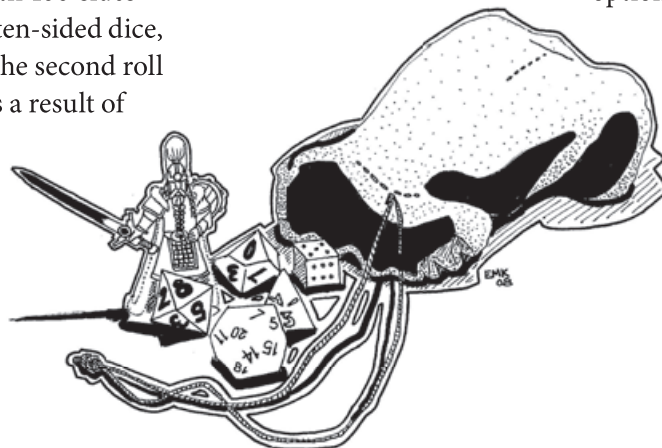
The most important rule is that the Referee always has the right to modify the rules. In fact, it's encouraged. There are gaps in the rules—holes which we did not fill on purpose because much of the fun of “old school” gaming is being able to make rules up as you need them.

This could be as simple as “um, grab some dice, roll them, and tell me the number” or more complex home-brew charts for the smallest of details. Along the way we'll be making suggestions, explanations, and giving ideas in textbox format; feel free to use them or discard them as you like.

This is *your* game, after all.

The Dice

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



Character Sheet

Your character sheet could look something like this (Finarvyn prefers 3x5 index cards):

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

House Rule: Rolling Attributes

Some Referees prefer to allow players to have more flexibility in their choice of class. One option would be to roll 3d6 six times and “arrange to taste.” This allows the player to put the best rolls on the attributes that best fit the character concept.

Ability Scores

The basic attributes are numbers which represent the strength, intelligence, wisdom, constitution, dexterity, and charisma of the character.

The standard way to create ability scores is to roll 3d6 in the order listed above. Once those rolls have been made, it is often obvious which type of character best fits the attributes, but a player always has the option to play any character class desired.



Strength

A high strength can (using the appropriate house rules) give your character bonuses when attacking with a sword or other hand-held weapon (called a “melee weapon”), and lets him carry more weight. Strength is the prime attribute for Fighters.

- ▶ **Fighters** can use their **Strength Bonus** to gain a percent bonus on earned Experience Points (XP).

Intelligence

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. Intelligence is the prime attribute for Magic-user characters.

- ▶ You can use your **Intelligence Bonus** to learn additional languages. You gain one extra language for every point above 10.
- ▶ **Magic-users** can use their **Intelligence Bonus** to gain a percent bonus on Experience Points (XP) earned.

Wisdom

Wisdom determines a character’s insight, perception, and good judgment. Wisdom is the prime attribute for Cleric characters, and any character with a wisdom score of 13 or higher gains a 5% bonus to all experience point awards.

- ▶ You can use your **Wisdom Bonus** to gain a percent bonus on Experience Points (XP) earned.
- ▶ **Clerics** can use their **Wisdom Bonus** to gain an additional percent bonus on Experience Points (XP) earned.

Constitution

Constitution is the health and endurance of the character. A high constitution gives your character extra hit points.

- ▶ You can use your **Constitution Bonus** to gain additional hit points on each hit die.

House Rule: Strength for Combat

Some Referees may rule that Fighters can use their **Strength Bonus** in combat. For example:

- ▶ Fighters can use their **Strength Bonus** to modify your “to-hit” number with hand-held (melee) weapons.
- ▶ Fighters can use their **Strength Bonus** to modify your “damage” number with hand-held (melee) weapons.

House Rule: Intelligence for Spells

Some Referees may rule that Magic-users can use their **Intelligence Bonus** to gain a bonus on “spell effectiveness” (i.e. target suffers a loss on his saving throw against the Magic-user’s spells).

House Rule: Wisdom for Spells

Some Referees may rule that Clerics can use their **Wisdom Bonus** to gain a bonus on “spell effectiveness” (i.e. target suffers a loss on his saving throw against the Cleric’s spells).

House Rule: Dexterity for AC

Some Referees may rule that you can use your **Dexterity Bonus** to modify your **Armor Class (AC)** or **Ascending Armor Class (AAC)**; use the number for AAC or change the +/- for AC.

This may be limited more to Swashbuckler-style campaigns or other games where armor is more limited.

Dexterity

Dexterity is a combination of coordination and quickness. A high dexterity score gives your character bonuses when attacking with a bow or other ranged weapon.

- ▶ You can use your **Dexterity Bonus** to modify your “to-hit” number with ranged (also called “missile”) weapons.

Charisma

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

- ▶ You can use your **Charisma Bonus** to gain a percent bonus on Experience Points (XP) earned.
- ▶ You can use your Charisma to modify the number of loyal NPC hirelings you can acquire. These hirelings include specialists and non-human creatures, but do not usually include basic men-at-arms. You can use your Charisma to modify the loyalty of those NPC hirelings.

Table 1: Charisma Bonus

Charisma	Hirelings	Loyalty
3–4	1	-2
5–6	2	-2
7–8	3	-1
9–12	4	0
13–15	5	+1
16–17	6	+2
18	7	+2

The Referee may want to make a “loyalty check” for an NPC put into a dangerous situation or one who is offered a bribe to change sides in a conflict.

Universal Attribute Bonus

Each attribute has the potential to modify what you can do. The **Universal Attribute Bonus** (or just “Bonus”) table gives some numbers to consider:

Table 2: Universal Attribute Bonus

Attribute Roll	Description	Bonus
3–6	Below Average	-1 (or 5%)
7–14	Average	–
15–18	Above Average	+1 (or 5%)

This rules set encourages the use of the above table for all of the attributes except for Charisma (which has its own table).

Each Referee can decide how and when the Bonus is used, and should feel free to tinker with the table if desired. For example, some Referees prefer for the “average” range to be 9–12 and will adjust the table accordingly.

Experience Bonus

Each character gets a bonus percentage to “experience points,” that will usually increase how much experience is gained in an adventure.

All characters get to add their percentage **Wisdom Bonus** to their percentage **Charisma Bonus** as XP Bonus.

All characters get to add their **Prime Attribute Bonus** based on their class.

Those numbers are added together to get the total experience bonus for the character. The maximum attainable XP Bonus would be 15%.

Starting Gold

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



Alignment

Just a quick note on alignment—games are usually set up as “us” against “them” and you can use various names for each. Usually “us” is considered to be Law (or Good), while “them” would be the monsters who are Chaos (or Evil).

The Referee gets the final say on which options are for the protagonists and which ones are for the antagonists.

Character Classes

There are three character classes in this game: Cleric, Fighter, and Magic-user. Your Referee may also have invented other character classes, or may be allowing optional character classes and races from other fantasy games.

The Cleric

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

Regardless of the details, you are a champion of your faith and moral alignment. You might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of the Temple hierarchy. Because most of a Cleric's abilities are oriented toward healing and protecting, Clerics tend to play a support role during combat, backing up the front line, but able to stand shoulder to shoulder with the party's Fighters if need be—at least for a while.

Table 3: Clerical Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	3	+0	12
4	6,000	3+1	+1	11
5	12,000	4	+1	10
6	24,000	5	+2	9
7	48,000	6	+2	8
8	96,000	6+1	+3	7
9	192,000	7	+4	6
10	384,000	8	+5	5

Table 4: Clerical Spell Advancement

Level	Spell Level				
	1	2	3	4	5
1	–	–	–	–	–
2	1	–	–	–	–
3	2	–	–	–	–
4	2	1	–	–	–
5	2	2	1	–	–

Reading Character Class Tables

Level: Refers to the level of experience of the character.

XP: This is the number of Experience Points (XP) needed to advance to this level.

BHB: This is the “Base Hit Bonus” added to the attack roll. (See Combat)

HD: This is the number of d6 Hit Dice at that level. Characters re-roll their HD each time they advance a level to obtain a number of hit points. (If you roll poorly, those hit points don't go down, however.)

ST: This is the Saving Throw number for the character trying to avoid something terrible.



Level	Spell Level				
	1	2	3	4	5
6	2	2	1	1	–
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

Clerical Class Abilities

Weapon/Armor Restrictions: Because Clerics dislike the shedding of blood, they may only use blunt weapons (club, flail, mace) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

Spell Casting: Clerics cast divine spells from a specific list, as per the Clerical Spell Advancement Table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric has the standard spell list.

Saving Throw: Clerics get +2 on saving throws vs. death and poisons.

Banishing Undead: Clerics can “Turn” the undead, making them flee from the Cleric’s holiness (or, in the case of an Evil Cleric, bringing them to heel as servants and minions). See Page 15.

Establish Temple (10th): At tenth level, a Cleric character who chooses to build a temple to their deity of choice may attract a body of loyal followers who will swear fealty to him.

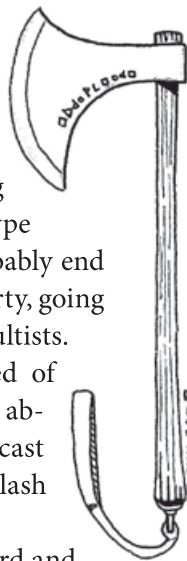
XP Bonus for Wisdom: This class bonus is in addition to the XP Bonus all characters get by having a high wisdom attribute.

The Fighter

You are a warrior, trained in battle and in the use of armor and weapons. Perhaps you are a ferocious Viking raider, a roaming samurai, or a medieval knight. Whatever type of 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.

The Fighter character is best equipped of all the character classes to dish out and absorb damage. Clerics heal, and Magic-users cast spells, but the down-and-dirty hack and slash work is up to you.

You’re going to serve as the party’s sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold—where you revel in your fame, riches, and newly earned no-



bility. Fail, of course, and you will die—just another forgotten warrior in a dangerous world.

Table 5: Fighter Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	16
2	2,000	2	+1	15
3	4,000	3	+2	14
4	8,000	4	+2	13
5	16,000	5	+3	12
6	32,000	6	+4	11
7	64,000	7	+4	10
8	128,000	8	+5	9
9	256,000	9	+6	8
10	512,000	10	+6	7

Fighter Class Abilities

Weapon/Armor Restrictions: Fighters are trained in warfare and as such have no armor or weapon restrictions.

Combat Machine: Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each turn.

Saving Throw: Fighters get +1 on saving throws vs. death and poisons.

Establish Stronghold (9th): At ninth level, a Fighter character who chooses to build a castle is considered to have the rank of “Baron” bestowed upon him by the local ruler or monarch and may choose to attract a body of loyal men-at-arms who will swear fealty to him.

XP Bonus for Strength: This class bonus is due to a high strength attribute.

The Magic-user

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

As Magic-users progress in level, they generally become the most powerful of the character classes, but at lower levels they are quite vulnerable and must be protected by the other party members. Perhaps one day, though, you will rise to such heights of pow-

er that you can build a mystically protected tower for your researches, create fabulous magic items, and scribe new formulae for hitherto unknown spells. Such arch-mages can sway the politics of kingdoms, and command respect and fear across the realms.

Table 6: Magic-user Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	+0	12
5	20,000	3	+1	11
6	40,000	3+1	+1	10
7	80,000	4	+2	9
8	160,000	4+1	+2	8
9	320,000	5	+3	7
10	640,000	5+1	+3	6
11	–	6	+4	5
12	–	6+1	+4	5
13	–	7	+5	5
14	–	7+1	+5	5
15	–	8	+6	5
16	–	8+1	+6	5

Table 7: Magic-user Spell Advancement

Level	Spell Level					
	1	2	3	4	5	6
1	1	–	–	–	–	–
2	2	–	–	–	–	–
3	3	1	–	–	–	–
4	4	2	–	–	–	–
5	4	2	1	–	–	–
6	4	2	2	–	–	–
7	4	3	2	1	–	–
8	4	3	3	2	–	–
9	4	3	3	2	1	–
10	4	4	3	2	2	–
11	4	4	4	3	3	–
12	4	4	4	4	4	1
13	5	5	5	4	4	2
14	5	5	5	4	4	3
15	5	5	5	4	4	4
16	5	5	5	5	5	5

House Rule: M-U Advancement

Some Referees may want to allow the Magic-user to advance beyond 10th level and access Spell Level 6. For your benefit, we have supplied an advancement method suitable for those purposes.

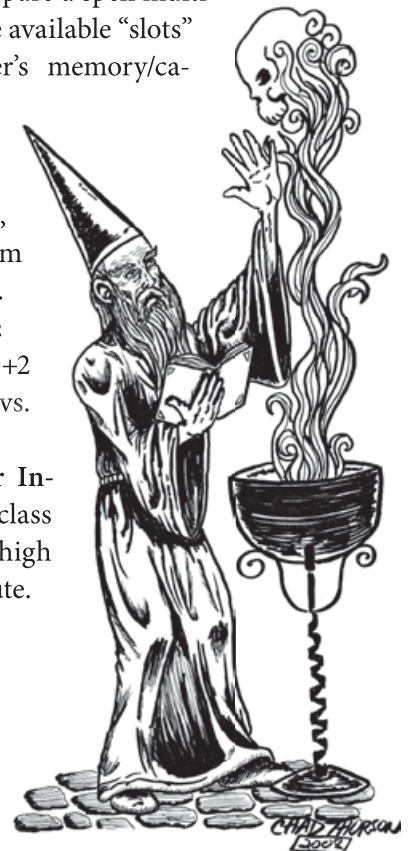
Magic-user Class Abilities

Weapon/Armor Restrictions: Magic-users tend to spend their waking hours in study of arcane tomes and scrolls, and as such tend to not have much training in weapons. Magic-users may only use daggers or staves and are not allowed the use of armor.

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

Saving Throw: Magic-users get +2 on saving throws vs. magic.

XP Bonus for Intelligence: This class bonus is due to a high intelligence attribute.



Dwarves

Dwarves tend to grow up in underground cities. As such, Dwarves easily take note of certain features of stonework: sloping corridors, traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts), and moving walls. There is no established die roll or rule for using these abilities; exactly what the Dwarf does or does not perceive is up to the Referee.

Dwarven Race Abilities

Character Advancement: Dwarves use the Fighter class advancement chart. They are typically allowed to progress as high as sixth level.

Weapon/Armor Restrictions: Like other Fighters, Dwarves are trained in warfare and as such have no armor or weapon restrictions.

Hereditary Foes: Dwarves gain an extra +1 when fighting orcs and goblins.

Keen Detection: Dwarves are good at spotting traps, slanting passages, and new construction while underground.

Hard to Hit: Being small, Dwarves typically are awarded some defensive bonus in combat because they are hard to hit. (Perhaps -2 against men-folk and -4 against giants.)

Saving Throw: Dwarves don't use magic and as such are somewhat immune to it; Dwarves get +4 on saving throws vs. magic. Since they are such hardy folk, Dwarves also get +1 on saving throws against death and poisons.

Languages: For campaigns that give each race its own dialect, Dwarves should be able to speak with gnomes, goblins, orcs, and kobolds.

Elves

Referees interpret Elves in all kinds of different ways. Are they the faerie-folk of Irish legend, the Vanir of Norse legend, the human-like Wood Elves or powerful and alien Grey Elves of Tolkien, or something else defined by the Referee's own imagination? As a baseline, most Elves of folklore are associated with magic as well as being skilled with sword and bow. The nature of the Elven race as a whole is completely the province of the Referee, and it is entirely possible

Character Races

In a fantasy world, humans often aren't alone. Elves may populate the great forests, Dwarves may carve their halls and mines into the heart of the earth, and Halflings may reside in the comfortable hill-houses of their bucolic shires.

By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself.

Some fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players—such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The Referee determines what non-human races, if any, you can choose for your character. In fact, the Referee might permit races that aren't covered here.

for the Referee to craft new Elven character classes if he so desires.

The Elven adventurer may choose, on any given day (perhaps when the moon rises) whether to use the capabilities of a Magic-user or of a Fighter. As a result, the Elf has access to either the Fighter or Magic-user chart for to-hit bonuses and saving throws, depending upon whether he donned steel that day or summoned up the power to cast spells.

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

Elven Race Abilities

Character Advancement: Elves may use either the Fighter or Magic-user class advancement charts, to be announced at the start of an adventure. They are typically allowed to progress as high as fourth level as a Fighter or eighth level as a Magic-user.

Weapon/Armor Restrictions: Elves have general limitations similar to those of Magic-users, but are

allowed to wear special Elven chain mail while adventuring as a Magic-user.

Hereditary Foes: Elves gain an extra +1 when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

Keen Detection: Elves are good at spotting hidden and concealed doors.

Saving Throw: Elves get +2 on saving throws vs. magic.

Languages: For campaigns that give each race its own dialect, Elves should be able to speak with gnolls, goblins, orcs, and hobgoblins.



House Rule: Elf Variant

Some Referees may want to allow the Elf to advance as a blend of Fighter and Magic-user instead of switching back and forth. In that model, the following abilities and advancement table might be used instead:

Weapon/Armor Restrictions: Elves would have the advantage of both magic and armor at the same time, so the Referee may limit the Elf to chain mail. Elves may not use shields when casting spells. Elves may not use two-handed weapons (two-handed sword, pole arm) when casting spells.

Hereditary Foes: Elves gain an extra +1 when fighting orcs, undead, and magical creatures.

Keen Detection: Elves are good at spotting hidden and concealed doors.

Saving Throw: Elves get +2 on saving throws vs. magic.

Languages: For campaigns that give each race its own dialect, Elves should be able to speak with gnolls, goblins, orcs, and hobgoblins.

Table 8: Elf Variant Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+1	16
2	5,000	2	+1	15
3	10,000	2+1	+1	14
4	20,000	3	+1	13
5	40,000	3+1	+2	12
6	80,000	4	+2	11
7	160,000	4+1	+2	10
8	320,000	5	+2	9

Table 9: Elf Variant Spell Advancement

Level	Spell Level		
	1	2	3
1	–	–	–
2	1	–	–
3	2	–	–
4	2	1	–
5	3	2	–
6	4	2	–
7	4	2	1
8	4	2	2

Halflings

There are many types of Halflings which appear in literature, and this group could include gnomes, pixies or fairies, small folk from the shire-land, or any other of the “wee folk” which the Referee will allow in his campaign.



Halfling Race Abilities

Character Advancement: Halflings use the Fighter class advancement table. They are typically allowed to progress as high as fourth level.

Hard to Hit: Being small, Halflings typically are awarded some defensive bonus in combat because they are hard to hit. (Perhaps -2 against men-folk and -4 against giants.)

Deadly Accuracy with Missiles: Halflings receive +2 when firing missile weapons in combat.

Near Invisibility: When not engaged in combat, Halflings are hard to see and move with almost total silence.

Saving Throw: Halflings don't use magic and as such are somewhat immune to it; Halflings get +4 on saving throws vs. magic. Since they are such hardy folk, Halflings also get +1 on saving throws against death and poisons.

Languages: For campaigns that give each race its own dialect, Halflings should be able to speak with creatures that fit the style of the Referee's campaign.

Character Retirement

Each Referee has his or her own style, and a preference for a given range of character levels for their games. The Referee has the final say on how and when retirement works for the campaign. Some ignore retirement altogether, and simply extrapolate the tables to include levels beyond those shown.

Buying Equipment

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



Table 10: Adventure Gear

Gear	Cost (gp)
Backpack (30 pound capacity)	5
Bottle (wine), glass	1
Case (map or scroll)	3
Crowbar	5
Flint & Steel	5
Grappling Hook	5
Hammer & bundle of wooden stakes	3
Holy Symbol, wooden	2
Holy Symbol, silver	25
Holy Water, small vial	25
Lantern	10
Mirror (small steel)	5
Oil (lamp), 1 pint	2
Pole, 10 ft	1
Rations, trail (day)	1
Rations, dried (day)	3
Rope, hemp (50 ft)	1
Rope, silk (50 ft)	5
Sack (15 pound capacity)	1
Sack (30 pound capacity)	2
Shovel	5
Spellbook (blank)	100
Spike, iron	1
Tent	20
Torch (bundle of 6)	1
Waterskin	1
Wolfsbane, Belladonna, Garlic	10

Equipment Weight

A “normal” level of miscellaneous equipment is assumed to weigh 70 pounds. Treasure is added to this, with each twenty coins and gems weighing a pound.

Table 11: Transportation

Type	Cost (sp)
Mule	20
Horse, draft	30
Horse, light riding	40
Warhorse, medium	100
Warhorse, heavy	200
Saddle bags	10
Saddle	25
Cart or small wagon	80
Wagon, small	160
Horse armor (barding)	320
Raft	40
Boat	100
Small Sailing Ship	5,000
Small Galley	10,000
Large Sailing Ship	20,000
Large Galley	30,000

Table 12: Melee Weapons

Weapon	Damage	Weight	Cost
Axe, Battle ¹	1d6+1	15	7
Club	1d6	10	–
Dagger	1d6-1	2	3
Flail	1d6	15	8
Axe, Hand	1d6	10	3
Halberd / Pole Arm ¹	1d6+1	15	7
Mace or Warhammer	1d6	10	5
Morning Star	1d6	15	6
Spear ²	1d6	10	2
Staff ¹	1d6	10	1
Sword	1d6	10	10
Sword, Short	1d6-1	5	8
Sword, Two-handed ¹	1d6+1	15	15

¹ Two-handed weapon

² Reaches 1 rank forward if used two-handed

Table 13: Missile Weapons

Weapon	Damage	Weight	Cost
Bow, long	1d6	5	40
Bow, short	1d6-1	5	25
Quiver ¹	–	–	5
Arrows (20)	–	1	5
Arrow, silver (1)	–	–	5
Crossbow, heavy	1d6+1	5	25
Crossbow, light	1d6-1	5	15
Case ²	–	–	5
Crossbow bolt (30)	–	5	5
Sling	1d6	1	2
Pouch	–	–	1
Stones (20)	–	–	1

¹ 20 arrow capacity

² 30 bolt capacity

Table 14: Missile Weapon Rate of Fire and Range

Weapon	RoF	Range ¹
Bow, long	2	70 ft
Bow, short	2	50 ft
Crossbow, heavy	½	80 ft
Crossbow, light	1	60 ft
Sling	1	30 ft

¹ -2 “to-hit” per increment

Table 15: Armor

Armor	AC [AAC]	Weight ¹	Cost
Chain	-4 [+4]	50	30
Leather	-2 [+2]	25	15
Plate	-6 [+6]	75	50
Shield	-1 [+1]	10	10

¹ Magical armor weighs either nothing or half normal at Referee’s discretion.

Calculating Armor Class

In the **standard/descending AC system (AC)**, an unarmored human has an AC of 9. Any armor worn subtracts from this total—making him more difficult to hit.

For example, a human (base AC 9) wearing Leather Armor (-2) has an effective AC of 7 (9-2).

House Rule: AC vs AAC

Your Referee will decide whether your game is using the “standard” armor class system where a lower AC is harder to-hit, or the “ascending AC” system (AAC), where a higher AC is harder to-hit.

Numbers for the AAC system are set off in brackets, as you will see in the table below, to distinguish the two systems when the numbers appear side by side.

Using the **ascending AC system (AAC)**, an unarmored human has an AAC of 10. Armor worn, instead of subtracting from this total, is added—making him more difficult to hit.

Thus, a human (base AAC 10) wearing Leather Armor (+2) has an effective AAC of 12 (10+2).

Your Referee will tell you which system he’s using for the campaign, so this isn’t as hard as it sounds. In one system (standard), a high AC is bad, and in the other system (ascending) a high AAC is good.

Once you start playing using one of the systems, it will make perfect sense, no matter which system you use.

Comparing Armor Class Systems

To translate between Ascending and Descending AC systems, the ascending armor class (AAC) and descending armor class (AC) values should add up to 19. Thus, AC 7 is the same as AAC 12 (19-7=12).

The Game

Once you've got a character, the Referee will describe where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, a tavern, or at the gates of an ancient tomb. That's up to the Referee. From that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet (either the characters being run by the other players, or non-player characters controlled by the Referee): all of these sorts of things are your decisions. The Referee then tells you what happens as a result: the stairs lead down to a huge tomb, the dragon attacks your character, etc. The rules below are guidelines for how to handle certain events; mainly combat, but also experience, movement, healing, dying, and other important parts of the game.

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

Gaining Experience

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

Each character class has a prime attribute listed in the character class description, and the character creation process details how to use your attributes to determine the character's total XP bonus.

Time

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

Movement Rate

Base movement rate for all races is calculated, on the table below, in terms of *feet* per combat round. Each Referee is advised to alter the units of measurement to suit their own games and situations.

Table 16: Movement Rate

Weight Carried	Elf/Human	Dwarf/Halfling
0–75 lbs	12	9
76–100 lbs	9	6
101–150 lbs	6	3
151–300 lbs	3	1

Table 17: Movement Adjustment

Movement Type	Adjustment
Careful	Half of Average Rate
Normal	Average Rate
Running	Double Average Rate

Hiring Assistants

Many characters, particularly when first starting an adventuring career, are in the need of hirelings to assist in carrying loot or fighting monsters. The table below assumes that a typical adventure lasts roughly one week. Prices are in gold pieces.



Table 18: Hiring Assistants

Hireling	Cost (gp)
Non-combatant (servant, torch bearer)	5
General "redshirt" soldier	2

Hireling	Cost (gp)
Horseman, Sailor	3
Blacksmith	5
Armorer	25
Ship Captain	75
Animal Trainer, Spy	125
Engineer	200
Alchemist	250
Assassin, Sage	500

Rates are for humans. Demi-humans cost more.

Combat

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

1. Determine Initiative.
2. Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.
3. Party that lost Initiative acts, and their results take effect.
4. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

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

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Referee may handle this situation in any way he chooses—with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous initiative round.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses include the character’s Base Hit Bonus (BHB), the strength bonus for attacks with hand held weapons,

House Rule: Statement of Intent

Some Referees prefer to have all parties make a “statement of intent” before they roll Initiative in order to force players to decide what they are doing before they know who goes first.

House Rule: 20’s and 1’s

Many Referees have rules that a “natural” roll of 20 is an automatic hit or inflicts double damage, that a natural roll of 1 is an automatic miss and may result in dropping a weapon or tripping. These are commonly called “critical hits” and “fumbles,” respectively.



any bonuses for magic weapons, and any other bonus identified as a “to-hit” bonus.

The attack roll is then compared to the target’s armor class to see if the attack hits, according to whichever system the Referee has chosen to use. The standard system (where a lower AC is better) is resolved by comparing the “to-hit” number to the number required on the standard “to-hit” table. If the attack roll is equal to or higher than the number on the table, the attack hits. In the “Ascending” AAC system, if the attack roll is equal to or higher than the defender’s armor class, the attack hit.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. A character’s strength bonuses to-hit and on damage are added to melee attacks. Two combatants within ten feet of each other are considered to be “in combat.”

Missile Attack

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character’s dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it is not possible to choose which opponent (or friend) will receive the attack.

Table 19: Attack “to hit” Roll

Attack roll required to hit opponent’s standard armor class (AC) and ascending armor class (AAC) ¹																			
AC	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
[AAC]	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Required Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

¹ This includes the BHB and other bonuses

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don’t seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat (or at least delay it until favorable conditions arise).

Spells

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

Invisible Opponent

An invisible opponent can only be attacked if the general location is known, and the attack is at -4 to hit. Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice)

will frequently be able to detect invisible opponents; the Referee should determine the chance of this according to the creature concerned and the situation.

Turning the Undead

Clerics have the ability to turn undead, causing them to flee or even outright destroying them. When a turning attempt is made, a 3d6 roll should be made and the Turning table consulted for the result.

- ▶ If the “number” on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee.
- ▶ For good-aligned Clerics, if the table indicates “D”, the undead creature is automatically destroyed and will crumble to dust. For evil Clerics, a result of “D” indicates that the undead are forced into the Cleric’s command for a period of 24 hours.

Table 20: Turning Undead

Undead HD	Examples	Clerical Level										
		1	2	3	4	5	6	7	8	9–13	14+	
1	Skeleton	10	7	4	D	D	D	D	D	D	D	D
2	Ghoul, Zombie	13	10	7	4	D	D	D	D	D	D	D
3	Shadow, Wight	15	13	10	7	4	D	D	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D	D	D
5	?		17	15	13	10	7	4	D	D	D	D
6	Mummy	–	–	17	15	13	10	7	4	D	D	D
7	Spectre	–	–	–	17	15	13	10	7	4	D	D
8	Vampire	–	–	–	–	17	15	13	10	7	4	D
9–11	?	–	–	–	–	–	17	15	13	10	7	D
12–18	Lich	–	–	–	–	–	–	17	15	13	10	D
?	Demon	–	–	–	–	–	–	–	17	15	13	D

Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Referee will decide when monsters abandon the battle and retreat, based on the situation and the monster's intelligence.

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character dies.

Healing

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

House Rule: Death

Different Referees have a different spin on how lethal the game should be. For this reason, many Referees allow characters to be "unconscious" at 0 HP and not actually die until they reach some pre-determined negative number.

For example, perhaps the Referee will rule that the character can survive below zero by as many points as his level; so a 4th level character might die if he falls below -4 hit points.

House Rule: Binding Wounds

The Referee can allow a character to bind 1d4 HP worth of wounds following a battle.

This is particularly useful in low-magic campaigns or in adventures where none of the players has chosen to run a Cleric.

Note that the character can only recover hit points lost during this particular battle. Recovered hit points cannot exceed the uninjured maximum amount.



Gameplay Example

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

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

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

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

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

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

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

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

Referee: "Nope."

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

Referee: "Yes."

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

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

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

Remember

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

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

Clerical Spell List

Level 1

- Cure (Cause) Wounds I
- Detect Chaos (Law)
- Detect Magic
- Light (Dark) I
- Protection from Chaos (Law) I
- Purify (Putrefy) Food and Drink

Level 2

- Bless (Curse)
- Find Traps
- Hold Person
- Speak with Animals

Level 3

- Cure (Cause) Disease
- Light (Dark) II
- Locate Object
- Remove Curse

Level 4

- Cure (Cause) Wounds II
- Neutralize Poison
- Protection from Chaos (Law) II
- Speak with Plants
- Sticks to Snakes

Level 5

- Commune
- Create Food and Drink
- Dispel Chaos (Law)
- Insect Plague
- Quest
- Raise (Cause) Dead

Magic-user Spell List

Level 1

- Charm Person
- Detect Magic
- Hold Portal
- Light I
- Protection from Chaos I
- Read Languages
- Read Magic
- Sleep

Level 2

- Detect Chaos
- Detect Invisibility
- Detect Thoughts
- Invisibility I
- Knock
- Levitate
- Light II
- Locate Object
- Phantasmal Force
- Web
- Wizard Lock

Level 3

- Alter Time
- Crystal Ball
- Dark Vision
- Dispel Magic
- Fireball
- Fly
- Hold Person
- Invisibility II
- Lightning Bolt
- Protection from Chaos II
- Protection from Normal Missiles
- Water Breathing

Level 4

- Charm Monster
- Confusion
- Dimension Portal
- Giant Growth
- Hallucinatory Terrain
- Massmorph
- Polymorph
- Remove Curse
- Wall of Defense I
- Wizard Eye

Level 5

- Animal Growth
- Animate Dead
- Cloudkill
- Conjure Elemental
- Contact Other Plane
- Feeblemind
- Hold Monster
- Magic Jar
- Passwall
- Telekinesis
- Teleport
- Transform I
- Wall of Defense II

Level 6

- Anti-Magic Shell
- Control Weather
- Death Spell
- Disintegrate
- Invisible Stalker
- Move Earth
- Move Water
- Project Image
- Quest
- Reincarnation
- Transform II

Alter Time

Spell Level: M3
 Range: 240 ft
 Duration: 30 minutes

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

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

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

Animal Growth

Spell Level: M5
 Range: 120 ft
 Duration: 2 hours

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

Animate Dead

Spell Level: M5
 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.

Anti-Magic Shell

Spell Level: M6
 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.

Bless (Curse)

Spell Level: C2
 Range: PC/NPC (out of combat)
 Duration: 1 hour (6 turns)

This spell of Good 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.

The Evil spell is **Curse** and is similar to **Bless** except imparts a -1. As with **Bless**, the recipient cannot already be in combat when the spell is cast.

Charm Monster

Spell Level: M4
 Range: 60 ft
 Duration: Until dispelled

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

Charm Person

Spell Level: M1
 Range: 120 ft
 Duration: Until dispelled

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

Cloudkill

Spell Level: M5
 Range: Moves 6 ft per minute
 Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6 ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.

This spell affects only creatures 5 HD or fewer.

Commune

Spell Level: M5
 Range: Caster
 Duration: 3 questions

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

Once per year, the Referee may rule that a caster may cast a "double strength" **Commune** spell composed of six questions.

Confusion

Spell Level: M4
 Range: 120 ft
 Duration: 2 hours

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

Table 21: Confusion Reaction

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

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the caster's level), but are required to make a saving throw at this time. 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 2 hour duration has run its course.

Conjure Elemental

Spell Level: M5
 Range: 240 ft
 Duration: Until dispelled

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

The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

Contact Other Plane

Spell Level: M5
 Range: None
 Duration: See Table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how deeply the caster delves into the planes of existence.

The caster must decide how "far" into the planes of existence he wishes to make contact.

Table 22: Contact Other Plane

Plane ¹	Insane ²	Wrong ³	Right
1	1-2	3-11	12-20
2	1-4	4-13	14-20
3	1-6	7-16	16-20
4	1-8	9-17	18-20
5	1-10	11-18	19-20
6	1-12	13-19	20

¹ Planes are the "depth" that he chooses to seek truth, also the number of Yes/No questions asked.

² Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed.

³ This is the chance of receiving a mis-interpreted or "wrong" answer.

Control Weather

Spell Level: M6
 Range: Referee's discretion
 Duration: Referee's discretion

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

Create Food and Drink

Spell Level: C4
 Range: Close
 Duration: Immediate

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

Crystal Ball

Spell Level: M3
 Range: 60 ft
 Duration: 2 hours

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

Cast as **Clairaudience**, the caster can *hear* through solid obstacles.

Cast as **Clairvoyance** the caster can *see* through solid obstacles. A 2 ft thickness of solid stone blocks the spell, as does even the thinnest layer of lead.

Cure (Cause) Disease

Spell Level: C3
 Range: Touch
 Duration: Immediate

This spell cures a person of any diseases, including magically inflicted ones.

The Evil spell, **Cause Disease**, infects a person with a disease to be determined by the Referee.

Cure (Cause) Wounds I

Spell Level: C1
 Range: Touch
 Duration: Immediate

This spell cures 1d6+1 hit points of damage.

The spell of Evil, **Cause Wounds I**, inflicts 1d6+1 hit points of damage.

Cure (Cause) Wounds II

Spell Level: C4
 Range: Touch
 Duration: Immediate

This spell cures 3d6+3 hit points of damage.

The spell of Evil, **Cause Wounds II**, inflicts 3d6+1 hit points of damage.

Darkvision

Spell Level: M3
 Range: Touch
 Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration. The recipient should roll 1d6 to determine the range of his vision.

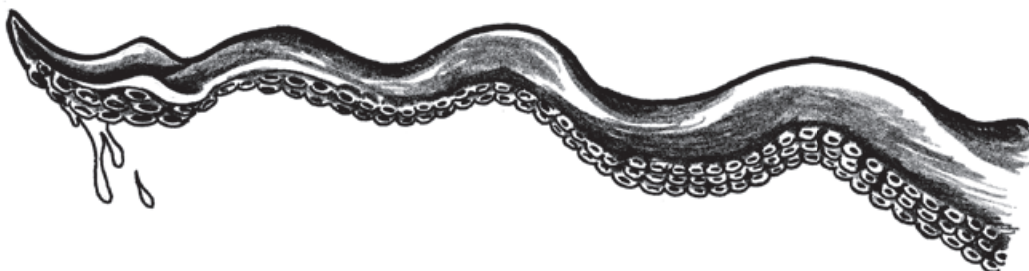
Table 23: Darkvision Range

Roll	Range of Vision
1-2	40 ft
3-4	50 ft
5-6	60 ft

Death Spell

Spell Level: M6
 Range: 240 ft
 Duration: Permanent

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



Detect Evil (Good)

Spell Level: C1, M2
 Range: 120 ft (C), 60 ft (M)
 Duration: 60 min (C), 20 min (M)

The caster detects any creatures of Evil, or those with 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.

The reverse spell, **Detect Good**, works the same way except that it detects creatures of Good.

Detect Invisibility

Spell Level: M2
 Range: 10 ft per caster level
 Duration: 1 hour

Caster can perceive invisible creatures and objects.

Detect Magic

Spell Level: C1, M1
 Range: 60 ft
 Duration: 20 minutes

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

Detect Thoughts

Spell Level: M2
 Range: 60 ft
 Duration: 2 hours

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

Dimensional Portal

Spell Level: M4
 Range: 10 ft casting (360 ft teleport)
 Duration: Immediate

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

Disintegrate

Spell Level: M6
 Range: 60 ft
 Duration: Permanent

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. The **Disintegrate** spell cannot be dispelled.

Dispel Evil (Good)

Spell Level: C5
 Range: 30 ft
 Duration: 10 minutes

This spell of Law is similar to the arcane spell **Dispel Magic**, but affects Evil magic. This spell works against items, spells, or agents of evil. Unlike **Dispel Magic**, this spell functions against evil "sendings," possibly including spells, dreams or supernatural hunting-beasts. See the box below for an example.

The reverse spell, **Dispel Good**, works the same way except it affects creatures of good instead.

Dispel Magic

Spell Level: M3
 Range: 120 ft
 Duration: 10 minutes against an item

Dispel magic can be used to completely dispel most spells and enchantments.

Feeblemind

Spell Level: M5
 Range: 240 ft
 Duration: Permanent until dispelled

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

Find Traps

Spell Level: C2
 Range: 30 ft around caster
 Duration: 20 minutes (2 turns)

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

Fireball

Spell Level: M3
 Range: 240 ft
 Duration: Instantaneous

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

Fly

Spell Level: M3
 Range: Touch
 Duration: 1d6 turns plus 1 turn/level

This spell grants the power of flight, with a movement rate of 120 ft per round. The Referee secretly rolls for duration; the player does not know exactly how long the power of flight will last.

Dispel Magic Example

The chance of successfully dispelling is a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic.

Thus, a 6th level magic user attempting to dispel a charm cast by a 12th level Magic-user has a 50% chance of success ($6/12=1/2$). If the 12th level magic user were dispelling the 6th level Magic-user's charm, the dispelling caster's chance of success would be 200% ($12/6=2$).

Hallucinatory Terrain

Spell Level: M4
 Range: 240 ft
 Duration: Until touched (other than by an ally) or dispelled

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

Hold Monster

Spell Level: M5
 Range: 120 ft
 Duration: 1 hour+10 min/level

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

Hold Person

Spell Level: C2, M3
 Range: 180 ft (C), 120 ft (M)
 Duration: 90 minutes (C)
 1 hour+10 minutes/level (M)

The caster targets 1d4 persons (the same parameters as the Charm Person spell; saving throw applies). The caster may also target a single person, in which case the saving throw is made at -2.

Hold Portal

Spell Level: M1
 Range: Referee's discretion
 Duration: 2d6 turns

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

Insect Plague

Spell Level: C5
 Range: 480 ft
 Duration: 1 day

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

Invisibility I

Spell Level: M2
 Range: 240 ft
 Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to dark-vision). If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility II

Spell Level: M3
 Range: 240 ft
 Duration: Until dispelled or an attack is made

Like the **Invisibility I** spell, this makes the target creature or object invisible to normal sight and to darkvi-

sion. It also, however, throws a 10 ft radius sphere of invisibility around the recipient, which moves with him/it. If the Referee uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to-hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisible Stalker

Spell Level: M6
 Range: Near Caster
 Duration: Until mission is completed

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

Knock

Spell Level: M2
 Range: 60 ft
 Duration: Immediate

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

Levitate

Spell Level: M2
 Range: 20 ft/level
 Duration: 1 turn/level

This spell allows the magic user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn), and the caster cannot levitate more than 20 ft per level from the ground level where the spell was cast (such range

being applied both to movement into the air, and to downward movement into a pit or chasm).

Light I

Spell Level: C1, M1
 Range: 60 ft
 Duration: 2 hours (C)
 1 hour+10 min/level (M)

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

Light II

Spell Level: C3, M2
 Range: 120 ft
 Duration: Permanent until dispelled

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

Lightning Bolt

Spell Level: M3
 Range: 240 ft
 Duration: Instantaneous

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

Locate Object

Spell Level: C3, M2
 Range: 90 ft (C)
 60 ft+10 ft/level (M)
 Duration: 1 round/level

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

Magic Jar

Spell Level: M5
 Range: See Below
 Duration: See Below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed.

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

Massmorph

Spell Level: M4
 Range: 240 ft
 Duration: Until negated or dispelled

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

Move Earth

Spell Level: M6
 Range: 240 ft
 Duration: Permanent

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

Move Water

Spell Level: M6
 Range: 240 ft
 Duration: See Below

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

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to one-half normal. Used in this way, the spell lasts for 10 turns.

Alternately, this spell creates a gap through water, but only to a depth of 10 ft. Used in this way, the spell lasts for 6 turns.

Neutralize Poison

Spell Level: C4
 Range: Referee's discretion
 Duration: 10 minutes

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

Passwall

Spell Level: M5
 Range: 30 ft
 Duration: 30 minutes (3 turns)

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep, and is large enough for the passage of a man.

Phantasmal Force

Spell Level: M2
 Range: 240 ft
 Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

Plant Growth

Spell Level: M4
 Range: 120 ft
 Duration: Permanent until dispelled

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

Polymorph

Spell Level: M4
 Range: See Below
 Duration: See Below

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

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

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

Project Image

Spell Level: M6
 Range: 240 ft
 Duration: 1 hour

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

Protection From Chaos (Law) I

Spell Level: C1, M1
 Range: Caster only
 Duration: 2 hours (C), 1 hour (M)

Creates a magical field of protection around the caster to block out all evil monsters, who suffer a -1 penalty to-hit the caster, and the caster gains +1 on all saving throws against such attacks.

The opposite spell, **Protection from Good**, does the same thing except that good creatures suffer the -1 penalty.

Protection From Chaos (Law) II

Spell Level: C4, M3
 Range: 10 ft radius around caster
 Duration: 2 hours

The spell has the same effect as Protection From Evil I, except that its effect covers an area rather than an individual.

The opposite spell, **Protection from Law II**, does the same thing, except that good creatures suffer the -1 penalty.

Protection From Normal Missiles

Spell Level: M3
 Range: 30 ft
 Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Purify Food and Drink

Spell Level: C1
 Range: Close/Touch
 Duration: Immediate

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

Quest

Spell Level: C5, M6
 Range: 30 ft
 Duration: Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim.

If the victim does not diligently work at performing the task, the effect that he will experience is based on the class of the caster. When a Magic-user casts this spell ignoring the Quest will cause death, but if a Cleric casts this spell the result is a curse to be determined by the Referee.

Raise Dead

Spell Level: C5
 Range: Line of sight
 Duration: See Below

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 4 days, but for every caster Level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").

Read Languages

Spell Level: M1
 Range: Reading distance
 Duration: 1 or two readings

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

Read Magic

Spell Level: M1
 Range: Caster only
 Duration: 2 scrolls or other writings

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

Reincarnation

Spell Level: M6
 Range: Touch
 Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body of the same alignment as the deceased.

Remove Curse

Spell Level: C3, M4
 Range: Close/Touch
 Duration: Immediate

This spell removes one curse from a person or object.

Sleep

Spell Level: M1
 Range: 240 ft
 Duration: Referee's discretion

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

Table 24: Affected by Sleep

Victim's HD	Number Affected
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

Speak with Animals

Spell Level: C2
 Range: 30 ft
 Duration: 6 turns

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

Speak with Plants

Spell Level: C4
 Range: 30 ft
 Duration: 6 turns

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

Sticks to Snakes

Spell Level: C4
 Range: 120 ft
 Duration: 1 hour

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

Telekinesis

Spell Level: M5
 Range: 120 ft
 Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level

Teleport

Spell Level: M5
 Range: Touch
 Duration: Instantaneous

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

If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death.

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

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

Transform I

Spell Level: M5
 Range: 120 ft
 Duration: 3d6 days, or spell reversal

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

Transform II

Spell Level: M6
 Range: 120 ft
 Duration: Permanent until reversed

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

Wall of Defense I

Spell Level: M4
 Range: 60 ft
 Duration: Concentration

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

1. The caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.
2. The other option is that the caster conjures up a wall of ice, six feet thick. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Defense II

Spell Level: M5
 Range: 60 ft
 Duration: 2 hours (iron)
 or Permanent (stone)

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

1. The caster conjures an iron wall from thin air. The wall is 3 inches thick, with a surface area of 1,000 sq ft.
2. The other option is for the caster to conjure a wall of stone 2 inches thick, with a surface area of 1,000 sq ft.

In both options, the caster might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (10 ft tall).

Water Breathing

Spell Level: M2
 Range: 30 ft
 Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: M2
 Range: 30 ft
 Duration: 8 hours

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

Wizard Eye

Spell Level: M4
 Range: 240 ft
 Duration: 1 hour

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

Wizard Lock

Spell Level: M2
 Range: Close
 Duration: Permanent until dispelled

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

End of Player's Section

This concludes the player's guide to **SWORDS & WIZARDRY**. Players don't need to read any further to be able to play the game.



Information for the Referee

Running a game of *SWARDS & WIZARDRY* is a lot easier than running most other RPGs, simply because there aren't many rules, and your discretion overrides them anyway.

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

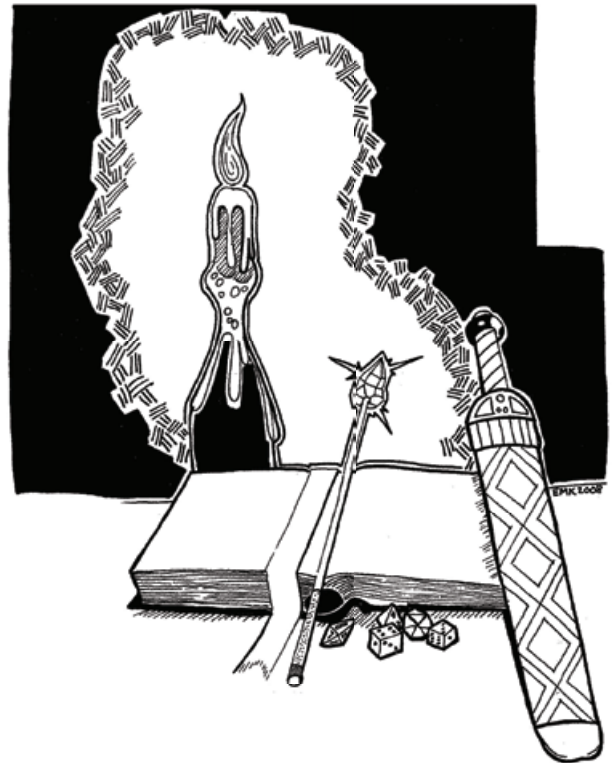
SWARDS & WIZARDRY also frees up your creativity in terms of customizing the game. You can add house rules wherever you want to without accidentally messing up something else buried in the rules of a more complex game. If your campaign needs a special set of rules for Asian spellcasting, plug them in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

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

- ▶ Designing an Adventure
- ▶ Creating a Campaign
- ▶ Experience Points
- ▶ Monsters
- ▶ Treasure

Designing an Adventure

The first step in designing an adventure is to take a look at the example included later in the book. Basically, the “adventure” is just the setting for the game, usually a map and your notes about certain locations on the map. As the players tell you where their characters go and what they do, you're referring to the map and your notes to describe what happens as a result. Don't try to plan for all contingencies—it's guaranteed that the players will do something unexpected during the adventure, and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the players with the adventure, they'll challenge you to keep up with their collective creativity.



Creating a Campaign

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

The players will almost certainly want their characters to explore wildernesses, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as a starting point) and some of the

surrounding area. (The location of the first adventure—a dark forest—perhaps?) As players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world—with continents, kingdoms, and great empires at your disposal.

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

Experience Points

The player's section of these rules gives some information about gaining XP. Most XP are awarded for Treasure and Monster kills, but there are more options a Referee can consider. For example:

- ▶ Active participation in the campaign could earn a player XP for each hour of real-time play.
- ▶ Casting a spell, finding a hidden door, disarming a trap, figuring out a puzzle, aiding an ally, etc. could earn a player XP.
- ▶ A particularly clever solution or epic victory could earn double the normal XP amount, while an abysmal failure could merit half.
- ▶ Some Referees make all earned XP a part of a community total to be divided evenly, since not all characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishment.

This is simply a decision each individual Referee will have to make for their own games.

Monsters

Some creatures may have “magic resistance.” The given percentage chance is the likelihood that any magic used against the creature (other than weapon bonuses) will fail to take effect. Roll a d100, and the magic will fail if the result is less than the given percentage.

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

Monster “to-hit” Rolls

If you’re using the Ascending System AC, monsters roll a d20 to attack, add their Hit Dice to the number (maximum bonus of +15), and if the result is equal to or higher than the defender’s AC, the attack hits and does damage.

If you’re using the Standard AC System, monsters roll a d20 to attack, add their hit dice to the number (maximum bonus of +15), and the die roll is compared to the table below. If the attack roll is equal to or higher than the number on the table, the attack hits and does damage.

See the **Attack Roll “to-hit” Table** on Page 15.

Reading Monster Entries

Armor Class: See Page 12.

Hit Dice: This is the number of dice (d6) 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 a creature with 4+1 hit dice, you’d roll 4d6, and then add one more HP.

Total Hit Bonus: This is the number the monster adds to its attack roll to see if it scores a hit. *It is exactly the same as the creature’s hit dice.*

Attacks: This entry shows you the number of attacks and the damage they inflict. Monsters have 1 attack and inflict 1d6 damage—but there are exceptions.

Saving Throw: This shows the target number, on a d20, the monster needs to exceed or beat in order to make a successful saving throw. This number is found by taking 19 minus the hit dice of the monster.

Special: This is just a “flag” for the Referee to remind him that the monster has a special ability.

Move: This number is the monster’s movement rate, and it’s handled just as movement rates are handled for characters.

Hit Dice Equivalent (HDE): This is used to separate the monsters into “difficulty levels,” so that when you’re creating an adventure you’ve got some guidelines about what the characters can handle. XP tells you how many experience points the adventuring party gains as a result of killing the creature.

Some monsters have multiple saving throws and HDE’s listed. This is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Banshees

Armor Class: 0 [20]
 Hit Dice: 7
 Attacks: claw (1d6+1)
 Special: See Below
 Move: 12
 HDE/XP: 11/1700

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 49% resistance to magic, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Referee's discretion, such creatures might be undead rather than faerie-folk, and are considered Type 9 undead for turning purposes.

Basilisks

Armor Class: 4 [15]
 Hit Dice: 6
 Attacks: bite (1d6)
 Special: Petrifying gaze
 Move: 12
 HDE/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.

Beetles, Giant Fire

Armor Class: 4 [15]
 Hit Dice: 1+3
 Attacks: bite (1d6-1)
 Special: None
 Move: 12
 HDE/XP: 1/15

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

Black Puddings

Armor Class: 6 [13]
 Hit Dice: 10
 Attacks: strike (2d6)
 Special: Acidic
 Move: 6
 HDE/XP: 11/1700

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), chainmail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold, and divide when attacked by lightning.

Blink Dogs

Armor Class: 5 [14]
 Hit Dice: 6
 Attacks: bite (1d6)
 Special: Teleport
 Move: 12
 HDE/XP: 4/240

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

Bugbears

Armor Class: 5 [14]
 Hit Dice: 3+1
 Attacks: weapon or bite (1d6)
 Special: Surprise opponents (on 1–3)
 Move: 9
 HDE/XP: 3/120

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

Centaurs

Armor Class: 5 [14], 4 [16] w/ shield
 Hit Dice: 4
 Attacks: kick or weapon (1d6)
 Special: None
 Move: 18
 HDE/XP: 5/240

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

Centipedes, Giant

Listings are for: small, medium, and large

Armor Class: 9 [10], 5 [14], 0 [20]
 Hit Dice: (1d2 HP), 2, 4
 Attacks: bite: 0, 1d6-1, 1d6+1
 Special: Poison (save): +4, +6, +4
 Move: 13, 15, 18
 HDE/XP: 2/30, 4/240, 6/400

Small: Giant lethal centipedes of the small size inflict a lethal amount of poison with a +4 modifier to opponent’s saving throw, but inflict no damage if the saving throw is successful.

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

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

Chimera

Listings are for: goat, lion, dragon

Armor Class: 6 [13], 5 [14], 2 [17]
 Hit Dice: 9
 Attacks: 3 attacks: 1d6-1, 1d6, 1d6+1
 Special: Breathes fire, flies
 Move: 9 (18 when flying)
 HDE/XP: 11/1700

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

Cockatrices

Armor Class: 6 [13]
 Hit Dice: 5
 Attacks: bite (1d3+special)
 Special: Bite turns bitten into stone
 Move: 6 (18 when flying)
 HDE/XP: 7/600

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

Demons

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

Demon, Baalrogs

Armor Class: 2 [17]
 Hit Dice: 9
 Attacks: Sword (2d6+2), Whip
 Special: See Below
 Move: 6 (15 when flying)
 HDE/XP: 10/1400

The Baalrog's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a baalrog uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the baalrog and burned by the fires of the demon's body (3d6 hit points). Baalrogs are sometimes referred to in ancient texts as Balar or Baalor, which may be the name of a single demon rather than a term for all of them. A baalrog could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Demon, Lemure

Armor Class: 2 [17]
 Hit Dice: 3
 Attacks: claw (1d3)
 Special: Regenerate (1 HP/round)
 Move: 3
 HDE/XP: 4/120

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

Djinn

Armor Class: 4 [15]
 Hit Dice: 7+3
 Attacks: fist or weapon (2d6-1)
 Special: Flight, magic, whirlwind
 Move: 9 (24 when flying)
 HDE/XP: 9/1100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into 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 much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 ft. More powerful types of djinn might be capable of granting limited wishes or even true wishes.

Doppelgangers

Armor Class: 5 [14]
 Hit Dice: 4
 Attacks: claw (1d6)
 Special: See Below
 Move: 9
 HDE/XP: 5/240

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

Dragons

All dragons have a breath weapon of some kind, which can be used three times in a day. The Referee chooses when a dragon will use the breath weapon, or may roll a 50% chance in any given round.

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

- ▶ **Very young dragon:** 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.
- ▶ **Young:** 2 hit points per hit die, 2 hit points per die inflicted by breath weapon.
- ▶ **Immature:** 3 hit points per hit die, 3 hit points per die inflicted by breath weapon.
- ▶ **Adult:** 4 hit points per hit die, 4 hit points per die inflicted by breath weapon.
- ▶ **Old:** 5 hit points per hit die, 5 hit points per die inflicted by breath weapon.
- ▶ **Very Old (100 years old):** 6 hit points per hit die, 6 hit points per die inflicted by breath weapon.
- ▶ **Aged (100-400 years old):** 7 hit points per die, 7 hit points per die inflicted by breath weapon.
- ▶ **Ancient (400+ years old):** 8 hit points per die, 8 hit points per die inflicted by breath weapon.

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

Breath weapons come in three different types:

1. A cloud-shape for gaseous exhalations.
2. A cone shape for fiery-type breath.
3. A line for spitting dragons. The dimensions of a dragon's breath differ according to the dragon's type.

Dragon, Black

Armor Class: 2 [17]
 Hit Dice: 6–8
 Attacks: claw (1d6), bite (2d6)
 Special: Spits acid
 Move: 12 (24 when flying)
 HDE/XP: 8/800, 9/1100, 10/1400

Black dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5 ft wide and 60 ft long.

Dragon, Blue

Armor Class: 2 [17]
 Hit Dice: 8–10
 Attacks: claw (1d6), bite (3d6+3)
 Special: Spits lightning
 Move: 12 (24 when flying)
 HDE/XP: 10/1400, 11/1700, 12/2000

Blue dragons spit a blast of electric lightning in a line 5 ft wide and 100 ft long, affecting everything in its path. A saving throw indicates half damage.

Dragon, Green

Armor Class: 2 [17]
 Hit Dice: 7–9
 Attacks: claw (1d6), bite (2d6+2)
 Special: Breathes poisonous gas
 Move: 12 (24 when flying)
 HDE/XP: 9/1100, 10/1400, 11/1700

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. A successful saving throw indicates half damage.

Dragon, Red

Armor Class: 2 [17]
 Hit Dice: 9–11
 Attacks: 1 claw (1d6), bite (3d6+6)
 Special: Breathes fire
 Move: 12 (24 when flying)
 HDE/XP: 11/1700, 12/2000,
 13/2300

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 ft long and roughly 30 ft wide at the base.

Dragon, White

Armor Class: 2 [17]
 Hit Dice: 5–7
 Attacks: 1 claw (1d6-1), bite
 (2d6+2)
 Special: Breathes cold
 Move: 12 (24 when flying)
 HDE/XP: 7/600, 8/800, 9/1100

White dragons are usually found in cold regions, where they can camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70 ft and a base of 30 ft.

Dryads

Armor Class: 9 [10]
 Hit Dice: 2
 Saving Throw: 14
 Attacks: wooden dagger (1d3)
 Special: Charm Person
 Move: 12
 HDE/XP: 3/60

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

Dwarves

Armor Class: 4 [15]
 Hit Dice: 1+1
 Attacks: warhammer (1d6)
 Special: Stonework insight
 Move: 6
 HDE/XP: 1/15

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

Efreet

Armor Class: 2 [17]
 Hit Dice: 10
 Attacks: fist or sword (2d6)
 Special: Wall of Fire
 Move: 9 (24 when flying)
 HDE/XP: 12/2000

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

Elementals

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elemen-

tals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Elemental, Air

Armor Class: 2 [17]
 Hit Dice: 8, 12, 16
 Attacks: strike (2d6)
 Special: Whirlwind
 Move: 36 (Flight)
 HDE/XP: 9/1100, 13/2300, 17/3400

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 (almost certainly killing them). Elemental whirlwinds are approximately 100 ft high.

Elemental, Earth

Armor Class: 2 [17]
 Hit Dice: 8, 12, 16
 Attacks: fist (3d6)
 Special: Tear down stone
 Move: 6
 HDE/XP: 9/1100, 13/2300, 17/3400

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

Elemental, Fire

Armor Class: 2 [17]
 Hit Dice: 8, 12, 16
 Attacks: strike (2d6)
 Special: Ignite materials
 Move: 12
 HDE/XP: 9/1100, 13/2300, 17/3400

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

Elemental, Water

Armor Class: 2 [17]
 Hit Dice: 8, 12, 16
 Attacks: strike (3d6)
 Special: Can overturn ships
 Move: 6 (18 when swimming)
 HDE/XP: 9/1100, 13/2300, 17/3400

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 one hour if not prevented or distracted.

Elves

Armor Class: 5 [14]
 Hit Dice: 1+1
 Attacks: sword or a bow and 2 arrows (1d6)
 Special: None
 Move: 12
 HDE/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, as with Dwarves, don't bother trying to fit your "advanced" elves into the constraints of character classes—just make up their attributes to fit what you need. Non-player characters aren't subject to the rules that govern building a player character; the NPCs are your tools for good fantasy, not an exercise in applying formulas.

Gargoyles

Armor Class: 5 [14]
 Hit Dice: 4+4
 Attacks: claw (2d6)
 Special: Flight
 Move: 9 (15 when flying)
 HDE/XP: 6/400

Gargoyles are winged creatures resembling the carven monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.

Gelatinous Cubes

Armor Class: 8 [11]
 Hit Dice: 4
 Attacks: attack (2d6-2)
 Special: Paralysis, lighting and cold immunity
 Move: 6
 HDE/XP: 5/240

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

Ghouls

Armor Class: 6 [13]
 Hit Dice: 2
 Attacks: claw (1d6+paralysis)
 Special: Immunities, paralysis
 Move: 9
 HDE/XP: 3/60

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

Giants

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

Giant, Cloud

Armor Class: 2 [17]
 Hit Dice: 13
 Attacks: weapon (3d6)
 Special: Hurl boulders
 Move: 15
 HDE/XP: 13/2300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 3d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and *Englishmen*.

Giant, Fire

Armor Class: 3 [16]
 Hit Dice: 12
 Attacks: weapon (2d6)
 Special: Hurl boulders, immune to fire
 Move: 12
 HDE/XP: 12/2000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 2d6 hit points.

Giant, Frost

Armor Class: 4 [15]
 Hit Dice: 11
 Attacks: weapon (2d6)
 Special: Hurl boulders, immune to cold
 Move: 12
 HDE/XP: 12/2000

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 2d6 points of damage.

Giant, Hill

Armor Class:	4 [15]
Hit Dice:	8+2
Attacks:	weapon (2d6)
Special:	Hurl boulders
Move:	12
HDE/XP:	9/1100

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 2d6 points of damage.

Giant, Stone

Armor Class:	0 [20]
Hit Dice:	9+3
Attacks:	club (2d6)
Special:	Hurl boulders
Move:	12
HDE/XP:	10/1400

Stone giants dwell in caves, isolated in the mountain fastnesses. They throw rocks for 2d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.

Giant, Storm

Armor Class:	1 [18]
Hit Dice:	16
Attacks:	weapon (3d6)
Special:	Hurl boulders, control weather
Move:	15
HDE/XP:	16/3200

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 3d6 points of damage, and have the power to control weather (as per the spell).

Gnolls

Armor Class:	5 [14]
Hit Dice:	2
Attacks:	bite (2d6-2)
Special:	None
Move:	9
HDE/XP:	2/30

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

Goblins

Armor Class:	7 [12]
Hit Dice:	1-1
Attacks:	weapon (1d6)
Special:	-1 “to-hit” in sunlight
Move:	9
HDE/XP:	< 1/10

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

Golems

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

Golem, Flesh

Armor Class: 9 [10]
 Hit Dice: 12
 Attacks: fist (2d6+2)
 Special: See Below
 Move: 8
 HDE/XP: 12/2000

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

Golem, Iron

Armor Class: 3 [16]
 Hit Dice: 13
 Attacks: weapon or fist (4d6+4)
 Special: See Below
 Move: 6
 HDE/XP: 17/3500

Iron golems are huge moving statues of iron. They can breathe a 10 ft radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect them. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone

Armor Class: 5 [14]
 Hit Dice: 16
 Attacks: fist (3d6)
 Special: See Below
 Move: 6
 HDE/XP: 16/3200

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

Gorgons

Armor Class: 2 [17]
 Hit Dice: 8
 Attacks: gore (2d6)
 Special: Breath turns to stone
 Move: 12
 HDE/XP: 10/1400

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

Grey Oozes

Armor Class: 12 [6]
 Hit Dice: 3+3
 Attacks: strike (2d6)
 Special: Acid, immunities
 Move: 1
 HDE/XP: 5/240

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

Green Slime

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

Griffons

Armor Class: 3 [16]
 Hit Dice: 7
 Attacks: bite (2d6)
 Special: Flight
 Move: 12 (27 when flying)
 HDE/XP: 8/800

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

Harpies

Armor Class: 7 [12]
 Hit Dice: 3
 Attacks: talons (1d6)
 Special: Flight, siren song
 Move: 6 (18 when flying)
 HDE/XP: 4/120

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

Hell Hounds

Armor Class: 4 [15]
 Hit Dice: 4–7
 Attacks: bite (1d6)
 Special: Breathes fire
 Move: 12
 HDE/XP: 5/240, 6/400, 7/600, 8/800

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

Hippogriffs

Armor Class: 5 [14]
 Hit Dice: 3+3
 Attacks: claws (1d6)
 Special: Flight
 Move: 12 (27 when flying)
 HDE/XP: 3/60

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem *Orlando Furioso* (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse—but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons—again, from *Orlando Furioso*: “*Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole . . .*”

Hobgoblins

Armor Class: 5 [14]
 Hit Dice: 1+1
 Attacks: weapon (1d6)
 Special: None
 Move: 9
 HDE/XP: 1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign's flavoring, the Referee might choose to make hobgoblins the “fey” goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

Horses

Horses are AC 7 [12], with riding horses having 2 HD and warhorses having 3 HD. Horses move at a 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. Here are some samples, otherwise just make up their stats and abilities as you see fit.

Human, Bandit

Armor Class: 7 [12]
 Hit Dice: 1
 Attacks: weapon (1d6)
 Special: None
 Move: 12
 HDE/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

Armor Class: 7 [12]
 Hit Dice: 1+2
 Attacks: weapon (1d6)
 Special: Berserking
 Move: 12
 HDE/XP: 2/30

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

Human, Sergeant-at-Arms

Armor Class: 5 [14]
 Hit Dice: 3
 Attacks: weapon (1d6)
 Special: None
 Move: 12
 HDE/XP: 1/15

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city

guard units and other small military groups in castles and armies.

Human, Soldier

Armor Class: 7 [12]
 Hit Dice: 1
 Attacks: weapon (1d6)
 Special: None
 Move: 12
 HDE/XP: 3/60

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear. For every five guardsmen there is usually a sergeant.

Hydrae

Armor Class: 5 [14]
 Hit Dice: 5–12 (equals # of heads)
 Attacks: 5–12 bites (1d6 each head)
 Saving Throw: 12, 11, 10, 9, 8, 7, 6, 5
 Special: None
 Move: 9
 HDE/XP: 7/600, 8/800, 9/1100, 10/1400
 11/1700, 12/2000

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

Invisible Stalkers

Armor Class: 3 [16]
 Hit Dice: 8
 Attacks: bite (3d6)
 Special: Invisible, flight
 Move: 12
 HDE/XP: 9/1100

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

Kobolds

Armor Class: 13 [6]
 Hit Dice: ½
 Attacks: weapon (1d6)
 Special: None
 Move: 6
 HDE/XP: < 1/10

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

Liches

Armor Class: 0 [20]
 Hit Dice: 12–18
 Attacks: touch (1d6+paralysis)
 Saving Throw: 4, 3, 2, 2, 2, 2
 Special: See Below
 Move: 6
 HDE/XP: 15/2900, 16/3200, 17/3500, 18/3800
 19/4100, 20/4400, 21/4700

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original Magic-user (the same level as the liche's hit dice). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.

Lizardmen

Armor Class: 5 [14]
 Hit Dice: 2+1
 Attacks: claws (1d6) or sword (1d6+2)
 Special: Underwater
 Move: 6 (12 when swimming)
 HDE/XP: 2/30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while other can actually breathe underwater.

Some lizardmen wield a wicked sword made of sharp bone.



Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Werebear

Armor Class: 2 [17]
 Hit Dice: 7+3
 Attacks: bite (2d6-2)
 Special: Lycanthropy
 Move: 9
 HDE/XP: 8/800

Werebears are mostly found in wilderness areas.

Lycanthrope, Wererat

Armor Class: 6 [13]
 Hit Dice: 3
 Attacks: weapon (1d6)
 Special: Lycanthropy, control rats
 Move: 12
 HDE/XP: 4/120

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

Lycanthrope, Werewolf

Armor Class: 5 [14]
 Hit Dice: 3
 Attacks: weapon (1d6)
 Special: Lycanthropy, control rats
 Move: 12
 HDE/XP: 4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons, often are humanoid except for during a full moon, and so on.

Manticores

Armor Class: 4 [15]
 Hit Dice: 6+4
 Attacks: 1d6 tailspikes (1d6 dmg per)
 Special: Flight
 Move: 12 (8 when swimming)
 HDE/XP: 8/800

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

Medusa

Armor Class: 5 [14]
 Hit Dice: 6
 Attacks: weapon (1d6)
 Special: Petrifying gaze
 Move: 9
 HDE/XP: 8/800

Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

Minotaurs

Armor Class: 6 [13]
 Hit Dice: 6+4
 Attacks: weapon (1d6+1)
 Special: Never lost in labyrinths
 Move: 12
 HDE/XP: 6/400

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

Mummies

Armor Class: 3 [16]
 Hit Dice: 6+4
 Attacks: touch (1d6+1+special)
 Special: Rot, hit only by magic weapons
 Move: 6
 HDE/XP: 7/600

Mummies cannot be hit by normal weapons, and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A **Cure Disease** spell can increase healing rate to half normal, but a **Re-**

move **Curse** spell is required to completely lift the mummy's curse.

Ochre Jelly

Armor Class: 8 [11]
 Hit Dice: 6
 Attacks: acid strike (2d6)
 Special: Lightning divides creature
 Move: 3
 HDE/XP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a raise dead spell impossible.

Ogres

Armor Class: 5 [14]
 Hit Dice: 4+1
 Attacks: weapon (1d6+2)
 Special: None
 Move: 9
 HDE/XP: 4/120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes Ogres are mistaken for trolls.

Ogre Mages

Armor Class: 4 [15]
 Hit Dice: 5+4
 Attacks: weapon (1d6)
 Special: Magic use
 Move: 12 (18 when flying)
 HDE/XP: 7/600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10 ft radius circle of magical darkness, change into human form, cast sleep and charm person once per day, and cast a cone of frost with a range of 60 ft to a base of 30 ft, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in *Puss-in-Boots*), so there

might be many different interpretations of magical ogres whether or not they are called "ogre mage."

Orcs

Armor Class: 6 [13]
 Hit Dice: 1
 Attacks: weapon (1d6)
 Special: None
 Move: 12
 HDE/XP: 1/15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a penalty of -1 in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional hit dice, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

Pegasus

Armor Class: 6 [13]
 Hit Dice: 4
 Attacks: hooves (1d6)
 Special: Flight
 Move: 24 (48 when flying)
 HDE/XP: 4/120

Pegasus was the winged horse from Greek mythology. Other Pegasus creatures might have bat wings, some might be evil; such choices are left to the Referee.

Purple Worms

Armor Class: 6 [13]
 Hit Dice: 15
 Attacks: bite (3d6), sting (1d6+2)
 Special: Poison sting, swallow
 Move: 9
 HDE/XP: 17/3500

Purple worms are massive annelids that grow 40 ft and more in length, and sometimes exceed ten feet in width. They are subterranean, chewing tunnels

in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to-hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

Rats, Giant

Armor Class: 7 [12]
 Hit Dice: 1-1
 Attacks: bite (1d3)
 Special: 5% are diseased
 Move: 12
 HDE/XP: < 1/10

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Referee.

Rocs

Armor Class: 4 [15]
 Hit Dice: 12
 Attacks: claw (3d6)
 Special: None
 Move: 3 (30 when flying)
 HDE/XP: 12/2000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

Salamanders

Armor Class: 5 [14], 3 [16]
 Hit Dice: 7
 Attacks: touch, constrict (2d6)
 Special: Heat, constrict
 Move: 9
 HDE/XP: 8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (AC 5 [14]) and the lower body of a snake (AC 3 [16]), 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. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Sea Serpents

Armor Class: 2 [17]
 Hit Dice: 30
 Attacks: bite (4d6)
 Special: Swallow
 Move: 18 (Swim)
 HDE/XP: 30/8400

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about sixty feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

Shadows

Armor Class: 7 [12]
 Hit Dice: 3+3
 Attacks: touch (1d6+strength drain)
 Special: See Below
 Move: 12
 HDE/XP: 4/130

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. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes (9 turns).

Skeletons

Armor Class: 8 [11], 7 [12] with shield
 Hit Dice: 1
 Attacks: weapon or strike (1d6)
 Special: None
 Move: 12
 HDE/XP: 1/15

Skeletons are animated bones of the dead, usually under the control of some evil master.

Slug, Giant

Armor Class: 8 [11]
 Hit Dice: 12
 Attacks: bite (2d6) or acid
 Special: Spits acid for 6d6 dmg
 Move: 6
 HDE/XP: 13/2300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 ft, and within this range the slug’s spittle will be 50% likely to-hit (no to-hit roll required). For every additional 10 ft 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 ft, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

Specters

Armor Class: 2 [17]
 Hit Dice: 7
 Attacks: touch (1d6+level drain)
 Special: Drains 2 levels per hit
 Move: 15 (30 when flying)
 HDE/XP: 9/1100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.

Spiders, Giant

Armor Class: 6 [13]
 Hit Dice: 2+2
 Attacks: bite (1d6+poison)
 Special: See Below
 Move: 18
 HDE/XP: 5/240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 ft per round) in the webs. Giant spiders surprise on a roll of 1-5, being able to hide well in shadows. A spider’s bite is very poisonous, adding +1 to save vs. poison.

Treants

Armor Class: 2 [17]
 Hit Dice: 7–12
 Attacks: strike (2d6, 3d6, 4d6)
 Special: Control trees
 Move: 12
 HDE/XP: 7/600, 8/800, 9/1100, 10/1400
 11/1700, 12/2000

Treants are tree-like protectors and “shepherds” of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points. All treants can “wake” trees within 60 ft, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

Trolls

Armor Class: 4 [15]
 Hit Dice: 6+3
 Attacks: claw (1d6+3)
 Special: Regenerates
 Move: 12
 HDE/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 submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

Unicorns

Armor Class: 2 [17]
 Hit Dice: 4+5
 Attacks: hoof (1d6), horn (1d6+2)
 Special: See Below
 Move: 24
 HDE/XP: 5/240

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach

them. They can teleport once per day to a distance of 360 ft, with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn’s horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

Vampires

Armor Class: 2 [17]
 Hit Dice: 7–9
 Attacks: bite (1d6+3+level drain)
 Special: See Below
 Move: 12 (18 when flying)
 HDE/XP: 9/1100, 10/1400, 11/1700

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when “killed” in this way they change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire’s eyes necessitates a saving throw at -2, or the character is charmed (as per the spell **Charm Person**). Most terrifyingly, a vampire’s bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of “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: those who drink blood rather than level drain (Nosferatu), those vampires more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Aztec vampire?

Wights

Armor Class:	5 [14]
Hit Dice:	3
Attacks:	claw (1 HP+level drain)
Special:	See Below
Move:	9
HDE/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 (1 level per hit) by a wight becomes a wight.

Worgs

Armor Class:	6 [13]
Hit Dice:	4
Attacks:	bite (1d6+1)
Special:	None
Move:	18
HDE/XP:	4/120

Worgs are large, intelligent, and evil wolves. They may have supernatural origins.

Wraiths

Armor Class:	3 [16]
Hit Dice:	4
Attacks:	touch (1d6+level drain)
Special:	See Below
Move:	9
HDE/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. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Wyverns

Armor Class:	3 [16]
Hit Dice:	8
Attacks:	bite (2d6) or sting (1d6)
Special:	Poison, sting, flight
Move:	6 (24 when flying)
HDE/XP:	9/1100

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

Yellow Mold

Armor Class:	n/a
Hit Dice:	n/a
Attacks:	1d6 damage if touched
Special:	Poisonous spores
Move:	0
HDE/XP:	3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 ft in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

Zombies

Armor Class:	8 [11], 7 [12] with shield
Hit Dice:	2
Attacks:	weapon or strike (1d6)
Special:	Immune to sleep, charm
Move:	6
HDE/XP:	2/30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their

undead is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator’s bidding.

Creating Monsters

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters—not even the stats for races that can have player characters, such as Dwarves. A monster’s abilities are determined by the Referee, not by any rules!

Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! You are responsible for the quality of the swords and sorcery in your game, not the rules. So don’t try to create monsters according to any sort of power formula.

Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave over rulebooks finding out what you’re “allowed” to do.

Table 25: Monster Creation

HD	THB	ST	XP Given
< 1	+0	19	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1100
10	+10	9	1400
11	+11	8	1700
12	+12	7	2000
13	+13	6	2300
14	+14	5	2600
15	+15	4	2900
+ level	+1	3	+300/HD

Better Monsters

There is really no limit as to how high monsters can go, and often it’s fun to trick the players by throwing uber-monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging.

Also, feel free to try new options like a super strain of orcs, goblin spider-riders, or fire-resistant mummies just to keep the players on their toes.

Monster Levels

You may notice that while character levels are capped, monster levels are not. The reasons for this are simple:

1. Players run in packs and big monsters need levels to overcome a disadvantage in numbers.
2. Players tend to be creative while many Referees allow monsters to “play stupid.”

The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.



How Much Treasure?

The amount of treasure a monster owns or guards is usually related to the monster's HDE. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures, and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 2–3 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. Here is a possible table a Referee can use as a guideline:

Table 25: Treasure Values

Roll	Possible GP Value for Treasure
1	1x HP value of the monsters
2–3	2x XP value of the monsters
4–5	3x XP value of the monsters
6	4x XP value of the monsters

If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, that's the breaks.

You can't make the game perfectly fair.

"Trading" GP Value for Treasures

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures have got to be interesting: endless series of "another treasure worth 100 gp in total" is a surefire recipe for boring your players.

House Rule: Splitting the Take

Once the monsters are slain and the wounds are bound, it's time to divide up the treasure. It is suggested that the total gp value of the loot is totaled and divided up among the participants with each getting an equal "share."

Many Referees rule that treasure must be shared with NPCs getting either a full or half share, depending upon their level.

It is also customary for fallen (dead) comrades to still get a share of the take to be given to their next of kin.

- For every 100 gp in value, there is a 10% chance of a 100 gp trade-out.
- For every 1,000 gp in value, there is a 10% chance of a 1,000 gp trade-out.
- For every 5,000 gp in value, there is a 10% chance of a 5,000 gp trade-out.

It is suggested that the Referee begin with the major gp values first and work down to the lesser ones. "Jewelry" refers to a single item of jewelry.

5,000 GP Trade Out

A roll of 1–19 on a d20 means a roll on the **Major Gem/Jewelry** table. A roll of 20 results in rolling on the **Major Magic Item** table.

Table 26: Major Gem/Jewelry

Roll	Possible GP Value for Treasure
1	Gem or jewelry worth 1d1000 gp
2–3	Gem or jewelry worth 1d1000 x8 gp
4–5	Gem or jewelry worth 1d1000 x12 gp
6	Gem or jewelry worth 1d1000 x20 gp

Table 27: Major Magic Item

Roll	Possible GP Value for Treasure
1	Roll six times on the potions table
2-3	Roll 1d6+12 on the scrolls table
4-5	Roll 1d6+12 on the weapons and armor table
6	Roll 1d20+40 on the miscellaneous table (includes rings and staffs)

1,000 GP Trade Out

A roll of 1-19 on a d20 means a roll on the **Medium Gem/Jewelry** table. A roll of 20 results in rolling on the **Medium Magic Item** table.

Table 28: Medium Gem/Jewelry

Roll	Possible GP Value for Treasure
1	Gem or jewelry worth 1d100 gp
2-3	Gem or jewelry worth 1d1000 + 250 gp
4-5	Gem or jewelry worth 1d1000 + 750 gp
6	Gem or jewelry worth 1d10,000 gp

Table 28: Medium Magic Item

Roll	Possible GP Value for Treasure
1	Roll three times on the potions table
2-3	Roll 1d6 +6 on the scrolls table
4-5	Roll 1d6 +6 on the weapons and armor table
6	Roll 1d20 +20 on the miscellaneous table (includes rings and staffs)

100 GP Trade Out

A roll of 1-19 on a d20 means a roll on the **Minor Gem/Jewelry** table. A roll of 20 results in rolling on the **Minor Magic Item** table.

Table 29: Minor Gem/Jewelry

Roll	Possible GP Value for Treasure
1	Gem or jewelry worth 1d6 gp
2-3	Gem or jewelry worth 1d100 +25 gp
4-5	Gem or jewelry worth 1d100 +75 gp
6	Gem or jewelry worth 1d1000 gp

Table 30: Minor Magic Item

Roll	Possible GP Value for Treasure
1	Roll 1d12 on the potions table
2-3	Roll 1d6 on the scrolls table
4-5	Roll 1d6 on the weapons and armor table
6	Roll 1d20 on the miscellaneous table (includes rings and staffs)

Table 31: Magic Potions

Roll	Magic Potion ¹
1-3	Animal Control
4-6	Clairaudience
7-9	Clairvoyance
10-12	Diminution
13-15	Dragon Control
16-18	Ethereality
19-21	Fire Resistance
22-24	Flying
25-27	Gaseous Form
28-30	Giant Strength
31-33	Growth
34-36	Heroism
37-39	Invisibility
40-42	Invulnerability
43-45	Levitation
46-48	Plant Control
49-55	Poison
56-58	Slipperiness
59-61	Treasure Finding
62-64	Undead Control
65-75	Extra Healing
76-00	Healing

¹ Potions have a duration of 1d6+1 turns.

Magic Potion Descriptions

Animal Control: Results as per the spell.

Clairaudience: Results as per the spell **Crystal Ball**.

Clairvoyance: Results as per the spell **Crystal Ball**.

Diminution: Imbiber shrinks to 6 inches tall for 2d6 hours.

Dragon Control: 1d3 dragons of a specific type (determined randomly by the Referee) are affected as per the spell **Charm Monster**.

Ethereality: The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: Cures 3d6+3 HP of damage.

Fire Resistance: Grants immunity to normal fire, +2 saving throws against fire attacks, half damage to magic fire attacks that do not permit saving throws.

Flying: Results as per the spell.

Gaseous Form: The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 to-hit.

Growth: Character grows to 30 ft in height.

Healing: Cures 1d6+1 HP of damage.

Heroism: +2 to attacks and damage.

Invisibility: Results as per the spell.

Invulnerability: +2 saving throws, opponents attack at -2.

Levitation: Results as per the spell.

Plant Control: Results as per the spell.

Poison: Save or die.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

Treasure Finding: Character can detect hoards of treasure within 400 ft.

Undead Control: 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the control animals spell.

Table 32: Scrolls

Roll	Scroll ¹
1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	3 spells, level 1 each
5	Cursed Scroll
6–7	Protection Scroll (normal duration)
8	2 spells, level 1d4
9	2 spells, level 1d6 each
10	1 spell level 1d4+2

Roll	Scroll ¹
11	5 spells, level 1d3 each
12	Cursed scroll
13–14	Protection Scroll (double duration)
15	5 spells, level 1d6 each
16	6 spells, level 1d6 each
17	7 spells, level 1d6 each
18	8 spells, level 1d6 each
19	Cursed scroll
20	Protection Scroll (triple duration and double effect if applicable)
59–61	Treasure Finding
62–64	Undead Control

¹ Roll 1d6 for type (1-3 is Arcane, 4-6 is Clerical); re-roll any Cleric spells of Spell Level 6

Table 33: Protection Scrolls

Roll	Scroll
1	Demons
2	Drowning
3	Elementals
4	Magic
5	Metal
6	Poison
7	Undead
8	Were-creatures

Protection Scroll Descriptions

Demons: All within a 10 ft radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

Drowning: All within a 10 ft radius of the reader gain the ability to breathe underwater for 1 full day.

Elementals: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

Magic: Anti-magic shell surrounds and moves with the reader, having a radius of 10 ft. Spells cannot pass in or out of the shell. Duration: 1 hour.

Metal: Metal cannot harm the reader for a duration of 1 hour.

Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

Undead: All within a 10 ft radius of the reader are protected against undead, but only to a limited

degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

Were-creatures: All within a 10 ft radius around the reader, for a duration of one hour, are protected from lycanthropes.

Table 34: Magical Weapons and Armor

Roll	Magical Weapon/Armor
1	Cursed armor or shield
2	+1 missile weapon(s)
3	+1 shield
4–6	+1 melee weapon
7–8	+1 armor
9	Cursed weapon
10	+2 missile weapon(s)
11	+2 shield
12	+2 melee weapon
13	+2 armor
14	+1 melee weapon with minor ability
15	+3 missile weapon(s)
16	+3 melee weapon
17	+3 shield
18	+3 armor
19	Unusual weapon (Optional) or re-roll
20	Unusual armor (Optional) or re-roll
56–58	Slipperiness
59–61	Treasure Finding
62–64	Undead Control

Table 35: Cursed Armors and Shields

Roll	Cursed Armor/Shield
1–3	-1 weapon or armor
4	-2 weapon or armor
5	-3 weapon or armor
6	Attracts missiles

¹ *Cannot be put down without remove curse.*

Cursed Item Description

Attracts missiles: This item attracts missile fire (even those fired at others nearby), and grants +1 to-hit on such missiles.

Table 36: Melee Weapons

Roll	Melee Weapon
1	Axe, Battle
2	Axe, Hand
3	Dagger
4	Warhammer
5	Lance
6	Mace, Heavy
7	Mace, Light
8	Spear
9	Staff
10	Sword, Long
11	Sword, Short
12	Sword, Two-handed

Table 37: Missile Weapons

Roll	Melee Weapon
1–8	2d6 arrows
9–10	1d10 sling stones
11	1 javelin
12–15	2d4 darts
16–20	2d6 crossbow bolts

Table 38: Minor Abilities for Melee Weapons

Roll	Melee Weapon
1–4	Additional damage (+1)
5	Sheds light, 15 ft radius
6	Sheds light, 30 ft radius

Table 39: Unusual Weapons (Optional)

Roll	Unusual Weapon
1	+1 Blunt weapon that destroys undead
2	+1 thrown weapon returns to hand
3	+1 weapon, grants 1 additional attack once per day
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	Weapon flames
8	Weapon is cold
9	Dancing weapon

Unusual Weapon Descriptions

+1 Blunt weapon that destroys undead: Lesser types don't get a saving throw, more powerful types do. (mace, hammer, sling, staff)

+1 thrown weapon returns to hand: Axe, javelin, or hammer

vs. particular type of foe: Were-creatures, undead, giants, orcs, dragons, etc.

Weapon flames: Additional 1d6 damage: roll 1d4-1 for to-bonus

Weapon is cold: Additional 1d6 damage: roll 1d4-1 for to-bonus

Dancing weapon: Fights in the air after 3 rounds, as a +1d3 weapon

Intelligent weapon: Roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

Table 40: Unusual Armor (Optional)

Roll	Unusual Armor
1	Armor of Arrow Deflection
2	Demonic Armor
3	Ethereal armor
4	Fiery armor

Unusual Armor Description

Ethereal armor: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, at which time it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

Table 41: Miscellaneous Items

Roll	Miscellaneous Item
1	Lesser Wand
2	Lesser Ring
3–20	Misc. Lesser Magical Item
21	Lesser Wand
22	Lesser Wand
23	Greater Wand
24	Lesser Ring

Roll	Miscellaneous Item
25	Lesser Ring
26	Greater Ring
27–40	Misc. Medium Magical Item
41	Greater Wand
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46–60	Misc. Greater Magical Item

Table 42: Lesser Wands

Roll	Lesser Wand
1–2	Spell, level 1, holds 10 charges
3–4	Spell, level 2, holds 5 charges
5–6	Spell, level 3, holds 2 charges

Table 43: Greater Wands

Roll	Greater Wand ¹
1	Spell, level 3, holds 10 charges
2	Spell, level 4, holds 10 charges
3	Wand of Detection, enemies
4	Wand of Detection, metal
5	Wand of Detection, magic
6	Wand of Detection, traps and secret doors
7	Wand of Polymorph
8	Wand of Fear
9	Wand of Cold
10	Wand of Paralyzing

¹ Wands become useless with zero charges. A wand can be recharged by casting a spell into it. There is a 5% chance per wand recharge that the wand will be destroyed.

Greater Wand Descriptions

Wand of Detection, enemies: Detects enemies in a radius of 60 ft, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

Wand of Detection, metal: Detects large caches of metal, with a range of 20 ft. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

Wand of Detection, magic: Functions as a detect magic spell with a range of 20 ft. The wand's user

gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

Wand of Detection, traps and secret doors: Detects traps and secret doors with a range of 20 ft. Always active when held, does not use charges.

Wand of Polymorph: Casts either polymorph self or polymorph other, carries 10 charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 ft to a base 30 ft across. Holds 25 charges (cannot be recharged).

Wand of Cold: Casts a cone of cold 60 ft to a base 30 ft across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges (cannot be recharged).

Wand of Paralyzing: Casts a cone of paralysis 60 ft to a base 30 ft across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges (cannot be recharged).

Table 44: Lesser Rings

Roll	Lesser Ring
1	Protection, +1
2	Protection, +2
3	Invisibility
4	Mammal control
5	Fire Resistance
6	Poison Resistance

Lesser Rings Descriptions

Fire Resistance: +5 to saving throws versus magical fire, immune to normal fire

Poison Resistance: +5 to saving throws versus poison.

Table 45: Greater Rings

Roll	Greater Ring
1	Human Control
2	Three Wishes
3	Regeneration
4	Djinni Summoning
5	Shooting Stars

Roll	Greater Ring
6	X-ray vision
7	Telekinesis
8	Spell Turning
9	Spell Storing, arcane
10	Spell Storing, Clerical

Table 46: Staffs

Roll	Staff
1	Healing
2	Command
3	Snake, the
4	Striking
5	Withering
6	Power
7	Wizardry
8	Beguiling
9	Absorption
10	Lordly Might

Table 47: Misc. Magic Items (Lesser Items)

Roll	Lesser Magic Item
1	Arrow of Direction
2	Bag of Holding
3	Boots of Elvenkind
4	Boots of Speed or Boots of Leaping (50%)
5	Bracers of Defense, AC 6 [13]
6	Chime of Opening
7	Cloak of Elvenkind
8	Cloak of Protection, +1
9	Cursed Item
10	Decanter of Endless Water
11	Dust of Appearance or Disappearance (50%)
12	Dust of Sneezing and Choking
13	Gauntlets of Swimming and Climbing
14	Horseshoes of Speed
15	Luckstone (+1 saving throws and attack rolls)
16	Manual of Beneficial Exercise
17	Pipes of the Sewers
18	Rope of Climbing
19	Rope of Entanglement
20	Spade of Excavation

Table 48: Misc. Magic Items (Medium Items)

Roll	Medium Magic Item
1	Amulet Against Scrying
2	Boots of Flying
3	Bracers of Defense
4	Carpet of Flying
5	Cloak of Displacement
6	Cloak of Protection, +2 or +3
7	Deck of Many Things
8	Figurine of the Onyx Dog
9	Gauntlets of Ogre Power
10	Helm of Reading Magic and Languages
11	Hole, Portable
12	Horn of Valhalla, Bronze
13	Horn of Valhalla, Silver
14	Jug of Alchemy
15	Manual of Quickness
16	Medallion of Detect Thoughts
17	Mirror of Mental Scrying
18	Robe of Blending
19	Robe of Eyes
20	Robe of Wizardry

Table 49: Misc. Magic Items (Greater Items)

Roll	Greater Magic Item
1	Amulet of Demon Control
2	Beaker of Potions
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals
4	Crystal Ball
5	Efreeti Bottle
6	Figurine of the Golden Lions
7	Gauntlets of Dexterity
8	Gem of Seeing
9	Girdle of Giant Strength
10	Helm of Fiery Brilliance
11	Helm of Teleportation
12	Horn of Blasting
13	Horn of Valhalla, Iron
14	Lenses of Charming
15	Libram, Magical (level gain)
16	Manual of Golems
17	Manual of Intelligence
18	Manual of Wisdom

Roll	Greater Magic Item
19	Necklace of Fireballs
20	Symbol-scarab of Insanity

Misc. Magic Item Descriptions

The following descriptions are in alphabetical order:

Amulet Against Scrying: Protects the wearer from all scrying, such as **Detect Thoughts** or being viewed through a crystal ball. Usable by: All Classes.

Amulet of Demon Control: Functions as a protection from evil spell, and allows the wearer to attempt to “Charm Monster” upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-users and Clerics.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than seven times in a single week. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10x5x3 ft, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it knows how to produce. The jug can be used as many times per week as the number of different potions it can produce. Usable by: All Classes.

Boots of Elvenkind: The wearer moves with complete silence. Usable by: All Classes.

Boots of Levitation: These boots allow the wearer to levitate as per the spell, with unlimited duration. Usable by: All Classes.

Boots of Speed or Boots of Leaping (50%): Boots of speed double the wearer’s movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 ft high and up to 30 ft horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

Bracers of Defense, AC 4 [15] or AC 2 [17] (50% chance): These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Bracers of Defense, AC 6 [13]: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Carpet of Flying: the carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, Bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-users.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or wizard locked. Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His armor class improves by 2, and he gains a -2 saving throw against any targeted attack upon him. Usable by: All Classes.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible. Usable by: All Classes.

Cloak of Protection, +1: This cloak improves the wearer's armor class by 1, and grants a bonus of +1 on saving throws. Usable by: all but Fighters.

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 Fighters.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.

Cursed Item: (See Pages 63 and 64.)

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstopped. Usable by: All Classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per placard in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck reshuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results of the cards are as follows:

The Hearts (♥)

Ace: Gain 50,000 XP.

King: Gain magic item from the Misc. Greater Magical Items Table.

Queen: Gain 1d3 wishes.

Jack: Gain the ability to summon an 8 HD warrior with +3 weapon, shield, and sword, to serve for a total of 1 hour.

The Clubs (♣)

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous **Quest** (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

The Spades (♠)

Ace: Lose a level of experience.

King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: The party is attacked by a random monster, with 1d4+6 HD. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (♦)

Ace: Gain a map to a significant treasure.

King: Gain 5d6 items of jewelry.

Queen: Gain a scroll of seven spells, all 2nd level or higher.

Jack: Add one point to a single attribute of the player's choice.

The Joker: Gain 25,000 XP or choose to draw two more cards.

Dust of Appearance or Disappearance (50%):

Dust of Appearance is tossed in a radius of 10 ft around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10 ft radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a **Detect Invisibility** spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 ft, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

Efreeti Bottle: The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is ac-

cidental released from servitude. Usable by: All Classes.

Figurine of the Golden Lions: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). Usable by: All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +6 (not cumulative with the wearer's existing strength bonus, if any). Usable by: all but Magic-users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but Magic-users.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). The girdle does not increase to-hit probability. Usable by: All Classes.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage,

and can create a wall of fire (as per the spell **Wall of Defense I**) himself. 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 ft at will, and may cast two light or continual light spells for each one actually prepared. The wearer of this ring is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: All Classes.

Helm of Reading Magic and Languages: The wearer can read all languages, including magic script. Usable by: All Classes.

Helm of Teleportation: When the wearer casts a teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a teleportation spell on anyone other than the wearer. Usable by: Magic-users.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an interdimensional hole 10 ft deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.” Usable by: All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 ft long, and widens to a base of 20 ft (the “point” of the cone, at the horn’s mouth, is 10 ft wide). Usable by: All Classes.

Horn of Valhalla, Bronze: Summons 2d4 berserk warriors (3 HD) to assist the one who wined the horn. Usable by: Fighters and Clerics.

Horn of Valhalla, Iron: Summons 2d4 berserk warriors (4 HD) to assist the one who wined the horn. Usable by: Fighters.

Horn of Valhalla, Silver: Summons 2d4 berserk warriors (2 HD) to assist the one who wined the horn. Usable by: All Classes.

Horseshoes of Speed: These double a horse’s movement rate. Usable by: horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than seven times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per the spell **Charm Person**). The saving throw against the power of the lenses is made at -2. Usable by: All Classes.

Libram, Magical (level gain): Magical librums grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written. Usable by: varies.

Luckstone: This stone grants +1 to saving throws and attack rolls. Usable by: All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader’s strength by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-users only.

Manual of Intelligence: Reading this tome increases the reader’s intelligence by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Quickness: Reading this tome increases the reader’s dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader's wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

Medallion of Detect Thoughts: Functions as a **Detect Thoughts** spell within 30 ft (75%) or 90 ft (25%). Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast **Crystal Ball** or **Detect Thoughts** 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 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 1d4x10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 ft, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his

sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-users only.

Robe of Wizardry: This robe grants the wearer the ability to cast **Charm Person**, **Polymorph**, and **Hold Person** with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-users only.

Rope of Climbing: A 50 ft length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out one cubic yard (27 cu ft.) per ten minutes (1 turn). Usable by: Fighters only.

Symbol—Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 ft, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged using a **Symbol of Insanity** spell, but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.

Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a **Remove Curse** spell. Although the Referee is encouraged to cre-

ate his own cursed items, the samples below should prove useful guidance:

Table 50: Cursed Items

Roll	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 Stopped Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeble-mindedness

Cursed Item Descriptions

Bag of Devouring: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner’s control.

Cloak of Poison: Upon donning this cloak, the wearer’s body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: Does not function as a crystal ball, but implants a *suggestion* (Referee interpretation) in the viewer’s mind. Powerful versions of this item might even implant a **Quest**.

Dancing Boots: These boots function as boots of Elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

Flask of Stopped Curses: This flask releases a curse of some kind when its seal is broken.

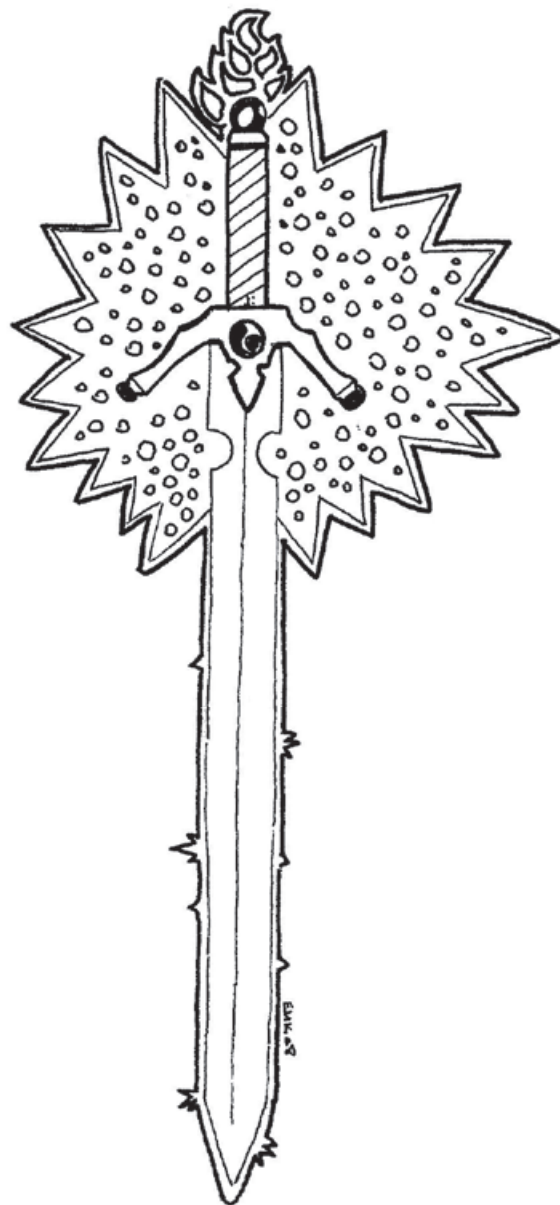
Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: The wearer’s thoughts can be “heard” by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of them-

selves, 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 Feeble-mindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.



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