



A Zine in support of all things Swords and Wizardry

# Torchlight

Premier  
Edition

New Monsters  
New NPCs  
New Class  
New Magic Items  
New Adventure



HALLS/ROM





# Torchlight

## Words Whispered in a Tavern

*What was imagined as a small zine grew into the idea of a quarterly magazine. My personal health issues earlier this year caused that to implode on itself, so I decided to return to the small zine format as initially imagined. Will we stay small? Too early to tell, but at this time and place in my life, this is a size I think I can handle. Please do join me for the ride.*

*- Tenkar*

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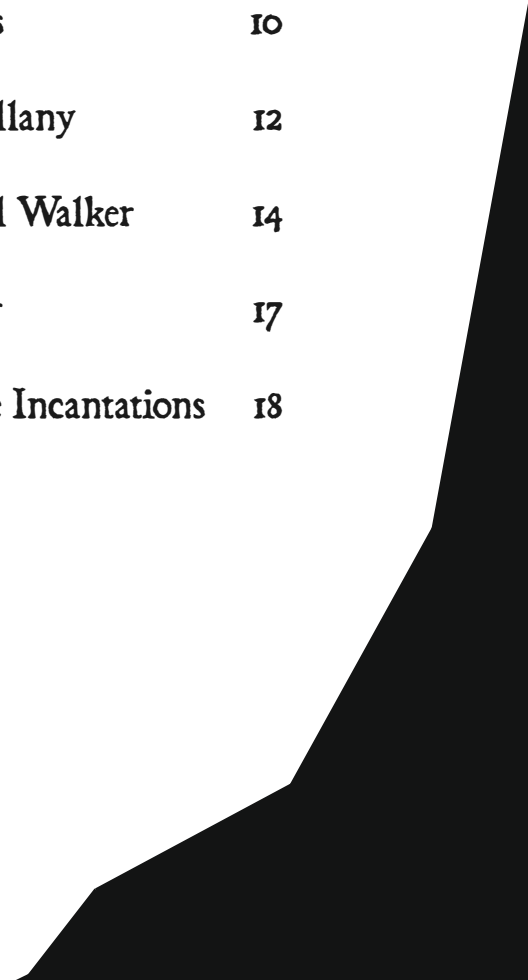
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# GhostMen

<b>AC:</b>	7 [12]
<b>HD:</b>	2
<b>HB:</b>	+2
<b>Attack:</b>	Slap: 1d6-2
<b>Save:</b>	14
<b>Special:</b>	Sleep, Confuse, Stealth
<b>Move:</b>	9
<b>Level:</b>	4
<b>XP:</b>	185



## Description

Ghostmen are drawn to areas of conflict. No one knows how they know where to go or how they get there, as there are no known Ghostman starships. Still, they find their way.

Ghostmen appear to draw nourishment from the conflicts of others and when found they are usually wandering a recent battlefield, meandering amongst the recent dead.

As a race, Ghostmen are mostly non-violent and will only fight to defend themselves. Their favorite tactic is to use an innate power to cause sleep.

## Number Appearing

Ghostmen are usually found in groups of 1 to 6.

## Hard To Spot

They are hard to spot, even when in the open. Roll a d6: On a 1-5, they will only be spotted if the party comes within 20' of them.

## Sleep

Once per day, a Ghostman can cause 1d3 targets to make a saving throw or fall into a magical sleep for 2d6 rounds. This is often used to facilitate escape.

## Confusion

Occasionally, Ghostmen use their other innate power - *Confusion* (as per the Level 4 Star Knight Meditation.\*) This has been used to stimulate small-scale fights and battles where there were none before. What benefits Ghostmen gain from such conflict is currently unknown.

*\*Note: Although Ghostmen were originally written for the White Star ruleset, they are easy to drop into a Swords & Wizardry game session. For SW and SWL, treat Confusion as follows: a failed save will cause the victim to randomly attack a nearby character, creature, or object (1-3) or stare at their naval or dirt under their fingertips (4-6) for 1d6 rounds.*



## Description:

Wraths are semi-corporeal creatures. Not quite dead and not quite living, they are cursed to exist in a world between. Always in pain, always suffering, they attack the living on sight with no quarter given. They have a cunning intelligence but do not appear to be able to communicate with other beings outside their own race. They are usually found alone but occasionally are found in pairs.

## Savage Attack

If both claws hit, bite automatically hits

## Healing Bite

The bite of a Wrath drains life essence from the victim. This attack will heal the Wrath for the same amount as the damage the bite inflicted. Additionally, the damage taken by the victim can only be effectively healed by rest. Magical healing does a mere 1 point of healing per spell or item used. Do not roll.

**AC:** 2 [17] / 6 [13] \*see description

**HD:** 2+

**HB:** +1

**Attack:** (2x) Claw 1d3,(1x) Bite 1d6

**Save:** 14

**Special:** *Savage Attack, Healing Bite, Ghost body*

**Move:** 15

**Level:** 4

**XP:** 120

## Ghostly Body

Use the lower (harder to hit) AC for non-magical weapons. Use the higher (easier to hit) AC with magical weapons.

## Extremely Fast

Wraths float over the ground. While not truly flying, they can cross calm waters with ease. They do not leave tracks on packed earth or stone.

## The Life Essence

The Wrath's life essence is held in a small gemstone hidden within its ribcage.

- These gemstones are each worth 30 to 180 coins of the realm.
- 1 in 6 such gemstones are imbued with stolen life essence.
- These stones heal the bearer an additional hit point per day.
- These gemstones will last 3d6 x10 days before the magic fades and the gemstone crumbles to dust.

# Johan Sprecht

Once upon a time, as stories often begin, Johan Sprecht was a pious cleric of Law. His downfall was quick, though, because after finding his first sample of Vis (a magical substance that can be expended in place of a memorized spell) he felt the compulsion to find more and more. Johan could never find enough to satisfy his urge and found himself sacrificing other party members in his quest for Vis.

*“His downfall was quick.”*

*“He felt the compulsion”*

*“Never Enough!”*



One night, as he thrashed around in restless sleep, a voice asked him "What would you give to be free of the curse of Vis?" He answered "Anything!" Thus it was that his soul was sold to a Lord of Chaos. He mutated quickly into the displayed creature and is even more driven in his quest to find more Vis, as it is no longer a curse but a quest for his Lord.

Johan wanders the Blackmarsh (see Bat in the Attic Games) in search of Viz. Sometimes, he will pay to acquire more. Sometimes, he will kill to acquire it. All that matters is that he finds it.

## 5th level Cleric of Chaos

**Armor Class :** 2 [17]

**Hit Points :** 29

- +1 hit and damage due to his high strength.
- In addition to a weapon attack, Johan can bite for 1d6 damage each round.
- His mutations allow him to regenerate 1 point of damage each round so long as his HP total is a positive number.



Todie is a special Bulibug. Unlike his brethren, he has an affinity for languages. He has also found himself blessed with a singular talent, the ability to project a semi-solid illusion, which he has often used to his advantage within the tribe. That is until they cast him out.

Now, Todie preys on the Bigguns (PC races). He has perfected an 8 1/2 foot "Paper" Ogre projection, to which he can throw his voice, using it to shake down travelers and still-wet-behind-the-ears adventurers. He doesn't ask for much – usually a silver per person from travelers – and would much rather the show go as planned, because his ogre projection is much more bark than bite. The projection is hard to hit but strikes for minimal damage.

## Todie: Bulibug

AC: 6 [13]

HD: 3 HP: 11

HB: +1

Attack: Claws 1d6- 1 or by Weapon

Save: 18

*Hide as thief in wilderness. 5 in 6 chance*

Special: **Project Illusion** - Paper Ogre

Move: 12

Level: 3

XP: 60



## Paper Ogre

AC: 1 [18]

HD: 4 HP: 4

HB: +1

Attack: Club - 1 pt

Save: 18

*Anyone suspecting it is an illusion may make a saving throw. Success gains a + 4 hit bonus against the illusion.*

Move: 12

Level: 1

XP: 10



# Elementalist Class

*"Some secrets aren't learned in books but are passed down by oral tradition. Such is the path you have chosen. The mysteries of the elements will be yours to control if you complete your trials. If you fail, mother earth will take you into her embrace. And so it begins..."*



Lvl	HD	Save	BhB	Adv. For Level
1	1	15	0	3
2	2	14	0	+4
3	2+1	13	0	+5
4	3	12	+1	+6
5	3+1	11	+1	+7
6	4	10	+2	+8
7	5	9	+2	xx

- Elementalists get both spell-like abilities and an elemental that can do their bidding.
- Elementalists have + 2 to Saves against fire and air born poisons.
- They can use daggers and staves, much like a magic-user.

## Elementalists Abilities

**Level 1: Summon Elemental** (described below) Once per Day

**Level 2: Gust of Wind** - Can summon wind that can disperse papers, fan flames and knock over small (1/2 pound or less) objects once per Day

**Level 3: Breath Water as Air** - Once per day for 1 hour per level

### Level 4: Dagger of Fire:

- Once per day can summon a Magical Faming Dagger.
- Only the Elementalist can wield it.
- It lasts for 1 round per level (throwing the dagger dispels it early).
- The dagger is +1 to hit per level of the Elementalist. It does 1d6+3 damage.

**Level 5: Ball of Mud** - Once per day as the 2nd level Magic-User *Web* Spell, but this is made of mud.

**Level 6: Fly** - Once per day as Magic-User Spell

**Level 7: Fireball** - Once per day as Magic-User Spell

It should be noted that while Elementalists may share some spell-like abilities with Magic-users, they do not cast spells and may not use Magic-user scrolls.

## Summon Elemental

The greatest gift (and most dangerous, to the Elementalist as well as his adversaries) is the elemental they can summon.

- The AC for a 1 HD elemental is 9 [10] and improves by 1 point per HD to 3 [16] at 7 HD.
- Damage is 1d6, improving to 1d6+2 at level 4 and 2d6 at level 7.
- The HD of the summoned elemental can be as many as the Elementalist has levels, but less HD than the max may be chosen.
- Only one elemental can be summoned each day.
- The death of an elemental causes damage to the Elementalist equal in HP to the HD of the elemental.

**Example:** *The destruction of a 4 HD Elemental causes 4 HP of damage to the Elementalist. Elementalists often dismiss injured elementals.*

### Elemental

**AC:** 9[10] to 3[16]

**HD:** 1 to 7

**Dmg.:** 1d6 to 2d6

**Note:** *To convert the Elementalist to Swords & Wizardry Complete or the new Swords & Wizardry Boxed Set, HD becomes 1d4 per level. Use the MU Experience Point Table. Elemental Hit Dice max out at 10 HD, AC max is 3[16] and max damage is 3d6 at level 10.*

# Magicks & Miscellany

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## Orc Captain's Ring

The Orc Captain's Ring was created for the human captain of an orcish mercenary company. Although his name is lost to history, his ring remains. He (or she) who wears this ring gains the following boons, bonuses, and curses:

### *The Boon*

- Bonus to hit and damage rolls due to increased strength
- See in the dark in shades of gray up to 60'
- Able to march 18 hours a day before needing rest
- Speak and understand Orcish



### *The Bane*

While wearing the ring, the wearer slowly starts morphing into the physical appearance of an orc. This starts after one week of continual wear and completes after four weeks of wear. A successful saving throw must be made to remove the ring before the four weeks are up. Failure means that the change to the physical appearance of an orc will be permanent. No save is required to remove the ring after the four weeks are up and the change is permanent.

**Note:** Boons and bonuses only apply while the ring is worn.

## Haskent's Ring of Poison Survival

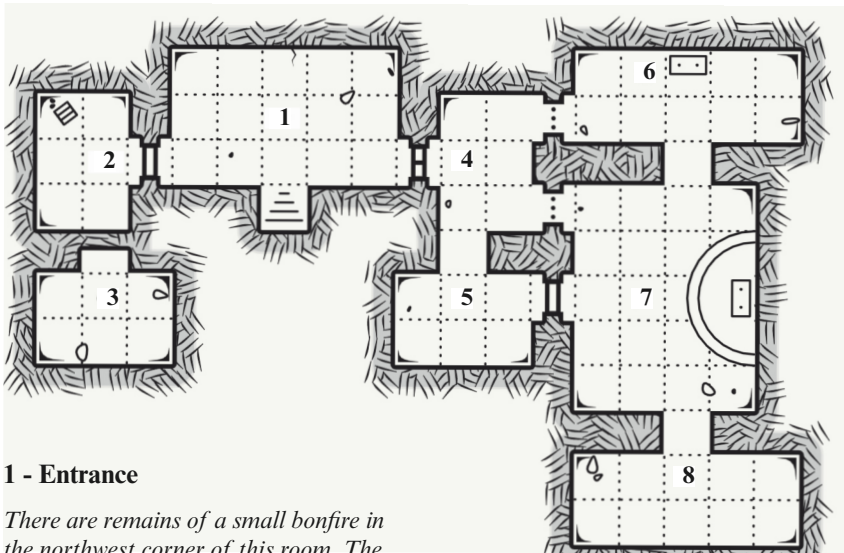
*Haskent's Ring of Poison Survival is considered a cursed item by some, a blessed item by others. Then there are those without an opinion, those that have put on the ring and died due to their actions.*



- Upon fitting the ring on one's finger, four saves vs poison must be made.
- Each failed save results in 1d6 poison damage (successful saves result in half damage)
- Should the wearer survive, they will receive a + 4 bonus to poison saves going forward (and no damage on successful saves) so long as they do not remove the ring from their finger.
- Should the ring be removed and worn again, the entire process must be repeated.

# Crypt of the Skull Walker

A group of goblins discovered a crypt in the Grey Hills a few weeks back. Protection from the elements and a fresh water source (room 8) as well as incidentals to loot (and a place to store loot) have encouraged them to set up residence. Three nights ago, one of the goblins on sentry duty (room 1) was found, its corpse a dry husk. Sentries were doubled. Last night another sentry was killed, but this time there was a witness – a surviving goblin. He ran to his chief, screaming and ranting about the “skull that walks!” Now, the remaining goblins are hunkering down and establishing defensive positions. Nerves are on edge. Such is the situation your small party of adventurers stumbles into...



## 1 - Entrance

*There are remains of a small bonfire in the northwest corner of this room. The embers are still warm. The single door to the west is ajar. The double doors to the east are closed (and barred from the room 4 side). There is the dried husk of a goblin corpse just north of the south entry way.*

A short small box with 8 arrows and a pouch with 7 silvers are on the body.

## 2 - Old storage room.

*In the northwest corner of the room is a crate holding old mining tools. The west wall has an empty scone, the only scone in the room. Also in this room are some*

*odds and ends the goblins have looted from various travelers and caravans.*

- Hidden underneath a blanket on the ground in front of the north wall is a silver dagger with a pommel encrusted with crude red gems. Value 100 gold pieces.
- The rest the loot, if sorted, would be worth about 75 gold pieces and weighs about 30 pounds.

- There is a secret door on the south wall, which can be opened by placing a torch into the single wall sconce of the west wall.

### 3 - True Crypt.

This is the real burial chamber of a chaotic priest named Nabilis. He prayed for eternal life and his spider god granted it (well, a form of eternal life). His soul gives energy that powers the Skull Walker - Nabilis' Skull with the legs of a spider.

The goblins woke the Skull Walker with their presence and it hungers. If the party finds this room and haven't yet encountered the Skull Walker, it is here.

This room holds Nabilis' treasure:

- Three coffers hold 2500 copper pieces, 800 silver pieces, and 250 gold pieces.
- He was buried in his coffin with a +1 suit of plate mail and a +1 mace. The corpse no longer has a skull attached.

**Note:** From here onward there is a 1 in 6 chance that the Skull Walker is in any room when the PCs enter. Adjust encounter accordingly if such is the case.

### 4 - Goblin Sentries.

The double doors to the west are barred from the east side. Sadly for the goblins within, the piece of wood used to bar the door is fatally cracked and any significant force applied to the doors in an attempt to even them will cause the wood to splinter and the doors to spring open.

Inside the room are four goblin sentries. They are huddled near a small campfire between the two sets of destroyed doors on the south wall. They will be surprised if the party bursts through the double doors to the north, giving the PCs a free round of actions before initiative. At the

first opportunity, the senior (6 HP goblin) will ring the bell hanging from the east wall to warn the rest of the goblins.

### Goblins

**AC:** 6 [13]

**HD:** 1 HP: 6, 4, 4, 3

**HB:** +1

**Attack:** Weapon 1d6

**Save:** 18

**Special:** -1 to hit in sunlight

**Move:** 9

**Level:** 1

**XP:** 10

### 5 - Animal Remains

*This room is filled with animal skins, gnawed bones, and other refuse. The door to the east has a broken lock and can not be opened. It must be destroyed if one won't to traverse through it.*

### 6 - Missile Weapons Storage

*The door to the west is partially destroyed and is hanging from its lower hinge. Against the north wall is a large table. On top of the table is an assortment of arrowheads and shafts as well as a handful of bow strings.*

The goblins assembled their current missile weapons at this table.

The east wall holds an assortment of bedrolls and animal skins – 13 in total. This room is also used as a dormitory.

### 7 - Altar Room

- The locked door (to 5) on the west wall can not be opened.
- The broken door on the west wall (to 4) is propped up and is leaning on the door jam on the north side.

- This room has the remains of a large altar to the east.
- 7 goblins have hastily assembled a defensive perimeter made of damaged furniture and animal hides, just west of the altar.
- It improves their armor class by 2 points against missile attacks and requires a successful save (dex bonus applies to the roll) to climb or bypass the defenses without costing a round worth of actions.
- Og is the goblin wearing chain mail. He speaks common and is willing to negotiate with the PCs. Otherwise, the goblins will fight to the death.

The goblins' treasure horde is hidden beneath animal skins piled on the south wall behind the altar.

It contains

- 346 copper pieces,
- 68 silver pieces
- 38 gold pieces
- a clear gem worth 200 gold pieces

**Note:** *There is a goblin shaman in Room 8 that will cast spells in defense of the goblins in this room.*

### Goblins

<b>AC:</b>	6 [13]
<b>HD:</b>	1 HP: 6, 5, 4, 4, 3, 2, 1
<b>HB:</b>	+1
<b>Attack:</b>	Weapon 1d6
<b>Save:</b>	18
<b>Special:</b>	-1 to hit in sunlight
<b>Move:</b>	9
<b>Level:</b>	1
<b>XP:</b>	10

### Og: Warband Leader

<b>AC:</b>	4 [15] (Chain + Shield)
<b>HD:</b>	2 HP: 10
<b>HB:</b>	+1
<b>Attack:</b>	Weapon 1d6+1
<b>Save:</b>	18
<b>Special:</b>	-1 to hit in sunlight
<b>Move:</b>	9
<b>Level:</b>	2
<b>XP:</b>	30

## 8 - The Shaman's Den

*The room is full of the remains of various small, sacrificed animals and little else of value.*

This room has been claimed by the goblin warband's Shaman, Chan'n. Chan'n will cast spells or use his Wand of Magic Missiles (6 charges) in defense of his fellow goblins.

### Chan'n the Shaman

<b>AC:</b>	6 [13] (Chain + Shield)
<b>HD:</b>	3 HP: 11
<b>HB:</b>	+1
<b>Attack:</b>	Weapon 1d6-1
<b>Save:</b>	18
<b>Special:</b>	<i>Spells: Charm Person (x1), Magic Missile (x1), Web (x1)</i>
	<i>Wand of Magic Missiles: 6 charges</i>
<b>Move:</b>	9
<b>Level:</b>	3
<b>XP:</b>	60



# The Skull Walker

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*Skull Walkers are both a boon and a curse bestowed upon the loyal followers of the Spider God. A boon in that it is a powerful and immortal form. A curse in that it is doomed to hunger for blood and souls, with but faded memories of its prior existence.*

## The Skull Walker

**AC:** 3 [16]

**HD:** 4

**HB:** +3

**Attack:** Bite1d6+2

**Save:** 13

*Immune: Sleep, Charm*

**Special:** Stunning Gaze, Blood Drain, Phase

**Move:** 15

**Level:** 4

**XP:** 185



## Phase:

Fast and quick, Skull Walkers like to attack from surprise. They can use their phase power to move through walls and closed doors, but recovery after use is a full turn.

## Stunning Gaze:

Their gaze can immobilize a target for 1d6 rounds (save to negate, usable 2x per day).

## Blood Drain:

The bite of a skull walker drains life essence from its victim. The Skull Walker is healed by 1 point each time it successfully bite a victim, regardless of damage dealt. The victim heals slowly from the bite of a Skull Walker. Natural healing slows to 1 point every 2 days and magical healing only heals 1 point of damage per casting.

# Tenkar's Alternate Incantations

## Alarm

**Level:** M-U 1  
**Range:** 10' radius per level  
**Duration:** 2 hours

This spell protects an area of the size described above. Should anything of note enter the said area during the duration of the spell, the caster is made instantly aware.

## Feather Fall

**Level:** M-U 1  
**Range:** 10'  
**Duration:** 1 round

This spell makes the target as light as a feather. Note, this spell, when memorized, can be cast instantaneously for example, in response to suddenly falling off a cliff or into a pit. It can be cast on others. Unwilling recipients get a Saving Throw.

## Identify

**Level:** M-U 1  
**Range:** Touch  
**Duration:** Instantaneous

This spell allows for the identification of the properties of magic items. When the spell is cast, the caster must hold the item to be identified. The spell will then randomly reveal one magic property of the item (some items only have one property). If the caster makes a Saving Throw, the item will reveal a second random property. This process can continue until a Saving Throw is failed or there are no more properties to reveal.

## Imbue Weapon

**Spell Level:** M-U 1  
**Range:** Touch  
**Duration:** 1 hour

This spell places a temporary enchantment on a weapon of the caster's choosing. Although the weapon gains no bonuses for the purposes of to hit or damage rolls, the weapon is considered magical for the purpose of striking creatures that are immune to non-magical weapons

## Zap

**Spell Level:** M-U 1  
**Range:** 30 feet  
**Duration:** 1 round

This spell sends a spark of electricity at 1 (2 targets at level 5, 3 targets at level 9) target. The target must make a Saving Throw or take 1 point of damage. If the first save was failed, the target must make a second Saving Throw or be stunned for one round, losing all actions.



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