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STRANGER DUNGEONS 2d6 variant rules for Swords & Wizardry

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Working Paper n. 673

This Version: January 25, 2020

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<http://www.igier.unibocconi.it>

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STRANGER DUNGEONS*

2d6 variant rules for *Swords & Wizardry*

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Istituto Suore Mantellate and IGIER–Università Bocconi

IGIER Working Paper 673

First version: October 30, 2020

This Revision: January 25, 2021

Abstract

During the 2020 Corona virus crisis in Lombardy—a *stranger time*— the Game Design Workshop at Bocconi University studied the implementation of the algorithms proposed by Maccheroni (2020, [SSRN paper 3622663](#)) for digital play using only six-sided dice. *Swords & Wizardry* by Finch (2011, Frog God Games) is a popular restatement of the Original *Dungeons & Dragons* Game by Gygax and Arneson (1974, Tactical Studies Rules). A case study, the present paper presents an implementation of the aforementioned algorithms for this game.

*We gratefully thank Peter Pagano for permitting the use of his art to convey the atmosphere of OSR role playing games, and Nicola Gennaioli for enthusiastic support.

STRANGER DUNGEONS

2d6 VARIANT RULES FOR SWORDS & WIZARDRY



by Alberto and Fabio Maccheroni

You are stranded in your family house because of the outbreak of a wicked disease and, to satisfy your thirst for adventure, you only have a couple of dice you slipped in your pocket before leaving for Carnival holidays. . .

(Mantuan countryside, Mardi Gras, 2020)

Foreword

During the 2020 Corona virus crisis in Lombardy social distancing made it impossible for a group of players to meet and play *Swords & Wizardry* around a table. The game continued through a mobile messaging app, which allowed each participant to roll a six-sided die that the entire group could see—but not to roll more exotic dice. This led to the research of variant rules that only required these rolls on part of the players, and we were delighted to discover that the legendary 1971 *Blackmoor* campaign of Dave Arneson was played with those dice only.

Swords & Wizardry by Matthew J. Finch [S&W] is a popular restatement of the “Original Game” by Gary Gygax and Dave Arneson [D&D]. In particular, *Swords & Wizardry* adopts the combat mechanics that Gygax and Arneson call the “alternative combat system.” This ruleset instead reinterprets the primary combat system of the Original Game,* which used two six-sided dice for attack rolls and saving throws, and very modern ascending armor class, called “Class of Armor.”

Other digressions from the native *Swords & Wizardry*, such as the use of mana points, the possibility of a single score for thieving skills, and an alternative slot-based encumbrance system, were driven by the ease of having the full character sheet in a few lines of chat space; while leaving more room to imagination and storytelling.

The present ruleset was playtested during the lockdown in an “Old School Megadungeon” of Greg Gillespie [BMC], whom we gratefully thank for giving us the opportunity to escape the gloom of quarantine in the dungeons under the Barrowmoor.

We also thank Peter Pagano for allowing us to use his art to convey the intended atmosphere of the game.

Our main playtesters were Bathorix, Beaderic, Ethendil, Fatin, Fonso the Fabulous, Kerya, SisterH, Rackgu, and Thandil the All Bright, to whom we dedicate this work.

In a sense this is just another Old School Renaissance (OSR) retro-clone, building mainly on [S&W], but also on the brilliant works of Chris Gonnerman [BFRPG], Daniel Proctor [LL], and Marv Breig [WB]. Very little of this work is original, but every Referee loves to add his pebble to the Cairn of Legends.

Alberto and Fabio Maccheroni, Halloween, 2020

“You have created an excellent game and I like the idea of using only six-sided dice to help in digital play. I hope the illustrations will add to the enjoyment of your game design.”
Peter Pagano, September 18, 2020

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The authors of these variant rules are not affiliated with Matthew J. Finch, Mythmere Games, or Frog God Games.
Illustrations copyright © Peter Pagano, used by permission of the artist.
Cartography by Dyson Logos. Character sheet by James V. West (modded).
This ruleset is NOT FOR SALE, it is intended for Game Design students and fans only.*

*The “Wargame Rules” by Gary Gygax and Jeff Perren [Cha].

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PLAYERS MANUAL

Swords & Wizardry

CHARACTER SHEET

SHIELD ARMOR CLASS

MAX HD CURRENT HIT POINTS

NAME

CLASS LEVEL

RACE ALIGNMENT

STR
DEX
CON
INT
WIS
CHA

XP

XP BONUS

SAVING THROW

MODS

EQUIPMENT

WEAPONS/ARMOR

SPELLS/ABILITIES

LANGUAGES:

To HIT
AC
CA

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Gold: _____ Copper: _____
Silver: _____ Gems: _____

4w

Figure 1: House character sheet. James V. West (modded).

PART 1: GETTING STARTED

This game requires two kinds of participants. One of you is the “Referee,” who runs the game world: the Referee designs the adventures, makes decisions and dice rolls for the monsters, describes what the characters see, and judges the effects of their actions. The rest of you are the “players,” each of you taking on the role of a “player character” who might be a barbarian, a necromancer, a paladin, a rogue, a sorceress, a witcher, or any other sort of *alter ego* representing you in the game world.

The first step is to complete a character sheet, recording your character’s statistics and equipment; the next step is to sit down around a table with *two six-sided dice* and start playing! Unless, of course, you are the Referee, in which case you will have to prepare the adventure first.

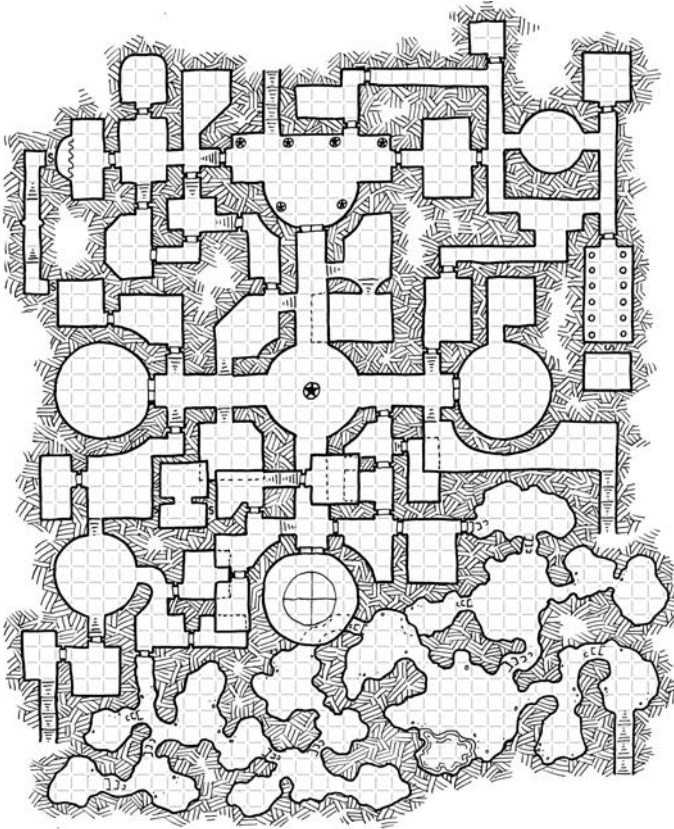


Figure 2: *Dwimmermount*. Dyson Logos.

DICE

Dice rolls are described with expressions such as “2d6+1,” which means “roll two six-sided dice, sum them, and add 1” (resulting in a number between 3 and 13). The first number tells you how many dice to roll (adding the results together). The number immediately after the “d” tells you the type of die to use (sometimes this is not a “real” die, see below). Any number after that indicates a quantity that is added, subtracted, or multiplied with the result.

To simulate the roll of a d3 (or a d2), roll a d6 and divide the number rolled by 2 (or by 3) rounding up.

COMMON TERMS AND NOTATION

You will discover several common terms (and their abbreviations) while reading.

- As a player, your character will be a player character (**PC**), while the Referee will provide non-player characters (**NPCs**).
- “Hit Dice” (**HD**) are the number of dice a character (or monster) rolls to determine total “hit points” (**hp**), the amount of damage one can sustain before dying.
- “Mana points” (**mp**) quantify the magical or mystical energy of a character (or monster). They are expended to cast spells.
- “Armor Class” (**AC**) is an index of protection against attacks, so is the “Class of Armor” [**CA**], they are related (see Table 11).
- The “Attack Bonus” (**AB**) is added to an attack roll.
- A “Saving Throw” (**ST**) represents the attempt to avoid or mitigate some type of unusual attack.
- “Gold pieces” (often just called **gp**) are the most important medium of exchange.
- “Experience points” (**XP**) are the measure of a character’s growing expertise and ability.

Do not worry about trying to memorize all this; most of it will be self-evident as you read through.

The term “level” is mainly employed in three cases.

- “Experience level.” Characters begin at 1st level in a particular class. As they accumulate experience points through fighting monsters and gaining wealth, they will reach higher levels (2nd level, 3rd level, and so on). With each level comes more hit points and additional class abilities.
- “Spell level.” The level of a spell is both a relative measure of the power of the spell itself and the cost in mana points of casting it. First level spells consume 1 mana point, second level spells 2, etc. As the experience level of casters increase, they will have access to spells of higher spell level. For instance, 2nd-level spellcasters can typically cast first level spells, 4th-level casters, second level spells, and so on (with level caps and exceptions).
- “Difficulty level.” When the outcome of an action is uncertain, the Referee determines its level of difficulty, 2d6 are then rolled against this number to determine success or failure of the action itself. Specifically, you roll 2d6, add any bonuses or penalties, and compare the total to the target number; if the total equals or exceeds it, then you succeed, otherwise you fail. The target number is the difficulty level of the action. Attack rolls, saving throws, and special abilities’ checks of Clerics and Thiefs, are the three main rolls against a difficulty level.

PART 2: CREATING A CHARACTER

Your first step as a player is to create a character.

SETTING UP THE CHARACTER SHEET

Information about your character goes on a character sheet, which can be a simple sheet of paper or an index card. An example character sheet might look like this:

NAME	Werner	CLASS	Cleric	RACE	Human
STR	14	ARMOR CLASS	5		
INT	12	HIT POINTS	6		
WIS	15 (+1)	ATTACK BONUS	0		
DEX	8	MANA POINTS	1		
CON	10	SAVING THROW	9		
CHA	13				
LEVEL	1	WEAPON	Mace (1d6)		
XP	0 (1,500 for lvl. 2)	MONEY	6 gp		
EQUIPMENT AND SPECIAL ABILITIES ~					

Figure 3: Simple character sheet. The Authors.

With details and equipment written on the back.

ROLL ATTRIBUTE SCORES

The basic attribute scores are numbers which represent the Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma of a character. The standard way to create attribute scores is to roll 3d6 a total of six times and arrange the rolls putting the best results into attributes that best suit the type of character the player wants to interpret.

A bonus or penalty is associated with each score, as shown on the table below.

Table 1: Attribute Modifiers

Score	Description	Bonus/Penalty
3	Abysmal	-2
4-6	Below Average	-1
7-14	Average	None
15-17	Above Average	+1
18	Extraordinary	+2

Each class has a Prime Attribute score, which must be at least "Average" in order for the character to become a member of that class.

Strength As the name implies, this attribute score measures the character's raw physical power. Strength is the Prime Attribute for Fighters. Apply the Strength modifier to all attack rolls with melee weapons, and to both melee and missile damage rolls in combat. A penalty here will not reduce any damage roll to less than 1 point.

Intelligence This is the ability to learn and apply knowledge. Intelligence is the Prime Attribute for Magic-Users. The attribute bonus for Intelligence is added to the number of languages the character is able to learn; characters with an Intelligence penalty cannot read more than a word or two, and will only know their native language. Magic-Users add their Intelligence bonus to the mana points they gain at the first level (only).

Wisdom A combination of intuition, willpower, and common sense, Wisdom is the Prime Attribute for Clerics. The Wisdom modifier may apply to some saving throws against magical attacks, particularly those affecting the target's will. Clerics add their Wisdom bonus to the mana points they gain at the first level (only).

Dexterity This attribute score measures the character's quickness and balance, as well as aptitude with tools. Dexterity is the Prime Attribute for Thieves. The Dexterity bonus or penalty is applied to all attack rolls with missile weapons, to the character's Armor Class value, and it affects several thieving skills.

Constitution A combination of general health and vitality. Apply the Constitution modifier to each hit die rolled by the character. A penalty here will not reduce any hit die roll to less than 1 point.

Charisma This refers to a character's leadership ability and personal charm, but also empathy and attunement with nature. Charisma is the Prime Attribute for Druids. Apply the Charisma modifier to reaction rolls. Druids add their Charisma bonus to the mana points they gain at the first level (only).

CALCULATE HIT POINTS

Hit points (hp) represent the amount of "damage" a character can take before dying: they are determined by the number of hit dice (HD) the character has at each level, which is found in the description of each character class below. If a player begins the game with a 1st level Fighter (1d6+1 HD) he must roll 1d6 and add 1, plus the Constitution modifier, to the end result to determine his PC's starting hit points. When the character accumulates enough XP to gain a level, usually a new hit die is rolled, possibly modified, and the result is added to the total. Sometimes a new level only gives additional hit points; Constitution does not affect this number after the 9th level (but it does at lower levels).

CHOOSE A CHARACTER CLASS

Once you have rolled up your ability scores, the next step is to choose a "character class." The available classes are: Cleric, Druid, Fighter, Magic-User, and Thief. Your Referee may also have invented other character classes which are

available to you. Decide what sort of character you want to play, keeping in mind that certain ability scores work well with certain character classes. Later you will choose your character's race and alignment.

CLERIC

Clerics are armored warrior-priests who serve the cause of Law or Chaos. Most Clerics have a patron deity or serve a particular religion. As a Cleric, you are a champion of your faith and moral alignment. You might be a shining knight of the faith, an exorcist of demons, or a sinister witch-hunter. Because most of a Cleric's abilities are oriented toward healing and protecting, Clerics tend to play a support role during combat: backing up the front line, but able to stand shoulder to shoulder with the party's Fighters if the need arises—at least for a while. Clerics may not be of neutral alignment unless the Referee rules otherwise.

Table 2: Cleric Advancement

Level	XP	HD	ST	AB	mp	MSL
1	0	1d6	9	+0	0	1
2	1,500	2d6	9	+0	1	1
3	3,000	3d6	8	+1	2	1
4	6,000	4d6	8	+1	4	2
5	12,000	5d6	8	+1	6	2
6	25,000	6d6	7	+1	9	3
7	50,000	7d6	7	+2	12	3
8	100,000	8d6	7	+2	16	4
9	200,000	9d6	6	+2	20	4
10	300,000	9d6+1	6	+2	25	5
11	400,000	9d6+2	5	+2	30	5
12	500,000	9d6+3	5	+3	36	6
13	600,000	9d6+4	5	+3	42	6
14	700,000	9d6+5	5	+3	49	7
15	800,000	9d6+6	5	+3	56	7
16	900,000	9d6+7	5	+3	63	7
17	1,000,000	9d6+8	5	+4	70	7
18	1,100,000	9d6+9	5	+4	77	7
19	1,200,000	9d6+10	5	+4	84	7
20	1,300,000	9d6+11	5	+4	91	7

Prime Attribute: Wisdom.

Hit Dice: 1d6/level (1 hp/level after 9th).

Armor/Shield Permitted: Any.

Weapons Permitted: Blunt weapons only (club, flail, hammer, mace, staff, etc.). No missile weapons, other than oil and slings.

Spell Casting: Clerics cast "divine" spells from a specific list (ask your Referee); the Cleric Advancement table tells you the highest level of spells available to a Cleric (MSL). Clerics of specific deities might have different lists of available spells, or even some new spells, but that's for your group of gamers to decide and invent if you want to. Each day, the Cleric prays to replenish his pool of mana points.

Banishing Undead: Lawful (or "good") clerics can turn undead monsters away (see "Turning the Undead" in the Com-

bat section), making them flee from the Cleric's holiness.

Saving Throw Bonus: Clerics gain a +1 bonus on saving throw rolls against being paralyzed or poisoned.

DRUID

Druids are part of a mysterious religious order of priests and priestesses who worship and serve the powers of nature. As a Druid, you have great reverence for the natural world, and are more comfortable with plants and animals than with other people. You can cast spells to talk with wildlife, or enlist animals and even plants as your allies; but you are also an able fighter in defense of your forest and your friends. You share some characteristics with Fighters, Clerics, and Magic-Users, but are not as strong as those classes in their own specialties. However, you are better in physical combat than a Magic-User, while still having some healing ability and offensive spell power. Some of your nature spells are unlike anything a Cleric or Magic-User can cast. You are ready to extend the balance of nature to human affairs, and have little tolerance for those who go to excess either for good or evil, Law or Chaos. You keep your rituals secret, and prefer to live in the wilderness rather than in cities. Druids must be of neutral alignment unless the Referee rules otherwise.

Table 3: Druid Advancement

Level	XP	HD	ST	AB	mp	MSL
1	0	1d6	9	+0	0	1
2	1,500	2d6	9	+0	1	1
3	3,000	3d6	8	+1	2	1
4	6,000	4d6	8	+1	4	2
5	12,000	5d6	8	+1	6	2
6	25,000	6d6	7	+1	9	3
7	50,000	7d6	7	+2	12	3
8	100,000	8d6	7	+2	16	4
9	200,000	9d6	6	+2	20	4
10	300,000	9d6+1	6	+2	25	5
11	400,000	9d6+2	5	+2	30	5
12	500,000	9d6+3	5	+3	36	6
13	600,000	9d6+4	5	+3	42	6
14	700,000	9d6+5	5	+3	49	7
15	800,000	9d6+6	5	+3	56	7
16	900,000	9d6+7	5	+3	63	7
17	1,000,000	9d6+8	5	+4	70	7
18	1,100,000	9d6+9	5	+4	77	7
19	1,200,000	9d6+10	5	+4	84	7
20	1,300,000	9d6+11	5	+4	91	7

Prime Attribute: Charisma.

Hit Dice: 1d6/level (1 hp/level after 9th).

Armor/Shield Permitted: Non-metallic only (leather, wood, etc.).

Weapons Permitted: Any one-handed melee weapon, as well as slings and shortbows.

Spell Casting: Druids cast "nature" spells from a specific list (ask your Referee); the Druid Advancement table tells

you the highest level of spells available to a Druid (MSL). Each day, the Druid meditates to replenish his pool of mana points.

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

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

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

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

Saving Throw Bonus: Druids gain a +1 bonus on saving throw rolls against electricity and fire.

FIGHTER

Fighters are warriors, trained in battle and in the use of armor and weapons. Perhaps you are a professional monster-hunter, a dashing swashbuckler, a deadly swordswoman, or a chivalrous knight. Whatever type of Fighter you choose to play, you will probably end up on the front lines of your adventuring party—going toe-to-toe with dragons, goblins, and evil cultists, hacking your way through them and taking the brunt of their attacks. The Fighter is the best-equipped of all the character classes to dish out damage and absorb it, too. Clerics heal and Magic-Users cast spells, but the swordplay and archery are generally up to you. You are going to serve as the party’s sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you will die, just another forgotten warrior in a dangerous world.

Prime Attribute: Strength.

Hit Dice: 1d6+1/level (2 hp/level after 9th).

Armor/Shield Permitted: Any.

Weapons Permitted: Any.

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

Multiple Attacks (7th/13th/19th): At 7th level, a Fighter may attack three times every two rounds. This means one attack on every odd round, two on every even round. At 13th level, the Fighter may attack twice every round. At 19th, a Fighter may attack five times every two rounds.

Parry: With this maneuver, the Fighter does not make any

Table 4: Fighter Advancement

Level	XP	HD	ST	AB	#AT
1	0	1d6+1	9	+0	1
2	2,000	2d6+2	8	+0	1
3	4,000	3d6+3	8	+1	1
4	8,000	4d6+4	8	+1	1
5	16,000	5d6+5	7	+1	1
6	32,000	6d6+6	7	+2	1
7	64,000	7d6+7	7	+2	3/2
8	120,000	8d6+8	6	+2	3/2
9	240,000	9d6+9	6	+3	3/2
10	360,000	9d6+11	5	+3	3/2
11	480,000	9d6+13	5	+3	3/2
12	600,000	9d6+15	5	+3	3/2
13	720,000	9d6+17	5	+4	2
14	840,000	9d6+19	5	+4	2
15	960,000	9d6+21	5	+4	2
16	1,080,000	9d6+23	5	+4	2
17	1,200,000	9d6+25	5	+5	2
18	1,320,000	9d6+27	5	+5	2
19	1,440,000	9d6+29	5	+5	5/2
20	1,560,000	9d6+31	5	+5	5/2

attack roll. Instead, he blocks incoming attacks for the entire combat round; all attacking enemies suffer a penalty to hit him with melee and thrown weapons equal to the Fighter’s AB.



Figure 4: *Staff and Mace*. Peter Pagano.

MAGIC-USER

The Magic-User is both a figure of mystery and a student of mysteries, steeped in ancient and arcane knowledge. As a Magic-User you have studied long hours deep into the candlelit nights, delving into the parchment pages of cobweb-covered magic tomes, learning the intricacies of magical circles and runes, the strange significances of the stars and moons, the disquieting theories of mad philosophers, and above all, the casting of magic spells. You can be a truly devastating opponent as long as your fellow adventurers protect you from physical combat, in which you be-

long to the weakest of all the character classes: completely untrained in the use of armor, barely adequate with even the simplest weapons, and having fewer hit points than most other members of an adventuring expedition. You are not limited to the role of providing the party with offensive spells, though, for your spellbook provides an array of other spells that can be critical for surviving the perils of dungeons, lost temples, and other such places where you might venture in search of treasure and knowledge. If you succeed in such forays into the wild and dangerous places of the world, you might eventually rise to such heights of power that you can create fabulous magic items and scribe new formulae for hitherto unknown spells. Such great Archmages can sway the politics of kingdoms, commanding respect and fear across the realms.

Table 5: Magic-User Advancement

Level	XP	HD	ST	AB	mp	MSL
1	0	1d6	9	+0	1	1
2	2,500	1d6+1	9	+0	2	1
3	5,000	2d6+1	8	+0	4	2
4	10,000	2d6+2	8	+1	6	2
5	20,000	3d6+2	8	+1	9	3
6	40,000	3d6+3	7	+1	12	3
7	80,000	4d6+3	7	+1	16	4
8	150,000	4d6+4	7	+2	20	4
9	300,000	5d6+4	6	+2	25	5
10	450,000	5d6+5	6	+2	30	5
11	600,000	5d6+6	5	+2	36	6
12	750,000	5d6+7	5	+2	42	6
13	900,000	5d6+8	5	+2	49	7
14	1,050,000	5d6+9	5	+3	56	7
15	1,200,000	5d6+10	5	+3	64	8
16	1,350,000	5d6+11	5	+3	72	8
17	1,500,000	5d6+12	5	+3	81	9
18	1,650,000	5d6+13	5	+3	90	9
19	1,800,000	5d6+14	5	+3	99	9
20	1,950,000	5d6+15	5	+3	108	9

Prime Attribute: Intelligence.
Hit Dice: (1d6+1)/2 levels (1 hp/level after 9th).
Armor/Shield Permitted: None.
Weapons Permitted: Dagger, staff, and darts.

Spell Casting: Unlike the Cleric, a Magic-User owns a book of spells, which doesn't necessarily include all of the spells on a specific list. The Magic-User Advancement table tells you the highest level of spells (MSL) that can be added to the Magic-User's spell book. Low-level spells are typically taught to apprentice wizards by their mentor. Mid-level spells are found on scrolls discovered in dungeons, or musty libraries, or realized through (very hazardous) experimental research. High-level spells are extremely dangerous and often deadly guarded treasures, some Magic-Users are ready to spend long years and face terrible risks to obtain them.

Saving Throw Bonus: Magic-Users gain a bonus of +1 on all saving throw rolls against spells, including spells from

magic wands and staffs.

THIEF

The Thief is a figure in the shadows, an expert in stealth and delicate tasks. As a Thief, locks, traps, and scouting are your trade; you are the eyes and ears of the adventuring party, the one who handles the perils of the dungeon itself. In many ways, you are a scholar of the world; in the course of your profession you pick up knowledge about languages and even magic. True, in combat you are not the equal of armored Fighters or Clerics, but they have to rely on your knowledge and specialized skills to get them safely into and out of the dangerous places where treasure is to be found. You are the guide; the scout; and when necessary, the deadly blade that strikes from the shadows without warning.

Table 6: Thief Advancement

Level	XP	HD	ST	AB	TS
1	0	1d6	9	+0	11
2	1,200	2d6	9	+0	10
3	2,400	3d6	8	+1	10
4	4,800	4d6	8	+1	9
5	9,600	5d6	8	+1	9
6	20,000	6d6	7	+1	9
7	40,000	7d6	7	+2	8
8	80,000	8d6	7	+2	8
9	160,000	9d6	6	+2	8
10	240,000	9d6+1	6	+2	7
11	320,000	9d6+2	5	+2	7
12	400,000	9d6+3	5	+3	7
13	480,000	9d6+4	5	+3	6
14	560,000	9d6+5	5	+3	6
15	640,000	9d6+6	5	+3	5
16	720,000	9d6+7	5	+3	5
17	800,000	9d6+8	5	+4	4
18	880,000	9d6+9	5	+4	3
19	960,000	9d6+10	5	+4	2
20	1,040,000	9d6+11	5	+4	2

Prime Attribute: Dexterity.
Hit Dice: 1d6/level (1 hp/level after 9th).
Armor/Shield Permitted: Leather armor only; no shield.
Weapons Permitted: Any, but magical weapons are limited to daggers and swords.

Backstab: When attacking with surprise, from behind, the Thief gains +2 to hit and inflicts double damage. At levels 5-8, damage is tripled, and from a Thief above level 8 such an attack inflicts quadruple damage.

Saving Throw Bonus: Thieves gain a +1 bonus on saving throws against devices, including traps, magical wands or staffs, and other magical devices.

Thieving Skill: The Thieving Skill rating (TS) presented in the Thief Advancement table is the difficulty level for a

number of clandestine or stealth-based actions. Like picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed, but also disguising or using poison, gathering or extorting information, reading ancient languages or coded messages, forging documents or following tracks in the wilderness. The Referee has the final say as to whether an action falls under the purview of the "Thieving Skill" or not. If it does, the Referee rolls 2d6. If the result of the roll is equal to or greater than the Thief's rating in the skill, the Thief is successful in the attempt. The roll is modified by the relevant attribute and the task difficulty. Thieves are often unaware of when their attempts fail, and they may believe they are successful even when this is not the case.

Read Magical Writings (9th): At ninth level, a Thief has gained enough knowledge to decipher magical writings (although not the "divine" writings of Clerics), but his understanding is not perfect especially when the magic is complicated. The spell level is in fact subtracted to the skill roll (or, equivalently, added to the TS rating). Failure results in a dangerously unpredictable result, usually the reverse of the intended effect.



Figure 5: Diversity statement. Peter Pagano.

Alternatively different ratings (that is, difficulty levels) for different Thieving Skills may be used.

Level	CWC	DT	HS	MS	OL	HN
1	5	10	11	10	11	3/6
2	5	10	10	9	10	3/6
3	5	9	10	9	10	4/6
4	5	9	9	9	9	4/6
5	5	9	9	8	9	4/6
6	5	8	9	8	9	4/6
7	4	8	8	8	8	5/6
8	4	8	7	7	7	5/6
9	4	7	7	6	7	5/6
10	4	6	6	5	6	5/6
11	4	5	5	4	5	6/6
12	3	4	4	3	4	6/6
13	3	3	3	3	3	6/6
14	2	3	3	2	3	6/6
15+	2	2	2	2	2	6/6

CWC Climbing Walls or Cliffs. Is the skill of climbing a wall that others cannot climb. If the wall is more difficult than normal (very slippery, for example), the Referee may lower a Thief's chances of success. In general, if a normal person has a chance to climb a wall, a Thief can most likely do it automatically.

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

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

MS Moving Silently. Thieves can move quietly, without being heard.

OL Opening Locks. Thieves can pick locks; some locks might be unusually difficult, in which case the Referee might reduce the chance of success as appropriate.

HN Hearing Noises. A Thief can hear well when concentrating; this mainly includes listening at doors.

For all skills, when the Thief attempts to use them the Referee rolls 2d6 and proceeds like in the single "Thieving Skill" case described above; with the exception of "Hear Noises" for which the chance of success on a d6 is given.

CHOOSE A CHARACTER RACE

In a fantasy world, humans often are not alone. Elves may populate the great forests, Dwarfs carve their halls and mines into the heart of the earth, Halflings reside in the comfortable hill-houses of their bucolic shires, Orcs live for war, fight for the thrill of combat, raid for the glory of victory. The Referee will tell you what races are available for use as player characters. Also the specific classes allowed to the different races are entirely the province of the Referee; the ones reported below are just examples.

DWARVES

Description: Dwarves are a short, stocky race; both male and female Dwarves stand around four feet tall and typically weigh around 150 pounds. Their long hair and thick beards are dark brown, gray or black. They take great pride in their beards, sometimes braiding or forking them. They have a fair to ruddy complexion. Dwarves have stout frames and a strong, muscular build. They are rugged and resilient, with the capacity to endure great hardships. Dwarves are typically practical, stubborn and courageous. They can also be introspective, suspicious and possessive. They have a lifespan of three to four centuries.

Restrictions: Dwarves may become Clerics, Fighters, or Thieves. They are required to have at least "Average" Constitution, and due to their generally dour dispositions, they may not have "Above Average" Charisma. They may not employ large weapons more than four feet in length (specifically, two-handed swords, polearms, and longbows).

Special Abilities: All Dwarves have Darkvision with a 60' range, and are able to detect slanting passages, traps, shifting walls and new constructions on a roll of 1-2 on 1d6; a search must be performed before this roll may be made.

Saving Throws: Dwarves save at +2 vs. magic, paralysis, and poison.

ELVES

Description: Elves are a slender race, with both genders standing around five feet tall and weighing around 120 pounds. Most have dark hair, with little or no body or facial hair. Their skin is pale, and they have pointed ears and delicate features. Elves are lithe and graceful. They have keen eyesight and hearing. Elves are typically inquisitive, passionate, self-assured, and sometimes haughty. Their typical lifespan is a dozen centuries or more.

Restrictions: Elves may become Druids, Fighters, Magic-Users, or Thieves. They are required to have at least "Average" Intelligence, and due to their generally delicate nature, they may not have "Above Average" Constitution.

Special Abilities: All Elves have Darkvision with a 60' range. They are able to find secret doors more often than normal (1-2 on 1d6 rather than the usual 1 on 1d6). An Elf is so observant that one has a 1 on 1d6 chance to find a secret door with a cursory look. Elves are immune to the paralyzing attack of Ghouls. Also, they are less likely to be surprised in combat, reducing the chance of surprise by 1 in 1d6.

Saving Throws: Elves save at +1 vs. magic and paralysis, but not poison.

HALF-ELF

Description: Half-Elves are the result of crossbreeding between Elves and Humans. An average Half-Elf male stands around 5'5" in height, with females averaging an inch shorter. They have pointed ears, but their features tend to favor the Human parent a bit more than the Elf. Half-Elves are well tolerated by Humans in most cases, but are often shunned (or at best, ignored) by Elven society.

Restrictions: Half-Elves may become members of any class allowed to Elves. They are required to have at least

"Average" Intelligence, and like Elves they may not have "Above Average" Constitution.

Special Abilities: Half-Elves have Darkvision with a 30' range. They are able to find secret doors on a 1-2 on 1d6, but do not find secret doors on a cursory examination as Elves do. Half-Elves gain a bonus of +5% on all earned experience, except if they are multi-classing (see below).

Saving Throws: Half-elves save at +1 vs. paralysis, but not poison.

HALF-ORC

Description: Half-Orcs are the result of crossbreeding between Humans and Orcs. Their features tend to favor the Orcish parent. Such creatures are often outcasts within Human communities, but sometimes rise to positions of leadership within Orcish communities.

Restrictions: Half-Orcs may become Clerics, Fighters, or Thieves. A Half-Orc must have at least "Average" Constitution, and may not have "Above Average" Intelligence.

Special Abilities: Half-Orcs have Darkvision with a 30' range. They are less likely to be surprised in combat, reducing the chance of surprise by 1 in 1d6. Half-Orcs gain a bonus of +5% on all earned experience.

Saving Throws: Half-Orcs save at +1 vs. paralysis and poison.

HALFLINGS (ALSO KNOWN AS HOBBITS)

Description: Halflings are small, slightly stocky folk who stand around three feet tall and weigh about 60 pounds. They have curly brown hair on their heads and feet, but rarely have facial hair. They are usually fair skinned, often with ruddy cheeks. Halflings are remarkably rugged for their small size. They are dexterous and nimble, capable of moving quietly and remaining very still. They usually go barefoot. Halflings are typically outgoing, unassuming and good-natured. They live about a hundred years.

Restrictions: Halflings may become Clerics, Fighters, or Thieves. They are required to have at least "Average" Dexterity, and due to their small stature, they may not have "Above Average" Strength. Halflings may not use large weapons, and must wield medium weapons with both hands.

Special Abilities: Halflings are unusually accurate with all sorts of ranged weapons, gaining a +1 attack bonus when employing them. When attacked in melee by creatures larger than man-sized, Halflings gain a +1 bonus to their Armor Class. Halflings are quick-witted, thus adding +1 to Initiative die rolls. Outdoors in their preferred forest terrain, they are able to hide very effectively; so long as they remain still there is only a 1/6 chance they will be detected. Even indoors, in dungeons or in non-preferred terrain they are able to hide such that there is only a 1/3 chance of detection. Note that a Halfling Thief will roll only once, using either the Thief ability or the Halfling ability, whichever is better.

Saving Throws: Halflings gain a +2 bonus on all saving throws.

HUMANS

Description: Humans come in a broad variety of shapes and sizes; the Referee must decide what sorts of Humans live in the game world. An average Human male in good health stands around six feet tall and weighs about 175 pounds. Most Humans live around 75 years.

Restrictions: Humans may be any single class. They have no minimum or maximum ability score requirements.

Special Abilities: Humans learn unusually quickly, gaining a bonus of +10% to all experience points earned.

Saving Throws: Humans are the “standard,” and thus have no saving throw bonuses.

MULTI-CLASSING

Dwarves, Elves and Half-Elves may have more than one class at a time, called “multi-classing.” To be able to multi-class, a character must meet the requirements of both classes. Multi-class characters use the best attack bonus and the best saving throw values of their original two classes, but must gain experience equal to the combined requirements of both base classes to advance in levels (unless the Referee imposes on them some additional requirement in exchange for a discount). Here are two classical examples:

Cleric/Fighter Dwarves of this class have all abilities of both classes and roll 1d6 for hit points. Some Referees restrict their weapon use to traditional Dwarven *melee* weapons, do not permit them to Turn the Undead, and make their XP requirements 0-3.000-6.000- ... -200.000 XP/level after 9th.

Fighter/Magic-User Elves (and Half-Elves) of this class have all abilities of both classes (in particular, they are allowed to cast magic spells while wearing armor) and roll 1d6 for hit points. Some Referees restrict their weapon use to traditional Elven weapons (say, bows, daggers, and swords), allow them to use light armors only (and no shield), and make their XP requirements 0-4000-8000- ... -240.000 XP/level after 9th.

In both cases, the Referee may devise special spell lists. For example, Dwarves might be able to shape stone or Elves to cure light wounds.

CHOOSE AN ALIGNMENT

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

This vast opposition extends into every corner of the universe; great and horrible demon-princes forge their subtle plans to bring ruination to all things, while the hosts of Law marshal their own allies against ancient foes and new,

rising, threats to civilization. Even the player characters are involved with this eternal struggle, whether directly or indirectly, for every action tilts the balance infinitesimally to one side or the other. Will the adventurers attempt to stay out of such matters, remaining neutral between the opposing forces? Will they become champions of Law and civilization, heroes against the mad desolation of Chaos? Or will they themselves fall into the subtle lure of power offered by the legions of anarchy?

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

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

BUY EQUIPMENT

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

STARTING GOLD

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

GENERAL EQUIPMENT

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

Chalk: Useful for “blazing a trail” through a dungeon or ruin (and to play hopscotch).

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

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

Holy water: Causes damage when thrown on most types of undead creatures and demons (1d6hp). This can be useful, since many of the more-powerful undead and demons can otherwise only be damaged with magical weapons.

Lantern, bullseye: These shine a beam of light 60 feet long but only 10 feet wide, through a hole in the lantern’s metal

cylinder. They have a hinged cover, allowing the light to be hidden.

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

Oil, lamp: A pint of oil will keep a lantern (either type) burning for 4 hours. Oil is also highly flammable; a lit flask of oil can be used as a thrown weapon to cause 1d3+1 points of damage with a successful hit, and 1 more point of damage per round for the next 2 rounds. Burning oil can also be used to create a hazard for pursuing monsters.

Spike, iron: These are useful for spiking doors closed (or spiking them open) and may be used as crude pitons in appropriate situations.

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

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



Figure 6: *Bare necessities*. Peter Pagano.

Table 7: General Equipment

Item	Cost
Backpack (30-pound capacity)	5 gp
Barrel	2 gp
Bedroll	0.2 gp
Bell	1 gp
Block and tackle	5 gp
Bottle of wine, glass	2 gp
Candle	0.01 gp
Canvas (per square yard)	0.1 gp
Case (map or scroll)	1 gp
Chain (10ft)	30 gp
Chalk, 1 piece	0.05 gp
Chest	2 gp
Crowbar	0.2 gp
Fishing net (25 square feet)	4 gp
Flask, leather	0.03 gp
Flint & steel	1 gp
Garlic, charmed	10 gp
Grappling hook	1 gp
Hammer	0.5 gp
Holy symbol, wooden	1 gp
Holy symbol, silver	25 gp
Holy water (flask)	25 gp
Ink (1-ounce bottle)	1 gp
Ladder (10ft)	0.05 gp
Lamp, bronze	0.1 gp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	20 gp or more
Manacles	15 gp
Mirror, small steel	20 gp
Musical instrument	5 gp
Oil, lamp (1 pint)	0.1 gp
Parchment (sheet)	0.2 gp
Pole (10ft)	0.2 gp
Pot, iron	0.5 gp
Rations, trail (per day)	0.5 gp
Rations, dried (per day)	1 gp
Rope, hemp (50ft)	1 gp
Rope, silk (50ft)	10 gp
Sack (15 pounds capacity)	1 gp
Sack (30 pounds capacity)	2 gp
Shovel	2 gp
Signal whistle	0.5 gp
Spellbook, blank	25 gp
Spike, iron	0.05 gp
Tent	10 gp
Torch	0.01 gp
Waterskin	1 gp
Wolfsbane	0.1 gp

WEAPONS

A damage of 2-8 is generated by rolling 1d6+1d2.

Table 8: Melee Weapons

Weapon	Damage	Weight	Cost
Axe	1-6	5	1 gp
Battle Axe (2h)	2-8	15	5 gp
Club	1-3	10	0 gp
Dagger	1-3	2	2 gp
Flail (2h)	2-8	10	8 gp
Hammer	1-6	10	1 gp
Lance	2-8	15	6 gp
Mace	1-6	10	10 gp
Polearm (2h)	2-8	15	10 gp
Spear	1-6	10	1 gp
Staff (2h)	1-6	10	0 gp
Sword	1-6	10	15 gp
Sword, Great (2h)	2-8	15	30 gp



Figure 7: Voilà! Peter Pagano.

Shooting or throwing beyond range is at a -1 penalty to hit. No weapon can reach farther than twice its range. Outdoors, ranges are tripled.

Table 9: Missile Weapons

Weapon	Dmg	Range	Wght	Cost
Arrows (20)	1-6	-	1	2 gp
Axe	1-6	10ft	5	1 gp
Bolts, heavy (20)	2-7	-	1	2 gp
Bolts, light (20)	2-4	-	1	2 gp
Bow, long (2h)	1-6	70ft	5	60 gp
Bow, short (2h)	1-6	50ft	5	15 gp
Crossbow, heavy (2h)	2-7	80ft	5	20 gp
Crossbow, light	2-4	60ft	5	12 gp
Dagger	1-3	10ft	2	2 gp
Dart	1-3	15ft	1	0.2 gp
Javelin	1-6	20ft	5	0.5 gp
Sling	1-3	40ft	1	0.2 gp
Spear	1-6	20ft	10	1 gp
Stones (20)	1-3	-	5	0 gp

ARMORS

In the Original Game there were two indicators for the difficulty of hitting a character or creature in combat:

- the primary “Class of Armor;”
- and the alternate “Armor Class.”

—Armor Class—

The alternate combat system of the Original Game is the one that survived until the “2nd Advanced Edition.” It is also the official system of *Swords & Wizardry*, and for this reason we start with it.

With this system, an unarmored character has an Armor Class (AC) of 9. Armors, and protections in general, decrease this number. For instance, a character wearing a ring mail has Armor Class 6, and a shield brings him to 5. The lower the Armor Class, the better. Class 1 is the best (an armor of first class), then class 2 (of second), and so on.

Table 10: Armors and AC

Armor	AC	Weight	Cost
No armor	9	-	0 gp
Padded	8	15	12 gp
Leather	7	20	25 gp
Ring mail	6	25	50 gp
Chainmail	5	30	150 gp
Banded	4	35	300 gp
Plate	3	40	450 gp
Shield	-1	6	10 gp

The Dexterity modifier is *subtracted* from Armor Class. But heavier armors are less affected, the maximum modifier for a banded is ± 1 and Dexterity does not affect the AC of characters using a plate.

Powerful characters and monsters may have an AC reaching into the negative numbers, thanks to special abilities or magical effects.

—Class of Armor—

The primary combat system of the Original Game was borrowed from the Wargame rules of Gygax and Perren. According to these rules, each armor set has a Class of Armor, which represents the minimum score on a roll of 2d6 to hit an opponent wearing such an armor set. In other words, the Class of Armor of an armor set is the difficulty level of the action of hitting someone who wears it.

Armor sets (e.g. ring mail and shield) are represented by their Armor Class (e.g. 5 = 6-1).

Different armor sets —Armor Class scores— can result in the same Class of Armor. We write all numbers referring to the Class of Armor in square brackets [CA] to avoid confusions with the Armor Class AC. The relation between AC and [CA] is given in Table 11 below.

Table 11: AC and [CA]

AC	9	8	7	6	5	4	3	2	1	0	-1
[CA]	[7]	[8]	[8]	[8]	[9]	[9]	[9]	[10]	[10]	[11]	[12]

With this, although determined by AC, [CA] is all that is needed for the gameplay of combat.

WEIGHT AND MOVEMENT

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

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

Table 12: Indoor, Underground, and City Movement

Weight	mt/round	ft/round	ft/turn
0-75 lb	12	40	240
76-100 lb	9	30	180
101-150 lb	6	20	120
151-300 lb	3	10	60

The Strength modifier multiplied by 10 affects this figures. For example, an adventurer with a Strength modifier of +1 can carry up to 85 pounds before dropping from a movement rate of 12 to a movement rate of 9, while a person with a Strength modifier of -1 would drop to a movement rate of 9 even if carrying only 66 pounds of equipment.

Running triples movement rates, but while running no mapping is permitted, characters are automatically surprised, and have no chance to surprise others. Moreover, the sound of running may attract the attention of enemies.

Outdoor movement rates per round and per turn are tripled (feets become yards). Instead, to calculate how far a character may move in the wilderness in one day, convert the number of feet he or she may move in a turn to miles by dividing by 10. The result is then read as miles. A man who moves 180ft in a turn in the dungeons will move 18 miles in a day in the wilderness.

Alternatively Characters may be assigned a number of item slots equal to their Strength score augmented by six. Most items, including spellbooks, potions, a day's rations, light weapons, tools and so on take up 1 slot, but particularly heavy or bulky items like armors or medium to heavy weapons may take up more slots. Groups of small, identical items can be stacked into the same slot —100 coins, 50 gems, 30 caltrops, 20 arrows/bolts, 10 darts, etc. As a general guideline, a slot holds about 5 pounds of weight. Every filled slot exceeding the maximum allowance decreases the base movement rate by 5 ft/round.

PART 3: HOW TO PLAY

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

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

GAINING EXPERIENCE

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters each have a set experience point value (given in the monster's statistics), and each gold piece acquired earns one point as well. Skilled players avoid risking their characters' lives if there is another, smarter way to walk out of the dungeon with sacks full of gems and loot.

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

TIME

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

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat. See the Movement Rates table (Table 12) as an example of how "rounds" and "turns" are used.

SAVING THROWS

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character class has a "Saving Throw" target number—a difficulty level—that gets lower and lower as a character gains experience. To

make a saving throw, roll 2d6. If the result is equal to or higher than the character's saving throw target number, the saving throw succeeds.

Take note: Some character classes (and races) have better-than-average chances to make a saving throw against particular types of hazards. Magic-Users, for example, get a bonus of +1 to the dice roll on their saving throws against spells of all kinds. The bonuses are described in the character class and character race descriptions.

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

COMBAT

SURPRISE

In general, a group cannot be surprised if they are already aware of opponents' presence even though they have not yet seen them—due to hearing them on the other side of a door, for instance. If surprise is a possibility, roll 1d6 for either or both groups, as appropriate. (Roll only once for each side, not for each individual character or monster.) If the result is a 1 or a 2, the group is surprised. It is possible for both groups to be surprised, effectively canceling out the effect on both sides.

Surprised characters are unable to act for one round. They still defend themselves, so there is no penalty to Armor Class, but they cannot move nor attack during the round of surprise. For nastier Referees, if a group is surprised, each person (or creature) in it also has a 1/6 chance to drop any hand-held items!



Figure 8: *Surprise!* Peter Pagano.

Underground or in a dungeon, the distance between two groups when they discover each other is 1d6 times 10 feet. That is very close; the monsters may already be inside the radius of the adventurers' light source. Outside, the distance will be about ten times this number, or, if the visibility is bad, three times. Anything affecting visibility could also affect surprise distance. For instance, someone with dark-vision will be able to see up to 60 feet clearly at night or underground. A party carrying a light will be visible from

much farther away, raising the possibility of an ambush. Other factors that may affect surprise are related to terrain types—thick woods or crowded city streets may decrease visibility and make it easier to surprise travelers. These and similar factors are left up to the judgment of the Referee.

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

INITIATIVE AND ORDER OF BATTLE

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

1. *Surprise and Distance.* The Referee determines if one side is surprised. As with all of the Referee's decisions, this can be based on common sense instead of a die roll. The Referee may also determine the distance of the encounter (see above) if desired.
2. *Declare Spells.* Spell casters must state if they are casting spells this round. The spell does not actually take effect until the party's initiative. If the spell caster takes damage before the spell is finished casting, the spell is lost.
3. *Determine Initiative.* Each side rolls 1d6, and the highest result wins. Note that this is rolled for each side, not for each combatant.
4. *Winning Initiative Goes.* The side that won Initiative acts first (casting spells, attacking, moving, etc.), and results take effect. A character or monster can "hold" initiative, choosing not to act until after the other side has acted.
5. *Losing Initiative Goes.* The side that lost initiative acts; results take effect.
6. *Held Initiatives Go.* Anyone who "held" initiative acts, and results take effect (both sides simultaneously).
7. *The Round Ends.* The round is complete; if the battle has not been resolved, begin the cycle again, starting with declaring any spells for the next round.

THE ATTACK ROLL

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

Whenever a character attacks with a weapon, the player rolls 2d6 and adds any bonuses to the result. These "to-hit" bonuses always include the AB from the character class advancement table, it may include a Strength modifier (for melee attacks), a Dexterity modifier (for attacks with missile weapons), and any bonuses for magic weapons. The player or the Referee also subtracts any "to-hit" penalties, which might come from using cursed weapons, enemies hiding behind cover, etc. The total attack roll is then compared to the opponent's [Class of Armor]. If the attack roll is *equal to or higher than* the opponent's [CA], the attack succeeds.

Again, the minimum roll to hit an opponent is its [CA], *not* its AC.

If an attack hits, it inflicts damage; a number of hit points determined by rolling one or more dice (depending on the type of weapon the attacker is using) and applying the Strength modifier. Damage is subtracted from the defender's hit point total. (See "Damage and Death").

Monsters' Attack Bonus (AB) is given by the following table:

Table 13: Monsters' Attack Bonus

HD	<1	1-2	3-5	6-8	9-11	12-13	≥14
AB	+0	+1	+2	+3	+4	+5	+6

SPECIFIC SITUATIONS

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

Attacking from Behind Any attack made from behind has a to-hit bonus of +1, or +2 if made by a Thief. There are only two ways for most people to get behind someone during combat. One is to surprise an opponent and attack from behind during the surprise action. The other is to attack an opponent from behind when an ally is attacking from the front. Thieves can get behind a target during normal combat if they successfully hide in shadows, even if no one is attacking the target from the front.

Invisible Opponents Attacks against an invisible opponent have a -2 penalty. Powerful magical monsters, or monsters with more than 11 hit dice, will usually be able to see invisible creatures normally.

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

Missile Attacks Missile attacks are attacks with ranged weapons such as a bow, crossbow, sling, or thrown weapon. A character's Dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons, and characters may receive a bonus to damage for Strength. When using missiles to attack into a melee, it usually is not possible to choose which participant (opponent or friend) will receive the attack; the Referee will determine this randomly.

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

Negotiation and Diplomacy Some combats can be averted with a few well-chosen words, which may include lies. If a party is out-matched, or the monsters do not seem to be carrying much in the way of loot, the party might elect to

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

Retreating It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if a hero (or monster) tries to move out of the ten-foot "melee range." In some cases the free attack is made at +1 to hit (since it is from behind as the coward turns tail and runs).

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

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

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

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

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

Two-Handed Weapon/Two-Weapons Fighting Just as shields improve armor class by 1, fighting two-handed grants a +1 to damage rolls (except for weapons that can only be used two-handed, where this is already taken into account in the weapon's damage), and fighting with a weapon in each hand gives a +1 to hit, but only in rounds in which the attacker won the initiative roll. Note that fighting

with two weapons does not actually give two separate attacks; it just increases the likelihood of landing a successful blow. Damage is rolled based on the primary weapon.

Alternatively for two-weapons fighting, the Referee may allow Fighters and Thieves to roll for both weapons and consider effective only the attack with the best natural 2d6 roll; again only in rounds in which the attacker won the initiative roll.

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

Fist-fights can be resolved by assuming that a fist does 1 point of damage, and that there is a 1/2 chance per hit that the damage is subdual damage (see Subdual Damage, above). All Strength bonuses to damage are considered subdual damage only. A word to the wise: tavern brawls are more efficiently conducted with chairs than with fists.

TURNING THE UNDEAD

Lawful Clerics have the ability to "turn" the undead, causing the horrid creatures to flee or even destroying them outright. When a Lawful Cleric attempts a turning, the player should roll 2d6 and consult the Turning the Undead table (Table 14) for the result.

- If the total of the dice is equal to or greater than the number shown on the table —the difficulty level of the attempt, 2d6 creatures of the targeted type are turned and will depart, not returning for 3d6 rounds.
- If the table indicates "T," 2d6 undead creatures of the targeted type are *automatically* turned and will depart for 3d6 rounds.
- If the table indicates "D," 2d6 of the undead creatures are *automatically* destroyed and will crumble to dust.

Clerics will find the process of turning undead more and more draining as they use it. To reflect this, each Turn Undead attempt further increases the difficulty level by one until the Cleric has a full night of rest.

Chaotic Clerics cannot turn the undead, for that is a power of Law. As an optional rule, Chaotic Clerics might have some Chaos-based power on the undead. For instance, treat "turning" as making the undead harmless to the Cleric's party, and "destroying" as forcing the undead into servitude. In the latter case, the undead will follow the character's commands, although the Referee will decide the

Table 14: Turning the Undead

Undead	Cleric Level												
	HD	1	2	3	4	5	6	7	8	9	10	11	12+
1	8	6	4	2	T	T	D	D	D	D	D	D	D
2	10	8	6	4	2	T	T	D	D	D	D	D	D
3	12	10	8	6	4	2	T	T	D	D	D	D	D
4		12	10	8	6	4	2	T	T	D	D	D	D
5			12	10	8	6	4	2	T	T	D	D	D
6				12	10	8	6	4	2	T	T	D	D
7					12	10	8	6	4	2	T	T	D
8						12	10	8	6	4	2	T	D
9							12	10	8	6	4	2	D
10+								12	10	8	6	4	D

limitations on this power. Perhaps the Cleric can only keep a number of undead creatures under control at one time not bigger than his own experience level.



Figure 9: *Zombies*. Peter Pagano.

DAMAGE AND DEATH

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

Alternatively the unconscious character remains alive but is bleeding to death at the rate of 1 hp/round if no assistance is rendered. Death takes place when the character reaches negative hit points equal to the character’s level. In other words, a fifth-level character actually dies only upon reaching -5 hit points.

HEALING

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

MORALE

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle; they will seek to retreat, flee, or surrender. The Referee decides when monsters abandon the battle and retreat, based on the situation and the monsters’ intelligence. Keep in mind

that the party’s own non-player-character allies might decide to flee if their prospects of survival look grim.

EXAMPLE OF PLAY

THE BRAVE ADVENTURERS PREPARE TO ENTER THE DUNGEONS

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

Brian (Werner the Cleric): “Ready.”

Lindsey (Yesdinil the Sorceress): “Let’s go.”

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

Russell (Eyeballs the Thief): “Here you go.”

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

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

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

Brian: “I’m Werner the Cleric, not Brian.”

Donovan: “Whatever.”

Lindsey: “Light a torch, Werner.”

Brian: “Werner lights a torch.”

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

Brian: “Are we using armor class, AC, or class of armor, [CA]?”

Referee: “Right, class of armor, the target number your opponent needs to reach —with a hit roll— to deal you damage.”

Brian: “I’m wearing a breastplate with no shield, so my armor class is 3, and hence my class of armor is [9]. I carry the shield slung on my back, though.” (See Table 11.)

Russell: “Eyeballs the Thief is just lurking in the shadows of their torchlight. I’m at the back guarding Lindsay’s Magic-User.”

Donovan: “Also, you’re a total chicken.”

Russell: “You’ve got to go with your strengths. It’s what I do, man.”

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

Lindsay (checking the map the party made in their last adventure): “We go north for 80 feet, keeping an eye out for trouble. I think that takes us to the Long Hall. Oh, I forgot, I ready a sleep spell.”

Referee: “Readying the spell takes a round, which we’ll just ignore. You have the spell prepared for a turn. No problems along the way, you can reach the intersection with the Long Hall. Sixty feet was the first half of your move because the guys in plate mail have a movement rate of 6. You’ve got 40 feet left to move in this turn.”

Donovan: “What do we see?”

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

Lindsay: “Bullseye lantern, shining it around.”

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

Brian: “There’s an open pit trap right in front of us, right?”

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

Donovan: “Russell’s great at finding pit traps.”

Lindsay: “Yeah, by falling into them.”

Russell: “I check the ceiling.”

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

Referee: “There’s a skeleton in there.”

Lindsay: “Seriously?”

Donovan: “It wasn’t there last time.”

Referee: *Rolls some dice.*

Lindsay: “I hate it when you do that.”

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

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

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

Lindsay: “I have rope in my backpack. I’ll take it out.”

Russell: “Anything interesting on the ceiling?”

Referee: “Nope, just damp stone.”

Brian: “Or we could lower you in there, Lindsay. You’re not wearing armor, you’re a Magic-User.”

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

TROUBLE DEVELOPS

Referee: “Brian is looking down into the pit, and Lindsay is digging through her backpack. You aren’t paying much attention to what might be coming down the hall.” *Rolls to see if the goblins who set this ambush will surprise the party. He rolls 1d6 to see if the party is surprised, and gets a 1. The party is surprised. Normally the Referee would also roll to see if the goblins are surprised as well, but he decides that the party has made enough noise searching the pit to put the goblins on alert. Since Russell mentioned that his Thief was lurking in the shadows, the Referee decides to check and see if this is successful as a Thief’s Hide in Shadows skill. He rolls 2d6, with a result of 10. Eyeballs is a third level Thief, so the roll is exactly equal to what Eyeballs needs (it would have failed if the die roll had been 9 or lower), so the goblins don’t notice Eyeballs lurking in the shadows.*

Referee: “All of a sudden, arrows shoot from the darkness.” *There are six goblins waiting beyond the edge of the torchlight, firing short bows. The Referee decides that each character will be attacked by 2 arrows. The range is 70 feet (the goblins are outside the 60ft range of Lindsay’s bullseye lantern), and the range on a short bow underground is only 50ft, so the goblins are attacking at -1 due to the range.*

Referee: “Each of you except Eyeballs is getting shot by 2 arrows. Lindsay, what’s your class of armor [CA]?”

Lindsay: “I’m not wearing armor, my [CA] is [7]. Duh.”

Referee: *Rolls 2d6 twice, getting a 7 and a 9. Goblins have less than one hit die, the Referee checks Table 13, so no Attack Bonus (AB) for them. But they have a -1 to hit because of the range, thus the modified hit rolls are 6 and 8. Only one of the two of the two attacks hits (6 is less than [7], Yesdinil [CA], 8 is more).*

Referee: “You’re hit by one arrow, the other leaves a hole into your gown.” *Rolls 1d6 to find out how much damage the hit causes. The result is 5. “You take 5 points of damage.”*

Lindsay: “I’m still alive, but I’ve only got 15 hit points. I’m down to 10.”

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

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

Referee: “Brian, you’re hit twice.”

Brian: “Ouch! Seriously? My [CA] is [9].”

Referee: “Yep.” *The goblins need a 9 to hit Werner, and there’s a -1 for range. The Referee rolled a 10 and a 12. “You take (rolls 2d6) seven hit points. And Donovan, they totally missed you.”*

“First combat round starts. Anyone casting spells?”

Lindsay: “Not until I can see what’s out there, but I ready a sleep spell.”

Donovan: “Can we even see what’s attacking?”

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

“Initiative.”

Lindsay: *Rolls 1d6.* “4!”

Referee: "Okay, (rolls some dice, just for the sake of suspense) you have initiative. Anyone firing missile weapons?"

Donovan: "Nope. I'm holding an axe, Werner's got his mace,... but Eyeballs also has a dagger."

Brian: "Lindsay, cast the sleep spell."

Referee: "Russell, do you want to throw the dagger?"

Russell: "Heck, no."

Referee: "Melee combat. Nobody's in melee yet. Movement. Donovan."

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

Referee: "Your movement rate is 6, so you can move 20 feet. You are now close enough to see six goblins. They were 70ft from the party, so you're now within 50ft of them."

Donovan: "I charge and kill them. I can totally go faster than 20 feet in a round. What am I, an armored snail-dwarf?"

Referee: (improvising) "If you seriously want to just charge in there, I'll let you move 40ft, double your normal combat movement, but they can attack you at +1."

Donovan: "Totally. Game on. I charge."

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

Brian: "Follow Donovan."

Referee: Your movement rate is 9, so you can go 30ft, or 60ft if you charge. 60 feet will get you into melee range."

Brian: "Charge."

Referee: "You charge forward 60 feet, and you're now in melee combat with the goblins. Lindsay?"

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

Referee: "Russell, what does Eyeballs the Thief do?"

Brian: "Can I just interrupt to ask why you decided to play a thief with a dexterity of 9?"

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

The Referee rolls 2d6 twice to see if Eyeballs the Thief is able to successfully Move Silently and Hide in Shadows. Eyeballs is third level, so the difficulty levels are 9 to MS and 10 to HS. The Referee rolls a 4, which is not good enough for the Move Silently check; the number would have to be 9 or higher. He rolls an 8 for the Hide in Shadows check, so Eyeballs is not moving any more quietly or invisibly than a regular person sneaking along. Even so, the Referee decides that with all the combat going on, the goblins probably won't notice Eyeballs unless he does something to draw attention to himself.

Referee: "Eyeballs sneaks forward ... what's your movement rate, Russell?"

Russell: "9. I go forward 30 feet. Does it look like they see me?"

Referee: "You can't tell; they're all watching Donovan and Brian."

Brian: "I'm Werner the Cleric."

Donovan: "Whatever."

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

Referee: "The goblins fire at point-blank at the charging threats (the cleric and the dwarf), 3 arrows each, with a bonus of +1."

The natural rolls are 2, 7, 5, 5, 8, 4. With a +1 bonus, the fifth arrow reaches [9], the class of armor of both charging characters. "One arrow perforates the dwarf's armor, one grazes the cleric's cheek. 4 and 0 points of damage guys." (Is the Referee smiling behind the screen?)

"New combat round starts. Any spells? Lindsay?"

Lindsay: "I cast sleep. I aim it just far enough past the goblins so that it won't catch the Don and Brian."

The Referee remembers that the group's house rule makes spells go off target by 2d6-7 feet in a random direction, but since Brian's cleric is a full ten feet from the goblins, that rule won't change anything.

"Initiative." Rolls 1d6. "2. Donovan?"

Donovan: Rolls 1d6. "2. Simultaneous!" (He definitely is smiling.)

Referee: "You wave your arms and say the magic words, and some goblins fall into magical slumber." *He rolls 3d6, totalling 4.* "Your spell was really weak. Probably you sneezed or something while you were casting it. Only four goblins go down. Two are still standing. Okay, that's the spells, anyone using missiles? Wait, Lindsay, did you update your mana pool? Are you going to prepare another spell for next round?"

Lindsay: "Sure. A magic missile spell. I don't have to actually cast it if Donovan and Brian kill the goblins, right?"

Brian: "Werner."

Referee: "You don't have to cast it, you can just cool down and use no mana."

Lindsay: "Okay, I ready a magic missile spell."

Referee: "Donovan, missiles?"

Donovan: "Nope."

Referee: "The two remaining goblins shoot again."

(The goblins miss.)

Referee: "Time for melee. Donovan, you're in melee range."

Donovan: "I attack the nearest one." Rolls 2d6 to hit. "I got a 10, and with my strength bonus, that's an 11, plus attack bonus, 12. Who dies next?"

Hobart, Donovan's Dwarf has Strength 16 (+1) and he is a fourth level Fighter so also his Attack Bonus is +1, see Tables 1 and 4. The goblins are Armor Class 6, so their [CA] is [8], see Table 11. Therefore Hobart needs a natural 6 to hit, thanks to his +2 bonus.

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

Donovan rolls to see how much damage Hobart's hit inflicted. Hobart has a battle-axe, so the damage is 1d6+1d2. He totals a 6, but since his strength is 16, so he gets +1 to his damage.

Donovan: "7 points."

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

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

Donovan proceeds to roll a 2 and two 5's against the surviving goblin, all misses. Omissis... If these monsters were hobgoblins, with 1 hit die plus 1 hit point, Hobart would not have the extra attacks. Against regular goblins (less than 1 HD), with four attacks per round, he is like a chainsaw.

Russell: "That's got to be the world's luckiest goblin. I finish the sleepers."

Referee: "I think the surviving goblin is going to try and run..."

Brian: "Werner's mace gives him undeserved peace." *Rolls 8 with 2d6 to hit, then 4 on 1d6 for damage.*

Referee: "R.I.P."

After the combat, the Referee checks to see if any wandering monsters were attracted by the noise, rolling 1d6 to see if he gets a 1. He rolls a 3, so no wandering monsters hear the noise and come to investigate.

TRAPS AND LOOT

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

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

Russell: "Okay by me."

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

Referee: "Who's holding the rope?"

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

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

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

Referee: "Okay, you light a torch."

Russell: "Check for traps."

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

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

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

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

Referee: "It takes you a full turn to check a ten-by-ten area for secret doors. Which wall are you searching?" *The Referee knows that there is actually a secret door in the floor of*

the pit, but is careful not to reveal anything by specifically mentioning the floor.

Russell: "North wall and the floor."

Referee: "That will take two turns." *He rolls two six-sided dice in the first turn, when Eyeballs is checking the north wall of the pit. Even though he knows there is no secret door, he rolls a die anyway. If he didn't, the players would know for sure that there was no secret door. The second die roll is a check for wandering monsters, because the party is using a full turn of time to search.*

Referee: "Nothing happens in the first turn, and you don't find a secret door in the north wall. You start searching the floor of the pit." *Once again, the Referee checks for wandering monsters, but still doesn't roll a 1. He rolls 1d6 to see if Eyeballs finds the secret door, and now he rolls a 1, meaning that the secret door is found.*

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

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

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

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

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

Donovan: "Did we loot the goblins yet?"

Referee: "No, you forgot."

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

Referee: "The rope jerks and starts to pull Eyeballs upward as you walk off."

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

Russell: "I check the keyhole for traps." *The Referee knows that there is a trap in the lock, which will drop a stone block into the pit if the key is not used. This is not an issue yet, because just checking the keyhole for traps will not activate the trap. Eyeballs the Thief's Delicate Tasks skill is 9. The Referee rolls 2d6, and gets a 7.*

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

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

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

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

End of the Players Manual

This concludes the players' section of this ruleset. Unless you are the Referee, to play this game, it is unnecessary to read any further. The Referee will provide Clerics, Druids, and Magic-Users with additional information about spells, their casting, and magic in general.

REFEREES RULEBOOK

Arithmancy Rolling $1d2-1$ returns a 0 or a 1 with equal probabilities, therefore

$$(1d2 - 1) \times 6 = \begin{cases} 0 & \text{with probability 50\%} \\ 6 & \text{with probability 50\%} \end{cases}$$

but then

$$(1d2 - 1) \times 6 + 1d6 = \begin{cases} 0 + 1d6 & \text{with probability 50\%} \\ 6 + 1d6 & \text{with probability 50\%} \end{cases} = \begin{cases} 1d6 & \text{with probability 50\%} \\ 1d6 + 6 & \text{with probability 50\%} \end{cases}$$

the result thus ranges from 1 to 12 with equal probabilities. For this reason we set

$$\mathbf{1d12} = (1d2 - 1) \times 6 + 1d6$$

Summing up, a d12 is obtained by adding either 0 or 6 to 1d6 depending on whether the result of 1d2 is 1 or 2.

For instance, if a spell has a 5/12 chance of going haywire, the Referee rolls 1d12 and weirdness happens if the result is between 1 and 5 (extrema included).

More **exotic dice** may come handy for random numbers generation:

$$\begin{aligned} \mathbf{1d4} &= (1d2 - 1) \times 2 + 1d2 \\ \mathbf{1d9} &= (1d3 - 1) \times 3 + 1d3 \\ \mathbf{1d18} &= (1d3 - 1) \times 6 + 1d6 \\ \mathbf{1d36} &= (1d6 - 1) \times 6 + 1d6 \end{aligned}$$



Figure 10: *The pen is mightier than the sword.* Peter Pagano.

PART 4: RUNNING THE GAME

Running a game of *Swords & Wizardry: Stranger Dungeons* is a lot easier than running most other role-playing games, simply because there are not as many rules and your own discretion overrides them anyway. Most situations are handled by making “common sense” decisions concerning what happens next.

For example, if there are a bunch of zombies around the next corner and the players decide not to go around that corner, it’s up to the Referee to determine whether or not it makes sense for the zombies to rush around the corner and attack—or whether their orders are to simply 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, *Stranger Dungeons*’s small, Spartan rule-set frees up your imagination to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

Stranger Dungeons also frees up your creativity in terms of customizing the game. Unlike a more complex game, you can add house rules wherever you want to without accidentally messing up something else buried in the rules. If you want to use critical hits and fumbles, add ‘em in. You won’t break anything—there’s not that much to break!

DESIGNING AN ADVENTURE

Basically, the “adventure” is just the setting for the game—usually a map and then notes about certain locations on that 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 adventure, they challenge you to keep up with their collective creativity.

CREATING A CAMPAIGN

A “campaign” is the world beyond the adventure—the cities, forests, coastlines, and kingdoms of the fantasy world. The players will almost certainly want their characters to explore the wilderness, 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 the starting point) and some of the surrounding area. As the players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world with the 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 authors of one of your favorite fantasy stories or video games. Most of these have maps and their authors have already created the details and feel of the world for you. Some of our favorites (in very sparse order) are Tolkien’s *Middle Earth*, Fritz Leiber’s *Nehwon*, Howard’s *Hyborian Age*, Sapkowski’s *World of the Witcher*, Martin’s *Westeros*, Blizzard’s *Sanctuary* and *Azeroth*.

The Magic Level of adventures—that is, the availability of arcane knowledge and magical items, the social standing of spell casters and magic in general, and the regulations regarding magic use—dramatically depends on the campaign setting (think of the examples above). Magic can be everyday’s technology, forbidden and persecuted practice, or institutional exclusive of powerful orders. This is why the part of this ruleset devoted to magic is included in the Referee’s section, and it is his decision what to share with players about this arcane topic.

INSTANT PLAY

For instant play, *Morgansfort: the Western Lands Campaign* [Mor] is a beautiful, freely downloadable, and beginners’ friendly collection of adventures set in the remnants of a once great empire.[†]

Finally, all ready made modules—adventures and campaigns—created for all editions of the Original Game between 1974 and 2000 (i.e. from the origins to the 2nd Advanced Edition included) are fully compatible with *Stranger Dungeons*.

EXPERIENCE POINTS

Experience Points are awarded to players for gaining treasure and killing monsters, as an earlier player’s section has described. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that’s not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the characters were in getting them. The gold pieces are not the source of the experience: they are the measurable product of it.

That being said, there are many alternative ways for Referees to award XP. For example, active participation in the campaign might warrant experience, as could solving puzzles and aiding allies. A particularly clever solution or epic victory (or even heroic death) might warrant double the normal XP amount awarded, while an abysmal failure might merit half. Finally, some Referees make all earned experience points a part of a community total to be divided evenly. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishments. As usual, any rule can be changed to fit the group.

[†]Just remember that AC in that campaign (and in the *Basic Fantasy RPG*, in general) is in fact 20-AC. For instance, if you read AC 15 in the *Morgansfort* booklet, you should convert it in Armor Class 5 (that is, Class of Armor [9]).

PART 5: MAGIC

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

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

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

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

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



Figure 11: *Blast!* Peter Pagano.

perhaps beyond.

Clerical spellcasting is quite different from the way in which a Magic-User draws upon the complex, mindless patterns and channels of arcane power. A Cleric's magic, by contrast, is a matter of faith and reverence; the Cleric can draw forth miracles, sometimes of truly staggering power. The mystical energy a Cleric taps into is harnessed through a process of prayer and meditation, not by the study of formulae in a spell book.

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

being is undetectable by the worshipper. As far as humans are concerned, these Neutral powers are just as strong as Law and Chaos in terms of what boons they can grant to their followers. Not to speak of the tremendous powers of Nature.

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

An alternate approach to high-level magic is described here

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

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

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

MAGICAL RESEARCH

Magical research is another area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level Magic-Users may want to develop new spells, and higher-level Magic-Users might become involved in all kinds of research from developing potion formulae, to creating magical items, to creating golems, to breeding monsters. In general, the details of such projects are left to

the Referee; they will certainly be expensive, and will probably involve finding books of lost lore (yes, in dungeons, although perhaps the Wizard has henchmen to retrieve them by this point) and strange components ranging from eye of newt up to the heart of a dragon. Special laboratories might be required, as might the services of a hired alchemist or sage. Remember that new spells should be carefully reviewed to make sure they are not too powerful—the spell’s level should reflect the spell’s power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the Referee’s prerogative to protect the game by adjusting the level of the new spell.

Magical Research can greatly increase a wizard’s power, but great risks may be involved for those who would explore the deeper mysteries of the cosmos.

MANA POINTS

Every spell caster has a reserve of mana points. The total number of mana points depends on the character level (as shown in the character class advancement table), and it is affected by the character’s prime attribute. These mana points provide the magical power behind the caster spells: He can cast any available spell by spending a number of mana points equal to the spell’s level; so 1st level spells cost 1 mp, 2nd level spells 2 mp, etc.

Once used, mana points are expended until the caster has sufficient time to rest and prepare new spells. Doing this requires a night of sleep and (at least) one hour of prayer for Clerics, of meditation for Druids, of study for Magic-Users. Without rest followed by mental preparation, the caster is unable to regain the power of bending the patterns of reality.

Of course, there are magic objects that affect mana points (e.g. mana potions, mana regeneration artifacts, etc.) and special abilities of monsters that drain them.

SPELL LISTS

CLERIC SPELLS

Level 1

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

Level 2

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

Level 3

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

Level 4

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

Level 5

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

Level 6

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

Level 7

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

DRUID SPELLS**Level 1**

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

Level 2

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

Level 3

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

Level 4

Animal Summoning I

Control Temperature 10-foot Radius
Cure Serious Wounds
Dispel Magic
Hallucinatory Forest
Insect Plague
Plant Doorway
Produce Fire
Protection from Lightning
Speak with Plants

Level 5

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

Level 6

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

Level 7

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

MAGIC-USER SPELLS**Level 1**

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

Level 2

Continual Light
Darkness, 15-foot Radius
Detect Evil
Detect Invisibility
ESP
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image

Phantasmal Force
 Pyrotechnics
 Strength
 Web
 Wizard Lock

Level 3

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

Level 4

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

Level 5

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

Level 6

Anti-Magic Shell
 Control Weather
 Death Spell
 Disintegrate
 Enchant Item

Extension III
 Geas
 Invisible Stalker
 Legend Lore
 Lower Water
 Monster Summoning IV
 Move Earth
 Part Water
 Project Image
 Reincarnation
 Repulsion
 Stone to Flesh

Level 7

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

Level 8

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

Level 9

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

SPELL DESCRIPTIONS

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

Aerial Servant

Spell Level: Cleric, 7th Level

Range: N/A

Duration: Until completed or insanity

This spell summons a powerful creature from the elemental planes of air, to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [9], AB +6, Atk 1 (3d6), Move 240 feet. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him.

Animal Growth

Spell Level: Druid, 5th Level; Magic-User, 5th Level

Range: 120 feet

Duration: 2 hours

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

Animal Summoning I

Spell Level: Druid, 4th Level

Range: 30 feet

Duration: 1 hour

The Druid summons forth normal animals to serve as allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.



Figure 12: *Animate sand*. Peter Pagano.

Animal Summoning II

Spell Level: Druid, 5th Level

Range: 30 feet

Duration: 2 hours

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

Animal Summoning III

Spell Level: Druid, 6th Level

Range: 30 feet

Duration: 4 hours

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

Animate Dead

Spell Level: Magic-User, 5th Level

Range: Referee's Discretion

Duration: Permanent

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

Animate Object

Spell Level: Cleric, 6th Level

Range: 60 feet

Duration: 1 hour

The Cleric "brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the Cleric's commands, attacking foes or performing other actions on the caster's behalf. The Referee must determine the combat attributes of the objects (such as armor class, speed, hit dice, and to-hit bonuses) on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [10], attack as a creature with 7-9 HD (depending on the size), and inflict 2d6 points of damage. Wooden furniture would be considerably less dangerous.

Animate Rock

Spell Level: Druid, 7th Level

Range: 60 feet

Duration: 1 hour

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

Anti-Animal Shell

See Anti-Animal Ward.

Anti-Animal Ward

Spell Level: Druid, 6th Level

Range: Caster

Duration: 2 hours

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

Anti-Magic Shell

Spell Level: Magic-User, 6th Level

Range: Caster

Duration: 2 hours

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

Anti-Plant Shell

See Anti-Plant Ward.

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

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

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

The caster projects his or her astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond. (If the caster's body is underground, it need only be moved 100 yards before the connection is broken.)

The astral form is capable of casting spells, but there is a chance of 1/18 per spell level that the spell will fail. Additionally, there is a chance of 1/36 per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120 feet per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Blade Barrier*Spell Level:* Cleric, 6th Level*Range:* 60 feet*Duration:* 2 hours

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15 feet. The barrier inflicts 10d6 points of damage to anyone trying to pass through.

Bless*Spell Level:* Cleric, 2nd Level*Range:* Only upon a character not in combat*Duration:* 1 hour

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

Cacodemon or Cacodaemon

See Conjunction of Demons.

Call Lightning*Spell Level:* Druid, 3rd level*Range:* 1000 feet*Duration:* 1 hour

This spell of colossal power may only be used outdoors, and even then only when a storm is present or immediately imminent. Under such conditions, the caster may tap into and

unleash the power of the storm itself, calling forth bolts of lightning from the sky at intervals of no less than ten minutes in between. The lightning blasts straight downward from the heavens, inflicting damage of 8d6 hp + 1 hp/level.

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

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

Table 15: Charm Monster

Hit Dice	Weekly Chance to Break Charm
Fewer than 2	1/12
2-4	2/12
5-7	3/12
8-10	5/12
11+	10/12

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

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

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

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

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

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

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

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

Clone

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

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

Cloudkill

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

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

Commune

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

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

Commune with Nature

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

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

Confusion

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

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

Table 16: Confusion

Die Roll	Reaction
2-5	Attack caster & 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 once again rolled.

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

Conjure Animals

See Conjuration of Animals.

Conjure Earth Elemental

See Conjuration of Earth Elementals.

Conjure Elemental

See Conjuration of Elementals.

Conjure Fire Elemental

See Conjuration of Fire Elementals.

Conjuration of Animals

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

The Cleric conjures up normal animals to serve as allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

Conjuration of Demons

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

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



Figure 13: Who dares call me? Peter Pagano.

Conjuration of Earth Elementals

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

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

Conjuration of Elementals

Spell Level: Magic-User, 5th Level

Range: 240 feet

Duration: Until dispelled or slain

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to follow commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack its former master.

Conjuration of Fire Elementals

Spell Level: Druid, 6th Level

Range: 240 feet

Duration: Until dispelled or concentration ceases

The caster summons a 16 HD fire elemental from the elemental planes of existence, and binds it to obey the character's commands. The elemental obeys the caster only for as long as the caster concentrates on it. Unlike the Magic-User spell for conjuring elementals (Conjuration of Elementals) this spell summons a willing ally from the elemental planes rather than a hostile slave. The elemental will not stay longer than the caster concentrates upon it, but it will not seek to attack a druidic summoner. There is, however, a 1/18 (a roll of exactly 3 on 2d6) chance that the spell will summon forth powers unintended by the druid. If this happens, one of two things will occur, with a 50% chance of each. The spell might summon forth a truly great elemental force, an elemental with 20 HD. However, there is also the chance that the spell will summon forth an efreeti. The efreeti do not have the same rapport with Druids as the pure elementals do, and an efreeti, unlike elementals, will attack the caster when the Druid's concentration falters.

Contact Other Plane

Spell Level: Magic-User, 5th Level

Range: None

Duration: Number of "Yes/No" questions

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effects depend upon how deeply the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence he wishes to make contact. The number of planes in "depth" that he chooses is equal to number of yes or no questions he can ask, it also affects the chance of receiving a right (i.e. truthful) or wrong answer, and the chance of becoming temporarily insane from the experience. Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed (or was deliberately removed). The Referee rolls 3d6 on the table below to determine the results

of the attempt.

Table 17: Contact Other Plane

Plane	Insanity	Right	Wrong
2nd	3-5	6-12	13-18
3rd	3-6	7-13	14-18
4th	3-7	8-14	15-18
5th	3-8	9-15	16-18
6th	3-9	10-16	17-18
7th	3-10	11-17	18

Continual light

Spell Level: Magic-User, 2nd Level

Range: 120 feet

Duration: Permanent until dispelled

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

Control Temperature, 10-foot radius

Spell Level: Druid, 4th Level

Range: Touched sprig of mistletoe

Duration: 30 minutes + 10 minutes/level

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

Control Weather

Spell Level: Cleric, 7th Level; Druid, 7th Level; Magic-User, 6th Level

Range: Referee's discretion

Duration: Referee's discretion

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

Control Winds

Spell Level: Druid, 5th Level

Range: Centered on caster

Duration: 1 hour + 10 minutes/level

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

Create Water

Spell Level: Cleric, 4th Level; Druid 2nd Level

Range: Close

Duration: Immediate

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

Create Food

Spell Level: Cleric, 5th Level

Range: Close

Duration: Immediate

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

Creeping Doom

Spell Level: Druid, 7th Level

Range: 50 feet

Duration: See below

Spiders, centipedes, and other such vermin boil forth from the ground, assembling into a coherent swarm within 1d3 rounds (1-3 minutes). The caster may direct the swarm in any direction, or toward a particular target within 60 feet of the swarm's location. It will march in that direction and attack anything in its path, pursuing a particular target up to a distance of 240 feet from the caster. The swarm is composed of 1d9×100 creatures, each of which inflicts one point of damage and then dies. (A swarm of 100 will inflict a total of 100 hp before being "used up", and a swarm of 900 would eventually inflict a total of 900 hp in damage if it came across enough victims.)

Cure Disease

Spell Level: Cleric, 3rd Level, Druid, 3rd Level

Range: Touch

Duration: Immediate

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

Cure Light Wounds

Spell Level: Cleric, 1st Level; Druid 2nd, Level

Range: Touch

Duration: Immediate

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

Cure Serious Wounds

Spell Level: Cleric, 4th Level; Druid, 4th Level

Range: Touch

Duration: Immediate

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

Darkness 15-foot Radius

Spell Level: Magic-User, 2nd Level

Range: 120 feet

Duration: 1 hour

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

Darkvision

Spell Level: Magic-User, 3rd Level

Range: 40 feet

Duration: 1 day

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

Death Spell

Spell Level: Magic-User, 6th Level

Range: 240 feet

Duration: Causes normal death

Within a 60-foot radius, up to 2d6 creatures, with fewer than 7 hit dice each, perish.

Delayed Blast Fireball

Spell Level: Magic-User, 7th Level

Range: 240 feet

Duration: Chosen by caster (up to 10 minutes)

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

Detect Evil (Cleric)

Spell Level: Cleric, 1st Level

Range: 120 feet

Duration: 1 hour

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

Detect Evil (Magic-User)

Spell Level: Magic-User, 2nd Level

Range: 60 feet

Duration: 20 minutes

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

Detect Invisibility

Spell Level: Magic-User, 2nd Level

Range: 10 feet per caster level

Duration: 1 hour

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

Detect Magic

Spell Level: Cleric, Magic-User, Druid 1st Level

Range: 60 feet

Duration: 20 minutes

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

Detect Snares and Pits

Spell Level: Druid 1st Level

Range: 30 feet

Duration: 1 hour + 10 minutes/level

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

Dimension Door

Spell Level: Magic-User, 4th Level

Range: 10 feet (360-foot teleport distance)

Duration: 1 hour

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

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

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

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

This spell is similar to the Magic-User spell *Dispel Magic*, but affects only evil magic. Also unlike the *Dispel Magic* spell, *Dispel Evil* functions (temporarily) against evil “sendings”, possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed. As with *Dispel Magic*, the chance of successfully dispelling evil is the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 9th-level Cleric attempting to dispel an evil charm cast by a 12th-level Cleric has a 9/12 chance of success. If the 12th-level Cleric was dispelling the 9th-level Cleric’s charm, success would be certain (12/9 being greater than 1).

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

Dispel Magic, although not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 6th-level Magic-User attempting to dispel a charm cast by a 12th-level Magic-User has a 1/2 chance of success ($6/12 = 1/2$). If the 12th-level Magic-User was dispelling the 6th-level Magic-User’s charm, success would be certain (12/6 being greater than 1).

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

The Cleric causes a powerful earthquake in an area 60×60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rock slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and being killed. The earthquake’s tremors do not extend in any way beyond the spell’s area of effect.

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

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

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

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

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

The Magic-User scribes a rune onto parchment, vellum, or paper as a deadly trap. If anyone other than the caster reads the rune, the sigil explodes into fire, automatically dealing 4d6 points of damage to anyone directly in front of it. The parchment or book upon which the rune was scribed will also be destroyed. An explosive rune can be detected, bypassed, and even removed by a higher-level Magic-User. Any Magic-User at least two levels higher than the rune’s creator has a 2/3 chance to detect it, a 3/4 chance to bypass it (if it is detected), and can safely remove it (if it is successfully detected and bypassed).

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

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

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

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

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

Extension III doubles the duration of another of the caster’s spells. Spells of level 1-5 can be affected by Extension III.

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

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

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

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw. If they do so, there is a 2/3 chance that they will drop whatever they are holding. The cone extends 240 feet to a base 120 feet across.

Feeblemind

Spell Level: Druid, 6th Level; Magic-User, 5th Level

Range: 240 feet

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-Users. The saving throw against the spell is made at a -2 penalty, and if the saving throw fails, the targeted Magic-User becomes feeble of mind until the magic is dispelled.

Find the Path

Spell Level: Cleric, 6th Level

Range: Caster

Duration: 1 hour + 10 minutes/level; 1 day outdoors

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

Find Traps

Spell Level: Cleric, 2nd Level

Range: 30 feet

Duration: 20 minutes

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



Figure 14: *Found!* Peter Pagano.

Finger of Death

Spell Level: Cleric, 5th Level; Druid, 6th Level

Range: 120 feet

Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

Fire Storm

Spell Level: Druid, 7th Level

Range: 100 feet + 10 feet/level

Duration: 1 turn (10 minutes)

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

Fireball

Spell Level: Magic-User, 3rd Level

Range: 240 feet

Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 feet, and damage is 1d6 per level of the caster. The blast fills 33,000 cubic feet (33 cubical areas of 10×10×10 feet each) but shapes itself to the available volume. A successful saving throw means that the target takes only half damage.

Fly

Spell Level: Magic-User, 3rd Level

Range: Touch

Duration: 1 turn/level + 1d6 turns

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

Gate

Spell Level: Magic-User, 9th Level

Range: Near the caster

Duration: See below

A Gate spell creates an opening to another plane of existence and summons forth a specified, tremendously powerful being from the other plane, including gods, demi-gods, demons, etc. The caster must know the name of the creature being summoned or the spell will fail. There is a 1/18 chance that the wrong being might be summoned forth, and (regardless whether the summoned being is the right one or not) there is a 1/18 chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

Geas

Spell Level: Magic-User, 6th Level

Range: 30 feet

Duration: Until task is completed

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

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

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

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

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

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

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

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

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

Effect of continuous exposure to heated metal:

Round 1: The metal becomes hot, but is not yet dangerous.

Round 2: 1d3 points of damage. If hands are what remain in contact, the blistering makes them unusable for 1 day thereafter.

Rounds 3-5: 1d6 points of damage per round. If hands remain in contact, their skin is so badly scorched that they cannot be used for 1d3 weeks. If the head is in contact, the victim falls unconscious for 1d6+1 turns.

Round 6: 1d3 points of damage.

Round 7: The metal has begun to cool, and is merely hot to the touch.

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

The caster targets no more than four normal or giant animals, with total hit dice equal to or less than those of the

Druid. These animals are completely immobilized (saving throw applies). If the caster targets a single creature, the saving throw is made with a penalty of -1.

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

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

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

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

Hold Person (Cleric)*Spell Level:* Cleric, 2nd Level*Range:* 180 feet*Duration:* 1 hour and a half

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

Hold Person (Magic-User)*Spell Level:* Magic-User, 3rd Level*Range:* 120 feet*Duration:* 1 hour + 10 minutes/level

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

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

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

Holy Word*Spell Level:* Cleric, 7th Level*Range:* 40-foot radius*Duration:* Immediate

The speaking of a Holy Word dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain, creatures of 5-8 hit dice are stunned for 3d6 turns, and creatures with 9-12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed.

Ice Storm*Spell Level:* Magic-User, 4th Level

Range: 120 feet
Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly 30 feet across. Massive hailstones inflict 5d6 hit points of damage (no saving throw applies) to all within the area.

Insect Plague

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

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

Invisibility

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

The object of this spell, whether a person or a thing, becomes invisible to both normal sight and darkvision. The result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -2 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility 10-foot Radius

Spell Level: Magic-User, 3rd Level
Range: 240 feet
Duration: Until dispelled or an attack is made

Like the Invisibility spell, Invisibility 10-foot Radius makes the target creature or object invisible to normal sight and darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/her/it. Nothing inside the radius of invisibility can be attacked unless its approximate location is known, and all attacks are made at -2 to hit. If an invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisible Stalker

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

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

Knock

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

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

Legend Lore

Spell Level: Magic-User, 6th Level

Range: Caster
Duration: See below

Over the course of long and arduous magical efforts (at least 1d36 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

Levitate

Spell Level: Magic-User, 2nd Level
Range: 20 feet/level
Duration: 10 minutes/level

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

Light

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

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

The Cleric version of this spell lasts 2 hours.

Lightning Bolt

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

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

Limited Wish

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

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

Locate Animal

Spell Level: Druid, 1st level
Range: 60 feet + 10 feet/level
Duration: 1 minute/level

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

Locate Object (Cleric)

Spell Level: Cleric, 3rd Level
Range: 90 feet
Duration: 1 minute/level

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

Locate Object (Magic-User)

Spell Level: Magic-User, 2nd Level

Range: 60 feet + 10 feet/level

Duration: 1 minute/level

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

Locate Plants

Spell Level: Druid, 2nd level

Range: 60 feet + 10 feet/level

Duration: 1 minute/level

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

Lower Water

Spell Level: Magic-User, 6th Level

Range: 240 feet

Duration: 2 hours

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

Magic Jar

Spell Level: Magic-User, 5th Level

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object of virtually any kind. The 'jar' must be within 30 feet of the caster's body for the transition to succeed. Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time; if a body the caster controls is slain, the soul returns to the jar immediately. The Magic-User can return from the jar to his or her original body whenever desired, thus ending the spell. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar, although the disembodied wizard can still possess other bodies as before. If the jar itself is destroyed while the Magic-User's soul is within, the soul is lost.

Magic Missile

Spell Level: Magic-User, 1st Level

Range: 150 feet

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 feet. At the Referee's discretion, this spell may have one of two effects:

1. The Magic-User must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage.

2. The missile hits automatically, doing 1d4+1 points of damage.

In either case, the Magic-User casts an additional two missiles for every 5 levels of experience. Thus, at 5th level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.



Figure 15: Magic mouth. Peter Pagano.

Magic Mouth

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: Permanent until triggered or dispelled

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

Mass Charm

Spell Level: Magic-User, 8th Level

Range: 120 feet

Duration: Until dispelled

This spell operates in the same manner and with the same restrictions as Charm Person. However, it affects a total of 30 HD of creatures, in any combination. All saving throws are made with a penalty of -1.

Mass Invisibility

Spell Level: Magic-User, 7th Level

Range: 240 feet

Duration: See below

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

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

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

Maze*Spell Level:* Magic-User, 9th Level*Range:* 60 feet*Duration:* Depends on Intelligence

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with an Intelligence score lower than 6 require 2d6×3 rounds (minutes) to escape the interdimensional prison. Creatures with Intelligence scores 7-11 require 2d6 rounds, and creatures with an intelligence of 12+ require only 1d6 rounds to puzzle their way back into normal reality. Although monsters are not described with specific Intelligence scores, it should not be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Referee, there is no saving throw to avoid the spell.

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

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

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

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

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

The spell creates 1d3+1 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

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

The caster summons allies, who serve him until slain (or until the duration of the spell expires). At the Referee's discretion, there might be a delay of 2d6-2 minutes before the allies appear.

Evil casters may get the monster in parenthesis.

Table 18: Monster Summoning I

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

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

The caster summons allies, who serve him until slain (or until the duration of the spell expires). At the Referee's discretion, there might be a delay of 2d6-2 minutes before the allies appear.

Table 19: Monster Summoning II

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

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

The caster summons allies, who serve him until slain (or until the duration of the spell expires). At the Referee's discretion, there might be a delay of 2d6-2 minutes before the allies appear.

Table 20: Monster Summoning III

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

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

The caster summons allies, who serve him until slain (or until the duration of the spell expires). At the Referee's discretion, there might be a delay of 2d6-2 minutes before the allies appear.

Table 21: Monster Summoning IV

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

Monster Summoning V

Spell Level: Magic-User, 7th Level

Range: N/A

Duration: 6 rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). At the Referee's discretion, there might be a delay of 2d6-2 minutes before the allies appear.

Table 22: Monster Summoning V

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

Monster Summoning VI

Spell Level: Magic-User, 8th Level

Range: N/A

Duration: 6 rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). At the Referee's discretion, there might be a delay of 2d6-2 minutes before the allies appear.

Table 23: Monster Summoning VI

Die Roll	Monster Summoned
1	1 Black/White Dragon
2	1 Chimera
3	1 Efreeti
4	1 Flesh Golem
5	1 Hill/Frost Giant
6	1 Mummy

Monster Summoning VII

Spell Level: Magic-User, 9th Level

Range: N/A

Duration: 6 rounds

The caster summons allies, who serve him until slain (or until the duration of the spell expires). At the Referee's discretion, there might be a delay of 2d6-2 minutes before the allies appear.

Table 24: Monster Summoning VII

Die Roll	Monster Summoned
1	1 Red Dragon
2	1 Fire Giant/Titan
3	1 Hydra (9 heads)
4	1 Iron/Stone Golem
5	1 Lich
6	1 Purple Worm



Figure 16: *Monster summoning.* Peter Pagano.

Move Earth

Spell Level: Magic-User, 6th Level

Range: 240 feet

Duration: 1 hour; effects permanent

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

Neutralize Poison

Spell Level: Cleric, 4th Level; Druid, 3rd Level

Range: Touch

Duration: Immediate

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

Obsurement

See Obscuring Mist

Obscuring Mist

Spell Level: Druid, 2nd Level

Range: 20 feet

Duration: 10 minutes/level

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

Part Water (Cleric)

Spell Level: Cleric, 7th Level

Range: 240 feet

Duration: 2 hours

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

Part Water (Magic-User)

Spell Level: Magic-User, 6th Level

Range: 120 feet

Duration: 1 hour

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

Passplant

Spell Level: Druid, 5th Level

Range: Touch (first tree)

Duration: 1 hour per level or until exit

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

Table 25: Passplant

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

Passwall

Spell Level: Magic-User, 5th Level

Range: 30 feet

Duration: 30 minutes

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

Permanency

Spell Level: Magic-User, 8th Level

Range: See below

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

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

Phantasmal Force

Spell Level: Magic-User, 2nd Level

Range: 240 feet

Duration: Until concentration ends

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

Phase Door

Spell Level: Magic-User, 7th Level

Range: 10 feet from caster

Duration: Seven uses

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

Plant Door

See Plant Doorway

Plant Doorway

Spell Level: Druid, 4th Level

Range: Passage begins where caster stands

Duration: 30 minutes + 10 minutes/level

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

Plant Growth

Spell Level: Druid, 3rd Level; Magic-User, 4th Level

Range: 240 feet

Duration: Permanent until dispelled

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

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

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

Polymorph Other*Spell Level:* Magic-User, 4th Level*Range:* 240 feet*Duration:* Permanent until dispelled

This spell allows the caster to turn another being into a different type of creature, such as a dragon, a garden slug, or of course, a frog or newt. The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points.

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

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

Power Word, Blind*Spell Level:* Magic-User, 8th Level*Range:* 120 feet*Duration:* 1d3+1 or 2d3+2 days (see below)

The caster speaks a word of power to a particular creature. If that creature has 40 hit points or fewer, it is instantly blinded for 2d3+2 days; if the creature has from 41 to 80 hit points, it is blinded for 1d3+1 days. If the creature has more than 80 hit points it is not affected by the spell. No saving throw applies.

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

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

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

The caster speaks a word of power to a particular creature. If that creature has 35 or fewer hit points, it is instantly

stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw is permitted.

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

The Prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20-foot × 20-foot area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level Cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

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

The Druid silently drinks in knowledge from the surrounding area, becoming attuned to the patterns of air, wind, earth and fire. Within moments, the character can predict what the weather conditions will be for the next twelve hours in the immediate vicinity (2 square miles/level). As with most forecasts of weather, conditions may change unexpectedly, giving rise to a 1/18 chance that the Druid's prediction will, ultimately, prove to be incorrect (on a roll of exactly 11 with 2d6).

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

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

- The **Red layer** causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile). It is negated by an Ice Storm spell or other cold-based attacks.
- The **Orange layer** causes 24 points of damage to the touch. Stops arrows and any other non-magical missile. It is negated by a Lightning Bolt spell or other electrical attacks.
- The **Yellow layer** causes 48 points of damage to the touch. Blocks all breath weapons. It is negated by a Magic Missile spell or a magical arrow.
- The **Green layer** causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within. It is negated by a Passwall spell or other earth-moving magics.
- The **Blue layer** turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical) magic from passing through. It is negated by a Disintegrate spell (even from a wand or item).

- The **Indigo layer** causes death and destroys the soul utterly when touched (saving throw allowed). It is negated by a Dispel Magic spell.
- The **Violet layer** causes permanent insanity when touched. Blocks all arcane (Magic-User) spells. It is negated by a Continual Light spell.

Produce Fire

Spell Level: Druid, 4th Level
Range: 30 feet
Duration: 10 minutes

This spell instantly creates fire in an area of up to 10 feet × 10 feet. The fire burns for no longer than ten minutes without fuel, but will set alight any flammable materials in the area where it was summoned forth. The spell may also be reversed to quench flames rather than ignite them.

Produce Flame

Spell Level: Druid, 2nd Level
Range: Palm of hand
Duration: 20 minutes/level

Flame ignites from nowhere in the palm of the caster's hand, causing no damage to the caster, but otherwise as hot as natural fire. It can be used while held, or thrown to a distance of 30 feet, to ignite flammable materials. For so long as the druid-fire is in the caster's hand, it can be extinguished immediately whenever the caster wishes it gone.

Project Image

Spell Level: Magic-User, 6th Level
Range: 240-foot sphere
Duration: 1 hour

The caster projects an image of himself or herself, to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but also any spells being cast will appear to originate from the image.



Figure 17: *Protection from ...* Peter Pagano.

Protection from Evil

Spell Level: Cleric, 1st Level; Magic-User, 1st Level
Range: Caster
Duration: 2 hours

Creates a magical field of protection immediately around the caster, blocking out all enchanted monsters such as elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to saving throws or armor class, the bonus from the magic circle has no effect, although the protective circle still functions against enchanted creatures.

The Magic-User version of this spell is exactly the same as the one used by the Cleric, except that it has a duration time of 1 hour.

Protection from Evil, 10-foot Radius

Spell Level: Cleric, 4th Level; Magic-User, 3rd Level
Range: Centered on caster
Duration: 1 hour

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (such as elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to saving throws or armor class, the bonus from the magic circle has no effect for that person, although the protective circle still functions against enchanted creatures.

Protection from Fire

Spell Level: Druid, 3rd Level
Range: Touch
Duration: 30 minutes + 10 minutes/level

Protection from Fire may be cast on another person, but it confers a great deal more eldritch warding if it is woven personally around the caster. When used to protect another creature, the spell's warding grants complete immunity to normal fire and cuts damage from magical fire in half. When used to ward the caster, the spell also grants complete immunity against one exposure to magical fire, after which it functions normally.

Protection from Lightning

Spell Level: Druid, 4th Level
Range: Touch
Duration: 1 hour + 10 minutes/level

This spell protects any creature from lightning, reducing any damage by one-half. Once lightning strikes, however, the spell ends.

Protection from Normal Missiles

Spell Level: Magic-User, 3rd Level
Range: Caster
Duration: 2 hours

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic.

Purify Food and Drink

Spell Level: Cleric, 1st Level
Range: Close/Touch (Referee's discretion)
Duration: Immediate

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

Purify Water

Spell Level: Druid, 1st Level
Range: Close/Touch (Referee's discretion)
Duration: Immediate

Approximately ten gallons of water is made pure, removing all poisons, algae, and other such contaminants.

Pyrotechnics

Spell Level: Druid, 3rd Level; Magic-User, 2nd Level
Range: 240 feet
Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 × 20 × 20 feet).

Quest

Spell Level: Cleric, 5th Level
Range: Speaking range
Duration: Until completed

If the spell succeeds (saving throw applies), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, a deadly weakness will set in (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster in the wording of the original Quest. The details, of course, must be approved by the Referee.

Raise Dead

Spell Level: Cleric, 5th Level
Range: Close/Touch (Referee's discretion)
Duration: Immediate

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Characters with low Constitution might not survive the ordeal, and even for those with strong Constitution a period of at least a week is required before they can function normally. This spell functions only on "human-like" races, that is, ones that can be used for player characters.

Read Languages

Spell Level: Magic-User, 1st Level
Range: Normal reading distance
Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. This can be particularly useful for treasure maps, but it does not solve any codes.

Read Magic

Spell Level: Magic-User, 1st Level
Range: Caster only
Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a Magic-User.

Reincarnation (Druid)

Spell Level: Druid, 7th Level
Range: Touch
Duration: Instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Druidic Reincarnation will not affect someone who has been dead more than a week. Roll 1d6, and on a roll of 3 or more the result is determined from the same table as would be used for a Magic-User's Reincarnation spell (below). If the dice gave a result of 1-2, roll 1d6 on the following table:

Table 26: Reincarnation (Druid)

Die Roll	Reincarnated as
1	Bear
2	Lion
3	Mouse
4	Raven
5	Stag
6	Wolf

Reincarnation (Magic-User)

Spell Level: Magic-User, 6th Level
Range: Touch
Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

Table 27: Reincarnation (Magic-User)

Die Roll	Reincarnated as
1	Bugbear
2	Centaur
3	Dog, Cat, or Wolf
4	Dwarf
5	Elf
6	Gnoll
7	Goblin
8	Half-orc
9	Harpy
10	Hobgoblin
11	Human
12	Kobold
13	Lizard man
14	Lycanthrope (Werewolf or other)
15	Minotaur
16	Ogre
17	Ogre Mage
18	Orc

Remove Curse

Spell Level: Cleric, 3rd Level; Magic-User, 4th Level
Range: Very close
Duration: Immediate

This spell removes one curse from a person or object.

Repel Wood*Spell Level:* Druid, 6th Level*Range:* 20 feet/level*Duration:* 10 minutes/level

When this spell is cast, a mystical druidic force issues forth from a place designated by the caster, in roughly the shape of a wall 120 feet across. This power rolls forward at a rate of 5 feet per round directly away from the caster, inexorably pressing all wood, or wooden objects, backward. Once the power is set in motion, it cannot be stopped other than by the caster's command.

Repulsion*Spell Level:* Magic-User, 6th Level*Range:* 120 feet*Duration:* 1 hour

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

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

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows a Chaotically aligned Cleric to drain a level from the target. The "good" version of the spell is exhausting to the caster, incapacitating him for 3d6 days. At the discretion of the Referee, this spell may restore lost points of attribute scores as well as lost levels.

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

This spell (also known as "Raise Dead Fully") raises the dead back to life, in the same manner as the Raise Dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death, and suffers no other penalties. An evil "reversal" of the spell can also be cast, which causes death with no saving throw.

Reverse Gravity*Spell Level:* Magic-User, 7th Level*Range:* 90 feet*Duration:* 1 round (minute)

The spell reverses gravity in a cubical area approximately 30 × 30 × 30 feet in size. Everything in the area falls upward, and then when the spell ends it all falls back down again.

Rope Trick*Spell Level:* Magic-User, 3rd Level*Range:* As far as the caster can throw a rope*Duration:* 1 hour + 10 minutes/level

The caster tosses a rope into the air and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small "other" dimension. The rope itself can be pulled into the pocket dimension, or left outside. If it is left outside, however, someone may steal it.

Shape Change*Spell Level:* Magic-User, 9th Level*Range:* Caster*Duration:* 1d6+10 turns + 1 turn/level

When the caster casts this spell upon himself, it allows the caster to turn at will into a variety of creatures. In each form, the wizard gains the characteristics of the creature, much as with the Polymorph Others spell. Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, or whatever other creature is chosen. It is not, of course, required that the caster use more than one shape-remaining as a dragon for the duration of the spell works perfectly well.

Shield*Spell Level:* Magic-User, 1st Level*Range:* Caster*Duration:* 20 minutes

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to 2 [10] against missile attacks and to 4 [9] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.

Silence, 15-foot Radius*Spell Level:* Cleric, 2nd Level*Range:* 180 feet*Duration:* 2 hours

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

Simulacrum*Spell Level:* Magic-User, 7th Level*Range:* Touch*Duration:* Permanent

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated. (Animate Dead is an acceptable means.) A Limited Wish (along with the actual Simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 40-60% (use 1d3+3) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. Note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a Detect Magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week, to a maximum of 90%.

Sleep*Spell Level:* Magic-User, 1st Level*Range:* 240 feet*Duration:* 1 hour

This spell puts 3d6 hit dice of enemies into an enchanted slumber (no saving throw is permitted for victims with 4 HD or less, only one victim of 4+ HD can be affected and a saving throw is allowed).

Slow

Spell Level: Magic-User, 3rd Level

Range: 240 feet

Duration: 30 minutes

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

Snake Charm

Spell Level: Cleric, 2nd Level

Range: 60 feet

Duration: 1d3+3 turns

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

Speak with Animals

Spell Level: Cleric, 2nd Level; Druid, 2nd Level

Range: Caster

Duration: 1 hour

The caster can speak with normal animals. There is a good chance that the animals will provide reasonable assistance if requested, and they will not attack, unless the caster uses the spell to say something particularly offensive.

Speak with the Dead

Spell Level: Cleric, 3rd Level

Range: Close/Touch (Referee's discretion)

Duration: 3 questions

The caster can ask three questions of a corpse, and it will answer, although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can gain answers only from bodies that have been dead for up to a week. Clerics levels 8-14 can speak to corpses that have been dead up to one month. Clerics of level 15+ can gain answers from a corpse of any age, including thousand-year-old relics, as long as the body is still relatively intact. At the Referee's discretion, a die roll might be involved here taking into account the experience of the Cleric, the conditions of the body, etc.

Speak with Monsters

Spell Level: Cleric, 6th Level

Range: Speaking range

Duration: 2d6 questions

The caster can speak with any type of monster, for the duration of a certain number of questions (secretly rolled by the Referee). The monster is not forced to answer.

Speak with Plants

Spell Level: Cleric, 4th Level; Druid, 4th Level

Range: Speaking range

Duration: 1 hour

The caster can speak and understand the speech of plants. Plants smaller than trees will obey commands, moving aside when requested, etc.

Strength

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: 12 hours

This spell may be cast upon a Fighter or a Cleric. For the duration of the spell, a Fighter gains 1d6+1 points of Strength, and a Cleric gains 1d6 points of Strength. Strength cannot exceed 18 unless the Referee chooses



Figure 18: *Don't speak with plants.* Peter Pagano.

to allow additional bonuses resulting from the additional Strength.

Sticks to Snakes

Spell Level: Cleric, 4th Level; Druid, 5th Level

Range: 120 feet

Duration: 1 hour

The caster may turn as many as 2d6 (or more, depending on the caster's level and the Referee's discretion) normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow commands, but turn back into sticks at the end of the spell, or when killed.

Stone to Flesh

Spell Level: Magic-User, 6th Level

Range: 120 feet

Duration: Permanent until reversed

This spell can be used to counteract the negative effects of monsters who petrify their victims. It can also be reversed to turn flesh into stone, as desired by the caster. A saving throw is permitted to avoid being turned to stone, but if the spell succeeds the victim is transformed into a statue; the stone-to-flesh version of the spell will restore the victim to normal.

Suggestion

Spell Level: Magic-User, 3rd Level

Range: Shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to the intended victim. Victims who fail a saving throw will carry out the suggestion, as long as it can be performed within a week. The suggestion might not call for the action to be carried out immediately, and can be contingent upon something else happening first. A suggestion that the victim commit suicide is very unlikely to be obeyed (say a roll of exactly 3

or exactly 18 with 3d6).

Symbol (Cleric)

Spell Level: Cleric, 7th Level

Range: Referee's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A Symbol spell creates a deadly magical trap, written into the shape of a divine rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as per a Power Word, Stun.

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

Symbol (Magic-User)

Spell Level: Magic-user, 8th Level

Range: Referee's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A Symbol spell creates a deadly magical trap, written into the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Death: Deals 80 hit points of damage

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as per a Power Word, Stun.

Telekinesis

Spell Level: Magic-User, 5th Level

Range: 120 feet

Duration: 1 hour

The caster can move objects using mental power alone. The amount of weight that can be lifted and moved is 20 pounds per level. It is up to the Referee's interpretation of the spell whether the objects can be thrown, and at what speed.

Teleport

Spell Level: Magic-User, 5th Level

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows, or at least knows what it looks like from a picture or a map. Success depends on how well the caster knows the targeted location, as follows:

1. If the caster has only seen the location in a picture or through a map (so that knowledge is not based on direct experience), he must roll at least 9 with 2d6, and failure means death, for the traveler's soul is lost in the spaces between realities.
2. If the caster has seen but not studied the location, he must roll at least 5 with 2d6. In the case of an error, there is a 50% chance that the traveler arrives low, 1d6×10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d6×10 feet above the targeted location, resulting in a fall.
3. If the caster is well familiar with the location, or has studied it carefully, there is only a 1/18 chance of error (a roll of exactly 3 with 2d6). On a 1 in 6 the teleport is low, otherwise it is high. In either case, the arrival is 1d3×10 feet high or low.

Time Stop

Spell Level: Magic-User, 9th Level

Range: Caster

Duration: 1d3+1 minutes

The caster stops the passage of time in a radius of about 15 feet around himself. (The time-stopped area does not thereafter move with the caster.) Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

Transmute Metal to Wood

Spell Level: Druid, 7th Level

Range: 120 feet

Duration: Permanent

This spell transmutes metal into wood in a 10×10-foot area. Each discrete piece of metal is allowed a saving throw. (Coins may be checked in batches rather than rolling hundreds of saving throws.) The effect cannot be dispelled, although a reversed version of this spell could be used to undo the transmutation.

Transmute Rock to Mud

Spell Level: Druid, 5th Level; Magic-User, 5th Level

Range: 120 feet

Duration: 3d6 days, unless reversed

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

Transport via Plants

Spell Level: Druid, 6th Level

Range: Touch first plant

Duration: 24 hours or until travel is completed

The caster may enter any normal plant and pass any distance to a chosen plant of the same kind in a single round, regardless of the distance separating the two. Both plants must be alive. The caster may also choose to remain in one or the other of the two plants for up to 24 hours, but the destruction of an occupied plant slays the caster and ejects the body from the plant. The caster becomes aware of all

plants within 3000 feet, and the spell will not fail if the attempted travel is made within this radius. However, if the caster attempts to travel beyond this radius into the substance of a plant the caster has never before seen, meaning that specific plant, not just the species, there is a 1/6 chance of error during travel. The exact nature of the error depends upon specific circumstances, but it is likely to be off by a margin of at least 1d6 miles, into any other sort of plant.

Turn Wood

See Repel Wood

Wall of Fire

Spell Level: Druid, 5th Level; Magic-User, 4th Level

Range: 60 feet

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.

Wall of Ice

Spell Level: Magic-User, 4th Level

Range: 60 feet

Duration: Concentration

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot pass through it, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Iron

Spell Level: Magic-User, 5th Level

Range: 60 feet

Duration: 2 hours

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

Wall of Stone

Spell Level: Magic-User, 5th Level

Range: 60 feet

Duration: Permanent until dispelled

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 feet long (in which case it would be 20 feet tall), or 100 feet long (in which case it would be only 10 feet tall).

Warp Wood

Spell Level: Druid, 2nd Level

Range: 60 feet

Duration: Permanent

This spell warps, bends, and twists wood. The volume of about one 2"×4"×5' plank may be affected per every two levels of the caster, the volume of a spear or several arrows.

However, keep in mind that springing a door open or causing a leak in a ship's planking does not actually require much of the constituent wood to be warped.

Water Breathing

Spell Level: Druid, 3rd Level; Magic-User, 3rd Level

Range: 30 feet

Duration: 2 hours

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

Weather Summoning

Spell Level: Druid, 6th Level

Range: Centered on caster

Duration: 1 hour/level

Within 30 minutes, whatever weather the Druid desires will form in the surrounding five-mile radius. It is not under the caster's control, in the sense that it will not specifically target any individuals or affect one place within the radius more than any other place. Note that this spell is not by any means the only way in which groups of druids might exercise control over weather conditions using holy places or acting together in mystic rituals. It is simply the manner by which a lone (but powerful) Druid can summon forth weather conditions using no ritual beyond mere spell casting.

Web

Spell Level: Magic-User, 2nd Level

Range: 30 feet

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 × 10 × 20 feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans alone take more time to break through—perhaps 1d2+2 turns or longer at the Referee's discretion.

Wizard Eye

Spell Level: Magic-User, 4th Level

Range: 240 feet

Duration: 1 hour

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

Wizard Lock

Spell Level: Magic-User, 2nd Level

Range: Close

Duration: Permanent until dispelled

As with a Hold Portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-User at least three levels higher than the caster can open the portal, and a Knock spell will open it as well, although the spell is not permanently destroyed in these cases.

Wish

Spell Level: Magic-User, 9th Level

Range: Unlimited

Duration: See below

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power. (One possible-unofficial-guideline might

be that a Wish can grant effects that would be similar in power to a spell of level 8 or lower, with permanent effects in many cases.) After casting a Wish spell, the Magic-User is mentally drained and unable to cast spells for a period of 1d6 days.

Wind Walk

Spell Level: Cleric, 7th Level

Range: Touch

Duration: 1 day or until dispelled

The caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The Cleric can bring this companion along and travel at 48 feet per minute indoors (or in subterranean settings) and much faster outdoors.

Word of Recall

Spell Level: Cleric, 6th Level

Range: Indefinite

Duration: Immediate

The Cleric teleports without error back to a prepared sanctuary.



Figure 19: *Zap!* Peter Pagano.

PART 6: MONSTERS

READING THE MONSTER DESCRIPTIONS

Not a lot of detail is 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 are 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 are attacked. Details about monsters toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we are making the assumption that if you are interested in fantasy gaming in the first place, you have a good imagination that does not need details about the size of a giant ant.

The following is a quick reference guide for how to read monster descriptions:

Hit Dice 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 example: for a creature with 4+1 hit dice, you would roll 4d6, and then add one more hit point.

Armor Class and **[Class of Armor]** are explained in the previous parts. The latter [CA] is the minimum adjusted 2d6 roll needed to hit a target with the former AC (see, again, Table 11).

Attack Bonus is added to the 2d6 to hit roll of the monster when it attacks the players (or other monsters).

Attacks includes the number of attacks the monster has, and the damage these attacks inflict if they hit. Monsters get a separate attack roll for each attack.

Saving Throw means the target number (on 2d6) the monster needs to meet or exceed in order to make a successful saving throw.

Special is usually just a "flag" for the Referee, to remind him that the monster has some unusual ability or feature. If necessary, more explanation may be included in the monster description. *Most monsters can see in the dark*, so this is not specifically mentioned.

Move is the monster's movement rate, and it is handled just as movement rates are handled for characters.

XP tells how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it. Circumventing a monster by creative means, or capturing it to bring home, are two examples of when such an award might be made.

Magic Resistance One of the "Special" items that may be listed for some creatures is "Magic Resistance," followed by a percentage (e.g., 50%). The given ratio is the chance that any magic used against the creature (other than bonuses from weapons) will fail to take effect.

MONSTER DESCRIPTIONS

Ant, Giant (Worker)

Hit Dice: 2
Armor Class: 3 [9]
Attack Bonus: +1
Attacks: Bite (1d6)
Saving Throw: 9
Special: None
Move: 18
Alignment: Neutrality
XP: 30

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 5:1. A hive also contains one giant queen ant.

Ant, Giant (Warrior)

Hit Dice: 3
Armor Class: 3 [9]
Attack Bonus: +2
Attacks: Bite (1d6 + poison)
Saving Throw: 9
Special: None
Move: 18
Alignment: Neutrality
XP: 120

The poison of a warrior ant does 2d6 points of damage if a saving throw is failed, 1d4 points of damage if the saving throw succeeds.

Ant, Giant (Queen)

Hit Dice: 10
Armor Class: 3 [9]
Attack Bonus: +4
Attacks: Bite (1d6)
Saving Throw: 5
Special: None
Move: 3
Alignment: Neutrality
XP: 800

The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

Badger, Giant

Hit Dice: 3
Armor Class: 4 [9]
Attack Bonus: +2
Attacks: 2 claws (1d3), bite (1d6)
Saving Throw: 9
Special: None
Move: 6
Alignment: Neutrality
XP: 60

These subterranean predators are the size of a full-grown human, and quite aggressive when defending their territory.

Banshee

Hit Dice: 7
Armor Class: 0 [11]
Attack Bonus: +3

Attacks: Claw (1d6+1)
Saving Throw: 7
Special: See below
Move: 6
Alignment: Chaos
XP: 1,700

Banshees are horrid undead creatures that live in swamps and other desolate places. Banshees are only damaged by magic or silver weapons, they have a magic resistance of 50%, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. One particularly unusual thing about banshees is that they often associate with living faerie creatures of the less savory variety; they might even be an undead form of faerie.

A Banshee can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. Banshees look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. They are considered 9 HD undead for turning purposes.

Basilisk

Hit Dice: 6
Armor Class: 4 [9]
Attack Bonus: +3
Attacks: Bite (2d6)
Saving Throw: 8
Special: Petrifying gaze
Move: 12
Alignment: Neutrality
XP: 800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye. (One way of resolving this: fighting without looking incurs a -2 penalty to hit.) If the basilisk's own gaze is reflected back at it, it has a 1/12 chance to force the basilisk into a saving throw against being turned to stone itself.

Bat, Giant (Vampire Bat)

Hit Dice: 1
Armor Class: 8 [8]
Attack Bonus: +1
Attacks: Bite (1d6)
Saving Throw: 10
Special: Sucks blood
Move: 4/18 (flying)
Alignment: Neutrality
XP: 60

These bats suck blood for automatic damage of 1d6 after a successful bite. They are the size of a falcon.

Bat, Giant (Greater Bat)

Hit Dice: 4
Armor Class: 7 [8]
Attack Bonus: +2
Attacks: Bite (1d6+1d3)
Saving Throw: 8
Special: None
Move: 4/18 (flying)
Alignment: Neutrality
XP: 240

These massive, man-sized cousins of the bat do not suck blood, but nonetheless their bite can be deadly.

Bat, Giant (Bat Monster)

Hit Dice: 8
Armor Class: 6 [8]
Attack Bonus: +3
Attacks: Bite (2d6), claws (1d6)
Saving Throw: 7
Special: None
Move: 4/18 (flying)
Alignment: Neutrality unless intelligent (Chaos)
XP: 1,100

These creatures attack with claws as well as a bite. They are twice the size of a man, with a tremendous wingspan. Fearful peasants might even mistake them for small dragons when the bats fly by at night.

Bear

Hit Dice: 4+1
Armor Class: 7 [8]
Attack Bonus: +2
Attacks: 2 Claws (1d3) and bite (1d6)
Saving Throw: 8
Special: Hug
Move: 9
Alignment: Neutrality
XP: 120

If a bear hits with both claws, it hugs for an additional 1d6 hit points of damage. Larger bears are to be found in mountains, caves, and arctic regions, with more hit dice and inflicting more damage with the hug.

Beetle, Giant (Fire)

Hit Dice: 1+3
Armor Class: 4 [9]
Attack Bonus: +1
Attacks: Bite (1d6+1)
Saving Throw: 10
Special: None
Move: 12
Alignment: Neutrality
XP: 15

A giant fire beetle's oily light-glands glow a reddish color. If they are removed, they continue to give off light for 1d6 days, shedding light in a 10-foot radius.

Black Pudding

Hit Dice: 10
Armor Class: 6 [8]
Attack Bonus: +4
Attacks: Attack (3d6)
Saving Throw: 5
Special: Acidic surface, immune to cold, divides when hit with lightning
Move: 6
Alignment: Neutrality
XP: 1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per magical +1 before being dissolved.

Blink Dog

Hit Dice: 4
Armor Class: 5 [9]

Attack Bonus: +2
Attacks: Bite (1d6)
Saving Throw: 8
Special: Teleports without error
Move: 12
Alignment: Law
XP: 120

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

Boar, Wild

Hit Dice: 3+3
Armor Class: 7 [8]
Attack Bonus: +2
Attacks: Gore (2d6)
Saving Throw: 9
Special: Continues attacking 2 rounds after being “killed”
Move: 15
Alignment: Neutrality
XP: 120

Wild boars continue to attack for two rounds after they reach zero hit points before they finally drop dead. These stats might also be used for any similar creature that is unique to a campaign, such as “the blue tusken-hogs of the Ymar Plains.”



Figure 20: Bugbear hug. Peter Pagano.

Bugbear

Hit Dice: 3+1
Armor Class: 5 [9]
Attack Bonus: +2
Attacks: Bite (2d3+1) or by weapon
Saving Throw: 9
Special: Surprise opponents on a 1-3
Move: 9
Alignment: Chaos
XP: 60

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

Bulette

Hit Dice: 7 to 10

Armor Class: -2 [12]
Attack Bonus: +3 (7HD), +3 (8HD), +4 (9HD), +4 (10HD)
Attacks: Bite (4d12) and 2 Claws (3d6)
Saving Throw: 7 (7HD), 7 (8HD), 6 (9HD), 5 (10HD)
Special: Leaping, surprise
Move: 15
Alignment: Neutrality
XP: 7 HD (1,100), 8 HD (1,400), 9 HD (1,700), 10 HD (2,000)

Roughly ten feet in height, a bulette is covered in natural armor plating like that of an armadillo, and has a beak-like head that opens to show wicked, serrated teeth. These creatures can leap to the attack; in which case they cannot bite, but may attack with all four claws. Bulettes dig underground to surprise their prey, leaving a furrow in the ground as they go, caused by a dorsal crest in the creature’s armor. These voracious hunters eat horses and halflings with gusto, although they will devour anything from badgers to plowshares if their preferred foods are not readily available. Although bulettes burrow, they do not venture further underground, for they are surface predators. When the dorsal crest of the bulette is raised (during combat this is usually only after the thing has been wounded), the area underneath is AC 6 [8], and this vulnerable point can be attacked if the monster is well enough surrounded for its opponents to attack from behind as well as in front.

Carrion Creeper

Hit Dice: 2+4
Armor Class: 7 [8]
Attack Bonus: +1
Attacks: Bite (1 hp) and 6 tentacles
Saving Throw: 9
Special: Tentacles cause paralysis
Move: 12
Alignment: Neutrality
XP: 240

This caterpillar-like creature has 6 waving tentacles which, when they score a hit, require the target to make a saving throw or be paralyzed for 2d6 turns. These underground scavengers can be aggressive when they are hungry, and will pursue prey unless distracted. They are good climbers, but when crossing water they are unable to do much more than float with the current.

Centaur

Hit Dice: 4
Armor Class: 5 [9]
Attack Bonus: +2
Attacks: 2 kicks (1d6) and weapon
Saving Throw: 8
Special: None
Move: 18
Alignment: Any (usually Neutrality)
XP: 240

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

Centipede, Giant (Small, Lethal)

Hit Dice: 1d2 hp
Armor Class: 9 [7]
Attack Bonus: +0
Attacks: Bite (deals 0 damage)
Saving Throw: 10
Special: Lethal poison, +2 save

Move: 13
Alignment: Neutrality
XP: 30

Lethal giant centipedes of the small size inflict a deadly bite (+2 bonus to saving throw), but cause no damage if the saving throw is successful.

Centipede, Giant (Small, Non-lethal)

Hit Dice: 1d2 hp
Armor Class: 9 [7]
Attack Bonus: +0
Attacks: Bite (1 hp damage)
Saving Throw: 10
Special: Non-lethal poison, +2 save
Move: 13
Alignment: Neutrality
XP: 15

The non-lethal variety of giant centipede has a painful bite but its poison is only crippling, not lethal. Failing a saving throw (at a +2 bonus) against the poison of this centipede causes 1d4 rounds of crippling pain (the victim is helpless, as when asleep). Additionally, the limb (roll 1d4) is temporarily crippled (treat as a disease) for 2d4 days. A crippled leg reduces movement by 50%; a crippled shield arm cannot wield weapon or shield; a crippled sword arm attacks at -2. A second bite on a leg reduces movement to one quarter normal, and a third bite to the legs reduces movement to 1 foot per minute (prone, dragging oneself by the arms).

Centipede, Giant (Man-sized)

Hit Dice: 2
Armor Class: 5 [9]
Attack Bonus: +1
Attacks: Bite (1d6+1)
Saving Throw: 9
Special: Lethal poison, +3 save
Move: 15
Alignment: Neutrality
XP: 120

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

Centipede, Giant (Large, 20 ft long)

Hit Dice: 4
Armor Class: 0 [11]
Attack Bonus: +2
Attacks: Bite (3d6)
Saving Throw: 8
Special: Lethal poison, +2 save
Move: 18
Alignment: Neutrality
XP: 400

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

Chimera

Hit Dice: 9
Armor Class: Goat 6 [8], Lion 5 [9], Dragon 2 [10]
Attack Bonus: +4
Attacks: 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d3+1), and 1 dragon bite (2d6)
Saving Throw: 6
Special: Breathes fire
Move: 9/18 (flying)

Alignment: Chaos (sometimes Neutrality)
XP: 1,700

The chimera has three heads: one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per day) with a range of 50 ft, causing 4d6 damage to anyone caught within the fiery blast (saving throw for half damage).

Cockatrice

Hit Dice: 5
Armor Class: 6 [8]
Attack Bonus: +2
Attacks: Bite (1d3 + turn to stone)
Saving Throw: 8
Special: Bite turns to stone
Move: 6/18 (flying)
Alignment: Neutrality
XP: 600

This nasty creature resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless the victim makes a successful saving throw.

Crocodile, Normal

Hit Dice: 3
Armor Class: 4 [9]
Attack Bonus: +2
Attacks: Bite (1d6)
Saving Throw: 9
Special: None
Move: 9 (12 swimming)
Alignment: Neutrality
XP: 60

Some normal crocodiles are man-eaters; all are dangerous and can conceal themselves well. Normal crocodiles can grow to be as long as 15ft.

Crocodile, Giant or Sea

Hit Dice: 6
Armor Class: 3 [9]
Attack Bonus: +3
Attacks: Bite (3d6)
Saving Throw: 8
Special: None
Move: 9 (12 swimming)
Alignment: Neutrality
XP: 400

The smallest of giant crocodiles are about 20ft long (normal crocodiles can grow to be as long as 15ft).

DEMONS

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

Demon, Baalroch (Balor)

Hit Dice: 9
Armor Class: 2 [10]
Attack Bonus: +4
Attacks: Sword (1d12+2) and whip (see below)
Saving Throw: 6

Special: Magic resistance (75%), surrounded by fire
Move: 6/15 (flying)
Alignment: Chaos
XP: 1,400

The Baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs. (The aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity.) These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are still 75% immune to all spells.

In combat, a baalroch uses whip and sword. The whip can be used to reach great distances; on a successful hit the victim is pulled close to the baalroch and burned by the fires of the demon's body (3d6 hit points). Baalrochs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.



Figure 21: Baalroch. Peter Pagano.

Demon, Dretch

Hit Dice: 4
Armor Class: 2 [10]
Attack Bonus: +2
Attacks: 2 claws (1d4), 1 bite (1d6)
Special: Magical abilities.
Move: 9
Saving Throw: 8
Alignment: Chaos
XP: 400

These creatures are fat, with long, spindly arms and legs. They have rudimentary human heads, with slobbering jaws and folds of fat. Dretch demons have some weak demonic powers. Although they are not particularly intelligent, they can cause a horrible stinking cloud once per day, can teleport once per day, can cause darkness (10ft diameter) once per day, and can summon 1d4 giant rats once per day.

Demon, Erinyes

Hit Dice: 6
Armor Class: 2 [10]
Attack Bonus: +3
Attacks: 1 bronze sword (1d6 + paralysis)
Special: Magic resistance (25%), magical abilities, immune to fire and cold, entangle
Move: 12/24 (flying)
Save: 8

Alignment: Chaos
XP: 1,100

The erinyes, the "Furies" of Ancient Greek mythology, are female demons who pursue those guilty of crimes against the order of the gods. Their appearance is so terrible as to cause fear (saving throw). They are able to see invisible things and locate objects at will, so it is impossible to hide from them. Each fury carries a whip which, if it hits, entangles the victim (saving throw) until the Fury releases it. The Furies are immune to fire and cold, and have a magic resistance of 25%. The blade of a Fury's sword causes paralysis (saving throw).

Demon, Glabrezu (Third-Category Demon)

Hit Dice: 10
Armor Class: -3 [13]
Attack Bonus: +4
Attacks: 2 pincers (2d6), 2 claws (1d3), 1 bite (1d4+1)
Special: Magic resistance (66%), immune to fire, magical abilities
Move: 9
Saving Throw: 5
Alignment: Chaos
XP: 1,700

The third-category demons, Glabrezu, are massive and horrible, standing ten feet high or more. They have goat horns and a humanoid shape, but no wings. Four arms sprout from the torso: two huge arms with great crab-pincers, and two much shorter arms with claws. Glabrezu can cause darkness in a 10ft radius, are immune to fire, can cause fear at will, can levitate at will, can polymorph themselves, and are 66% resistant to magic.

Demon, Hezrou (Second-Category Demon)

Hit Dice: 9
Armor Class: 0 [11]
Attack Bonus: +4
Attacks: 2 claws (1d3), 1 bite (2d6)
Special: Magic resistance 50%, magical abilities
Move: 9/14 (flying)
Saving Throw: 6
Alignment: Chaos
XP: 1,700

Toad-like demons with bat wings, the Hezrou have magic resistance of 50%. At will, they can cause fear (per the spell), detect invisibility (per the spell), and cause darkness in a 15ft radius. They are immune to fire.

Demon, Lemures

Hit Dice: 3
Armor Class: 7 [8]
Attack Bonus: +2
Attacks: Claw (1d3)
Saving Throw: 9
Special: Regenerate (1 hp/round)
Move: 3
Alignment: Chaos
XP: 120

Lemures are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. (This amorphous form allows them to regenerate 1 hp per round.) Lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can be permanently destroyed only by sprinkling their disgusting bodies with holy water.

Demon, Manes*Hit Dice:* 1*Armor Class:* 5 [9]*Attack Bonus:* +1*Attacks:* 2 claws (1d2), 1 bite (1d4)*Special:* Half damage from non-magic weapons*Move:* 5*Saving Throw:* 10*Alignment:* Chaos*XP:* 30

Pathetic, damned souls, manes are demons no larger than humans, with gray skin and empty eyes. Non-magical weapons inflict only half normal damage on them.

Demon, Marilith (Fifth-Category Demon)*Hit Dice:* 8*Armor Class:* -3 [13]*Attack Bonus:* +3*Attacks:* 6 weapons (1d6), tail (1d6)*Special:* Magic resistance (75%), magic weapon required to hit, immune to fire, magical abilities*Move:* 12*Saving Throw:* 7*Alignment:* Chaos*XP:* 2,300

Mariliths appear as a cruel-eyed beautiful woman with a six-armed torso, but the lower body of a huge constrictor snake. They can wield weapons in all six arms at once, and the tail, if it hits, constricts for automatic damage after the initial hit. Mariliths are among the most feared of demons—as much, even, as the mighty Baalrochs. They can, at will, cast *Charm Person*, *Levitate*, and *Polymorph Self*, and are 75% resistant to magic. Fire does not affect them.

Demon, Nalfeshnee (Fourth-Category Demon)*Hit Dice:* 11*Armor Class:* -1 [12]*Attack Bonus:* +4*Attacks:* 2 claws (1d4), 1 bite (1d6+2)*Special:* Magic resistance (66%), magic weapon needed to hit, immune to fire, +1 on to-hit rolls, magical abilities*Move:* 9/14 (flying)*Saving Throw:* 5*Alignment:* Chaos*XP:* 2,300

Nalfeshnee demons have the body of an enormous gorilla, the head of a boar, and cloven hooves. These massive, brutish demons are actually quite intelligent, despite their appearance, an incongruity that has deceived and doomed many who would attempt to control or enslave them. The very size of a nalfeshnee prevents them from being particularly agile flyers, though they do have wings. Nalfeshnee are incredibly powerful (+1 to hit), and have various demonic powers in addition to being immune to fire: at will, they can cause fear (as per the spell), polymorph self, and dispel magic (at will). They can also create a symbol of discord once per day.

Demon, Quasit*Hit Dice:* 3*Armor Class:* 2 [10]*Attack Bonus:* +2*Attacks:* 2 claws (1d2 + non-lethal poison), 1 bite (1d3)*Special:* Magic resistance (25%), regenerate (1 hp/round), non-lethal poison, magical abilities*Move:* 14*Saving Throw:* 9*Alignment:* Chaos*XP:* 600

Quasits are demon familiars, much like imps but without wings and with a less human-like shape. A quasit can polymorph into two other forms (commonly a giant centipede and a bat). These demons are 25% resistant to magic, regenerate at 1 hp per round, can become invisible at will, and once per day can cast a *Fear* spell. The quasit's claws are laden with a poison that reduces an opponent's Dexterity score by 1 point (saving throw applies, lasts for 2d6 rounds).

Demon, Succubus*Hit Dice:* 6*Armor Class:* 9 [7]*Attack Bonus:* +3*Attacks:* 2 scratches (1d3)*Saving Throw:* 8*Special:* Magic resistance (75%), immune to non-magic weapons, cause darkness in a 10ft diameter, level drain (1 level) with kiss, summon other demons, spells, change shape.*Move:* 12 (18 fly)*Alignment:* Chaotic*XP:* 1,100

A succubus is a creature of demonic lust, a drinker of souls who offers fatal temptation to mortals that fall into the trap of her deadly embraces: each kiss drains one level of experience. (The male form of this demon is called an incubus. A succubus is always female, just as an incubus is always male.) The demon's form is that of a supernaturally beautiful woman, curvaceous and alluring, but whose furled bat wings and delicate horns betray her true nature. Small white fangs gleam from behind the demoness's full lips, and when she is enraged the pupils of her eyes will contract and shift into those of a vicious serpent.

A succubus can "cast" *Charm Person* whenever desired, as well as *ESP*, *Clairaudience*, and *Suggestion*. They can change shape at will, but only into human or human-like forms. Succubi also have the ability to call forth (by gate) other demons. A succubus can summon a demon prince (50% chance to succeed), but will seldom do so, for the price to be paid afterwards is generally significant and unpleasant. However, a succubus can summon a Baalroch demon or a Nalfeshnee (fourth-category demon), again, with a 50% chance of success regardless of the type of demon being summoned. If a succubus does not specify the sort of demon she is summoning, there is a 25% chance that the respondent will be a demon prince, and if not, there is a 75% chance that the demon will be of the fourth category, a Nalfeshnee.

Succubi almost never rely upon physical attacks; they use their charm and suggestion abilities to allow them to bestow their deadly kisses upon opponents.

Demon, Vrock (First-Category Demon)*Hit Dice:* 8*Armor Class:* 1 [10]*Attack Bonus:* +3*Attacks:* 1 beak (1d6), 2 foreclaws (1d4), 2 rear claws (1d6)*Special:* Magic resistance (50%), immune to fire, darkness*Move:* 12/18 (flying)*Saving Throw:* 7*Alignment:* Chaos

XP: 1,100

These demons are vulture-headed, with feathered humanoid bodies, and huge dark-feathered wings. All can create darkness in a radius of 5 feet and are immune to fire. They use their wings to bring both their arms and legs into combat, along with their beaked bite. Vrock demons are quite stupid, though like most demons they consider themselves to be tremendously intelligent.

Demon Prince, ORCUS

Hit Dice: 30 (125hp)

Armor Class: -6 [14]

Attack Bonus: +6

Attacks: 1 staff (death—no save), tail (2d6), 1 fist (3d6)

Special: Magic resistance (75%), at least (+1,+2) magic weapon required to hit, immune to fire and charm, death staff, spells, magical abilities, control undead, summon demon minions

Move: 9 (Fly 20)

Saving Throw: 4

Alignment: Chaos

XP: 6,000

Orcus is a demon-prince of death and the dead (specifically, the undead), and can also call upon his lesser demon-minions as well. His staff causes death at its touch, and he uses Magic-User spells at the following levels. Level 1: 6; level 2: 5; level 3: 4; level 4: 3; level 5: 2; level 6: 1. He has a magic resistance of 75%, and is completely immune to fire and charm spells. At will Orcus can animate dead, create darkness (15ft radius), cause fear, dispel magic, make a suggestion (per the spell), polymorph himself, or use ESP. Such powers can be used at the same time as normal attacks. His skull-tipped staff might have independent powers of its own, even possibly being an entity in its own right, merely cooperating with the demon prince and using him for its own purposes. ■

Djinni

Hit Dice: 7+3

Armor Class: 4 [9]

Attack Bonus: +3

Attacks: Fist or weapon (1d12)

Saving Throw: 7

Special: magical powers, whirlwind

Move: 9/24 (flying)

Alignment: Any

XP: 1,100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 lbs of weight, and have a number of magical powers. A djinni can create food and water as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. A djinni can give itself a gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind, sweeping away any creature with one or fewer hit dice. (The diameter of the whirlwind is 10 feet.) More powerful types of djinn might be capable of granting limited wishes or even true wishes.

Doppelganger

Hit Dice: 4

Armor Class: 5 [9]

Attack Bonus: +2

Attacks: Claw (1d12)

Saving Throw: 8 (5 against any magic)

Special: Mimics shape, immune to sleep and charm spells

Move: 9

Alignment: Chaos

XP: 240

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

DRAGONS

The size of a dragon is roughly 5 ft of body length per age category, up to the adult size of 20 ft. Dragons have double normal treasure (that is, a gold piece value of four times the dragon's XP value).

Do not roll hit points for dragons as normal. Instead, determine the number of hit dice and the age category of the dragon. The age category indicates both the dragon's hit points per die and how much damage the dragon's breath weapon inflicts, given as points per hit die:

1. Very young dragon: 1 hit point per hit die; 1 hit point per die inflicted by breath weapon.
2. Young: 2 hit points per hit die; 2 hit points per die inflicted by breath weapon.
3. Immature: 3 hit points per hit die; 3 hit points per die inflicted by breath weapon.
4. Adult: 4 hit points per hit die; 4 hit points per die inflicted by breath weapon.
5. Old: 5 hit points per hit die; 5 hit points per die inflicted by breath weapon.
6. Very old (100 years old): 6 hit points per hit die; 6 hit points per die inflicted by breath weapon.
7. Aged (101-400 years old): 7 hit points per die; 7 hit points per die inflicted by breath weapon.
8. Ancient (401+ years old): 8 hit points per die; 8 hit points per die inflicted by breath weapon.

Since dice are not rolled for dragon hit points, it is possible for them to have more points per die than it is actually possible to roll on a hit die.

Note that dragons, while they are dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than godlike creatures of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more "mythical" conception of dragons.

Breath Weapons: All dragons have a breath weapon of some kind, which can be used three times in a day. The Referee chooses when a dragon will use its breath weapon, or may roll a 2/3 chance in any given round. Damage inflicted by a dragon's breath weapon is indicated under the age category. When used breath weapons appear in three different shapes:

1. Cloud-shape, for gaseous exhalations.

2. A line, for spitting dragons.
3. Cone shape for any others.

The dimensions of a dragon's breath differ according to the dragon's type.

If a dragon is beaten down by subdual damage (see rules for Combat), the dragon will surrender and serve its conquerors, even to the point of allowing itself to be sold. However, subdued dragons are only loyal while they are impressed by and frightened of their masters; signs of weakness may cause the dragon to escape or even attack its master.

Dragon, Black

Hit Dice: 6-8

Armor Class: 2 [10]

Attack Bonus: +3

Attacks: 2 claws (1d4), bite (3d6)

Saving Throw: 8, 7, or 7

Special: Spits acid

Move: 9/24 (flying)

Alignment: Chaos

XP: 6 HD (800), 7 HD (1,100), 8 HD (1,400)

Black dragons spit a deadly, corrosive acid which covers everything in a line 5 feet wide and 60 feet long. Black dragons have a 1/2 chance of being able to talk; talking black dragons have a 1/18 chance of being able to cast 1d4 first-level Magic-User spells.

Dragon, Blue

Hit Dice: 8-10

Armor Class: 2 [10]

Attack Bonus: +3 (8HD), +4 (9HD), +4 (10HD)

Attacks: 2 claws (1d6), bite (3d6)

Saving Throw: 7, 6, or 5

Special: Spits lightning

Move: 9/24 (flying)

Alignment: Chaos

XP: 8 HD (1,400), 9 HD (1,700), 10 HD (2,000)

Blue dragons spit a blast of lightning in a line 5 ft wide and 100 ft long, affecting everything in its path. A saving throw indicates half damage. Blue dragons have a 2/3 chance of being able to talk; talking blue dragons have a 1/6 chance of being able to cast 1d4 first-level Magic-User spells and 1d3 second-level Magic-User spells.

Dragon, Gold

Hit Dice: 10-12

Armor Class: 2 [10]

Attack Bonus: +4 (10HD), +4 (11HD), +5 (12HD)

Attacks: 2 claws (1d6+1), bite (3d6)

Saving Throw: 5, 5, or 4

Special: Breathes poisonous gas or fire

Move: 9/24 (flying)

Alignment: Law

XP: 10 HD (2,000), 11 HD (2,300), 12 HD (2,600)

Gold dragons are the noble wyrms of story and song. They can breathe either a cloud of poisonous gas, 50 feet in diameter (a successful saving throw indicates half damage) or they can breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base. Gold dragons are able to talk and have a 1/4 chance of being able to cast Magic-User spells: 1d4 first-level, 1d3 second-level, 1d2 third-level, and 1 fourth-level spell.

Dragon, Green

Hit Dice: 7-9

Armor Class: 2 [10]

Attack Bonus: +3 (7HD), +3 (8HD), +4 (9HD)

Attacks: 2 claws (1d6), bite (3d6)

Saving Throw: 7, 7, or 6

Special: Breathes poisonous gas

Move: 9/24 (flying)

Alignment: Chaos

XP: 7 HD (1,100), 8 HD (1,400), 9 HD (1,700)

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. (A successful saving throw indicates half damage.) Green dragons have a 1/2 chance of being able to talk; talking green dragons have a 2/18 chance of being able to cast 1d4 first-level Magic-User spells and 1d2 second-level Magic-User spells.



Figure 22: *Dungeons and ...* Peter Pagano.

Dragon, Red

Hit Dice: 9-11

Armor Class: 2 [10]

Attack Bonus: +4

Attacks: 2 claws (1d6+1), bite (4d6+2)

Saving Throw: 6, 5, or 5

Special: Breathes fire

Move: 9/24 (flying)

Alignment: Chaos

XP: 9 HD (1,700), 10 HD (2,000), 11 HD (2,300)

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 ft wide at the base. Red dragons have a 3/4 chance of being able to talk; talking red dragons have a 1/6 chance of being able to cast 1d4 first-level Magic-User spells, 1d3 second-level Magic-User spells, and 1d2 third-level Magic-User spells.

Dragon, White*Hit Dice:* 5-7*Armor Class:* 2 [10]*Attack Bonus:* +2 (5HD), +3 (6HD), +3 (7HD)*Attacks:* 2 claws (1d4), bite (2d6+2)*Saving Throw:* 8, 8, or 7*Special:* Breathes cold*Move:* 9/24 (flying)*Alignment:* Chaos*XP:* 5 HD (600), 6 HD (800), 7 HD (1,100)

White dragons are usually found in cold regions, where they camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70 ft and a base of 30 ft. White dragons are not able to talk or cast spells. ■

Dragon Turtle*Hit Dice:* 11 to 14*Armor Class:* 2 [10]*Attack Bonus:* +4 (11HD), +5 (12HD and 13HD), +6 (14HD)*Attacks:* 2 claws (1d6+1), bite (4d6+2)*Saving Throw:* 5 (11HD) or 4*Special:* Break ships, breathe steam*Move:* 3 (9 swimming)*Alignment:* Neutrality or Chaos*XP:* 11 HD (2,300); 12 HD (2,600); 13 HD (2,900); 14 HD (3,200)

Dragon turtles breathe scalding steam in a cone-shape 90 feet long and roughly 30 ft wide at the base, inflicting as many hit points of damage as the monster has (when at full hp). Dragon turtles have a 3/4 chance of being able to talk, and these have a 1/6 chance of being able to cast 1d4 first-level Magic-User spells, 1d3 second-level Magic-User spells, and 1d2 third-level Magic-User spells. A dragon turtle that rises beneath all but the largest ship can lift it, possibly making it capsize (roughly 1/2 of the times).

Dryad*Hit Dice:* 2*Armor Class:* 9 [7]*Attack Bonus:* +1*Attacks:* Wooden dagger (1d4)*Saving Throw:* 9*Special:* Charm person (-1 save)*Move:* 12*Alignment:* Neutrality*XP:* 60

Dryads are beautiful female tree spirits who do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a *Charm Person* spell with a -1 penalty to the saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Dwarf*Hit Dice:* 1*Armor Class:* 4 [9]*Attack Bonus:* +1*Attacks:* War hammer (1d6)*Saving Throw:* 10*Special:* Detects attributes of stonework*Move:* 6*Alignment:* Law*XP:* 15

Statistics above are for the common Dwarf with no particular unusual characteristics. A dwarf-at-arms would usually have high Constitution and full 7 hit points, reflecting skill and general toughness. Stronger Dwarfs (sergeants-at-arms, for example) might have more hit dice or unusual bonuses to hit and damage, or even magical abilities if such is possible (Norse myths are a good example of this). Do not bother to treat more-powerful NPC dwarfs as Fighters or other character types; just assign the right number of hit dice and abilities (if any) and keep moving along with the fantasy.

Efreeti*Hit Dice:* 10*Armor Class:* 2 [10]*Attack Bonus:* +4*Attacks:* Fist or sword (1d6+6)*Saving Throw:* 5*Special:* Wall of fire*Move:* 9/24 (flying)*Alignment:* Chaos*XP:* 2,000

Efreet are a type of genie, associated with fire (in contrast to the djinn, who have powers over the air). Efreet can carry up to 1000 pounds of weight, and under the right circumstances they can be forced to serve as a slave until they figure out how to free themselves. An efreeti can create a wall of fire (per the spell). They appear as giant humans with cruel features, their skin flickering with flames.

ELEMENTALS

Elementals are living manifestations of the basic forms of matter: air, earth, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Elemental, Air*Hit Dice:* 8, 12, or 16*Armor Class:* 2 [10]*Attack Bonus:* +3 (8HD), +5 (12HD), +6 (16HD)*Attacks:* Strike (2d6+2)*Saving Throw:* 7, 4, or 4*Special:* Whirlwind*Move:* 36 (flying)*Alignment:* Neutrality*XP:* 8 HD (1,100), 12 HD (2,300), 16 HD (3,500)

Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (and almost certainly killing them). These elemental whirlwinds are approximately 100 ft in height.

Elemental, Earth*Hit Dice:* 8, 12, or 16*Armor Class:* 2 [10]*Attack Bonus:* +3 (8HD), +5 (12HD), +6 (16HD)*Attacks:* Fist (3d6)*Saving Throw:* 7, 4, or 4*Special:* Tear down stone*Move:* 6*Alignment:* Neutrality*XP:* 8 HD (1,100), 12 HD (2,300), 16 HD (3,500)

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

Elemental, Fire

Hit Dice: 8, 12, or 16
Armor Class: 2 [10]
Attack Bonus: +3 (8HD), +5 (12HD), +6 (16HD)
Attacks: Strike (2d6)
Saving Throw: 7, 4, or 4
Special: Ignite materials
Move: 12
Alignment: Neutrality
XP: 8 HD (1,100), 12 HD (2,300), 16 HD (3,500)

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

Elemental, Water

Hit Dice: 8, 12, or 16
Armor Class: 2 [10]
Attack Bonus: +3 (8HD), +5 (12HD), +6 (16HD)
Attacks: Strike (3d6)
Saving Throw: 7, 4, or 4
Special: Can overturn boats
Move: 6/18 (swimming)
Alignment: Neutrality
XP: 8 HD (1,100), 12 HD (2,300), 16 HD (3,500)

Water elementals cannot move more than 60 ft from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc.). These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within 1 hour if not prevented or distracted. ■

Elf

Hit Dice: 1+1
Armor Class: 5 [9]
Attack Bonus: +1
Attacks: Sword (1d6) or arrows (1d6)
Saving Throw: 10
Special: None
Move: 12
Alignment: Law (sometimes Neutrality)
XP: 15

The example above is for a typical Elf; trained warriors would likely have the maximum 7 hit points. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions elves. They might be the woodland dwellers of Tolkien's *The Hobbit*, or the high Elves of the *Lord of the Rings*, or might be the faerie folk of Irish legend. In any case, the Referee should not bother trying to fit an idea of "advanced" Elves into the constraints of character classes —just assign their attributes to fit the concept. Non-player characters are not subject to the rules that govern building a player character; they are tools for good fantasy.

Fish, Giant

From *The Shark* to *Moby Dick*, passing through a boat swallowing leviathans: unleash your deep sea nightmares.

Gargoyle

Hit Dice: 4+4
Armor Class: 5 [9]
Attack Bonus: +2
Attacks: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6)
Saving Throw: 8
Special: None
Move: 9/15 (flying)
Alignment: Chaos
XP: 400

Gargoyles are winged beings resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are terribly vicious predators.

Gelatinous Cube

Hit Dice: 4
Armor Class: 8 [8]
Attack Bonus: +2
Attacks: Attack (2d6)
Saving Throw: 8
Special: Paralysis, immune to lightning and cold
Move: 6
Alignment: Neutrality
XP: 240

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

Ghost

Ghosts can form in all manner of ways, with widely varied strengths and abilities. There is not a "standard" form of ghost; it is up to the Referee to create the specific attributes of a particular ghost for the adventurers to encounter.

Ghoul

Hit Dice: 2
Armor Class: 6 [8]
Attack Bonus: +1
Attacks: 2 claws (1d3), 1 bite (1d4)
Saving Throw: 9
Special: Immunities, paralysis
Move: 9
Alignment: Chaos
XP: 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 ghoulish creature requires a saving throw or the victim becomes paralyzed for 3d6 turns.

GIANTS

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

Giant, Cloud

Hit Dice: 12+1d6 points

Armor Class: 2 [10]
Attack Bonus: +5
Attacks: Weapon (6d6)
Saving Throw: 4
Special: Hurl boulders
Move: 15
Alignment: Chaos (sometimes Neutrality)
XP: 2,300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

Giant, Fire

Hit Dice: 11+1d6 points
Armor Class: 3 [9]
Attack Bonus: +4
Attacks: Weapon (5d6)
Saving Throw: 5
Special: Hurl boulders, immune to fire
Move: 12
Alignment: Chaos (sometimes Neutrality)
XP: 2,000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points.

Giant, Frost

Hit Dice: 10+1d6 hit points
Armor Class: 4 [9]
Attack Bonus: +4
Attacks: Weapon (4d6)
Saving Throw: 5
Special: Hurl boulders, immune to cold
Move: 12
Alignment: Chaos (sometimes Neutrality)
XP: 1,700

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage.

Giant, Hill

Hit Dice: 8+2
Armor Class: 4 [9]
Attack Bonus: +3
Attacks: Weapon (2d6+2)
Saving Throw: 7
Special: Hurl boulders
Move: 12
Alignment: Chaos
XP: 1,100

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d6+2 points of damage.

Giant, Stone

Hit Dice: 9+3 hit points
Armor Class: 0 [11]
Attack Bonus: +4
Attacks: Club (3d6)
Saving Throw: 6
Special: Hurl boulders
Move: 12
Alignment: Chaos (sometimes Neutrality)
XP: 1,400

Stone giants dwell in caves, isolated in the mountain fastnesses. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains. Travelers who wander into the territory of stone giants seldom return.

Giant, Storm

Hit Dice: 15+5
Armor Class: 1 [10]
Attack Bonus: +6
Attacks: Weapon (7d6)
Saving Throw: 4
Special: Throw boulders, control weather
Move: 15
Alignment: Neutral (sometimes Law or Chaos)
XP: 3,200

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to control weather (as per the spell). ■

Gnoll

Hit Dice: 2
Armor Class: 5 [9]
Attack Bonus: +1
Attacks: Bite (2d3) or weapon (1d6+1d3)
Saving Throw: 9
Special: None
Move: 9
Alignment: Chaos
XP: 30

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



Figure 23: Gnolls and hobgoblins. Peter Pagano.

Goblin

Hit Dice: 1d6 hit points
Armor Class: 7 [8]
Attack Bonus: +0
Attacks: Weapon (1d6)
Saving Throw: 10

Special: -1 to hit in sunlight

Move: 9

Alignment: Chaos

XP: 10

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

GOLEMS

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

Golem, Clay

Hit Dice: 10 (50 hit points)

Armor Class: 7 [8]

Attack Bonus: +4

Attacks: 1 fist (4d6)

Saving Throw: 5

Special: Immune to slashing and piercing weapons, immune to most spells.

Move: 8

Alignment: Neutrality

XP: 2,600

The “original” golem of folklore, clay golems may be created by Clerics or powerful priests. They are massive clay statues of human beings, imbued with a rudimentary intelligence and the ability to move and follow their masters’ commands. For each round of combat, a clay golem has a 1/36 chance (cumulative) to go berserk, leaving its master’s control and attacking enemies and allies alike. Clay golems are not damaged by slashing or piercing weapons. They are immune to all spells other than those affecting earth, and these have very diminished effects—with one exception. An earthquake spell may be used to utterly destroy a clay golem.

Golem, Flesh

Hit Dice: 8 (40 hit points)

Armor Class: 9 [7]

Attack Bonus: +3

Attacks: 2 fists (2d6+2)

Saving Throw: 7

Special: Hit only by magic weapons, slowed by fire and cold, immune to most spells, healed by lightning

Move: 8

Alignment: Neutrality

XP: 2,000

A creation stitched together from human limbs and other parts, a flesh golem is similar to Frankenstein’s monster. Only (+0,+1) or better magic weapons can harm a flesh golem, and it is slowed by fire and cold spells. Lightning heals the golem for the number of points of damage that it would normally inflict. No other type of spell affects a flesh golem.

Golem, Iron

Hit Dice: 16 (80 hit points)

Armor Class: 3 [9]

Attack Bonus: +6

Attacks: Weapon or fist (6d6)

Saving Throw: 4

Special: Poison gas, immune to all weapons (+1,+1) or less, slowed by lightning, healed by fire, immune to most spells

Move: 6

Alignment: Neutrality

XP: 3,500

Iron golems are huge moving statues of iron. They can breathe a 10-foot-radius cloud of poison gas as well as attacking with great power. Weapons of (+1,+1) or less do not affect iron golems. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone

Hit Dice: 12 (60 hit points)

Armor Class: 5 [9]

Attack Bonus: +5

Attacks: Fist (2d12)

Saving Throw: 4

Special: Unaffected by (+0,+1) or lesser weapons, immune to most spells

Move: 6

Alignment: Neutrality

XP: 3,200

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, damaged by rock-to-mud spells, and healed by the reverse. Spells that affect rock, and fire spells, are the only ones that affect stone golems. They can only be hit by (+1,+1) or better weapons. ■

Gorgon

Hit Dice: 8

Armor Class: 2 [10]

Attack Bonus: +3

Attacks: Gore (2d6)

Saving Throw: 7

Special: Breath turns creatures to stone

Move: 12

Alignment: Chaos

XP: 1,400

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

Grey Ooze

Hit Dice: 3+3

Armor Class: 7 [8]

Attack Bonus: +2

Attacks: Strike (2d6)

Saving Throw: 9

Special: Acid, immunities

Move: 1

Alignment: Neutrality

XP: 240

Grey ooze is almost identical in appearance to wet rock, but it is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing out to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through.

When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

Green Slime

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



Figure 24: *Panna cotta?* Peter Pagano.

Griffon

Hit Dice: 7
Armor Class: 3 [9]
Attack Bonus: +3
Attacks: 2 claws (1d3), 1 bite (2d6)
Saving Throw: 7
Special: None
Move: 12/27 (flying)
Alignment: Neutrality
XP: 800

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

Harpy

Hit Dice: 3
Armor Class: 7 [8]
Attack Bonus: +2
Attacks: 2 talons (1d3) and weapon (1d6)
Saving Throw: 9
Special: Siren-song
Move: 6/18 (flying)
Alignment: Chaos
XP: 120

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

Hell Hound

Hit Dice: 4-7
Armor Class: 4 [9]
Attack Bonus: +2 (4-5HD), +3 (6-7HD)
Attacks: Bite (1d6)
Saving Throw: 8, 8, 8, or 7
Special: Breathe fire
Move: 12
Alignment: Chaos
XP: 4 HD (240), 5 HD (400), 6 HD (600), 7 HD (800)

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

Hippogriff

Hit Dice: 3+3
Armor Class: 5 [9]
Attack Bonus: +2
Attacks: 2 claws (1d6), 1 bite (1d6+1d3)
Saving Throw: 9
Special: None
Move: 18/24 (flying)
Alignment: Neutrality
XP: 120

The hippogriff is similar to a griffon, having the head, fore-claws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem *Orlando Furioso* (written by the poet Ludovico Ariosto 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. Hip-

pogriffs are not as hard to train as griffons —again, from *Orlando Furioso*: “Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole...”

Hobgoblin

Hit Dice: 1+1
Armor Class: 5 [9]
Attack Bonus: +1
Attacks: Weapon (1d6+1)
Saving Throw: 10
Special: None
Move: 9
Alignment: Chaos
XP: 15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins, or perhaps not, as the Referee decides. As a matter of the campaign’s flavoring, the Referee might choose to make hobgoblins the “fey” goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

Horse

Horses are AC 7 [8], with riding horses having 2 HD and warhorses having 3 HD. Horses have a movement speed of 18.

HUMANS

Humans are such a versatile race that any number of “monsters” and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human “monsters.” Don’t try to build your non-player characters according to the rules for player characters. Just make up their stats and abilities as you see fit.

Human, Bandit

Hit Dice: 1
Armor Class: 7 [8]
Attack Bonus: +1
Attacks: Weapon (1d6)
Saving Throw: 10
Special: None
Move: 12
Alignment: Chaos
XP: 15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

Human, Berserker

Hit Dice: 1
Armor Class: 7 [8]
Attack Bonus: +1
Attacks: Weapon (1d6+1)
Saving Throw: 10
Special: Berserking
Move: 12
Alignment: Neutrality or Chaos
XP: 30

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +1 is added to their attack rolls. They do not wear armor heavier than leather armor.

Human, Normal

Hit Dice: 1d6
Armor Class: 9 [7]
Attack Bonus: +0
Attacks: Weapon (1d6)
Saving Throw: 10
Special: None
Move: 12
Alignment: Any
XP: 10

Normal humans are untrained peasants or townfolk.

Human, Sergeant-at-Arms

Hit Dice: 3
Armor Class: 5 [9]
Attack Bonus: +2
Attacks: Weapon (1d6)
Saving Throw: 10
Special: None
Move: 12
Alignment: Any
XP: 60

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups.

Human, Soldier

Hit Dice: 1
Armor Class: 7 [8]
Attack Bonus: +1
Attacks: Weapon (1d6)
Saving Throw: 10
Special: None
Move: 12
Alignment: Any
XP: 15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear. ■

Hydra

Hit Dice: 5-12 (equal to the number of heads)
Armor Class: 5 [9]
Attack Bonus: +2 (5HD), +3 (6-8HD), +4 (9-11HD), +5 (12HD)
Attacks: 5-12 bites (1d6)
Saving Throw: 8, 8, 7, 7, 6, 5, 5, or 4
Special: None
Move: 9
Alignment: Neutrality
XP: 5 HD (600), 6 HD (800), 7 HD (1,100), 8 HD (1,400), 9 HD (1,700), 10 HD (2,000), 11 HD (2,300), 12 HD (2,600)

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

Invisible Stalker

Hit Dice: 8
Armor Class: 3 [9]

Attack Bonus: +3
Attacks: "Bite" (2d6+3)
Saving Throw: 7
Special: Invisible, flies
Move: 12
Alignment: Neutrality
XP: 1,100

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

Kobold

Hit Dice: 1d4 hp
Armor Class: 6 [8]
Attack Bonus: +0
Attacks: Weapon (1d6 or 1d3)
Saving Throw: 10
Special: None
Move: 6
Alignment: Chaos
XP: 5

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

Leech, Giant

Hit Dice: 2
Armor Class: 8 [8]
Attack Bonus: +1
Attacks: 1 bite
Saving Throw: 9
Special: Suck blood
Move: 6
Alignment: Neutrality
XP: 240

If a giant leech hits with its attack, it drains a level of experience on the following round. Anyone reduced below a level of 0 will die. Lost levels of experience most likely return at a rate of 1 per day, if the character rests. Freshwater leeches might simply drain hit points.

Lich

Hit Dice: 12+
Armor Class: 0 [11]
Attack Bonus: +5 (12-13HD), +6 (14-18HD)
Attacks: Hand (1d12 + automatic paralysis)
Saving Throw: 4
Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells
Move: 6
Alignment: Chaos
XP: 12 HD (2,900), 13 HD (3,200), 14 HD (3,500), 15 HD (3,800), 16 HD (4,100), 17 HD (4,400), 18 HD (4,700)

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

Lion

Hit Dice: 5+2

Armor Class: 6 [8]
Attack Bonus: +2
Attacks: 2 claws (1d3), 1 bite (1d6+1)
Saving Throw: 8
Special: None
Move: 12
Alignment: Neutrality
XP: 240

Male lions are noticeably larger than their female counterparts, and easily identified by their manes. They are usually solitary beasts, found leading a pride only in their prime. The lioness, while smaller (HD: 4+2), is an indisputably skillful hunter —far faster and more agile than the male lion (AB: +3, bite deals 1d6 instead of 1d6+1). Lionesses often coordinate with others in their pride to bring down prey.



Figure 25: *Lizardmen*. Peter Pagano.

Lizardman

Hit Dice: 2+1
Armor Class: 5 [9]
Attack Bonus: +1
Attacks: 2 claws (1d3), 1 bite (1d6)
Saving Throw: 9
Special: Underwater
Move: 6/12 (swimming)
Alignment: Usually Chaos
XP: 30

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

Lurker, Ceiling

Hit Dice: 10
Armor Class: 6 [8]
Attack Bonus: +4
Attacks: 1 crush (1d6)
Saving Throw: 5
Special: Smother
Move: 1/7 (flying)
Alignment: Neutrality
XP: 1,400

Lurkers resemble floating manta rays, with a rough, stone-like undersurface. They levitate to ceiling-tops and wait for prey to walk underneath, whereupon they drop and enfold the victim in their thick "wings" (to-hit roll). Anyone trapped inside a lurker's clutches takes 1d6 points of damage per round from crushing, and will suffocate within 1d3+2 rounds unless the lurker is killed. There is normally only a 1/12 chance to detect a lurker's presence visually before it attacks, and it has a 2/3 chance to gain initiative automatically (unless a "surprise roll" system is being used, in which case the lurker has a 2/3 chance to gain surprise).

LYCANTHROPES

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons: only silver and magical weapons affect them. If anyone is attacked and brought below 1/2 hit points by a lycanthrope, the person will become a lycanthrope himself.

Lycanthrope, Werebear

Hit Dice: 7+3
Armor Class: 2 [10]
Attack Bonus: +3
Attacks: 2 claws (1d3), 1 bite (1d6+1d2)
Saving Throw: 7
Special: Lycanthropy, hit only by magic or silver weapons
Move: 9
Alignment: Neutrality or Chaos
XP: 800

Werebears are often found in temperate forests.

Lycanthrope, Wereboar

Hit Dice: 5+2
Armor Class: 4 [9]
Attack Bonus: +2
Attacks: Bite (2d6)
Saving Throw: 8
Special: Lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Neutrality or Chaos
XP: 400

Wereboars are often found in the remote wilderness.

Lycanthrope, Wererat

Hit Dice: 3
Armor Class: 6 [8]
Attack Bonus: +2
Attacks: Bite (1d3), Weapon (1d6)
Saving Throw: 9
Special: Control rats, lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Chaos
XP: 120

Wererats are often found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy, surprising opponents on 1-4 on a d6.

Lycanthrope, Weretiger

Hit Dice: 6
Armor Class: 3 [9]
Attack Bonus: +3
Attacks: 2 claws (1d3+1), 1 bite (1d12)
Saving Throw: 8
Special: Lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Neutrality or Chaos
XP: 600

Weretigers are often found in tropical cities and ancient jungle ruins, but will appear in more temperate climates as well, if tigers live in the surrounding wilderness.

Lycanthrope, Werewolf

Hit Dice: 4+4
Armor Class: 5 [9]
Attack Bonus: +2
Attacks: Bite (1d6+1d2)
Saving Throw: 8
Special: Lycanthropy, hit only by magic or silver weapons
Move: 12
Alignment: Usually Chaos
XP: 240

Werewolves are the traditional Lycanthropes seen in horror movies. They can turn into a wolf or into a wolf-man. Wolvesbane keeps them at bay. ■

Manticore

Hit Dice: 6+4
Armor Class: 4 [9]
Attack Bonus: +3
Attacks: 2 claws (1d3), 1 bite (1d6+1), 6 tail spikes (1d6)
Saving Throw: 8
Special: Tail spikes
Move: 12/18 (flying)
Alignment: Chaos
XP: 800

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

Medusa

Hit Dice: 6
Armor Class: 5 [9]
Attack Bonus: +3
Attacks: Weapon (1d3)
Saving Throw: 8
Special: Gaze turns to stone, snake-hair poison
Move: 9
Alignment: Chaos
XP: 800

The terrifying medusa has a female face but hair of writhing snakes; it has no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but inflicting a lethal poison with a successful hit (saving throw applies).

Merman

Hit Dice: 1+3
Armor Class: 7 [8]
Attack Bonus: +1
Attacks: Weapon (1d6)
Saving Throw: 10
Special: Breathe water
Move: 1/18 (swimming)
Alignment: Any
XP: 15

Mermen have the torso of a human and the lower body of a fish. Although the race is called "mermen," there are female members as well.

Minotaur

Hit Dice: 6+4
Armor Class: 6 [8]
Attack Bonus: +3
Attacks: Head butt (1d6+1d2), bite (1d3) and weapon (1d6+1)
Saving Throw: 8
Special: Never get lost in labyrinths
Move: 12
Alignment: Chaos
XP: 400

The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent. Minotaurs are often to be found in stone mazes and labyrinthine catacombs.

Mummy

Hit Dice: 6+4
Armor Class: 3 [9]
Attack Bonus: +3
Attacks: Fist (1d12)
Saving Throw: 8
Special: Rot, hit only by magic weapons
Move: 6
Alignment: Chaos
XP: 600

Mummies cannot be hit by normal weapons, and even magical weapons cause only half damage. In addition to normal damage, their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A *Cure Disease* spell can increase healing rate to one-half normal, but a *Remove Curse* spell is required to completely lift the mummy's curse.

Naga, Guardian

Hit Dice: 11
Armor Class: 3 [9]
Attack Bonus: +3
Attacks: Bite (1d6 + poison)
Saving Throw: 5
Special: Spit poison, constriction, spells.
Move: 18
Alignment: Law
XP: 2,300

The largest and noblest of the naga, guardian nagas are from 20 to 25 feet in length. They do not necessarily have a humanlike head, but some characteristic (a flowing mane of hair, for instance) will immediately set their appearance apart from normal serpents. They can bite or spit with lethal poison, and if they hit with their coils they automatically cause 1d6 points of constriction damage per round thereafter. Guardian nagas cast clerical spells (2/2/1/1).

A sample selection of spells for a guardian naga might include: level 1: *Cure Light Wounds* ×2; level 2: *Hold Person*, *Silence 15-foot Radius*; level 3: *Cure Disease*; level 4: *Cure Serious Wounds*.

Naga, Spirit

Hit Dice: 9
Armor Class: 4 [9]
Attack Bonus: +4
Attacks: Bite (1d3 + poison)
Saving Throw: 6
Special: Poison, charm gaze, spells.
Move: 12
Alignment: Chaos
XP: 2,300

Spirit nagas are malicious, evil creatures. Their gaze has the effect of a *Charm Person* spell, their bite is poison, and they cast both Magic-User spells (4/2/1) and Cleric spells (2/1). A sample spell selection for a spirit naga might be: Magic-User spells level 1: *Charm Person* ×2, *Magic Missile*, *Sleep*; level 2: *Mirror Image*, *Web*; level 3: *Protection from Normal Missiles*. Cleric spells level 1: *Cure Light Wounds* ×2; level 2: *Silence 15-foot Radius*. Such nagas are from 10 to 20 feet in length, and have a human head.

Naga, Water

Hit Dice: 7
Armor Class: 5 [9]
Attack Bonus: +4
Attacks: Bite (1d3 + poison)
Saving Throw: 7
Special: Poison, spells.
Move: 12/20 (swimming)
Alignment: Any
XP: 1,400

Water nagas might be of any alignment. They do not ordinarily have human heads, but like the guardian nagas they will have some physical attributes separating them clearly from normal serpents. In the case of water nagas, this might be the color of the scales or the presence of flowing beard-like fins, perhaps. Water nagas are from 10 to 15 feet long. Water nagas cast Magic-User spells (4/2/1). A sample spell selection for a water naga might be: level 1: *Charm Person* ×2, *Magic Missile*, *Sleep*; level 2: *Mirror Image*, *Web*; level 3: *Protection from Normal Missiles*.

Nixie

Hit Dice: 1d3 hit points
Armor Class: 7 [8]
Attack Bonus: +0
Attacks: Weapon (1d6)
Saving Throw: 10
Special: Charm
Move: 6/12 (swimming)
Alignment: Neutrality
XP: 10

Nixies are weak water fey creatures. One in ten of them has the power to cast a powerful *Charm Person* (-2 penalty to saving throw) that causes the victim to walk into the water and join the nixies as their slave for a year. Casting *Dispel Magic* against the curse has only a 3/4 chance of success, and once the victim is actually in the water the chance drops to 1/4. Nixies are ordinarily friendly, but they are capricious.

Ochre Jelly

Hit Dice: 6

Armor Class: 8 [8]
Attack Bonus: +3
Attacks: Acid-laden strike (2d6)
Saving Throw: 8
Special: Lightning divides creature
Move: 3
Alignment: Neutrality
XP: 400

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

Octopus, Giant

Hit Dice: 4
Armor Class: 7 [8]
Attack Bonus: +2
Attacks: 8
Saving Throw: 8
Special: Jet, Ink
Move: 9 (swimming)
Alignment: Neutrality
XP: 400

After a giant octopus hits with a tentacle, it does 1d6 points of damage per round, automatically, instead of the initial 1d3. Also, there is a 1/4 chance that the tentacle "hit" pinions one of the victim's limbs (roll randomly for left/right arms and legs to see which is immobilized). A giant octopus can jet water out to achieve a movement rate of up to 27, and can also release a huge cloud of ink to obscure its location. Some giant octopi might be able to move onto land for short periods of time.

Ogre

Hit Dice: 4+1
Armor Class: 5 [9]
Attack Bonus: +2
Attacks: Weapon (1d12)
Saving Throw: 8
Special: None
Move: 9
Alignment: Chaos
XP: 120

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

Ogre Mage

Hit Dice: 5+4
Armor Class: 4 [9]
Attack Bonus: +2
Attacks: Weapon (1d12)
Saving Throw: 8
Special: Magic use (see below)
Move: 12/18 (flying)
Alignment: Chaos
XP: 600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10-foot-radius circle of magical darkness, change into human form, cast *Sleep* and *Charm Person* once per day, and cast a *Cone of Frost* with a range of 60 feet to a base of 30 feet, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in *Puss-in-Boots*), so there might be many different interpretations of magical ogres whether or not they are called "ogre mage."

Orc

Hit Dice: 1
Armor Class: 6 [8]
Attack Bonus: +1
Attacks: Weapon, usually spear or scimitar (1d6)
Saving Throw: 10
Special: None
Move: 12
Alignment: Chaos
XP: 15

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



Figure 26: Orcs. Peter Pagano.

Owlbear

Hit Dice: 5+1
Armor Class: 5 [9]
Attack Bonus: +2
Attacks: 2 claws (1d6), 1 bite (2d6)
Saving Throw: 8
Special: Hug for additional 2d6 if to-hit roll is 10+
Move: 12
Alignment: Neutrality
XP: 240

Owlbears have the body of a bear but the beak of an owl, with some feathers on the head and places on the body as well. On an attack roll of 10+ (natural roll) with its claws, the owlbear grabs its victim and hugs it for an additional 2d6 points of damage.

Pegasus

Hit Dice: 4
Armor Class: 6 [8]
Attack Bonus: +2
Attacks: 2 hooves (1d6)
Saving Throw: 8
Special: None
Move: 24/48 (flying)
Alignment: Law
XP: 120

Pegasi are winged horses. Most have feathered wings, but some might have bat wings and some might be evil—at the Referee's discretion.

Piercer*Hit Dice:* 1 to 4*Armor Class:* 3 [9]*Attack Bonus:* +1 (1-2HD), +2 (3-4HD)*Attacks:* 1 drop/pierce (1d6 per HD)*Saving Throw:* 10, 9, 9, or 8*Special:* Drop from ceiling*Move:* 1*Alignment:* Neutrality*XP:* 1 HD (15), 2 HD (30), 3 HD (60), 4 HD (120)

Piercers resemble stalactites, and drop from cavern ceilings to pierce their victims. After falling (and feeding), they crawl slowly back to the ceiling in order to attack again. Note that the damage inflicted by a piercer is 1d6 per hit die of the creature.

Purple Worm*Hit Dice:* 15*Armor Class:* 6 [8]*Attack Bonus:* +6*Attacks:* Bite (2d12), sting (1d6)*Saving Throw:* 4*Special:* Poison sting, swallows whole*Move:* 9*Alignment:* Neutrality*XP:* 3,500

Purple worms are massive annelids that grow 40 feet 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 2 higher than the needed number. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. In addition, the poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted with such natural weaponry (or perhaps still do, in deep places), must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

Rakshasa*Hit Dice:* 7*Armor Class:* -4 [13]*Attack Bonus:* +3*Attacks:* 2 claws (1d3) 1 bite (1d6)*Saving Throw:* 9*Special:* Illusory appearance, special magic resistance, spells*Move:* 15*Alignment:* Chaos*XP:* 2,000

Rakshasas are evil spirits from Indian mythology. Their true form is that of a demon with the head of a tiger or other predatory animal, but by magical illusion they always appear to others in a friendly or non-threatening form. Rakshasas can only be affected by the most powerful of spells (level 8 or 9), and they can only be hit with magical weapons. Crossbow bolts that have been blessed by a Cleric are the bane of the rakshasa—such bolts are treated as +3 weapons against them. Rakshasas are minor spell casters, able to cast Magic-User spells (3/2/1) and Cleric spells (1 Level-1 spell). Typical spells for a rakshasa might be:

Magic-User level 1: *Magic Missile* ×3; level 2: *Mirror Image*, *Web*; level 3: *Fly*.

Cleric level 1: *Cure Light Wounds*.

Rat, Giant*Hit Dice:* 1d3 hit points*Armor Class:* 7 [8]*Attack Bonus:* +0*Attacks:* Bite (1d3)*Saving Throw:* 10*Special:* 1/18 are diseased*Move:* 12*Alignment:* Neutrality*XP:* 5

Giant rats are often found in dungeons, and are about the size of a cat, or perhaps a lynx. The bite of some (1 in 18) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.

Rat, Giant (Monstrously Huge)*Hit Dice:* 3*Armor Class:* 6 [8]*Attack Bonus:* +2*Attacks:* 2 claws (1d3), 1 bite (1d6)*Saving Throw:* 9*Special:* 1/18 are diseased*Move:* 12*Alignment:* Neutrality unless intelligent (Chaos)*XP:* 120

Giant rats (monstrously huge) are often found in dungeons, and are vicious predators the size of a wolf. The bite of some (1 in 18) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Referee.

Roc*Hit Dice:* 12*Armor Class:* 4 [9]*Attack Bonus:* +5*Attacks:* Bite (3d12), 2 claws (3d6)*Saving Throw:* 4*Special:* None*Move:* 3/30 (flying)*Alignment:* Neutrality or Law*XP:* 2,000

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

Salamander*Hit Dice:* 7*Armor Class:* 4 [9]*Attack Bonus:* +3*Attacks:* Touch and constrict (2d6 + 1d6 heat), 1 weapon (1d6)*Saving Throw:* 7*Special:* Heat, constrict*Move:* 9*Alignment:* Chaos*XP:* 800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human and the lower body of a snake, and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of

fire damage, and they wrap their tails around foes to cause an additional 2d6 points of crushing damage per round as the victim writhes in the deadly heat of the serpentine coils. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Sea Monster

Hit Dice: 30
Armor Class: 2 [10]
Attack Bonus: +6
Attacks: Bite (3d12)
Saving Throw: 4
Special: Swallow whole
Move: 0/18 (swimming)
Alignment: Neutrality
XP: 12,900

Sea monsters generally (but not always) resemble bizarre fish, long-necked monsters with seal-like bodies, or massive eels, although virtually all have a hide of incredibly tough scales. In general, their appearance is quite varied, for there does not appear to be a particular "species" of sea monster. Sea monsters swallow their prey whole, like sea serpents: if the attack roll is 2 over the required number (or a natural 12), the victim is swallowed, will die in an hour, and will be fully digested within a day. Sea monsters are not generally venomous. They are generally encountered underwater; unlike sea serpents, they seldom venture to the surface.

Sea Serpent

Hit Dice: 15
Armor Class: 6 [8]
Attack Bonus: +3
Attacks: Bite (2d12)
Saving Throw: 4
Special: Swallow whole
Move: 0/20 (swimming)
Alignment: Neutrality
XP: 3,500

A fully-grown sea serpent is approximately 50 feet in length, and will swallow a person whole on any attack roll in which the die rolled is 2 or more over the required number, and always if the die roll is a 12. Swallowed victims will be dead within an hour, and fully digested within one day. Some sea serpents are also venomous, in which case their XP value is 4,100.

Shadow

Hit Dice: 3+3
Armor Class: 7 [8]
Attack Bonus: +2
Attacks: 1 touch (1d3 + Strength drain)
Saving Throw: 9
Special: Drains 1 Strength point with hit, can only be hit by magical weapons
Move: 12
Alignment: Chaos
XP: 120

Shadows may or may not be undead creatures: they are immune to *Sleep* and *Charm*, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing: a manifestation, perhaps, or a creature from another dimension (or gaps in the dimensions). Shadows are dark and resemble actual shadows, though they may be even darker in coloration. They are not corporeal, and can only be harmed

with magical weapons or by spells. Their chill touch drains one point of Strength with a successful hit, and if a victim is brought to a Strength attribute of 0, he or she is transformed into a new shadow. If the person does not come to such a dark ending, then Strength points return after 90 minutes (9 turns).



Figure 27: *Shadows*. Peter Pagano.

Shambling Mound

Hit Dice: 7 to 12
Armor Class: 1 [10]
Attack Bonus: +3 (7-8HD), +4 (9-11HD), +5 (12HD)
Attacks: 2 fists (2d6)
Saving Throw: 7, 7, 6, 6, 5, or 4
Special: Immunities, enfold and suffocate victims.
Move: 6
Alignment: Neutrality
XP: HD 7 (1,400); HD 8 (1,700); HD 9 (2,000); HD 10 (2,300); HD 11 (2,600); HD 12 (2,900)

Shambling mounds are moving plants, huge masses of slimy vegetation that shamble through swamps and marshes looking for prey. They have a roughly bipedal shape, with two 'legs' and two 'arms.'

Shambling mounds are immune to fire because of their slimy, wet bodies. They take only half damage from cold, and half damage from weapons of any kind. Electricity causes a shambling mound to gain one hit die. If a shambling mound hits with both arms, the victim is enfolded into the slimy body and will suffocate in 2-8 melee rounds unless freed.

Shrieker

Hit Dice: 3
Armor Class: 7 [8]
Attack Bonus: +2
Attacks: None
Saving Throw: 9
Special: Shriek
Move: 1
Alignment: Neutrality
XP: 60

Shriekers are huge mushrooms with tough, fibrous bodies. They do not physically attack, but if light shines on them (or within about 30 feet) or if anything moves near them (within about 10 feet), they emit a high-pitched shrieking noise. This noise causes 1 hp damage per round (saving throw applies) to anyone nearby (within 30 feet). The true danger of shriekers is that they tend to summon wandering monsters. If they are attacked with missile weapons, they will attempt to shuffle away, although they do not move very fast.

Skeleton

Hit Dice: 1
Armor Class: 8 [8]
Attack Bonus: +1
Attacks: Weapon or strike (1d6)
Saving Throw: 10
Special: None
Move: 12
Alignment: Neutrality
XP: 15

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

Slithering Tracker

Hit Dice: 4
Armor Class: 5 [9]
Attack Bonus: +2
Attacks: No normal attack
Saving Throw: 8
Special: Transparent, paralysis
Move: 12
Alignment: Neutrality
XP: 400

Perhaps the most dangerous of wandering monsters, slithering trackers are a form of transparent slug and may be related to gelatinous cubes. They are difficult to see (1/9 chance for a person to spot it, and he may lose sight of it again in the next round). Unless they are starving, they do not attack moving prey (1/18 chance to be starving). Instead, they follow the potential prey until it sleeps or camps. They can ooze under doors and through fairly small cracks, so even a barricaded room with a closed door is probably not safe. When it attacks, the victim must make a saving throw or be paralyzed by the slitherer's secretions. A paralyzed victim will be sucked dry of all body fluids in 5 turns (50 minutes), losing 20% of hit points each 10 minutes.

Slug, Giant

Hit Dice: 12
Armor Class: 8 [8]
Attack Bonus: +5
Attacks: Bite (1d12) or acid
Saving Throw: 4
Special: Spit acid (6d6)
Move: 6

Alignment: Neutrality
XP: 2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva at one target at a time. The base range for spitting is 60 feet, and within this range the slug's spittle will be 3/6 likely to hit (no other to-hit roll required). For every additional 12 feet of range, the chance to hit decreases by 1/6. On its first spitting attack, the slug only has a 1/6 chance to hit within 60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity, thus changing the damage inflicted.

Specter

Hit Dice: 7
Armor Class: 2 [10]
Attack Bonus: +3
Attacks: Spectral weapon or touch (1d6 + level drain)
Saving Throw: 7
Special: Level drain (2 levels) with hit
Move: 15/30 (flying)
Alignment: Chaos
XP: 1,100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, with either 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 as well, a pitiful thrall to its creator.

Spider, Giant (Smaller)

Hit Dice: 1+1
Armor Class: 8 [8]
Attack Bonus: +1
Attacks: Bite (1 hp + poison)
Saving Throw: 10
Special: Poison (+2 save or die)
Move: 9
Alignment: Neutrality
XP: 60

Giant spiders are aggressive hunters.

Spider, Giant (Man-sized, 4-foot diameter)

Hit Dice: 2+2
Armor Class: 6 [8]
Attack Bonus: +1
Attacks: Bite (1d6 + poison)
Saving Throw: 9
Special: Poison (+1 save or die), surprise
Move: 18
Alignment: Neutrality unless intelligent (Chaos)
XP: 240

Giant spiders are aggressive hunters. Man-sized giant spiders surprise on a roll of 1-5 on a d6, being able to hide well in shadows.

Spider, Giant (Greater, 6-foot diameter)

Hit Dice: 4+2
Armor Class: 4 [9]
Attack Bonus: +2
Attacks: Bite (1d6+2 + poison)
Saving Throw: 8

Special: Poison (save or die), webs

Move: 4

Alignment: Chaos

XP: 600

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 ft per round) through the webs.

Spider, Phase

Hit Dice: 2+2

Armor Class: 3 [9]

Attack Bonus: +1

Attacks: Bite (1d6 + poison)

Saving Throw: 9

Special: Poison (+1 save or die), phase shifting

Move: 18

Alignment: Neutrality

XP: 400

Giant spiders are aggressive hunters. Phase spiders can shift out of phase with their surroundings (so they can be attacked only by ethereal creatures), only to come back into phase later for an attack.

Squid, Giant

Hit Dice: 6

Armor Class: 3 [9] (body shell), 7 [8] tentacles and front

Attack Bonus: +3

Attacks: 10 (1d3)

Saving Throw: 8

Special: Jet, Ink, Constrict

Move: 9 (swimming)

Alignment: Neutrality

XP: 1,100

After a giant squid hits with a tentacle, it does 1d6 points of damage per round, automatically, instead of the initial 1d3. Also, there is a 25% chance that the tentacle "hit" pinions one of the victim's limbs (roll randomly for left/right arms and legs to see which is immobilized). A giant squid can jet water out to achieve a movement rate of up to 27, and can also release a huge cloud of ink to obscure its location. If a giant squid wraps its tentacles around a ship, the ship will be crushed in 10 rounds, taking damage throughout that time.

Stirge

Hit Dice: 1+1

Armor Class: 7 [8]

Attack Bonus: +1

Attacks: "Sting" (1d3 + blood drain)

Saving Throw: 10

Special: Drain blood 1d3/round

Move: 3/18 (when flying)

Alignment: Neutrality

XP: 15

Resembling small, feathered, winged anteaters, stirges have a proboscis which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d3 hp per round.

Tick, Giant

Hit Dice: 3

Armor Class: 4 [9]

Attack Bonus: +2

Attacks: Bite (1d3)

Saving Throw: 9

Special: Drains blood

Move: 3

Alignment: Neutrality

XP: 60

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2-8 days. (*Cure Disease* spells will remove the infection.) A giant tick can be forced off a victim by fire or by simply killing it.

Titan

Hit Dice: 16 HD + 1d6 HD

Armor Class: 2 [10] (17HD), 1 [10] (18HD), 0 [11] (19HD), -1 [12] (20HD), -2 [12] (21HD), -3 [13] (22HD)

Attack Bonus: +6

Attacks: Weapon (2d6)

Saving Throw: 4

Special: Spells

Move: 21

Alignment: Any

XP: 17 HD (4,100), 18+ HD (Add 300 XP per additional HD over 17)

Titans are mythological creatures, almost as powerful as gods. A titan has 2 Magic-User spells of each spell level from 1st-level spells to 7th-level spells, and 2 Cleric spells of each spell level from 1st to 7th. The Referee might choose to substitute other magical abilities for spells—these creatures vary considerably in powers and personalities from one to the next.

One possible spell list for a titan might include the following Magic-User and Cleric spells:

Magic-User: *Charm Person* (1), *Sleep* (1), *Invisibility* (2), *Mirror Image* (2), *Fireball* (3), *Fly* (3), *Polymorph Other* (4), *Confusion* (4), *Conjure Elemental* (5), *Feeblemind* (5), *Anti-magic Shell* (6), *Stone to Flesh* (6), *Limited Wish* (7), *Power Word Stun* (7).

Cleric: *Light* (1), *Protection From Evil* (1), *Hold Person* (2), *Speak with Animals* (2), *Cure Disease* (3), *Dispel Magic* (3), *Cure Serious Wounds* (4), *Neutralize Poison* (4), *Finger of Death* (5), *Quest* (5), *Blade Barrier* (6), *Word of Recall* (6), *Earthquake* (7), *Resurrection (Raise Dead Fully)* (7).

Trapper Beast

Hit Dice: 10 to 12

Armor Class: 3 [9]

Attack Bonus: +4 (10-11HD), +5 (12HD)

Attacks: 1 enfold

Saving Throw: 5, 5, or 4

Special: Immunities; enfold and smother

Move: 1

Alignment: Neutrality

XP: 10 HD (1,700), 11 HD (2,000), 12 HD (2,300)

Trapper-beasts are large manta-like creatures resembling the stone floors of the subterranean areas where they live. When prey steps onto the trapper's body, it whips up its wings to enfold and smother its victims (to a maximum of four). Death occurs in 7 melee rounds. Cold does not damage them, and fire inflicts only half damage.

Treant

Hit Dice: 6 HD + 1d6 HD

Armor Class: 2 [10]

Attack Bonus: +3 (7-8HD), +4 (9-11HD), +5 (12HD)

Attacks: 2 strikes (2d6, 3d6, or 4d6)

Saving Throw: 7, 7, 6, 5, 5, or 4

Special: Control trees

Move: 12

Alignment: Neutrality

XP: 7 HD (600), 8 HD (800), 9 HD (1,100), 10 HD (1,400), 11 HD (1,700) 12 HD (2,000)

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

Troll

Hit Dice: 6+3

Armor Class: 4 [9]

Attack Bonus: +3

Attacks: 2 claws (1d3), 1 bite (1d6)

Saving Throw: 8

Special: Regenerates

Move: 12

Alignment: Chaos

XP: 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.

Unicorn

Hit Dice: 4+5

Armor Class: 2 [10]

Attack Bonus: +2

Attacks: 2 hoofs (1d6), 1 horn (1d6)

Saving Throw: 8

Special: Magic resistance (25%), double damage for charge, teleport

Move: 24

Alignment: Law

XP: 240

Unicorns are generally shy and benevolent creatures, who will allow only a chaste maiden to approach them. They can teleport once per day to a distance of 360 ft, with a rider. The unicorn’s horn has healing properties, according to legend. (The details of this, if any, are left to the Referee). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

Vampire

Hit Dice: 7-9

Armor Class: 2 [10]

Attack Bonus: +3 (7-8HD), +4 (9HD)

Attacks: Bite (1d6+1d3 + level drain)

Saving Throw: 7, 7, or 6

Special: See below

Move: 12/18 (flying)

Alignment: Chaos

XP: 7 HD (1,100), 8 HD (1,400), 9 HD (1,700)

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when

“killed” in this way they turn into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into a gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire’s eyes necessitates a saving throw at -1, or the character is charmed (per the *Charm Person* spell). Most terrifyingly, a vampire’s bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (though these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of “good” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator.

This description will be recognized easily as the “Dracula” type of vampire. Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?



Figure 28: *Wights*. Peter Pagano.

Wight

Hit Dice: 3

Armor Class: 5 [9]

Attack Bonus: +2

Attacks: Claw (1 hp + level drain)

Saving Throw: 9

Special: Level drain (1 level) with hit, can only be hit by magical or silver weapons

Move: 9

Alignment: Chaos
XP: 240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels by a wight becomes a wight.

Will-o-the-Wisp

Hit Dice: 9
Armor Class: -8 [14]
Attack Bonus: +4
Attacks: Shock (2d6)
Saving Throw: 6
Special: Change appearance, lightning
Move: 18
Alignment: Chaos
XP: 1,400

Will o' the wisps are phantom-like shapes of eerie light, creatures that live in dangerous places and try to lure travelers into quicksand, off the edges of cliffs, etc. They usually inhabit swamps or high moors. They can brighten or dim their own luminescence, and change their shapes as well, to appear as a group of lights, a wisp of light, or in the glowing wraithlike shape of a human (often female). They will generally depart if the attempt to lead victims into danger fails, but if they are attacked they can defend themselves with violent shocks of lightning-like power. These creatures are intelligent, and can be forced to reveal the location of their treasure hoards.

Wolf

Hit Dice: 2+2
Armor Class: 7 [8]
Attack Bonus: +1
Attacks: Bite (1d3+1d2)
Saving Throw: 9
Special: None
Move: 18
Alignment: Neutrality
XP: 30

Wolves are pack hunters, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

Worg

Hit Dice: 4
Armor Class: 6 [8]
Attack Bonus: +2
Attacks: Bite (1d6+1)
Saving Throw: 8
Special: None
Move: 18
Alignment: Chaos
XP: 120

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

Wraith

Hit Dice: 4
Armor Class: 3 [9]
Attack Bonus: +2
Attacks: Touch (1d6 + level drain)
Saving Throw: 8
Special: Level drain (1 level) with hit
Move: 9

Alignment: Chaos
XP: 400

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Wyvern

Hit Dice: 8
Armor Class: 3 [9]
Attack Bonus: +3
Attacks: Bite (2d6) or sting (1d6)
Saving Throw: 8
Special: Poison sting
Move: 6/24 (flying)
Alignment: Neutrality
XP: 1,100

A wyvern is a two-legged form of dragon. These creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Each wyvern has a poisonous sting at the end of its tails. However, they are not coordinated enough to attack with both bite and sting in a single round. In any given round, a wyvern is 2/3 likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

Yellow Mold

Attacks: 1d6 damage if touched
Special: Poisonous spores
XP: 60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (1/2 chance) release a cloud (roughly 10 feet in diameter) of poisonous spores. Failing a saving throw against the spores means that the character dies a rather horrible death. Even just touching yellow mold inflicts 1d6 points of acid damage on the creature doing the touching. These growths can be destroyed with fire.

Yeti

Hit Dice: 5
Armor Class: 6 [8]
Attack Bonus: +2
Attacks: 2 fists (1d6)
Saving Throw: 8
Special: Immune to cold, hug, fear
Move: 14
Alignment: Chaos
XP: 600

Yetis are the "Bigfoot" creatures of the arctic and the high mountains. If a yeti strikes the same opponent with both fists, it bear-hugs for an additional 2d6 points of damage. Anyone caught in the yeti's arms like this must make a saving throw or be paralyzed with fear for 1d3 rounds, during which time the yeti hits automatically. Yetis are very intelligent, and can be quite malevolent. They are immune to normal and magical cold.

Zombie

Hit Dice: 2
Armor Class: 8 [8]
Attack Bonus: +1
Attacks: Weapon or strike (1d6)

Saving Throw: 9

Special: Immune to sleep and charm spells

Move: 6

Alignment: Neutrality

XP: 30

Zombies are mindless creatures, the walking dead. (These are merely animated corpses, not carriers of any sort of undead contagion as are ghouls.) If their Undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease, they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Tougher Monsters There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing über-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, spider-goblins, or fire-resistant mummies just to keep the players on their toes.

Creating Monsters Monsters are not Player Characters, and their abilities are not at all determined by the rules for PC's 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 at rulebooks finding out what you are "allowed" to do.

PART 7: TREASURE

Gems and enchanted items, the pale gleam of gold in rotted treasure chests, great piles of coins shifting beneath the scaly bulk of a dragon's body —what adventurer can resist the lure of treasures?



Figure 29: *Tradeoffs*. Peter Pagano.

The amount of treasure a monster owns or guards is usually related to the monster's level. As a general guideline, the monetary value of a treasure ought to be about 2-4 times the monster's value in experience points. Keep in mind that hunting and patrolling monsters likely will not be carting their treasure around with them. If the characters cannot find the monster's lair, they may get none of the treasure. Also, it obviously does not make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, those are the breaks. You cannot make the game perfectly fair, trying too hard is not worth your time, and too much fairness feels artificial to the players, too.

GENERATING A RANDOM TREASURE HOARD

Begin by multiplying the total XP value of the monsters by $1d3+1$. This is the total gp value of the hoard for purposes of determining what is in it. Divide it into coins (gold, silver, copper, etc.), jewelry, gems, and possibly other valuables

(pelts, tapestries, trinkets, etc.). Treasures should be interesting —an endless series of "another treasure worth 100 gp in total" is a sure-fire recipe for boring your players.

In addition, treasures might contain magical items.

- For every 5,000 gp in value, there is a 1/36 chance of trading out 5,000 gp for an item on the Major Magic Items table (Table 28).
- For every 1,000 gp in value, there is a 1/36 chance of trading out 1,000 gp for an item on the Medium Magic Items table (Table 29).
- For every 100 gp in value, there is a 1/36 chance of trading out 100 gp for an item on the Minor Magic Items table (Table 30).

It is suggested that the Referee begin with the 5,000 gp values and work down to the 100 gp values.

Always remember that these tables are merely guidelines — if you desire the placement of a particular item or treasure type, or to stick to gold pieces only, go ahead and do it! These tables are here only to help when wanted.

Table 28: Major Magic Items

Roll	Result
1	Roll six times for Potions (Table 31)
2	Roll $1d6+12$ for Scrolls (Table 32)
3	Roll $1d6+12$ for Magic Armors and... (Table 34)
4	Roll $1d18+36$ for Remarkable Magic... (Table 42)

Table 29: Medium Magic Items

Roll	Result
1	Roll three times for Potions (Table 31)
2	Roll $1d6+6$ for Scrolls (Table 32)
3	Roll $1d6+6$ for Magic Armors and... (Table 34)
4	Roll $1d18+18$ for Remarkable Magic... (Table 42)

Table 30: Minor Magic Items

Roll	Result
1	Roll once for Potions (Table 31)
2	Roll $1d6$ for Scrolls (Table 32)
3	Roll $1d6$ for Magic Armors and... (Table 34)
4	Roll $1d18$ for Remarkable Magic... (Table 42)

TREASURE TRADE OUT (EXAMPLE #1)

If you populate an area with 5 skeletons, their total XP value would be 75. If you were to roll a 1 on the $d3$, the total treasure value for that encounter would be $(1+1) \times 75 = 150$ gp. There is a 1/36 chance of trading out 100 gp of that treasure for one minor magic item. If you roll 12 on $2d6$, then the treasure value of that encounter would be 50 gp (in coins, gems, or other valuables), and one item rolled on the Minor Magic Items table.

TREASURE TRADE OUT (EXAMPLE #2)

You place a fearsome minotaur in a locked dungeon room for a total of 400 XP. If you were to roll a 2 on the d3, the total treasure value for this encounter would be: 1,200 gp. There is a 1/36 chance of trading out 1,000 gp of that treasure for one medium magic item. If you roll 12 on 2d6, then the treasure value on that encounter would be 200 gp and one item rolled on the Medium Magic Items table. With the remaining gold, you can roll twice to check if there is one minor item (or do what suits the hoard better).

MAGIC ITEMS DESCRIPTIONS

ABBREVIATIONS

Many of the magic items found in the game can only be used by certain character classes. This information is abbreviated in the tables as follows:

- (A) The item can be used by members of **any** class.
- (C) The item can only be used by **Clerics** (and Druids).
- (F) The item can only be used by **Fighters**.
- (M) The item can only be used by **Magic-Users**.
- (T) The item can only be used by **Thieves**.

If an item has more than one abbreviation, it is usable by the character classes indicated, but no others. For example, a magic item labeled (C, M) is usable by members of the Cleric classes (Clerics and Druids) and by Magic-Users, but not by any other character classes.

POTIONS

Strange alchemical brews, in dusty, stoppered bottles, are to be found in many of the forgotten or forbidden places of the world. Time has often worn away any markings once left to identify the contents of these mysterious mixtures, if the alchemist ever chose to label them in the first place. The consequences of drinking the products of alchemy can be varied: some of these can produce wondrously useful effects, but others might be deadly poisons!

In general, since potions are the product of alchemy rather than magic, they will neither be apparent to *Detect Magic* spells, nor easily identified without tasting and experimentation. If the Referee decides that alchemy instead manipulates magic, as opposed to fantastical but otherwise natural chemistry, then *Detect Magic* and *Dispel Magic* would work upon potions.

Potions are usable by all character classes. Unless otherwise noted, potion effects have a duration of 1d6+6 turns.

Table 31: Potions

Roll	Result
1	Animal Control
2	Clairaudience
3	Clairvoyance
4	Diminution
5	Dragon Control
6	Ethereality
7	Fire Resistance
8	Flying
9	Frozen Concoction
10	Gaseous Form
11	Giant Strength
12	Growth
13	Heroism
14	Invisibility
15	Invulnerability
16	Levitation
17	Plant Control
18	Poison
19	Slipperiness
20	Treasure Finding
21	Undead Control
22-31	Healing
32-36	Mana

— Potions' Descriptions —

Animal Control: As per the spell.

Clairaudience: As per the spell.

Clairvoyance: As per the spell.

Diminution: This potion causes the drinker to shrink down to six inches tall for 2d6 hours. Taking smaller doses of the potion results in less of a reduction in size.

Dragon Control: The drinker gains the ability to control dragons of a certain type after partaking of this type of potion. 1d3 dragons of a specific type (determined randomly by the Referee) can be affected as per *Charm Monster*.

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

Fire Resistance: The drinker becomes immune to normal fire, gains +1 on saving throws against fire attacks, and suffers only half damage to magic fire attacks that do not permit saving throws.

Flying: As per the spell.

Frozen Concoction: These potions can be readily identified because they are often one or two degrees cooler than the surrounding temperature. The potion allows the imbiber to climb walls without falling, and not to drop held items when surprised or frightened.

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

Giant Strength: The character becomes unbelievably strong for the potion's duration, gaining an additional 1d6 to damage rolls and +2 to hit (in addition to any normal bonuses, including existing Strength bonuses).

Growth: The character grows to 30 feet in height.

Healing: This potion cures 1d6+1 hit points of damage (of course there are more potent versions at the Referee's discretion).

Heroism: The imbiber gains +1 to attacks and +2 to damage.

Invisibility: As per the spell.

Invulnerability: The drinker gains a bonus of +1 on saving throws; moreover, any opponents attack with a penalty of -1.

Levitation: As per the spell.

Mana: This potion restores 1d3+1 mana points (of course there are more potent versions at the Referee's discretion).

Plant Control: As per *Charm Plants* spell.

Poison: The drinker must make a successful saving throw or die. Some poisons cause instant death; others cause death within a certain number of rounds, or even turns. In the case of a few poisons, failing the saving throw causes damage rather than death—such weaker poisons generally also inflict a small amount of damage even if the saving throw is successful.

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

Treasure Finding: A character drinking this wonderful concoction can detect hoards of treasure within 400 feet.

Undead Control: The drinker can control undead, the type and number is determined by the Referee (randomly or otherwise).



Figure 30: Mmmmh ... Peter Pagano.

SCROLLS

With the exception of Protection and Portal Scrolls, which can be used by any character class, scrolls can only be used by a character class that can cast the appropriate type of spell. Thieves are exceptions to this rule at higher levels (see the class descriptions for more details).

Table 32: Scrolls

Roll	Result (50% Cleric, 50% Magic-User)
1	1 spell, level 1
2	1 spell, level 1d3
3	2 spells, level 1d2 each
4	Portal Scroll (single use)
5	Cursed Scroll
6	Protection Scroll (normal duration)
7	2 spells, level 1d4
8	2 spells, level 1d6+1 each
9	1 spell level 1d6 (+1 for Clerics, +3 otherwise)
10	Portal Scroll (two uses)
11	Cursed scroll
12	Protection Scroll (double duration)
13	5 spells, level 1d6 each
14	6 spells, level 1d6 each
15	7 spells, level 1d6 each
16	Portal Scroll (three uses)
17	Cursed scroll
18	Protection Scroll (triple duration)

Spells on a Scroll To determine the specific spells written on a scroll, refer to the list of spells for the appropriate type and level, and roll 1d18 (no spell list has more than 18 spells). If the die roll is higher than the number of spells, simply roll again until the result is low enough to indicate one of the spells on the list.

Table 33: Protection Scrolls

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

— Protection Scrolls' Descriptions —

Demons: All within a 10-foot radius around the reader are protected from the attacks of 1 demon per round. Duration: 40 minutes.

Drowning: All within a 10-foot radius of the reader gain the ability to breathe underwater. Duration: 1 full day.

Elementals: This scroll protects against a single elemental. Duration: 40 minutes.

Insects: All within a ten-foot radius around the reader are protected from insects. Duration: 1 hour.

Magic: An anti-magic shell with a radius of 10 feet surrounds and moves with the reader; spells cannot pass in or out of the shell. Duration: 1 hour.

Metal: Metal cannot harm the reader. Duration: 1 hour.

Poison: Poisons have no effect upon one who reads such a scroll aloud; moreover, any poisons, active or quiescent, in the scroll reader's body are instantly removed. Duration: 6 hours.

Undead: All within a 10-foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with fewer than 4 HD, and 2d6 undead with 4-5 HD, and 1d6 undead with 6+ HD are foiled by the protection of the scroll. Thus, the scroll is effective against all but a vast horde of undead. Duration: 1 hour.

Were-creatures: All within a 10-foot radius around the reader are protected from lycanthropes. Duration: 1 hour.

— Portal Scrolls —

A Portal Scroll allows the user to summon a magical gate for direct passage to the closest "active portal." Reading the scroll takes a full round, and any damage sustained during that round disrupts one use of the scroll. The gate can be crossed once in each direction before disappearing.

The Referee decides how stable these gates are: sometimes travellers may end up in unexpected portals, in dangerous planar anomalies filled with hungry demons (alien elemental spirits, zealous angels...), in different epochs.

— Cursed Scrolls —

Cursed scrolls can inflict curses ranging from the amusing to the annoying, and all the way to the unbelievably catastrophic. The Referee is encouraged to invent interesting curses that might be written on scrolls, in addition to the possibilities suggested below (roll 1d18). A successful saving throw will allow the reader to avoid the curse. Most curses can be removed with a *remove curse* spell.

1. Blindness (3d6 turns).
2. Causes an aversion: roll 1d6. The character gains a strong aversion to: (1) swords, (2) spiders, (3) armors, (4) spell casting, (5) bathing, (6) being underground.
3. Confusion. Character acts randomly.
4. Despondency (1d6 days' duration). The character will refuse to go anywhere, as there is simply no point to it.
5. Dimensional Vortex. The character is physically sucked up into the scroll, appearing as a new word on the page until rescued by a *remove curse* spell.
6. Hallucinations (3d6 turns). The exact nature of the hallucinations varies, but in general the character will either begin casting spells and/or attacking nearby people, or will remain fascinated by the colors, unwilling to move.
7. Levitation. The character levitates one inch off the ground, and cannot get back down.

8. Lose one point of a randomly-determined ability score.
9. Magically adhesive scroll.
10. Obedience (3d6 turns). The character does what anyone suggests.
11. Paralysis (3d6 turns).
12. Paralysis: Everyone in a radius of 20 feet must make a saving throw or be paralyzed for 3d6 turns, with the exception of the reader of the scroll, who is unaffected.
13. Permanent diminution in size. Some of these reduce the reader to half size (50%) and the rest reduce the reader to 6 inches tall.
14. Polymorph: roll 1d6. The character turns into (1) a pig, (2) a mouse, (3) a flamingo, (4) a talking parrot, (5) a dog, (6) a water buffalo.
15. Sleep (until curse is removed). In some cases, magical sleep can be broken by a kiss. Otherwise, the curse can only be removed by magic.
16. Smell. The character smells foul for 2d6 days.
17. Turned to stone.
18. Uncontrollable sneezing (3d6 turns). The reader is likely to attract wandering monsters, especially those that prey upon the weak.

MAGIC ARMORS AND WEAPONS

Roll 1d6 and add 0, 6, or 12, depending on whether the treasure is minor, medium, or major, then go to the corresponding subtable.

Table 34: Magic Armors and Weapons

Roll	Weapon or Armor
1	Cursed armor or shield
2	(+0,+1) missile weapon(s)
3	+1 shield
4	(+0,+1) melee weapon
5	+1 armor
6	Cursed weapon
7	(+1,+1) missile weapon(s)
8	+X shield
9	(+1,+1) melee weapon
10	+X armor
11	(+1,+1) melee weapon
12	(+0,+1) melee weapon with minor ability
13	(+1,+2) missile weapon(s)
14	(+1,+2) melee weapon
15	Unusual shield
16	Unusual armor
17-18	Unusual weapon

Caveat The benefit of a magical armor or shield is always shown with a + sign, but it is *subtracted* from Armor Class (the new [CA] is then determined via Table 11). A bonus of "+X" is decided by the Referee. Weapon modifiers describe (to hit, damage) bonuses, in order.

Table 35: Cursed Armor, Shields, and Weapons

Roll	Cursed Weapon or Armor
1-2	(-0,-1) weapon or -1 armor
3-4	(-1,-1) weapon or -X armor
5-6	(-1,-2) weapon or -2 armor
7	Attracts missiles
8	Causes the wearer to run away from combat
9	Causes the wearer to charge into combat

Cursed items cannot be put down without the casting of *Remove Curse* on the character. Missile attracting items attracts missile fire (even aimed at others nearby) and grant a +1 “to-hit” bonus to attack to such missiles.

Table 36: Magic Melee Weapon Types

Roll	Melee Weapon
1-2	Axe, battle
3	Axe, hand
4-5	Dagger
6	Hammer, war
7	Lance
8-10	Mace, heavy
11	Mace, light
12	Spear
13	Staff
14	Sword, Short*
15	Sword, Two-handed*
16	Sword, Bastard*
17-18	Sword, Long*

Magic Swords* (see Table 36) are often quite unique in their abilities, and some are actually intelligent in some way. A magical melee weapon that is determined to be a sword — even if the original result of the die roll did not indicate a “minor ability” or an “unusual weapon”— has a 25% chance to be a unique magical sword (see the Notes on Unique Magical Swords, below).

Table 37: Magic Armor Types

Roll	Armor
1	Leather armor
2	Chainmail
3	Plate mail
4	Other (Referee’s discretion)

Table 38: Magic Missile Weapon Types

Roll	Missile Weapon
1-8	2d6 arrows
9-10	1d12 sling stones
11	1 javelin
12-15	2d4 darts
16-18	2d6 crossbow bolts



Figure 31: Unusual armors. Peter Pagano.

Table 39: Minor Abilities for Melee Weapons

Roll	Minor Ability
1-3	+1 damage
4	Sheds light, 15ft radius
5	Protection from Evil (or Fear), 10ft radius
6	+X damage against specific foe

— Unusual Armors —

Table 40: Unusual Armors

Roll	Armor
1	Armor of Arrow Deflection
2	Demonic Armor
3	Ethereal Armor
4	Fiery Armor
5	+X save vs. fire (or poison, or ...)
6	Regenerates X hit points per turn
7	Regenerates X mana points per turn
8	Invisibility (once per day)
9	Fly (once per day, 1d3 hours)

Armor of Arrow Deflection: Missiles aimed at such armor have a to-hit penalty of -1.

Demonic Armor: The armor is possessed by a spirit or demon, with effects to be determined by the Referee. In general, such armor would provide both benefits and drawbacks.

Ethereal Armor: This is a +1 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts irrevocably to a normal +1 plate mail. In ethereal form, the wearer can attack and be attacked only by ethereal opponents.

Fiery Armor: This is a +1 armor that is surrounded by flames. These flames deal 1d3 damage to anyone attacking the wearer with melee weapons.

— Unusual Weapons —

Table 41: Unusual Weapons

Roll	Weapon
1	(+X,+Y) weapon, +Z damage vs. particular foe
2	(+X,+Y) blunt weapon that destroys undead
3	(+X,+Y) thrown weapon that returns to hand
4	(+X,+Y) weapon, extra attack
5	(+X,+Y) flaming weapon
6	(+X,+Y) freezing weapon
7	(+0,+1) dancing weapon
8	(+X,+Y) intelligent weapon
9	(+X,+Y) weapon, +Z to some ability of the wielder
10	(+X,+Y) weapon, +Z hit points to the wielder
11	(+X,+Y) weapon, +Z mana points to the wielder
12	(+X,+Y) weapon, double damage on natural 12

(+X,+Y) weapon, +Z damage vs. particular foe: This weapon normally provides to-hit and damage bonuses of +X and +Y, but vs. a particular type of foe (were-creatures, undead, giants, orcs, dragons, etc.) has a damage bonus of +Z instead of +Y.

(+X,+Y) blunt weapon that destroys undead: Such a weapon must be a mace, hammer, sling, or staff. Lesser types of undead (HD 1-3) do not get a saving throw against destruction.

(+X,+Y) thrown weapon that returns to hand: This axe, javelin, or hammer flies back to the thrower's hand.

(+X,+Y) weapon, extra attack: This weapon grants 1 additional attack, once per day (or some number of times determined by the Referee).

(+X,+Y) flaming weapon: The weapon burns with enchanted fire when held, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30-foot radius.

(+X,+Y) freezing weapon: This weapon is freezing cold, inflicting an additional 1d6 points of damage with successful hits.

(+0,+1) dancing weapon: A dancing weapon levitates to fight beside its owner without the need to be held. In the first round it is a (+0,+1) weapon, in the second round it is a (+1,+1) weapon, and in the third round it is a (+1,+2) weapon. After 3 rounds, the weapon dances no further until it is directed at a new opponent, but is (+0,+1) regardless.

(+X,+Y) intelligent weapon: Such weapons often have the ability to cast a particular spell once per day at the wielder's command. The spell will be either Cleric (50%) or Magic-User (50%), and will be of level 1d3. Moreover, they generally can communicate with their bearers, and sometimes (25% chance) can speak audibly. Even if the weapon cannot speak audibly, it will communicate with its wielder by telepathy when held.

— Notes on Unique Magical Swords —

Magic swords are capable of holding powerful dweomers, and are often forged with unusual and unique qualities. If a magic sword is Unique (25% chance), you may choose one of the abilities below (or roll 1d18), to determine these qualities. If a to-hit/damage bonus was not previously indicated by the tables (i.e. the sword was an "Unusual Weapon"), assign it. Roll 3d6 for intelligence if the sword is sentient.

1. Flaming Sword: The sword burns with enchanted fire when drawn from its sheath, inflicting an additional 1d6 points of damage with successful hits in combat. It can also be used as a light source with a 30-foot radius when unsheathed.
2. Dancing Sword: A dancing sword levitates to fight beside its owner without the need to be held. In the first round it is a (+0,+1) weapon, in the second round it is a (+1,+1) weapon, and in the third round it is a (+1,+2) weapon. After 3 rounds, the sword dances no further until it is directed at a new opponent, but remains a regular (+0,+1) sword regardless.
3. The sword detects traps as per the Clerical spell *Find Traps*.
4. The sword allows its wielder to see invisible objects.
5. The sword detects magic as per the *Detect Magic* spell.
6. The sword allows *Clairaudience*.
7. The sword allows the wielder to fly, as per the *Fly* spell.
8. The sword allows the wielder to levitate, as per the *Levitate* spell.
9. The sword may be used to heal 1d6 hit points, once per day.
10. The sword imbues the wielder with the special abilities of a dwarf, when the sword is drawn.
11. The sword imbues the wielder with the special abilities of an elf, when the sword is drawn.
12. The sword may be used to cause *Confusion* to enemies once per day.
13. The sword has a 25% chance to deflect arrows before the to-hit roll.
14. The sword awakens its owner when danger is near, but only if the owner is asleep.
15. The sword detects the presence of a particular type or class of monster.
16. The sword detects Lawful or Chaotic alignments within 20 feet.
17. Sentient Sword: communicates by telepathy to wielder only. The sword allows its wielder to change his or her facial appearance and create the appearance of a slightly larger or smaller size, all by illusion.
18. Sentient Sword: communicates by telepathy to anyone within 10 feet, and can speak aloud. The sword makes its wielder immune to all level-draining effects.

REMARKABLE MAGIC ITEMS

Table 42: Remarkable Magic Items

Roll	Item
1	Lesser Wand
2	Lesser Ring
3-18	Lesser Misc. Magical Item
19	Lesser Wand
20	Lesser Wand
21	Greater Wand
22	Lesser Ring
23	Lesser Ring
24	Greater Ring
25-36	Medium Misc. Magical Item
37	Greater Wand
38	Greater Wand
39	Greater Ring
40	Greater Ring
41	Staff
42-54	Greater Misc. Magical Item



Figure 32: Remarkable ... Peter Pagano.

— Wands —

Wands may only be used by Magic-Users. Wands that cast spells become useless when they reach zero charges, but can be recharged by casting the spell into the wand. Each such recharge, where a spell is cast into the wand, has a 1/18 chance of destroying the wand irrevocably. In some cases, a non-rechargeable wand might be found with a large

number of charges (e.g., 100). Wands may be used while in melee combat.

Table 43: Lesser Wands

Roll	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

Spells in a Wand To determine the specific spell cast by a lesser wand or a greater wand that casts a spell, refer to the list of spells for the appropriate type and level, and roll 1d18 (no spell list has more than 18 spells). If the die roll is higher than the number of spells, simply roll again until the result is low enough to indicate one of the spells on the list.

Table 44: Greater Wands

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

Wand of Cold: The wand casts a *Cone of Cold* 60 feet long, to a base 30 feet across at the far end. Creatures caught in the cone take 6d6 damage (saving throw applies for half damage). The wand holds 25 charges and cannot be recharged.

Wand of Detection, enemies: These wands detect enemies in a radius of 60 feet, if the enemies are thinking hostile thoughts. The wand is always active when held, and does not use charges.

Wand of Detection, magic: Wands of magic detection function as a *Detect Magic* spell with a range of 20 feet. The user gets a vague sense of what sort of magic is being detected. The wand is always active when held, and does not use charges.

Wand of Detection, metal: Such wands detect large caches of metal, within a range of 20 feet. The wand's user also gets a vague sense of the metal's type. The wand is always active when held, and does not use charges.

Wand of Detection, traps and secret doors: These wands detect traps and secret doors, with a range of 20 feet. The wand is always active when held, and does not use charges.

Wand of Fear: A wand of fear causes creatures in a cone-shaped path to flee (saving throw negates). There is a 2/3 chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. The wand holds 25 charges, and cannot be recharged.

Wand of Paralyzing: This sort of wand casts a cone of paralysis 60 feet long to a base 30 feet across at the end.

Creatures in the cone are paralyzed for 3d6 turns (saving throw negates). The wand holds 25 charges, and cannot be recharged.

Wand of Polymorph: Such wands are of two types. One type casts *Polymorph Self*, and the other casts *Polymorph Other*. The wand carries 10 charges, and cannot be recharged.

— Rings —

No more than two magic rings may be worn at a time (one on each hand) without unpredictable and potentially dire consequences.

Table 45: Lesser Rings

Roll	Ring
1	Fire Resistance (A)
2	Invisibility (A)
3	Luck (A)
4	Mammal Control (A)
5	Poison Resistance (A)
6	Protection, +X (A)

Lesser rings may be worn and used by members of any character class, as indicated in the table above.

Table 46: Greater Rings

Roll	Ring
1	Djinni Summoning (A)
2	Human Control (A)
3	Regeneration, Health (A)
4	Regeneration, Mana (C, M)
5	Shooting Stars (A)
6	Spell Storing, (C, M)
7	Spell Turning (A)
8	Telekinesis (A)
9	X-ray Vision (A)

Djinni Summoning: The wearer of the ring can summon a djinni, who will do the wearer's bidding, following instructions precisely and to the letter, no further. Such rings can be treacherous, but only for those who use them foolishly.

Fire Resistance: The wearer receives a +X to saving throws vs. magical fire, and is immune to normal fire.

Human Control: Such rings allow the wearer to cast *Charm Person* once per day, and to maintain the charm on up to 3 individuals at a time.

Invisibility: While wearing the ring, the wearer becomes invisible.

Luck: Dice can be re-rolled, once per day.

Mammal Control: The wearer controls 1d8 mammals at a range of up to 60 feet. Control does not extend to people or to giant animals.

Poison Resistance: The wearer receives a +2 to saving throws vs. poison.

Protection, +X: The wearer gains a bonus of X to armor class.

Regeneration, Health: The wearer regenerates one hit point per combat round, and thus cannot die unless the ring is removed or the wearer's body is burned.

Regeneration, Mana: The spell caster regenerates one point of mana per turn.

Shooting Stars: Once per day, the ring can unleash 1d6 lightning bolts that inflict 3d6 hit points each (saving throw indicating half damage).

Spell Storing: The ring contains 1d6 spells. Roll 1d6 for each spell to determine the spell level, and then determine the spell by rolling on the spell list for that level. If the class of the wearer allows to cast them, he can cast these spells without spending any mana point. Once a spell is cast, it cannot be cast a second time until the wearer has rested for 8 hours.

Spell Turning: Any spell directly aimed at the wearer of the ring is partially reflected back at the caster. Roll 1d9 × 10% to see how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

Telekinesis: The wearer can mentally lift and move 200 pounds of weight at a range of 120 feet.

X-ray Vision: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the wearer can see through solid rock is just over 10 feet, through solid metals (other than lead) is 1 foot, and through lead is 1 inch.

— Staffs —

Like wands, most staffs operate by using up charges. However, staffs are not as easily rechargeable as wands. Magic-Users will have to figure out how it is done, or hire a wizard to do it (if such a knowledgeable wizard can even be found). Most staffs carry 200 charges.

Table 47: Magic Staffs

Roll	Staff
1	Absorption (M)
2	Beguiling (C, M)
3	Command (C, M)
4	Healing (C)
5	Power (M)
6	Resurrection (C)
7	Snake (C)
8	Striking (C, M)
9	Withering (C)

Absorption: Absorbs up to 100 levels (i.e. mana points) of spells directed at the holder before its absorption properties cease forever. The holder can cast spells from the staff in response to hostile spells, using the staff's stored mana, of the exact level of the hostile spell directed at the caster, but the spell must be chosen from the list of spells the caster is able to cast.

Beguiling: Foes within a 20-foot range must make a saving throw or consider the holder to be a loyal friend for 4d4 rounds (uses one charge).

Command: A charge can be used to control humans (as per a *Charm Person* spell), plants, or animals.

Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts *Light* (no charge used), casts *Fireball* (4d6 damage), cold as a Wand of Cold, *Lightning Bolts* (4d6 damage), acts as a Ring of Telekinesis (costs one charge), and hits for 2d6 damage (no charge used).

Resurrection: These staffs only carry 10 charges, but a charge may be used to cast *Raise Dead*.

Snake: In combat, a Staff of the Snake is +1 to hit and +1 damage. When commanded (by using a charge) the staff coils around the target (with a successful hit) and pinions the victim for 1d4×10 minutes. This attack is only useful on a victim about the size of a human or smaller. The staff will slither back to its owner afterwards, at a speed of 24. Only Clerics can employ a Staff of the Snake.

Striking: This staff inflicts 2d6 points of damage with a successful hit (does not use charges).

Withering: The dreaded staff of Withering adds ten years of physical aging with a successful hit.

— Miscellaneous Magic Items —

Table 48: Lesser Miscellaneous Magical Items

Roll	Item
1	Arrow of Direction (A)
2	Bag of Holding (A)
3	Boots of Elvenkind (A)
4	Boots of Leaping (A)
5	Bracers of Defense (A)
6	Chime of Opening (A)
7	Cloak of Elvenkind (A)
8	Cloak of Protection, +1 (C, M, T)
9	Cursed Item (A)
10	Decanter of Endless Water (A)
11	Dust of Appearance (A)
12	Gauntlets of Swimming and Climbing (C, F, T)
13	Horseshoes of Speed (horses)
14	Luckstone (A)
15	Manual of Beneficial Exercise (A)
16	Pipes of the Sewers (A)
17	Rope of Climbing (A)
18	Rope of Entanglement (A)

Amulet against Scrying: The amulet protects the wearer from all scrying, such as *ESP* or being viewed through a crystal ball. Usable by: All Classes.

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

Arrow of Direction: Such a magic arrow points the direction of whatever the owner requests. It may be used only seven times in a single week. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10×5×3 feet, but the bag cannot carry more than 1,000 pounds of

Table 49: Medium Miscellaneous Magical Items

Roll	Item
1	Amulet against Scrying (A)
2	Boots of Flying (A)
3	Carpet of Flying (A)
4	Cloak of Displacement (A)
5	Cloak of Protection (C, M, T)
6	Deck of Many Things (A)
7	Figurine of the Onyx Dog (A)
8	Gauntlets of Ogre Power (C, F, T)
9	Helm of Reading Magic and Languages (A)
10	Hole, Portable (A)
11	Horn of Valhalla, “Some Metal” (depends)
12	Jug of Alchemy (A)
13	Manual of Quickness (A)
14	Medallion of ESP (A)
15	Mirror of Mental Scrying (A)
16	Robe of Blending (A)
17	Robe of Eyes (M)
18	Robe of Wizardry (M)

Table 50: Greater Miscellaneous Magical Items

Roll	Item
1	Amulet of Demon Control (C, M)
2	Beaker of Potions (A)
3	Items for Controlling Elementals (M)
4	Crystal Ball (M)
5	Efreeti Bottle (A)
6	Figurine of the Golden Lion (A)
7	Gauntlets of Dexterity (A)
8	Gem of Seeing (A)
9	Girdle of Giant Strength (A)
10	Helm of Fiery Brilliance (A)
11	Helm of Teleportation (M)
12	Horn of Blasting (A)
13	Lenses of Charming (A)
14	Libram of Magical Level Gain (A)
15	Manual of Beneficial Exercise (A)
16	Manual of Golems (M)
17	Necklace of Firebaubles (A)
18	Scarab of Insanity (A)

weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

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

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

Boots of Levitation: These boots allow the wearer to *Levi-*

tate (as per the spell), with unlimited duration. Usable by: All Classes.

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

Bracers of Defense, AC X: These bracers improve the wearer's armor class to the stated level; there is no effect if the wearer is already armored to the same or higher degree. The armor class granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Carpet of Flying: Flying carpets can carry as many as three people, and travel at a Movement Rate of 18 if they carry more than one passenger. With only one rider, the carpet moves at a Movement Rate of 30. Usable by: All Classes.

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

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

Cloak of Displacement: The wearer appears to be in a slightly different location, off from reality by a foot or so. The wearer's armor class improves by 1, and the cloak also grants a +1 saving throw against any targeted attack upon the one wearing it. Usable by: All Classes.

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

Cloak of Protection, +X: This cloak improves the wearer's armor class by X. Usable by: All but Fighter classes.

Crystal Ball: A crystal ball allows the user to see what is transpiring in whatever location he or she desires to see, over a considerable distance. Such a magic item may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some of these items may communicate sound, or even thoughts, from the area being scryed, although these are rare. Usable by: Magic-Users.

Cursed Item: See Table 51 for details of cursed items.

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

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per placard in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as desired (with the

deck re-shuffled each time), but once the player stops drawing cards, the deck disappears with a sound of faint, malevolent laughter. The results of the cards are as follows:

♥ *The Hearts*

- Ace: Gain 50,000 xp.
- King: Gain a magic item from Table 48.
- Queen: Gain 1d3 wishes.
- Jack: Gain the ability to summon an 8 HD warrior with (+1,+2) weapon, +2 armor, and +2 shield, to serve for a total of 1 hour.

♣ *The Clubs*

- Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous geas (per the spell).
- King: The character's most powerful magic item is sucked into the void and disappears.
- Queen: The character is instantly turned to stone, a look of great surprise frozen on the statue's face.
- Jack: The character loses one point from his Prime Attribute. (If the character has more than one Prime Attribute, determine randomly which will be affected.)

♠ *The Spades*

- Ace: Lose a level of experience.
- King: A warrior with 8 HD, (+1,+2) weapon, +2 armor, and +2 shield appears and attacks. When the warrior is killed, the body and all possessions disappear.
- Queen: The character dies instantly.
- Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

◇ *The Diamonds*

- Ace: Gain a map to a very significant treasure.
- King: Gain 5d6 items of jewelry.
- Queen: Gain a scroll of seven spells, all 2nd level or higher.
- Jack: Add one point to a single attribute of the player's choice.

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

Dust of Appearance (50%) or Disappearance (50%): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20-30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10-foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a *Detect Invisibility* spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.



Figure 33: *All that glitters*. Peter Pagano.

Efreeti Bottle: The efreeti that inhabits such a bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

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

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

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

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

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 17/18 chance of success per ten feet of climbing. Usable by: all but Magic-Users.

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

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

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. Anyone donning the helm gains a +4 on saving throws against fire damage, and can create a *Wall of Fire*. Fighters wearing the helm may command a weapon in hand to flame (+1d6 dam-

age). Magic-Users wearing the helm can add +1 to each die of damage inflicted by a *Fireball* or *Delayed Blast Fireball* spell. Clerics wearing the helm can ignite objects within 30 feet at will, and may cast *Light* or *Continual Light* spells with double radius. The wearer of the helmet is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed. Usable by: All Classes.

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

Helm of Teleportation: When the wearer casts a *Teleportation* spell on himself or herself, while wearing the helm, the teleportation is made without risk of error, anywhere the wearer desires. This may be done repeatedly (without further casting of the spell) for a period of one hour before the concatenation of spell and helm ends, and it may be done only once per day. The helm does not assist with *Teleportation* spells cast on anyone other than the wearer. Usable by: Magic-Users.

Hole, Portable: A portable hole is physically a piece of dark cloth, about 5 feet in diameter. However, it is also the mouth of an inter-dimensional hole 10 feet deep—items and people can fall or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name "portable." Usable by: All Classes.

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

Horn of Valhalla:

- **Iron:** The horn summons 2d4 berserk warriors (4 HD) to assist the one who wined the horn. Usable by: Fighters only.
- **Bronze:** The horn summons 2d4 berserk warriors (3 HD) to assist the one who wined the horn. Usable by: Fighters and Clerics.
- **Silver:** The horn summons 2d4 berserk warriors (2 HD) to assist the one who wined the horn. Usable by: All Classes.

Horseshoes of Speed: These horseshoes double a horse's movement rate. Usable by: Horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only 5 gallons of wine). It may be used no more than seven times per day, and will produce only one type of liquid per day. It does not produce magical liquids. Usable by: All Classes.

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

Libram, Magical (level gain): Magical librums grant a level of experience to the reader, if the reader is of the appropriate character class. Randomly determine the class for which the libram is written, from all character classes.

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

Manual of Beneficial Exercise: Reading this tome increases one of the reader's Attributes by 1 point (to a maximum of 18). The Referee may reveal the attribute in question to the players, or not. Usable by: All Classes.

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

Medallion of ESP: Functions as an ESP spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast *Clairaudience*, *Clairvoyance*, and *ESP*, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

Necklace of Firebaubles: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4×10 minutes), but it is wise to do so. When the rats arrive, there is an immediate 1/18 chance that they will not obey commands, and if the piper ceases to concentrate on the tune there is a 1/12 chance that the rats will begin to act of their own free will. Every subsequent round in which the piper fails to concentrate there is another chance to lose control, and the chance increases by 1/12 each time it is made (first round, 1/12, second round 2/12, etc.). Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of the surroundings, including the ability to appear as another one of a group of nearby creatures. The robe will make the wearer appear as a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 1/12 chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything the wearer looks upon is seen for what it is: invisible creatures become apparent, illusions are seen as such, and this sight even extends into the astral plane. The wearer cannot be ambushed or otherwise taken by surprise, and can follow the trail of anything that has passed by within the last day. Usable by: Magic-Users only.

Robe of Wizardry: This robe grants the wearer the ability to cast charm, polymorph, and hold spells with a 17/18 chance of success. The robes may be tied to specific alignments. Usable by: Magic-Users only.

Rope of Climbing: This item is a 50-foot length of rope that leaps magically upward when commanded, and can tie and untie itself upon command. Usable by: All Classes.

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

Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged using a Symbol of Insanity spell, but with a 1/18 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 dream up individualized cursed items, the samples below should prove useful as guidance:

Table 51: Cursed Items

Roll	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	Mirror of Opposition
9	Robe of Feeble-mindedness

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

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

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

Crystal Ball of Suggestion: This cursed item does not function as a crystal ball, but rather implants a *Sugges-*

tion (per the spell) in the viewer's mind. Powerful versions of this item might even implant a Geas.

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

Flask of 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.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeble-mindedness: Anyone donning this cloak has his or her intelligence reduced to that of a garden snail.

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Figure 34: ... not the end. Peter Pagano.