

Torch & Sword

*Rules inspired by Gary Gygax and Dave Arneson's
original 1974 fantasy roleplaying game*

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Contents

Preface	5
Introduction	7
Requirements	7
Recommended Reading	7
Player Characters	9
Character Creation Quick Steps	9
Abilities	9
Classes	9
Hit Points	10
Saving Throws	10
Alignment	10
Equipment	14
Hirelings	15
Inheritance	16
Baronies	16
Magic	17
Spells	17
Turning Undead	17
Spell Books	17
Magical Research	17
Magic-User Spells	17
Cleric Spells	22

Combat	25
Attacks & Damage	25
Death	25
Morale	25
Healing	25
Experience	25
Monsters	27
Treasure	33
Coins	33
Experience	33
Gems or Jewelry	33
Scrolls & Potions	35
Maps & Magic Items	36
Armor	36
Maps	37
Miscellaneous Magic Items	37
Rings	39
Swords	39
Wands and Staves	40
Weapons	41
Magic Item Saving Throws	41
Artifacts	41
Dungeons	43
Time	43
Movement	43
Light	43
Wandering Monsters	44
Surprise	44
Traps, Listening & Secret Doors	44

Wilderness	45
Travel	45
Cities	45
Castles	45
Angry Villagers	47
Mass Combat	47
Naval Combat	47
Aerial Combat	47
Other Planes	47
Appendices	49
Optional Rules & Ideas	49
Monsters by Hit Dice	51
OPEN GAME LICENSE Version 1.0a	53
Index	54

Preface

Goals of *Torch & Sword*

Why re-write the rules for this game? Why write them like this?

- The original out-of-print rule booklets are increasingly scarce and expensive.
- More people will play a 30+ year old game if they can download a free version of the rules.
- The existing clone rules (search the internet for “retro-clones” if you don’t know about them) have different design priorities. They include some rules from the post-1974 supplements, for example, and exclude most of the wilderness design rules.

What are the design priorities of *Torch & Sword*? Minimalism and fidelity.

By establishing a minimalistic framework, give referees a scaffold around which to build. It’s easier to add complexities you want than to simplify the complexities you don’t.

The ambiguities and omissions in the original three booklets are important. What is not written or unclear is a feature of the rules. Those gaps give referees room to make their own creative rulings.

As to fidelity, *Torch & Sword* hews as closely to the 1974 rules as necessary to make the play experience true to the original.

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Thanks

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Thanks to the OSR community, including Scott of Huge Ruined Pile, Delta of Delta’s D&D Hotspot, Dave of Sham’s Grog & Blog, and Philotomy of Philotomy’s OD&D Musings.

Thanks for the assistance, advice, and tolerance of my players.

Thank *you*, reader. Have fun.

This book is dedicated to my dad, who introduced me to the game.

Dear copy shop,

The author of this book hereby grants permission for anyone to make copies of anything or everything in this book for personal use. Heck, key-op, make a copy for yourself.

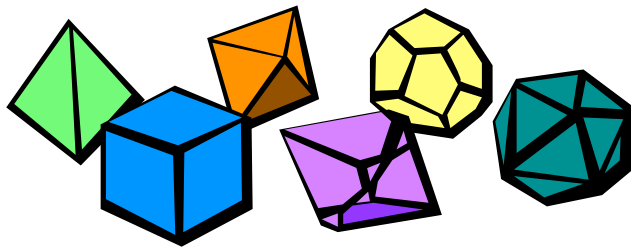
Introduction

Play the original 1974 fantasy roleplaying game, in which doughty fighting-men, zealous clerics, and sly magic-users seek treasure in a fantastic underworld populated by monsters!

One player acts as the referee, who creates a dungeon map populated by tricks, traps, monsters, and treasures. The other players take the role of player characters, who form a party to explore and remove treasure from the dungeon. Although the referee acts the part of the monsters and non-player characters, he is not the adversary of the players but an impartial judge.

As characters find treasure and kill monsters, they gain experience—experience that eventually leads to greater capabilities.

Many game actions are resolved with the throw of dice—dice with 4, 6, 8, 12, 10, and 20 sides. Abbreviations tell you which dice to roll. For example, *3d6* means to roll 3 six-sided dice, and add them together.



Requirements

You need this rule book. It provides a framework upon which the referee builds the game. The rules written here are only guidelines, and the referee is the final authority.

You will need pencils, paper (both lined and graph paper), and dice. Some players enjoy using miniature figures to represent their player characters and the monsters.

The most expensive requirement is time. The referee, in particular, spends considerable time on preparation. He should begin simply, and add complexity slowly.

Recommended Reading

Since the beginning of the hobby, swords and sorcery literature has been a key inspiration for fantasy roleplaying games. Read or re-read some of Robert E. Howard's Conan stories, Fritz Leiber's tales of Fafhrd and the Gray Mouser, Jack Vance's Dying Earth stories, and the John Carter of Mars saga by Edgar Rice Burroughs.

Matthew Finch's free PDF, *A Quick Primer for Old School Gaming*, describes one way to play games like *Torch & Sword*.

Player Characters

Character Creation Quick Steps

1. Roll 3d6 in order for strength, intelligence, wisdom, constitution, dexterity, and charisma.
2. Decide on a class (cleric, fighting-man, magic-user)
3. Boost prime requisite if desired/possible.
4. Roll hit points according to class.
5. Note saving throws.
6. Determine Fighting Capability (FC).
7. Decide on an alignment: law, neutrality, or chaos.
8. Note languages spoken, and number of languages that can be learned.
9. Roll $3d6 \times 10$ for starting GP. Buy equipment. All weapons do 1d6 damage.
10. Note Armor Class (AC).
11. Calculate encumbrance and movement rate.
12. Choose spells if appropriate.
13. Add any flavor text desired.
14. Solicit hirelings, finances and charisma permitting.

Abilities

Player characters have six ability scores: strength, intelligence, wisdom, constitution, dexterity, and charisma. Roll 3d6 for each ability to generate a score between 3–18.

Each character class has one ability of particular importance. This is called a prime requisite. The prime requisite of fighting-men is strength. The prime requisite of magic-users is intelligence. The prime requisite of clerics is wisdom. Players may wish to use points from other abilities to increase their prime requisite score, as shown in the Prime Requisite Boosting table (p.11).

Very high or low ability scores provide certain advantages or disadvantages. See the Ability Score Bonuses and Penalties table (p.11).

Classes

Fighting-Men

Fighting-men can use all magical weapons and armor. They do not cast magic spells. High-level fighters (Lords and above) may become barons, and build income-generating castles.

Magic-Users

Magic-users learn to cast spells magic-user spells from wizened teachers or dusty scrolls, and may even research new spells of their own. They can use any type of magic item, except for armor and weapons (arming themselves only with daggers). High-level magic-users (Wizards and above) can manufacture magic items.

Clerics

Clerics pray to cast cleric spells, and have a unique facility to *turn* away undead creatures. They can use any magic armor, although they may only use non-edged weapons. High-level clerics (Patriarchs and above) may build strongholds, and attract tithe-paying followers. By level 7, clerics must declare their allegiance to either Law or Chaos (see Alignment, p.10).

Dwarves

Dwarves may only be fighters, and never advance above level 6. When checking saving throws, dwarves add four levels to their actual level because of natural resilience. Dwarves speak their own dwarven tongue, and also the languages of gnomes, goblins, and kobolds. In dungeons, dwarves recognize fresh construction, traps, and sloping or shifting passages.

Elves

Elves act as both magic-users and fighters, but not at the same time. They must choose to adventure as one class or the other at the start of a game. Elves never advance beyond level 4 as fighting-men, and level 8 as magic-users. While acting as magic-users, they may continue to wear any magic armor they possess. In addition to their own tongue, elves speak the languages of gnolls, hobgoblins, and orcs. They have a better chance than other races to spot secret doors.

Halflings

Halflings may only be fighters, and never advance above level 4. They check saving throws like dwarves. Their skill gives halflings +1 to hit with missile weapons.

Other Types

At the discretion of the referee, characters can be other types. All characters should start weak, and become more capable through experience. Using a dragon as a player character, for example, works so long as it begins as a vulnerable hatchling.

Changing Character Class

Characters (other than elves) should stick with one class. Characters who insist on changing class must have an un-boosted score of

16+ in the prime requisite of the new class. Magic-users may never become clerics, and clerics may never become magic-users.

Hit Points

Hit points represent how much damage a character can sustain before dying. A character's hit points depend upon his class and level of experience. Level 1 magic-users have a single hit die (HD), which means they have 1d6 hit points. First level fighting-men have 1+1 HD, which means they have 2–7 hit points. Level 5 clerics have 4+1 HD, which means they have 5–25 hit points. See the Class Advancement table (p.12).

Saving Throws

Because of their fortitude or reflexes, characters sometimes have a chance to halve or entirely avoid damage or other undesirable effects such as death by poison or being turned to stone by a medusa. Their ability to do so depends upon their class and level. To save, the player must roll over the appropriate saving throw on a d20. See the Saving Throws table (p.13).

Alignment

The characters and monsters living in your game world stand with either the forces of **Law** or **Chaos**, though some embrace **Neutrality**. For example, unicorns stand with Law, while vampires stand with Chaos. Many races—men among them—have members divided amongst Law, Chaos, and Neutrality. Creatures of animal or lower intelligence are not aligned.

Table 1: Prime Requisite Boosting

Clerics	3 strength \Rightarrow 1 wisdom 2 intelligence \Rightarrow 1 wisdom
Fighting-men	2 intelligence \Rightarrow 1 strength 3 wisdom \Rightarrow 1 strength
Magic-users	2 wisdom \Rightarrow 1 intelligence

No score may be reduced below 9 by boosting.

Table 2: Ability Score Bonuses and Penalties

Score	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
Prime Req.	-20% XP				-10% XP							+5% XP		+10% XP			
Intelligence	Languages: Common and alignment tongue									+1 additional language for each point above 10							
Constitution	-1 HP per HD				40–50% survival			60–90% survival			100% survival		+1 HP per HD				
Dexterity	-1 missile attacks											+1 missile attacks					
Charisma	1 max. hireling, -2 loyalty		2 max. hirelings, -1 loyalty		3 max. hirelings			4 max. hirelings			5 max. hirelings, +1 loyalty		6 max. hirelings, +2 loyalty		12 max. hirelings, +4 loyalty		

Table 3: Class Advancement

Level	Clerics			Fighting-Men		Magic-Users		
	XP	HD	Spells	XP	HD	XP	HD	Spells
1	0	1	-	0	1 +1	0	1	1
2	1,500	2	1	2,000	2	2,500	1 +1	2
3	3,000	3	2	4,000	3	5,000	2	3 1
4	6,000	4	2 1	8,000	4	10,000	2 +1	4 2
5	12,000	4 +1	2 2	16,000	5 +1	20,000	3	4 2 1
6	25,000	5	2 2 1 1	32,000	6	35,000	3 +1	4 2 2
7	50,000	6	2 2 2 1 1	64,000	7 +1	50,000	4	4 3 2 1
8	* 100,00	7	2 2 2 2 2	120,000	8 +2	75,000	5	4 3 3 2
9	200,000	7 +1	3 3 3 2 2	** 240,000	9 +3	100,000	6 +1	4 3 3 2 1
10	300,000	7 +2	3 3 3 3 3	360,000	10 +1	200,000	7	4 4 3 3 2
11	400,000	7 +3	4 4 4 3 3	480,000	10 +3	*** 300,000	8 +1	4 4 4 3 3
12	500,000	8 +1	4 4 4 4 4	600,000	11 +1	450,000	8 +2	4 4 4 4 4 1
13	600,000	8 +2	5 5 5 4 4	720,000	11 +3	600,000	8 +3	5 5 5 4 4 2
14	700,000	8 +3	5 5 5 5 5	840,000	12 +1	750,000	8 +4	5 5 4 4 4 3
15	800,000	8 +4	6 6 6 5 5	960,000	12 +3	900,000	9 +1	5 5 5 4 4 4
16	900,000	9 +1	6 6 6 6 6	1,080,000	13 +1	1,050,000	9 +2	5 5 5 5 5 5
17	1,000,000	9 +2	7 7 7 6 6	1,200,000	13 +3	1,200,000	9 +3	6 6 6 5 5 5
18	1,100,000	9 +3	7 7 7 7 7	1,320,000	14 +1	1,350,000	10 +1	6 6 6 6 6 6

* At level 8, clerics earn the title of Patriarch.

* At level 9, fighting-men earn the title of Lord.

** At level 11, magic-users earn the title of Wizard.

The referee may wish to assign titles to all earlier levels for each of the classes.

The Spells column indicates the number of spells a character of that level may memorize and cast per day. For example, a level 5 magic-user may memorize and cast four 1st level spells, two 2nd level spell, and one 3rd level spell per day.

Table 4: Saving Throws

	Death	Wands	Petrification	Breath Attack	Magic Spell
Fighting-man level 1–3	12	13	14	15	16
level 4–6	10	11	12	13	14
level 7–9	8	9	10	10	12
level 10–12	6	7	8	8	10
level 13+	4	5	5	5	8
Cleric level 1–4	11	12	14	16	15
level 5–8	9	10	12	14	12
level 9–12	6	7	9	11	9
level 13+	3	5	7	8	7
Magic-user level 1–5	13	14	13	16	15
level 6–10	11	12	11	14	12
level 11–15	8	9	8	11	8
level 16+	5	6	5	8	3

Death includes both death magic (rays, curses, etc.) and mundane poisons. *Magic Spell* includes spell-casting devices with effects not covered by a previous category of saving throw. Most monsters save like a fighter of a level equal to their HD. Those few monsters with a principally magical nature save as magic-users.

Equipment

Each character starts with $3d6 \times 10$ gold pieces (GP), which can be used to buy equipment and pay hirelings. One GP is equal to 10 silver pieces (SP), and 1 SP is equal to 50 copper pieces (CP).

Encumbrance

Characters encumbered by heavy or bulky loads move more slowly and must rest more often. Encumbrance weight is measured in coins (the more gear the character carries, the less treasure they can haul from the dungeon).

No weights are specified for miscellaneous and consumable items. Assume that a reasonable quantity of such items—about as much as would fit in a backpack—weigh 80 coins in total.

The Movement section (p.43) describes the effect of encumbrance on movement.

Equipment Costs

Weapons

Battle axe	7gp (weight 100)
Bow (composite)	50gp (weight 50)
Bow (long)	40gp (weight 50)
Bow (short)	25gp (weight 50)
Crossbow (light)	15gp (weight 50)
Crossbow (heavy)	25gp (weight 100)
Dagger	3gp (weight 20)
Flail	8gp (weight 100)
Halberd	7gp (weight 150)
Hand axe	3gp (weight 50)
Lance	4gp (weight 150)
Mace	5gp (weight 50)
Morning star	6gp (weight 100)
Pike	5gp (weight 150)
Pole arm	7gp (weight 150)

Spear	1gp (weight 50)
Sword	10gp (weight 50)
Two-handed Sword	15gp (weight 150)

Armor

Barding	150gp (weight 750)
Chain-type mail	30gp (weight 500)
Helmet	10gp (weight 50)
Leather armor	15gp (weight 250)
Plate mail	50gp (weight 750)
Shield	10gp (weight 150)

Armor	AC
Without armor	9
Shield only	8
Leather	7
Leather w/ shield	6
Chainmail	5
Chainmail w/ shield	4
Plate	3
Plate with shield	2

Consumables

Arrows (20)	5gp (quiver +5gp)
Arrow (silver tipped)	5gp
Belladonna (bunch)	10gp
Flask of oil	2gp
Garlic (bud)	5gp
Holy water (1 vial)	25gp
Iron spikes (12)	1gp
Quarrels (30)	5gp (case +5gp)
Rations (iron, 1 week's)	15gp
Rations (standard, 1 week's)	5gp
Stakes (3) & mallet	3gp

Torches (6) 1gp
Wine (quart) 1gp
Wolvesbane (bunch) 10 gp

Transportation

Boat (small) 100gp
Cart 100gp
Galley (small) 10000gp
Galley (large) 30000gp
Horse (draft) 30gp
Horse (light) 40gp
Horse (warhorse, heavy) 200gp
Horse (warhorse
medium) 100gp
Mule 20gp
Raft 40gp
Saddle 25gp
Saddle bags 10gp
Ship (small merchant) 5000gp
Ship (large merchant) 20000
Wagon 200gp

Miscellaneous

Cross (silver) 25gp
Cross (wood) 2gp
Lantern 10gp
Leather backpack 5gp
Mirror (small silver) 15gp
Mirror (steel) 5gp
Pole (10ft) 1gp
Rope (50ft) 1gp
Sack (large) 2gp
Sack (small) 1gp
Water/wine skin 1gp

Hirelings

Assuming they have sufficient money and charisma, player characters may hire mercenaries or auxiliary personnel. At the time a character offers employment to a potential hireling, the referee secretly rolls 2d6 and adds any bonus or penalty based on the hiring character's charisma. The referee notes the result as both the hireling's reaction to the offer of employment and the hireling's ongoing loyalty.

Loyalty: 2d6 + CHR Mod.	Potential Hireling Reaction
1 or less	Violently refuses offer
2-4	Declines offer
5-7	Negotiates for better offer
8-10	Accepts offer
11+	Enthusiastically accepts

Fairly treated hirelings usually perform the job for which they are paid. If asked to take unusual risks or if events turn against the party, the referee may check the morale of hirelings (p.25). Poorly treated hirelings will abandon the player characters, and may even warn other potential hirelings against working for them.

From time to time, or after extraordinary rewards or extraordinary hazards, the referee will adjust up or down the loyalty of hirelings.

Captured Monsters

Some monsters that fail morale checks may surrender to the player characters. If the characters make an offer of service to such a monster, the referee checks the acceptability of the offer and the loyalty of the monster as described for hirelings.

Inheritance

Players can declare a next of kin—another character who will inherit their character's possessions in case of disappearance or death. The inheriting character starts at first level, and pays a 10% inheritance tax.

Baronies

Magic

Spells

Magic-users cast magic-user spells, and clerics cast cleric spells. The number and power of spells magic-users and clerics can cast depends upon their character level. Note that *character level* and *spell level* are not the same thing. A third level magic-user, for example, may only cast spells of spell level 1 and spell level 2. The Class Advancement table (p.12) shows how many spells from each spell level a character may cast per day based on their character level.

Turning Undead

Although clerics do not cast spells until second level, they do begin with the special ability to *turn undead*. Low level clerics cause some undead to flee. A high level cleric dissolves many undead where they stand. Evil clerics can not turn undead. See the Turning Undead by Cleric Level table (p.18).

Spell Books

Magical Research

Magic-User Spells

Level 1 Magic-User Spells

1. **Charm Person** brings one creature within 120' under total control of the caster. Lasts until *dispel magic* is cast on target. No effect on undead.
2. **Detect Magic** reveals for a short time the presence of magical effects on nearby things.
3. **Hold Portal** locks a door, gate, etc. for 2d6 turns. *Dispel magic* removes the hold. *Knock* opens the held portal, and *dispel magic* entirely removes the hold.
4. **Light** illuminates a 30' diameter circle less brightly than full daylight for 6 turns.
5. **Protection from Evil** prevents magic creatures from entering a circle around the caster for 6 turns. During that time, evil attacks against the caster are at -1.
6. **Read Languages** allows the caster to understand a small corpus of otherwise unknown writing.
7. **Read Magic** allows the caster to understand magical writing on one or two scrolls or other incantatory items.
8. **Sleep** causes target(s) within 240' to fall into a deep magical sleep. See chart below.

HD of Target(s)	Number put to sleep
up to 1+1 HD	2d8 creatures
up to 2+1 HD	2d6 creatures
up to 3+1 HD	1d6 creatures
up to 4+1 HD	1 creature

Table 5: Turn Undead by Cleric Level

Level	Skeletons	Zombies	Ghouls	Wights	Wraiths	Mummies	Specters	Vampires
1	7	9	11	No effect	No effect	No effect	No effect	No effect
2	2	7	9	11	No effect	No effect	No effect	No effect
3	2	2	7	9	11	No effect	No effect	No effect
4	Vaporized	2	2	7	9	11	No effect	No effect
5	Vaporized	Vaporized	2	2	7	9	11	No effect
6	Vaporized	Vaporized	Vaporized	2	2	7	9	11
7	Vaporized	Vaporized	Vaporized	Vaporized	2	2	7	9
8	Vaporized	Vaporized	Vaporized	Vaporized	Vaporized	2	2	7

A 2d6 roll \geq the number in the table means up to 2d6 undead were forced to flee.

“Vaporized” means up to 2d6 undead were dissolved.

“No effect” means the cleric is unable to turn that type of undead.

Level 2 Magic-User Spells

1. **Arcane Lock** works like a permanent *hold portal*. *Knock* opens an arcanelly locked portal once, but doesn't dispel the lock. A magic-user at least three levels higher than the *arcane lock* caster can pass through the portal at will.
2. **Continual Light** lights a 240' diameter circle around the caster, and lasts until dispelled. It's dimmer than daylight.
3. **Detect Evil**, for 2 turns after it's cast, identifies evilly enchanted objects or individuals with evil intents within 60'. Merely harmful objects, like vials of poison or spiked pits, are not detected.
4. **Detect Invisibility** reveals to the caster invisible objects or creatures within range (10' × caster level) for 6 turns.
5. **ESP** makes the caster aware of the thoughts of creatures within 240', including those concealed by shadows or behind doors, although the spell can't penetrate stone thicker than 2' or lead barriers.
6. **Invisibility** makes a target within 240' completely invisible until either the caster ends the spell or the target attacks something.
7. **Knock** opens any locked (magically or otherwise) portal within 60' of the caster.
8. **Levitate** floats the caster vertically (20' per caster level) at a rate of 60' per turn. Levitation lasts 6 turns plus a number of turns equal to caster level. The spell provides no horizontal thrust, although the caster might achieve such movement by, for example, pushing away from walls.
9. **Locate Object** gives the caster a sense of the direction (though not distance) of a known (in terms of color, size, shape, etc.) object, if that object is within range (60' plus caster level × 10').

10. **Phantasmal Force** visibly manifests the caster's mental image up to 240' away. The image persists so long as the caster concentrates and no one touches the image.

Level 3 Magic-User Spells

1. **Clairaudience** lets the caster hear creatures within 240', including those concealed by shadows or behind doors, although the spell can't penetrate stone thicker than 2' or lead barriers.
2. **Clairvoyance** lets the caster see creatures within 240', including those concealed by shadows or behind doors, although the spell can't penetrate stone thicker than 2' or lead barriers. Clairvoyance may be cast through a crystal ball.
3. **Dispel Magic**, if successful, ends magical effects, except permanent enchantments such as those on magic items. The percentage chance to dispel is the caster's level, divided by the level of the magic-user who created the original effect, multiplied by 100. For example, a level 3 magic-user has a 50% chance to dispel magic created by a level 6 magic-user.
4. **Fire Ball** shoots a flaming sphere from the caster's fingertip up to 240'. The fire ball causes 1d6 damage per caster level to anything (friend or foe) within 20' of the impact point.
5. **Fly** propels the caster through the air at 120' per turn for a number of turns equal to his level plus 1d6 (rolled secretly by the referee).
6. **Haste** allows up to two dozen creatures within a 45' radius circle originating up to 240' from the caster to move 50% faster for 3 turns. It cancels *slow*.
7. **Hold Person** works like *charm person*, but controls up to four individuals within 120' for 6 turns plus 1 turn per caster level. When cast against a single target, that target suffers a -2 penalty to save.

8. **Infravision** enables the target to perceive infrared light for 24 hours, and thereby see up to 60' without a visible light source.
9. **Invisibility 10' Radius** works like *invisibility*, but the effect extends for 10' in all directions around the caster.
10. **Lightning Bolt** acts like *fire ball*, except when cast in a confined environment that does not allow the bolt to reach its full 60' range, it will rebound striking a random target (perhaps the caster).
11. **Protection from Evil 10' Radius** works like *protection from evil*, but extends around the caster 10' in all directions and lasts for 12 turns.
12. **Protection from Normal Missiles** protects a target within 30' from small, non-magical missile weapons for 12 turns.
13. **Slow** forces up to two dozen creatures within a 45' radius circle originating up to 240' from the caster to move 50% slower for 2 turns. It cancels *haste*.
14. **Water Breathing** enables a target within 30' to breath under water for 12 turns.

Level 4 Magic-User Spells

1. **Arcane Eye** lets the caster project an invisible magic eye capable of relaying images from up to 240' away. The eye lasts 6 turns, and the caster can move it at a rate of 120' per turn.
2. **Charm Monster** brings any creature (or up to 3d6 creatures of three or fewer hit dice) within 120' under total control of the caster. Control lasts until *dispel magic* is cast on target(s).
3. **Confusion** has a 120' range, and lasts for 12 turns. It affects a number of creatures equal to 2d6 plus the caster's level minus 8. Creatures with less than four hit dice are automatically confused; all other creatures must save against Magic

Spell every turn, or be confused for that turn. The actions of confused creatures depends upon a 2d6 roll:

2d6	Confused Action
2-5	Attack caster's party
6-8	Do nothing
9-12	Attack each other

4. **Dimension Door** instantly transports an object or individual within 10' of the caster up to 360' in any direction.
5. **Hallucinatory Terrain** makes one area of terrain withing 240' look like another type of terrain.
6. **Massmorph** makes a marching contingent of up to 100 man-sized creatures within 240' appear to observers as a natural copse of trees until ended by the caster or *dispel magic*.
7. **Plant Growth** makes up to 300 square feet of forest or fields within 120' so overgrown as to be impassable. *Dispel magic* returns the terrain to normal.
8. **Polymorph Other** changes a target within 60' into another type of creature of the caster's choosing. The target assumes the abilities and statistics of its new form, though it retains its own mind. *Dispel magic* restores the target's original form.
9. **Polymorph Self** lets the caster transform himself into any physical form for a period of 6 turns plus 1 turn per level. The magic-users does not gain the special abilities or hit dice of his new form.
10. **Remove Curse** ends the effects of a curse on an individual or object when touched by the caster.
11. **Wall of Fire** ignites within 60' of the caster a 20' high curtain of flames, which he can arrange as either a 60' long wall or a circle with a 30' diameter. Creatures with less than four hit

dice can't pass the wall, while other creatures can pass by taking 1d6 damage. Undead take an additional d6 damage. The wall of fire lasts as long as the caster concentrates.

12. **Wall of Ice** creates within 120' of the caster a 6" thick, 20' high sheet of ice, which he can arrange as either a 60' long wall or a circle with a 30' diameter. The wall blocks fire-based spells and powers. Creatures with more than four hit dice can break through the wall, sustaining 1d6 damage in the process. Fire-based creatures take an extra d6 damage.

Level 5 Magic-User Spells

1. **Animal Growth** enlarges 1d6 normal beasts within 120' to gigantic proportions for a period of 12 turns. The animals' hit dice and fighting capabilities also increase.
2. **Animate Dead** enables a magic-user to turn 1d6 corpses (plus an additional 1d6 dead for each of the caster level above 9) into skeletons or zombies. They remain animated until dispelled or reduced to zero hit points.
3. **Cloudkill** creates a 30' diameter cloud of poisonous gas, which kills any creatures with fewer than five hit dice. The cloud moves away from the caster 60' per turn, downwind if there is any wind. It dissipates after 6 turns (more quickly in windy conditions).
4. **Contact Other Plane** lets the caster ask an otherworldly power 3d4 yes/no questions. The higher the roll, the more powerful and alien is the otherworldly power contacted. Multiplying the number of questions rolled by 8 gives the percentage chance that:
 - the otherworldly power knows the answer to each question
 - the power answers each question truthfully

- the caster goes insane for a number of weeks equal to the number of questions if he fails to save versus Petrification.

For example, the 3d4 result of 7 means that the otherworldly power considers 7 questions, that there is a 56% chance it knows the answer to each question, that there is a 56% chance it answers each question truthfully, and that there is a 56% chance the caster goes insane for 7 weeks after the spell ends if he fails to save versus Petrification.

Only the referee knows which answers are lies.

5. **Feeblemind** forces a rival spell-caster within 240' to save against Magic Spell with a -4 penalty, or lose his mental faculties until restored by *dispel magic*.
6. **Hold Monster** completely controls 1d4 creatures within 120' for 6 turns plus a number of turns equal to the caster's level. If cast at one monster, it suffers a -2 penalty to save versus Magic Spell.
7. **Magic Jar** allows the caster to hide his essence in a nearby inanimate object in order to possess the body of another creature within 120'. Upon the death of the possessed body, the magic user's consciousness returns to the magic jar, where it may re-inhabit the caster's original body (if available) or another creature within range of the jar. If the jar is destroyed, so is the caster.
8. **Passwall** opens a doorway in a stone wall within 30' for a period of 3 turns.
9. **Conjure Elemental** calls an air, earth, fire, or water elemental (p.28), which obeys the magic-user as long as he maintains concentration (and attacks him if he loses concentration).
10. **Telekenesis** mentally moves objects up to 120' away for 6 turns, lifting as much weight as the caster's level \times 200 in gold pieces.

11. **Teleport** instantly transports the caster to any location. Whether the caster arrives safely at the desired location, materialized 100' in the air, or teleports into solid rock depends upon his familiarity with the destination.

Knowledge of Destination	Arrive
Personally familiar	Safely
Extensive research	1% inside solid object 4% 10–40' in air
Supposition or rumor	10% inside solid object 10% 10–100' in air
No knowledge	75% horribly dead

12. **Transmute Rock to Mud** turns up to 300 square feet of rocks or soil within 120' into mud. Very heavy creatures may sink entirely in the mud; others will move at one-tenth their normal rate.
13. **Wall of Iron** creates within 60' of the caster a 3" thick iron wall with a maximum length and width totaling 50' square. The wall exists for 12 turns, or until removed with *dispel magic*.
14. **Wall of Stone** creates within 60' of the caster a 2' thick wall with a maximum length and width totaling 100' square. The wall lasts until broken apart like a mundane stone wall or removed with *dispel magic*.

Level 6 Magic-User Spells

1. **Anti-magic Shell** creates a barrier around the caster impermeable to spells—no spells can pass in or out for 12 turns.
2. **Control Weather** makes the sky rainy, sunny, or full of tornadoes as the caster chooses.
3. **Death** kills 2d8 creatures of fewer than seven hit dice grouped in a 60 square foot area no more than 240' from the caster.

4. **Disintegrate** makes any living or inanimate target within 60' cease to exist.
5. **Geas** forces a target within 30' to complete a task of the caster's choosing, or else suffer weakness and eventually death.
6. **Invisible Stalker** allows the caster to assign a task to an Invisible Stalker (p.29).
7. **Move Earth** shifts terrain features like small hills within 240' at a rate of 60' per turn for up to 6 turns.
8. **Project Image** projects an illusion up to 240'. It lasts as long as the caster concentrates and no one touches it. The image can harm those who believe it to be real.
9. **Part Water** creates a dry channel up to 10' deep and 120' long in a body of water for 6 turns.
10. **Reincarnation** brings the mind of a character back from the dead in the body of a random creature of the same alignment. If the random creature happens to be a man, elf, or dwarf, randomly determine the new body's class and level.
11. **Stone to Flesh** transforms target stone within 120' into flesh, or flesh into stone. It can, for example, reverse the effect of a medusa's gaze.

Cleric Spells

Level 1 Cleric Spells

1. **Cure Light Wounds** instantly heals 1d6+1 hit points of damage. Evil clerics *cause* light wounds.
2. **Detect Evil**, for 6 turns after it's cast, identifies evilly enchanted objects or individuals with evil intents within 120'. Merely harmful objects, like vials of poison or spiked pits, are not detected. Evil clerics detect *good*.

3. **Detect Magic** reveals for a short time the presence of magical effects on nearby things.
4. **Light** illuminates less brightly than daylight a 30' circle around the cleric for 12 turns. Evil clerics cause *darkness*.
5. **Protection from Evil** bars magic creatures from approaching the cleric for 12 turns, during which the cleric makes saving throws from evil attacks at +1, and evil opponents are treated as having one fewer hit die. Evil clerics are protected from *good*.
6. **Purify Food and Drink** makes spoiled or poisoned food and beverages (enough to serve twelve people) safe to consume. Evil clerics *spoil* food and drink.

Level 2 Cleric Spells

1. **Bless** gives the target(s) +1 to hit and +1 morale for 6 turns, although the target(s) must not be engaged in combat at the time of cleric. Evil clerics *curse* for -1 to hit and -1 morale.
2. **Find Traps** reveals to the cleric any magical or mundane traps within 30' for 2 turns.
3. **Hold Person** completely controls 1d4 living humanoids within 120' for 6 turns plus a number of turns equal to the cleric's level. If cast at a single target, that individual suffers a -2 penalty to save versus Magic Spell.
4. **Speak with Animals** lets the cleric communicate with any animal within 30' for a period of 6 turns. The animal will not attack the cleric's party, and may be willing to help the them.

Level 3 Cleric Spells

1. **Continual Light** lights as brightly as daylight a 240' diameter circle around the cleric, and lasts until dispelled.

2. **Cure Disease** cures one target of any disease, magical or otherwise.
3. **Locate Object** gives the cleric a sense of the direction (though not distance) of a known (in terms of color, size, shape, etc.) object, if that object is within range (60' plus cleric level \times 10').
4. **Remove Curse** ends the effects of a curse on an individual or object when touched by the cleric.

Level 4 Cleric Spells

1. **Create Water** produces a day's worth of drinkable water for a dozen men and their mounts. For every cleric level above 8, the quantity of water doubles.
2. **Cure Serious Wounds** instantly heals 2d6+2 hit points of damage. Evil clerics *cause* serious wounds.
3. **Neutralize Poison** stops further damage by poison to one individual, but can not revive the dead.
4. **Protection from Evil 10' Radius** works like *protection from evil*, but extends around the caster 10' in all directions and lasts for 12 turns.
5. **Speak with Plants** lets the cleric communicate with any plants within 30' for a period of 6 turns. The plants obey the cleric as best they can.
6. **Sticks to Snakes** turns 2d6 sticks within 120' into snakes for 6 turns. The snakes (half of whom will be poisonous) obey the cleric's orders.

Level 5 Cleric Spells

1. **Commune** lets the cleric ask three questions of his deity, and provides three answers. Clerics may only commune with their deity once per week, though the referee may rarely allow more frequent communication or a greater number of questions per casting.
2. **Create Food** produces a day's worth of edible food for a dozen men and their mounts. For every cleric level above 8, the quantity of food doubles.
3. **Dispel Evil**, if successful, ends evil effects within 30', except permanent evil enchantments such as those on magic items. The percentage chance to dispel is the cleric's level, divided by the level or hit dice of the evil being who created the original effect, multiplied by 100. For example, a level 3 cleric has a 50% chance to dispel an effect created by a level 6 evil high priest.
4. **Insect Plague** brings a 360 cubic foot blinding swarm of insects, which (under control of the cleric) routes creatures with fewer than three hit dice. The swarm persists for up to a day.
5. **Quest** forces a target within 30' to complete a task of the cleric's choosing, or else be subject to a curse of the cleric's devising.
6. **Raise Dead** brings to life one man, elf, or dwarf touched by the cleric, so long as the target died less than a day ago, plus four days for each of the cleric's levels beyond 7. Instead of raising the dead, evil high priests cast *Finger of Death*, which kills one creature within 120'.

Combat

Attacks & Damage

Each combatant has a *fighting capability* score (FC). The fighting capability score used by players characters depends upon their class and level. The fighting capability score for monsters depends upon their hit dice. See the Fighting Capability table (p.26).

A hit occurs when the attacker's fighting capability score + the target's armor class + 1d20 is greater than or equal to 20. Successful hits cause 1d6 points of damage to the target, which is subtracted from the target's hit points.

A hit?

$1d20 + \text{attacker FC} + \text{target AC} + \text{any modifiers}$

$\geq 20 ?$

Death

When a combatant's hit points are reduced to zero or fewer, the combatant dies.

Morale

The referee makes morale checks for monsters or hirelings if events go poorly in combat or stressful non-combat situations. Circumstances that might trigger a morale check include the first wound, the first death, the death of half of allied combatants, a spectacular/unexpected death, seeing allies flee from combat, or weird happenings.

During a morale check, the referee rolls 2d6. A result less than the combatant's loyalty score means that they passed the morale check.

Combatants who fail a morale check either break ranks and flee in a disorderly fashion, freeze-up, or attempt to surrender.

Healing

Wounds naturally heal at a rate of one hit point every other day. Magical healing typically takes effect instantly.

Experience

Though most experience points are earned by finding treasure, player characters also receive experience for defeating monsters. (*Defeating* may not mean *killing*.) The description for each monster specifies how many experience points are split between characters who defeat it.

Table 6: Fighting Capability

Fighting Capability	1	2	3	5	6	7	8	9	10	11	13
Fighting-man level	1-3	-	4-6	-	7-9	-	10-12	-	13-15	-	16-18
Cleric level	1-4	-	5-8	-	9-12	-	13-16	-	17-20	-	21-24
Magic-user level	1-5	-	6-10	-	11-15	-	16-20	-	21-25	-	26-30
Monster hit dice	0-1	1 +1	2-3	3-4	4-6	6-8	-	9-10	-	11+	-

A hit occurs when $1d20 + \text{fighting capability} + \text{target AC} + \text{any other modifiers} \geq 20$.

Monsters

The monsters described below are not intended to limit possible adversaries. The referee can deploy other mythical creatures like golems, or even robots and androids.

Basilisks can turn adversaries to stone with a glance or touch, and petrify themselves if they see their own reflection. Basilisks are flightless. 6+1 HD, FC 7, AC 4, move 60', 617 XP, vampire-like treasure.

Black Pudding is an amorphous scavenger capable of squeezing through small openings and traversing walls and ceilings. Cutting black pudding does not harm it—a pudding cut in half is two smaller puddings. It is immune to cold but susceptible to fire. Black pudding dissolves wood and metal, penetrating plate armor in two turns. It causes 3d6 damage to exposed flesh. 10 HD, FC 9, AC 6, move 60', 1000 XP, no treasure.

Centaurs attack twice each turn—once as a man (with a club, spear, or bow) and once as a medium horse. Centaurs are Lawful or Neutral. 4 HD, FC 5, AC 5, move 180', 400 XP, centaur-like treasure.

Chimeras have legs like lions and goats, dragon wings, and three different heads: a lion head, a goat head, and a dragon head. All three heads attack—the dragon head with 3d6 fire breath damage at up to 50'. Chimeras are Neutral or Chaotic. 9 HD, FC 9, AC 4, move 120' (180' flying), 900 XP, vampire-like treasure.

Cockatrices are flying beasts who turn prey to stone with a touch. 5 HD, FC 6, AC 6, move 90' (180' flying), 500 XP, mantichore-

like treasure.

Djinni are giant ethereal creatures, who can become invisible or insubstantial at will. They can create food, water, and other items, although djinni-created gold and other metal items evaporate after 24 hours. They also make illusions (see *project image*, p.22), and can create a 30' high whirlwind like an air elemental. Djinni attacks cause 2d6-1 damage. 7+1 HD, FC 7, AC 5, move 90' (240' flying), 717 XP, no treasure.

Dragons vary by the color of their scales. Dragons with low hit points should be considered young; young dragons have a fraction of the suggested treasure values. Dragons with high hit points are ancient, and have more than the suggested treasure amount. When not breathing fire, dragons attack by biting.

Black dragons inhabit wetlands. Up to three times per day, they breath a 5' x 60' stream of acid, which causes 8d6 damage. Attacks against black dragons involving earth are -1 to hit, while water-based attacks are +1 to hit. Black dragons are Chaotic or Neutral. 8 HD, FC 7, AC 2, move 90' (240' flying), dragon-like treasure.

Blue dragons live in arid regions. Up to three times per day, they breath a 5' x 100' stream of lightning, which causes 10d6 damage. Attacks against blue dragons involving water or lightning are -1 to hit, while fire-based attacks are +1 to hit. Blue dragons are Chaotic or Neutral. 10 HD, FC 9, AC 2, move 90' (240' flying), dragon-like treasure.

Golden dragons may reside in any environment, and sometimes magically disguise themselves as men. Up to three times per day, they breath either fire or gas like red or green dragon, respectively. Golden dragons are Lawful. 12 HD, FC 11, AC 2, move 90' (240' flying), dragon-like treasure.

Green dragons live in forests. Up to three times per day, they breath a 40' x 50' cloud of chlorine gas, which causes 9d6 damage. Green dragons are Chaotic or Neutral. 9 HD, FC 9, AC 2, move 90' (240' flying), dragon-like treasure.

Red dragons inhabit mountainous regions. Up to three times per day, they breath a 30' x 90' cone of flames, which causes 11d6 damage. Attacks against red dragons involving fire, air, or earth

are -1 to hit, while water-based attacks are +1 to hit. Red dragons are Chaotic or Neutral. 11 HD, FC 11, AC 2, move 90' (240' flying), dragon-like treasure.

White dragons live in cold areas. Up to three times per day, they breath an 30' x 80' cone of frigid air, which causes 7d6 damage. Attacks against white dragons involving water or earth are -1 to hit, while fire and lighting based attacks are +1 to hit. White dragons are Chaotic or Neutral. 7 HD, FC 7, AC 2, move 90' (240' flying), dragon-like treasure.

Dryads are nature spirits bound to stay within 240' of their particular tree. They cast *charm person* (p.17) at intruders, against which their targets suffer a -2 penalty to save. Dryads are Neutral. 2 HD, FC 3, AC 5, move 120', 100 XP, manticores-like treasure.

Dwarves fight at +2 FC in their lair, and sometimes use beasts for defense. Dwarves are Lawful or Neutral. 1 HD, FC 1, AC 4, move 60', 100 XP, dwarf-like treasure.

Efreeti are fire creatures, and the natural enemies of Dnjinni. Efreeti attacks cause 2d6 damage. They can cast *Wall of Fire*. Efreeti are Chaotic. 10 HD, FC 9, AC 3, move 90' (240' flying), 1000 XP, no treasure.

Elementals are beings associated with one of the four elements. They have AC 2 and no treasure. Their other attributes depend upon whether they were called into being by a spell (16 HD, FC 11), summoned by a magic staff (8 HD, FC 7), or caused by a miscellaneous magical device (12 HD, FC 11). Whoever calls forth an elemental must concentrate to maintain control of it; the elemental will attack its master if he loses concentration.

Air elemental attacks cause 1d6+1 damage. They fly up to 360' per turn. Over the course of one turn, air elementals can transform into a tornado with a 30' diameter base capable of scattering creatures of 2 HD or fewer.

Earth elemental attacks cause 3d6 damage to any earth-bound target, and 2d6 damage to other targets. They move 60' per turn, although they are unable to move across water.

Fire elemental attacks cause 2d6 damage, but only 1d6+1 damage versus fire-wielding opponents. They cause flammable materi-

als to ignite, which may cause additional damage. Fire elementals are unable to cross water. Creation of a fire elemental requires an intense heat source like a bonfire, furnace, or volcano.

Water elemental attacks cause 2d6 damage in the water, and 1d6 damage out of water. They move at 180' per turn in the water, 60' per turn out of water, and they can never stray more than 60' from a body of fluid. Creation of a water elemental requires a stream, pond, or larger body of water.

Elves are found in woodlands and meadows. Large groups of elves typically contain an exceptional leader with several levels of experience as a fighting-man and magic-user. Elves are Lawful or Neutral. 1+1 HD, FC 2, AC 5, move 120', 117 XP, gorgon-like treasure.

Fauna, Large includes beasts such as elephants, giant insects, and dinosaurs. The referee must decide the statistics for such creatures, though they usually have an AC 2-8, 2-20 HD, and cause 2-4d6 damage.

Fauna, Small includes animals like wolves, snakes, and badgers. Very small animals like raccoons or rabbits have a single hit point, while larger animals like wolves and gorillas have 1 HD. Most are AC 8.

Gargoyles are bipedal winged, horned reptiles with stone-like hides. They attack without regard for alignment or provocation, and are immune to damage non-magical sources. Gargoyles are Chaotic. 4 HD, FC 5, AC 5, move 90' (150' flying), 400 XP, minotaur-like treasure.

Ghouls paralyze with their touch (save vs. Petrification) on a successful hit. The touch of an elf removes ghoul paralysis. Any character killed by a ghoul become one. Ghouls are Chaotic. 2 HD, FC 3, AC 6, move 90', 200 XP, hydra-like treasure.

Giants live either in caves or castles. The castles are often guarded by wolves, bears, or a hydra. All giants are capable of hurling large projectiles (boulders, fallen trees, etc.) up to 200', which cause 2d6 damage to anyone struck. Even when wandering, giants carry 1d6x1000 GP. Hill giants are the most common type, though there may exist other types of giants than those listed be-

low. Giants are Chaotic or Neutral.

Cloud giants live in castles. They average 200' tall, doing 3d6 damage in melee. They have a very good senses of smell. 12+2 HD, FC 11, AC 4, move 120', 1233 XP, treasure.

Fire giants live in castles. They average 120' tall, doing 2d6+2 damage in melee. They are impervious to fire-based damage. 11+3 HD, FC 11, AC 4, move 120', 1150 XP, gorgon-like treasure.

Frost giants live in castles. They average 180' tall, doing 2d6+1 damage in melee. They are impervious to cold-based damage. 10+1 HD, FC 9, AC 4, move 120', 1017 XP, gorgon-like treasure.

Hill giants live in caves. They average 120' tall, doing 2d6 damage in melee. 8 HD, FC 7, AC 4, move 120', 800 XP, gorgon-like treasure.

Stone giants live in caves. They average 150' tall, doing 2d6 damage in melee. 9 HD, FC 9, AC 4, move 120', 900 XP, gorgon-like treasure.

Gnolls fight with +2 morale. Gnolls are Chaotic. 1½ HD, FC 2, AC 5, move 90', 150 XP, mantichore-like treasure.

Goblins are small monsters, who abhor full daylight. They attack dwarves on sight. Goblins are Chaotic. 1 HD, FC 1 (FC 0 in daylight), AC 6, move 60', 100 XP, 1d6 GP treasure each.

Gorgons are monstrous bovines with scaly, metallic hides. Their breath petrifies anyone within 60'. Gorgons are Chaotic. 8 HD, FC 7, AC 2, move 120', 800 XP, gorgon-like treasure.

Gray Ooze camouflages well with wet stone. It corrodes metal, and is not damaged by fire. Skin exposed to gray ooze suffers 2d6 damage per turn of contact. 3 HD, FC 3, AC 8, 300 XP, no treasure.

Green Slime grows on dungeon floors, wall, and ceilings. It doesn't move of it's own accord, but often drips onto the heads of unwary adventurers. Green slime transforms exposed flesh into more green slime after 1 turn, unless that flesh is burned off. *Cure disease* (p.23) also gets rid of it. Green slime sticks to and dissolves wood and metal, and is only harmed by fire or cold. 2 HD, FC 3, no treasure.

Griffons are prized as tamed mounts, although they tend to attack and eat any horse within 360'. Wild griffons are aggressively

territorial. Griffons are Neutral. 7 HD, FC 7, AC 3, move 120' (300' flying), 700 XP, gorgon-like treasure.

Hippogriffs attack with both their beaks and hooves. They are naturally antagonistic towards pegasai. Hippogriffs are Lawful. 3+1 HD, FC 5, AC 5, move 180' (360' flying), 317 XP, no treasure.

Hobgoblins are huge goblins that fight at +1 morale. Hobgoblins are Chaotic. 1½ HD, FC 2, AC 5, 150 XP. 20% have a magic potion or treasure map.

Horse, Draft 2+1 HD, FC 3, AC 7, move 120', 217 XP, no treasure.

Horse, Heavy 3 HD, FC 3, AC 7, move 120', 300 XP, no treasure.

Horse, Light 2 HD, FC 3, AC 7, move 240', 200 XP, no treasure.

Horse, Medium 2+1 HD, FC 3, AC 7, move 180', 217 XP, no treasure. indexHorse

Hydras are large saurians with 5–12 heads. They get one attack with each head. Hydras are Neutral. 5–12 HD (one per head), FC 6–11 (see FC chart), AC 5, move 120', 100 XP per head, hydra-like treasure.

Invisible Stalkers are extra-dimensional entities summoned by the spell of the same name. They relentlessly pursue their mandate until they either accomplish their goal, are reduced to zero HP, or are banished to their home dimension by *dispel magic*. 8 HD, FC 7, AC 3, move 120', 800 XP, no treasure.

Kobolds are small Chaotic humanoids. ½ HD, FC 2, AC 7, 50 XP, 1d6 GP treasure each.

Manticores have the body of a lion, dragon wings, and the face of a man. Manticores can fire the quills from their tail up to 180'. They have a total of 24 quills, and can fire six per turn. Manticores are Chaotic. 6+1 HD, FC 7, AC 4, move 120' (180' flying), 617 XP, mantichore-like treasure.

Medusae have the tail of a giant snake instead of legs, and a head full of poisonous vipers instead of hair. Any who look into the eyes of a medusa are turned to stone (and its own reflection will turn the medusa to stone). Medusae are Chaotic. 4 HD, FC 5, AC 8, move 90', 400 XP, vampire-like treasure.

Men are also suitable adversaries. Their abilities are as vari-

able as those of the player characters. They might be bandits, pirates, cavemen, dervishes, evil high priests, etc. Men may be of any alignment.

Minotaurs have the bodies of men and the heads of bulls. Minotaurs attack without provocation, relentlessly pursue their prey, and never fail morale checks. Minotaurs are Chaotic or Neutral. 6 HD, FC 6, AC 6, move 120', 600 XP, minotaur-like treasure.

Mules 2+1 HD, FC 3, AC 7, move 120', 217 XP, no treasure.

Mummies are immune to non-magical damage, with the exception of fire. Magic weapons/spells harm mummies, but cause half damage. Wounds caused by Mummies heal at half the usual rate, unless *cure disease* (p.23) is cast on the wound within an hour. Mummies are Chaotic. 5+1 HD, FC 6, AC 3, move 60', 517 XP, mantichore-like treasure.

Nixies are water spirits, who cast *charm person* (p.17) at interlopers venturing within 30' of their underwater homes. They can command nearby sea creatures. Nixies are Neutral. 1 HD, FC 1, AC 7, move 120', 100 XP, hydra-like treasure.

Ocher Jelly is only harmed by cold or fire. It destroys wooden objects, and burns exposed skin. 5 HD, FC 6, AC 8, move 30', 500 XP, no treasure.

Ogres do 1d6+2 damage because of their large size. Ogres are Chaotic or Neutral. 4+1 HD, FC 6, AC 5, move 90', 417 XP, minotaur-like treasure + 1000 GP.

Orcs are tribal creatures, who dislike bright sunlight. Orcs are Chaotic or Neutral. 1 HD, FC 1 (FC 0 in daylight), AC 6, move 90', 100 XP, mantichore-like treasure.

Pegasai are winged horses, which may be subdued and used as mounts by Lawful characters. Pegasai are Lawful. 2+2 HD, FC 3, AC 6, move 240' (480' flying), 233 XP, no treasure.

Pixies are invisible, except when they choose to be seen. Dragons and high-level fighters may be aware of the presence of invisible pixies. Pixies are Neutral. 1 HD, FC 1, AC 6, move 90' (180' flying), 100 XP, minotaur-like treasure.

Purple Worms are so large that they can swallow ogres whole. They swallow their target on an attack roll of 19–20. Swallowed

creatures die after 6 turns, and their bodies are completely digested (can not be raised from the dead) in 6 more turns. Opponents who get past its fearsome maw must contend with the purple worm's poisonous tail. Purple worms attack without provocation, and never fail morale checks. They burrow large tunnels, and may erupt from the earth anywhere. 15 HD, FC 11, AC 6, move 60', 1500 XP, mantichore-like treasure.

Rocs are enormous birds of prey, capable of carrying off elephants. Fledglings liberated from their mother's nest may be trainable as mounts. Rocs are Lawful or Neutral. The following statistics represent an average roc, though some varieties may be even more fearsome. 6 HD, FC 6, AC 4, move 60' (480' flying), 600 XP, roc-like treasure.

Sea Monsters vary in appearance, often resembling aquatic dinosaurs. They have the abilities and statistics of purple worms, but large sea monsters may be 2–3 times more formidable. Sea monsters are Neutral.

Skeletons act under orders from an evil magic-user or priest, and never make morale checks. $\frac{1}{2}$ HD, FC 1, AC 7, move 60', 50 XP, no treasure.

Specters are non-corporeal undead, who can only be damaged by spells or magic/silver weapons. Opponents hit by specters lose 2 levels, and become specters themselves if killed. Specters are Chaotic. 6 HD, FC 6, AC 2, move 150' (300' flying), 600 XP, gorgon-like treasure.

Treants are tree-like creatures who live in forests. Each treant can animate (move 30') and control up to two normal trees within 60'. Treants are Lawful. 8 HD, FC 7, AC 2, move 60', 800 XP, no treasure.

Trolls are tall, thin creatures with rubbery flesh capable of regeneration. They regain 3 HP per turn, but the regeneration does not begin until the third turn after the troll is wounded. Unless incinerated or dissolved (by acid, for example) even a troll reduced below 0 HP will eventually regenerate. They shun weapons, attacking with their claws and teeth. Trolls are Chaotic. 6+3 HD, FC 7, AC 4, move 120', 650 XP, mantichore-like treasure.

Unicorns Unicorns are Lawful. 4 HD, FC 5, AC 2, move 240', 400 XP, no treasure.

Vampires are only damaged by spells or magic/silver weapons; if reduced to zero hit points by such weapons, a vampire transforms into vapor and flees. Vampires can turn to vapor or assume the form of a giant bat at will. They regenerate 3 HP per turn. Only three methods permanently kill a vampire: direct exposure to daylight, immersion in running water, or a wood stake through the heart. They recoil from mirrors, garlic, and holy symbols. Vampires drain levels like specters, and opponents killed by vampires become vampires. Vampires can summon the aide of 1d10×10 rats or bats, or 3d6 wolves. Their hypnotic gaze acts like *charm person* (targets save vs Magic Spell at a -2 penalty). During the daylight, vampires must rest in a coffin lined by their native soil. Vampires are Chaotic. 7-9 HD, FC 7/9, AC 2, move 120' (180' flying), 700-900 XP, vampire-like treasure.

Werebears are only harmed by silver or magical weapons. Anyone reduced below half than their total hit points by a werebear will themselves become a werebear in 2d12 days unless they are subject to a *cure disease* spell (p.23). Werebears are Lawful or Neutral. 6 HD, FC 6, AC 2, move 90', 600 XP, minotaur-like treasure.

Wereboars are only harmed by silver or magical weapons. Anyone reduced below half than their total hit points by a wereboar will themselves become a wereboar in 2d12 days unless they are subject to a *cure disease* spell (p.23). Wereboars are Neutral or Chaotic. 4+1 HD, FC 6, AC 4, move 120', 417 XP, minotaur-like treasure.

Weretigers are only harmed by silver or magical weapons. Anyone reduced below half than their total hit points by a weretiger will themselves become a weretiger in 2d12 days unless they are subject to a *cure disease* spell (p.23). Weretigers are Neutral or Chaotic. 5 HD, FC 6, AC 3, move 120', 500 XP, minotaur-like treasure.

Werewolves are only harmed by silver or magical weapons. Anyone reduced below half than their total hit points by a were-

wolf will themselves become a werewolf in 2d12 days unless they are subject to a *cure disease* spell (p.23). Werewolves are Neutral or Chaotic. 4 HD, FC 5, AC 5, move 150', 400 XP, minotaur-like treasure.

Wights are only damaged by magic or silver weapons. The damage they cause is permanent; it never heals. Characters killed by wights become wights. Wights are Chaotic. 3 HD, FC 3, AC 5, move 90', 300 XP, hydra-like treasure.

Wraiths are only damaged by magic or silver weapons. Silver arrows cause only 1d3 damage to wraiths, and magic arrows cause no more than 1d6 damage. The damage they cause is permanent; it never heals. Characters killed by wraiths become wraiths. Wights are Chaotic. 4 HD, FC 5, AC 3, move 120' (240' flying), 400 XP, hydra-like treasure.

Wyverns Wyverns are Neutral. 7 HD, FC 7, AC 3, move 90' (240' flying), 700 XP, gorgon-like treasure.

Yellow Mold is an immobile fungus only harmed by fire. Touching it with exposed skin causes d6 damage. Cutting, stabbing, kicking, or otherwise manhandling yellow mold has 3 in 6 chance to cause release of a 10 cubic foot spore cloud. Any creature within the spore cloud must save versus poison or die.

Zombies act under orders from an evil magic-user or priest, and never make morale checks. 1 HD, FC 1, AC 8, move 60', 100 XP, no treasure.

Treasure

Treasure is usually well hidden or guarded by monsters. The type and amount of treasure hoarded by various kinds of monsters is shown in the Treasure Types table (p.34).

Coins

Coins are the most common form of treasure, and are typically found in mixed denominations. For example, a monster with hydra-like treasure has about 633 GP worth of coins, although the specific hoard might be comprised of 223 GP, 2340 SP, and 8800 CP. The players must decide how and if their characters remove such a tremendous load of loot from the dungeon.

1 gold piece (GP)
=
10 silver pieces (SP)
=
50 copper pieces (CP)

Experience

For each gold piece worth of coins recovered from a dungeon, the referees awards 1 experience point to the player characters. No experience is awarded for magic items.

Gems or Jewelry

Roll 3d6 for each gem (uncut diamond, scarab-carved jade, etc.) or piece of jewelry (bejeweled silver snake armband, gem-encrusted golden funeral mask, etc.) indicated for the monster treasure type.

3d6	Gem or Jewelry
3	Gem worth 100,000 GP
4	Jewelry worth 25,000 GP
5	Gem worth 5,000 GP
6	Jewelry worth 2,000 GP
7	Gem worth 1,000 GP
8	Jewelry worth 500 GP
9	Gem worth 250 GP
10	Gem worth 50 GP
11	Gem worth 100 GP
12	Gem worth 250 GP
13	Jewelry worth 500 GP
14	Gem worth 1,000 GP
15	Jewelry worth 2,500 GP
16	Gem worth 10,000 GP
17	Jewelry worth 50,000 GP
18	Gem worth 500,000 GP

Table 7: Treasure Types

Treasure Type	Total Assorted Coin Value	Gems or Jewelry	Maps or Magic Items	Scrolls or Potions
Roc-like	0 GP	1	0	0
Minotaur-like	101 GP	1	0	0
Hydra-like	633 GP	1	0	0
Gorgon-like	1,326 GP	1	1	0
Manticore-like	2,207 GP	1	1	1
Centaur-like	2,573 GP	10	1	1
Vampire-like	3,035 GP	3	2 (non-weapons)	1
Dwarf-like	18,750 GP	2	2	1
Dragon-like	28,825 GP	5	2	1

The treasure values above are averages, which the referee may adjust to suit the circumstances of the adventure. Individual monsters might have two or three times the suggested values, and some will have no treasure.

A referee wishing to randomly determine variance of the treasure amount could roll a multiplier on a d6 where a roll of one is $\times 0$ treasure, two is $\times 0.5$ treasure, three is $\times 1$ treasure, four is $\times 1.5$ treasure, five is $\times 2$ treasure, and a roll of six is $\times 2.5$ treasure. For example, a roll of five ($\times 2$ multiplier) for a monster with minotaur-like treasure indicates 202 GP worth of assorted coins and two gems.

Monsters encountered outside their lairs have either no treasure or a small fraction of the total indicated on the Treasure table.

Scrolls & Potions

Some treasures contain minor magic items like scrolls or potions, which the referee determines by rolling 1d12 on the Scroll or Potion table, then d100 on the table indicated:

1d12	Scroll or Potion
1–7	Scroll
8–12	Potion

Scrolls

Scrolls contain spells determined randomly by the referee. Magic-users of any level can cast any spell found on a scroll by reading that scroll (e.g.—a level 1 magic-user can read a scroll containing a sixth level spell). After they are read, scrolls become ordinary blank pieces of paper.

Protection scrolls and cursed scroll may be used by characters of any class.

- 1 **Cursed scroll** sends the reader to a different planet.
- 2–4 **Cursed scroll** polymorphs the reader into an insect.
- 5–6 **Cursed scroll** infects the reader with a disease, which will be fatal in 3 turns unless *cure disease* is cast.
- 7–9 **Cursed scroll** summons a monster of the referee's choice.
- 10 **Cursed scroll** teleports the reader 1000 miles in a random direction.
- 11–20 **Protection from Elementals** scrolls prevent one elemental approaching within 10' of the reader for 4 turns.
- 21–30 **Protection from Lycanthropes** scrolls prevent 2d6 lycanthropes approaching within 10' of the reader for 6 turns.
- 31–40 **Protection from Magic** scrolls create a protective 10' radius sphere around the reader for 8 turns, as per *antimagic field* (p.22).
- 41–50 **Protection from Undead** scrolls prevent up to 9d6 hit dice worth of undead approaching within 10' of the reader for 6 turns.

- 51–55 **One cleric spell** randomly selected by the referee.
- 56–70 **One magic-user spell** randomly selected by the referee.
- 71–74 **Two cleric spells** randomly selected by the referee.
- 75–85 **Two magic-user spells** randomly selected by the referee.
- 86–88 **Three cleric spells** randomly selected by the referee.
- 89–95 **Three magic-user spells** randomly selected by the referee.
- 96 **Seven cleric spells** randomly selected by the referee.
- 97–100 **Seven magic-user spells** randomly selected by the referee.

Potions

A small taste of a potions may give characters a clue to its purpose.

- 01–05 **Animal Control** gives the drinker control over 3d6 small animals, 2d8 medium animals, and 1d6 large animals for 1d6+6 turns.
- 06–09 **Clairaudience** gives the drinker the abilities described for the spell *clairaudience* (p.19) for 1d6+6 turns.
- 10–12 **Clairvoyance** acts on the drinker like the spell *clairvoyance* (p.19). The ability fades after 1d6+6 turns.
- 13–16 **Healing** potions instantly heal 1d6+1 hit points of damage.
- 17–18 **Delusion** potions look and taste in all respects like the potion the drinker desires, but do nothing.
- 19–22 **Diminution** shrinks the drinker for 1d6+6 turns to as little as 6" tall if drank in its entirety.
- 23–26 **Dragon Control** lets the drinker control 1d3 dragons for 1d6+6 turns, as per *charm monster* (p.20) but with no saving throw.
- 27–30 **Growth** enlarges the drinker for 1d6+6 turns up to 30' tall, depending upon how much of the potion is drank.
- 31–32 **ESP** gives the drinker perception as per the spell *ESP* for 1d6+6 turns.
- 33–36 **Fire Resistance** makes the drinker resistant to damage from normal fires or *wall of fire* for 1d6+6 turns. The drinker also saves versus fire-based attacks such as dragon's breath with a +2 bonus, and sustains 1 fewer damage from such attacks.

- 37–40 **Flying** sends the drinker aloft as per the spell *fly* (p.19) for 1d6+6 turns.
- 41–44 **Gaseous Form** transforms the drinker's body into mist for 1d6+6 turns, though the drinker's equipment is left behind unchanged. The gaseous form can fit through minuscule openings.
- 45–48 **Giant Control** lets the drinker control 1d4 dragons for 1d6+6 turns, as per *charm monster* (p.20) but with no saving throw.
- 49–52 **Giant Strength** gives the drinker FC 9 and 2d6 damage rolls for 1d6+6 turns.
- 53–56 **Heroism** boosts the drinker's class level by 2 for 1d6+6 turns, temporarily conferring all attendant increases in hit points, fighting capability, saving throws, and morale.
- 57–60 **Human Control** gives the drinker the abilities of the *charm person* spell (p.17) over up to 12 individuals with as many as 32 total hit dice for 1d6+6 turns.
- 61–64 **Invisibility** affects the drinker like the spell (p.19) for 1d6+6 turns.
- 65–68 **Invulnerability** gives a bonus of +2 to the drinker's AC and saving throws for 1d6+6 turns. Use of more than one invulnerability potion in the same week instead confers a -2 penalty.
- 69–72 **Longevity** makes the drinker ten years younger, reversing even magically-induced aging.
- 73–76 **Levitation** affects the drinker like the spell *levitate* (p.19) for 1d6+6 turns.
- 77–80 **Treasure Finding** makes the drinker aware of the direction and distance of any sizable treasure hordes (5000+ coins or 50+ gems) within 360' for 1d6+6 turns.
- 81–84 **Plant Control** gives the drinker control over 1d6 plants or fungi within a 60' radius for 1d6+6 turns.
- 85–88 **Poison** looks, smells, and tastes like a magic potion, but even a test taste causes death unless the drinker saves versus poison.
- 89–92 **Polymorph** affects the drinker like the spell (p.20) for 1d6+6 turns.

- 93–96 **Speed** doubles the drinker's movement rate for 1d6+6 turns.
- 97–100 **Undead Control** gives the drinker control over 2d4 undead of less than 4 HD, or 1d4 undead with 4 or more hit dice, for 1d6+6 turns.

Maps & Magic Items

Rarely, treasure hordes contain one or more magic items or treasure maps, which the referee chooses by rolling 1d12 on the Map or Magic Item table:

1d12	Map or Magic Item
1–2	Armor
3–5	Map
6	Miscellaneous magic item
7	Ring
8–10	Sword
11	Wand or Staff
12	Weapon

The referee will not immediately identify magic items to the players. The characters must determine the nature of items through experimentation.

Armor

For the purposes of attacks, the referee should treat magic armor bonuses as a reduction in the attacker's hit dice. For example, a chimera (9 HD) normally has a FC of 9. When attacking an opponent wearing armor +2, the referee treats the chimera as having 7 HD, which makes its fighting capability 7.

- 1–30 **Armor +1**
 31–36 **Armor +2**
 37–51 **Armor & Shield +1**

- 52–58 **Armor & Shield +2**
- 59–89 **Shield +1**
- 90–97 **Shield +2**
- 98–100 **Shield +3**

Maps

Treasure maps are an excellent way for a referee to direct the party to new adventures, perhaps far from the current dungeon or dungeon level. When found, the treasures are always guarded by appropriate monsters, typically those of six or more hit dice.

- 1–8 Map to coins worth 1d4×100 gp (mostly silver).
- 9–16 Map to coins worth 5d6×1000 gp (mostly gold).
- 17–24 Map to assorted coins worth 6d6×1000 gp.
- 25–31 Map to assorted coins worth 6d6×1000 gp, and 2d10 gems or jewelry.
- 32–38 Map to coins worth 5d6×1000 gp (mostly gold), and 5d6 gems or jewelry.
- 39–45 Map to assorted coins worth 6d6×1000 gp, and 1d100 gems or jewelry.
- 46–53 Map to 2d6×5 gems or jewelry.
- 54–60 Map to assorted coins worth 6d6×1000 gp, and 2d6×5 gems or jewelry.
- 61–71 Map to one magic item.
- 72–78 Map to two magic items.
- 79–82 Map to three magic items (but no swords).
- 83–86 Map to four magic items, and one scroll or potion.
- 87–90 Map to five magic items, and one scroll or potion.
 - 91 Map to one magic item, and coins worth 1d4×100 gp (mostly silver).
 - 92 Map to one magic item, and coins worth 5d6×1000 gp (mostly gold).
 - 93 Map to two magic items, and coins worth 6d6×1000 gp (mostly gold).

- 96 Map to three magic items (but no swords), and a map to a second location with 2d6×5 gems or jewelry.
- 97 Map to two magic items, and coins worth 5d6×1000 gp (mostly gold).
- 98 Map to one magic item, and a map to a second location with coins worth 1d4×100 gp (mostly silver).
- 99 Map to five magic items, one potion or scroll, assorted coins worth 6d6×1000 gp (mostly gold), and 1d100 gems or jewelry.
- 100 Map to four magic items, one potion or scroll, assorted coins worth 6d6×1000 gp (mostly gold), and 2d6×5 gems or jewelry.

Miscellaneous Magic Items

- 1–3 **Amulet against Crystal Balls & ESP** hides the wearer from ESP or crystal balls.
- 4–8 **Bag of Holding** appears on the outside to be a medium size sack, but it can carry objects up to 3' x 5' x 10' large weighing up to 10,000 coins. Regardless of the objects inside, the bag never weighs more than 600 coins.
- 9–13 **Boots of Levitation** act on the wearer like the spell *levitate* (p.19). They keep the user aloft as long as they are worn.
- 14–17 **Boots of Speed** let the wearer move at 240' per turn. For each hour moving at that rate, the wearer must later spend an equal number of hours resting.
- 18–22 **Boot of Traveling and Springing** enables the wearer to leap up to 10' high and 30' long, and to traverse one extra wilderness hex per day.
- 23 **Bowl of Commanding Water Elementals** summons a 12 hit die water elemental. It requires one turn to set up the bowl, and another turn to summon the elemental.
- 24 **Brazier of Commanding Fire Elementals** summons a 12 hit die fire elemental. It requires one turn to set up the brazier, and another turn to summon the elemental.

- 25–29 **Broom of Flying** can fly at 240' per turn with one rider, or 120' per turn with two riders. It comes to the owner's hand when called (from up to 240' away). The broom does not function unless a magic command word is spoken.
- 30 **Censer of Controlling Air Elementals** summons a 12 hit die air elemental. It requires one turn to set up the censer, and another turn to summon the elemental.
- 31–34 **Crystal Ball** shows the operator an image of a remote target. The closer and better known the target, the clearer the picture. Long sessions exhaust the user, who must rest during the following day. Anyone who uses the crystal ball more than three times per day is likely to go insane.
- 35–36 **Crystal Ball with Clairaudience** acts like the crystal ball described above, but also allows the operator to hear the target.
- 37 **Crystal Ball with ESP** acts like the crystal ball described above, but also allows the operator to detect the thoughts of those viewed.
- 38–40 **Displacer Cloak** makes the wearer seem to be 10' from his actual location, granting a +2 bonus to saving throws and armor class.
- 41 **Drums of Panic** make any creatures hearing the drums (excluding those in the 10' zone immediately around the drums themselves) flee in panic unless they save versus Magic Spell. Non-intelligent animals with 4 or fewer hit dice are automatically panicked.
- 42–43 **Efreeti Bottle** contains an efreet (p.28), who must serve the first person to open the bottle for 1001 days.
- 44–48 **Elven Boots** let the wearer move completely silently.
- 49–53 **Elven Cloak** makes the wearer nearly invisible.
- 54 **Flying Carpet** flies at up to 300' per turn with one rider, or 180' per turn with up to three riders. It comes to its owner when called (from up to 240' away). The carpet functions only if a magic command word is spoken.
- 55–61 **Gauntlets of Ogre Power** give the wearer the strength of an ogre, resulting in a +2 damage bonus.
- 62–63 **Girdle of Giant Strength** gives the wearer FC 7 (if their FC is not already better), and lets them do 2d6 damage in melee combat.
- 64–74 **Helm of Alignment Changing** makes lawful characters chaotic and vice versa. Roll to determine whether neutral characters become lawful or chaotic. The helm can not be removed except by *dispel magic* (which the wearer will resist).
- 75–79 **Helm of Comprehend Languages and Read Magic** lets the wearer read any magical or mundane writing. If an adversary hits the wearer in combat by rolling a natural 20, the helm is shattered.
- 80–82 **Helm of Telepathy** lets the wearer hear the thoughts of any creature within 90', to whom the wearer can also broadcast mental suggestions. If the wearer has a higher intelligence score than the target of the suggestion, the suggestion is likely to be carried out, although suggestions of self-harm will never be effective. If an adversary hits the wearer in combat by rolling a natural 20, the helm is shattered.
- 83 **Helm of Teleportation** lets any magic-user with *teleportation* memorized teleport at will without expending the memorized spell. Teleporting with another person or large object, however, will expend the memorized spell. If an adversary hits the wearer in combat by rolling a natural 20, the helm is shattered.
- 84 **Horn of Blasting** sounds a bombastic 100' long cone (20' at its wide end), deafening for 1 turn any creature caught in its path, and causing them each 2d6 damage. The player may choose to form the blasting cone into a catapult-like arch capable of striking targets beyond a castle wall.
- 85–89 **Medallion of Thoughts** allow a wearer of any class to detect the thoughts of creatures within 30', although it fails to work on a roll of 1 in 6.
- 90–92 **Medallion of Thoughts (90')** allow a wearer of any class to detect the thoughts of creatures within 90', although it fails to work on a roll of 1 in 6.
- 93 **Mirror of Life Trapping** imprisons within its glassy depths

any creature (up to 20 individuals at a time) that gazes into the mirror. Prisoners of the mirror remain trapped (although the owner can communicate with them) until either the mirror is broken or the owner chooses to release them. Any unwary creature within 10' of the mirror is 90% likely to be trapped, though the probability drops to 10% for creatures aware of the device.

- 94–99 **Scarab of Protection** absorbs up to one dozen castings of *finger of death* before it shatters.
- 100 **Stone of Controlling Earth Elementals** summons a 12 hit die earth elemental. It requires one turn to set up the stone, and another turn to summon the elemental.

Rings

Rings take effect when worn, and only one magic ring may be worn on each hand.

- 1–5 **Animal Control** rings give the wearer total control of 3d6 small animals or 1d8 large animals within 60'. However, the ring curses the wearer's FC and AC with a 50% penalty, and may only be removed from the finger by *remove curse* (p.23).
- 6–17 **Delusion** rings make the wearer believe that he wears the ring he desires most.
- 18–19 **Djinn Summoning** rings contain a djinn (p.27) who will serve the wearer whenever he calls.
- 20–29 **Fire Resistance**
- 30–35 **Human Control** rings give the wearer the abilities of the *charm person* spell (p.17) while worn.
- 36–44 **Invisibility** rings give the wearer the abilities of the *invisibility* spell (p.19) while worn.
- 45 **Many Wishes** rings let the wearer make wishes. The more ambitious the wish, the more likely it is to be twisted into an undesirable outcome for the wearer.
- 46–60 **Protection** rings bestow a +1 bonus to the wearer's AC and saving throws.

61–65 **Regeneration** rings restore 1 HP of per turn to a wounded wearer, even after the wearer dies.

66 **Spell Storing** rings contain 1d6 spells (randomly predetermined by the referee), which may be cast by a character of any class. The wearer knows which spells the ring contains. Clerics or magic-users can recharge the spells in the ring.

67–68 **Spell Turning** rings make 1d100 percent of the effect of any dragon or cleric spell (except *finger of death*) rebound upon the caster.

69–70 **Telekenesis** rings give the wearer the abilities of the spell (p.21) as if it was cast by a level 10 magic-user.

71–80 **Water Walking** rings allow the wearer to proceed at their normal movement rate across a body of liquid without sinking below the surface.

81–89 **Weakness** rings cause the wearer's FC and AC to suffer a 50% penalty. The penalty remains until *remove curse* is cast.

90–98 **Wishes** rings grant three limited wishes to the wearer. The more ambitious the wish, the more likely it is to be twisted into an undesirable outcome for the wearer.

99–100 **X-Ray Vision** rings let the wearer see 30' beyond a solid barrier—through up to 60' of iron, or 10' of stone, though lead and gold block the ability completely. The ring reveals traps and secret doors, although only a 10 square foot section of wall can be scrutinized per turn.

Swords

Magic swords are the most rarefied of all magic items, possessing (in addition to their many wondrous powers) wills of their own.

- 1–32 Lawful sword, without special powers or the ability to communicate.
- 33–44 Neutral sword, without special powers or the ability to communicate.
- 45–50 Chaotic sword, without special powers or the ability to communicate.

- 51–55 Lawful sword, with one special power, and empathic communication.
- 56–57 Neutral sword, with one special power, and empathic communication.
- 58 Chaotic sword, with one special power, and empathic communication.
- 59–63 Lawful sword, with two special powers, and empathic communication.
- 64–65 Neutral sword, with two special powers, and empathic communication.
- 66 Chaotic sword, with two special powers, and empathic communication.
- 67–71 Lawful sword, with three special powers, and empathic communication.
- 72–73 Neutral sword, with three special powers, and empathic communication.
- 74 Chaotic sword, with three special powers, and empathic communication.
- 75–79 Lawful sword, with three special powers, and speaks 1d6 languages.
- 80–81 Neutral sword, with three special powers, and speaks 1d6 languages.
- 82 Chaotic sword, with three special powers, and speaks 1d6 languages.
- 83–87 Lawful sword, with three special powers, speaks 1d6 languages, and reads magic.
- 88–89 Neutral sword, with three special powers, speaks 1d6 languages, and reads magic.
- 90 Chaotic sword, with three special powers, speaks 1d6 languages, and reads magic.
- 91–96 Lawful sword, with three special powers, speaks 1d6 languages, reads magic, telepathic communication, and one extraordinary power.
- 97–98 Neutral sword, with three special powers, speaks 1d6 languages, reads magic, telepathic communication, and one extraordinary power.

- 99–100 Chaotic sword, with three special powers, speaks 1d6 languages, reads magic, telepathic communication, and one extraordinary power.

Wands and Staves

Wands and staves have a limited number of uses: wands have 100 charges, staves have 200. When duplicating spell effects, wands act as a level 6 caster, and staves as level 8.

- 1–5 **Staff of Commanding** provides animal control, human control, and plant control (as per the potions).
- 6–15 **Staff of Healing** heals 1d6+1 damage. Only one charge may be used on the same target on the same day.
- 16–17 **Staff of Power** can cast cold (as per the wand), *continual light* (p.19), *fire ball* (p.19), *lightning bolt* (p.20), striking (as per the staff), and *telekenesis* (p.21). If broken, the staff deals damage equal to its remaining charges × 8, divided between all creatures within 30’.
- 18–22 **Staff of the Serpent** is usable only by clerics. It is +1 to hit, and causes 1d6+1 damage. The cleric may order the staff to entwine any opponent struck by it, incapacitating them for 1d4 turns, after which it slithers back to the cleric’s hand.
- 23–27 **Staff of Striking** causes 2d6 damage on a successful hit.
- 28–29 **Staff of Withering** causes normal damage on a successful hit, but also ages the target 10 years.
- 30 **Staff of Wizardry** gives +1 to hit, and can cast *invisibility* (p.19), *passwall* (p.21), *wall of fire* (p.20), create a whirlwind (like djinni, p.27), and paralyze (as per the wand). The staff can also produce a 10’ x 10’ x 2’ sticky web capable of detaining creatures for several turns. Finally, the staff can summon 1d4 elementals of a random type. If broken, the staff deals

damage equal to its remaining charges $\times 8$, divided between all creatures within 30'.

- 31–35 **Wand of Cold** projects a freezing cone 60' long and 30' at its wide end. Creatures hit by the cone take half damage if they make a save throw.
- 36–40 **Wand of Detecting Enemies** alerts the wielder if any enemies within 60' become aware of him.
- 41–45 **Wand of Detecting Magic** reveals the presence and something of the character of any magic within 20' when activated.
- 46–60 **Wand of Detecting Metals** tells the user the direction, distance, and type (gold, lead, etc.) of the nearest collection of metal with a mass around 1000 coins or more when activated.
- 61–65 **Wand of Detecting Secret Doors & Traps** alerts the holder to any trap or secret door within 20'.
- 66–70 **Wand of Fear** projects a 60' long cone (30' at its wide end) causing any creature in its path to flee unless they make their saving throw.
- 71–75 **Wand of Fire Balls** shoots fire balls like the spell (p.19).
- 76–80 **Wand of Illusion** acts like *phantasmal force* (p.19, though the user need not maintain concentration).
- 81–85 **Wand of Lightning Bolts** shoot lightning bolts like the spell (p.20).
- 86–90 **Wand of Negation** cancels the effects of any other wand, or 75% of the effects of a staff.
- 91–95 **Wand of Paralyzation** projects a 60' long cone (30' at its wide end) paralyzes any creature in its path. If they make their saving throw, the targets take 1d3 damage instead.
- 96–100 **Wand of Polymorph** casts either *polymorph self* or *polymorph other* (p.20).

Weapons

Unless otherwise noted, the bonuses below (+1/+2/+3) apply to hit rolls and to damage rolls.

- 01–15 **Arrows +1** (qty. 2d6)

- 16–25 **Arrows +1** (qty. 3d10)

- 26–35 **Arrows +2** (qty. 1d6)

- 36–40 **Arrows +3** (qty. 1d6)

- 41–45 **Axe +1** can be used in melee combat, or thrown up to 30'.

- 46–50 **Bow +1** provides a bonus to hit, but no damage bonus.

- 51–65 **Dagger +1 (+2 vs. goblins & kobolds)**

- 66–70 **Dagger +2 (+3 vs. goblins, kobolds & orcs)**

- 71–80 **Mace +2**

- 81–86 **Spear +1** does 1d6+1 damage when hurled.

- 87–89 **Spear +2** does 1d6+2 damage when hurled.

- 90 **Spear +3** does 1d6+3 damage when hurled.

- 91–95 **War Hammer +1** may be hurled up to 30'.

- 96–99 **War Hammer +2** may be hurled up to 30'.

- 100 **War Hammer +3** may be hurled up to 30'. If wielded by a dwarf, it does 2d6 damage (with an additional +3 damage versus giants), may be hurled up to 60', and magically returns to dwarf's hand.

Magic Item Saving Throws

Artifacts

Artifacts are unique items designed by the referee, such as inscrutable alien machines or prehistoric magics of a type long lost to the world. Vastly more powerful and rare than magic items, artifacts are strongly aligned with either Law or Chaos. Neutral characters or characters of the opposite alignment who touch an artifact suffer one of the following:

1. Paralyzed until some particular criteria fulfilled
2. Suffer 10d6 damage
3. Killed instantly
4. Permanently lose 4 levels
5. Permanently lose 6 levels
6. Driven insane for a month and a day

Dungeons

Time

Time exploring is measured in 10 minute blocks called *turns*. In combat, that turn is subdivided into 10 *rounds*, during which each combatant has an opportunity to act.

10 minutes
=
1 turn
=
10 rounds

The referee should mark-off weeks of game time on a calendar in order to track the change of season, important festivals, and so forth. It is useful to assume that each excursion into the dungeon (each of your weekly play sessions) corresponds to one week of game time.

Movement

The movement rates listed below assume careful exploration while mapping, measuring, and being mindful for traps or enemies. A

character can run for a short time at twice the rate listed, though in his haste he might become lost or blunder into danger.

Coin Weight Carried	Movement Per Turn
0–250	480'
251–750	240'
751–1,000	180'
1,001–1,500	120'

One in every six turns must be spent resting. After running, two turns must be spent resting.

Characters can elect to move only a fraction of their full movement in a turn, which may give them time during that turn to complete some other action. For example, a character carrying 800 coins worth of weight with a normal movement rate of 180' might choose, during one particular turn, to move only 90' and then listen at a door for 5 minutes.

Light

All monsters can see in complete darkness, but player characters need a light source to see. The referee tracks the duration of light sources during play. Forgetful characters might be plunged into darkness at an inopportune moment.

Light source	Duration	Area Illuminated
Torch	6 turns	30' radius
Lantern	24 turns	30' radius
Light (magic-user spell)	6 turns	30' diameter
Light (cleric spell)	12 turns	30' diameter
Continual Light (m-u spell)	till dispelled	240' diameter
Continual Light (clr. spell)	till dispelled	240' diameter

Wandering Monsters

Wandering monsters, because they are encountered outside their lairs, never have treasure.

Surprise

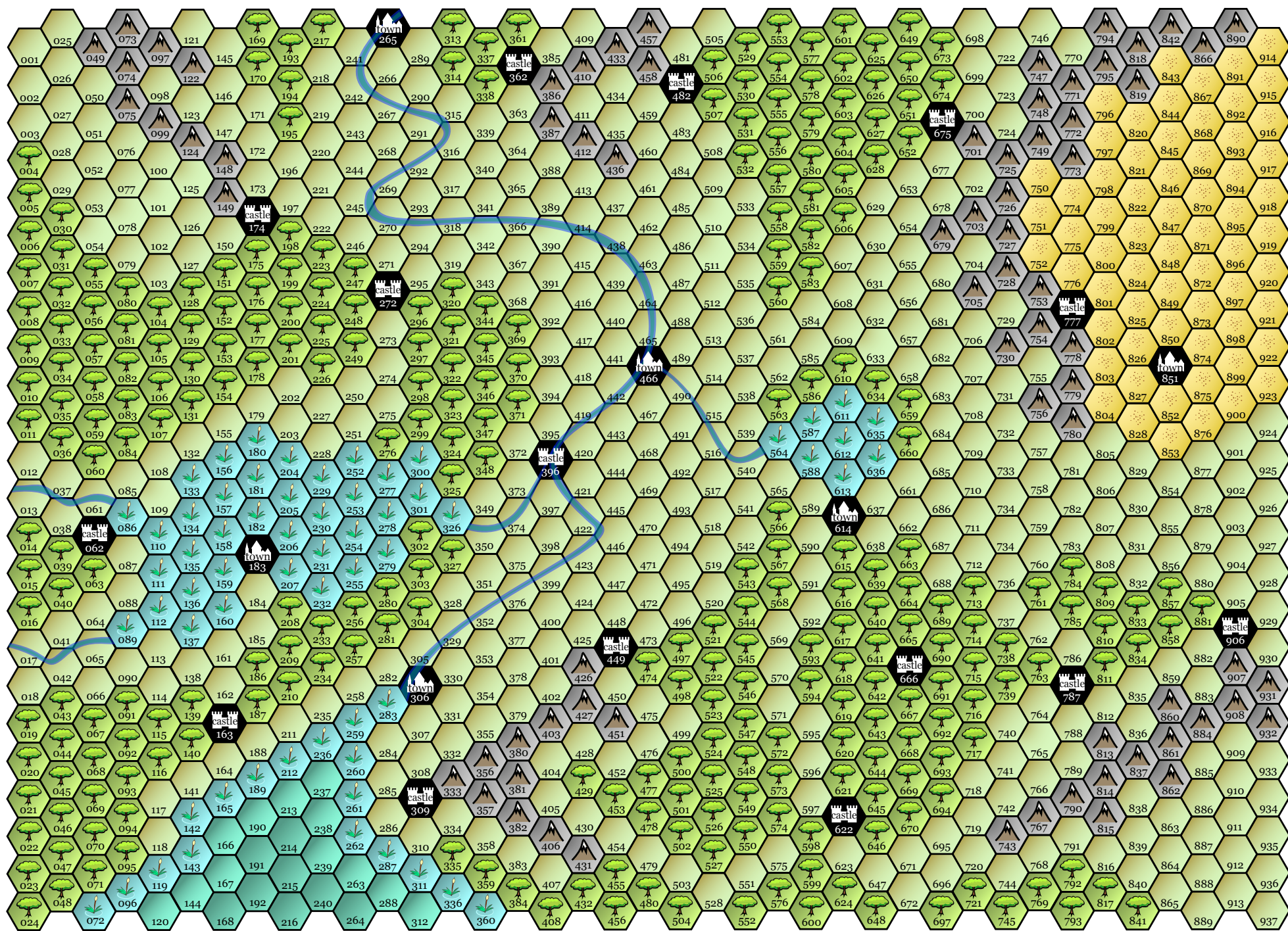
Traps, Listening & Secret Doors

Wilderness

Travel

Cities

Castles



Angry Villagers

Mass Combat

Naval Combat

Aerial Combat

Other Planes

Appendices

Optional Rules & Ideas

Experience by Spending

Gold flowed like water through Conan's mighty hands. In order to capture a sword and sorcery flavor, some referees prefer to award experience for gold spent (preferably on debauchery) instead of awarding experience for simply removing the gold from a dungeon. Other referees award a percentage of experience for both.

Initiative

Who acts first in a combat round? In many cases, the referee sets the order of action using common sense, but various options might be used to determine the order of initiative in less obvious cases:

- All combatants act in order from highest dexterity to lowest. The referee rolls dexterity for each monster.
- At the start of a combat, each combatant rolls 1d6, and acts in order from highest roll to lowest. Optionally, give a bonus for high dexterity.
- Each round, a player rolls once (1d6) for the party, and the referee rolls once for all monsters. The side with the highest roll acts first on that round.

- Characters act in the order that the players sit at the table, with all the monsters acting on the referee's turn.
- Combatants act in order of their weapon speeds/lengths:
 1. Gaze attacks
 2. Breath weapons
 3. Spells levels 1–2
 4. Missile weapons
 5. Long weapons (polearms, pikes)
 6. Spells level 3–4
 7. Medium weapons (swords, maces)
 8. Short weapons (daggers, staves)
 9. Spells levels 5–6
 10. Read scrolls, other actions

Monster Appearance

The monster descriptions are intentionally vague. What do orcs look like in your campaign? Are they pig-faced humanoids? Ape men? Something else entirely? Are kobolds furry dog-men, or dragon worshipping lizard-men? Are gnolls tall and hyena-headed, or do they more resemble Jerusalem artichokes with red gem eyes and tentacles?

Number Appearing (and Balance)

How many monsters of a given type appear in a given encounter? The referee will decide.

Often the answer is one monster or 1d6 monsters, depending in part on the dungeon level. Deeper dungeon levels are more dangerous; that constant should act as a signpost to player characters. On the first dungeon level, 1 HD orcs will tend to appear in groups of 1d6. On the tenth dungeon level, orcs might appear in groups of 30 or even 300.

Some encounters will only deplete party resources, and stand little chance of killing characters. One or two encounters on a level will be so deadly that the only sensible choice for the party is to

circumvent those monsters. That's OK. As a baseline, the referee can stock a dungeon level with small groups of monsters with hit dice equal to the dungeon level.

The Thief Class

In some sense, all player characters are thieves—raiders of ancient and dusty tombs. However, the referee may give players the option to create a character who is a professional burglar (or cutpurse, robber, etc.) with specialized skills.

Unconsciousness Before Death

Some referees may rule that at zero hit points a combatant falls unconscious, and death occurs at -1 or fewer hit points. Other ref-

erees rule that a combatant survives until damage totals negative hit points greater than character level or monster hit dice (e.g.—a level 4 character dies at -5 hit points).

Upkeep Costs

How often are upkeep costs paid? Some referees assess upkeep fees at the time experience is earned (e.g.—at the time the referee awards 300 XP to a character, that character pays 3 GP in upkeep). That simplifies bookkeeping for food, lodging, maintenance, etc. If, on the other hand, the referee wants to use upkeep costs as a stick to drive characters toward play focused on establishing and maintaining baronies, upkeep fees should be assessed more frequently—at the end of every adventure session, or once every week or month of game time.

Monsters by Hit Dice

0 to 2 HD Monsters

1. Dryads
2. Dwarves
3. Elves
4. Fauna, Small
5. Ghouls
6. Gnolls
7. Goblins
8. Green Slime
9. Hobgoblins
10. Kobolds
11. Men
12. Nixies
13. Orcs
14. Pixies
15. Skeletons
16. Zombies

2+ to 4 HD Monsters

1. Centaurs
2. Fauna, Large
3. Gargoyle
4. Gray Ooze
5. Hippogriff
6. Medusa
7. Men
8. Pegasi
9. Unicorn

10. Werewolves
11. Wight
12. Wraith

4+ to 6 HD Monsters

1. Fauna, Large
2. Hill Giant
3. Hydra (5–6 heads)
4. Men
5. Minotaur
6. Mummies
7. Ocher Jelly
8. Ogres
9. Rocs
10. Sea Monster
11. Specter
12. Werebear
13. Wereboars
14. Weretiger

6+ to 8 HD Monsters

1. Basilisk
2. Black Dragon
3. Djinn
4. Elemental (by staff)
5. Fauna, Large
6. Gorgon
7. Griffon
8. Hydra (7–8 heads)
9. Invisible Stalker
10. Manticore

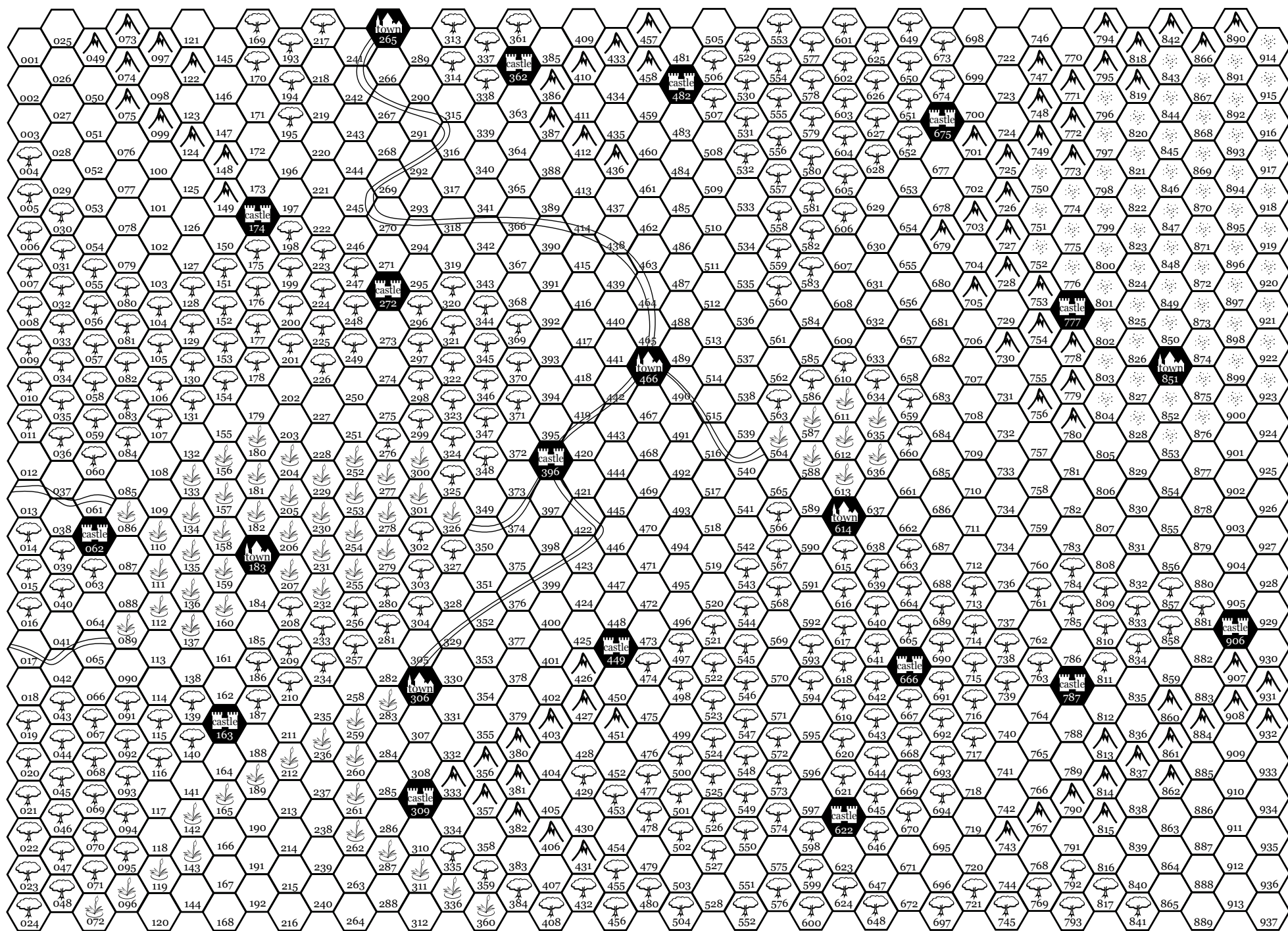
11. Sea Monster
12. Treants
13. Trolls
14. White Dragon
15. Wyvern
16. Vampire

8+ to 10 HD Monsters

1. Black Pudding
2. Blue Dragon
3. Chimera
4. Efreet
5. Fauna, Large
6. Green Dragon
7. Hydra (9–10 heads)
8. Sea Monster
9. Stone Giant
10. Vampire

10+ HD Monsters

1. Cloud Giant
2. Elemental (by spell)
3. Elemental (by device)
4. Fauna, Large
5. Fire Giant
6. Frost Giant
7. Golden Dragon
8. Hydra (11–12 heads)
9. Purple Worm
10. Red Dragon
11. Sea Monster



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Index

- Abilities, 9, 11
- Aerial Combat, 47
- Alignment, 10
- Amulet against Crystal Balls & ESP, 37
- Angry Villagers, 47
- Animal Control (potion), 35
- Animal Control (ring), 39
- Animal Growth, 21
- Animate Dead, 21
- Anti-magic Shell, 22
- Arcane Eye, 20
- Arcane Lock, 19
- Armor, 14
- Armor (magic), 36
- Armor +1, 36
- Armor +2, 36
- Armor & Shield +1, 36
- Armor & Shield +2, 37
- Armor Class, 14
- Arrows +1, 40
- Arrows +2, 40
- Arrows +3, 40
- Artifacts, 41
- Axe +1, 40

- Bag of Holding, 37
- Baronies, 16
- Basilisks, 27
- Black Pudding, 27
- Bless, 23
- Boot of Traveling and Springing, 37
- Boots of Levitation, 37

- Boots of Speed, 37
- Bow +1, 40
- Bowl of Commanding Water Elementals, 37
- Brazier of Commanding Fire Elementals, 37
- Broom of Flying, 38

- Captured Monsters, 15
- Castles, 45
- Cause Light Wounds, 22
- Cause Serious Wounds, 23
- Censer of Controlling Air Elementals, 38
- Centaur, 27
- Charm Monster, 20
- Charm Person, 17
- Chimeras, 27
- Cities, 45
- Clairaudience, 19
- Clairaudience (potion), 35
- Clairvoyance, 19
- Clairvoyance (potion), 35
- Classes, 9, 12
- Clerics, 9
- Cloudkill, 21
- Cockatrices, 27
- Combat, 25
- Commune, 24
- Confusion, 20
- Conjure Elemental, 21
- Consumables, 14
- Contact Other Plane, 21

- Continual Light, 19, 23
- Control Weather, 22
- Copper Pieces, 33
- Create Food, 24
- Create Water, 23
- Crystal Ball, 19, 38
- Crystal Ball with Clairaudience, 38
- Crystal Ball with ESP, 38
- Cure Disease, 23
- Cure Light Wounds, 22, 23
- Cure Serious Wounds, 23
- Curse, 23

- Dagger +1 (+2 vs. goblins & kobolds), 40
- Dagger +2 (+3 vs. goblins, kobolds & orcs), 40
- Damage, 25
- Darkness (spell), 23
- Death, 25
- Death (spell), 22
- Delusion (potion), 35
- Delusion (ring), 39
- Detect Evil, 19, 22
- Detect Good, 22
- Detect Invisibility, 19
- Detect Magic, 17, 23
- Dimension Door, 20
- Diminution (potion), 35
- Disintegrate, 22
- Dispel Evil, 24
- Dispel Magic, 19
- Displacer Cloak, 38

- Djinn Summoning (ring), 39
- Djinni, 27
- Dragon Control (potion), 35
- Dragons, 27
- Drums of Panic, 38
- Dryads, 28
- Dungeons, 43
- Dwarves, 10, 28

- Efreeti, 28
- Efreeti Bottle, 38
- Elemental, 21
- Elementals, 28
- Elven Boots, 38
- Elven Cloak, 38
- Elves, 10, 28
- Encumbrance, 14, 43
- Equipment, 14
- ESP, 19
- ESP (potion), 35
- Experience, 25, 33, 49

- Fauna, Large, 28
- Fauna, Small, 28
- Feeblemind, 21
- Fighting Capability, 26
- Fighting-Men, 9
- Find Traps, 23
- Finger of Death, 24
- Fire Ball, 19
- Fire Resistance (potion), 35
- Fire Resistance (ring), 39
- Fly (spell), 19

Flying, 47
 Flying (potion), 36
 Flying Carpet, 38

 Gargoyles, 28
 Gaseous Form (potion), 36
 Gauntlets of Ogre Power, 38
 Geas, 22
 Ghouls, 28
 Giant Control (potion), 36
 Giant Strength (potion), 36
 Giants, 29
 Girdle of Giant Strength, 38
 Gnolls, 29
 Goblins, 29
 Gold Pieces, 14, 33
 Gorgons, 29
 Gray Ooze, 29
 Green Slime, 29
 Griffins, 29
 Growth (potion), 35

 Halflings, 10
 Hallucinatory Terrain, 20
 Haste, 19
 Healing (potion), 35
 Helm of Alignment Changing, 38
 Helm of Comprehend Languages
 and Read Magic, 38
 Helm of Telepathy, 38
 Helm of Teleportation, 38
 Heroism (potion), 36
 Hippogriffs, 29
 Hirelings, 15
 Hit Points, 10, 25
 Hobgoblins, 29
 Hold Monster, 21
 Hold Person, 19, 23
 Hold Portal, 17
 Horn of Blasting, 38
 Horse, 29
 Human Control (potion), 36
 Human Control (ring), 39
 Hydras, 29

 Infravision, 20

Inheritance, 16
 Initiative, 49
 Insect Plague, 24
 Invisibility, 19
 Invisibility (potion), 36
 Invisibility (ring), 39
 Invisibility 10' Radius, 20
 Invisible Stalker (spell), 22
 Invisible Stalkers, 22, 29
 Invulnerability (potion), 36

 Knock, 19
 Kobolds, 29

 Levitate, 19
 Levitation (potion), 36
 Light, 43
 Light (spell), 17, 23
 Lightning Bolt, 20
 Locate Object, 19, 23
 Longevity (potion), 36
 Loyalty, 15, 25
 Lycanthropes, 31

 Mace +2, 40
 Magic, 17
 Magic Jar, 21
 Magic-Users, 9
 Magical Research, 17
 Manticores, 29
 Many Wishes (ring), 39
 Map, 45, 51
 Maps, 37
 Mass Combat, 47
 Massmorph, 20
 Medallion of Thoughts, 38
 Medallion of Thoughts (90'), 38
 Medusae, 29
 Men, 30
 Minotaurs, 30
 Mirror of Life Trapping, 39
 Misc. Magic Items, 37
 Money, 14
 Monsters, 27
 Morale, 15, 25
 Move Earth, 22

Movement, 43, 45
 Mules, 30
 Mummies, 30

 Naval Combat, 47
 Neutralize Poison, 23
 Nixies, 30

 Ocher Jelly, 30
 Ogres, 30
 Orcs, 30
 Other Planes, 47

 Part Water, 22
 Passwall, 21
 Pegasus, 30
 Phantasmal Force, 19
 Pixies, 30
 Planes, 47
 Plant Control (potion), 36
 Plant Growth, 20
 Player Characters, 9
 Poison (potion), 36
 Polymorph (potion), 36
 Polymorph Other, 20
 Polymorph Self, 20
 Potions, 35
 Prime Requisite, 11
 Project Image, 22
 Protection (ring), 39
 Protection from Elementals, 35
 Protection from Evil, 17, 23
 Protection from Evil 10' Radius, 20,
 23
 Protection from Good, 23
 Protection from Good 10' Radius,
 23
 Protection from Good 10' radius, 20
 Protection from Lycanthropes, 35
 Protection from Magic, 35
 Protection from Normal Missiles,
 20
 Protection from Undead, 35
 Purify Food and Drink, 23
 Purple Worms, 30

Quest, 24

 Raise Dead, 24
 Read Languages, 17
 Read Magic, 17
 Regeneration (ring), 39
 Reincarnation, 22
 Remove Curse, 20, 23
 Rings (magic), 39
 Rocs, 30
 Round, 43

 Saving Throws, 10, 13
 Scarab of Protection, 39
 Scroll (cleric), 35
 Scroll (cursed), 35
 Scroll (magic-user), 35
 Scroll (protection), 35
 Scrolls, 35
 Sea Monsters, 30
 Secret Doors, 44
 Shield +1, 37
 Shield +2, 37
 Shield +3, 37
 Silver Pieces, 33
 Skeletons, 30
 Sleep (spell), 17
 Slow, 20
 Speak with Animals, 23
 Speak with Plants, 23
 Spear +1, 40
 Spear +2, 40
 Spear +3, 40
 Specters, 30
 Speed (potion), 36
 Spell Books, 17
 Spell Storing (ring), 39
 Spell Turning (ring), 39
 Staff of Commanding, 40
 Staff of Healing, 40
 Staff of Power, 40
 Staff of Striking, 40
 Staff of the Serpent, 40
 Staff of Withering, 40
 Staff of Wizardry, 40

Staves, 39	Treasure, 33	Wand of Detecting Enemies, 40	Weakness (ring), 39
Sticks to Snakes, 23	Treasure Finding (potion), 36	Wand of Detecting Magic, 40	Weapons, 14
Stone of Controlling Earth Elements, 39	Treasure Types, 34	Wand of Detecting Metals, 40	Werebears, 31
Stone to Flesh, 22	Trolls, 30	Wand of Detecting Secret Doors & Traps, 40	Wereboars, 31
Swords (magic), 39	Turn, 43	Wand of Fear, 40	Weretigers, 31
	Turning Undead, 17, 18	Wand of Fire Balls, 40	Werewolves, 31
		Wand of Illusion, 40	Wights, 31
Telekenesis, 21	Unconsciousness, 50	Wand of Lightning Bolts, 40	Wilderness, 45
Telekenesis (ring), 39	Undead Control (potion), 36	Wand of Negation, 40	Wilderness Map, 45, 51
Teleport, 22	Unicorns, 31	Wand of Paralyzation, 40	Wishes (ring), 39
Thief, 50	Upkeep, 50	Wand of Polymorph, 40	Wraiths, 31
Time, 43		Wandering Monsters, 44	Wyverns, 31
Transmute Rock to Mud, 22	Vampires, 31	Wands, 39	
Transporation, 15		War Hammer +1, 40	X-Ray Vision (ring), 39
Transportation, 15	Wall of Fire, 21	War Hammer +3, 41	
Traps, 44	Wall of Ice, 21	Water Breathing, 20	Yellow Mold, 31
Travel, 45	Wall of Iron, 22	Water Walking (ring), 39	
Treants, 30	Wall of Stone, 22		
	Wand of Cold, 40		