



Torch & Sword

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

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Beta Edition
(July 17, 2011)

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Preface

Why rewrite the original 1974 roleplay game?

- The original out-of-print rule booklets are increasingly scarce and expensive.
- More people will play a nearly 40-year-old game if they can download the rules for free.
- Previous rewrites of the rules (called “retro-clones”) have different design priorities. They include rules from post-1974 supplements, for example, and exclude many 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 wanted complexity than remove unwanted complexity.

The ambiguities and omissions in the original three booklets are important. What is unclear or unwritten 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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The author of this book hereby grants permission for anyone to make copies of anything or everything in this book for personal use. Coil binding is recommended, so that the book can be opened, folded over completely, and laid flat on a table.

Thanks

Thanks for the work of Gary Gygax, Dave Arneson, Erol Otus, David Sutherland, Dave Trampier, John D. Batten, J. Eric Holmes, Tom Moldvay, Matthew J. Finch, and Daniel Proctor.

Thanks to the OSR community, including Scott of Huge Ruined Pile, Delta of Delta’s D&D Hotspot, Dave of Sham’s Grog & Blog, Philotomy of Philotomy’s OD&D Musings, and the good people of the odd74.proboards.com and Knights & Knaves forums.

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.

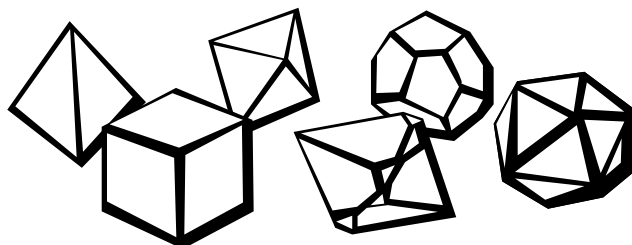
Introduction

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, the referee, 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 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.

A throw of dice resolves game actions—dice with 4, 6, 8, 12, 10, and 20 sides. Abbreviations tell you which dice to roll. For example, *3d6* means to roll three six-sided dice, and total the results.



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 need pencils, graph paper, and dice. Some players represent their player characters and the monsters with miniatures figures.

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 inspired 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 for each ability score: strength, intelligence, wisdom, constitution, dexterity, and charisma.
2. Choose a race: man, dwarf, elf, or halfling.
3. Pick a class: cleric, fighting-man, or magic-user.
4. Boost the class's prime requisite if possible.
5. Roll hit points according to class.
6. Note saving throws.
7. Record Fighting Capability (FC).
8. Choose an alignment: law, neutrality, or chaos.
9. Note languages spoken and capacity to learn languages.
10. Roll $3d6 \times 10$ for starting gold pieces. Buy equipment.

11. Note Armor Class (AC).
12. Calculate encumbrance and movement rate.
13. Choose spells if appropriate.
14. Add any flavor text desired.
15. 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 called the 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. As shown in the Prime Requisite Boosting table (p. 17), points taken from other abilities can increase the prime requisite score.

Very high or low ability scores provide advantages or disadvantages. See the Ability Score Bonuses and Penalties table (p. 17).

Character Classes

Fighting-Men

Fighting-men use all magical weapons and armor, but no magic spells. High-level fighters (Lords and above) become barons, and build income-generating castles.

Magic-Users

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

Clerics

Clerics pray for spells, and have a unique ability to *turn* away undead creatures. They use any magic armor, although they only use non-edged weapons. High-level clerics (Patriarchs and above) build strongholds, and attract tithe-paying followers. By level 7, clerics must declare their allegiance to either Law or Chaos (see Alignment, p.11).



Dwarves

Dwarves are fighting-men, 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 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 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 are fighting-men, 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 anything that starts weak, and becomes more capable through experience. Playing a dragon, 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 never become clerics, and clerics never become magic-users.

Hit Points

Hit points represent how much damage a character withstand 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. 18).

Saving Throws

Because of their fortitude or reflexes, characters sometimes halve or entirely avoid damage or other undesirable effects, such as death by poison or being turned to stone by a medusa. This ability 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. 19).

Alignment

Characters and monsters in the 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.

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 rest more often. Measure encumbrance weight in coins—the more gear

the character carries, the less treasure they 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. 55) describes the effect of encumbrance on movement.

Equipment Costs

Weapons

Battle axe	7 gp (weight 100)
Bow (composite)	50 gp (weight 50)
Bow (long)	40 gp (weight 50)
Bow (short)	25 gp (weight 50)
Crossbow (light)	15 gp (weight 50)
Crossbow (heavy)	25 gp (weight 100)
Dagger	3 gp (weight 20)
Flail	8 gp (weight 100)
Halberd	7 gp (weight 150)
Hand axe	3 gp (weight 50)
Lance	4 gp (weight 150)
Mace	5 gp (weight 50)
Morning star	6 gp (weight 100)
Pike	5 gp (weight 150)
Pole arm	7 gp (weight 150)
Spear	1 gp (weight 50)
Sword	10 gp (weight 50)
Two-handed Sword	15 gp (weight 150)

Armor

Barding	150 gp (weight 750)
Chain-type mail	30 gp (weight 500)
Helmet	10 gp (weight 50)
Leather armor	15 gp (weight 250)
Plate mail	50 gp (weight 750)
Shield	10 gp (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)	5 gp (quiver +5 gp)
Arrow (silver tipped)	5 gp
Belladona (bunch)	10 gp
Flask of oil	2 gp
Garlic (bud)	5 gp
Holy water (1 vial)	25 gp
Iron spikes (12)	1 gp
Quarrels (30)	5 gp (case +5 gp)
Rations (iron, 1 week's)	15 gp
Rations (standard, 1 week's)	5 gp
Stakes (3) & mallet	3 gp
Torches (6)	1 gp
Wine (quart)	1 gp
Wolfsbane (bunch)	10 gp

Transportation

Boat (small)	100 gp
Cart	100 gp
Galley (small)	10,000 gp
Galley (large)	30,000 gp
Horse (draft)	30 gp
Horse (light)	40 gp
Horse (warhorse, heavy)	200 gp

Horse (warhorse, medium)	100 gp
Mule	20 gp
Raft	40 gp
Saddle	25 gp
Saddle bags	10 gp
Ship (small merchant)	5000 gp
Ship (large merchant)	20,000 gp
Wagon	200 gp

Miscellaneous

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

Rumors

Buying a round of drinks at the tavern (1d6 × 10 gp) or bribing a local gossip (1d10 gp) provides characters with various rumors and legends, though only the referee knows which are true and useful.

Hirelings

With 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 for the hiring character's charisma. The referee notes the re-

sult 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 checks the morale of hirelings (p. 31). Poorly treated hirelings abandon the player characters, and 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 surrender to the player characters. If the characters offer employment to such a monster, the referee checks the acceptability of the offer and the loyalty of the monster as described for hirelings.

Although monsters see in the dark, a monster in service to a player character does not.

Inheritance

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

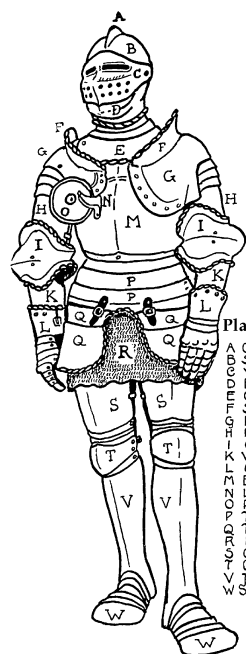
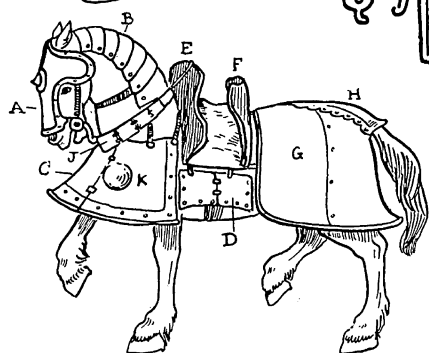
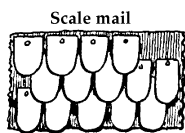


Plate Mail

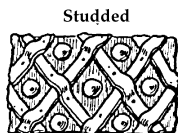
A Crest
B Skull
C Visor
D Beavor
E Gorget
F Shoulder-guard
G Pauldron
H Rerebrace
I Coudie or Elbow-cop
J Vambrace
K Gauntlet
L Breast
M Lance-rest
N Palette or Rondel
O Taces
P Tassets
Q Breech
R Cuisse
S Genouilliere or Knee-cop
T Jamb
V Soleret



Horse armour. A, Chamfron; B, Crinet; C, Peytral; D, Flanchards; E, Arçon; F, Cantel; G, Crupper; H, Tail-guard; J, Metal rein-guard; K, Glancing-knob.



Scale mail



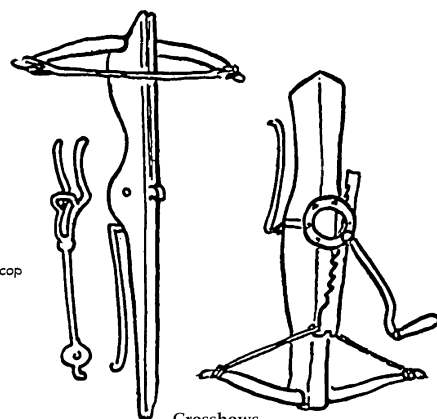
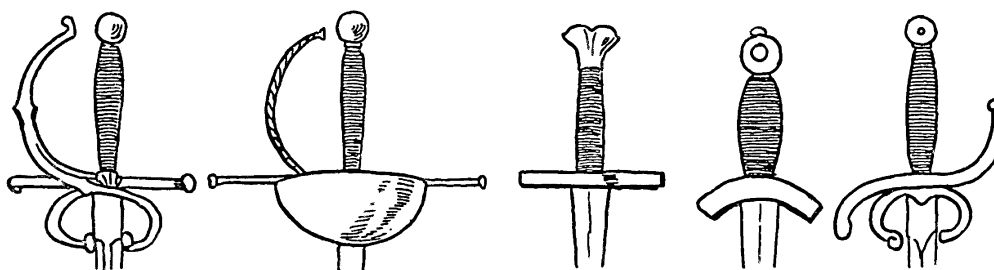
Studded



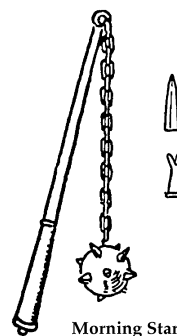
Ring Mail



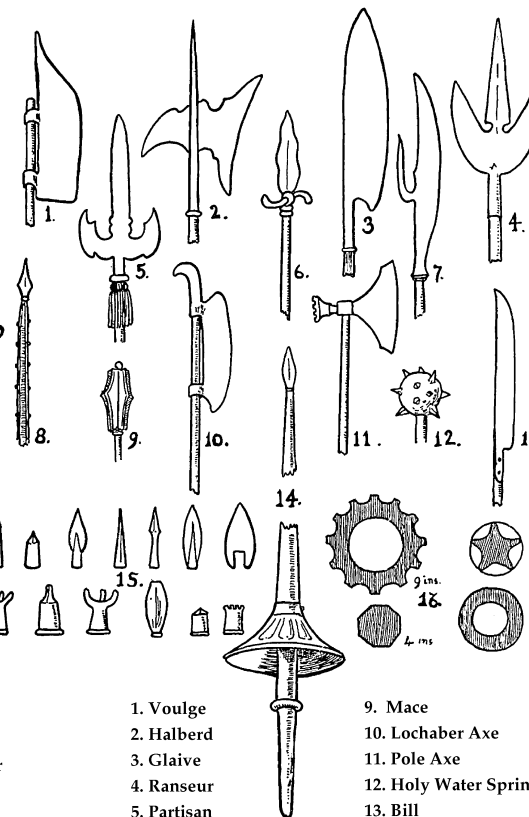
Chain Mail



Crossbows

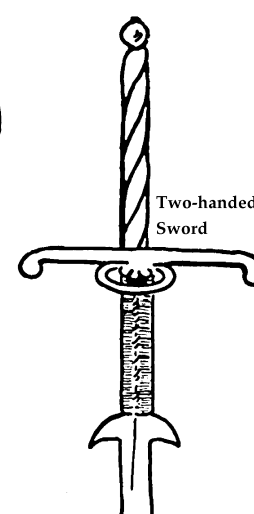


Morning Star

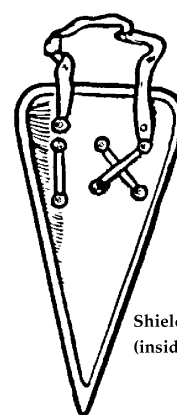


1. Voulge
2. Halberd
3. Glaive
4. Ranseur
5. Partisan
6. Spontoon
7. Gisarme
8. Pike

9. Mace
10. Lochaber Axe
11. Pole Axe
12. Holy Water Sprinkler
13. Bill
14. Lance
15. Lance tips
16. Lance cross-sections



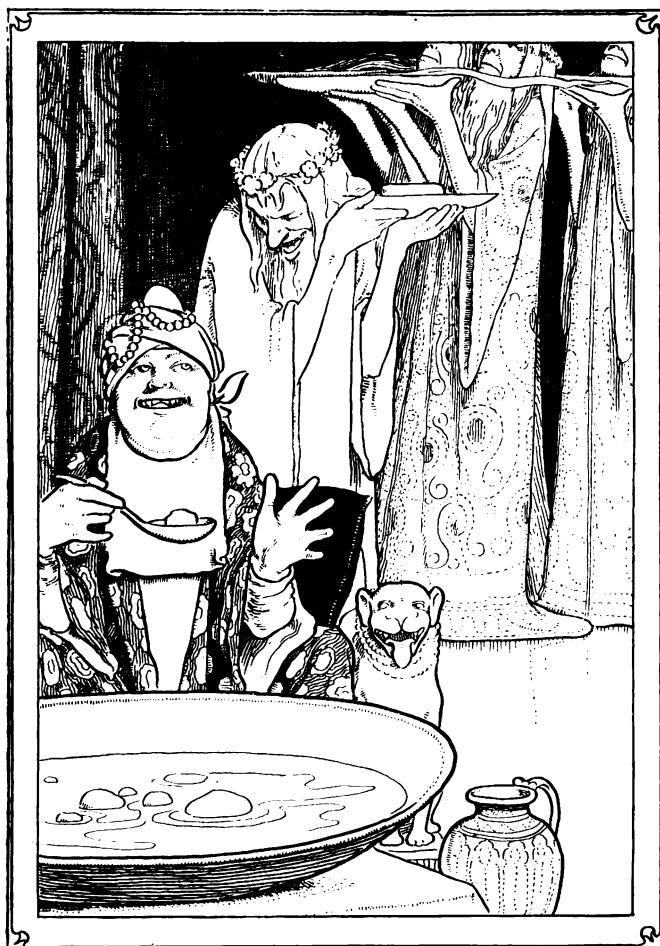
Two-handed Sword



Shield (inside)

Advancement

Character capabilities—fighting capability, hit points, saving throws, number of spells—depend on their character level. Newly created characters start at level 1. By recovering treasure and defeating monsters, characters get *experience points*. When characters accrue enough experience points (XP), they advance one level, and their capabilities increase. See the Class Advancement table (p. 18).



Upkeep

Characters pay upkeep costs equal to 1% of their experience points.

Strongholds

Before building their stronghold, characters pay taxes to a local lord. Clerics build strongholds at level 8, fighting-men at level 9, and magic-users at level 11. After founding their own stronghold in uncivilized wilderness, characters receive tax revenue instead of paying upkeep costs.

Characters first clear monsters from one hex of the wilderness map. Continued habitation keeps up to a 20 mile area around the stronghold free of monsters.

1d4 × 100 villagers inhabit each of the 2d4 small settlements in the area. Each villager pays annual taxes of 10 gp.

Construction of additional infrastructure such as roads, canals, inns, and ports increases tax revenue and population.

Stronghold Construction Costs

Barbette	1000 gp
Barbican	17,000 gp
Bastion	3000 gp
Building, wood (120' perimeter)	300 gp
Stone building	500 gp
Curtain wall (90')	3500 gp
Tower (15')	4500 gp
Tower (30')	5000 gp
Earthworks (180')	1000 gp
Gate house w/ gate	3000 gp
Portcullis & drawbridge	2000 gp
Great hall	2500 gp
Keep	starting at 42,000 gp
Tower	30,000 gp
Moat/ditch (180')	2000 gp
Wood palisade (180')	1500 gp

Resident Experts & Men-at-Arms

Recruit men-at-arms or resident experts for a stronghold by posting public notices or employing recruiters. Either method costs 100-600 gp per week, and the referee determines how well recruitment succeeds.

Public advertisements create rumors, as do departures and returns of expeditions from the stronghold.

Alchemists duplicate potions for half the cost of creating it from scratch, but conduct original research at double the cost of similar research by a magic-user. They work for 1000 gp per month.

Armorsmiths forge five weapons, three shields, or one suit of armor per month. One assistant with one smith double that production, and four assistants with two smiths triple it. Every 50 armed troops in the stronghold require one armorsmith to maintain their gear. Armorsmiths work for 100 gp per month.

Assassins target enemies of strongholders. The referee determines their availability and chance of success against the defenses of particular targets. Assassins work for 2000 gp per mission.

Animal Trainers specialize in one sort of animal only. Any animal—except horses and mules—requires a trainer. They train up to six animals at once, though the length of training varies. Animal trainers work for 500 gp per month.

Engineers plan stronghold construction, tunneling, and sieges. Each such project requires one engineer. They work for 750 gp per month.

Sages advise only fighting-men who build strongholds. They work for 2000 gp per month.

Seamen work under captains, in number according to ship type (p. 32). They work for 10 gp per month, or more if expected to fight.

Ship Captains are required for navies, one per ship. They work for 250 gp per month.

Smiths assist armorsmiths. Every 50 horses require maintenance by one smith. They work for 25 gp per month.

Spies either infiltrate enemy organizations from outside, or the strongholder recruits existing members of the enemy organization. The referee determines the reliability and effectiveness of spies. They work

for 500 gp per mission.

Men-at-Arms

Monthly upkeep costs to retain each man-at-arms depends on their type:

Non-fighter	1 gp
Light foot	2 gp
Heavy foot	3 gp
Crossbowman	4 gp
Archer (shortbow)	5 gp
Archer (longbow)	10 gp
Light cavalry	10 gp
Medium cavalry	15 gp
Heavy cavalry	20 gp

Chaotic characters can hire orcish foot soldiers and archers. Upkeep costs for orcs is half that of men.

Dwarven heavy foot soldiers and crossbowmen command a 1 gp premium, while the upkeep of elvish heavy foot soldiers or archers costs double that of men.

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 levels for each class.

The Spells column indicates the number of spells a character of that level memorizes and casts per day. For example, a level 5 magic-user memorizes and casts 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.

Magic



Spells

Magic-users cast magic-user spells, and clerics cast cleric spells. The number and power of they cast depends upon their character level. Note that *character level* and *spell level* are not the same. A third level magic-user, for example, only casts spells of spell level 1 and spell level 2. The Class Advancement table (p. 18) 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 begin with the special ability to *turn undead*. Low-level clerics cause some undead to flee. A high level cleric vaporizes many undead where they stand. Evil clerics can not turn undead. See the Turning Undead by Cleric Level table (p. 28).

Spell Books

Spell casters record their spells in books, with one volume for each spell level. A lost or destroyed spell book may be replaced (or back-up copy made) for the costs listed in the Magical Research section below.

Magical Research

Magic-users and clerics develop new spells through research. The player submits a spell description to the referee, who assigns it a spell level. The character must be of sufficient level to cast the spell.

The level of the proposed spell determines its minimum research costs in time and gold.

Spell Level	Time	Cost
1 st	1 week	2,000 gp
2 nd	2 weeks	4,000 gp
3 rd	3 weeks	8,000 gp
4 th	4 weeks	16,000 gp
5 th	5 weeks	32,000 gp
6 th	6 weeks	64,000 gp

Upon completion of the research period, a d100 roll determines success or failure. The base chance of success is 20%. To increase the chance of success, the character expends additional research funds. For each multiple of the base research costs spent, the odds of success increase 20%.

A researcher who spends 20,000 gp to develop a 2nd level spell, for example, has 100% chance of success.

Magic-User Spells

Level 1 Magic-User Spells

1. **Charm Person** brings one man-like creature within 120' under total control of the caster until *dispel magic* is cast on target. Undead are not affected.
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 one or two magical scrolls or incantatory items.
8. **Sleep** causes target(s) within 240' to fall into deep magical sleep.

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

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 passes through the portal at will.

2. **Continual Light** lights a 240' diameter circle around the caster 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 intent, 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 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 turns equal to caster level. The spell provides no horizontal thrust, although the caster can push against walls, for example.
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 \times 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 lead or stone thicker than 2'.
2. **Clairvoyance** lets the caster see creatures within 240', including those concealed by shadows or behind doors, although the spell can't penetrate lead or stone thicker than 2'. 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** accelerates by 50% up to two dozen creatures within a 45' radius circle originating up to 240' from the caster for 3 turns. It cancels *slow*.



7. **Hold Person** works like *charm person*, but controls up to four man-like 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. **Infra-vision** enables the target to see up to 60' without light for 24 hours.
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*, but when cast in a confined environment that does not allow the bolt to reach its full 60' range, it rebounds striking a random target.
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** decelerates by 50% up to two dozen creatures within a 45' radius circle originating up to 240' from the caster 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** projects 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** totally controls any creature (or up to 3d6 creatures of three or fewer hit dice) within 120'. 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; other creatures must save against Magic Spell every turn, or be confused for that turn.

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** disguises a marching contingent of up to 100 man-sized creatures within 240' 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* re-

turns the terrain to normal.

8. **Polymorph Other** changes a target within 60' into another type of creature of the caster's choosing. The target gets the abilities and statistics of its new form, but retains its own mind. *Dispel magic* restores the target's original form.
9. **Polymorph Self** transforms the caster into any physical form for a period of 6 turns plus 1 turn per level. The magic-user does not gain the special abilities or hit dice of his new form.
10. **Remove Curse** ends a curse on an individual or object 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 greater creatures take 1d6 damage passing the wall. 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, but take 1d6 damage. Fire-based creatures take 1d6 extra 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** raises 1d6 corpses—plus an additional 1d6 dead for each of the caster level above 9—as 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 creature 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 or 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 of any type 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** hides the caster's essence in a nearby inanimate object in order to possess the body of another creature within 120'. Upon 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 near 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. 38), which obeys the magic-user so long as he maintains concentration (and attacks him if he loses concentration).
10. **Telekenesis** mentally moves objects up to 120' away, lifting as much weight as the caster's level \times 200 in gold pieces for 6 turns.
11. **Teleport** instantly transports the caster to any location. Whether the caster arrives safely, 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 stands 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 through which no spells pass (in or out) for 12 turns.
2. **Control Weather** fills the sky with rain, sun, or tornadoes as the caster chooses.
3. **Death** kills 2d8 creatures of fewer than seven hit dice in a 60 square foot area within 240' of the caster.
4. **Disintegrate** makes any living or inanimate target within 60' cease to exist.
5. **Geas** compels a target within 30' to complete a task of the caster's choosing, or eventually weaken and die.
6. **Invisible Stalker** allows the caster to assign a task to an Invisible Stalker (p. 40).

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 while 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 reverses the effect of a medusa's gaze, for example.

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.

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 intent, 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 casting. 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 help 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 a curse on an individual or object 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 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 them poisonous) obey the cleric.



Level 5 Cleric Spells

1. **Commune** lets the cleric ask his deity three questions, and get answers. Clerics only commune with their deity once per week.

Rarely, the referee may allow more frequent communication or more 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 like 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 blinding 360 cubic foot swarm of insects, which (under control of the cleric) routes creatures with fewer than three hit dice. The swarm lasts up to a day.
5. **Quest** compels a target within 30' to complete a task of the cleric's choosing, or suffer a curse of the cleric's devising.
6. **Raise Dead** brings to life one man, elf, or dwarf touched by the cleric, if 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 kill one creature within 120' with *Finger of Death*.

Combat



Combat Quick Steps

1. The referee determines who is surprised, and how far they are away (pp. 56, 64).
2. Establish the order in which combatants act.
3. The first combatant moves, makes an attack (d20 to hit), casts a spell, or preforms some other action.

4. If the combatant's action hits an opponent, roll d6 damage.
5. For dragon's breath and some magic, roll a d20 saving throw (p. 11).
6. Subtract any damage from opponent's hit points.
7. The referee checks morale of potentially disheartened hirelings or adversaries.
8. The next combatant in the order acts.

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. 35).

A hit?

$$1d20 + \text{attacker FC} + \text{target AC} + \text{any modifiers} \\ \geq 20 ?$$

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.

Movement in Combat

During each combat round, combatants move up to half their movement rates and also attack. Combatants can *charge* an additional distance.

Morale

The referee checks morale for monsters or hirelings if events go poorly in combat or stressful non-combat situations. Circumstances that might

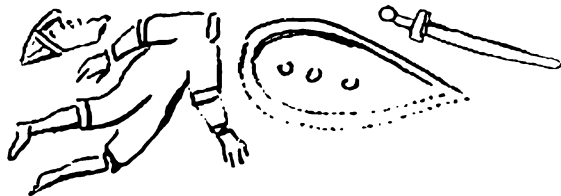
trigger a morale check include the first wound, the first death, the death of half of allied combatants, a spectacular/unexpected death, seeing allies flee combat, or weird happenings.

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 surrender.

Death

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



Healing

Wounds naturally heal at a rate of one hit point every other day. Magic heals instantly.

Experience

Though characters earn most experience points by finding treasure, they 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.

Mass Combat

In mass combat, one miniature figure represents twenty unnamed men-at-arms or similar types as a unit. Represent player characters and

significant monsters with a single figure.

Resolve combat as usual, with each figure (regardless of how many individuals it represents) fighting as a single combatant.

Groups of 100+ men incur a wilderness travel penalty of 1 hex per day.



Naval Combat

Conduct naval combat on a printed hexagonal grid. Write movement orders before either side moves.

Oared movement with the current adds 50', while rowing against the current subtracts 50'. Crew fatigue also slows rowing.

Sailing with the wind adds 50'. Sailing close to the wind or tacking toward the wind subtracts 50'.

Vessel	Oar Speed	Sail Speed	HP	Crew	Marines
Boat	150'	150'	15		
Galley, small	200'	200'	75	60	20
Galley, large	150'	200'	120	120	50
Longship	180'	250'	50	75	
Merchant, small	-	300	75	15	-
Merchant, large	-	250	120	20	-
Raft	100'	100'	15		
Warship	-	300	100	20	

Wind Direction (d8)

- | | |
|-------------------|---------------|
| 1. From the north | 5. South |
| 2. North-east | 6. South-west |
| 3. East | 7. West |
| 4. South-east | 8. North-west |

Wind Strength (d12)

- | | |
|---------------------------|-----------------------------|
| 1 Becalmed, oars only | 9-11 Strong wind, +50' sail |
| 2-4 Light wind, -50' sail | 12 Heavy weather, sail w/ |
| 5-8 Moderate wind | wind only |

Drowning

In normal conditions, the odds to survive depends on armor worn.

In rough seas, the chance of survival never exceeds 50%, regardless of armor.

Armor	Drowning Survival
None	95%
Leather	80%
Chainmail	20% if immediately removed
Plate	100%

Swimmers hold no weapon larger than a dagger.

Sinking

Ship-to-ship missile fire, such as catapult hits, subtract ship hit points. Ships reduced to zero hit points sink.

Shearing Oars

Broadside collisions shear off all oars and kill half the rowers on the colliding sides. Sheared-off oars cripple a ship for three turns while rowers reorganize, after which the ship moves half speed. By writing orders in advance, a ship retracts its oars and avoids this damage.



Ramming

Ships equipped with a ram moving at high speed attack other ships by ramming, then immediately rowing backward.

A rammed ship loses $1d6 \times 10$ percent of its hit points, and sinks in 3d6 turns on a roll of 1 in 4. If rammed broadside, 20% of the ship's crew dies. A strike to the bow or stern kills 5% of the crew.

Grappling

A ship within 10' of another grapples on a roll of 4 in 20, and makes up to three grappling attempts per turn.

A grappled ship has a 4 in 20 chance of escape. It attempts to free itself up to three times per turn.

Boarding

For every three feet of intersection between grappled ships, one boarder crosses each turn to engage in mêlée. Additional attackers swim to board the grappled ship, although defenders have a chance to repel swimmers while they climb the sides.

Aerial Combat

Conduct aerial combat on a printed hexagonal grid, and mark the altitude of each combatant with counters.

Fliers climb or dive vertically up to half their movement rate, while traveling forward an equal distance.



When enemy fliers pass within 30', they exchange mêlée attacks, although logistics prevent certain attacks (on targets behind and below the

rider for example). Exchange missile attacks as usual, but also roll for critical flight events on a hit.

d20	Critical Flight Event
1–4	Rider or torso hit—withdraw from combat
5–10	Wing or head hit halves movement
11–14	Body or head hit forces landing
15–16	Head hit causes crash
17–20	Tail hit without flight effect

Crashes

A crash causes the rider of flying creatures 1d6 points damage for every 10' of altitude.

Dropping Bombs

Flying creatures carry payloads in relation to their own body size. A payload of more than trivial weight reduces movement by 30%. Roll on the table below to check the accuracy of bombing runs.

2d6	Bombing Accuracy
2–3	1d6 hexes left of target
4–6	1d6 hexes short of target
7	Direct hit of target hex
9–10	1d6 hexes past target
11–12	1d6 hexes right of target

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

Alternately, the d20 result needed to hit is $20 - \text{target AC} - \text{attacker fighting capability} - \text{other modifiers}$.

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.

Balrogs attack twice per round—once with a +1 magic sword, and once with a whip. On a whip to-hit roll of 9 or greater, the balrog uses the whip to pull an opponent into contact with its magically flaming body, dealing 3d6 immolation damage. Balrogs are 100% immune to magical spells from casters of level 6 or lower; for each caster level over 6, the balrog's spell resistance drops 5%. Only silver or magical weapons harm balrogs. 10 HD, FC 9, AC 2, move 60' (150' flying), 1000 XP, treasure type 7.

Basilisks 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, treasure type 7.

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, treasure type 6.

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, treasure type 7.

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

Djinni are giant ethereal creatures, who 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.27), and 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), treasure type 9.

Blue dragons live in arid regions. Up to three times per day, they breath a 5' x 100' stream of lighting, which causes 10d6 damage. Attacks against blue dragons involving water or lighting 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), treasure type 9.

Golden dragons 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), treasure type 9.

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), treasure type 9.

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), treasure type 9.

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), treasure type 9.

Dryads are nature spirits bound to stay within 240' of their particular tree. They cast *charm person* (p. 22) 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, treasure type 5.

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, treasure type 8.

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

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

Air elemental attacks cause 1d6+1 damage. They fly up to 360' per turn. In 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 can not cross water.

Fire elemental attacks cause 2d6 damage, but only 1d6+1 damage versus fire-wielding opponents. They ignite flammable materials, which may cause additional damage. Fire elementals can not cross water. Creation of a fire elemental requires intense heat like a bonfire, furnace, or volcano.

Water elemental attacks cause 2d6 damage in the water, and 1d6 damage out of water. They move 180' per turn in the water, 60' per turn out of water, and 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 live 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, treasure type 4.

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

Fauna, Large includes beasts such as elephants, giant insects, and dinosaurs. The referee decides 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. Only magical attacks harm them. Gargoyles are Chaotic. 4 HD, FC 5, AC 5, move 90' (150' flying), 400 XP, treasure type 2.

Ghouls paralyze opponents (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, treasure type 3.



Giants live either in caves or castles. Wolves, bears, or hydra guard the castles. Giants hurl large projectiles (boulders, fallen trees, etc.) up to 200', which causes 2d6 damage to anyone struck. Even when wandering, giants carry 1d6×1000 gp. Hill giants are most common. Other types of giants exist than those listed below. 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 type 4.

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, treasure type 4.

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, treasure type 4.

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

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

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

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, treasure type 4.

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, walls, 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. 29) also gets rid of it. Green slime sticks to and dissolves wood and metal, and only fire or cold harms it. 2 HD, FC 3, no treasure.

Griffons are prized as tamed mounts, although they attack and eat horse within 360'. Wild griffons are aggressively territorial. Griffons are Neutral. 7 HD, FC 7, AC 3, move 120' (300' flying), 700 XP, treasure type 4.

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.

Hydras are large saurians with 5–12 heads. Every turn, they 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, treasure type 3.

Invisible Stalkers are extra-dimensional entities summoned by the spell of the same name. They relentlessly pursue their mandate until they 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. $\frac{1}{2}$ 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 fire the quills from their tail up to 180'. They have 24 quills, and fire six per turn. Manticores are Chaotic. 6+1 HD, FC 7, AC 4, move 120' (180' flying), 617 XP, treasure type 5.

Medusae have the tail of a giant snake instead of legs, and a head covered with poisonous vipers instead of hair. Any who look into the eyes of a medusa are turned to stone (and its own reflection turns the medusa to stone). Medusae are Chaotic. 4 HD, FC 5, AC 8, move 90', 400 XP, treasure type 7.

Men are also suitable adversaries. Their abilities vary as widely as those of the player characters.

Bandits fight as normal men, but a cleric, fighting-man, or magic-user of level 4 leads them. The larger the group of bandits, the higher the leader's level, and the greater the chance of leveled fighting-men among the bandits. Bandits are of neutral or Chaotic alignment. 1 HD, FC 1, AC 6, move 120', 100 XP, treasure type 6.

Berserkers never check morale because of their thirst for battle, and fight at +2 to hit against other men types. They are neutral. 1+1 HD, FC 2, AC 6, move 120', 117 XP, treasure type 6.

Brigands are bandits, except they check morale at +1, and are always Chaotic.

Buccaneers are bandits of the seas. Half wield crossbows.

Cavemen fight with primitive weapons, and are of neutral alignment. 2 HD, FC 3, AC 9, move 240', 200 XP, treasure type 6.

Dervishes fight as berserkers because of their religious fanaticism. A cleric of level 8–10 leads dervishes. Dervishes are Lawful. 1+1 HD, FC 2,

AC 6, move 120', 117 XP, treasure type 6.

Mermen arm themselves with darts or tridents. They fight at -1 to-hit on land. 1 HD, FC 1, AC 6, move 120', 100 XP, treasure type 6.

Nomads are bandits of the steppes and deserts, who fight from horseback with composite bows. 1 HD, FC 1, AC 6, move 120', 100 XP, treasure type 6.

Pirates are Chaos aligned buccaneers.

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, treasure type 2.

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. 29) is cast on the wound within an hour. Mummies are Chaotic. 5+1 HD, FC 6, AC 3, move 60', 517 XP, treasure type 5.

Nixies are water spirits, who cast *charm person* (p. 22) 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, treasure type 3.

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, treasure type 2 + 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, treasure type 5.

Pegasi 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, treasure type 2.



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, treasure type 5.

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, treasure type 1.

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, treasure type 4.

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, treasure type 5.

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 aid 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, treasure type 7.

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. 29). Werebears are Lawful or Neutral. 6 HD, FC 6, AC 2, move 90', 600 XP, treasure type 2.

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. 29). Wereboars are Neutral or Chaotic. 4+1 HD, FC 6, AC 4, move 120', 417 XP, treasure type 2.

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. 29). Weretigers are Neutral or Chaotic. 5 HD, FC 6, AC 3, move 120', 500 XP, treasure type 2.

Werewolves are only harmed by silver or magical weapons. Anyone reduced below half than their total hit points by a werewolf will themselves become a werewolf in 2d12 days unless they are subject to a *cure disease* spell (p. 29). Werewolves are Neutral or Chaotic. 4 HD, FC 5, AC 5, move 150', 400 XP, treasure type 2.

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, treasure type 3.

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, treasure type 3.

Wyverns Wyverns are Neutral. 7 HD, FC 7, AC 3, move 90' (240' flying), 700 XP, treasure type 4.

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. 44).

Coins

Coins are the most common form of treasure, and are typically found in mixed denominations. For example, a monster with treasure type 3 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 treasure recovered from a dungeon, the referee 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: Monster Treasure Types

Treasure Type	Total Assorted Coin Value	Gems or Jewelry	Maps or Magic Items	Scrolls or Potions
1	0 GP	1	0	0
2	101 GP	1	0	0
3	633 GP	1	0	0
4	1,326 GP	1	1	0
5	2,207 GP	1	1	1
6	2,573 GP	10	1	1
7	3,035 GP	3	2 (non-weapons)	1
8	18,750 GP	2	2	1
9	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 treasure type 2 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.

Table 8: Treasure in Rooms without Monsters

Dungeon Level	Levels 1–3	Levels 4–7	Levels 8–12	Levels 13+
Silver Pieces	$d6 \times 200$ sp	$d6 \times 1,000$ sp	$d6 \times 5,000$ sp	$d6 \times 10,000$ sp
Gold Pieces	$d6 \times 100$ gp	$d6 \times 350$ gp	$d6 \times 1,500$ gp	$d6 \times 5,000$ gp
Gem or Jewelry	10% chance	25% chance	45% chance	50% chance
Scroll or Potion	5% chance	10% chance	15% chance	20% chance
Map or Magic Item	-	5% chance	10% chance	10% chance

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. 26).
- 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. 23) for 1d6+6 turns.
- 10-12 **Clairvoyance** acts on the drinker like the spell *clairvoyance* (p. 23). 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. 24) 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. 23) 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. 24) 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. 22) 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. 23) 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 save 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. 23) 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. 25) 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 $1d4 \times 100$ gp (mostly silver).
- 9–16 Map to coins worth $5d6 \times 1000$ gp (mostly gold).
- 17–24 Map to assorted coins worth $6d6 \times 1000$ gp.
- 25–31 Map to assorted coins worth $6d6 \times 1000$ gp, and $2d10$ gems or jewelry.
- 32–38 Map to coins worth $5d6 \times 1000$ gp (mostly gold), and $5d6$ gems or jewelry.
- 39–45 Map to assorted coins worth $6d6 \times 1000$ gp, and $1d100$ gems or jewelry.
- 46–53 Map to $2d6 \times 5$ gems or jewelry.
- 54–60 Map to assorted coins worth $6d6 \times 1000$ gp, and $2d6 \times 5$ 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 $1d4 \times 100$ gp (mostly silver).

- 92 Map to one magic item, and coins worth $5d6 \times 1000$ gp (mostly gold).
- 93 Map to two magic items, and coins worth $6d6 \times 1000$ gp (mostly gold).
- 96 Map to three magic items (but no swords), and a map to a second location with $2d6 \times 5$ gems or jewelry.
- 97 Map to two magic items, and coins worth $5d6 \times 1000$ gp (mostly gold).
- 98 Map to one magic item, and a map to a second location with coins worth $1d4 \times 100$ gp (mostly silver).
- 99 Map to five magic items, one potion or scroll, assorted coins worth $6d6 \times 1000$ gp (mostly gold), and $1d100$ gems or jewelry.
- 100 Map to four magic items, one potion or scroll, assorted coins worth $6d6 \times 1000$ gp (mostly gold), and $2d6 \times 5$ 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. 23). 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. 38), 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. 29).
- 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. 37) who will serve the wearer whenever he calls.



- 20–29 **Fire Resistance** makes the wearer resistant to damage from normal fires or *wall of fire*. The wearer also saves versus fire-based attacks such as dragon's breath with a +2 bonus, and sustains 1 fewer damage from such attacks.
- 30–35 **Human Control** rings give the wearer the abilities of the *charm person* spell (p. 22) while worn.
- 36–44 **Invisibility** rings give the wearer the abilities of the *invisibility* spell (p. 23) 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. 26) 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 rarest of magic items, possessing many wondrous powers. All magic swords have wills and alignments, but only a few possess higher intelligent and the ability to communicate.

- 1–32 Lawful sword without powers or the ability to communicate. Ego 0.
- 33–44 Neutral sword without powers or the ability to communicate. Ego 0.
- 45–50 Chaotic sword without powers or the ability to communicate. Ego 0.

- 51–55 Lawful sword with one detection power and empathic communication. Ego 1d12 + 7.
- 56–57 Neutral sword with one detection power and empathic communication. Ego 1d12 + 7.
- 58 Chaotic sword with one detection power and empathic communication. Ego 1d12 + 7.
- 59–63 Lawful sword with two detection powers and empathic communication. Ego 1d12 + 8.
- 64–65 Neutral sword with two detection powers and empathic communication. Ego 1d12 + 8.
- 66 Chaotic sword with two detection powers and empathic communication. Ego 1d12 + 8.
- 67–71 Lawful sword with three detection powers and empathic communication. Ego 1d12 + 9.
- 72–73 Neutral sword with three detection powers and empathic communication. Ego 1d12 + 9.
- 74 Chaotic sword with three detection powers and empathic communication. Ego 1d12 + 9.
- 75–79 Lawful sword with three detection powers, and speaks 1d6 languages. Ego 1d12 + 10.
- 80–81 Neutral sword with three detection powers, and speaks 1d6 languages. Ego 1d12 + 10.
- 82 Chaotic sword with three detection powers, and speaks 1d6 languages. Ego 1d12 + 10.
- 83–87 Lawful sword with three detection powers, speaks 1d6 languages, and reads magic. Ego 1d12 + 11.
- 88–89 Neutral sword with three detection powers, speaks 1d6 languages, and reads magic. Ego 1d12 + 11.
- 90 Chaotic sword with three detection powers, speaks 1d6 languages, and reads magic. Ego 1d12 + 11.
- 91–96 Lawful sword with three detection powers, speaks 1d6 languages, reads magic, telepathic communication, and one spell-like power. Ego 1d12 + 12.
- 97–98 Neutral sword with three detection powers, speaks 1d6 languages, reads magic, telepathic communication, and one spell-like power. Ego 1d12 + 12.

99–100 Chaotic sword with three detection powers, speaks 1d6 languages, reads magic, telepathic communication, and one spell-like power. Ego 1d12 + 12.

Sword Detection Powers

- 1–10 Detect evil or gold
- 11–20 Find food
- 21–25 Detect gems or jewelry
- 26–35 Perceive invisible objects
- 36–45 Detect magic
- 46–60 Detect moving walls and rooms
- 61–70 Detect secret doors
- 71–85 Detect sloping passages
- 86–95 Detect traps
- 96–99 Roll twice
- 100 Roll spell-like power

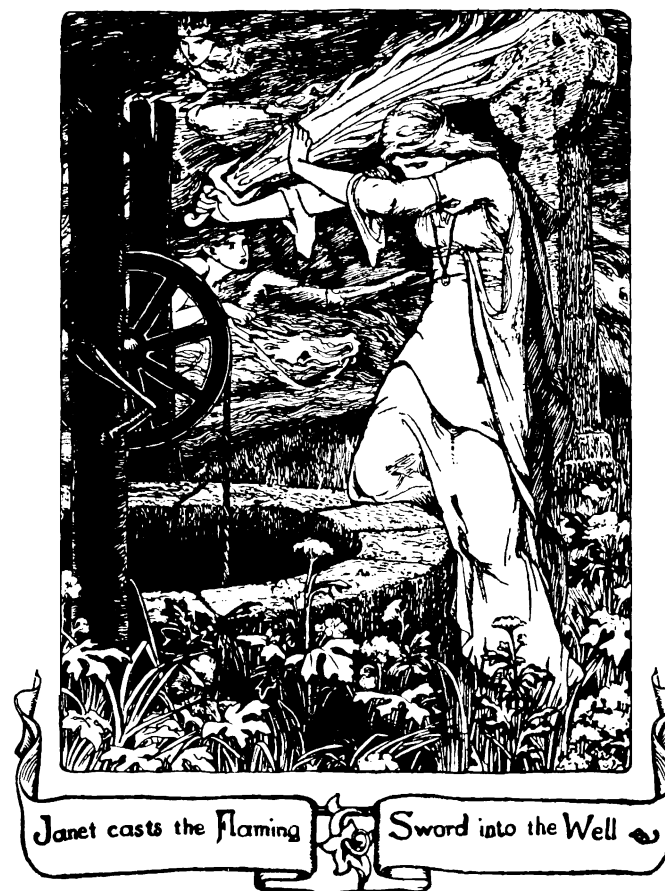
Sword Spell-like Powers

- 1–10 Clairaudience
- 11–20 Clairvoyance
- 21–25 Cure light wounds (once per day)
- 26–30 Double damage for 1d10 rounds (once per day)
- 31–40 ESP
- 41–45 Fly
- 46–50 Levitate
- 51–59 Phantasmal force
- 60–69 Telepathy
- 70–79 Telekinesis
- 80–88 Teleportation
- 89–97 X-ray vision
- 98–99 Roll twice
- 100 Roll thrice

Sword Egoism

Magic swords have wills of their own—bloodthirsty, ambitious, jealous, greedy egos. Willful swords contend with their own wielders to:

- seek excessive danger for glory
- surrender itself to a more easily dominated wielder
- prevent discovery of better weapons
- demand bejeweled scabbards, magical protections, decorations, etc.



The wielder also has a will in opposition to the sword, which is calculated as follows. Add the wielding character's intelligence + strength scores. If the character's current hit points are between 50–90% of their maximum hit points, subtract 1d4. If their current hit point amount to less than half their maximum, subtract 2d4 points. Otherwise, a mostly undamaged character adds 1d6 to their intelligence + strength total. This is the character's current ego score.

If the difference between the magic sword's ego and the character's ego score exceeds 5, the higher score dominates. If the difference is less, the odds for either side to dominate are even.

Sword with a Special Cause

Although their alignments motivate them all, one in ten magic swords pursue a special cause. Swords with special causes have an ego score of 24, and any delay or denial of their special cause by their wielder triggers an ego check.

d6	Special Cause
1	Slay opposite-aligned clerics
2	Slay opposite-aligned fighting-men
3	Slay opposite-aligned magic-users
4	Slay particular type of monster
5–6	Oppose all of opposite alignment

Against the opponent named as their special cause and their immediate underlings, swords get an additional extraordinary ability based on their alignment.

Sword Alignment	Power vs Special Cause Opponents
Lawful	Paralyzes special target
Neutral	+1 saving throws vs special target
Chaotic	Vaporizes special target

Sword Combat Bonus

All magic swords have a bonus to hit. Some also have a damage bonus.

- 1–15 -2 to hit (cursed)
- 16–50 +1 to hit
- 51–60 +1 to hit, +2 to hit & damage vs a particular type of monster
- 61–70 +1 to hit, +3 to hit & damage vs a particular type of monster
- 71–75 +1 to hit, grants 2d4 wishes
- 76–85 +2 to hit
- 86–90 +2 to hit, +2 to hit & damage vs a particular type of monster
- 91–95 +2 to hit, +3 to hit & damage vs a particular type of monster
- 96–97 +2 to hit, casts *charm person* (p. 22)
- 98–99 +3 to hit
- 100 Hit to drain one character level or hit die from target.

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. 22), *fire ball* (p. 23), *lightning bolt* (p. 23), striking (as per the staff), and *telekenesis* (p. 26). 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. 23), *passwall* (p. 26), *wall of fire* (p. 25), create a whirlwind (like

djinni, p.37), 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. 23).
- 76–80 **Wand of Illusion** acts like *phantasmal force* (p. 23), though the user need not maintain concentration.
- 81–85 **Wand of Lightning Bolts** shoot lightning bolts like the spell (p. 23).
- 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. 25).

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

With the exception of those items listed below, lightning or fire attacks destroy unattended magic items. Magic items in use always survive such attacks unless their user dies.

Magic Item	Saving Throw
Armor, shield, or weapon +1	14
Armor, shield, or weapon +2	12
Armor, shield, or weapon +3	10
Fire Resistance ring	10 (12 vs lightning)
Protection ring	12
Staff of Power	10
Staff of Wizardry	12
Wand of Fire Balls	14 (16 vs lightning)
Wand of Lightning Bolts	14 (16 vs fire)

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.



Movement distance are listed by half turns, because moving only half their maximum rate gives characters time during a turn to undertake some other action. For example, a character carrying 800 coins worth of weight could move 180' during a full turn, but may choose to move only 90' and then listen at a door for 5 minutes.

Coin Weight Carried	Movement Distance (Half Turn)
0–250	240'
251–750	120'
751–1,000	90'
1,001–1,500	60'
1,501–3,000	30'
3,001+	0'

One in every six turns must be spent resting.

A character can run for a short time at double speed, though in his haste he might become lost or blunder into danger. After running, spend two turns resting.

Light

All monsters see in complete darkness, but player characters need a light source. 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
Magic sword	permanent	15' radius

Wandering Monsters

For every turn the characters spend in the dungeon, the referee rolls 1d6. A result of 1 indicates the arrival of a random wandering monster. Pick the monster type using the Monsters by Dungeon Level tables (p. 59).

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



Surprise & Encounter Distance

The possibility that the player characters or their adversaries will be surprised depends upon the conditions of the encounter. A party using artificial light in darkness or making noise never surprises monsters.

Roll a d8 for each group that might be surprised. A result of 1–3 indicates surprise. The surprised group becomes aware of the other group at a distance in feet of that roll \times 10 (10–30').

One group that surprises another can flee or close to attack before the surprised group reacts.

If neither group is surprised, they notice each other at a distance in feet equal to that same d8 roll \times 10 (40–80').

A character surprised by a monster drops a held item on a d8 result of 1–2.



Doors

Dungeon doors stick. A character of average size opens a stuck door on a d6 result of 1–2. Up to three characters can cooperate to force open a door, but anything on the other side surprises them. Unless spiked open, doors close by themselves. Even spiked doors close on a d6 roll of 5–6.

Despite the difficulty with which player characters open doors, dungeon doors open and close automatically for monsters.

When listening at a door, human player characters hear any noise from the other side by rolling a 1 on a d6. Elves, dwarves, and halflings hear noises through doors on a roll of 1–2.

Elves find secret doors while searching on a d6 result of 1–4. Others find secret doors on a roll of 1–2. Merely walking past a secret door, elves have a 2 in 6 chance to notice an irregularity, though not the door's precise location or mechanism.

Designing Dungeons

The referee prepares at least three dungeons levels in advance of games.

Start with a cross-section to illustrate the vertical relationship of levels and their connections. Stagger levels, rather than arranging them in a neat stack.

Dungeons descend over a dozen levels deep, with even more sub-levels and secret areas branching from those main levels. Connect each level with others by multiple routes.

Scores of rooms comprise each level. Draw the rooms and connecting passages on graph paper, then note the locations of monsters, treasure, traps, tricks, and other significant features. Place the few extraordinary treasures—vast gold hordes, head-size gems, magic items—and their monstrous guardians with care. Stock the remaining rooms with the following table.

d12	Room contains
1–2	Monster only
3–4	Monster with treasure
5–6	Treasure, no monster
7–12	Empty

Treasure in rooms without monsters is hidden, trapped, or otherwise hard to get. Use the Treasure in Rooms without Monsters table (p. 44) to determine its composition.

Stock monsters using the Monsters by Dungeon Level tables (p. 59).

Traps & Tricks

Besides monsters, characters contend with strange, confusing, or deadly tricks and traps. Unavoidable traps and tricks annoy players, particularly deadly ones, so give characters a fair chance to avoid, disarm, or escape them.

- | | |
|-------------------------|--------------------------|
| 1. Puzzling statues | 8. Pit traps |
| 2. Magic pools | 9. One-way doors |
| 3. Rotating rooms | 10. Door that only some- |
| 4. Elevator rooms | times appear |
| 5. Illusionary terrain | 11. Surprise slides |
| 6. Falling portcullises | 12. Rooms that fill with |
| 7. Spear or dart traps | fluid or gas |

Roll a d6 for each character who passes a trap with a simple mechanical trigger, like a pit or dart trap. The trap activates on a roll of 5–6.

Monsters by Dungeon Level

With the tables below, stock occupied rooms according to the depth of the dungeon level. Also use these tables for wandering monsters.

1st Dungeon Level Monsters

1–5 Bandits	73–74 Giant Hogs
6–10 Centipedes	75–76 Giant Snakes
11–15 Giant Rats	77–78 Giant Weasels
16–20 Goblins	79–80 Level 4 Fighting-Men
21–25 Kobolds	81–82 Level 5 Fighting-Men
26–30 Orcs	83–84 Level 5 Magic-Users
31–35 Skeletons	85–86 Level 6 Magic-Users
36–40 Spiders	87–88 Ochre Jelly
41–43 Berserkers	89–90 Wights
44–46 Ghouls	91 Gargoyles
47–49 Gnolls	92 Giant Beetles
50–52 Hobgoblins	93 Giant Scorpions
53–55 Level 2 Fighting-Men	94 Evil Priests
56–58 Level 3 Magic-Users	95 Level 6 Fighting-Men
59–61 Level 4 Magic-Users	96 Level 7 Magic-Users
62–64 Lizards	97 Lycanthropes
65–67 Thouls	98 Ogres
68–70 Zombies	99 White Apes
71–72 Giant Ants	100 Wraiths

2nd Dungeon Level Monsters

1–2 Bandits	59–61 Level 6 Magic-Users
3–4 Centipedes	62–64 Ochre Jelly
5–6 Giant Rats	65–67 Wights
7–8 Goblins	68–69 Gargoyles
9–10 Kobolds	70–71 Giant Beetles
11–12 Orcs	72–73 Giant Scorpions
13–14 Skeletons	74–75 Evil Priests
15–16 Spiders	76–77 Level 6 Fighting-Men
17–18 Berserkers	78–79 Level 7 Magic-Users
19–20 Ghouls	80–81 Lycanthropes
21–22 Gnolls	82–83 Ogres
23–25 Hobgoblins	84–85 White Apes
26–27 Level 2 Fighting-Men	86–87 Wraiths
28–29 Level 3 Magic-Users	88 Cockatrices
30–31 Level 4 Magic-Users	89 Hydra (6–8 heads)
32–33 Lizards	90 Level 8 Fighting-Men
34–35 Thouls	91 Level 9 Magic-Users
36–37 Zombies	92 Manticores
38–40 Giant Ants	93 Medusae
41–43 Giant Hogs	94 Minotaurs
44–46 Giant Snakes	95 Mummies
47–49 Giant Weasels	96 Spectres
50–52 Level 4 Fighting-Men	97 Trolls
53–55 Level 5 Fighting-Men	98–100 Wyverns
56–58 Level 5 Magic-Users	

3rd Dungeon Level Monsters

1 Berserkers	56–59 Ogres
2 Ghouls	60–63 White Apes
3 Gnolls	64–66 Wraiths
4 Hobgoblins	67–68 Cockatrices
5 Level 2 Fighting-Men	69–70 Hydra w/ 6–8 heads
6 Level 3 Magic-Users	71–72 Level 8 Fighting-Men
7 Level 4 Magic-Users	73–74 Level 9 Magic-Users
8 Lizards	75–76 Manticores
9 Thouls	77–78 Medusae
10 Zombies	79–80 Minotaurs
11–12 Giant Ants	81–82 Mummies
13–14 Giant Hogs	83–84 Spectres
14–16 Giant Snakes	85–86 Trolls
17–18 Giant Weasels	87–88 Wyverns
19–20 Level 4 Fighting-Men	89 Balrogs
21–22 Level 5 Fighting-Men	90 Basilisks
23–24 Level 5 Magic-Users	91 Chimeras
25–26 Level 6 Magic-Users	92 Dragons
27–28 Ochre Jelly	93 Evil High Priests
29–30 Wights	94 Giants
31–33 Gargoyles	95 Gorgons
34–37 Giant Beetles	96 Hydra w/ 9–12 heads
38–40 Giant Scorpions	97 Level 9 Fighting-Men
41–44 Evil Priests	98 Level 11 Magic-Users
46–48 Level 6 Fighting-Men	99 Purple Worms
49–51 Level 7 Magic-Users	100 Vampires
52–55 Lycanthropes	

4–5th Dungeon Level Monsters

1 Giant Ants	46–48 Level 8 Fighting-Men
2 Giant Hogs	49–51 Level 9 Magic-Users
3 Giant Snakes	52–54 Manticores
4 Giant Weasels	55–57 Medusae
5 Level 4 Fighting-Men	58–60 Minotaurs
6 Level 5 Fighting-Men	61–63 Mummies
7 Level 5 Magic-Users	64–66 Spectres
8 Level 6 Magic-Users	67–69 Trolls
9 Ochre Jelly	70–76 Wyverns
10 Wights	77–78 Balrogs
11–13 Gargoyles	79–80 Basilisks
14–16 Giant Beetles	81–82 Chimeras
17–19 Giant Scorpions	83–84 Dragons
20–22 Evil Priests	85–86 Evil High Priests
23–25 Level 6 Fighting-Men	87–88 Giants
26–28 Level 7 Magic-Users	89–90 Gorgons
29–31 Lycanthropes	91–92 Hydra w/ 9–12 heads
32–33 Ogres	93–94 Level 9 Fighting-Men
34–36 White Apes	95–96 Level 11 Magic-Users
37–39 Wraiths	97–98 Purple Worms
40–42 Cockatrices	99–100 Vampires
43–45 Hydra w/ 6–8 heads	

6-7th Dungeon Level Monsters

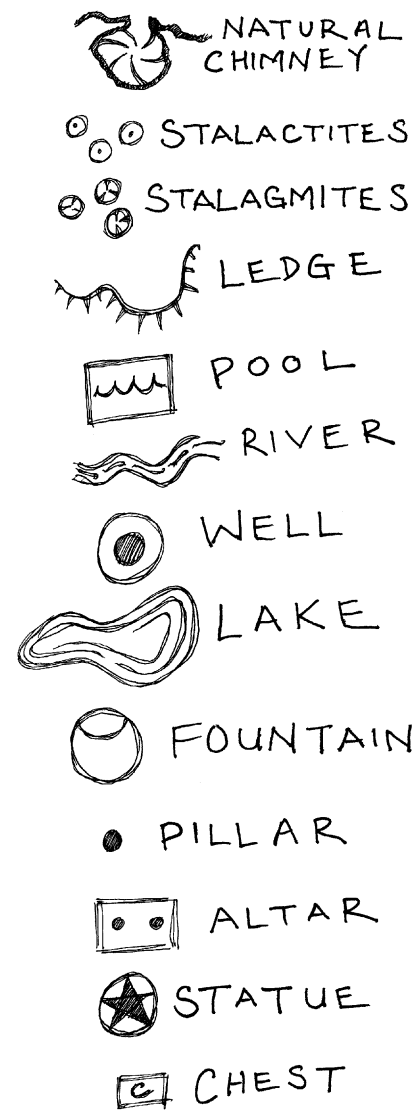
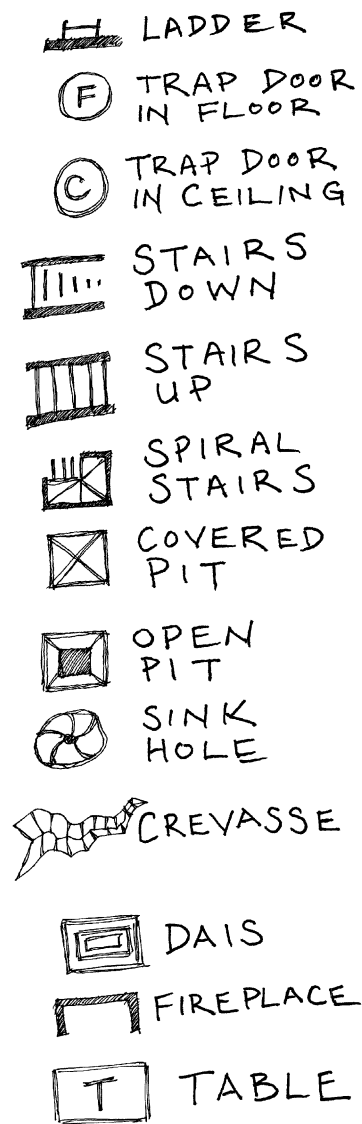
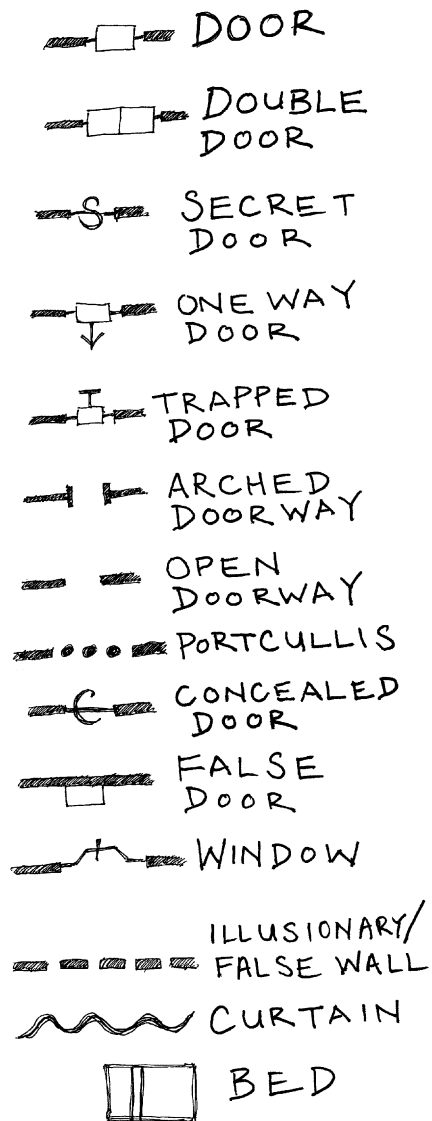
1 Gargoyles	39-42 Mummies
2 Giant Beetles	43-46 Spectres
3 Giant Scorpions	47-52 Trolls
4 Evil Priests	53-64 Wyverns
5 Level 6 Fighting-Men	65-67 Balrogs
6 Level 7 Magic-Users	68-70 Basilisks
7 Lycanthropes	71-73 Chimeras
8 Ogres	74-76 Dragons
9 White Apes	77-79 Evil High Priests
10 Wraiths	80-82 Giants
11-14 Cockatrices	83-85 Gorgons
15-18 Hydra w/ 6-8 heads	86-88 Hydra w/ 9-12 heads
19-22 Level 8 Fighting-Men	89-91 Level 9 Fighting-Men
23-26 Level 9 Magic-Users	92-94 Level 11 Magic-Users
27-30 Manticores	95-97 Purple Worms
31-34 Medusae	98-100 Vampires
35-38 Minotaurs	

8-9th Dungeon Level Monsters

1-3 Cockatrices	45-49 Basilisks
4-6 Hydra w/ 6-8 heads	50-55 Chimeras
7-9 Level 8 Fighting-Men	56-60 Dragons
10-12 Level 9 Magic-Users	61-65 Evil High Priests
13-15 Manticores	66-70 Giants
16-18 Medusae	71-75 Gorgons
19-21 Minotaurs	76-80 Hydra w/ 9-12 heads
22-24 Mummies	81-85 Level 9 Fighting-Men
25-28 Spectres	86-90 Level 11 Magic-Users
29-31 Trolls	91-95 Purple Worms
32-39 Wyverns	96-100 Vampires
40-44 Balrogs	

10th & Deeper Dungeon Level Monsters

1 Cockatrices	22-28 Basilisks
2 Hydra w/ 6-8 heads	29-35 Chimeras
3 Level 8 Fighting-Men	36-44 Dragons
4 Level 9 Magic-Users	45-51 Evil High Priests
5 Manticores	52-58 Giants
6 Medusae	59-65 Gorgons
7 Minotaurs	66-72 Hydra w/ 9-12 heads
8 Mummies	73-79 Level 9 Fighting-Men
9-11 Spectres	80-86 Level 11 Magic-Users
12 Trolls	87-93 Purple Worms
13-14 Wyverns	94-100 Vampires
15-21 Balrogs	



Wilderness



Outside the dungeon is wilderness.

The referee prepares maps of the wilderness around the dungeon and the nearby town from which player characters stage their expeditions. For journeys beyond those areas, use the wilderness hex map.

Travel

Wilderness travel rates are measured in 5-mile-wide hex moves per day.

Mode of Travel	Hex Moves per Day
On Foot	3
Cart	4
Draft horse	5
Heavy warhorse	6
Medium warhorse	8
Light horse	10
Raft	10 (3 swamp)
Small boat	15 (5 swamp)
Merchant ship	12
Galley	20 (6 swamp)
Dragon	15
Djinn	30
Flying carpet	30
Griffon	30
Broomstick	40
Hippogriff	40
Roc	48
Pegasus	48

The "cost" in moves to traverse a hex increases with terrain difficulty.

Terrain Type	Cost to Move One Hex
Desert	2
Open	0
Mountainous	3
Rivers & Lakes	3 without a bridge or ford
Swampy	3 without a defined trail
Urban	0
Wooded	2 without a defined trail

Getting Lost

Check once per day whether the party becomes lost and travels in a random direction.

Terrain Type	Chance to Get Lost (d6)
Desert	1–3 on d6
Open	1 on d6
Mountainous	1–2 on d6
Rivers & Lakes	1 on d6
Swampy	1–3 on d6
Urban	-
Wooded	1–2 on d6

Surprise & Encounter Distance

Surprise and encounter distance in the wilderness works like in dungeons (p. 56), but measure the distance in yards not feet. Considers terrain, time of day, and weather also. A party surprised by three or more monsters in the wilderness is surrounded.

Wandering Monsters

Check for wandering monsters once per day of wilderness travel over land, and twice per day for sea or air travel.

Desert Terrain

On a d6 result of 5–6, parties traveling through desert terrain encounter one of the following wandering monsters:

- | | |
|--------------------------|---------------------|
| 1 Banths | 10 Martians, Black |
| 2–3 Dervishes | 11 Martians, Green |
| 4 Dragons | 12 Martians, Red |
| 5 Giant Scorpions | 13 Martians, White |
| 6 Giant Rattlesnakes | 14 Martians, Yellow |
| 7 Fighting-Man (level 9) | 15–18 Nomads |
| 8 Magic-User (level 11) | 19 Rocs |
| 9 Manticores | 20 White Apes |

Open Terrain

On a d6 result of 6, parties traveling through open terrain encounter one of the following wandering monsters:

- | | |
|---------------------------|---------------------------|
| 1. Brigands | 11. Kobolds |
| 2. Chimerae | 12. Magic-User (level 11) |
| 3. Dragons | 13. Manticores |
| 4. Evil High Priest | 14. Ogres |
| 5. Giants | 15. Orcs |
| 6. Goblins | 16. Pegasus |
| 7. Gnolls | 17. Rocs |
| 8. Griffons | 18. Trolls |
| 9. Fighting-Man (level 9) | 19. Werewolves |
| 10. Hippogriffs | 20. Wolves |

Mountainous Terrain

On a d6 result of 4–6, parties traveling through mountainous terrain encounter one of the following wandering monsters:

- | | |
|---------------------------|--------------------------|
| 1 Banths | 13 Hippogriffs |
| 2 Cavemen | 14 Magic-User (level 11) |
| 3–4 Cave Bears | 15 Manticores |
| 5–6 Dragons | 16 Ogres |
| 7–8 Dwarves | 18 Pegasi |
| 9 Giants | 19 Rocs |
| 10 Gorillas | 19 Sabre-Toothed Tigers |
| 11 Griffons | 20 Trolls |
| 12 Fighting-Man (level 9) | |

Rivers & Lakes

On a d6 result of 5–6, parties traveling on or near rivers and lakes encounter one of the following wandering monsters:

1–3 Buccaneers	13–14 Nixies
4 Dinosaurs	15 Pirates
5 Dragon Turtles	16 Swamp Apes
6–7 Giant Cephalopods	17 Werebears
8–9 Giant Fish	18 Wereboars
10 Giant Leeches	19 Weretigers
11–12 Mermen	20 Wyverns

Swampy Terrain

On a d6 result of 4–6, parties traveling through swampy terrain encounter one of the following wandering monsters:

1 Crocodiles	12 Nixies
2–3 Dinosaurs	13 Skeletons
4 Dragons	14 Spectres
5 Dryads	15 Wereboars
6 Evil High Priest	16 Weretigers
7 Ghouls	17 Wights
8–9 Giant Snakes	18 Wraiths
10 Malagor	19–20 Zombies
11 Mermen	

Urban Areas

On a d6 result of 6, parties traveling through urban areas encounter one of the following wandering monsters:

1–2 Bandits	11 Magic-User (level 11)
3–4 Brigands	12 Mummies
5 Cleric (level 8)	13–14 Skeletons
6 Evil High Priest	15 Spectres
7 Fighting-Man (level 8)	16–17 Vampires
8 Fighting-Man (level 9)	18 Wights
9 Ghouls	19 Wraiths
10 Magic-User (level 10)	20 Zombies

Wooded Terrain

On a d6 result of 5–6, parties traveling through wooded terrain encounter one of the following wandering monsters:

1 Bandits	11 Hippogriffs
2 Centaurs	12 Magic-User (level 11)
3 Dire Wolves	13 Manticores
4 Dragons	14 Ogres
5 Dryads	15 Orcs
6 Elves	16 Rocs
7 Evil High Priest	17 Trolls
8 Giants	18 Werebears
9 Gnolls	19 Wereboars
10 Fighting-Man (level 9)	20 Werewolves

Cities

Both tiny villages and major cities dot the wilderness. Rural communities—and characters visiting them—contend with natural and supernatural threats, while the bars, markets, and thieves quarters of urban centers promise numerous adventures.

Angry Mobs

Characters who outrage community sensibilities find themselves confronted by an angry mob—villagers with torches and pitchforks, the city

watch, members of the local thieves guild, etc. Even a Conan-type might appear to bring the offending characters to heel.

Castles

For each castle on the wilderness map, roll an owner and principal retainers on the tables below.

Castle Owner (d10)

1. Neutral level 8 fighting-man
2. Hostile level 8 fighting-man
3. Neutral level 9 fighting-man
4. Hostile level 9 fighting-man
5. Neutral level 10 magic-user
6. Hostile level 10 magic-user
7. Neutral level 11 magic-user
8. Hostile level 11 magic-user
9. Lawful level 8 cleric
10. Chaotic level 8 evil high priest

Fighting-Man's Principal Retainers (d8)

1. d4 Giants
2. d6 Griffons
3. d10 Level 5 fighting-men
4. d8 Level 6 fighting-men
5. d10 Level 6 fighting-men
6. d8 Level 7 fighting-men
7. d4 Ogres
8. d4 Rocs, each ridden by a lvl 4 f-m

Magic-User's Principal Retainers (d8)

1. d4 Balrogs
2. d4 Basilisks
3. d4 Chimerae

4. d4 Dragons
5. d6 Manticores
6. d12 Lycanthropes
7. d12 Gargoyles
8. d4 Wyversns

Lawful Cleric Principal Retainers (d4)

1. d10 Ents
2. d8 Hippogriffs, each ridden by a lvl 4 f-m
3. d20 Level 4 fighting-men
4. d6 Level 8 fighting-men

Chaotic Cleric Principal Retainers (d4)

1. d10 Spectres
2. d10 Trolls
3. d6 Vampires
4. d20 White apes

In addition to the principal retainers, $3d6 \times 10$ troops (half heavy infantry, half crossbowmen) guard a castle.

Confrontations with Castle Occupants

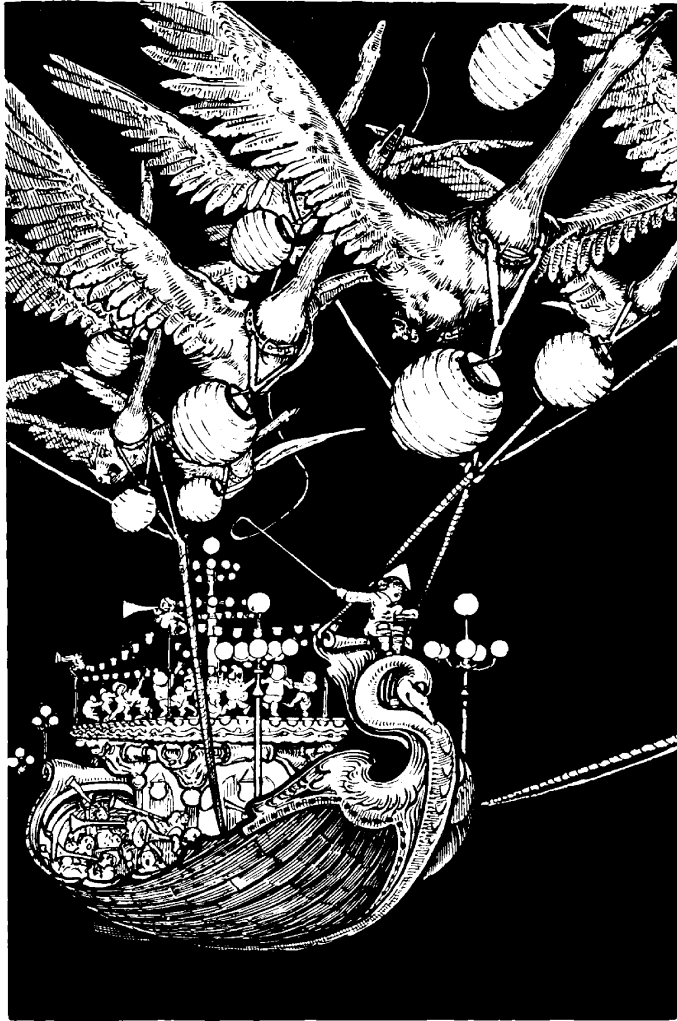
The chance that castle occupants sally forth to confront player characters depends upon how nearly the party passes a castle.

Distance from Castle	Confrontation Odds (d6)
Same hex	1-3 on d6
Adjacent hex	1-2 on d6
One hex further	1 on d6

Clerics who own strongholds require travelers donate 10% of their coins and gems. Clerics assign those unable to pay a Lawful or Chaotic quest (p. 30), although Evil High Priests instead kill indigents of lawful or neutral alignment.

Fighting-men who own castles demand a jousting match with any passing fighting-man player character. In victory, the castle owner takes

the loser's armor. In defeat, the owner hosts the party for as long as a month, providing them each heavy war horses and a fortnight's rations upon departure. If deprived of a joust, the owner demands $1d6 \times 100$ gp.

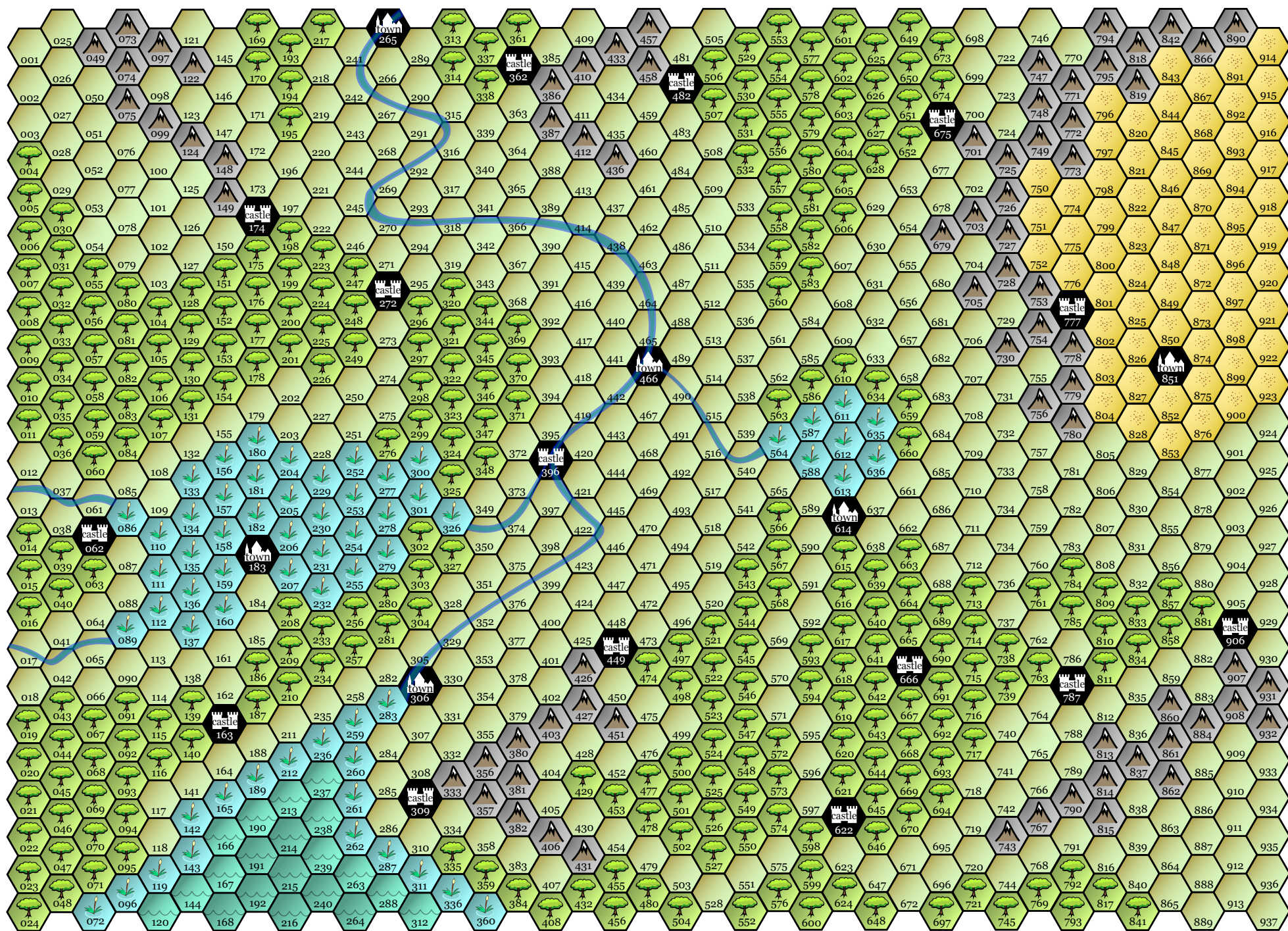


Magic-users geas (p. 26) non-hostile passersby into finding treasure. They claim half of any recovered treasure—particularly wands, staves, rings, and miscellaneous magic items. Otherwise, the magic-user claims one magic item from the party or—failing that— $1d4 \times 1000$ gp.

Other Planes

Through magic doors or vehicles from a distant time, characters travel to other worlds and dimensions.

The heavens of the game world need not conform to those of the real world. A character who fills a hot air balloon or builds a colossal stairway might reach the moon, never contending with the vacuum of space. Characters attempting such a journey may instead find themselves trapped by an impregnable crystal dome only a few hundred feet above ground.



Appendices

The following rules and ideas are not in the original 1974 game, and their implementation is at the referee's discretion.

Carousing Experience

Conan wound-up broke no matter how much treasure he found. In order to capture a swords and sorcery flavor, some referees award experience for gold spent (preferably on debauchery) instead of awarding experience for simply removing treasure from a dungeon. Other referees award a portion of experience for each.

See <http://jrients.blogspot.com/2008/12/party-like-its-999.html> or <http://hugeruinedpile.blogspot.com/2010/08/orgies-inc.html> for further details.

Initiative

Who acts first in a combat round? Often, the referee sets the order of action by common sense. Choose one of the following methods 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, saps)
 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?

More Monsters

Blink Dogs are the phase tigers' natural enemies. These highly intelligent pack dogs have a natural ability to teleport 1d4 × 10' in a random direction, always safely. Each dog is 50% likely to teleport in a given turn. Blink Dogs are Lawful. 4 HD, FC 5, AC 5, move 120', 400 XP, treasure type 2.

Bugbears are giant furry goblins. They surprise on a d8 result of 1–5. Bugbears are Chaotic. 3+1 HD, FC 5, AC 6, move 60', 100 XP, treasure type 3.

Carcass Scavengers—10' long centipedes with heads covered in paralyzing tentacles (save versus petrification)—scrabble across walls and ceiling as easily as the floor. 3+1 HD, FC 5, AC 3 (7), move 120', 100 XP, treasure type 3.

Dopplegangers assume someone's appearance in order to kill that person and live as them. They save versus magic spells as level 10 fighting-men, and have total immunity to *charm* and *sleep* spells. Dopplegangers are Chaotic. 4 HD, FC 5, AC 5, move 90', 400 XP, treasure type 4.

Fire Beetles have two glowing glands on their 3' carapaces, which cast 20' diameter light even 1d6 days after being removed from a dead beetle. 1+1 HD, FC 2, AC 4, move 120', 117 XP, no treasure.

Gelatinous Cubes—10' per side—scrub organic matter from dungeon hallways, sometimes absorbing valuable (and non-valuable) non-organic objects into their translucent bodies. Unlucky adventurers whose flesh touches a gelatinous cube must save versus petrification *and* suffer one die of damage. Cold, fear, lighting, and petrification attacks do not affect gelatinous cubes. 4 HD, FC 5, AC 8, move 60', 400 XP, no treasure.

Hell Hounds breath fire for a number of damage dice equal to their hit dice. They exhibit intelligence when hunting, and detect hidden or invisible prey on 1–3 of a d4 roll. Hell hounds are Chaotic. 3–7 HD, FC 3–7, AC 4, move 120', 300–700 XP, treasure type 2.

Lizardfolk live in aquatic tribes, and hunt men for food with their primitive clubs and spears. Lizardfolk are Neutral. 2+1 HD, FC 3, AC 5, move 60' (swim 120'), 217 XP, treasure type 5.

Owl Bears attack without provocation, and never retreat. These towering irascible beasts wrap prey in their ursine claws, then bite with tooth and beak. 5 HD, FC 6, AC 5, move 120', 500 XP, treasure type 2.

Phase Tigers have six legs and barbed tentacles. Their natural phase power makes them appear 3' from their true location. They are the blink dog's natural enemy. 6 HD, FC 7, AC 4, move 150', 600 XP, treasure type 5.

Rust Monsters move as quickly as possible to devour the largest nearby source of metal. Hits from rust monsters instantly rust armor, and hits against them instantly rust metal weapons. 5 HD, FC 6, AC 2, move 120', 500 XP, no treasure.

Shriekers are wandering subterranean fungi. Harmless in themselves, nearby light or movement causes them to "shriek" and thereby attract wandering monsters on a roll of 1–3 in 6. 3 HD, FC 0, AC 8, move 10', 300 XP, no treasure.

Stirges suck blood through their vermilinguan snouts. On a successful hit, the stirge latches its feathered body onto its target, and sucks blood for one die of damage each subsequent round. 1 HD, FC 3, AC 7, move 180', 100 XP, treasure type 5.



Number of Monsters per Encounter

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

Often the answer is one monster or 1d6 monsters, depending on the dungeon level. Deeper dungeon levels are more dangerous; that constant acts 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 only deplete party resources, and stand slim 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.

Shields Shall be Splintered

Trollsmyth suggests that a shield's -1 AC bonus fails to reflect its practical utility. As a remedy, he suggests referees allow a combatant to avoid all damage from one hit by sacrificing their shield. This may lead to characters carrying multiple shields, which has some historical precedent.

See the <http://trollsmyth.blogspot.com> blog for further details.

A Thief Class

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

In fighting capability, hit dice and experience points, the thief advances like the cleric. Thieves make saving throws as a cleric four levels higher.

When alone (+60' away from the other party members) or with similarly skilled rogues, the thief gains an advantage to his first attack when surprising opponents. Thieves themselves are only surprised themselves on a roll of 1-2.

Thief Level	Surprise Chance	To-Hit Bonus	Surprise Damage
1	1-4 in 8	+1	2d6
4	1-5 in 8	+2	3d6
8	1-6 in 8	+3	4d6

Thieves hear noises through doors and search for secret doors with a roll of 1-3 on a d6.

On a roll of 1-4 on a d6, thieves pick locks or pockets. That chance increases to 5 in 6 at sixth level.

With proper equipment, thieves safely climb nearly sheer surfaces at a rate of 10' per turn \times character level.

Thieves wear leather or lighter armor.

For magic weapons, they use daggers only. At level 10, thieves cast spells from prepared scrolls, but with a 1 in 6 chance it backfires.

Referees hesitant to introduce player character thieves may allow the party to hire non-player character thieves from the local thieves guild on a per-job basis.



Two-Handed Weapon Damage

Philotomy suggests that characters who wield a two-handed weapon (forgoing a shield) roll two six-sided dice and use the higher roll for damage. See <http://www.philotomy.com> for further details.

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 referees 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 when characters gain a level. That simplifies bookkeeping for taxes, 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 strongholds, 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. Ents
6. Fauna, Large
7. Gorgon
8. Griffon
9. Hydra (7–8 heads)
10. Invisible Stalker
11. Manticore

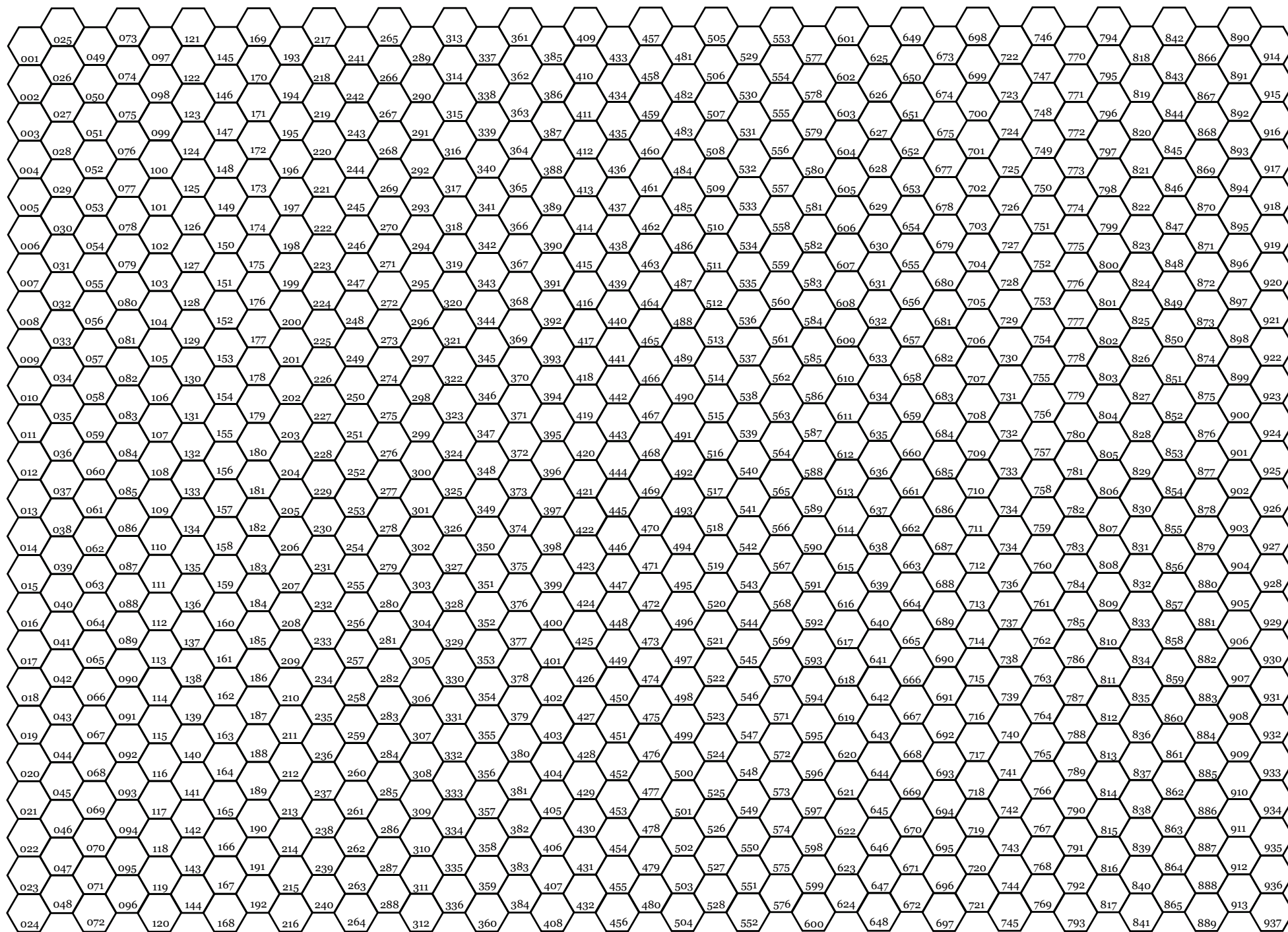
12. Sea Monster
13. Trolls
14. White Dragon
15. Wyvern
16. Vampire

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



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