

# Swords & Wizardry Whitebox



Paul Gorman's House Rules for Fantastic Medieval Adventures  
Playable with Paper and Pencil and Miniature Figures



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# Getting Started

SWORDS & WIZARDRY: WHITEBOX requires two kinds of participants: a Referee and Players. Before the game, Players create Player Characters (PC's) by rolling dice to determine their characters' basic attributes, picking character classes, and buying in-game equipment. The Referee maps a dungeon on graph paper, and stocks it with monsters, traps, and treasure. During the game, players guide their characters through the dungeon, creating their own map based on the referee's descriptions.

## Rule Number One

The most important rule in SWORDS & WIZARDRY: WHITEBOX is that the Referee always has the right to modify the rules. In fact, it's encouraged! This is your game, after all. There are gaps in the rules—holes left open on purpose—because much of the fun of “old school” gaming is being able to make up rules as needed.

## Dice

SWORDS & WIZARDRY: WHITEBOX uses several types of dice, which are abbreviated according to their number of sides. For example, a four-sided die is noted as “d4.” If this text says “3d4” that means to roll three (3) four-sided dice and add the results together.

## Character Sheets

A character sheet is a piece of paper that organizes all necessary PC information for the benefit of both the Referee and Player. The character sheet can be something as simple as a 3×5” index card with equipment and spells written on the back.

# Characters



## Attributes

Roll 3d6 for each of these attributes in order: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. After these rolls, it's often obvious which character class best fits the abilities, though the player can choose any class. Once the player picks a class, points from other attributes may be shifted into the "Prime Attribute" of that character class on a 2 for 1 basis, but don't reduce any of the attributes to less than 9 points.

**Strength** represents the character's physical power. It is the Prime Attribute for Fighters.

**Intelligence** represents reasoning and the ability to understand difficult concepts.

A high Intelligence score gives a character the mental capacity to know one additional language for every point above 10.

Intelligence is the Prime Attribute for Magic-Users.

**Wisdom** determines a character's insight, perception, and good judgment. Wisdom is the Prime Attribute for Clerics.

**Constitution** refers to the health and endurance of a character. A high Constitution score (15+) gives the character a +1 to each hit die, and a low score (6 or lower) gives a -1 penalty to each hit die.

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



**Dexterity** is a combination of coordination and quickness. A high Dexterity score (15+) gives a character a +1 bonus on to-hit rolls when attacking with a bow or other ranged weapon, and a low score (8 or less) gives a penalty of -1 to such rolls.

**Charisma** refers to a character's leadership ability, and determines the number of Non-Player Character (NPC) henchmen a character can acquire. These henchmen include specialists and non-human creatures, but not basic men-at-arms. Charisma modifies the loyalty of these NPCs.

## Experience

The capabilities (combat ability, number of spells, etc.) of Player Characters develop as they gain experience.

Characters earn one Experience Point (XP) for each gold piece they remove from a dungeon. While the bulk of experience comes from treasure, characters also earn some experience points by killing monsters.

After amassing a sufficient number of experience points, a character advances in level and gains new capabilities. See the Advancement table for each character class.

New characters start the game with zero XP.

## Experience Bonus

Give the character a bonus of 10% to their "experience points" (XP) if their Prime Attribute is 15+, 5% if the Prime Attribute is 13–14, and -10% if the Prime Attribute is lower than 9. There is no bonus for scores between 9 and 12.

## Hit Points

Hit points (HP) represent the amount of "damage" a character withstands before dying. They are determined by the number of hit dice (HD) the character has at each level, which is found in the description of each character class. If a player begins the game with a 1<sup>st</sup> level Fighter (1+1 HD) the player would therefore roll 1 HD (1d6) and add "+1" to the end result to determine his PC's starting hit points.

Re-roll hit points each time a Player Character gains a level. If the re-roll results in the character having fewer hit points for the new level than from the old level, the hit points remain the same.

## Alignment

Choose an Alignment: Law, Chaos, or Neutrality. Law promotes the order of human civilization, while Chaos favors a world beyond human reason.

## Languages

Don't choose languages during character creation. When a character with unused language "slots" hears creatures speaking in a dungeon, roll to see if the character understands. On a roll of 1–2 in 6, the referee reveals the name of the language and what was said by the creatures. Note knowledge of the language on your character sheet.

## Last Will and Testament

Dungeon exploration is a dangerous business. Characters who declare a next of kin pass their worldly possessions on to another character in case of their disappearance or death. The inheriting character pays a 10% inheritance tax.

## Character Classes

There are three character classes in the game: the Cleric, the Fighter, and the Magic-User. The Referee is free to invent or allow other character classes.

### The Cleric

Clerics serve a patron deity. Players may make up the details if the Referee doesn't use a particular mythology for the campaign. Mythologies and other details of a campaign world often come later if the Referee is just starting.

The Cleric might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of some temple hierarchy. Since many of the Cleric's abilities heal or protect, they tend to play a support role during combat. However, they can stand shoulder-to-shoulder with the party's Fighters—for a while.

Wisdom is the Prime Attribute for Clerics. Clerics with Wisdom of 15 or higher receive a 10% bonus to experience or 5% with 13–14 Wisdom.

Clerics only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

Clerics cast divine spells. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets

of spells as designed by the Referee, but the standard Cleric uses the standard spell list.

Lawful Clerics “turn” undead. See Turning Undead on page 29.

At tenth level, a Cleric who builds a temple to his deity attracts loyal followers who swear fealty to the character. Clerics must declare their alignment to either Law or Chaos before building a temple. If the Cleric changes alignment after establishing a Temple, the character loses any followers (and probably faces a mutiny).

### Cleric Advancement

Level	XP	HD (d6)	To-Hit	Spells by Spell Level				
				1	2	3	4	5
1	0	1	+0	–	–	–	–	–
2	1,500	2	+0	1	–	–	–	–
3	3,000	3	+0	2	–	–	–	–
4	6,000	3+1	+1	2	1	–	–	–
5	12,000	4	+1	2	2	1	–	–
6	24,000	5	+2	2	2	1	1	–
7	48,000	6	+2	2	2	2	1	1
8	96,000	6+1	+3	2	2	2	2	2
9	192,000	7	+4	3	3	3	2	2
10	384,000	8	+5	3	3	3	3	3

### The Fighter

The Fighter is trained in battle and the use of armor and weapons. Your character might be a ferocious Viking raider, a roaming samurai, or a medieval knight. As the best equipped of all the character classes to dish out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists.

Strength is the Prime Attribute for Fighters. Fighters with Strength of 15 or higher receive a 10% bonus to experience or 5% with 13–14 Strength.

Fighters are trained in warfare, so they use any kind of weapon or armor.

Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each combat round.

At ninth level, a Fighter who chooses to build a castle is considered to have reached the rank

of “Baron” or “Baroness,” bestowed by the local ruler or monarch. The character attracts men-at-arms, who swear their fealty as loyal followers.

### Fighter Advancement

Level	XP	Hit Dice (d6)	To-Hit
1	0	1+1	+0
2	2,000	2	+1
3	4,000	3	+2
4	8,000	4	+2
5	16,000	5	+3
6	32,000	6	+4
7	64,000	7	+4
8	128,000	8	+5
9	256,000	9	+6
10	512,000	10	+6

## The Magic-User

The Magic-User is a mysterious figure, a student of arcane powers and spell casting.

Intelligence is the Prime Attribute for Magic-Users. An Intelligence score of 15+ grants them a 10% bonus to all experience points awarded or 5% with 13–14 Intelligence.

Because magic-users spend their waking hours studying arcane tomes and scrolls, they have little time to train with weapons or learn physical combat. Magic-Users only wield daggers or staves, and use no armor.

Unlike the Cleric, Magic-Users own books of

spells (which do not include all of the spells from the standard lists). Reading from this book, the Magic-User presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-User’s mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Magic-User’s memory. If the Magic-User finds spell scrolls during an adventure, he can copy them into his spell book.

### Magic-User Advancement

Level	XP	HD (d6)	To-Hit	Spells by Spell Level					
				1	2	3	4	5	6
1	0	1	+0	1	–	–	–	–	–
2	2,500	1+1	+0	2	–	–	–	–	–
3	5,000	2	+0	3	1	–	–	–	–
4	10,000	2+1	+0	4	2	–	–	–	–
5	20,000	3	+1	4	2	1	–	–	–
6	40,000	3+1	+0	4	2	2	–	–	–
7	80,000	4	+2	4	3	2	1	–	–
8	160,000	4+1	+2	4	3	3	2	–	–
9	320,000	5	+3	4	3	3	2	1	–
10	640,000	5+1	+3	4	4	3	2	2	–
11	–	6	+4	4	4	4	3	3	–
12	–	6+1	+4	4	4	4	4	4	1
13	–	7	+5	5	5	5	4	4	2
14	–	7+1	+5	5	5	5	4	4	3
15	–	8	+6	5	5	5	4	4	4
16	–	8+1	+6	5	5	5	5	5	5

## Character Races

Though most players characters are human, humans share their world with a number of fantastic races. Elves populate great forests, Dwarves carve halls and mines into the heart of the earth, and Halflings reside in comfortable hill-houses of bucolic shires.

### The Dwarf

Dwarves grow up in underground cities, so they recognize special stonework: sloping corridors,

moving walls, and traps made of stone (falling blocks, rigged ceilings, and tiny slits designed to release arrows, darts, or poison gas). What the Dwarf does or does not perceive is for the Referee to decide.

The only character class available to Dwarves is that of the Fighter, and they advance only as high as 6<sup>th</sup> level.

Giants, ogres, trolls, and similar giant-type creatures are not good at fighting small creatures, and inflict only half the damage against Dwarves.

Dwarves speak the dwarf, gnome, goblin,

and kobold languages.

When not in combat, Halflings' stealth makes them hard to hear or spot.

## The Elf

The Referee can interpret Elves as the faerie-folk of Irish legend, the Vanir of Norse mythology, or perhaps something more akin to the Elves of Tolkien's imagination.

Elves are associated with magic, and skilled with the sword and bow. The Elf chooses each day (announced at the start of an adventure) whether to adventure as a Fighter or Magic-User. As a result, the Elf has two alternate advancement paths (experience points, hit dice, saving throws, to-hit bonuses, etc.) depending upon whether he donned steel that day or summoned the power to cast spells.

They progress only to 4<sup>th</sup> level as Fighters and 8<sup>th</sup> as Magic-Users.

When an Elf adventures as a Magic-User, the character has the same weapon and armor limitations as a Magic-User, except that magic armor may be worn.

Elves gain +1 to-hit or damage when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead, such as ghouls.

Elves spot hidden and concealed doors 1–4 on a d6 when searching, or 1–2 on a d6 when just passing by.

Elves speak the elf, gnoll, hobgoblin, and orc languages.

## The Halfling

Halflings are short, stout, and live in shires—rustic communities remote from larger folk. A few halflings have enough adventurous spirit to explore the world beyond the farms and fields of the local shire.

Fighter is the only character class available to Halflings, and they advance only as high as 4<sup>th</sup> level.

Giants, ogres, trolls, and similar giant-type creatures are not good at fighting small creatures, and inflict only half the damage against Halflings.

Halflings fire missile weapons with +2 to-hit.

## Other Types

If you referee's down with it, make any kind of crazy character you can imagine—gorilla, robot, mutant, slime, giant alien bug—whatever. Use any type that starts weak, and becomes more capable through experience. Playing a dragon works so long as it begins as a vulnerable hatchling.

## Equipment

Each character starts with 3d6×10 gold pieces at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces. The Referee is encouraged to include additional items and equipment.

## Adventuring Gear

Item	Cost (gp)
Backpack (30 lb. capacity) .....	5
Bedroll .....	2
Belladonna, bunch .....	10
Bottle (wine), glass .....	1
Case (map or scroll) .....	3
Crowbar .....	5
Flint and Steel .....	5
Garlic (1 lb.) .....	10
Grappling Hook .....	5
Hammer .....	2
Helmet .....	10
Holy Symbol, wooden .....	2
Holy Symbol, silver .....	25
Holy Water, small vial .....	25
Lantern .....	10
Mirror (small), steel .....	5
Oil (lamp), 1 pint .....	2
Pole, 10 ft. ....	1
Rations, trail (day) .....	1
Rations, dried (day) .....	3
Rope (50 ft.), hemp .....	1
Rope (50 ft.), silk .....	5

Sack (15 lb. capacity) .....	1
Sack (30 lb. capacity) .....	2
Shovel .....	5
Spellbook (blank) .....	100
Spikes (12), iron .....	1
Stakes (12), wooden .....	1
Tent .....	20
Torches (6) .....	1
Waterskin .....	1
Wolfsbane, bunch .....	10

\* Two-handed weapon

† Used either one-handed or two-handed

‡ Used either as mêlée or missile weapon

## Missile Weapons

Weapon	Cost gp (Weight lb.)
Arrows (20) .....	5 (1)
Arrow, silver .....	5 (1)
Axe, hand .....	3 (10)
Bolt, crossbow (30) .....	5 (5)
Bow, long .....	40 (5)
Bow, short .....	25 (5)
Case (30 bolt capacity) .....	5 (1)
Crossbow, heavy .....	25 (5)
Crossbow, light .....	15 (5)
Pouch (20 stone capacity) .....	1 (1)
Quiver (20 arrow capacity) .....	5 (1)
Sling .....	2 (1)
Spear .....	2 (10)
Stones (20) .....	1 (1)

## Transportation

Type	Cost (gp)
Armor, horse (barding) .....	320
Bags, saddle .....	10
Boat .....	100
Cart .....	80
Galley, large .....	30,000
Galley, small .....	10,000
Horse, draft .....	30
Horse, light riding .....	40
Mule .....	20
Raft .....	40
Saddle .....	25
Ship, sailing (large) .....	20,000
Ship, sailing (small) .....	5,000
Wagon, small .....	160
Warhorse, heavy .....	200
Warhorse, medium .....	100

## Armor

Armor	Cost gp (Weight lb.)
Chain mail .....	30 (50)
Leather .....	15 (25)
Plate mail .....	50 (75)
Shield .....	10 (10)

## Mêlée Weapons

Weapon	Cost gp (Weight lb.)
Axe, battle* .....	7 (15)
Axe, hand† .....	3 (5)
Club .....	0 (10)
Dagger .....	3 (2)
Flail .....	8 (15)
Mace .....	5 (10)
Morning Star .....	6 (15)
Polearm (bardiche, halberd, etc.)* .....	7 (15)
Spear†‡ .....	2 (10)
Staff* .....	1 (10)
Sword, long .....	10 (10)
Sword, short .....	8 (5)
Sword, two-handed* .....	15 (15)
Warhammer .....	5 (10)

## Calculating Armor Class

Armor class (AC) indicates how hard it is for enemies to hit a character in combat. A lower AC number indicates better protection.

	Armor	AC
	Unarmored	9
	Shield only	8
	Leather armor	7
	Leather & shield	6
	Chain mail	5
	Chain & shield	4
	Plate mail	3
	Plate & shield	2

## Converting Armor Class Systems

In the traditional descending AC system, an unarmored human has an AC of 9. The armor you

buy lowers your AC and the lower the AC, the harder you are to hit.

Swords & Wizardry also supports an alternative ascending AC system (AAC). Under AAC, an unarmored human has an AC of 10, and higher armor classes are better. Where used, the AAC is shown in brackets after the tradi-

AC	9	8	7	6	5	4	3	2	1	0
AAC	10	11	12	13	14	15	16	17	18	19

## Encumbrance & Movement

A reasonable amount of miscellaneous gear—as much as fits in a medium-sized backpack—weighs 10 pounds. The weight of weapons and armor is noted in parentheses on the equipment lists. Each coin and gem of treasure weighs 0.1 pound.

Calculate your character's base movement rate based on race and weight carried. Characters can make up to two moves per turn for a total movement of double the listed movement rates, or make a single move along with some other action.

### Movement Rates

Lbs.	Man/Elf	Dwarf/Halfling
0–75	120'	90'
76–100	90'	60'
101–150	60'	30'
151–300	30'	30'

### Movement Rate Adjustments

Move Type	Adjustment
Careful	Half usual rate
Normal	Usual rate
Running	Double rate

## Hiring Assistants

Many characters, particularly when beginning an adventuring career, need hirelings to haul gear or fight monsters. Characters post advertisements or inquire at the local watering hole to find hirelings.

Hirelings are 0-level NPC's who work for a fixed weekly wage. They include men-at-arms and linkboys. Hirelings show little initiative and

tional descending AC number.

To translate between the Ascending and Descending AC systems, make the ascending armor class (AAC) and descending armor class (AC) values add up to 19. For example, AAC [12] is the same as AC 7 because  $19 - 7 = 12$ .

take few risks, although men-at-arms hold the line in combat unless obviously over-matched. Badly treated hirelings decline to renew their weekly contracts.

Hirelings do not gain experience from killing monsters. They only gain experience if a player character gives them a share of treasure in excess of their weekly wages.

When a hireling gains experience, he is no longer considered 0-level and become a 1<sup>st</sup> level NPC with a character class. Such non-player characters are called Henchmen.

Henchmen work for a share of treasure—generally a half share. They accept greater risks than hirelings, so long as the player characters routinely take the same risks. The loyalty of a henchman is tied to a particular player character.

Alchemist .....	250gp/week
Animal Trainer .....	125gp/week
Armorer .....	25gp/week
Assassin .....	500gp/week
Blacksmith .....	5gp/week
Captain, Ship .....	75gp/week
Engineer .....	200gp/week
Horseman .....	3gp/week
Non-combatant (servant, linkboy) ..	2gp/week
Sage .....	500gp/week
Sailor .....	3gp/week
Soldier .....	5gp/week
Spy .....	125gp/week

These rates are for humans only. Demi-humans cost more to hire, and it may take more than just the promise of gold coins.

## Optional Fun & Flavor

## Petty Gear

1. Bandanna (roll for color)
2. Belt buckle, personalized
3. Bird cage
4. Canvas hose (25')
5. Costume jewelry, ostentatious
6. Delicate fish net
7. Dice
8. Entomology collection case
9. Eye patch
10. Feather boa
11. Fossil (fish, small lizard, etc.)
12. Hand puppet, animal/monster
13. Music box
14. Musical instrument, small
15. Small scale & weights
16. Spats
17. Spy glass (broken lens)
18. Umbrella
19. Watercolor paint set
20. Wooden coin painted gold

## Distinctive Looks

1. Big ears
2. Buck teeth
3. Craggy nose
4. Dueling scar
5. Extra digit on each hand
6. Facial tattoo
7. Gold tooth
8. Gorbachev birthmark
9. Hunchback
10. Limp
11. Mentat eyebrows
12. Mis-matched eye colors
13. Missing front tooth
14. Rope scar around neck
15. Spotty skin
16. Wandering eye
17. Unusually fat
18. Unusually short
19. Unusually tall
20. Unusually skinny

## Former Employment

How did your character earn their daily bread before taking to a life of perilous adventure?

- |                   |                 |
|-------------------|-----------------|
| 1. Animal trainer | 11. Farmer      |
| 2. Astrologer     | 12. Fisherman   |
| 3. Bailiff        | 13. Gambler     |
| 4. Barber         | 14. Hunter      |
| 5. Boatman        | 15. Initiate    |
| 6. Bonepicker     | 16. Lamplighter |
| 7. Coachman       | 17. Ragpicker   |
| 8. Cobbler        | 18. Rat catcher |
| 9. Cooper         | 19. Student     |
| 10. Drover        | 20. Tinker      |

Skills from these jobs rarely exceed apprentice level—if the character was good at it, they'd probably still be doing the job rather than crawling into down holes filled with monsters.

## 0e Noggin Coverings

### Decorative Motif

- |                         |                            |
|-------------------------|----------------------------|
| 1. Astral bodies        | 9. Landscape w/<br>castles |
| 2. Birds                |                            |
| 3. Burrowing<br>mammals | 10. Nymphs, Satyrs         |
| 4. Demons               | 11. Snakes                 |
| 5. Eyes                 | 12. Stages, does           |
| 6. Fish                 | 13. Sailing ships          |
| 7. Flowers              | 14. Tentacles              |
| 8. Geometric<br>pattern | 15. Trees, leaves          |
|                         | 16–20 Solid color          |

### Colors

- |                       |                     |
|-----------------------|---------------------|
| 1. Banana             | 12. Polished silver |
| 2. Brass              |                     |
| 3. Crimson            | 13. Purple          |
| 4. Deep blue          | 14. Rich brown      |
| 5. Ectoplasm<br>green | 15. Steel           |
| 6. Gold               | 16. Straw           |
| 7. Gray               | 17. Squid white     |
| 8. Lavender           | 18. Turquoise       |
| 9. Orange             | 19. Violet          |
| 10. Pale blue         | 20. Yellow-green    |
| 11. Pink              |                     |

## Fighters & Dwarves

- |   |   |
|---|---|
| 1. Balaclava                                | 10. Masked samurai (roll on mask sub-table) |
| 2. Boar's tusk helmet                       | 11. Metal skull cap                         |
| 3. Chain coif                               | 12. Mongol helmet                           |
| 4. Coolus helmet                            | 13. Montefortino helmet                     |
| 5. Crusader helm                            | 14. Morion                                  |
| 6. Corinthian helm                          | 15. Open-face samurai helmet                |
| 7. Full-visor helm, plain                   | 16. Phrygian cap helmet                     |
| 8. Full-visor helm (roll on mask sub-table) | 17. Pot helmet                              |
| 9. Helm w/ half-visor                       | 18. Roman galea                             |
|   | 19. Sallet                                  |
|   | 20. Viking helmet                           |

- |  |                     |
|--|---------------------|
| 10. Mask:  |                     |
| 1. Animal  | 7. Jack-O-Lantern   |
| 2. Bird beak   | 8. Painted portrait |
| 3. Carved caricature   | 9. Tusks            |
| 4. Demon   | 10. Skull           |
| 5. Emotive   |                     |
| 6. Faceless  |                     |
| 11. Puffy hat  |                     |
| 12. Short conical hat  |                     |
| 13. Tall conical hat   |                     |
| 14. Tiered Ziggurat hat (1d4 steps + 1 per character level)            |                     |
| 15. Top hat w/ slight-of-hand compartment, or collapsible silk top hat |                     |
| 16. Veil or scarf  |                     |
| 17. Stiff wide-brimmed hat   |                     |
| 18. Turban   |                     |
| 19–20. Roll on Fighter table   |                     |

*(Inspired by JB's B/X Headgear)*

## Clerics

- |                                 |                              |
|---------------------------------|------------------------------|
| 1. Biretta                      | 8. Klobuk                    |
| 2. Bishop Miter                 | 9. Mao-tzu                   |
| 3. Cockel Hat                   | 10. Papal Tiara              |
| 4. Fez                          | 11. Skufia                   |
| 5. Headband w/ horns or antlers | 12. Taqiyah                  |
| 6. Holy symbol shaped           | 13. Turban                   |
| 7. Kamilavka                    | 14. Wimple                   |
|                                 | 15. Yarmulke                 |
|                                 | 16. Zucchetto                |
|                                 | 17–20. Roll on Fighter table |

## Magic-Users & Elves

1. Animal-shaped hat
2. Beanie
3. Bedouin wrap
4. Deep hood
5. Floppy wide-brimmed hat
6. Fur-lined hood
7. Hood 1d4 tassels
8. Large baret
9. Long, heavy scarf

## Carousing

Adventurers live both their work and leisure lives to extremes. Carousing in town after a big score in the dungeon gives a character experience points equal to the gold they spend divided by their character level. The availability of sex, drugs, drink, and gambling depends on the size of a settlement.

### Carousing Weekly Limits

Settlement	GP Limit
Village	100 gp
Town	500 gp
City	1,000 gp
Capitol	5,000 gp

After a week of carousing, characters must save vs. poison or roll on the Carousing Mishaps table.

Instead of debauchery, referees may allow characters to earn experience outside the dungeon by engaging in class-appropriate pursuits. For example, magic-users pursue arcane research (page 28), clerics offer sacrifices to their gods or demons, and fighting-men engage in tournaments of arms or other chivalric pursuits.



# Magic

## Cleric Spell List

Cleric spell names in parentheses indicate the chaotic incarnation of the spell. The Referee determines the consequences of Lawful Clerics using chaotic spells.

### Level 1 Cleric Spells

- |                                 |                                       |
|---------------------------------|---------------------------------------|
| 1. Cure (Cause)<br>Light Wounds | 4. Light (Dark)                       |
| 2. Detect Evil<br>(Good)        | 5. Protection from<br>Evil (Good)     |
| 3. Detect Magic                 | 6. Purify (Putrefy)<br>Food and Drink |

### Level 2 Cleric Spells

- |                  |                       |
|------------------|-----------------------|
| 1. Bless (Curse) | 4. Speak with Animals |
| 2. Find Traps    |                       |
| 3. Hold Person   |                       |

### Level 3 Cleric Spells

- |                            |                  |
|----------------------------|------------------|
| 1. Cure (Cause)<br>Disease | Continual        |
| 2. Light (Dark),           | 3. Locate Object |
|                            | 4. Remove Curse  |

### Level 4 Cleric Spells

- |                                      |                               |
|--------------------------------------|-------------------------------|
| 1. Cure (Cause)<br>Serious<br>Wounds | Evil (Good), 10<br>ft. radius |
| 2. Neutralize<br>Poison              | 4. Speak with<br>Plants       |
| 3. Protection from                   | 5. Sticks to<br>Snakes        |

## Level 5 Cleric Spells

- |                             |                  |
|-----------------------------|------------------|
| 1. Commune<br>(Law)         | 4. Insect Plague |
| 2. Create Food<br>and Drink | 5. Quest         |
| 3. Dispel Chaos             | 6. Raise Dead    |

## Magic-User Spell List

### Level 1 Magic-User Spells

- |                    |                      |
|--------------------|----------------------|
| 1. Charm Person    | Evil                 |
| 2. Detect Magic    | 6. Read<br>Languages |
| 3. Hold Portal     | 7. Read Magic        |
| 4. Light           | 8. Sleep             |
| 5. Protection from |                      |

### Level 2 Magic-User Spells

- |                                |                        |
|--------------------------------|------------------------|
| 1. Detect Evil                 | 6. Levitate            |
| 2. Detect<br>Invisibility      | 7. Light,<br>Continual |
| 3. Detect<br>Thoughts<br>(ESP) | 8. Locate Object       |
| 4. Invisibility                | 9. Phantasmal<br>Force |
| 5. Knock                       | 10. Web                |
|                                | 11. Wizard Lock        |

### Level 3 Magic-User Spells

- |                                   |   |
|-----------------------------------|---|
| 1. Alter Time                     | 9. Lightning Bolt                             |
| 2. Crystal Ball                   | 10. Protection from<br>Evil, 10 ft.<br>radius |
| 3. Darkvision                     | 11. Protection from<br>Normal<br>Missiles     |
| 4. Dispel Magic                   | 12. Water<br>Breathing                        |
| 5. Fireball                       |   |
| 6. Fly                            |   |
| 7. Hold Person                    |   |
| 8. Invisibility, 10<br>ft. radius |   |

## Level 4 Magic-User Spells

- |                          |                        |
|--------------------------|------------------------|
| 1. Charm Monster         | 6. Plant Growth        |
| 2. Confusion             | 7. Polymorph           |
| 3. Dimension Portal      | 8. Remove Curse        |
| 4. Hallucinatory Terrain | 9. Wall of Fire or Ice |
| 5. Massmorph             | 10. Wizard Eye         |

## Level 5 Magic-User Spells

- |                        |                           |
|------------------------|---------------------------|
| 1. Animal Growth       | 8. Magic Jar              |
| 2. Animate Dead        | 9. Passwall               |
| 3. Cloudkill           | 10. Telekinesis           |
| 4. Conjure Elemental   | 11. Teleport              |
| 5. Contact Other Plane | 12. Transform Rock-Mud    |
| 6. Feeblemind          | 13. Wall of Stone or Iron |
| 7. Hold Monster        |                           |

## Level 6 Magic-User Spells

- |                      |                           |
|----------------------|---------------------------|
| 1. Anti-Magic Shell  | 6. Move Earth             |
| 2. Control Weather   | 7. Move Water             |
| 3. Death Spell       | 8. Project Image          |
| 4. Disintegrate      | 9. Quest                  |
| 5. Invisible Stalker | 10. Reincarnation         |
|                      | 11. Transform Stone-Flesh |

## Spell Descriptions

Cleric and Magic-User spells are listed in alphabetical order. The Chaotic versions of spells noted in parentheses are available only to Clerics.

### Alter Time

Spell Level: M3  
Range: 240 ft.  
Duration: 30 min.

The Magic-User must announce which of the two options he casts. Both options have a 60 foot radius area of effect:

*Haste:* as many as 24 creatures move and attack at double normal speed.

*Slow:* as many as 24 creatures failing a saving throw move and attack at half speed.

## Animal Growth

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

Animal Growth causes 1d6 normal creatures to immediately grow to giant size. The affected creatures attack as per a giant version of the normal animal.

## Animate Dead

Spell Level: M5  
Range: Referee's discretion  
Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per level of the caster above 8<sup>th</sup>). The corpses remain animated until destroyed or dispelled.

## Anti-Magic Shell

Spell Level: M6  
Range: Caster  
Duration: 2 hours

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

## Bless (Curse)

Spell Level: C2  
Range: Target PC or NPC (out-of-combat)  
Duration: 1 hour

The Cleric must announce which of the two options he casts. The recipient of this spell cannot be in combat when it is cast.

*Bless:* the recipient gets a +1 bonus to all attack rolls and, if the target is not a Player Character, improved overall morale.

*Curse:* the recipient suffers a -1 penalty to all attack rolls and, if the target is not a Player Character, decreased morale.

## Charm Monster

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

Charm Monster operates in the same manner as Charm Person, but affects any form of animal or creature. For monsters 3 HD or fewer, it affects up to 3d6 individuals.

## Charm Person

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

Charm Person affects living bipeds of about human size or smaller, such as pixies, orcs, or hobgoblins. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

## Cloudkill

Spell Level: M5  
Range: Close  
Duration: 1 hour

Foul and poisonous vapors boil from thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless wind alters its direction or speed. Unusually strong gusts dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 or fewer HD.

## Commune

Spell Level: C5  
Range: Caster  
Duration: 3 questions

Higher powers grant answers to three questions the caster poses. Higher powers don't like being constantly interrogated by mere mortals, so the spell should be limited to one casting per week or so. The Referee may rule that a cleric casts a double strength Commune spell composed of six questions once per year.

## Confusion

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

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

2d6	Confused Behavior
2-5	Attack caster and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8<sup>th</sup>. The spell automatically and immediately confuses creatures of 3 HD or fewer. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes a number of minutes equal to 1d12 minus the caster's level. These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

## Conjure Elemental

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

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack.

## Contact Other Plane

Spell Level: M5  
Range: None  
Duration: See table

The caster mentally contacts planes, forces, powers, and geometries of the beyond in order to ask affirmative or negative questions. The

spell's effect depends on how deeply the caster wishes to delve.

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

Planes are the “depth” at which the caster chooses to seek the truth, and the number of Yes/No questions allowed.

Temporary insanity lasts for as a number of weeks equal to the depth of the plane.

Right/wrong represents the possibility of misunderstood or misleading answers.

## Control Weather

Spell Level: M6

Range: Referee's discretion

Duration: Referee's discretion

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

## Create Food and Drink

Spell Level: C5

Range: Close

Duration: Instantaneous

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

## Crystal Ball

Spell Level: M3

Range: 60 ft.

Duration: 2 hours

The Magic-User must announce which of the two options he casts. A two foot thickness of solid stone or a thin layer of lead blocks both options.

*Clairaudience*: the caster can hear through solid obstacles.

*Clairvoyance*: the caster can see through solid obstacles.

## Cure (Cause) Disease

Spell Level: C3

Range: Touch

Duration: Instantaneous

*Cure Disease*: cures the recipient of all diseases—including those magically inflicted.

*Cause Disease*: inflicts the recipient with a disease to be determined by the Referee.

## Cure (Cause) Light Wounds

Spell Level: C1

Range: Touch

Duration: Instantaneous

*Cure Light Wounds*: cures 1d6+1 HP.

*Cause Light Wounds*: causes 1d6+1 damage.

## Cure (Cause) Serious Wounds

Spell Level: C4

Range: Touch

Duration: Instantaneous

*Cure Serious Wounds*: cures 3d6+3 HP.

*Cause Serious Wounds*: causes 3d6+3 damage.

## Darkvision

Spell Level: M3

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness. Roll 1d6 to determine the range of vision.

d6	Range of Vision
1–2	40 feet
3–4	50 feet
5–6	60 feet

## Death Spell

Spell Level: M6  
Range: 240 ft.  
Duration: Permanent

Within a 60 foot radius, up to 2d8 creatures with fewer than 7 HD perish.

## Detect Evil (Good)

Spell Level: C1, M2  
Range: 120 ft. (C), 60 ft. (M)  
Duration: 1 hour (C), 20 min. (M)

*Detect Evil:* the caster detects evil creatures, or those with evil enchantments, intentions, thoughts, or auras within the spell's range. Things like poison are not inherently evil, and cannot be detected by this spell.

*Detect Good:* works like Detect Evil except that it detects good.

## Detect Invisibility

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

Caster perceives invisible creatures and objects.

## Detect Magic

Spell Level: C1, M1  
Range: 60 ft.  
Duration: 20 min.

The caster perceives in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

## Detect Thoughts (ESP)

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

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

## Dimensional Portal

Spell Level: M4  
Range: 10 ft. casting, 360 ft. teleport  
Duration: Instantaneous

Dimensional Portal is a weak form of the Teleport spell that can be managed by lesser magicians. The caster can teleport with perfect accuracy himself, an object, or another person to a location within the spell's range.

## Disintegrate

Spell Level: M6  
Range: 60 ft.  
Duration: Permanent

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

## Dispel Chaos (Law)

Spell Level: C5  
Range: 30 ft.  
Duration: 10 min.

*Dispel Chaos:* similar to Dispel Magic, but works against items, spells, or agents of Chaos. However, unlike Dispel Magic, this spell also functions against chaotic sendings, possibly including dreams or supernatural hunting-beasts.

*Dispel Law:* works like Dispel Chaos but dispels Law.

## Dispel Magic

Spell Level: M3  
Range: 120 ft.  
Duration: 10 min.

Dispel magic completely dispels most enchantments and spells .

As an example of how one might referee this spell, the chance of dispelling magic could be a percentage based on the ratio of the level of the caster trying to dispel over the level of the

caster (or HD of the monster) who hurled the original magic.

Thus, a 6<sup>th</sup> level Magic-User attempting to dispel a charm cast by a 12<sup>th</sup> level Magic-User has a 50% chance of success ( $6 \div 12 = \frac{1}{2}$ ). If the 12<sup>th</sup> level Magic-User were dispelling the 6<sup>th</sup> level Magic-User's charm, the dispelling caster's chance of success would be 200% ( $12 \div 6 = 2$ ).

## Feeblemind

Spell Level: M5

Range: 240 ft.

Duration: Permanent until dispelled

Feeblemind affects only Magic-Users, who make a saving throw against the spell at a -4 penalty. If the saving throw fails, the targeted Magic-User becomes feebleminded until the magic is dispelled.

## Find Traps

Spell Level: C2

Range: 30 ft.

Duration: 20 min.

Find Traps reveals to the caster both magical and non-magical traps at a distance of 30 feet.

## Fireball

Spell Level: M3

Range: 240 ft.

Duration: Instantaneous

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

## Fly

Spell Level: M3

Range: Touch

Duration: 1d6 turns + 1 turn/level

20

Fly grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the Player.

## Hallucinatory Terrain

Spell Level: M4

Range: 240 ft.

Duration: Until touched by an enemy or dispelled

This spell makes one type of terrain look like another type of the caster's choice. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

## Hold Monster

Spell Level: M5

Range: 120 ft.

Duration: 1 hour + 10 min./level

The caster targets either 1d4 creatures (saving throw applies) or a single creature who must make their save at a -2 penalty.

## Hold Person

Spell Level: C2, M3

Range: 180 ft. (C), 120 ft. (M)

Duration: 90 min. (C), 1 hour + 10 min./level (M)

The caster targets either 1d4 persons (with the same parameters as Charm Person; saving throw applies) or a single creature who must make their save at a -2 penalty.

## Hold Portal

Spell Level: M1

Range: Referee's discretion

Duration: 2d6 turns

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

## Insect Plague

Spell Level: C5

Range: 480 ft.

Duration: 1 day

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

## Invisibility

Spell Level: M2

Range: 240 ft.

Duration: Until dispelled or an attack is made

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

## Invisibility, 10 ft. radius

Spell Level: M3

Range: 240 ft.

Duration: Until dispelled or an attack is made

Otherwise identical to the Invisibility spell, this spell also throws a sphere of invisibility (with a 10 foot radius) around the recipient, which moves along with the target.

## Invisible Stalker

Spell Level: M6

Range: Near Caster

Duration: Until mission is completed

This spell summons an Invisible Stalker with 8 HD. The stalker performs one task as commanded by the caster, regardless of how long the task takes or how far the stalker must travel. The stalker cannot be banished by Dispel Magic; it must be killed in order to end its mission.

## Knock

Spell Level: M2

Range: 60 ft.

Duration: Instantaneous

Knock unlocks and unbars all doors, gates, and portals within its range, including secret doors and doors held or locked by normal magic.

## Levitate

Spell Level: M2

Range: 20 ft./level

Duration: 10 min./level

This spell levitates the Magic-User, moving him vertically up or down. The spell itself provides no lateral movement. A wall, cliff side, or ceiling could be used to move hand-over-hand.

Levitation moves up or down at up to 6 feet per minute (60 feet per turn). The caster cannot levitate up or down more than 20 feet per level from the elevation at which the spell was cast, whether into the air or down a chasm.

## Light (Dark)

Spell Level: C1, M1

Range: 120 ft.

Duration: 2 hours (C), 1 hour + 10 min./level (M)

*Light:* produces a light as bright as a torch with a radius of 20 feet around a person or object.

*Dark:* causes night-time darkness in an area with a 20 foot radius.

## Light (Dark), Continual

Spell Level: C3, M2

Range: 120 ft.

Duration: Permanent until dispelled

*Light, Continual:* produces a light as bright as a torch with a radius of 20 feet around a person or object.

*Dark, Continual:* causes night-time darkness in an area with a 20 foot radius.

## Lightning Bolt

Spell Level: M3

Range: 60 ft.

Duration: Instantaneous

A ten foot wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

## Locate Object

Spell Level: C3, M2

Range: 90 ft. (C), 60 ft. + 10 ft./level (M)

Duration: 1 min./level

This spell directs the caster (as the crow flies) toward an object the caster describes. The caster must have seen the object or an object of its general type: stairs, gold, etc.

## Magic Jar

Spell Level: M5

Range: See below

Duration: See below

Magic Jar relocates the caster's life essence, intelligence, and soul into an object within 30 feet of the caster's body.

Once within the magic "jar," the caster can possess the bodies of other creatures and people within 120 feet of the jar who fail a saving throw. The caster can return his soul to the magic jar at any time.

If a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-User's soul is within, the soul is lost.

The spell ends when the Magic-User returns from the jar to his own body.

## Massmorph

Spell Level: M4

Range: 240 ft.

Duration: Until negated or dispelled

Massmorph makes one hundred or fewer man-sized creatures appear like innocent trees. Even creatures moving through the "forest" detect no deception.

## Move Earth

Spell Level: M6

Range: 240 ft.

Duration: Permanent

This spell can only be used above ground. It moves hills and other raised land or stone 6 feet per minute for 1 hour.

## Move Water

Spell Level: M6

Range: 240 ft.

Duration: See below

The Magic-User must announce which of the two options he casts:

*Lower water:* lowers the depth and water level of lakes, rivers, wells, and other bodies of water to  $\frac{1}{2}$  their normal levels for 10 turns.

*Part water:* creates a 10 foot deep channel through water for 6 turns.

## Neutralize Poison

Spell Level: C4

Range: Referee's discretion

Duration: 10 min.

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

## Passwall

Spell Level: M5

Range: 30 ft.

Duration: 30 min.

This spell opens a man-size hole up to 10 feet deep through solid rock.

## Phantasmal Force

Spell Level: M2

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion. A viewer who believes the illusion (save vs. spell) can take damage from it. The illusion disappears when hit (AC 10).

## Plant Growth

Spell Level: M4

Range: 120 ft.

Duration: Permanent until dispelled

Undergrowth in an area up to 300 square feet suddenly grows impassable with thorns and vines. The caster chooses the shape of the area. An alternate version (Referee's decision) affects an area of 300 × 300 feet, for a total of 90,000 square feet.

## Polymorph

Spell Level: M4

Range: See below

Duration: See below

The Magic-User must announce which of the two options he casts:

*Polymorph self:* the caster assumes the form and attributes (use of wings, for example) of any object or creature, but not its hit points or combat abilities. This lasts for one hour plus one additional hour for each caster level.

*Polymorph other:* turns another being within 60 feet into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. This transformation lasts until dispelled.

## Project Image

Spell Level: M6

Range: 240 ft.

Duration: 1 hour

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spell he casts appears to originate from the image.

## Protection from Evil (Good)

Spell Level: C1, M1

Range: Caster only

Duration: 2 hours (C), 1 hour (M)

*Protection from Evil:* creates a ward around the caster that blocks attacks from magical monsters, like invisible stalkers, elementals, and demons. Other attackers suffer a -1 penalty to hit, and the caster gains +1 on saving throws.

*Protection from Good:* does the same thing against good creatures.

## Protection from Evil (Good), 10 ft. radius

Spell Level: C4, M3

Range: 10 ft. radius around caster

Duration: 2 hours

*Protection from Evil, 10 ft. radius* has the same effect as Protection from Evil, except it covers an area rather than an individual.

*Protection from Good, 10 ft. radius* has the same effect as Protection from Good, except it covers an area rather than an individual.

## Protection from Normal Missiles

Spell Level: M3

Range: 30 ft.

Duration: 2 hours

Makes the recipient invulnerable to small non-magical missiles projected by normal men and/or weapons.

## Purify (Putrefy) Food and Drink

Spell Level: C1

Range: Close/Touch

Duration: Instantaneous

*Purify Food and Drink*: removes spoilage and poisons from enough food and water for up to a dozen people.

*Putrefy Food and Drink*: spoils and poisons enough food and water for up to a dozen people.

## Quest

Spell Level: C5, M6

Range: 30 ft.

Duration: Until completed

If the victim fails his saving throw, the caster sets a task for him. If a Magic-User cast the spell, a victim who ignores the Quest altogether will die. If a Cleric cast the spell, the victim's disobedience results in a curse determined by the Referee.

## Raise Dead

Spell Level: C5

Range: Line of sight

Duration: See below

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8<sup>th</sup>, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for Player Characters (i.e., "human-like").

## Read Languages

Spell Level: M1

Range: Reading distance

Duration: 1 or 2 readings

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

## Read Magic

Spell Level: M1

Range: Caster only

Duration: 2 scrolls or other writings

Read Magic allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without this spell.

## Reincarnation

Spell Level: M6

Range: Touch

Duration: Instantaneous

Reincarnation brings a dead character's soul back from the dead. The soul inhabits a new body of the same alignment as the deceased. The Referee chooses the type of body.

## Remove Curse

Spell Level: C3, M4

Range: Close/Touch

Duration: Instantaneous

This spell removes one curse from a person or object.

## Sleep

Spell Level: M1

Range: 240 ft.

Duration: Referee's discretion

Sleep puts enemies into an enchanted slumber. No saving throw is permitted. It affects a number of creatures based on their hit dice.

Target HD	# Affected
< 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

## Speak with Animals

Spell Level: C2

Range: 30 ft.

Duration: 1 hour

The caster can speak with animals within range. The animals might assist him, and they

will not attack him or his party (unless he says something particularly offensive).

## Speak with Plants

Spell Level: C4  
Range: 30 ft.  
Duration: 1 hour

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

## Sticks to Snakes

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

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

## Telekinesis

Spell Level: M5  
Range: 120 ft.  
Duration: 1 hour

Telekinesis moves objects using mental power. The amount of weight moved equals 20 pounds per caster level.

## Teleport

Spell Level: M5  
Range: Touch  
Duration: Instantaneous

This spell transports the caster or another person to a destination the caster knows (at least from a painting or a map). Success depends on how well the caster knows the targeted location.

If the caster has only indirect experience of the destination (known only through a picture or map), there is a 25% chance of success—with failure resulting in death.

If the caster has seen but not studied the destination, the chance of failure is 20%. Half of failures place the traveler 1d10 × 10 feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures place the traveler 1d10 × 10 feet above the targeted location, possibly resulting in a deadly fall.

If the caster is familiar with the location or has studied it carefully, there is a 5% chance of failure, with 1 in 6 failures arriving below and 5 in 6 arriving above the target location. In either case, the arrival is 1d4 × 10 feet low or high.

## Transform Rock-Mud

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

This spell transforms rock (or other forms of earth) into mud, or mud to rock. An area of roughly 300 × 300 feet becomes a deep mire, reducing movement to 10% of normal.

## Transform Stone-Flesh

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

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

## Wall of Fire or Ice

Spell Level: M4  
Range: 60 ft.  
Duration: Concentration

The Magic-User must announce which of the two options he casts:

*Wall of Fire:* ignites that burns for as long as the caster concentrates on it. Creatures with 3 or fewer hit dice cannot pass through the wall, and no creature can see through it. Passing through the fire inflicts 1d6 hit points of damage (no saving throw), and undead creatures

sustain twice that damage. The caster can either create a straight wall 60 feet long and 20 feet high, or a 20 foot high circular wall with a 15 foot radius.

*Wall of Ice:* conjures a 6 foot thick wall of ice. The caster chooses either a straight wall 60 feet long and 20 feet high, or a 20 foot high circular wall with a 15 foot radius. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice smash through it by taking 1d6 points of damage. Creatures with fire-based metabolisms take 2d6 damage instead. Fire spells and magical effects are negated in the vicinity of the wall.

## Wall of Stone or Iron

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

The Magic-User must announce which of the two options he casts:

*Wall of Stone:* conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.

*Wall of Iron:* the caster conjures an iron wall from thin air. The 3 foot thick wall has a surface area of 500 square feet.

## Water Breathing

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

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

## Web

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

Fibrous, sticky webs fill an area up to  $10 \times 10 \times 20$  feet. Movement through the strands is extremely difficult—it takes one turn if a torch and sword (or a flaming sword) are used. Creatures larger than a horse break through in 2 turns, but humans break through in 3 to 4 turns or longer at the Referee's discretion.

## Wizard Eye

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

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

## Wizard Lock

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

It acts like a Hold Portal spell, but lasts until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-User three levels or higher than the caster can open the portal. A Knock spell opens it too, although the spell is not permanently destroyed.

## Magical Research

Magic-users conduct magical research as early as 1<sup>st</sup> level, although the level of their spell casting skill must be commensurate with the aims of their current research (e.g.—level 1 magic-users only produce scrolls for first level spells).

## New Spells

When developing new spells, the player consults with the referee to determine the spell's level. At the end of the research period, there's a 25% chance of success. The character can spend more money to increase the odds, gaining an additional 25% for each multiple of the minimum cost spent.

## Research Failure (d6)

1. Review previously collected research data for another week to correct a flaw in your calculations. It's unnecessary to expend further research funds, but

the odds of success will be the same as before.

2. This line of research hit a dead end, but you've narrowed the possibilities. After d6 weeks of additional research, your odds of success increase by 25%.
3. You nearly found the answer, but your laboratory lacks the proper equipment to conclude the research. Spend an amount equal to the minimum research cost to purchase the new gear, and you will have the answer within a day. Of course, someone could liberate the equipment from the laboratory of a rival spell caster....
4. The problem is more obscure than you anticipated. Spend the minimum cost in gold and weeks again. Your chance of success increases by 25%.
5. Your hypothesis is flawed. Modify the spell description, and start from scratch.
6. You will never succeed researching this spell without further experience. Try again after gaining a level.

Gold Pieces	Time	Research
50–300	Once a week	Buy/make lab equipment
100 per spell level	1 week per spell level	Scribe spell scroll
250	1 week	Brew simple potion (Healing, Animal Control, Levitation, etc.)
1000	3 weeks	Brew complex potion (Extra Healing, Dragon Control, Flying, etc.)
1000	4 weeks	Enchant 20 missiles +1
1000 per spell level	1 week per spell level	Develop new spell (see below)
1000–5000	1–5 weeks	Biological experimentation (splicing different creatures, multiplying limbs, enlarging, shrinking, etc.)
2000	2 months	Enchant armor +1
2500	1 month	Create lesser wand
10,000	6 months	Create greater wand
50,000	1 year	Forge greater ring

# Turning Undead

Lawful Clerics “turn” undead. When making a turning attempt, roll 3d6 and consult the table below. A result equal to or greater than the

number shown means all undead flee for 3d6 rounds. “D” means the undead creature is destroyed. “–” means the undead is too powerful to turn.

## Cleric Turning Undead

Undead HD	Example	Cleric Level										
		1	2	3	4	5	6	7	8	9–13	14+	
1	Skeleton	10	7	4	D	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D	D	D
5		–	17	15	13	10	7	4	D	D	D	D
6	Mummy	–	–	17	15	13	10	7	4	D	D	D
7	Spectre	–	–	–	17	15	13	10	7	4	D	D
8	Vampire	–	–	–	–	17	15	13	10	7	4	4
9–11		–	–	–	–	–	17	15	13	10	7	7
12–18	Lich	–	–	–	–	–	–	17	15	13	10	10
19+	Demons	–	–	–	–	–	–	–	17	15	13	13

# Playing the Game

## Time

The Referee makes common sense rulings on the passage of time during the course of a campaign (e.g. "A few hours later..."). Two important time measurements merit brief definitions: the "turn" and "combat round." A turn (lasting ten minutes) measures actions, movement and resources when our intrepid adventurers are in dangerous places. The shorter combat round (lasting one minute) measures faster blow-by-blow action in the midst of battle.

The Referee checks for wandering monsters with a 1 in 6 chance every turn, or every second turn, or whenever the players dither too long, so make each move count.

## Doors

Dungeons doors always open for monsters, but stick when player characters try to open them. Player characters can force open a wooden door in 1 turn, but the noise attracts wandering monsters on a roll of 1–2 in 6. Removing a door from its hinges or otherwise dismantling it attracts wandering monsters on 1–4 in 6.

Opening or dismantling stone, metal, or stronger doors takes more time, makes more noise, and may require heavy equipment.

After characters force open a door, they never surprise any monsters lurking on the other side.

Doors close and stick again unless spiked open. When characters return to a room with a spiked door, a roll of 1–2 in 6 means the door closed despite being spiked.

Human who listen at doors have a 1 in 6 chance to hear noises from the other side.

Elves, dwarves, and hobbits have a 2 in 6 chance.

When searching, elves find hidden doors on 1–4 in 6. Other races find hidden doors on 1–2 in 6. Simply walking past hidden doors, gives elves a 2 in 6 chance to sense something non-specifically anomalous.

## Traps

Each character passing the trigger of a trap has a 2 in 6 chance of setting it off. Dwarves often notice traps involving stonework.

Most traps, particularly those with an invariably deadly outcome, give the wary and observant adventurer some small telltale warning. The referee should keep "gotcha" traps to a minimum.

## Light

All monsters see in complete darkness, but player characters need a light source. Even dwarves and elves who join the player character party lose the ability to see in darkness.

Light source	Area Lit
Torch	30' radius
Lantern	30' radius
Light (m-u spell)	30' diameter
Light (clr spell)	30' diameter
Cont. Light (m-u)	240' diameter
Cont. Light (clr.)	240' diameter
Magic sword	15' radius

The referee tracks the duration of light sources during play. Forgetful characters might be plunged into darkness at an inopportune moment.

Light source	Duration
Torch	6 turns
Lantern	24 turns
Light (m-u spell)	6 turns
Light (clr spell)	12 turns
Cont. Light (m-u)	till dispelled
Cont. Light (clr.)	till dispelled
Magic sword	permanent

## Monster Reaction

Not all monsters attack without provocation in every circumstance. The referee may allow a character's charisma to modify monster reactions.

2d6	Monster Reaction
2–6	Hostile, attack!
7–9	Uncertain, wait
10–12	Positive, helpful

Also use the monster reaction table to determine whether monsters opt to pursue fleeing adventurers.

## Surprise & Encounter Distance

At the start of combat, each side rolls for surprise. A surprised side stands frozen for a round of combat, while the other side acts (move + attack, move + move, or attack + attack).

d12	Surprised?
1	Surprised & drops held item
2–4	Surprised
5–12	Not surprised

A roll of 1 indicates that a random member of the side drops a held item. Dropping extinguishes light sources, and breaks fragile objects.

Characters first notice monsters at a distance of their surprise roll  $\times$  10'.

## Flight, Pursuit & Evasion

Surprised characters can't flee, unless the monster is also surprised.

If characters spot a monster from 90' away or farther, they always successfully evade it if they choose.

Monsters chase characters encountered at a distances of 50–80'.

Characters can *try* to run from a monster spotted from 50–80' away. If the monster's base movement is faster than the characters', the monster catches them. Otherwise, they get away.

When faced with a faster monster, characters can increase their own movement rate by shedding backpacks and carried items. Dropping meat in the path of semi-intelligent monsters or those of animal intelligence has a 2 in 6 chance to distract them, allowing the characters to escape. Dropping treasure in the path of intelligent monsters stops them on 1–2 in 6. A judicious application of flaming oil likewise discourages pursuers.

Fleeing characters don't have time to map or even consult their maps. Players turn their maps face down while their characters try to evade monsters.

## Initiative

Actions occur in a combat round in the order listed below. If opposing combatants use the same type of attack, the higher roll on a d6 goes first (e.g.—each sword wielding opponent rolls d6 during segment 6). A tied roll means any damage is inflicted simultaneously.

- 1 Gaze or breath attacks
- 2 Spells levels 1–2
- 3 Missile weapons
- \* Long weapons (polearms, spears)
- 5 Spells levels 3–4
- 6 Medium weapons (swords, maces)
- \* Short weapons (daggers, saps, tooth, claw)
- 8 Spells 5–6
- 9 Read scrolls, other actions

During the first mêlée round, long weapons go on segment 4. On subsequent mêlée rounds, long and short weapons switch places in the initiative order.

## Attacks

To hit an opponent, roll equal to or greater than the d20 target number found on the appropriate Attack Matrix (p. 35), based on the attacker's level (or hit dice) and the target's AC.

A successful hit deals 1d6 damage. Subtract this from the target's hit points.

An **invisible opponent** can only be attacked if its general location is known, and the attack suffers a -4 penalty to-hit. Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 6 HD) will frequently be able to detect invisible opponents.

Any to-hit adjustments for tactical position, terrain features, or cover never exceed  $\pm 2$ .

Spears and polearms in the **second rank** attack by reaching through the first rank.



A weapon used to beat down rather than kill an opponent inflicts half its damage as **subdual damage** and the other half as real damage. When real damage + subdual damage reduces hit points to zero, the opponent falls unconscious. If real damage exceeds the hit point total, the opponent dies accidentally.

Only humanoids and special creatures such as dragons are subject to subdual attacks.

Subdual cowers monsters into obedience to their subduers until they've had time to lick their wounds and build some resentment. Subdued monsters can be sold if such a market exists in the milieu.

In **fist-fights**, fists do 1 point of damage which may (3 in 6 chance) count as subdual damage.

Attackers **grappling** an opponent make individual to-hit rolls. Those who hit roll 1d6 per hit die. If the sum of the dice is higher than the defender's total, they completely pin the hapless defender, who can be killed in the next round unless help arrives or the victim manages to break loose before the knife falls. If the sums are exactly equal, everyone struggles and none of them can attack with a weapon. If the defender wins, he beats back and stuns the attackers. They remain stunned for a number of rounds equal to the number of points by which the defender beat them.

Situational modifiers, like firing from cover, grant a bonus or penalty of  $\pm 2$  at most.

Fighters may choose to either **fight defensively** (+2 AC, -4 to hit) or to **press the attack** (+2 to hit, -4 AC) in any combat round.

## Damage and Death

When a character (or creature) is hit, the amount of damage taken is deducted from his hit points. With one or two exceptions, all attacks deal 1d6 damage. A character dies when his hit points fall to zero.

## Replacement Characters

If the average party level is three or lower, newly rolled characters start at first level. Otherwise, new characters start at one level lower than the lowest-level party member.

## Morale

Those monsters with some sense of self preservation do not always fight to the death. When the referee judges best (first death, half of group killed, only one or two remaining, etc.) monsters may cut and run. Roll 2d6, with 1-6 (adjust to circumstances) indicating a rout or surrender. Player characters never roll for morale.

## Healing

In addition to the various magical means of restoring HP, a character will recover 1 full hit point per day of uninterrupted rest. Four weeks of rest will restore all of a character's HP—regardless of how many the character lost.

## Disfigurement

Once per delve, a character who would otherwise be killed can instead opt to survive with 1 HP by rolling on the Disfigurement table.

2d6	Disfigurement
2	Arm severed at shoulder
3	Arm severed at elbow
4	Hand severed
5	Eye plucked out
6	Ear lopped off
7	Lost a finger
8	Ear chopped off
9	Nose cut off
10	Foot severed
11	Leg severed at knee
12	Leg severed at hip

## Saving Throws

From time to time, a spell or other hazard requires a "saving throw." A successful saving throw means the character avoids or lessens the hazard's effect. Saves fall into one of these categories:

- Death Ray or Poison
- Wand
- Turn to Stone
- Dragon Breath
- Spell or Staff

The saving throw target number depends on a character's class and level. To make a saving throw, roll a d20. The result is successful on a roll equal to or greater than the character's saving throw target number.

Monsters make saving throws with a target number of 19 minus their HD.

## Stronghold Building

At 9<sup>th</sup> level, a player character constructs a stronghold and establishes their own domain. Clerics build Temples, fighters build Baronies, and magic-users build Towers.

Once a character decides to embark on domain play, they first choose a five mile wilderness hex—one not already occupied by a city or castle. Clear the hex of monsters before beginning construction.

The player draws a plan for the stronghold and presents it to the referee. Construction takes one week per 1,000 gold pieces of construction cost.

Cost (gp)	Structure
16,000	Barbican
3,000	Bastion
390	Curtain wall, 10' long, 30' high
20	Door, banded
50	Door, iron
10	Door, wood
2,000	Drawbridge & portcullis
3,000	Gate house
200	Stone building, 10' perimeter wall per story
2,225	Tower, 15' diameter, 1 story
2,500	Tower, 20' diameter, 1 story
5,000	Tower, 40' diameter, 1 story
90	Stairs, 10' stone
30	Stairs, 10' wood

Construction of a stronghold attracts d6 villages to the hex, each populated by d6 × 100 settlers. The economic activity of this population generates 2d6 gold pieces of annual revenue per villager for the player character. Development of the domain's resources, such as the building of road, canals, mines, shipyards, and armories, increases its economic productivity.

## Cleric Saving Throws

Level	Death Ray or			Dragon	
	Poison	Wand	Turn to Stone	Breath	Spell or Staff
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9

## Fighter Saving Throws

Level	Death Ray or			Dragon	
	Poison	Wand	Turn to Stone	Breath	Spell or Staff
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10

## Magic-User Saving Throws

Level	Death Ray or			Dragon	
	Poison	Wand	Turn to Stone	Breath	Spell or Staff
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	8	9	8	11	8
16	5	6	5	8	3

## Monster Attack Matrix

HD	Target AC [AAC]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
<1	10	11	12	13	14	15	16	17	18	19	20	21
1	9	10	11	12	13	14	15	16	17	18	19	20
2	8	9	10	11	12	13	14	15	16	17	18	19
3	7	8	9	10	11	12	13	14	15	16	17	18
4	6	7	8	9	10	11	12	13	14	15	16	17
5	5	6	7	8	9	10	11	12	13	14	15	16
6	4	5	6	7	8	9	10	11	12	13	14	15
7	3	4	5	6	7	8	9	10	11	12	13	14
8	2	3	4	5	6	7	8	9	10	11	12	13
9	1	2	3	4	5	6	7	8	9	10	11	12
10	1	1	2	3	4	4	6	7	8	9	10	11
11	1	1	1	1	3	4	5	6	7	8	9	10
12	1	1	1	1	1	3	4	5	6	7	8	9
13	1	1	1	1	1	1	3	4	5	6	7	8
14	1	1	1	1	1	1	1	3	4	5	6	7
15+	1	1	1	1	1	1	1	1	3	4	5	6

### Cleric Attack Matrix

Level	Target AC [AAC]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
1–3	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
4–5	10	11	12	13	14	15	16	17	18	19	20	21
6–7	9	10	11	12	13	14	15	16	17	18	19	20
8	8	9	10	11	12	13	14	15	16	17	18	19
9	7	8	9	10	11	12	13	14	15	16	17	18
10	6	7	8	9	10	11	12	13	14	15	16	17
10	5	6	7	8	9	10	11	12	13	14	15	16

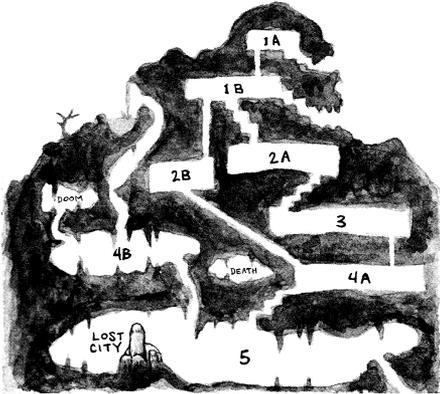
### Fighter Attack Matrix

Level	Target AC [AAC]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
1	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
2	10	11	12	13	14	15	16	17	18	19	20	21
3–4	9	10	11	12	13	14	15	16	17	18	19	20
5	8	9	10	11	12	13	14	15	16	17	18	19
6–7	7	8	9	10	11	12	13	14	15	16	17	18
8	6	7	8	9	10	11	12	13	14	15	16	17
9–10	5	6	7	8	9	10	11	12	13	14	15	16
9–10	4	5	6	7	8	9	10	11	12	13	14	15

### Magic-User Attack Matrix

Level	Target AC [AAC]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
1–4	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
5–6	10	11	12	13	14	15	16	17	18	19	20	21
7–8	9	10	11	12	13	14	15	16	17	18	19	20
9–10	8	9	10	11	12	13	14	15	16	17	18	19
11–12	7	8	9	10	11	12	13	14	15	16	17	18
13–14	6	7	8	9	10	11	12	13	14	15	16	17
15–16	5	6	7	8	9	10	11	12	13	14	15	16
15–16	4	5	6	7	8	9	10	11	12	13	14	15

# Underworld & Wilderness



## Dungeons

An adventuring party could clear a small 1–2 level dungeon of dangers and treasure after a few delves. Such dungeons might be called *lair*s, because they are principally the home of one powerful monster and its associates. Lairs present adventurers with a clear goal intrinsic to the locale (e.g.—seize the Rod of Doom from Lich King Snagglejaw’s vault).

Megadungeons run far deeper than lairs—a dozen or more levels deep. The levels themselves sprawl to such an extent that a single adventuring party never expects to clear them of their numerous monster factions and treasure. Although a lair occupies players for a few game sessions, a megadungeon stands as the tent pole for an entire campaign. With hundreds of opportunities for adventure, characters set their own goal for each delve into the dungeon (e.g.—discover a stairway down to level four).

There’s no one right way to construct a megadungeon, except that the referee should start simply and add complexity as play progresses.

Before the start of a campaign, map and populate no more than 2–3 dungeon levels. Draw a vertical cross-section of the spatial relationship and connections between those levels.

## Dungeon Levels

A megadungeon level has as few as forty or more than a hundred rooms, with more rooms in sub-levels or secret areas.

Divide large levels into smaller sub-areas, each made distinct with own wandering monster list, dungeon dressing, or other thematic elements. Such areas fall into one of three categories:

- areas where one **faction** pursues its goal, and relates to adjacent areas as openly hostile enemy, uneasy rival, cooperating trade partner, subjugated province, or ruling power; these are sometimes called Scenario areas
- **Saturday Night Special** areas featuring a unique monster and unique treasure about which the player characters have heard rumors or know legends
- sparsely populated border regions dividing the above area types, stocked using **random** tables

Arrange the rooms within areas and the connections between areas in a way that allows adventurers to choose their own non-linear path—visiting areas in an order not predetermined by the referee, or by-passing some areas entirely.

Write a wandering monster table for each level, or one for each area.

## Dungeon Stocking

After you stock faction/scenario and Saturday Night Special areas, fill the remaining rooms randomly.

d12	Room contains
1–5	Empty
6–7	Monster only, no treasure
8–9	Monster with treasure
10	Trick or trap, no treasure
11	Treasure, trapped
12	Treasure, hidden

Many encounters involve only one monster type, but some include a special “boss” monster or more than once species of monster. Most monsters on a level have the same number of hit dice as the level they inhabit (e.g.—most monsters living on level three have three hit dice), but a few monsters on every level have significantly more or less hit dice.

Treasure in rooms without monsters is hidden, trapped, or otherwise hard to get. The amount of such a treasure corresponds to the treasure of a monster with hit dice equal to the dungeon depth (i.e.—this might be the hidden treasure of a monster out wandering other parts of the dungeon).

Traps damage, imprison, or otherwise imperil adventures, while tricks tempt, confuse, or inconvenience them.

How much treasure should a dungeon level hold in total? Make it plentiful enough to give characters the experience they need to advance, but scarce enough to make them hunger for the riches of lower levels. The amounts suggested below account for character deaths and the fact that not every treasure will be found. A single cautious party needs a little less, while a real meat-grinder level or a dungeon supporting multiple groups of players needs more.

Dungeon Level	Recommended Treasure Total
1	22,000 gp
2	22,000 gp
3	44,000 gp
4	66,000 gp
5	141,000 gp
6	256,000 gp
7	444,000 gp
8	1,320,000 gp
9	2,200,000 gp

If players tarry too long on a level that no longer challenges their characters, encourage them to descend deeper by awarding only fractional experience.

## Sample Wandering Monster Tables

### Dungeon Level 1 (d20)

1. Beetles, Giant Fire
2. Dwarves
3. Elves
4. Goblins
5. Green Slime
6. Hobgoblins
7. Humans, Bandit
8. Humans, Soldier
9. Kobolds
10. Orcs
11. Rat, Sumatran
12. Skeletons
13. Weird event, sound, or smell (maniacal laughter, clash of arms, earth tremors, scent of mimosas, flash of blinding green light, etc.)
- 14–15. Two types at once, roll twice
- 16–18. Roll on level 2 table
- 19–20. Roll on level 3 table

### Dungeon Level 2 (d20)

1. Roll on level 1 table
2. Centipedes, Giant (small)
3. Druids (2 HD)
4. Gas Spores
5. Gnolls
6. Humans, Berserker
7. Lizardmen

8. Neanderthals
9. NPC party
10. Pixies
11. Stirges
12. Zombies
13. Weird event, sound, or smell
- 14–15. Two types at once, roll twice
- 16–18. Roll on level 3 table
- 19–20. Roll on level 4 table

### Dungeon Level 3 (d20)

1. Roll on level 2 table
2. Ankhegs
3. Bugbears
4. Crabmen
5. Druids (3 HD)
6. Ghouls
7. Homunculi
8. Mushroom Men
9. NPC party
10. Shriekers
11. Yellow Mold
12. Tick, Giant
13. Weird event, sound, or smell
- 14–15. Two types at once, roll twice
- 16–18. Roll on level 4 table
- 19–20. Monster with HDE 5

### Dungeon Level 4 (d20)

1. Roll on level 3 table
2. Blink Dogs
3. Centipedes, Giant (medium)
4. Gargoyles
5. Hell Hounds (4 HD)
6. Lycanthropes, Wererat
7. Lycanthropes, Werewolf
8. Ogres
9. Shadows
10. Spider, Giant
11. Toads, Giant
12. Worgs
13. Weird event, sound, or smell
- 14–15. Two types at once, roll twice
- 16–18. Monster with HDE 5
- 19–20. Monster with HDE 6

## Dungeon Design Tips

- Vary the sizes of rooms, including a few huge ones. Put multiple doors in most rooms. Although too many non-rectangular rooms frustrate players, throw in a few triangular, circular, hexagonal, or other irregular chambers.
- Include vertical movement within a level—climbable statues, cliffs, depressions, balconies, overlooks, varied ceiling heights, 2<sup>nd</sup> story doors, etc.
- Include signs of previous adventuring parties.
- Dungeons are damp. Include water features—stagnant pools, underground rivers, waterfalls, lakes, whirlpools, seas, fountains, baths, hot springs, etc.
- Give players obvious and early options to move to a deeper level; let them choose their risk level.
- Include multiple entrances (many hidden) from the surface to the dungeon, some going directly to deeper levels.
- Memorable landmarks like natural geological marvels and distinctive architecture help players orient themselves.
- One or two features of a level should tempt players to return, even after they begin exploring deeper levels. A “cleric tree” on a level of James Maliszewski’s Dwimmermount sometimes bears fruit that act like healing potions.
- Dungeons change over time in response to player activity and monster activity. Monsters refine their strategy after an initial run-in with adventurers. Monsters from other parts of the dungeon migrate or expand their territory to repopulate some areas “cleared” by adventurers.
- Dividing areas with choke points defines the logical structure of the level and gives characters tactical options.
- Include lots of secret rooms, passages, and sub-levels; the PC’s will only find some of them.
- Lay out dungeons with non-linear paths—more than one way in, out, or around areas.
- Appeals to players’ senses with distinctive noises, smells, weather, and colors.

- Use contrasts: dry dusty rooms, damp dripping halls, cacophonous chambers, silent vaults, freezing crypts, and hot humid sewers.
- Dress each area with distinct construction materials, doors styles, lighting fixtures, decorative motifs, etc.
- Make connections between levels more interesting than nondescript stairs.
- Time and geological action flood some areas, collapse corridors, erode stairs, and generally make the environment a hazard to adventurers.
- Well-trafficked areas near stairs and major thoroughfares show signs of use and have been looted of easy treasure. Less traveled areas are darker, more decayed, and hide undisturbed secrets.
- Though there need not (and perhaps *should not*) be a single reason for the dungeon's existence, it nevertheless has a history. Historical events and legends—and the tangible evidence of them within the dungeon's depths—add interest for the players.
- Prepare a list of rumors about the dungeon. Make none completely true, but all rumors contain some truth.
- Rumors and legends mutate in the telling, and characters may hear different versions of the same rumors.
- Develop memorable dungeon entrances and "upper works".
- Natural cave systems provide a nice break from constructed areas.



## Wilderness

Map wilderness areas on hex paper. Each hex is 5 miles in scale. Assign each hex a terrain type. Place 6–12 cities and two dozen or so castles around the map. Write a wandering monster table for each terrain type or map region.

## Castles

Castle owners are level 9+ clerics, fighting-men, or magic-users of any alignment. They're attended by a number of lieutenants.

1. Lawful cleric level 10 with:
  1. d10 ents
  2. d8 hippogriffs ridden by level 4 fighting-men
  3. d20 level 4 fighting-men
  4. d6 level 8 fighting-men

2. Chaotic cleric level 10 with:
  1. d10 specters
  2. d10 trolls
  3. d6 vampires
  4. d20 white apes
3. Fighter level 9 with:
  1. d10 level 5 fighting-men
  2. d8 level 6 fighting-men
  3. d4 ogres
  4. d4 rocs ridden by level 4 fighting-men
4. Fighter level 10 with:
  1. d4 giants
  2. d6 griffons
  3. d10 level 6 fighting-men
  4. d8 level 7 fighting-men
5. Magic-user level 10 with:
  1. d4 chimeras
  2. d12 gargoyles
  3. d12 lycanthropes
  4. d6 manticores
6. Magic-user level 11 with:
  1. d4 balrogs
  2. d4 basilisks
  3. d4 dragons
  4. d4 wyverns

In addition to the castle owner and his lieutenants, 30–180 lesser guards (men-at-arms, lesser monsters, etc.) and perhaps a handful of lower-level classed characters reside in a castle.

Castle owners ride out to meet parties crossing their castle's hex on 3 in 6.

Cleric castle owners require a 10% tithe of the party's jewels and money. Clerics put parties who fail to pay under a Quest, though chaotic clerics instead kill lawful or neutral characters.

Fighting-men castle owners demand either a jousting match or a tribute of 100–600 gp. Characters who lose a joust forfeit their armor. If they win, the castle owner entertains the party for up to a month, and sends them on their way with full provisions and fresh horses.

Magic-user castle owners demand the toll of a magic item or 1000–4000 gp from hostile parties. They put friendly parties under a Quest spell to recover a treasure. The castle owner takes half of any treasure recovered, and has his pick of magic items found.

## Jousting

Two fighting-men joust for the best two runs out of three. Groups of fighting-men organize a tournament, either as teams or as individuals in a bracketed competition.

At the start of each run, both riders choose where to aim their lance: at the dexter, sinister, or bass of their opponent's shield.



Determine the outcome of the joust using the table below. Unhorsing an opponent counts as a win, other results as a draw.

		Scissors	
		A Unhorsed	B Unhorsed Helmet Knocked Off
Rider A	Paper	B Unhorsed	Glancing Blow
	Rock	Broken Lance	A Unhorsed B Unhorsed
Rider B	Rock		
	Paper		
	Scissors		

## Cities

Cities afford characters access to services like thieves guilds, exotic carousing opportunities, sages of various specializations, and (for a price) magical healing and Raise Dead spells. Give each city a distinctive atmosphere and set of services, so characters have reasons to travel between them and recognize one from another.

## Wilderness Travel

Characters get a certain number of “moves” per day, based on their mode of transport. The “cost” in moves to cross a wilderness hex depends on that hex’s terrain type.

Each day of wilderness travel, characters have a chance to become lost or encounter wandering monsters. The chance for each is 1 in 6 in open terrain. In rougher, wilder terrain the chance is 2 in 6. Additionally, each hex has a chance to contain a village or other small settlement.

Wandering monsters encountered in the wilderness may be merely passing through the area (1–2), patrolling their native territory (3–4), or the PC’s may have stumbled directly upon the monster’s home lair (5–6).

## Moves by Transport Type

Transport Type	Moves Provided
Boat	15 (5 in swamps)
Broom	40 (flying)
Dragon	24 (flying)
Griffon	30 (flying)
Horse, draft	5
Horse, heavy war	6
Horse, medium war	8
Horse, riding	10
Pegasus	48 (flying)
Raft	10 (3 in swamps)
Ship, small	12
Ship, large	20 (6 in swamps)
Walking	3
Wagon/cart	4

## Terrain Movement Costs

Terrain Type	Cost in Moves
Crossing a river (non-ford)	3
Desert	2
Forrest	2
Good road or open terrain	1
Mountains	3
Rough Trail	2
Swamps	3

# Monsters

## Creating Monsters

Monsters are not Player Characters, and their abilities don't follow the rules for PC's—not even the stats for player characters races, like Dwarves. The Referee determines a monster's abilities, not the rule book!

A monster's Hit Dice Equivalent (HDE) equals its actual hit dice +1 for each of the monster's significant special abilities. Use HDE to determine the monster's XP value.

### Experience by HD Equivalent

HDE	XP
< 1	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1,100
10	1,400
11	1,700
12	2,000
13	2,300
14	2,600

## Monster List

**Ankheg** AC: 3 [16] HD: 1+2 (HDE 3) Move: 12 XP: 60 These large carnivorous burrowing insect spray acid (2d6) once per day. Ankhegs surprise prey by erupting from the earth of agricultural fields.

**Ape, Carnivorous** AC: 6 [13] HD: 5 (HDE 6) Move: 12 XP: 400 Intelligent, malevolent, organized, and hungry.

**Ape, Barsoomian White** AC: 4 [15] HD: 8 (HDE 8) Move: 18 XP: 800 White and naked except for the shock of bristly hair upon their heads, these 10–15' tall ape-like creatures have six limbs. They speak a rudimentary language, and sometimes wield primitive clubs.

**Banshee** AC: 0 [19] HD: 7 (HDE 11) Move: 12 XP: 1700 Only magic or silver weapons harm these evil bog-dwelling fairy-spirits. They resist magic (49%), but lose this ability for 3d6 hours after crossing running water. Their shriek (once daily) kills listeners in 2d6 rounds, unless they save versus death.

**Basilisk** AC: 4 [15] HD: 6 (HDE 8) Move: 6 XP: 800 The gaze of these eight-legged reptiles turns living things to stone.

**Beetle, Giant Fire** AC: 4 [15] HD: 1+3 (HDE 1) Move: 12 XP: 15 Two glands above the eyes and one on the abdomen of these nocturnal beetles cast a 10' radius of red light (and continue to glow for d6 days after being removed from a dead beetle).

**Black Pudding** AC: 6 [13] HD: 10 (HDE 11) Move: 6 XP: 1700 This amoeba-like scavenger flows over walls and ceilings as well as floors, and squeezes through openings as small as 1". Its excretions dissolve wood and metal. It's immune to cold, and split/multiplied by lighting.

**Blink Dog** AC: 5 [14] HD: 6 (HDE 4) Move: 12 XP: 240 Intelligent and Lawful, these pack animals teleport behind opponents to attack. Blink dogs hate phase tigers.

**Bugbear** AC: 5 [14] HD: 3+1 (HDE 3) Move: 9 XP: 120 Awkward-looking yet stealthy, bands of these hairy goblinoids surprise opponents half the time.

**Bulette** AC: 0 [19] HD: 9 (HDE 10) Move: 15 XP: 1400 Also known as the landshark, the bulette explodes from the earth at prey it detects by vibration. The bulette can jump into the air to attack with all its limbs (2d6), but thereby exposes its soft belly (AC 6 [13]). They dislike the taste of dwarves, and refuse to eat elves.

**Carcass Scavenger** AC: 7 [12] HD 3+1 (HDE 5) Move: 12 XP: 240 Huge and many-legged, the carcass scavenger moves across walls and ceilings as well as floors. The tentacles surrounding its mouth cause paralysis.

**Centaur** AC: 5 [14], 4 [16] w/ shield HD: 4 (HDE 5) Move: 18 XP: 240

**Centipede, Giant (small)** AC: 9 [10] HD: 1d2 HP (HDE 2) Move: 13 XP: 30 Dog-size centipedes bite with poison (+4 saving throw).

**Centipede, Giant (medium)** AC: 5 [14] HD: 2 (HDE 4) Move: 15 XP: 240 Man-size centipedes bite with weak poison (+6 saving throw).

**Centipede, Giant (large)** AC: 0 [19] HD: 4 (HDE 6) Move: 18 XP: 400 Twenty-foot long centipedes bite with weak poison (+6 saving throw).

**Chimera** AC: 4 [15] HD: 9 (HDE 11) Move: 12 (18 flying) XP: 1700 A chimera's dragon head breaths fire (3/day, 50', save for half damage). The goat and lion heads bite, so that's three total attacks.

**Cockatrice** AC: 6 [13] HD: 5 (HDE 7) Move: 6 (18 flying) XP: 600 Those bitten by a cockatrice turn to stone, unless they make a saving throw.

**Crabman** AC: 3 [16] HD: 2+1 (HDE 3) Move: 3 (9 swimming) XP: 60



**Demon, Baalroch** AC: 2 [17] HD: 9 (HDE 10) Move: 6 (15 flying) XP: 1400 Wreathed in flame, these bull-like, bat-winged demons resist magic 75%, and casters below 6<sup>th</sup> level affect them not at all. They wield a sword and whip (used to pull enemies into their flames for 3d6 damage). Their mêlée attack deals 2d6 damage.

**Demon, Lemure** AC: 7 [12] HD: 3 (HDE 4) Move: 3 XP: 120 Only holy water permanently kills the shambling, mud-like Lemure. They regenerate 1 HP per round.

**Djinni** AC: 5 [14] HD: 7+1 (HDE 9) Move: 9 (24 flying) XP: 1100 Djinni create food and water, and cloth or wooden objects. They become invisible or assume gaseous form at will, or turn into a 10' whirlwind that sweeps away creatures of 1 HD or less. Some grant wishes. Their mêlée attack deals 2d6 damage.

**Doppelganger** AC: 5 [14] HD: 4 (HDE 5) Move: 9 XP: 240 Doppelgangers transform to look like anyone. They're immune to Sleep and Charm, and save +5 versus all magic.

**Dragons** use their breath weapons three times per day (save for half damage) The breath weapon damage and their hit points per HD depend on their age. A 6 HD adult black dragon has 24 HP and breaths acid for 24 HP damage.

d8	Dragon Age	HP/HD	Dmg/HD
1	Very Young	1	1
2	Young	2	2
3	Immature	3	3
4	Adult	4	4
5	Old	5	5
6	Very Old	6	6
7	Aged	7	7
8	Ancient	8	8

**Dragon, Black** AC: 2 [17] HD: 6–8 (HDE 8–10) Move: 12 (24 flying) XP: 800, 1100, 1400 Black dragons spit a line of acid 5' wide by 60' long.

**Dragon, Blue** AC: 2 [17] HD: 8–10 (HDE 10–12) Move: 12 (24 flying) XP: 1400, 1700, 2000 Blue dragons breathe 5' by 100' lightning.

**Dragon, Gold** AC: 2 [17] HD: 10–12 (HDE 12–14) Move: 12 (24 flying) XP: 2000, 2300, 2600 They are Lawful, speak, and cast spells like a magic-user equal to their age level. Gold dragons breathe either fire (90' long, 30' wide cone) or a 50' diameter cloud of poison gas.

**Dragon, Green** AC: 2 [17] HD: 7–9 (HDE 9–11) Move: 12 (24 flying) XP: 1100, 1400, 1700 They breathe a 50' diameter cloud of poison gas.

**Dragon, Red** AC: 2 [17] HD: 9–11 (HDE 11–13) Move: 12 (24 flying) XP: 1700, 2000, 2300 Red dragons breathe a 90' long by 30' wide cone of fire.

**Dragon, White** AC: 2 [17] HD: 5–7 (HDE 7–9) Move: 12 (24 flying) XP: 600, 800, 1100 Found in cold regions, white dragons breathe a 70' long by 30' wide cone of shatteringly cold air.

**Dryad** AC: 5 [14] HD: 2 (HDE 3) Move: 12 XP: 60 These tree spirits lure unwary travelers with Charm Person (-2 to save).

**Dwarf** AC: 4 [15] HD: 1+1 (HDE 1) Move: 6 XP: 15 Some are tougher. Don't bother to assign class levels; just add HD and any desired special abilities.

**Efreeti** AC: 3 [16] HD: 10 (HDE 12) Move: 9 (24 flying) XP: 2000 Efreeti cast Wall of Fire, and can carry 1000 lbs. Their mêlée attack deals 2d6 damage.

**Elementals** vary in hit dice depending upon their origin Their mêlée attacks deal 2d6 damage.

Elemental Origin	Hit Dice
Staff	8
Device	12
Spell	16

**Elemental, Air** AC: 2 [17] HD: 8, 12, 16 (HDE 9, 13, 17) Move: 36 flying XP: 1100, 2300, 3400 They become 100' tall whirlwinds that hurl creatures of 1 HD or less (likely killing them).

**Elemental, Earth** AC: 2 [17] HD: 8, 12, 16 (HDE 9, 13, 17) Move: 6 XP: 1100, 2300, 3400 They can tear down even a castle wall in 1d4+4 rounds. Their mêlée damage is reduced to 1d6 if the target is not standing on earth or stone.

**Elemental, Fire** AC: 2 [17] HD: 8, 12, 16 (HDE 9, 13, 17) Move: 12 XP: 1100, 2300, 3400 Their attacks ignite flammable materials (save permitted).

**Elemental, Water** AC: 2 [17] HD: 8, 12, 16 (HDE 9, 13, 17) Move: 6 (18 swimming) XP: 1100, 2300, 3400 Water elementals overturn ships in d4+4 rounds. They never stray more than 60' from a body of water, and their mêlée attack do only 1d6 damage out of water.

**Elf** AC: 5 [14] HD: 1+1 (HDE 1) Move: 12 XP: 15 As with dwarves, NPC elves are not restricted to PC elf abilities.

**Eye of Terror** AC: 0 (body) 2 (central eye) 3 (eye stalks) [19, 17, 16] HD: 10 (HDE 14) Move: 6 levitating XP: 2600 Its tentacles are poison (save or die) Each round, it attacks with its central eye and three eye stalks:

Eye	Power
Central	Flesh to stone ray
1	Alter time (slow)
2	Polymorph
3	Hold monster
4	Sleep
5	Hold person
6	Stun ray
7	Telekinesis
8	Feeblemind

**Gargoyle** AC: 5 [14] HD: 4 (HDE 6) Move: 9 (15 flying) XP: 400 Only magical weapons hit gargoyles. They sometimes serve evil masters.

**Gas Spore** AC 9 [10] HD: 1 HP (HDE 1) Move: 3 XP: 15 It's easily mistaken for an Eye of Terror, but this fungus explodes when hit, damaging any creature within 30'. A hit on exposed skin embeds 2d4 seed pods that sprout

after 24 hours, painfully killing the victim unless Cure Disease is cast.

**Gelatinous Cube** AC: 8 [11] HD: 4 (HDE 5) Move: 6 XP: 240 Hit opponents are anesthetized (save vs. paralysis), then enveloped in 6 rounds. Lightning and cold don't harm gelatinous cubes.

**Ghoul** AC: 6 [13] HD: 2 (HDE 3) Move: 9 XP: 60 Ghouls paralyze opponents they hit (except elves) for 3d6 rounds (save permitted). They're immune to Sleep and charm spells. Anyone killed by a ghoul becomes one.

**Giant, Cloud** AC: 4 [15] HD: 12+2 (HDE 13) Move: 15 XP: 2300 Cloud giants live in cloud castles. Their mêlée attack deals 3d6 damage, and they throw boulders for 6d6 damage. They enslave captives on their cloud islands.

**Giant, Fire** AC: 4 [15] HD: 11+3 (HDE 12) Move: 12 XP: 2000 Fire giants live in iron or basalt castles near volcanoes. They throw boulders for 5d6 damage, and are immune to fire damage. Fire giants keep packs of hell hounds.

**Giant, Frost** AC: 4 [15] HD: 10+1 (HDE 12) Move: 12 XP: 2000 They throw icy boulders for 4d6 damage, and are immune to cold damage. Frost giants are often accompanied by giant white wolves.

**Giant, Hill** AC: 4 [15] HD: 8 (HDE 9) Move: 12 XP: 1100 Hill giants throw rocks for 2d6 damage. They sometimes bully giant lizards, ogres, or worgs into guarding their lairs.

**Giant, Stone** AC: 4 [15] HD: 9 (HDE 10) Move: 12 XP: 1400 They throw rocks for 3d6 damage, and favor mountain ambushes. Stone giants keep d4 cave bears.

**Giant, Storm** AC: 1 [18] HD: 16 (HDE 16) Move: 15 XP: 3200 More intelligent and magical than other giants, storm giants live in undersea or mountaintop castles. They throw boul-

derf for 7d6 damage, and cast Control Weather. Storm giants keep giant mounts of a type appropriate for their castle's terrain.

**Gnoll** AC: 5 [14] HD: 2 (HDE 2) Move: 9 XP: 30

**Goblin** AC: 6 [13] HD: 1-1 (HDE <1) Move: 9 XP: 10 In full sunlight, they attack at -1 to hit.

**Golem, Flesh** AC: 9 [10] HD: 12 (HDE 12) Move: 8 XP: 2000 They're immune to non-magical weapons. Only fire or cold spells damage flesh golems. Lightning heals them.

**Golem, Iron** AC: 3 [16] HD: 13 (HDE 17) Move: 6 XP: 3500 They breathe a 10' radius cloud of poison gas. Only +3 or better magic weapons hit iron golems. Lightning slows them, but fire attacks restore their hit points. No other spell types affect them.

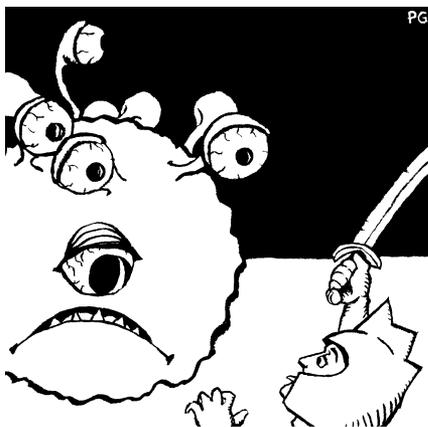
**Golem, Stone** AC: 5 [14] HD: 16 (HDE 16) Move: 6 XP: 3200 Fire spells slow them. Rock to mud spells are the only other magic that affects them. Only magic weapons +2 or better hit Stone golems.

**Gorgon** AC: 2 [17] HD: 8 (HDE 10) Move: 12 XP: 1400 Their breath turns opponents to stone (60', save allowed).

**Grey Ooze** AC: 8 [11] HD: 3 (HDE 5) Move: 1 XP: 240 It's immune to spells, blunt weapons, and any heat/cold damage. Any metal object it contacts is dissolved (save vs. acid).

**Green Slime** Any metal or organic object touching it turns to green slime (save allowed), though Cure Disease halts the transformation. Fire or cold kills green slime.

**Griffon** AC: 3 [16] HD: 7 (HDE 8) Move: 12 (27 flying) XP: 800 Eggs snatched from mountain nests command a high price, because fledgling can be trained as mounts.



**Harpy** AC: 7 [12] HD: 3 (HDE 4) Move: 6 (18 flying) XP: 120 Their song lures hearers, and their touch acts like Charm Person. Saves apply.

**Hell Hound** AC: 4 [15] HD: 4-7 (HDE 5-8) Move: 12 XP: 240, 400, 600, 800 Besides biting, they breath fire for 2 HP damage per HD (10', save for half damage). Their keen senses detect invisible opponents on 1-3 in 6, which is why some monsters, especially fire giants, keep hell hounds as guard dogs.

**Hippogriff** AC: 5 [14] HD: 3+1 (HDE 3) Move: 12 (27 flying) XP: 60 Like griffons

**Hobgoblin** AC: 5 [14] HD: 1+1 (HDE 1) Move: 9 XP: 15

**Homunculus** AC 6 [13] HD: 2 (HDE 3) Move 6 (20 flying) XP: 60 Magic-users make homunculi. Homunculi bites cause Sleep in one target (saving throw allowed).

**Horses** AC: 7 [12] Move: 18 Riding horses have 2 HD, warhorses 3 HD

**Human, Bandit** AC: 7 [12] HD: 1 (HDE 1) Move: 12 XP: 15 Larger groups are lead by classed characters, and may hold captives.

**Human, Berserker** AC: 7 [12] HD: 1+2 (HDE 2) Move: 12 XP: 30 They attack with +2 to hit. No prisoners.

**Human, Sergeant-at-Arms** AC: 5 [14] HD: 3 (HDE 3) Move: 12 XP: 60 Encountered leading 1d6+5 soldiers.

**Human, Soldier** AC: 7 [12] HD: 1 (HDE 1) Move: 12 XP: 15

**Hydra** AC: 5 [14] HD: 5–12 (equals # of heads) (HDE 7–12) Move: 9 XP: 600, 800, 1100, 1400, 1700, 2000 Each head has its own hit points, while the body has hit points with the total of all heads. Some breathe fire or regenerate heads.

**Invisible Stalker** AC: 3 [16] HD: 8 (HDE 9) Move: 12 XP: 1100

**Kobold** AC: 6 [13] HD:  $\frac{1}{2}$  (HDE <1) Move: 6 XP: 10 Above ground, they fight at -1 to hit.

**Lamia** AC: 3 [16] HD: 9 [HDE 12] Move: 24 XP: 2000 Lamias' upper bodies resemble women, their lower bodies animals. Their touch drains one Wisdom point; anyone reduced to 3 wisdom becomes the lamia's willing slave. They cast these spells once per day: charm person, phantasmal force, and suggestion (as per Crystal Ball of Suggestion).

**Liche** AC: 0 [19] HD: 12–18 (HDE 15–21) Move: 6 XP: 2900, 3200, 3500, 3800, 4100, 4400, 4700 They're undead wizards, with magic-user levels equal to their hit dice. Their touch paralyzes (no save); even seeing a liche paralyzes creatures with 4 or fewer HD.

**Lizardman** AC: 5 [14] HD: 2+1 (HDE 2) Move: 6 (12 swimming) XP: 30 Lizardmen breath underwater (or hold their breath for a long time).

**Lycanthropes** are only harmed by silver or magic weapons Any opponent damaged below 50% of hit points by a lycanthrope becomes one.

**Lycanthrope, Werebear** AC: 2 [17] HD: 7+3 (HDE 8) Move: 9 XP: 800

**Lycanthrope, Wererat** AC: 6 [13] HD: 3 (HDE 4) Move: 12 XP: 120 Stealthy wererats surprise opponents 50% of the time. They control rats.

**Lycanthrope, Werewolf** AC: 5 [14] HD: 3 (HDE 4) Move: 12 XP: 120

**Manticore** AC: 4 [15] HD: 6+4 (HDE 8) Move: 12 (18 flying) XP: 800 They hurl up to 6 of their 24 tail spikes per round (180').

**Medusa** AC: 8 [11] HD: 6 (HDE 8) Move: 9 XP: 800 Anyone looking upon a Medusa's face must save or turn to stone. In addition to their mêlée attack, their snake hair bites with poison (save allowed).

**Mimic** AC 7 [12] HD: 7–10 (HDE 8–11) Move: 3 XP: 800, 1100, 1400, 1700 Mimics take the shape of any wood, stone, or metal object, such as a treasure chest.

**Minotaur** AC: 6 [13] HD: 6+4 (HDE 6) Move: 12 XP: 400

**Morlock** AC: 8 [11] HD: 1 (HDE 1) Move: 12 XP: 10 These degenerate subterranean humans fight at -2 to hit in sunlight. Leaders have 3 HD.

**Mummy** AC: 3 [16] HD: 5+1 (HDE 6) Move: 6 XP: 600 They're immune to normal weapons, and magic weapons deal half damage. Their touch causes *mummy rot*—wounds heal naturally at half rate, and magic healing fails—until Remove Curse is cast on the victim.

**Mushroom Man** AC: 5 [14] HD: 3 (HDE 3)  
Move: 12 XP: 60 When killed, mushroom men release d6 spores (2 HP), which develop into fully-formed 1 HD mushroom men in 1-4 rounds.

**Naga** AC: 4 [15] HD: 9 (HDE 12) Move: 12  
XP: 2000 Nagas have the head of a woman and body of a snake. Some constrict like pythons, others bite with poison. They cast spells like a 3<sup>rd</sup> level cleric and a 3<sup>rd</sup> level magic-user.

**Neanderthal** AC: 8 [11] HD: 3 (HDE 2)  
Move: 12 XP: 30

**Ochre Jelly** AC: 8 [11] HD: 5 (HDE 6) Move:  
3 XP: 400 Their acid dissolves killed opponents (making Raise Dead nearly impossible).

**Ogre** AC: 5 [14] HD: 4+1 (HDE 4) Move: 9  
XP: 120 They enslave captives (1-2 on d8) or simply eat them (3-8). Orgres themselves are sometimes enslaved by demons.

**Ogre Mage** AC: 4 [15] HD: 5+4 (HDE 7)  
Move: 12 (18 flying) XP: 600 Once per day, they cast darkness (10'), fly, invisibility, sleep, charm person, and also produce a 60' long by 30' wide cone of frost (8d6 damage). An ogre mage can assume human form.

**Orc** AC: 6 [13] HD: 1 (HDE 1) Move: 12 XP:  
15 They fight at -1 to hit in sunlight. Leaders have more hit dice, and some tribes have a magic-using shaman.

**Owlbear** AC 5 [14] HD: 5 (HDE 5) Move: 12  
XP: 240

**Pegasus** AC: 6 [13] HD: 2+2 (HDE 4) Move:  
24 (48 flying) XP: 120

**Phase Tiger** AC: 4 [15] HD: 6 (HDE 7)  
Move: 15 XP: 600 Attacks against these intelligent six-legged, tentacled tigers suffer -2 to

hit because their phase ability makes them appear 3' from their actual location. Phase tigers hate blink dogs.

**Pixie** AC: 3 [16] HD: 1 (HDE 2) Move: 9 (18 flying) XP: 30 The tiny pixies become invisible at will, and remain so even after attacking. They must rest after every three turns flying. Pixies love mischief.

**Purple Worm** AC: 6 [13] HD: 15 (HDE 17)  
Move: 9 XP: 3500 Massive. They chew tunnels through bedrock. A to-hit roll of 4 higher than needed means the worm swallows its opponent whole (anything horse-size or smaller). Their tail spike poisonous (save or die).

**Rakshasa** AC: 0 [19] HD: 7 (HDE 11) Move:  
15 XP: 17 Rakshasa have the bodies of men, with the head and paws of a great cat. They cast spells like a 1<sup>st</sup> level cleric and 3<sup>rd</sup> level magic-user. Additionally, they cast polymorph self once per day, and ESP at will. Spells of less than level 6 do not affect Rakshasa. They take no damage from non-magical weapons, and 50% damage from magical weapons. Rakshasa prefer to trick their prey into a false sense of ease, before eating their flesh.

**Rat, Sumatran** AC: 7 [12] HD: 1-1 (HDE <1)  
Move: 12 XP: 10 One in twenty Sumatran rat bites cause disease (save vs. poison).

**Roc** AC: 4 [15] HD: 12 (HDE 12) Move: 3 (30 flying) XP: 2000 Fledglings can be trained as mounts, so eggs are very valuable. Rocs are large enough to carry off elephants.

**Rust Monster** AC: 2 [17] HD: 5 (HDE 6)  
Move 12 XP: 400 Hits from a rust monster instantly rust armor; hits against it rust weapons. Large amounts of metal attract rust monsters.

**Salamander** AC: 5 [14], 3 [16] HD: 7 (HDE 8)  
Move: 9 XP: 800 Elementally hot, their touch does d6 fire damage. Constricting foes causes 2d6 crushing damage.

**Sea Serpent** AC: 2 [17] HD: 30 (HDE 30) Move: 18 swimming XP: 8400 Though of various abilities, most grow more than large enough to swallow men whole.

**Shadow** AC: 7 [12] HD: 3+3 (HDE 4) Move: 12 XP: 130 They're only harmed by magic weapons or spells, but immune to Sleep or Charm. Shadows are non-corporeal. Opponents hit by them lose one Strength for 90 minutes; those reduced to zero die.

**Shrieker** AC 7 [12] HD:3 (HDE 3) Move: 1 XP: 60 Shriekers are fungi that emit a noisy alarm for movement within 10' or light within 30'. Each round it sounds, their alarm attracts a wandering monster on 3 in 6

**Skeleton** AC: 8 [11], 7 [12] w/ shield HD:  $\frac{1}{2}$  (HDE 1) Move: 12 XP: 15

**Slug, Giant** AC: 8 [11] HD: 12 (HDE 13) Move: 6 XP: 2300 They bite and spit acid (2d6 damage, 50' maximum, 50% likely to hit minus 10% per 10').

**Specter** AC: 2 [17] HD: 6 (HDE 9) Move: 15 (30 flying) XP: 1100 Its touch drains two class levels. Only magic weapons damage specters. Anyone killed by a specter (or reduced to level 0) becomes one.

**Spider, Giant** AC: 6 [13] HD: 2+2 (HDE 5) Move: 18 XP: 240 Save to avoid being stuck in their webs, and even then move only 5'. They nearly always surprise. Giant spider bites are highly poisonous.

**Stirge** AC: 7 [12] HD: 1 (HDE 2) Move: 3 (18 flying) XP: 30 On a hit, a stirge inserts its blood-sucking proboscis into its opponent, and automatically deals damage each round.

**Tick, Giant** AC: 4 [15] HD: 3 (HDE 4) Move: 3 XP: 60 Giant ticks suck blood worth 4 HP damage per round after a successful hit. Fire forces them off a victim. Disease caused by

tick bites kill in 2d4 days, unless Cure Disease is cast.

**Toad, Giant** AC: 7 [12] HD 2+2 (HDE 4) Move: 9 XP: 120 When toads hit they yank any dwarf-size or smaller target into their mouths for bite damage; on a second hit, the toad swallows and digests the target for automatic d6 damage per round. They surprise on 6 in 12.

**Treant** AC: 2 [17] HD: 7-12 (HDE 7-12) Move: 6 XP: 600, 800, 1100, 1400, 1700, 2000 Teants of 7-8 HD inflict 2d6 damage, those of 9-10 HD inflict 3d6, and 11-12 HD deal 3d6 damage. Each treant animates two normal trees (Move: 3).

**Troll** AC: 4 [15] HD: 6+3 (HDE 8) Move: 12 XP: 800 They regenerate 3 HP per round (even regrowing body parts) unless burned by fire or acid. Severed troll parts try to fight on their own.

**Tyrannosaurus Rex** AC: 3 [16] HD: 12 (HDE 12) Move: 12 XP: 2000 T-rex bites for 2d6 damage, and stalks prey over long distances by smell. It swallows human or smaller creatures whole on an attack roll of 18+.

**Unicorn** AC: 2 [17] HD: 4 (HDE 5) Move: 24 XP: 240 Unicorns teleport 360' once per day (with any rider). When charging, their horn deals double damage; it may also have healing powers. Only maidens may approach them.

**Vampire** AC: 2 [17] HD: 7-9 (HDE 9-11) Move: 12 (18 flying) XP: 1100, 1400, 1700 Only magic weapons hit them, and they regenerate 3 HP per round. When killed by weapons or magic, vampires return to their coffins in gaseous form. They summon a horde of bats or 3d6 wolves at will. Anyone meeting their gaze must save (-2) or be charmed. The vampire's bite drains two class levels. Immersion in running water, exposure to sunlight, or a stake through the heart kills them. Anyone killed by a vampire become one.

**Weasel, Giant** AC: 7 [14] HD: 4+3 (HDE 5)  
Move: 15 XP: 240 On a hit, a weasel latches onto its opponent, and automatically deals bite damage each round.

**Wight** AC: 5 [14] HD: 3 (HDE 5) Move: 9 XP: 240 Only magic or silver weapons harm them, and they're immune to sleep or charm spells. Anyone killed or completely level drained (1 level per hit) by a wight becomes one

**Worg** AC: 6 [13] HD: 4 (HDE 4) Move: 18 XP: 120 They revel in other creatures' suffering. Worgs often cooperate with goblins, even acting as their mounts.

**Wraith** AC: 3 [16] HD: 4 (HDE 6) Move: 24 XP: 400 They're only harmed by magic or silver (half damage) weapons. They drain one class level per hit.

**Wyvern** AC: 3 [16] HD: 7 (HDE 9) Move: 6 (24 flying) XP: 1100 They attack either by biting or with their poisonous tail barb.

**Yellow Mold** AC: N/A HD: N/A (HDE 3) Move: 0 XP: 60 If cut or punctured, it releases a 10' diameter cloud of poisonous spores (save or die). Touching yellow mold caused d6 acid damage. Fire destroys it

**Zombie** AC: 8 [11], 7 [12] w/ shield HD: 1 (HDE 2) Move: 6 XP: 30

# Treasure

A monster guards an amount of treasure equal to 1–4 times its XP value in gold pieces.

d6	Total	cp	sp	gp
1	XP×1 gp	50%	30%	20%
2–3	XP×2 gp	20%	50%	30%
4–5	XP×3 gp	10%	40%	50%
6	XP×4 gp	–	25%	75%

Wandering monsters never carry treasure with them.

## Treasure Trade-Outs

In addition to coins, treasures contain gems, jewelry, and magical items. Treasures should be interesting—an endless series of “another treasure worth 100 gp in total” is a sure-fire recipe for boring your players.

For every **5,000 gp** in value, there is a 10% chance of trading out 5,000 gp for an item on either the Major Gem/Jewelry or Major Magic Item table.

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

d6	Major Gem/Jewelry Value
1	1d1,000 gp
2–3	1d1,000 (×8) gp
4–5	1d1,000 (×12) gp
6	1d1,000 (×20) gp

d6	Major Magic Item
1	Roll 6 times on the Potions table
2–3	Roll 1d6+12 on Scrolls table
4–5	1d6+12 on Weapons and Armor
6	1d20+40 on Miscellaneous table

For every **1,000 gp** in value, there is a 10% chance of trading out 1,000 gp for an item

on either the Medium Gem/Jewelry or Medium Magic table.

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

d6	Medium Gem/Jewelry Value
1	1d100 gp
2–3	1d1,000+250 gp
4–5	1d1,000+750 gp
6	1d10,000 gp

d6	Medium Magic Items
1	Roll 3 times on the Potions table
2–3	Roll 1d6+6 on the Scrolls table
4–5	1d6+6 on Weapons and Armor
6	1d20+20 on Miscellaneous

For every **100 gp** in value, there is a 10% chance of trading out 100 gp for an item on either the Minor Gem/Jewelry or Minor Magic table.

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

d6	Minor Gem/Jewelry Value
1	1d6 gp
2–3	1d100+25 gp
4–5	1d100+75 gp
6	1d1,000 gp

d6	Minor Magic Item
1	Roll once on the Potions table
2–3	Roll 1d6 on the Scrolls table
4–5	1d6 on Weapons and Armor
6	1d20 on Miscellaneous

Begin with the 5,000 gp values and work down to the 100 gp values. “Jewelry” refers to a single item of jewelry.

## Magic Items

The best magic items make possible something otherwise impossible in the game, rather than merely duplicating the effect of an existing spell or ability. The referee is encouraged to create unique magic items using those described below as examples.

### Potions (d100)

Potions have a duration of 1d6+1 turns.

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

### Scrolls (d6+N)

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

Roll 1d6 for type. 1–3 scrolls are for Magic-users, 4–6 are for Clerics. There are no 6th level Cleric spells, so re-roll for spell level on a result of 6

1	One 1 <sup>st</sup> level spell
2	One spell of level 1d3
3	Two spells of levels 1d2
4	Three 1 <sup>st</sup> level spells
5	Cursed Scroll
6–7	Protection Scroll (normal duration)
8	Two spell of levels 1d4
9	Two spells of levels 1d6
10	One spell of level 1d4+2
11	Five spells of levels 1d3
12	Cursed Scroll
13–14	Protection Scroll (double duration)

15	Five spells of levels 1d6
16	Six spells of levels 1d6
17	Seven spells of levels 1d6
18	Eight spells of levels 1d6
19	Cursed Scroll
20	Protection Scroll (triple duration and double effects)

### Protection Scrolls (d8)

1	Demons	5	Magic
2	Drowning	6	Metal
3	Elementals	7	Poison
4	Lycanthropes	8	Undead

### Magical Weapons & Armor (d6+N)

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

1	Cursed Armor or Shield
2	+1 Missile Weapon(s)
3	+1 Shield
4–6	+1 Mêlée Weapon
7–8	+1 Armor
9	Cursed Weapon
10	+2 Missile Weapon(s)
11	+2 Shield
12	+2 Mêlée Weapon
13	+2 Armor
14	+1 Mêlée Weapon with Minor Ability
15	+3 Missile Weapon(s)
16	+3 Mêlée Weapon
17	+3 Shield
18	+3 Armor
19	Unusual Weapon (or re-roll)
20	Unusual Armor (or re-roll)

### Cursed Armor and Shields (d6)

1–3	-1 Weapon or Armor
4	-2 Weapon or Armor
5	-3 Weapon or Armor
6	Attracts Missiles (see below)

*Attracts Missiles* attracts missile fire (even those fired at others nearby) and grants a +1 “to-hit” bonus to attack on such missiles.

## Magic Mêlée Weapons (d12)

- |              |                  |
|--------------|------------------|
| 1 Battle Axe | 5 Spear          |
| 2 Dagger     | 6 War Hammer     |
| 3 Lance      | 7 Pole Arm       |
| 4 Mace       | 8–12 Magic sword |

## Magic Missile Weapons (d20)

- |       |                     |
|-------|---------------------|
| 1–8   | 2d6 Arrows          |
| 9–10  | 1d10 Stones         |
| 11    | Spear               |
| 12–15 | 2d4 Darts           |
| 16–20 | 2d6 Bolts, crossbow |

## Minor Weapon Ability (d6)

- |     |                            |
|-----|----------------------------|
| 1–4 | Additional damage (+1)     |
| 5   | Sheds light, 15 ft. radius |
| 6   | Sheds light, 30 ft. radius |

## Unusual Magic Weapons (d6)

- |     |  |
|-----|--|
| 1   | Mace of Undead Destruction +1                    |
| 2   | Warhammer of Return +1 (+3 Dwarves)              |
| 3–6 | Magic Sword (roll d6+6 on Sword Characteristics) |

## Unusual Magic Armor (d4)

- |   |                           |
|---|---------------------------|
| 1 | Armor of Arrow Deflection |
| 2 | Demonic Armor             |
| 3 | Ethereal Armor            |
| 4 | Fiery Armor               |

## Miscellaneous Items (d20+N)

Roll 1d20 and add +0, +20, or +40, depending on whether the treasure is minor, medium, or major.

- |       |                           |       |                            |
|-------|---------------------------|-------|----------------------------|
| 1     | Lesser Wand               | 27–40 | Misc. Medium Magical Item  |
| 2     | Lesser Ring               |       |                            |
| 3–20  | Misc. Lesser Magical Item | 41–42 | Greater Wand               |
| 21–22 | Lesser Wand               | 43–44 | Greater Ring               |
| 23    | Greater Wand              | 45–48 | Staff                      |
| 24–25 | Lesser Ring               | 49–60 | Misc. Greater Magical Item |
| 26    | Greater Ring              |       |                            |

Wands become useless with 0 charges. A wand can be recharged by casting a spell into it. There is a 5% chance per recharge that the wand will be destroyed.

One wand in ten is booby-trapped to fire backwards when found.

## Lesser Wands (d6)

- |     |                               |
|-----|-------------------------------|
| 1–2 | Lvl 1 spell, holds 10 charges |
| 3–4 | Lvl 2 spell, holds 5 charges  |
| 5–6 | Lvl 3 spell, holds 2 charges  |

## Greater Wands (d10)

- |    |                               |
|----|-------------------------------|
| 1  | Lvl 3 spell, holds 10 charges |
| 2  | Lvl 4 spell, holds 10 charges |
| 3  | Wand of Detection (enemies)   |
| 4  | Wand of Detection (metal)     |
| 5  | Wand of Detection (magic)     |
| 6  | Wand of Detection (traps &c.) |
| 7  | Wand of Polymorph             |
| 8  | Wand of Fear                  |
| 9  | Wand of Cold                  |
| 10 | Wand of Paralyzing            |

## Lesser Ring (d6)

- |   |                 |   |                   |
|---|-----------------|---|-------------------|
| 1 | Fire Resistance | 4 | Poison Resistance |
| 2 | Invisibility    | 5 | Protection +1     |
| 3 | Mammal Control  | 6 | Protection +2     |

## Greater Rings (d10)

- |   |                 |    |                            |
|---|-----------------|----|----------------------------|
| 1 | Human Control   | 6  | X-ray Vision               |
| 2 | Three Wishes    | 7  | Telekinesis                |
| 3 | Regeneration    | 8  | Spell Turning              |
| 4 | Djinn Summoning | 9  | Spell Storing (Magic-user) |
| 5 | Shooting Stars  | 10 | Spell Storing (Cleric)     |

## Staves (d10)

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

## Lesser Misc. Items (d20)

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

## Medium Misc. Items (d20)

- 1 Amulet Against Scrying
- 2 Boots of Flying
- 3 Bracers of Defense AC 4 [15] or 2 [17]
- 4 Carpet of Flying
- 5 Cloak of Displacement
- 6 Cloak of Protection +2 or +3
- 7 Deck of Many Things
- 8 Figurine of the Onyx Dog
- 9 Gauntlets of Ogre Power
- 10 Helm of Read Magic and Languages
- 11 Hole, portable
- 12 Horn of Valhalla, bronze
- 13 Horn of Valhalla, silver
- 14 Jug of Alchemy
- 15 Manual of Quickness
- 16 Medallion of Detect Thoughts (ESP)
- 17 Mirror of Mental Scrying
- 18 Robe of Blending
- 19 Robe of Eyes
- 20 Robe of Wizardry

## Greater Misc. Items (d20)

- 1 Amulet of Demon Control
- 2 Beaker of Potions
- 3 Censer of Controlling Elementals
- 4 Crystal Ball
- 5 Efreeti Bottle
- 6 Figurine of the Golden Lions
- 7 Gauntlets of Dexterity
- 8 Gem of Seeing
- 9 Girdle of Giant Strength
- 10 Helm of Fiery Brilliance
- 11 Helm of Teleportation
- 12 Horn of Blasting
- 13 Horn of Valhalla, iron
- 14 Lenses of Charming
- 15 Libram, magical (level gain)
- 16 Manual of the Golems
- 17 Manual of Intelligence
- 18 Manual of Wisdom
- 19 Necklace of Fireballs
- 20 Symbol—Scarab of Insanity

## Cursed Items (d10)

Cursed items come in many forms. Most are ancient magical items whose magic has deteriorated with age, although some were clearly fashioned as traps for the unwary or for the maker's enemies. Cursed items cannot be dropped or removed without the assistance of a Remove Curse spell.

- 1 Bag of Devouring
- 2 Censer of Hostile Elementals
- 3 Cloak of Poison
- 4 Crystal Ball of Suggestion
- 5 Dancing Boots
- 6 Flask of Stopped Curses
- 7 Horn of Collapse
- 8 Medallion of Projecting Thoughts
- 9 Mirror of Opposition
- 10 Robe of Feeble-mindedness

## Magic Swords

Magic swords possess many wondrous powers. All magic swords have wills and alignments; some possess higher intelligence and the ability to communicate.

## Sword Characteristics (d12)

- 1-6 No powers or ability to communicate. Ego 0. Roll d8 on Combat Bonus table.
- 7-8 One minor power and empathic communication. Ego d12+4.
- 9 Two minor powers and empathic communication. Ego d12+6.
- 10 Three minor powers, speaks d6 languages. Ego d12+8.
- 11 Three minor powers, speaks d6 languages, reads magic. Ego d8+12
- 12 One major power, Three minor powers, speaks d6 languages, reads magic, communicated telepathically. Ego d6+18.

## Sword Combat Bonus (d12)

- 1 Cursed, -d3 to hit
- 2-7 +1 to hit
- 8 +1 to hit, +2 to hit & damage special opponent
- 9 +2 to hit
- 10 +2 to hit, +3 to hit & damage special opponent
- 11 +2 to hit, casts a level 1 magic-user spell once per day
- 12 +3 to hit, extraordinary power vs special opponent

## Sword Special Opponents (d6)

- 1 Opposite-aligned clerics
- 2 Opposite-aligned fighting-men
- 3 Opposite-aligned magic-users
- 4 A particular monster type
- 5-6 All of opposite alignment

## Sword Alignment (d6)

- 1-3 Lawful
- 4-5 Neutral
- 6 Chaotic

Characters who pick up an opposite-aligned sword suffer 2d6 damage. Neutral swords deal 1d6 damage when picked up by non-neutral characters.

## Minor Sword Powers (d20)

- 1. Find food or potable water
- 2. Perceive invisible objects
- 3. Detect moving walls & rooms
- 4. Detect sloping passages
- 5. Detect gems or jewelry
- 6.
- 7. Detect evil or good
- 8. Detect magic
- 9. Detect secret doors
- 10. Detect traps
- 11. Additional +2 AC when fighting defensively
- 12. Return to hand when thrown (40')
- 13. Locate known, named object
- 14. Detect gold or silver
- 15. Awaken sleeping owner for approaching danger
- 16. Detect particular monster type
- 17. Save +2 vs particular attack type
- 18. Flaming blade ignites combustibles and illuminates like a torch
- 19. Roll two more minor powers
- 20. Roll major power

## Major Sword Powers (once/day) (d12)

- 1. Clairaudience without rolling
- 2. Clairvoyance
- 3. Cure light wounds
- 4. Double damage for one combat
- 5. ESP
- 6. Fly
- 7. Hit automatically
- 8. Hold person
- 9. Invisibility
- 10. Levitate
- 11. Phantasmal Force
- 12. Teleportation
- 13. X-ray vision

## Extraordinary Power by Sword Alignment

- Lawful Paralyzes special opponent
- Neutral +2 save vs special opponent
- Chaotic Vaporizes special opponent

## 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 referee decides when a character must make an ego check against the interests of his magic sword. To calculate the character's current ego score, roll his hit dice. If the character is wounded, subtract that damage. The character prevails if that total is greater than the sword's ego. Otherwise, the sword temporarily dominates its wielder.

All magic swords have names.

## Magic Item Descriptions

An **Absorption Staff** absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

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

An **Amulet of Demon Control** functions as a Protection from Evil spell, and lets the wearer to attempt to cast Charm Monster on a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-users and Clerics.

An **Animal Control Potion** acts like the spell Charm Monster.

The **Armor of Arrow Deflection** is +2 against missile fire.

An **Arrow of Direction** points to whatever the owner requests. It can be used only 7 times per week. Usable by: All Classes.

A **Bag of Devouring** acts like a bag of holding, but devours any item placed into it within 1d4+1 hours.

A **Bag of Holding** is larger inside than outside. The inside dimensions are roughly 10 × 5 × 3 feet. The bag carries up to 1,000 pounds of weight. When not empty, the bag weighs only 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

The **Beaker of Potions** fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as it can create potions. Usable by: All Classes.

A **Beguiling Staff** casts Charm Person in a radius of 20 feet (uses one charge). The duration of the charm is 1 hour.

**Boots of Elvenkind** let the wearer move with complete silence. Usable by: All Classes.

**Boots of Levitation** allow the wearer to Levitate (as per the spell) for unlimited duration. Usable by: All Classes.

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

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

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

A **Carpet of Flying** travels at a speed of 18 when carrying up to three passengers. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.

**Censers, Bowls, Braziers, and Stones of Controlling Elementals** summon and control (respectively) air elementals, water elementals, fire elementals, and earth elementals with 12 HD. It takes 10 minutes to prepare the object for use. Usable by: Magic-users.

A **Censer of Hostile Elementals** (or brazier, bowl, or stone) summons elementals, but the elementals are hostile instead of under the summoner's control.

Sounding the small **Chime of Opening** opens any door, even if the door is barred or Wizard Locked. Usable by: All Classes.

A **Clairaudience Potion** acts like the spell.

A **Clairvoyance Potion** acts like the spell.

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

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

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

The **Cloak of Protection +1** improves the wearer's AC by 1, and grants a bonus of +1 on saving throws. Usable by: All but Fighters.

The **Cloak of Protection +2 or +3 (50%)** improves the wearer's armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. Usable by: All but Fighters.

A **Command Staff** charge can be used to control humans (as per Charm Person), plants, or animals.

The **Crystal Ball of Suggestion** does not function as a crystal ball, but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a Quest.

A **Crystal Ball** allows the user to see what he desires to see, over a considerable distance. It may not be used more than thrice per day, or the user will be driven mad. Certain spells and

other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.

**Cursed Item:** see page 54.

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

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

The ordinary-seeming **Deck of Many Things** is a deck of hand-painted cards that bears tremendous and varied enchantments, one per card. It contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter.

**Joker:** gain 25,000 XP or choose to draw two more cards.

#### ♥ Hearts

- Ace: Gain 50,000 xp.
- King: Gain a magic item from the Misc. Magic Items (Greater) table.
- Queen: Gain 1d3 wishes.
- Jack: Gain the ability to summon an 8 HD warrior with +3 sword, shield, to serve for a total of 1 hour.

#### ♣ Clubs

- Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Quest (per the spell).
- King: The character's most powerful magic item is sucked into the void and disappears.
- Queen: The character is instantly turned to stone, a look of great surprise upon his face.
- Jack: The character loses one point from his Prime Attribute.

#### ♠ Spades

- Ace: Lose a level of experience.

- King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.
- Queen: The character dies instantly.
- Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

#### ◇ **Diamonds**

- Ace: Gain a map to a very significant treasure
- King: Gain 5d6 items of jewelry
- Queen: Gain a scroll of seven spells, all 2<sup>nd</sup> level or higher
- Jack: Add one point to a single attribute of the player's choice

**Demonic Armor** is possessed by a spirit or demon, with effects determined by the Referee.

The imbiber of a **Diminution Potion** shrinks and becomes 6 inches tall for 2d6 hours.

The wearer of a **Djinn Summoning (Ring)** ring can summon a djinn.

A **Dragon Control Potion** affects 1d3 dragons of a specific type (determined randomly by the Referee) as per the spell Charm Monster.

**Dust of Appearance or Disappearance** (50%) is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works the opposite way: when it is sprinkled in a 10 foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

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

The efreeti of an **Efreeti Bottle** serves the bottle's owner for a year and a day unless it is

accidentally released from servitude. Usable by: All Classes.

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

The imbiber of an **Ethereality Potion** can move through solid objects but cannot attack. Equipment also becomes ethereal.

An **Extra Healing Potion** cures 3d6+3 HP worth of damage.

**Fiery Armor** is +1 armor surrounded by flames. The flames deal 1d6 damage to *mêlée* attackers.

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

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

A **Fire Resistance Potion** grants immunity to normal fire, +2 saving throws against fire attacks, and half damage to magic fire attacks that do not permit saving throws.

A **Fire Resistance Ring** grants +5 to saving throws vs. magical fire and immunity to normal fire.

The **Flask of Stopped Curses** releases a curse of some kind when its seal is broken.

A **Flying Potion** acts like the spell Fly.

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

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

**Gauntlets of Ogre Power** raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer's existing strength bonus, if any). Usable by: all but Magic-users.

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

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

A **Giant Strength Potion** grants strength above and beyond 18, an additional 1d6 to damage rolls, and +4 "to-hit".

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

A **Growth Potion** grows a character to 30 feet tall.

A **Healing Potion** cures 1d6+1 HP worth of damage.

A **Healing Staff** cures 1d6+1 hit points of damage per charge.

The prodigiously powerful **Helm of Fiery Brilliance** grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a Wall of Fire himself. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a Fireball spell. Clerics wearing the helm can ignite objects within 30 feet at will, and may cast two Light or Continual Light spells for each one actually prepared. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: All Classes.

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

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

A **Heroism Potion** gives +2 to attacks and damage.

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

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

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

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

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

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

**Horseshoes of Speed** double a horse's movement rate. Usable by: Horses.

A **Human Control Ring** allows the wearer to cast Charm Person once per day and maintain the charm on up to 3 individuals at a time.

An **Invisibility Potion** acts like the spell.

An **Invisibility Ring** turns wearer invisible.

An **Invulnerability Potion** gives +2 saving throws, while opponents attack at -2.

The **Jug of Alchemy** produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.

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

A **Levitation Potion** acts like the spell.

The **Libram, magical (level gain)** grants a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.

The **Lordly Might Staff** only carries 10 charges, but a charge may be used to cast Raise Dead.

A **Luckstone** grants +1 to saving throws and "to-hit" rolls. Usable by: All Classes.

Against the **Mace of Undead Destruction** +1, lesser undead types don't get a saving throw; more powerful ones do. It's also, found as sling, staff, or warhammer of undead destruction.

The wearer of a **Mammal Control Ring** controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

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

The **Manual of Golems** contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the orig-

inal owner, from the touch of anyone not of the Magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-users only.

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

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

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

A **Medallion of Detect Thoughts (ESP)** functions as a Detect Thoughts (ESP) spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

The **Medallion of Projecting Thoughts** lets the wearer's thoughts "heard" by all nearby.

The **Mirror of Mental Scrying** (found as a hand-mirror or smaller mirror on a necklace) allows the user to cast Clairaudience, Clairvoyance, and Detect Thoughts (ESP), with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

All persons looking into the **Mirror of Opposition** are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

A **Necklace of Fireballs** is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

The **Pipes of the Sewers** summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first

round, 10%, second round 20%, etc.). Usable by: All Classes.

A **Plant Control Potion** acts like the spell Charm Monster.

The drinker of a **Poison Potion** must save or die.

A **Poison Resistance Ring** gives +5 to saving throws vs. poison.

The **Power Staff** casts Light (no charge used), Fireball (4d6 damage), cold as a Wand of Cold, Lightning Bolt (4d6 damage), acts as a ring of Telekinesis (costs one charge), and hits for 2d6 damage (no charge used).

A **Protection from Demons Scroll** protects everyone within a 10 foot radius around the reader from the attacks of 1 demon per round for a period of 40 minutes.

Everyone within a 10 foot radius of the reader of a **Protection from Drowning Scroll** gains the ability to breathe underwater for 1 full day.

The **Protection from Elementals Scroll** protects against a single elemental, and lasts for a duration of 40 minutes.

All within a 10 foot radius around the reader of a **Protection from Lycanthropes Scroll**, for a duration of one hour, are protected from lycanthropes.

A **Protection from Magic Scroll** surrounds the reader with an anti-magic shell that moves with the reader for 1 hour, having a radius of 10 feet. Spells cannot pass in or out of the shell.

Metal cannot harm the reader of a **Protection from Metal Scroll** for a duration of 1 hour.

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

All within a 10 foot radius of the reader of a **Protection from Undead Scroll** are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

A **Protection Ring** grants a bonus to armor class and saving throws.

The wearer of a **Regeneration Ring** regenerates 1 HP/round and thus cannot die unless the ring is removed or the body burned.

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

Hundreds of eyes are woven and embroidered into the fabric of the **Robe of Eyes**, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-users only.

Anyone donning the **Robe of Feeble-mindedness** has his intelligence reduced to that of a garden snail.

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

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

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

Once per day, the **Shooting Stars Ring** can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy for 3d6 damage. If used indoors or underground, the meteors strike whatever is directly above the target.

A **Slipperiness Potion**, except for the soles of the feet and the palms of the hands, gives the character a virtually frictionless surface.

The **Snake Staff** is +1 "to-hit" and +1 dam-

age. When commanded (by using a charge) the staff coils around the target on a successful hit and pinions the victim for  $1d4 \times 10$  minutes. The victim must be about the size of a human or smaller to use this power. The staff slithers back to its owner afterwards at a speed of 24. Only Clerics can employ a Staff of the Snake.

The ordinary-looking **Spade of Excavation** digs by itself when commanded, shoveling 1 cubic yard (27 cubic feet) per ten minutes. Usable by: Fighters.

A **Spell Storing Ring (Cleric)** contains 1d6 Cleric spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Cleric) casts these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

A **Spell Storing Ring (Magic-user)** contains 1d6 Magic-user spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Magic-user) casts these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Any spell (other than from a wand, etc.) directly aimed at the wearer of the **Spell Turning Ring** ring is partially reflected back at the caster. Roll a d100 to determine how much of the spell's power bounces back; exactly what happens is up to the Referee.

A **Striking Staff** inflicts 2d6 points of damage with a successful hit. It does not use charges.

A **Sword (Intelligent)** has a 10% chance to cast a spell once per day. Such swords communicate with their bearers, and often (25% chance) can speak audibly. Roll 1d3 for to-hit bonus.

A **Sword +1, +2 vs. type of foe** gets a +2 bonus against a particular type of foe (dragons, magic-users, giants, evil high priests, etc.), and +1 against other types.

A **Sword +1, +4 vs. type of foe** gets a +4 bonus against a particular type of foe (dragons, magic-users, giants, evil high priests, etc.), and +1 against other foes.

A **Sword +2, +3 vs. type of foe** gets +3 bonus against a particular type of foe (dragons,

magic-users, giants, evil high priests, etc.), and +2 against other foes.

A **Sword of Dancing** fights in the air after 3 rounds as a +1d3 weapon.

The **Sword of Flames** causes an additional 1d6 fire damage: roll 1d4-1 for "to-hit" bonus.

The **Sword of Ice** causes an additional 1d6 cold damage: roll 1d4-1 for "to-hit" bonus.

The **Sword of Many Cuts +1** gives its wielder one additional attack per day.

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

A **Telekinesis Ring** lets wearer mentally lift and move up to 200 pounds of weight at a range of 120 feet.

A **Three Wishes Ring** grants the wearer 3 wishes; outrageous wishes backfire.

A **Treasure Finding Potion** detects hoards of treasure within 400 feet of the current location.

With an **Undead Control Potion**, 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the Charm Monster spell.

The **Wand of Cold** casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage). It holds 25 charges and cannot be recharged.

A **Wand of Detection (enemies)** detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, it does not use charges.

A **Wand of Detection (magic)** acts as a Detect Magic spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, it does not use charges.

A **Wand of Detection (metal)** detects large caches of metal within 20'. The wand's user also gets a vague sense of the metal's type. Always active when held, it does not use charges.

A **Wand of Detection (traps and secret doors)** detects traps and secret doors with a range of 20 feet. Always active when held, it does not use charges.

The **Wand of Fear** causes creatures in a cone-shaped path to flee (saving throw), with a 60% chance they drop anything held. The cone extends 60 feet to a base 30 feet across. It holds 25 charges, and cannot be recharged).

A **Wand of Paralyzing** casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. It holds 25 charges, and cannot be recharged.

A **Wand of Polymorph** casts either Polymorph (self) or Polymorph (other). It carries 10 charges.

The **Warhammer of Return +1 (+3 Dwarves)** returns to its wielder's hand after being thrown. When wielded by a dwarf, the Warhammer of Return gives a +3 bonus. Also found as hand axe or spear of return.

A **Withering Staff** adds ten years of physical aging with a successful hit.

A **Wizardry Staff** is a staff of power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d4 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell, or Fly.

The wearer of an **X-ray Vision Ring** has x-ray vision at a range of 40 feet. The character sees through just over 10' of solid rock, through solid metals (other than lead) 1 foot thick, and through 1 inch of lead.

## Optional Rules

### Non-Player Character Classes

#### Thieves

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, 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), accompanied only by similarly skilled rogues, or encountering a distracted opponent, the thief gains an advantage to his first attack by surprising opponents. Thieves themselves are only surprised on a roll of 1–2.

Level	Surprise	To-Hit	Surp. Damage
1	1–6 in 12	+2	2d6
4	1–8 in 12	+3	3d6
8	1–10 in 12	+4	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 × character level.

Thieves can set small traps—tripwires across hallways, poisoned needles on door latches, etc. Such traps make noise or cause a small amount of damage (1 point per level of the thief).

Thieves wear leather or lighter armor.

For magic weapons, they use daggers only. At level 9, thieves cast cleric or magic-user spells from scrolls, but with a 1 in 6 chance the spell backfires.

At 10<sup>th</sup> level, they organize a thieves guild in a city, carving out territory from any resident criminal organizations.

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

#### Druids

Druids cast each of the listed spells once per day, according to their hit dice.

HD	Daily Druid Spells
2	Dark
3	Dark, Speak with Animals
4	Dark, Lightning Bolt, Speak with Animals
5	Dark, Lightning Bolt, Plant Growth, Speak with Animals, Speak with Plants, Sticks to Snakes
6	Animal Growth, Dark, Lightning Bolt, Plant Growth, Speak with Animals, Speak with Plants, Sticks to Snakes

A group of druids with 18 or more collective hit dice can work together to cast Conjure Elemental, Commune, or Control Weather on any night with a visible moon.

Druids do not use spell books. They wear leather armor, and wield curved daggers, wavy short swords, or scimitars.

#### Fighting Styles

**The Big Chopper:** Fighters who forgo a shield in favor of a two-handed weapon receive a +1 damage bonus.

**The Deadly Duelist:** Fighters who forgo a shield to wield two weapons at once receive a +1 to-hit bonus (though they do not gain an additional attack).

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