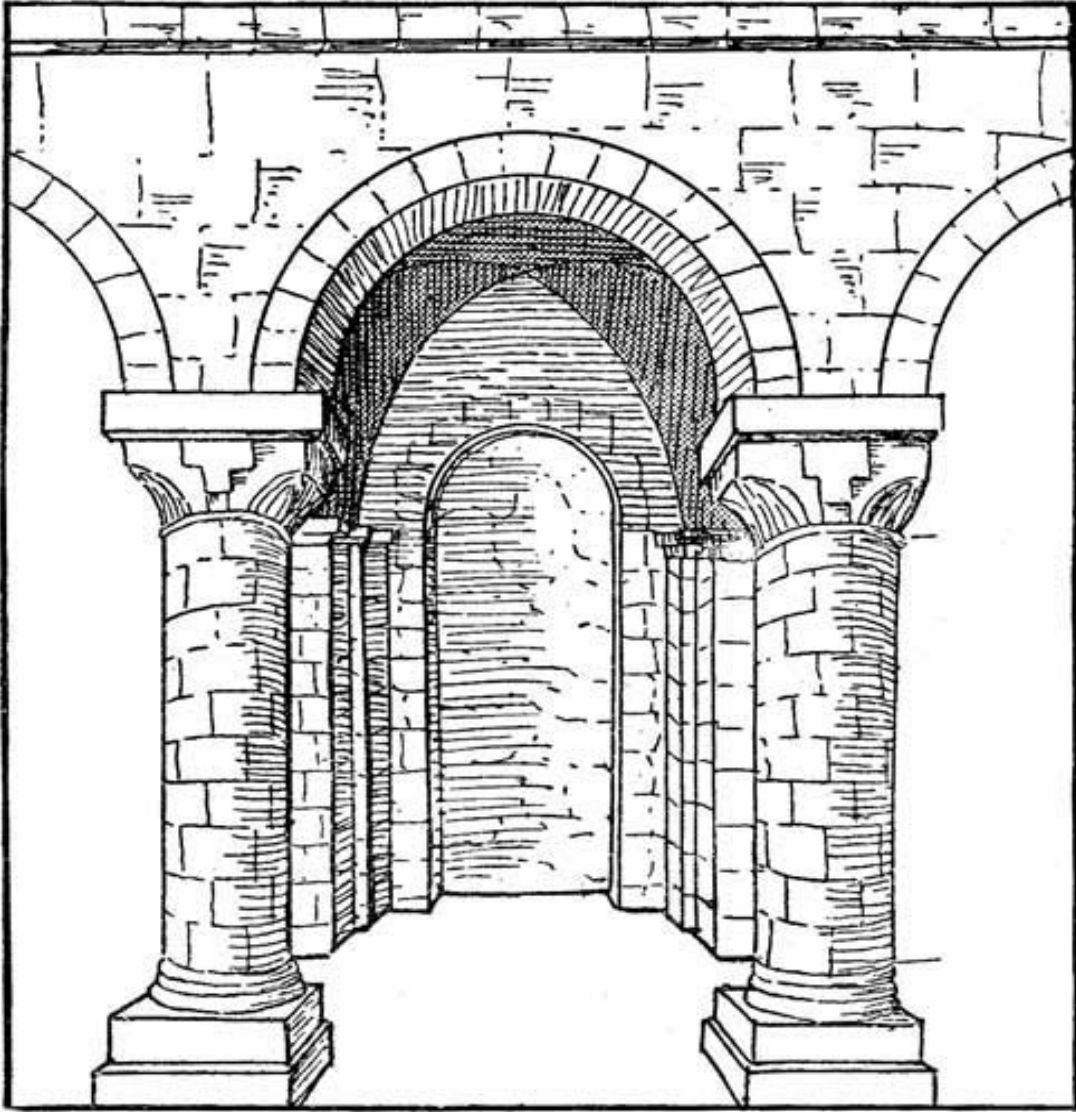


Beyond the Black Gate
Compendium 2009



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Random Area Name Generator

These 5 tables are useful for naming (and thereby inspiring the contents of) all those empty little boxes on your new Megadungeon map. This is also useful with pregenerated maps, like the Dungeon Geomorphs.

Simply roll two to five d20's and arrange as appropriate, fill in the blanks: The _____ of _____, or mix and match as desired, then you get to decide what exactly is in the Forbidden Chamber of Maddening Mirrors, or the Haunted Lake of Green and Purple Statues.

A(d20)

- 1- Black
- 2- Fiery
- 3- Red
- 4- Bloody
- 5- Haunted
- 6- Forgotten
- 7- Forbidden
- 8- Ancient
- 9- Golden
- 10- Cursed
- 11- Wondrous
- 12- Frozen
- 13- Green and Purple
- 14- Lost
- 15- Fabled
- 16- Deadly
- 17- Elder
- 18- Mysterious
- 19- Petrified
- 20- Screaming

B(d20 50% this chart, 50% chart C)

- 1- Vault
- 2- Cave
- 3- Cavern
- 4- Chamber
- 5- Tomb
- 6- Lake
- 7- Fountain
- 8- Pool
- 9- Hall
- 10- Crypt
- 11- Maze
- 12- Gate
- 13- Stair
- 14- Statue
- 15- Shrine
- 16- Gallery
- 17- Pit
- 18- Redoubt
- 19- Temple
- 20- Mural

C(d20)

- 1- Door
- 2- Arch
- 3- Well
- 4- Cistern
- 5- Lagoon
- 6- Prison
- 7- Mausoleum
- 8- Catacombs
- 9- Wall
- 10- Lounge
- 11- Garrison
- 12- Garden
- 13- Grotto
- 14- Chasm
- 15- Church
- 16- Barracks

- 17- Harem
- 18- Baths
- 19- Museum
- 20- Mines

D(d20, or use Chart E, or combine)

- 1- Doom
- 2- Blood
- 3- Kings
- 4- Statues
- 5- Slime
- 6- Ghosts
- 7- Gods
- 8- Legend
- 9- Death
- 10- Endless Gold
- 11- Blessings
- 12- Tomes
- 13- Souls
- 14- Magic
- 15- Curses
- 16- Echoes
- 17- Ancients
- 18- Slime
- 19- Crystal
- 20- Wisdom

E(1 or 2d20 pick/one and roll again or use both)

- 1- Brass / Faces
- 2- Stone / Mouths
- 3- Crystal / Knives
- 4- Bone / Hands
- 5- Copper / Eyes
- 6- Silver / Runes
- 7- Obsidian / Swords
- 8 - Cruel / Lies
- 9- Misty / Mirrors
- 10- Pale / Hieroglyphs
- 11- Mesmerizing / Lights

- 12- Ever-Changing / Books
- 13- Impenetrable / Closets
- 14- Inscrutable / Wells
- 15- Maddening / Doors
- 16- Never Ending / Ladders
- 17- Moldy / Fangs
- 18- Encrusted / Talons
- 19- Mildewed / Ladies
- 20- Singing / Stones

Ceilings

One of the most easily overlooked (or is that underlooked?) features of the Megadungeon is the humble ceiling. More so than walls and floors, even. Ceilings suffer from a sort of "out of sight, out of mind" syndrome, and unless detailed in explicit flavor text, just gets skipped over. Adding some discussion of the ceilings can really give depth (or height?) to your rooms, chambers, and caves. Here's a quick table to randomly determine ceiling type, or pick and choose as desired:

(d20)

- 1. Cut from Natural Stone
- 2. Vaulted
- 3. Domed
- 4. Frescoed
- 5. Oculus (Dome w/sky-light)
- 6. Bas-Relief
- 7. Sculptured
- 8. Murder Holes
- 9. Sound Baffles
- 10. Flat
- 11. Arched
- 12. Decorative Molding
- 13. Wood Joists
- 14. Wood Paneled
- 15. Caisson (ornamental asian style)
- 16. Arcade (a succession of arches)
- 17. Rough Natural Stone
- 18. Dirt with Hanging Roots and Vines
- 19. Cavern / Stalactites
- 20. Illusion (appears to be open sky above, etc).



Doors

Open/Locked/Trapped/Stuck

(d8)

- 1 - Trapped and Locked
- 2 - Open
- 3 - Locked
- 4-7 – Stuck
- 8 - Trapped

Door is made of(1d8)

- 1-3 - Wood
- 4-5 - Metal and Wood
- 6 - Metal
- 7 - Stone
- 8 - Special

(*10% of doors have **Unusual Features**, see below)

Wood(1d8)

- 1- Oak
- 2- Pine
- 3- Teak
- 4- Yew
- 5- Ash
- 6- Bloodwood
- 7- Ironroot
- 8- Plywood

Metal(1d8)

- 1- Steel
- 2- Iron
- 3- Copper
- 4- Tin
- 5- Brass
- 6- Pewter
- 7- Rusty Iron
- 8- Lead

Stone(1d8)

- 1- Granite
- 2- Limestone
- 3- Basalt
- 4- Marble
- 5- Obsidian
- 6- Glass
- 7- Fieldstone
- 8- Sandstone

Special(1d20))

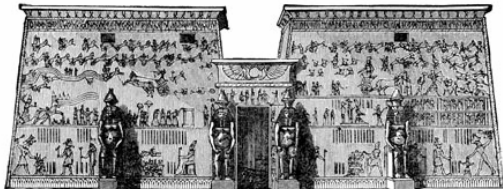
- 1- Leather
- 2- Bone
- 3- Cardboard
- 4- Recycled Shields
- 5- Book Covers
- 6- Animal Hide
- 7- Reptile Hide
- 8- Boulder
- 9- Tree trunk
- 10- Curtain
- 11- Tapestry
- 12- Loose Bricks
- 13- Mummies
- 14- Illusion
- 15- Magical Darkness
- 16- Stone Golem (argumentative but harmless)
- 17- Sheet of Flames
- 18- Ice
- 19- Waterfall
- 20- Smoke

Locks(1d8)

- 1- Magical (Wizard Locked)
- 2- Magical (unique key somewhere in dungeon)
- 3- Mundane (Extremely Difficult)
- 4-5 Mundane (Hard to pick)
- 6-8 Mundane (Simple)

Traps(1d12)[damage typically 1d6 per level of dungeon, at DM's discretion]

- 1- Acid shower-head above door
- 2- Flame shoots up from holes in front of door
- 3- Block fall from ceiling
- 4- Door charged with electricity
- 5- Pit opens
- 6- Sleeping gas
- 7- Spiked portcullis drops from ceiling
- 8- Poisoned Needle in doorknob
- 9- Spear Trap
- 10 - Crossbow Trap
- 11- Bell Rings, roll for wandering monster
- 12- Teleporter



***Unusual Features (1d20)**

- 1- arcane writing (read magic required to decipher)
- 2- ancient pictograms
- 3- obscene graffiti
- 4- charred corpse in front of door
- 5- fingernail scratches on door
- 6- bas relief of demonic face (10% delivers magic mouth message)
- 7- warning sign on door
- 8- sign on door reads "management" in orcish
- 9- peephole (50% looks in, 50% looks out)
- 10- water seeping from under door
- 11- acid scars on door
- 12- magic circle inscribed on door
- 13- human-shaped outline charred onto door
- 14- comedic graffiti
- 15- smell of rotting meat exudes from door
- 16- smell of delicious cooking meat exudes from door
- 17- smell of perfume lingers around door
- 18- small bouquet of flowers placed outside door
- 19- holy symbol on chain hangs from doorknob
- 20- message box hangs on door, contains 1d4-1 messages

Random Trap/Secret Door Disarming

Use this table to determine how a trap has to be disarmed, regardless of whether you use a percentage roll or S&W-style trapfinding. Alternately, with little modification, the table can be used to determine how a secret door is opened.

Roll **d100**:

1. Rusty chains snake across the ceiling, disappearing into holes on either wall.
2. Three brass floor plates, nearly invisible beneath the dust and detritus.
3. An eroded bas-relief of a grinning Pan-like figure, its fingers appear to be moveable.
4. A shallow gutter runs along the far wall, with a loose brick restricting the flow of water through it.
5. What appears to be a keyhole is discovered behind a loose stone.
6. A rusted and jammed lever is found beneath a discarded pile of clothing.
7. A row of fake-emerald buttons on the wall, covered in cobwebs.
8. Three stones are arranged in a circle on a lead pressure plate.
9. A painting of an octopus is found in a far corner, three of its arms appear depressible.
10. A foot-long strip of iron is set into the ceiling, with a small magnet at one end.
11. A small wooden door opens to a panel filled with strange metal gears.
12. Three tiny brass levers in a hand-sized hole in the floor.
13. A moldy rope lies on the floor, leading to a pulley lost in the shadows of the ceiling.
14. Four keyhole sized openings along the bottom of a door.
15. A magical rune glows red when touched.
16. A small statuette of an elephant lies beside a small stone pedestal.
17. A loose block in the ceiling appears to be hooked to a chain above.
18. Three counterweights hang on ropes just inside the door.
19. A bas-relief of a demonic face has depressible eyes.
20. A camouflaged metal door on one wall conceals a copper lever.
21. A magic mouth appears and demands a password.
22. Magic runes spell out "Erase Me" with Read Magic.
23. A statue of a wizened sage has moveable arms.
24. An abandoned bottle contains a key matching a concealed hole in the wall.
25. A loose brick has fallen out of the wall and must be replaced.
26. A ghostly apparition appears and demands a song be sung to him.
27. A pulley disarms the trap, but the rope is missing.
28. A empty gourd hangs from a hook on the wall and must be filled with water.

29. Three couplets of an old poem are scrawled on the wall; the missing couplet must be recited aloud.
30. Two orcs are painted on the floor; erasing one disarms, erasing the other sets off trap again.
31. The trap is not disarm-able, but a detailed schematic of the next trap is drawn in chalk upon the floor.
32. Four loose bricks must be straitened.
33. Water must be poured upon a leather strap hanging over the door to loosen it.
34. A ceramic cap over the disarming panel must be broken open.
35. A filthy wax seal over the panel must be melted away.
36. A magic mouth appears and demands to know the meaning of life.
37. Five pewter runes in the ceiling must be depressed in order.
38. A console of brass buttons is a decoy; the real trap release is hidden beneath.
39. Detect Magic must be cast to reveal the invisible lever.
40. A statuette of a dog must be broken open to reveal a key.
41. A silver floor panel (20gp value) covers a stone lever crawling with centipedes.
42. A stone chest must be opened to a precise degree.
43. An empty hourglass must be filled with sand and turned upside down.
44. Three wall levers: two set off the trap again, one disarms.
45. A candle in a wall sconce must be burned down to disarm.
46. A wall sconce must be turned to a right angle.
47. A chandelier must be pulled down to floor, revolved 180 degrees, and sent back up again.
48. Every candle on a seventeen candle-candelabra must be lit; seven candles are missing.
49. A torch must be applied to a heat-sensitive floor panel.
50. An invisible statue in the corner must have both arms lowered.
51. An imp appears and demands payment to disarm the trap.
52. A globe hangs from the ceiling; Light must be cast upon it.
53. A hollow needle emerges from the wall; pricking a finger upon it disarms trap.
54. A ceramic alligator statue with gaping maw: will close maw if fed meat and disarm trap.
55. A snake-filled pit contains the release lever.
56. A small ochre jelly (1+1HD) must be coerced off the pressure plate it rests upon.
57. The open mouth of a gargoyle must be filled with wine or beer.
58. An illusory wall conceals a control panel.
59. A release lever at the bottom of a sludge-filled well.
60. Four small toilets line the far wall; all must be flushed.
61. A dagger must be placed into the hand of the statue of an impish child.
62. A complex set of gears is concealed within an armoire.

63. A lever is hidden behind a wine rack.
64. An empty, moveable bookcase conceals a set of rope pulleys.
65. A fake toadstool, among a patch of real ones, may be turned like a doorknob.
66. A patch of mildew conceals a diagram detailing how to disarm the trap.
67. An unlit torch on the wall must be lit.
68. The release lever has a hive of angry wasps built around it.
69. An acid-filled crystal ewer on a pedestal must be carefully emptied.
70. A row of clever brass gears is concealed just under the plaster on one wall.
71. A wick leading into a hole in the wall must be lit.
72. A row of skulls upon a ledge high on one wall; one contains the detached lever deactivating the trap.
73. An immense chalk maze drawn into the floor must be carefully walked through to completion.
74. A magic circle scribed into one wall must have a corpse placed within it.
75. A blackened steel wire stretches across the ceiling and must be cut.
76. Forty feet of chain must be pulled from a hole in the ceiling; very noisy (check for wandering monsters).
77. An iron spike must be pulled out of the stone wall it's driven into (very difficult!).
78. A leprechaun is geased to guard the release and must be appeased with gold.
79. A complex set of archaic runes must be deciphered and read aloud.
80. A frayed rope pull-cord is concealed behind infested cobwebs.
81. A nine-headed hydra statue must have its heads hacked off.
82. Acid must be applied to a soapstone plug.
83. Seven locks must be picked, or the proper keys found.
84. A rude drawing of an elven maiden conceals a wall plate.
85. A magic mouth appears and demands an immediate dance recital.
86. A shallow pool of filthy water conceals rusty mechanism; must be dry, clean, and oiled.
87. A brazier must be filled with coal and lit.
88. A chair attached to a hidden floor lever must be tipped back.
89. A slimy stone in the wall must be removed, turned, and replaced.
90. A dagger must be placed into a hole; cannot be removed afterwards.
91. A hand-shaped depression in the high ceiling must be depressed.
92. Dust-covered elvish runes on the far wall must be read aloud.
93. A froglike idol must be knelt in front of, depressing a hidden floor plate.
94. A rudely fashioned ceramic face on the wall must be broken away to reveal a lever.
95. Acid must be poured upon a series of thin copper filaments.
96. Three ceiling hooks must be

chained together and pulled; the chain is missing.

97. The apparition of a pirate appears and demands a bawdy tune.

98. Three silver wires, nearly invisible, run across the floor from either wall.

99. Five brass levers are concealed behind the painting of a grinning ettin.

00. Rows of colored circles dot the floor. A spinning wheel depicts the colors, and hands or feet must be placed on the corresponding colors until the trap releases. May require multiple participants.



Skeletons in the Closet

Everyone has secrets. How those secrets influence one's life or career remains to be seen. Roll on the following table to determine the skeleton in your character's closet!

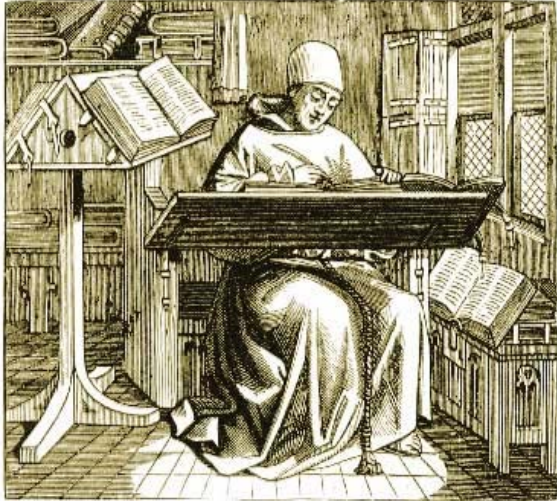
Secret Background Table (d%)

01. Unresolved Family Vendetta
02. Unfulfilled Family Quest
03. Orphan
04. Apprentice to a murdered Master
05. Stranger from a strange land
06. Apprentice will some day challenge Master
07. Dark Family Secret
08. Amnesiac
09. Exiled from homeland
10. Spy from a rival nation
11. Bastard child of local nobility
12. Reincarnated from dead hero
13. Consumed by Greed
14. Future Dark Lord
15. Fleeing failed marriage w/kids
16. Criminal incognito
17. Accidental murderer from another town
18. Fulfilling noble destiny
19. Doomed to descend to evil
20. Fated to ascend to sainthood
21. Martyr Complex
22. Deserter from local military
23. In search of dark artifact
24. Spurned by noble love-interest
25. Escaped from indentured servitude
26. Escaped Slave
27. Scion of a fallen noble house
28. Last in line to inherit
29. Failed clergyman
30. Refugee from a fallen kingdom
31. Alcoholic
32. Drug Addict
33. Yearns to be Knighted
34. Thirst for power
35. Thirst for knowledge
36. Hidden at birth
37. Abandoned child
38. Must avenge mother slain by father
39. Destined to be "Chosen One" of local religion
40. Whispered to by Demons
41. Has visions
42. Motivated by dreams
43. Slave to daily horoscope
44. Obsessed with discovering lost/legendary city
45. "I'm from the Future"
46. Deposed ruler
47. Financially ruined
48. Farmboy destined for greatness
49. Seeking soulmate
50. Must adventure to fulfill psychotic urges
51. Driven from village as a witch
52. Just released from jail
53. Hunted for a crime you didn't commit
54. Reluctant heir to a noble house
55. Haunted by ghost
56. Survivor of great cataclysm
57. Suicidal
58. Driven by lusts
59. Seeks lost family member
60. Seeks lost love
61. Following portents, signs, and omens
62. Motivated by religious zealotry

63. Family cursed by the gods
64. Has taken an oath of silence
65. Twin sibling is force for evil
66. Outcast for religious beliefs
67. Fleeing an arranged marriage
68. In hiding from family
69. Seeks wine, women, and song
70. Wants to be best of character class, ever
71. Seeks mercantile opportunities
72. Traumatized ex-soldier
73. Under a powerful geas
74. Thrown out of home by spouse
75. Setting out to avenge a great wrong
76. Fleeing the vengeance of another
77. Shamed by cowardice
78. Shunned for unnatural urges
79. Determined to discover the meaning of it all
80. Last survivor of an infamous massacre
81. Had affair with spouse of dangerous rival
82. Fleeing the legacy of an evil family
83. Victim of circumstance
84. Failed academician
85. Driven from guild for incompetence
86. Wishes funding to found a temple
87. The last of your kind
88. Caused a great tragedy
89. Accidentally killed a sibling
90. Determined to establish a new world order
91. Hopeless Romantic
92. Never catches a break
93. Writing a great novel/epic
94. Aspires to godhood

95. Plagued by recurring nightmares
96. Was raised in Faerie, exiled upon puberty
97. Quixotic wanderer
98. Seeking secret of your origin
99. Betrayed by spouse
00. Human from modern Earth trying to find a way home





100 Book Titles

Every so often, be it in the Forsaken Halls, or some other adventuring locale, the players come across a library, or a shelf of books. Invariably, they ask what the titles of the books are, and I'm left floundering for titles to come up with at the drop of a hat. This random table is designed to help with those situations when players want to know, specifically, what books are in that hidden case in the Necromancer's workshop.

Of course, you needn't give them up too easily. 10% or so of these should require special means to decipher them. Spells like Read Magic and Comprehend Languages are there for a reason, just be sure to reward the use of such resources with the odd scroll, treasure map, or all-new spell!

100 Book Titles

(d100)

1. Offerings to Set: A Diary
2. Cocktail Recipes of the Crimson Court
3. The Prayers of Arumfus
4. Black Nights and Red Blood: A History of Lost Harnfell
5. The Rise and Fall of the Dread Emperor
6. Limericks for an Elven Fete
7. Cistikins Foul Grimoire
8. The Last Titan
9. The Teachings of the Great Nordoolus
10. Bezum's Book of Marine Engineering
11. One Bridge Too Many: Last Stand of the Excitran Cavalry
12. The Poetry of Fars Fargrim
13. A Dwarf In Shackles: Overcoming the Curse
14. Troll Recipes for Fanciful Children
15. Anatomy of the Centaur
16. Tira and the Roper: A Tale of Forbidden Love
17. Nineteen Filthy Leprechauns
18. Maps and Floorplans of Porttown
19. The Memoirs of Grewg the Pirate
20. Bleak Happenings: A history of the Mindplague
21. Drinks to liven your Existence
22. Popular Dress and Hairstyles of the Second Age
23. Aradombular: Three Plays
24. Aradombular: A Treatise of the Meaning of Things
25. Aradombular: The Philosophy of

- Gromus
26. Aradombular: The Pagan Essays
 27. The Battle of Orichs and the Fall of Trayle
 28. The Twelve Sagas of Bronn the Hero
 29. Ornamental Dogs and their uses in Modern Cuisine
 30. My Five Humans: An Ogre's Tale
 31. Dragons: Myth or Fact?
 32. The Encyclopedia Geraximus: Volume Thirty Four Ch-Cz
 33. Balls
 34. Military Ensignia of the Knights Emergent
 35. Juiblex: The Lost Comedies
 36. Ode to the Hobgoblin Maiden
 37. Fifteen Holy Relics of Ylalla
 38. Pyromancy: An Urban Crisis
 39. Fuanatic Poisons and Their Cures
 40. Klybec's Passion
 41. Otyugh and I
 42. Letters to the Major: A Bordercaptain's Shame
 43. The Lost Shrine of Amberdown: Found?
 44. Hyrax: A Play in Seven Acts
 45. Tools of the Late Jurian Age
 46. Bridges: The Secrets of their lasting Construction and Maintenance
 47. An argument against Necromancy
 48. The Seventy-seven Quips of Borlak the Arch-Mage
 49. Thirty Leagues Below Mount Grimbad
 50. Shields and Bucklers of the Late Devalian Renaissance
 51. The Chemistries of Niflif the Clever
 52. The Cat-Gods of Olix
 53. Koepple: Ninety-nine Songs of Hate and Derision
 54. A Brief History of the Orange Uprising
 55. Desert Survival, A Beginner's Guide
 56. The Mysteries of Dionicus
 57. The Care and Feeding of the Xorn
 58. Small Things and Gnomes
 59. Deciphering the Language of Kobolds
 60. The Humorous Letters of Mayor Barrelroom
 61. Nine Sages in Hell: A Warning
 62. The Flora and Fungi of the Grey Forest
 63. The Thirty-Seven Useful Parts of the Catoblepas
 64. The Unmasking and Trying of Witches!
 65. Fifteen Fowl Recipes
 66. Siege Engines and their Construction and Use
 67. Engineering Secrets of the Elder Kings
 68. The Sins of Father Trinicus
 69. The Prophesies of the Jilgrian Sisterhood
 70. Small Wonder: Rise and Fall of the Halfling King
 71. Herbology: An Apprentice's Handbook
 72. A Pictoral Guide to the birds of the Mossy Vale
 73. The Secrets of Seduction for the Clueless and Childless
 74. Naughty Gifts, the Memoires of Lady Truncheon
 75. Autumn Leaves: The Diary of Woqueforte the Unloved

76. Poetry of the Lobingian Epoch
77. Seven Simple Love Charms and Potions
78. Fishing Lures for every Season
79. Preventing Pox
80. Disciplining the Wayward Child
81. Puddings and Oozes of the Sunless Realm
82. Undeath: A Treatise
83. The Saga of Eligarth the Bold
84. Flumph Recipes
85. A History of the Pale City
86. Sewage and Irrigation of the Modern Gaol
87. Courtly Manners of the Appropriate Kinde
88. Ninety-Nine Songs of Hate and Derision: Right Back Atcha, Koepple!
89. Feces: A Hunter's Guide
90. The Travels and Travails of Willus and Feng
91. The Browne Arcanum
92. The Legend of the Diamond Throne
93. Secrets of the Prax Society
94. Brewing like the Masters!
95. The Lost Erotica of the Merrow
96. Tales of the Far South
97. Twelve Habits of the Successful General
98. Misery Loves Company: The Care and Spreading of the Latest Plague
99. The Polite Prayerbook of the Penitant Pilgrim
00. Haques' Dictionary (2600 pages).

Expanding the Fighting Man



In many campaigns, there is a great variety of Fighting Men, from savvy hunters, to grizzled soldiers, to arrogant duelists. At some point, you may wish to more greatly reflect these differences with some additional rules. Use these variant Fighting Men “as is”, or as inspiration for your own house-ruled creations!

All the variants below use the same experience point, hit dice, and saving throw progressions as the standard **Swords & Wizardry** Fighting Man.

Ability Prerequisites: Most of the Variants below list an ability prerequisite. This is, of course, strictly optional. Some referees may wish to use the prerequisites to reflect the rarity of certain Variants in their campaign world, while others may prefer to avoid the perceived incentive to min/max characters.

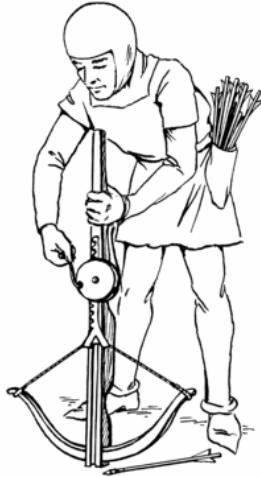
The Warrior

The most common sort of Fighting Man is the Warrior, and this often becomes the “default” Fighting Man in campaigns where variants are used. The Warrior is an expert fighter, a skilled soldier, a deadly sell-sword. The Warrior has no ability prerequisite, though melee fighters and missile fighters will no doubt wish to favor the ability that most affects their chosen specialty.

Prerequisite Ability: None.

Combat Specialty: Warriors may choose to favor **melee combat** or **ranged combat**. Whichever is chosen, the Warrior is +1 to-hit and damage with all weapons of that type. For example, a Warrior with the melee Combat Specialty is +1 to-hit and damage with swords, axes, maces, etc.

Unstoppable: Any time a Warrior makes a melee attack against an enemy that results in dropping that enemy to 0 or less hit points, the Warrior gets an immediate attack against another enemy within range. Potentially, this could result in the Warrior killing all enemies within reach, if they are weak enough to be killed with one hit! Note that Melee Combat Specialty is not required for the use of this special ability.



The Ranger

The Ranger is a variant of Fighting Man that represents the trackers, hunters, and wilderness guides of a campaign. The Ranger is an expert at surviving in the most difficult of environments, able to seek out the water and food necessary to sustain life far from civilization. The Ranger is also an expert tracker, and often serves as a guardian of the fringes of civilization.

Prerequisite Ability: Wis 13+

Combat Specialty: The Ranger is an expert at fighting humanoids such as orcs, goblins, ogres, and the sort. The Ranger is +1 to-hit and damage against such foes. This bonus increases to +2 at 5th level, and again to +3 at 9th level (maximum bonus). In more Sword&Sorcery style campaigns, where humanoids are not

common, the referee may choose to allow this bonus against foes such as savages, berserkers, and other human threats from the wild borderlands of society.

Tracking: The Ranger can easily track all but the oldest trail in wilderness surroundings, and may even track spoor greater than a week old (5 in 6, with an additional -1 for each week beyond the first). In dungeon or urban conditions, the Ranger may still track to extent (typically a 2 in 6 chance, modified by the referee for circumstances such as traffic, dirt, etc).

Alertness: The Ranger is stealthier and harder to surprise than most men, and his senses are often keener. The Ranger gains a +1 bonus (on a d6) to such actions as listening, looking for pits, sneaking, etc.

The Paladin

The Paladin is the epitome of the Holy Warrior, a man devoted to the pursuit of goodness, justice, and Law through the mettle of his character and the strength of his swordarm. Most Paladins are members of Holy Orders devoted to a deity of Law, though some solitary warriors have been known to be called to such a life by their dreams and visions. The exceptional abilities of the Paladin are granted solely through the grace of the powers of Law, and should a Paladin stray from the righteous path, all abilities will be lost, if not permanently than until some special quest or penance is performed.

Prerequisite Ability: Cha 13+

Prerequisite Alignment:

Lawful(good)

Holy Aura: A Paladin is considered to be, permanently, under the effects of the spell *Protection from Evil*.

Anointed Flesh: The Paladin is immune to Disease, and is allowed a saving throw against attacks that would normally drain a level.

Turn Undead: Beginning at 4th level, a Paladin may Turn Undead exactly as a Cleric of three levels lower.

The Rogue

The Rogue is an agile and crafty Fighting Man, a duelist, a thug, a mountebank, a rake. Equally at home in the high courts of nobility as he is in the lowest of gambling dens, the Rogue lives by his wits, speed, and flashing blade. A Rogue eschews the use of heavy armor, and disdains the use of clumsy large weapons.

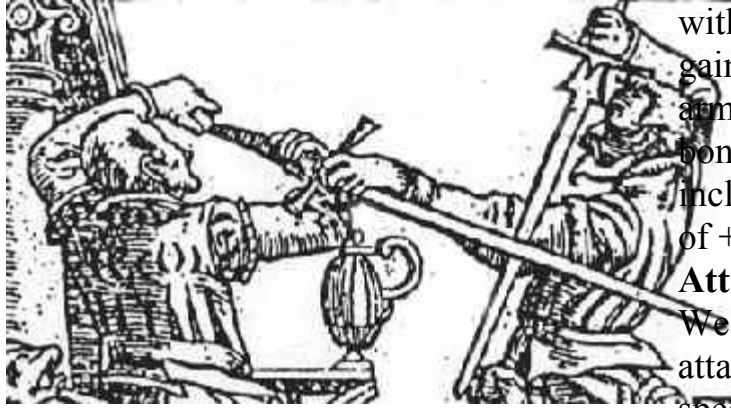
Prerequisite Ability: Dex 13+

Armor Restriction: A rogue clad in any but the lightest armors loses all other benefits of this Variant.

Alertness: The Rogue is stealthier and harder to surprise than most men, and his senses are often keener. The Ranger gains a +1 bonus (on a d6) to such actions as listening, looking for traps, sneaking, etc.

Backstabbing: With surprise, and armed with a melee weapon, the Rogue may strike at +4 to-hit for double the normal damage inflicted. Unlike with Thieves, this damage does not increase at higher levels.

Thievery: The Rogue has a base chance of 20% to pick locks, disarm small traps such as poisoned needles, palming small objects, picking pockets, etc. This chance increases by 5% each level.



with a shield, the Weapon Master gains a +1 bonus to Armor Class. If armed with a magic weapon, the bonus of that weapon may also be included, to a maximum total bonus of +3 to AC.

Attack Speed: At 9th level, the Weapon Master gains an additional attack per round with his weapon of specialty.

Weapon Master

The Weapon Master chooses to focus on a single weapon, devoting most or all of his training to that particular armament. The Weapon Master may be a duelist-for-hire, a master archer, even a skilled master of siege weaponry such as the arbalest or catapult! Through his devotion to his chosen specialty, the Weapon Master often unlocks many secrets of combat lore unavailable to other types of warriors.

Prerequisite Ability: Int 13+

Combat Specialty: The Weapon Master may choose a single weapon. With this weapon, he is +1 to-hit and +2 to damage. At fifth level, the bonus increases to +2 to-hit and +3 to damage, and at 9th level, the bonus increases to +3 to-hit and +5 to damage (maximum bonus).

Defensive Technique: Provided the Weapon Master is armed with his weapon of choice, and is not equipped

Creating your own Variants:

There is certainly room for further variants to the trusty Fighting Man. Others I have created include the Noble, the Archer, and the Merchant, but I've excluded them in the interest of not wanting to influence your own creative impulses! It's important to remember when creating houserules for a game like Swords & Wizardry that you are tampering with a ruleset an important attraction of which is its being so "rules-lite". With that in mind, I always recommend no more than 2 or 3 "benefits" to a given variant, no ability prerequisite greater than 13, and no restrictions that will make the variant feel like a "shoehorn" rather than a desirable expansion to what is already a great class!

Healing in a Low-Magic Campaign.

After a combat, damaged PCs may spend one turn on "first aid", healing 1d4hp of damage sustained in that particular combat. This is actually an old house rule I first noticed in the old Judges Guild "Ready Ref" Sheets, and just this house rule alone improves play regardless of genre, as it also frees up Clerics to exploit a wider variety of spells. Personally, I find it also better reflects the nature of hit points themselves, in that they are a more abstract form of damage, representing not just actual wounds, but fatigue, bruising, and even combat ability. The left-over damage after the 1d4hp of first aid represents the actual injuries that will require rest or more intensive healing.

PCs regain lost hp at a rate of 1d3hp per day of rest. This is a healing rule I've adopted from the Moldvay Basic book, and far preferable in my opinion to the more common 1hp/day standard. It's faster on average, and gives the player's something to do every day (roll a d3) rather than just saying "ok, I'm down 6hp, so I rest for 6 days". Also, I

consider "day of rest" to be "day spent back in town/camp". No one gets any rest down in the dungeon while nervously anticipating the next wandering Umber Hulk encounter. PCs are welcome to drink, wench, shop, and divvy treasure while "healing", provided there is a comfy bed at the Inn to retire to at a reasonable hour.

PCs regain lost hp at a rate of 2d3 per day under care of a physician. Sometimes, PCs don't have all the time in the world, or are too seriously injured, to play man-about-town. A physician does require his patient to get complete bed rest while under care, and costs roughly 1gp/hp healed. Some adventurous physicians can be lured out on expeditions at a rate of 20-50gp/day (plus cost of poultices used and the standard 1gp/hp healed as a "tip"), but will never venture into actual dungeons, rather remaining at "base camp". Such field physicians sometimes also require the aid of one or more assistants at a rate of 1gp/day.

PCs may be cured of non-magical diseases and poisons under care of a physician. Treatment typically takes 3d4 days and costs roughly 50gp/HD of the creature that inflicted the injury (for instance, disease from a giant rat costs about 25gp to cure). Again, this requires complete bedrest, and a tip of 1gp/hp cured is recommended.

Death and Negative Levels:

PCs reduced to 0 or fewer hit points die in 1d6 rounds. This represents the time the PC gets for someone to help stop the bleeding, pull out the arrow, etc, before actually dying. This is totally at the referee's discretion, of course: In cases where the damage inflicted is catastrophic, such as being reduced to -30 hp by a blast of dragon breath, the referee may rule that there is nothing left to heal! This is another discovery from those ever-helpful Ready Ref Sheets.

PCs may regain levels lost as result of supernatural level-draining effects under the care of a qualified physician. Perhaps the most radical of these houserules, its nonetheless a good idea to have something like this in place for any campaign that doesn't have a high-level cleric in every town. Regaining lost levels takes 1 week of complete bedrest for every level lost, and costs 1000gp per level lost. Treatment must begin within one month of the loss, or level loss is permanent. Only physicians with a working knowledge of the supernatural (such as witchcraft, sorcery, religious mysteries, herbalism, etc) may render such treatment.

Non-magical Healing Potions and Poultices:

Another good way to supplement the Cleric-free party is to make available some simple herbal or medicinal remedies. Some examples might include:

Poultice of Healing (50gp): This is a creamy, salve-like poultice that is applied directly to a wound. It heals 3-6(1d4+2) points of damage and prevents scarring. Such a poultice is only effective on an individual once every 24 hours. A second application is only half as effective (round fractions down), and further applications have no effect whatsoever, until 24 hours has passed.

Anti-Venom, Weak(25gp): Imbibing this fluid within one round of poisoning allows the poisoned victim an immediate second saving throw against that poison.

Anti-Venom, Strong(200gp): Imbibing this fluid within one round allows the victim an immediate saving throw at +4.

Cleansing Remedy(100gp): Imbibing this foul herbal concoction within 24 hours of contraction of a disease thoroughly and noisily flushes out the victim's system (which may be inconvenient in certain circumstances), giving them an immediate saving throw against the disease with a +2 bonus.

Veritus Charm(500gp): This holy charm, if worn openly around the neck, allows the target of level draining attacks (that wouldn't normally allow a save) a saving throw at -2 against level drain.

The Thief

HD: 1d6 per level, max 10, +1hp/level after 10th

Weapons: Any

Armor/Shields: Leather only / no shields

Combat: As Clerics

Ability: Dexterity(13+ get +5% xp)

Lvl	xp	HD	Save	Thievery	Backstab	Alertness
1	0	1	15	33%	x2	+1
2	1250	2	14	39%	x2	+1
3	2500	3	13	45%	x2	+2
4	5000	4	12	51%	x3	+2
5	10000	5	11	57%	x3	+2
6	20000	6	10	63%	x3	+3
7	40000	7	9	69%	x3	+3
8	80000	8	8	75%	x4	+3
9	160000	9	7	81%	x4	+4
10	320000	10	6	87%	x4	+4
11	570000	+1	5	93%	x4	+4
12	820000	+2	4	99%	x5	+5
13+	+250k per level; +1hp per level; Save, Thievery, Backstab, and Alertness are at maximum value at 12 th level (Master Thief).					

Abilities:

Alertness: This bonus modifies the normal chance on 1d6 to listen, detect secret doors, be surprised, detect traps, etc.

Backstab: With surprise, a thief can strike at +4 to-hit for double damage or higher.

Scroll use: Thieves of 10th level or higher can utilize Magic User scrolls, though there is a 10% of failure (only 5% if Int is 13+).

Thievery: This is the Thief's percentile chance to jimmy locks, pick pockets, palm small objects, disarm small traps, decipher codes, climb sheer surfaces, etc.

Black Barmuth

ArmorClass: 4 [15]

Hit Dice: 6

Attacks: 6 tentacles (1d6) or bite (2d8)

Saving Throw: 11

Special: see text

Move: 3

Challenge Level/XP: 8/800

The Black Barmuth is a bog-dwelling amphibian monstrosity that lurks just beneath the surface, waiting to grab and eat unwary passersby (1-in-4 chance of surprise). The Barmuth has 6 tentacles surrounding its massive frog-like maw, each tipped with a barbed hook. A successful hit from one of the tentacles hooks deep into the victim for 1d6 damage, and the victim is held and squeezed for an additional 1d4 damage each round. Held victims will be dragged into the Barmuth's maw in 1d4 rounds and chewed upon for 2d8 points of damage. Victims forcibly freed from the hooked tentacles sustain an additional 1d4 points of damage. It is rumored that an armor-plated version of this beast, the Red Barmuth, lurks in desert areas.

Bog Zombies

Armor Class: 6 [13]

Hit Dice: 2

Attacks: 2 claws (1d6)

Saving Throw: 16

Special: Immune to sleep, charm; diseased

Move: 12

Challenge Level/XP: 3/60

Bog Zombies appear as black, leathery, undead humanoids with nooses pulled tight around their necks. Unlike their mundane brethren, Bog Zombies are fast and possess a malicious cunning. Any time maximum damage (6) is rolled for a Bog Zombie hit, the victim contracts a rotting disease, taking an additional hp of damage per day. The diseased wound will not heal naturally, and requires magical assistance. Bog Zombies often travel in packs of a dozen or more.

Keerkas

Armor Class: 7 [12]

Hit Dice: 2

Attacks: 2 tentacles (1d4)

Saving Throw: 16

Special: Paralysis, Flight

Move: 9

Challenge Level/XP: 3/60

Keerkas appear to be green, mossy, gas-filled jelly-fish that float in the air several feet above the ground; roughly the size of sheep, with dozens of hanging tentacles.

Two of these tentacles are used for attacks, and are coated with a paralytic poison (lasts 1d4 turns unless a saving throw is made). Paralyzed victims are enveloped in the other tentacles, and digested at a rate of 1d8 points of damage per round. Keerkas typically travel in schools of 7-12, though once every 4 years they swarm together into schools numbering in the hundreds, terrorizing the lands beyond the bog.

Drill Leech

Attack: 1hp/day

Special: Numbing poison

Challenge Level/XP: 1/15

The Drill Leech is a tiny, leech-like creature that inhabits shallow waters and bogs. It possesses a drill-bit-like head that secretes a numbing agent, making it unlikely that a victim will even notice it has been made to host the parasite (1 in 10 chance), as the Drill Leech embeds itself fully into the flesh of the host's foot or leg. The victim will lose 1hp/day (this will not heal normally) until the Drill Leech is discovered and removed either through magical means (Cure Disease will work) or by a healer familiar with the parasite.



1 hex = 5 LEAGUES