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ROLEPLAYING SUPPLEMENT
COMPATIBLE WITH THE
Swords & Wizardry
RULES AND ALL EDITIONS BASED ON
THE ORIGINAL 1974 ROLEPLAYING GAME



NPCs of the Isle of Piall

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Thanks to Matthew J. Finch for putting together the Swords & Wizardry Core Rules

Valard the Yellow Mage

(Southpoint, Hawath Hex 0105)

Valard the Yellow Mage, 9th Lvl Magic-User

Init +0; AC 9[10]; HP 24; Save 7 (+2 vs. spells);

Move 120'; CL/XP 10/1,400;

Attacks (x1)

Staff; HTB +2, DMG 1d6; or

Large Dagger; HTB +2, DMG 1d4;

Attributes

Str 9 (+0); Dex 11 (+0); Con 10 (+0);

Int 17 (+2); Wis 12 (+1); Cha 13 (+1);

Abilities

Thaumatology +5; Research +3; Nat. Philosophy +2; History +1;

Mathematics +2; Locution +2; Professional (Sculptor) +4;

Ritual Magic: Can cast 2nd level spells as rituals;

Possessions

Clothes, Staff w/ Wizard's Touch, 120d Ritual Components, 3 viz (Coral Shell, Smooth Driftwood, pink Granite Shard), Bracers of Defense AC 6[13], Charm of Protection from Constructs, Scroll of *Magic Missile*, Potion of Extra-Healing, Potion of Healing, 264d (personal), 13,134d (treasury)

Grandmaster Typical Spells

1st Level: *Hold Portal* x2, *Charm Person*, *Light*

2nd Level: *Web*, *Detect Evil*, *Strength*

3rd Level: *Dispel Magic*, *Suggestion* x2

4th Level: *Wall of Ice*, *Ice Storm*

5th Level: *Transmute Rock to Mud*



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Sheriff Tomar Revan

(Mikva, Hex 0403)

Sheriff Tomar Revan, 4th Level Fighter
Init +4; AC 4[15]; HP 20; Save 11;
Move 90'; CL/XP 4/120;
Attacks (x1)
<i>Longsword</i> ; HTB +5, DMG 1d8+1
<i>Large Dagger</i> ; HTB +5, DMG 1d4+1;
Attributes
Str 13 (+1); Dex 10 (+0); Con 11 (+0);
Int 11 (+0); Wis 9 (+0); Cha 12 (+1);
Abilities
Area Know. (Isles) +1, Athletics +2, Hagglng +1, Mathematics +1; Strategy +1;
Possessions
Chainmail Armor, Medium Shield, Broadsword, Large Dagger, 2 potions of healing (1d8+1), 93d.

Baron Argus Gervon

(Mikva, Hex 0403)

Baron Argus Gervon, 5th Level Fighter
Init +5; AC 2[17]; HP 26; Save 10;
Move 60'; CL/XP 4/120;
Attacks (x1)
<i>Broadsword +1</i> ; HTB +6, DMG 1d8+2
<i>Large Dagger</i> ; HTB +5, DMG 1d4+1;
Attributes
Str 14 (+1); Dex 12 (+1); Con 9 (+0);
Int 11 (+0); Wis 11 (+0); Cha 10 (+0);
Abilities
Area Know. (Piall) +2, Athletics +2, Intimidation +1, Locution +1, Strategy +1;
Possessions
Plate Armor, Medium Shield, Broadsword +1 (<i>Tavaras' Bane</i>), Large Dagger, 1 potion of healing (1d8+1), 234d.

Master Arven Rowe of the Order of Thoth

(Mikva, Hex 0403, #13 Resident Mage)

Master Arven Rowe, 7th Lvl Magic-User

Init +1; AC 8[11]; HP 15; Save 9 (+2 vs. spells);

Move 120'; CL/XP 8/800;

Attacks (x1)

Staff; HTB +2, DMG 1d6; or

Large Dagger; HTB +2, DMG 1d4;

Darts; HTB +2, DMG 1d3+2, RoF 3; RNG 15 ft./yds.

Attributes

Str 10 (+0); Dex 13 (+1); Con 8 (-1);

Int 15 (+2); Wis 10 (+0); Cha 11 (+0);

Abilities

Thaumatology +6; Research +3; History +3, Locution +2, Physician +1, Stealth +1;

Ritual Magic: Can cast 2nd level spells as rituals;

Shield of Magic: +20 Magical Immunity

Possessions

Clothes, Staff w/ Light 30' rad. & Wizard's Touch, Beaker of Control Undead Potion x1, 2 Darts +2 Dmg Only, Charm of Sleep, Scroll of Detect Magic, Potion of Healing (1d8+1), 340d Ritual Components, 6 viz (assorted),

Grandmaster Typical Spells

1st Level: Sleep, Charm Person x2, Magic Missile

2nd Level: Web x 2, Continual Light

3rd Level: Fireball, Dispel Magic

4th Level: Dimension Door



One Hex = 3 miles

Moran Lodar

(Carra, Hex 0404)

Moran Lodar of Carra, 5th Level Thug

Init +0; AC 8[11]; HP 25; Save 13;

Move 120'; CL/XP 5/240;

Attacks (x1)

Fish Club; HTB +4, DMG 1d4+2;

Attributes

Str 14 (+1); Dex 10 (+0); Con 12 (+1);

Int 11 (+0); Wis 11 (+0); Cha 9 (+0);

Special

Brute Strength: +2 to damage for all weapons.

Abilities

Area Knowledge (Piall) +2; Athletics +4; Intimidation +3;

Perception +1;

Professional (Fishing) +1;

Possessions

Clothes, Leather Armor, Fish Club, 32d.



Stephan Clar

(Mikva, Hex 0403, #17 The House of Fish)

Stepen Clar, 4th Level Burglar

Init +2; AC 6[13]; HP 9; Save 12;

Move 120'; CL/XP 4/120;

Attacks (x1)

Small Mace; HTB +1, DMG 1d4+1, +1 vs. Mail;

Small Dagger; HTB +1/+3, DMG 1d3, RoF 1, RNG: 10 ft.;

Attributes

Str 9 (+0); Dex 15 (+2); Con 10 (+0);

Int 12 (+1); Wis 9 (+0); Cha 13 (+1);

Abilities

Area Knowledge (Mikva) +2; Climbing +2; Eavesdrop +1; History +1; Legerdemain +4; Locution +2; Perception +1; Stealth +3;

Possessions

Leather Armor, Shortsword, 2x Small Daggers, 120d.

Sir Iago Dunth

(Lairs, Hex 0201)

Sir Iago Dunth, 3rd Level Fighter

Init +4; AC 4[15]; HP 14; Save 12;

Move 90'; CL/XP 3/60;

Attacks (x1)

Longsword; HTB +4, DMG 1d8+1

Large Dagger; HTB +4, DMG 1d4+1;

Light Crossbow; HTB +5, Acc: +2; RoF 1;

RNG: 60 ft./yds.; DMG: 1d4+1 (Bolts);

Attributes

Str 12 (+1); Dex 12 (+1); Con 14 (+1);

Int 9 (+0); Wis 8 (-1); Cha 14 (+1);

Abilities

Area Know. (Midland Sea) +1, Athletics +1, Perception +1, Stealth +1; Seamanship +1;

Possessions

Chainmail Armor +1, Medium Shield, Longsword, Large Dagger, 1 potion of healing (1d8+1), Charm of Sleep, 93d.

Captain Arvis Black

(Random Encounters, Waters)

Captain Arvis Black, 9th Level Fighter

Init +4; AC 4[17]; HP 67; Save 6 (+1 from ring);

Move 90'; CL/XP 9/1,100;

Attacks (x1)

Shortsword; HTB +10, DMG 1d6+1

Light Crossbow +1; HTB +10, Acc: +2; RoF 1;

RNG: 60 ft./yds.; DMG: 1d4+2 (Bolts);

Attributes

Str 13 (+1); Dex 15 (+2); Con 12 (+1);

Int 11 (+0); Wis 9 (+0); Cha 13 (+1);

Abilities

Area Know. (Midland Sea) +2, Athletics +3, Perception +1,

Seamanship +3, Shipwright +1;

Possessions

Ring Armor +1, Medium Shield +2, Shortsword +1 (Cutlass style), Charm of *Water Breathing*, Light Crossbow +1, 1 Potions of Extra-Healing (3d8+3), 2 potions of healing (1d8+1), Ring of Protection +1, 93d.



Sir Avar

(*Bone Keep, Hex 0302*)

Sir Avar, 6th Level Chaos Knight (ex-Paladin)

Init +7; AC 0[19]; HP 26; Save 9;

Move 60'; CL/XP 8/800;

Attacks (x1)

Broadsword +2; HTB +11, DMG 1d8+5

Large Dagger +1; HTB +10, DMG 1d4+4;

Attributes

Str 18 (+3); Dex 12 (+1); Con 12 (+1);

Int 12 (+1); Wis 8 (-1); Cha 7 (-1);

Abilities

Athletics +2, Intimidation +2, Survival +1, Stealth +1, Strategy +1;

Detect Evil: Can sense enemies in 60 ft. radius

Darkness: At will 15 ft. radius, can see inside darkness.

Cause Light Wounds (2/day): inflict 2d6+1 damage with a touch or successful weapon attack.

Cause Disease (2/day): inflict a disease with a touch.

Possessions

Plate Armor +1, Medium Shield +1,

Broadsword +2 (*Dark Sorrow*), Large Dagger +1,

Charm of *Web*, Charm of *Fireball*, 104d.

The Rot Lord

(*Ruins of Sable Port, Hex 0402*)

Rot Lord, Wraith

Init +6; AC 3[16]; HD 5; HP 25; Save 11;

Move 90'; CL/XP 8/800;

Attacks (x1)

Longsword +1; HTB +7, DMG 1d8+1;

Special

Chilling Touch: If a Wraith hits with its touch or weapon, the victim will lose two points of strength. If the victim's strength is reduced to 0, he will die and will rise as a Shadow 1d4 rounds later. The lost strength are completely restored if the victim is able to rest for two hours.

Magical Immunity: A Wraith can only be damaged by magic, magical weapons, silver weapons, or spells.

Fighter Skill: The Rot Lord was a skilled fighter in life. He can attack a number of creatures with total hit dice equal to his own (5) as per the fighter class. And has a initiative bonus equal to his hit dice.

Harvest

Necromantic Essence 100d;

The Black Queen

(Fortress of the Lich Lord, Hex 0303)

The Black Queen, Wraith Lord

Init +3; AC 2[17]; HD 12; HP 50; Save 3;

Move 150'/300' (fly); CL/XP 14/2,600;

Attacks (x1)

Staff of Power; HTB +12, DMG 2d6;

Special

Chilling Touch: If a Wraith Lord hits with its touch or weapon, the victim will lose two points of strength. If the victim's strength is reduced to 0, he will die and will rise as a Wraith 1d4 rounds later. The lost strength is completely restored if the victim is able to rest for two hours.

Magical Immunity: The Wraith Lord can only be damaged by magic, magical weapons, silver weapons, or spells.

Arcane Spell Caster: The Black Queen is a skilled magic-users and can cast spells as a 12th level Magic User.

Possessions

Wand of *Magic Missile* (10 charges, 5 missiles, 1d4+1 each), 6 viz (*vials of blood from different sentient creatures*), Charm of *Teleport*, Jeweled Necklace (2,225d)

Typical Spells

1st Level: Hold Portal x 3, Sleep

2nd Level: Web x2, Strength, Mirror Image

3rd Level: Hold Person, Suggestion x 2, Fireball

4th Level: Dimension Door, Ice Storm, Polymorph Other, Wall of Ice

5th Level: Monster Summoning III, Cloudkill x2, Telekinesis

6th Level: Death Spell

Harvest

Necromantic Essence 200d;



The Forge, Maciej Zagorski, Pawel Dobosz

King Touris

(Aventis Village, Hex 0401)

King Touris, Merman

Init +5; AC 3[16]; HD 10+3; HP 6; Save 17;

Move 10'/180' (swim); CL/XP 1/15;

Attacks (x1)

Trident +2; HTB +12, DMG 1d6+2;

Special

Underwater Breathing: Can breathe underwater as if it was air.

Equipment

Chainmail +2, Trident +2

Prince Xatharazzax

(Sahuagin Outpost, Hex 0505)

Prince Xatharazzax, Sahuagin

Init +6; AC 3[16]; HD 12+1; HP 61; Save 3;

Move 120'/180' (swim); CL/XP 12/2,000;

Attacks (x1)

Spear +2; HTB +14, DMG 1d6+2;

Special

Underwater Breathing: Can breathe underwater as if it was air.

Prince Ormus

(Aventis Village, Hex 0401)

Prince Ormus, Merman

Init +3; AC 7[12]; HD 6+3; HP 32; Save 11 (+2 vs. Spells);

Move 10'/180' (swim); CL/XP 7/600;

Attacks (x1)

Trident +1; HTB +6, DMG 1d6+1;

Special

Underwater Breathing: Can breathe underwater as if it was air.

Spellcaster: Able to Cast Spells as a 6th level magic-user

Spells Memorized

1st Level: *Sleep* x2, *Detect Magic*, *Magic Missile*;

2nd Level: *Detect Evil*, *Web*

3rd Level: *Monster Summoning I*, *Hold Person*



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