

DUNGEONS & DRAGONS®

BOOK VI

ELDRITCH WIZARDRY

ANCIENT AND POWERFUL MAGIC

BY

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Sample file

Foreword

The book you now hold in your hand represents new dimensions to an already fascinating game system. This is the third supplement to DUNGEONS & DRAGONS, and was produced as a result of an ever increasing demand for new material.

This book also represents a new trend in the fine art of Dungeon Mastering. As originally conceived, D&D was limited in scope only by the imagination and devotion of Dungeon Masters everywhere. The supplements have fulfilled the need for fresh ideas and additional stimulation. But somewhere along the line, D&D lost some of its flavor, and began to become predictable. This came about as a result of the proliferation of rule sets; while this was great for us as a company, it was tough on the DM. When all the players had all of the rules in front of them, it became next to impossible to beguile them into danger or mischief.

The new concept pioneered within these pages should go a long way towards putting back in some of the mystery, uncertainty and danger that make D&D the unparalleled challenge it was meant to be. Legend Lore once again becomes the invaluable spell it was meant to be. No more will some foolhardy adventurer run down into a dungeon, find something and immediately know how it works, or even what it does. By the same token, no longer will players be able to send some unfortunate hireling to an early demise by forcing him to experiment on his master's goodies.

The introduction of psionic combat is bound to enliven games grown stagnant. It opens up untold possibilities for both the players and the DM, and in so doing recognizes one of the favorite topics of science fiction and fantasy writers: the unknown powers of the mind.

As with the two previous supplements, the material herein contained follows the format of the original three booklets that comprise D&D. Corrections and additions are noted, so that it can all be integrated into the original with a minimum of bother.

As you will note on the title page, this supplement had many contributors. Such is the nature of the beast. D&D was meant to be a free-wheeling game, only loosely bound by the parameters of the rules. We feel that ELDRITCH WIZARDRY goes a long way toward fulfilling the original premise of danger, excitement, and uncertainty. May you always make your saving throw.

Timothy J. Kask
TSR Publications Editor
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Men & Magic

CHARACTERS: (Addition)

There is a special category of character which crosses all four major player-character classes. Those with **psionic ability** may be found amongst fighting-men, magic-users, clerics or even thieves.

Further details of psionic abilities and how to determine if this potential exists will be found in the section **DETERMINATION OF ABILITIES**.

To the major class of **clerics** there is also a new subclass, the **DRUID**. These are similar to the monster of the same name as described in **GREYHAWK** (Book IV), and if the subclass is allowed in the campaign the monster should be expanded to correspond to the new subclass.

It is important to keep in mind just what a "monster" is. For D&D purposes, a monster is any entity that is controlled by the DM. Player characters, and nonplayer characters controlled by players, are not monsters; everything else is. A "monster," in D&D, can be anything from a Type VI Demon to a kindly good/lawful cleric.

All player-characters with psionic ability or desiring to become druids must be of human origin.

Fighting-Men with psionic ability are basically attuned to the powers commonly known here as Yoga. There are 20 possible "devotions" they may be able to perform (the 18 Siddhis and the 2 Sciences) if they follow the course of developing their mental prowess. However, for **every** ability they gain they must lose the services of 1 of their followers, and for every **four** abilities gained 1 point of strength is permanently lost. (Furthermore, they also become susceptible to certain types of monsters and monster attacks not suffered by non-psychic characters as will be detailed later.)

Magic-Users with psionic ability will find that it will eliminate the necessity of learning some spells which essentially give them such powers for a limited duration. This is fortunate, for with each psionic ability gained the magic-user will lose the ability to remember a spell. That is, with the gaining of the first ability the magic-user will be able to use one less 1st-level spell, when the second ability is gained he will lose two **additional** spell levels (i.e. two 1st-level spells or one 2nd-level spell), and so on. At no time may the magic-user remember more high level spells than low level ones, and if he is able to use 6th-level spells, for example, and he selects one, he must also be able to remember at least one spell of each of the other five levels. Attacks from psionic creatures will also be suffered by magic-users who develop this talent.

Clerics with psionic ability also gain the advantage of being able to employ many "magical" powers, but for every psionic ability gained the cleric will lose two of his other advantages: First, he will lose one spell, exactly the same as a magic-user loses spell ability. Second, the cleric loses the ability to turn away undead monsters as he gains psionic powers, so that for each psionic ability gained the cleric ranks a level lower in the ability of turning undead. Thus, a 10th-level cleric with four psionic abilities would have a loss of 10 spell levels and turn undead as a 6th-level cleric. Gaining psionic abilities also subjects the person with such abilities to the possibility of attacks by psionic creatures.

Druids: Druids are a sub-class of Clerics. They are neutral in nature (as mentioned in **GREYHAWK**). They are more closely attuned to Nature, serving as its priests rather than serving some other deity. Mistletoe takes a place of importance with them as a holy symbol or item as crosses and other like items do with other types of clerics. Druids have spells which are in gen-

eral peculiar to them, although some of their spells are similar to those of magic-users or clerics in general. Fire, natural forces, and living things tend to be their forte in this regard. Druids are not as involved with humans, or with helping them, as they are in protecting plants and animals. They cannot turn the undead, but once a druid becomes an "Initiate" he has the following innate powers: Identify pure water, identify plants, identify animals, and pass through overgrowth (briars, tangles, etc.). Upon reaching the 5th Circle druids then gain the power to shape change (as previously mentioned in **GREYHAWK** with regard to the Druid-type monster), and when changing from one form to another they lose from 10% to 60% of any damage previously sustained; in addition they are not affected by the charm spells of woodland and water creatures such as nixies and dryads.

Druids speak their own special language. In addition they also speak the common tongue. With each level gained, above the 3rd circle, a druid can learn one of the additional languages: Pixie, Nixie, Dryad, Elvish, Treant, Hill Giant, Centaur, Manticore or Green Dragon.

Druids are able to employ the following sorts of weapons: Daggers, sickle or crescent-shaped swords, spears, slings, and oil. They may wear armor of leather, and use wooden shields. They may not use metallic armor. Druids may use those magical items not otherwise proscribed to them which are usable by "all classes" and all those items normally usable by clerics, excluding all clerical items of a written nature (scrolls, books, etc.). With regard to fighting ability and saving throws treat druids as clerics, except that with regard to fire the saving throw is always +2 in the druids' favor.

Druids have an obligation to protect woodland animals and plants, especially trees. Unlike the obligation of lawful and good types towards others of this sort, the tendency of druids will be to punish those who destroy their charges, rather than risk their own lives to actually save the threatened animal or plant. Druids will not slay an animal if it can be avoided, and they can never willingly or deliberately destroy a copse, woods or forest—no matter how enchanted or evil it may be—although they may attempt to modify such a place with their own magicks.

Monks & Druids do not have psionic potential; they are therefore prohibited from becoming psychics.

Thieves who prove to have psionic potential are subject to basically the same advantages as those gained by fighting-men. In addition to the penalties noted for fighting-men, however, thieves also lose 1 point of dexterity for every four psionic abilities gained.

Character Alignment, Including Various Monsters and Creatures: (Addition)

Law

- Couatl*
- Ki-Rin***
- Shedu***
- Mind Flayers****

*neutral tendencies

**highly evil

***highly good

****highly evil but otherwise lawful

Neutrality

- Brain Moles
- Cerebral Parasites
- Thought Eaters

Chaos

- Demons**
- Intellect Devourers**
- Su-Monster**

DETERMINATION OF ABILITIES: (Addition)

After all six normal ability categories have been rolled, and the player has selected a character type, player-characters with unmodified scores of 15 or more in their intelligence, wisdom or charisma may elect to check their psionic ability in addition, if they have opted to be human.