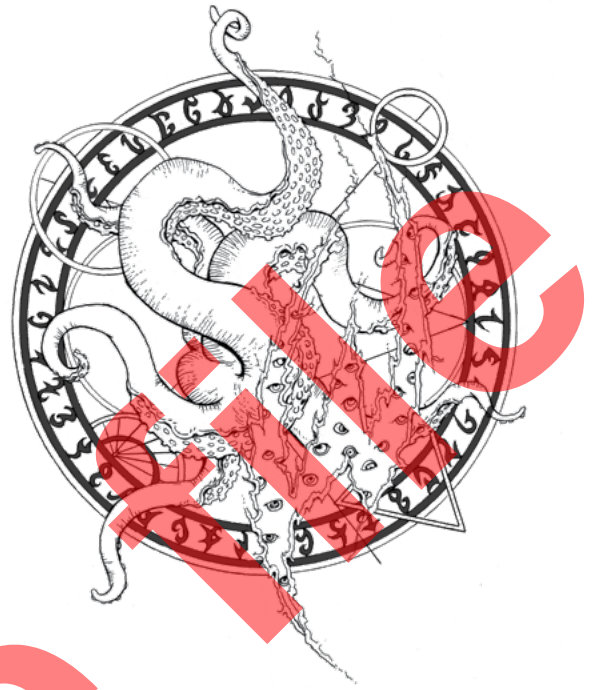




SWORDS & WIZARDRY: FIENDS AND FOES

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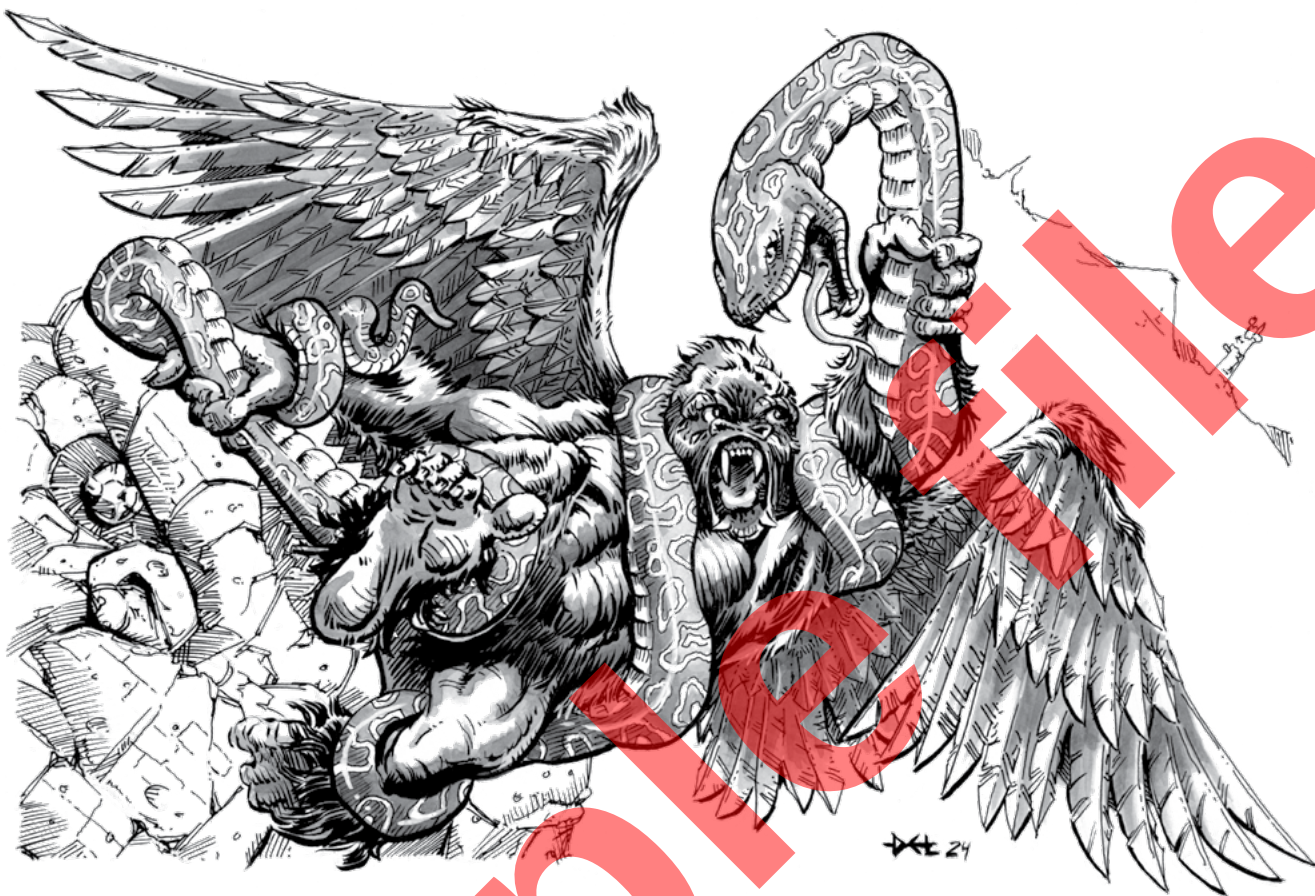
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MYTHMERE
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INTRODUCTION

This book is a resource for the Swords & Wizardry Referee, supplementing the rulebook with a vast array of monsters for you to use in your campaign. Keep a few things in mind while reading this book. First of all, there aren't any official rules that bind you as the Referee, so if you decide that a monster should have more hit dice, or that it should have better saving throws than the "official" version, make the change! In the same vein, if a monster doesn't really fit into your campaign, this book is only a sourcebook, so feel free to omit that monster entirely.

This book contains over 40 new monsters written specifically for this title, together with a variety of monsters from the book's predecessor, Monstrosities, and a large number of monsters that are Swords & Wizardry conversions from First Edition AD&D. All of the monsters have stats for morale and for percent-in-lair, which were added to Swords & Wizardry in the 2023 Revised Rulebook.

READING THE ENTRIES AND CONVERSION NOTES

The numerical information for each monster is shown as a “stat block” after the description of the monster, in the following format: HD; AC; Atk; Move; Save; Morale; AL; CL/XP; Special. Although the abbreviations will be second nature to most readers, they are described here.

1

HD (HIT DICE): The monster’s hit dice. To determine a monster’s hit points, roll a d8 once for each hit die, adding the results. If the entry reads something like “4+2,” this means you’d roll 4d8 and add 2 to determine the monster’s hit points. Bonus hit points are not added to each hit die.

2

AC (ARMOR CLASS): Each monster has two entries for armor class, one of which is in brackets. The first entry is for games using a “descending” armor class where lower is better. The bracketed number is for games where the Referee chooses to use an “ascending” armor class system where higher is better.

3

Atk (ATTACK): This entry describes the number, type, and damage of a monster’s physical attacks. Sometimes monsters will have special attacks, such as a venomous bite, that are delivered with a physical attack. For this reason, some entries will show damage of (0) or (0 + special) or a similar notation.

4

Save (SAVING THROW): This is the monster’s target number to make a saving throw of any kind.

5

Morale: Morale is checked when a side loses its first casualty, and when they lose half their number in combat to death or incapacitation (including sleep, paralysis, etc.). To make a morale check, the Referee rolls 2d6 for each monster on the side, and if the result is higher than the creature’s morale rating, the check is failed and the individual surrenders or retreats.

6

Special: A list of the monster’s special powers, with detail given in the text.

7

Move: This entry gives the monster’s Swords & Wizardry movement rate.

8

AL (ALIGNMENT): This entry contains a default alignment (Law, Neutrality, or Chaos) for the monster.

9

Number Encountered: This is the number of creatures encountered in a wilderness setting. Underground encounters should refer to the dungeon level for the number of creatures to be encountered.

10

% in Lair: This is the percentage chance that the adventurers have encountered the monsters in their lair, which affects treasure and may also affect the number encountered.

11

CL/XP (Challenge Level/XP): This is the difficulty level for fighting the monster, and the number of experience points gained for defeating the monster.

EXAMPLE

AARDVARK, GIANT

- 1 - **Hit Dice:** 9
- 2 - **Armor Class:** 5 [14]
- 3 - **Attacks:** 1 tongue (swallow), 2 claws (1d8)
- 4 - **Saving Throw:** 6
- 5 - **Morale:** 9
- 6 - **Special:** Swallow whole
- 7 - **Move:** 6
- 8 - **Alignment:** Neutrality
- 9 - **Number Encountered:** 1d2 (50%), possibly with 1d4 younger ones (half hit dice).
- 10 - **% in Lair:** 25
- 11 - **Challenge Level/XP:** 11/2,400

Giant aardvarks resemble their smaller cousins, with a long, pig-like snout, rabbit-like ears, and a kangaroo-like tail. Instead of digging for termites like the normal aardvark, giant aardvarks, which can measure as large as twenty feet in length, tend to dig into cottages and subterranean burrows for large prey such as humans, goblins, and ankhegs. The giant aardvark’s tongue is ten feet long, and is used to suck prey into the aardvark’s mouth. A successful hit with the tongue forces the target to make a saving throw or be yanked into the aardvark’s mouth and swallowed. The monster can be attacked from within (at an AC of 9[10]) but only with a short weapon such as a dagger. Anyone inside the aardvark’s stomach takes 1d6 points of damage per round as he is digested. Giant aardvarks don’t eat more than a couple of people before they lose interest.

Giant aardvarks are included as an “animal” in the encounter tables, in clear and hill terrain in the temperate and tropical regions.

— Author: Matt Finch

Giant Aardvark: HD 9; AC 5[14]; Atk 1 tongue (swallows), 2 claws (1d8); Move 6; Save 6; Morale 9; CL/XP 11/2400; **Special:** Swallow whole.

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