

Spellcraft & Swordplay

Basic Game



By Jason Vey

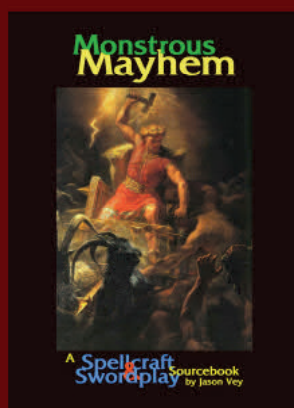
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SPELLCRAFT & SWORDPLAY

BASIC GAME

FANTASY ROLE-PLAYING

BY JASON VEY

This work is respectfully dedicated to the memories of Dave Arneson and E. Gary Gygax.

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BOOK ONE:
SWORDSMEN AND SPELLSLINGERS

INTRODUCTION

Welcome to the *Spellcraft & Swordplay Basic Game!* This free PDF and minimally priced print version gives you the bare essentials to get up and running with S&S, including full (if limited and streamlined) rules. This book gives you everything you need to play as one of the four core classes up through level 3. To take the game beyond that, you'll need to purchase either *Spellcraft & Swordplay Revised*, or *Spellcraft & Swordplay Deluxe Edition*.

"Why do this?" you ask. Well, a lot of the old school movement's publishers are giving away free PDFs of their games. We feel that S&S is uniquely suited for new players, being easier and more streamlined than many of the games on the market today, and we really think that once you get a taste of this basic game, you'll want to buy the full version, which includes tons of extras like Elite Paths (specialized character classes), background skills, rules for naval combat, a ton of additional monsters, and level progression all the way to level 10 and beyond!

So please enjoy this Basic Edition of *Spellcraft & Swordplay*. We hope it brings you tons of enjoyment for a long time to come.

WHAT IS A ROLE-PLAYING GAME?

A role-playing game, or RPG, is an exercise in collective storytelling, similar to improvisational theatre, except you don't actually get up, run around, and act out your part (at least, not in this type of RPG). Rather, you narrate what your character says and does. It's similar to what computer role playing games, except less limited; your imagination substitutes for your keyboard, which means your options are more open than in a computer-based game. Storylines can also be more complex and personal in a pen-and-paper game. That isn't to say one is superior; they're just different, though they have some of the same roots.

Each player in an RPG controls a single character. Your character could be a sword-swinging swashbuckler, a pious faith-healer, a nimble, sly rogue, a white-bearded, wizened mage, or just about any other fantastic archetype you can imagine. The statistics listed on your character sheet define his abilities and limitations. You can have your character do anything you like within those limitations, but you should try and play him as a *character*, with a background and consistent personality, like a character in a book or movie.

There is one player, the Referee, who doesn't just control a single character. The Referee is the final authority on the rules of the game. He controls everything in the game that is not a player character (PC), from monsters to non-player characters (NPCs) such as barkeeps, merchants and kings, to the gods and the weather. The Referee is the grand storyteller of the game. He sets the stage, presents challenges and goals for your characters to overcome and achieve, and adjudicates the rules of the game. The Referee/player relationship isn't adversarial, however; while he portrays your characters' enemies, he also portrays their allies. It's his job to set the stage and help tell the story. He's

your best friend and your worst enemy on the road to adventure, glory, and legend.

If you're ready to take on the role of Referee, let your imagination run wild. It would take a long volume unto itself to even begin to touch on the techniques of being a good referee; spinning a good story and letting your players have a big hand in the telling is no small task and for many it takes years to master. Some never do. Some take to it like a fish to water. This booklet makes no claims to be any kind of definitive guide to mastering a game. There are resources out there for that, if you look, but herein we seek to give you the tools to find your own way and style, a tricky and sometimes frustrating, but rewarding path. Here you'll find rules to interpret and adjudicate. Take ideas from your favorite books, movies, or even paintings. Come up with a goal and allies and adversaries for the PCs to meet and overcome, determine an ideal path for them to achieve that goal, and make notes about other paths they might take, for if there's one thing to remember as Referee it's this: *your players will always do the unexpected*. Never force them on a preferred path just because you haven't scripted another. Improvisation is a skill every Referee must learn. Encounters can be transplanted; just because the players take the swamp road instead of the mountains doesn't mean they can't still encounter the troll guardian. It's just that now perhaps he guards the only ford crossing a deep, smelly bog rather than guarding the mountain pass. Be flexible and don't force your characters onto a given path. Likewise, as players, your job is to cooperate and not deliberately try to throw the game out of whack or off the tracks. Sometimes you do what we refer to as "hopping on the plot train" because you understand that's the best thing to do for the game, because this is the way heroes in books and movies do it and even though it seems obvious, it'll probably lead to a rousing good time down the road.

What is here is intended to present a minimalistic rules-set that grants fast play in a style that is both "old school" and "cinematic." S&S is divided into three volumes:

Book One: Swordsmen and Spellslingers is the section you're reading now. It details the process by which characters are created. Don't worry if you see terms that seem unfamiliar or in need of explanation; just note them and in Book Two, most likely, they'll be explained. For now, just get your character on paper. That way when you hit the rules, you'll have all the figures you need to reference right in front of you.

Book Two: Combat and Confrontation details the rules of play, covering ability checks and combat systems, as well as advice on how to run a game.

Book Three: Monsters and Magic includes a bestiary and information on treasure. This one is mostly for the Referee, who will be running the game.



So, without further ado, let's dive in, shall we? To play this game you will need these booklets, three to five friends, pencils and paper, at least 2 six-sided dice, and all the imagination you can bring.

This should be all you need to play this game, though for those who like to use miniature figures, we'll take that into account in book two.

When you see two numbers with a "d" between them, that means roll a number of dice and add them together. For example, 2d6 means, "roll 2 six-sided dice and add the total." 1d6 means "roll 1 six-sided die and read the total."

ABILITIES

Every character is defined by his or her Abilities, six statistics that define the character's physical, mental, and social capabilities and limitations. The six abilities are: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. In general, abilities are rated from 3-18. To determine abilities, roll 4d6, keeping the highest three, and repeat six times. Then arrange the abilities amongst the six scores however you like.

You will note that many abilities are noted as *Prime Requisites* for certain classes. Any member of a class with a 15 or greater in all prime requisites for a class increases all experience awards by 10%. Note that sub-classes such as Paladin and Assassin have multiple Prime Requisites—the Prime Requisite of their parent class as well as their own—and to receive the bonus award, all prime requisites must score 15 or higher.

Ability Checks

There will be times in game when the Referee has a character make an ability check to determine the result of some action. When making an ability check, roll 2d6, add the bonus or penalty on the following table, and apply any penalties or bonuses granted by the Referee. If the result of the check is 11 or better, the check succeeds.

ABILITY TABLE 1: CHECK MODIFIERS

Score	Modifier
3-4	-3
5-8	-2
9-10	-1
11-12	NONE
13-15	+1
16-17	+2
18	+3

In addition to the bonuses above, characters gain +1 to ability checks at first level and every multiple of three thereafter (ie. 3, 6, 9, etc).

Additional modifiers are added based on the difficulty of a given task. The Ability Check is the core of the O.R.C.S. engine, which powers *Spellcraft & Swordplay*, so if you master that, you'll need to know very little else to play. For more information on Ability Checks, see *Book Two: Combat and Confrontation*.

Strength

Strength measures physical prowess and raw power. It determines how much you can lift, and ability to force open doors, lift gates, etc.

ABILITY TABLE 2: STRENGTH

Score	Portals*	Weight
3	0	-100
4	1	-100
5	1	-50
6	1	-50
7-8	1-2	-25
9-11	1-2	NORM
12	1-2	NORM
13-14	1-3	+50
15-16	1-3	+100
17	1-4	+150
18	1-5	+300
19	1-5	+300
20	1-5	+500
21	1-6(1)	+600
22	1-6(1)	+700
23	1-6(1-2)	+900
24	1-6(1-3)	+1000

*Score on 1d6 needed for success. Parenthetical numbers indicate chance to open magically held portals

Strength ability modifiers are applied to a character's chance to hit and damage in melee combat. Strength is the prime requisite for warriors, and only warriors can roll for exceptional Strength if their score reaches 18. It is also a prime requisite for assassins, though assassins gain no special benefit from a high score, other than the obvious experience boost.

Dexterity

Dexterity measures the agility, manual Dexterity, flexibility, and reflexes of a character. It is the prime requisite for thieves and those thieves with an above-average Dexterity, Intelligence, and Strength may opt to become Assassins. Dexterity modifiers are applied to initiative, reaction and

ability to hit with missile weapons. Fighters can use Dexterity bonuses to penalize an enemy's ability to hit through quick reaction.

Constitution

Constitution measures the endurance and fortitude of a character as well as his ability to resist and weather damage and the elements. A high Constitution results in bonus hit points as well as a bonus to saves involving disease and physical damage. Note that characters always gain a minimum of 1 hit point per hit die, regardless of any penalties for low Constitution scores.

Intelligence

Intelligence is a measure of a character's education, knowledge and logic. It is the prime requisite for Wizards and Assassins and vital for determination of how many spells a member of that class knows and can learn at each level, the wizard's Intelligence checks to read and comprehend any given spell he discovers while adventuring, and the maximum level of spell use available. In addition to the table below, wizards may add their Intelligence ability check modifier (p. 7) to any roll to cast or counter a spell.

ABILITY TABLE 3: INTELLIGENCE

Score	Max Spells/Lvl	Max Level
3	2	4
4	3	4
5	3	4
6	4	4
7-8	4	5
9-11	5	5
12	5	6
13-14	8	7
15-16	10	8
17	10	8
18	All	9

Wisdom

Wisdom is the prime requisite for priests. It represents common sense, wits, willpower, and "street smarts." Where Intelligence represents knowledge gained from study and intellect, Wisdom is a measure of a character's experiences and practical reasoning ability. Intelligence would be used to decipher instructions for a ritual or project, while Wisdom would be used to suss out the solution to a puzzle or answer a riddle. Intelligence is scientific; Wisdom is creative.

While Wisdom does not have a special table, it is heavily used in conjunction with the ability check modifier (p. 7) when puzzling situations occur. For example, a party lost deep in a cavern might see a character with high Wisdom, after sitting for a few moments, note that the air smells fresher down the left passage, indicating that it might lead outside. Also, with the force of the gods behind them, priests may add their

Wisdom ability check modifier to any roll made to cast or counter a spell.

Charisma

Charisma is a combination of a character's personal magnetism, presence, and appearance. The higher the Charisma, the more impressive the character is. Whether this manifests as an ominous intimidation or an ethereal beauty is up to the player in question. Likewise, a character with low Charisma could be absolutely beautiful, but with a smarmy or uncomfortable air about them which is just somehow off-putting, or could be a nice guy who is just so ugly that people are repulsed by his appearance. Charisma is a prime requisite for Paladins, who require at least a 17 to qualify for the class.

Charisma comes into play in social situations and in the hiring and maintenance of henchmen and retainers. The Charisma ability check modifier (p. 7) is used when a character interacts with non-player characters, either in situations requiring social graces, negotiation or parley, or when determining the loyalty (morale) of henchmen, hirelings, and retainers.

ABILITY TABLE 4: CHARISMA

Score	Max Hirelings
3-4	1
5-8	2
9-10	3
11-12	4
13-15	5
16-17	6
18	10

RACE AND CLASS

Aside from Abilities, characters in *Spellcraft & Swordplay* have two defining elements: race and class. Players should choose one from each category to create their character. Available races are *Elves*, *Dwarves*, *Humans*, and *Halflings*. Available classes are *Warriors*, *Thieves*, *Wizards*, and *Priests*. Each race/class combination gives a unique set of abilities to define an individual character. Note that non-human races are often (thieves excepting) limited in how high they can advance in their given class, but this is offset by the number of special racial abilities they possess and their ability to advance in multiple classes simultaneously.

Aside from Dwarves and Halflings being short, it is left to the Referee to decide the racial traits of each race, within the limits set by the racial abilities of each. Are elves tall, slender and ethereal creatures of light, or short, mischievous fairies who switch their young for those of humans? Are dwarves simply short humans, or are they a race made of living rock? These questions are up to the Referee to answer as best fits his campaign milieu.

CHARACTER RACES

Humans

The only racial trait of humans is their ability to advance in any class to any level. However, at the Referee's discretion, certain humans may have cultural abilities that provide certain

advantages in conflict situations. Historically, for example, Mongols were known for overwhelming bravery and expert horsemanship. Thus, a Mongol character might, at the Referee's discretion, gain a bonus to morale and a bonus on

attacks when fighting from horseback. Such benefits are always at the discretion of the Referee, but should be consistent (i.e. if one member of a given culture has special abilities, all members of that culture should have the same). Humans speak common, their alignment tongue, and one other language of the player's choice per point of Intelligence check modifier.

Dwarves

Dwarves may only progress as warriors or thieves. In addition, Dwarves gain +4 to all saves against magic. They are the only characters able to wield a +3 magic war hammer at its full potential. They have a 4-in-6 chance to note unusual stonework, stone-based traps, slanting passages, new construction, etc., when underground. Finally, dwarves can see in normal darkness—even near-complete darkness—as well as humans can see in full daylight.

Dwarves speak the languages of gnomes, kobolds, and goblins in addition to their own racial tongue, alignment tongue, and the common tongue of man.

Elves

Elves may play as warriors, wizards, or thieves. Elves are proficient with the short, long, and composite bow no matter what their class, and can perform shot on the run with a bow, unlike other races who must perform their full movement either before or after firing. Elves are so adept at hiding and stealth that they can effectively become invisible at will, but may not attack while so hidden; attacking immediately cancels the effect and opens the elf up to retort by an enemy. Becoming invisible requires half of a movement action and cannot be done while the elf is under direct observation; if an invisible elf does something to draw attention to himself, such as making noise, engaging in sudden movement while being

observed, etc, the observer can make a Wisdom ability check to see the elf. In addition, elves note secret passages and doors on a roll of 4 or less on a die when actively searching, and may notice the same on a roll of 2 or less just by passing by one. Finally, elves armed with magical weapons gain combat advantage over enemy creatures. Against goblins, they add a +3 bonus to their attack roll; against orcs the bonus is +2. They gain +1 against undead, and against warriors and wizards of at least fourth level. These bonuses come into play only when the elf wields a magical weapon, and are in addition to any benefits granted by the weapon. Elves can see in moon- or starlight, or by torch or fire, twice as far as a normal human.

Elves speak the languages of orcs, hobgoblins, and gnolls in addition to Elven, their alignment language, and the common tongue of man.

Halflings

Halflings can progress in either the warrior or thief class. They are brave little souls and make saving throws against fear as though they are four levels higher than their actual level. Halflings can become effectively invisible exactly like elves. In addition, they are known for their deadly ability with slings and hurled rocks; when employing these items they gain a +1 to hit and have an effective range equal to that of a short bow, also employing the "short bow" entry in the attack matrix when engaging in hurled or slung missile fire. All Halflings are proficient with the sling, and can shot on the run with a sling, just as elves can with a bow. Halflings speak the language of elves, the common tongue of man, and their alignment tongue.

CHARACTER CLASSES

Once you've chosen the race for your character, you need to choose a class. The character class determines your character's training and approach to the adventuring life. There are four classes in *Spellcraft & Swordplay*: Warrior, Wizard, Thief, and Priest. Each class gives certain abilities and advantages, enabling it to fulfill an important role in an adventuring group.

READING THE CLASS ENTRIES

Character classes and their abilities follow below and are listed in a standard fashion:

CLASS

Introductory text describing the nature of the class, prerequisites to enter, etc.

Class Abilities

Special abilities granted to the class, and their functionality in game, including any restrictions upon the class.

ADVANCEMENT TABLE

A table explaining the advancement progression of the class, experience points required for each level, cumulative Hit Dice per level, the number of attacks the character gains at each level, and any special attacks or magic use accumulated. Note that under "Attacks," individual bonuses are "pips" that may be added to any one or more attacks in a progression, to the maximum. Thus, a character listed as having "7+2" attacks gains 7 attacks in a round, and may add +2 to a single one of these attacks, or may add +1 to any two attacks, at the player's discretion.

Similarly, hit dice represent the cumulative total hit dice and pips gained by a character. Thus, a character at fifth level with 5 hit dice advancing to 6th level, with a listing of "6+2," would not roll 6 dice plus two pips to add to his total, but would roll *one* die, adding two pips to the total, so that his cumulative total hit dice to date were 6+2. Likewise, an entry of "7+3" which at next level reads "7+5" would see the character adding only 2 pips to his current hit point total.

All characters gain a minimum of one hit point per level.

WARRIOR

The Warrior is a classic man-at-arms. Every great fantasy swordsman, from Robert E. Howard's barbarian hero to Tolkien's great returned King to King Arthur and the knights of Charlemagne are Warriors. The primary ability of the Warrior is that they are capable of using all weapons and armor, the only class able to do so. They also gain more hit dice than other characters and have a more advantageous attack progression. Of all the classes, warriors alone can use their Strength and Dexterity to their fullest potential when in combat. They can employ any weapon and wear any armor.

Warrior Abilities:

Exceptional Strength: Warriors with an 18 Strength may roll an additional d6-1 (yes, a zero result is possible), adding the result to their Strength score to determine *exceptional* Strength, thus increasing their bonus to hit and damage in combat, and boost their weight allowance and chance to break open doors.

Combat Reflexes: Warriors with a Dexterity of 15 or greater automatically reduce their opponents' chance to hit in combat, imposing a penalty on enemy hits of -1 per point of Dexterity above 14.

Slaughter: When fighting creatures with 1 Hit Die or less, the warrior gains 1 bonus attack per level he possesses. Thus, a fourth level warrior facing a group of four goblins—1 hit die creatures—will gain four extra attacks against the goblins, plus four attacks for being a fourth level warrior (see Advancement Table 1: Warrior); he will make *eight* strikes against the goblins!

Weapon Mastery: Every warrior has one type of weapon or combat style in which he is specialized. Choose a weapon or style of combat (such as two-weapon or mounted); for every four levels of experience, add +1 to hit and damage with that weapon or when employing that style. Note that for styles such as two-weapon fighting, penalties still apply, though Weapon Master bonuses can help to offset and overcome them.

Iron Constitution: Warriors add +2 to all Constitution-based saves.

ADVANCEMENT TABLE 1: WARRIOR

Level	Hit Dice	Attacks	XP Needed
1	1+3	1+1	0
2	2+3	2+2	2000
3	3+3	3+2	4000

WIZARD

Wizards have a difficult road to walk, but if they succeed the reward is power undreamed of by other mortals. Theirs is the province of arcane magic, weaving the magic energies of the world together to produce incredible supernatural effects. Tolkien's seminal gray wizard and Merlin of Arthurian fame are prime examples of wizards in fiction, as are the creepy sisters in *Macbeth* or the wicked step mother of various "Cinderella" and "Snow White" tales.

In addition to casting arcane spells, wizards can employ any sort of magic item except for weapons and armor, these being restricted to daggers, staves and slings. Even in the mundane, wizards can only employ daggers, staves and slings as weapons. They may not wear armor of any sort, as bulky plates and padding impede the range of movement necessary for the complex rituals of spellcasting, and may never use shields of any sort, as spellcasting requires their hands to be free (though wizards who wield a staff often work it into their gestures). Their purview is the mystic, not the martial.

Wizard Abilities

Read Magic: Wizards can read the arcane script used to create scrolls, wards, and runes, and which is used in the writing of spellbooks. Only wizards (and higher level Thieves) can read this writing.

Arcane Spells: Wizards maintain a spell book full of the arcane formulae by which they make their way in the world. From this book a wizard is capable of holding the magical energy of a certain number of spells, determined by level, in his mind for discharge whenever he needs them. Every morning, the wizard must spend one hour studying his spell book or the magical energy begins to fade and he forgets. As a general rule, any morning that the wizard does not study, he loses one die worth of spell levels from memory, with higher level spells vanishing before lower level ones.

Spells are organized by complexity, or spell level, which is different than character level. To cast a spell, a wizard rolls 2d6, adding his Intelligence ability check modifier, and attempts to equal or better a casting threshold based upon the complexity of the spell (See Wizard Table 1: Spell Casting).

Three results are possible:

1. If the spell casting roll achieves a result of "Immediate", the spell goes off immediately, at full effect, as intended.
2. If the spell casting roll achieves a result of "Delayed," the spell will go off one round after casting is complete.
3. If the spell casting roll fails (rolls lower than the target for a delayed result), the spell fizzles and is erased from memory. The spell cannot be used again until the wizard engages in his daily spell book studies the following

morning. Note that even if a wizard is guaranteed success, such as a tenth level wizard casting a first level spell, an unmodified “natural” result of 2 (“snake eyes”) on the spellcasting roll still results in the spell being forgotten, though in this case it will function normally before being erased.

Wizards begin play with 4 spells of first level in their book. These spells can be determined randomly from the list on p. 15, or can be chosen by the player and/or Referee. Thereafter, at levels 2, 4, 6, 8, and 10, the player adds from 1-3 (d6: 1-2=1, 3-4=2, 5-6=3) new spells of any level that he can cast to his book. Other spells must be found or bought through adventuring.

For more on spell casting, including counter spells, see Book 2.

Magic Item Creation: Wizards can scribe scrolls, brew potions, and enchant items, though doing so is costly in money and time.

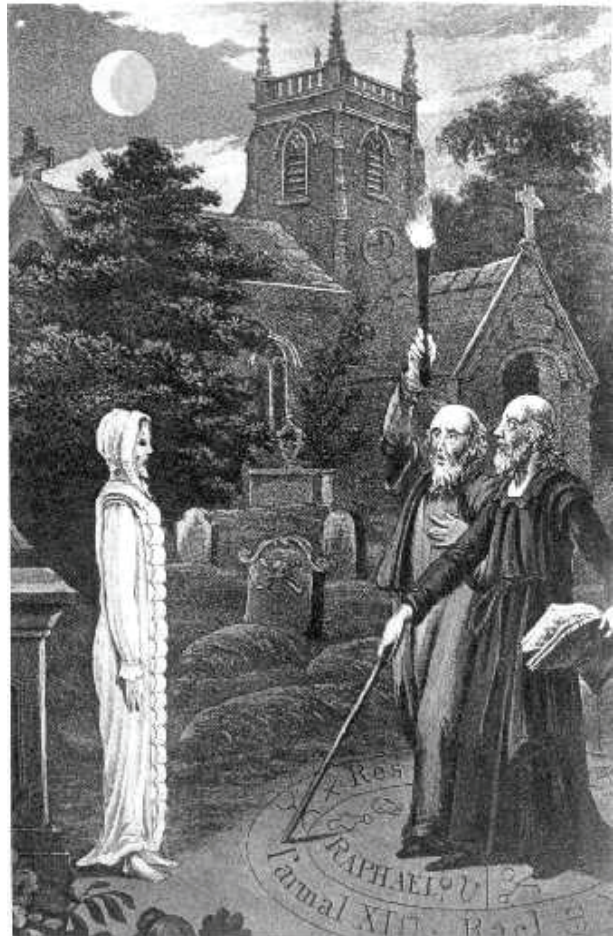
Scribing scrolls costs 100 gold pieces and 1 day per spell level. Scrolls are single-use versions of spells that require no casting roll; the wizard simply reads the scroll and the spell activates, the magic consuming the scroll in the process. A wizard may not scribe a scroll for a spell he cannot cast; however, it is possible to attempt to read a higher level scroll. Doing so requires the caster make a successful Intelligence check with a penalty equal to the level of the spell on the scroll. Thus, if a first level caster with Intelligence 18 attempts to read a fourth level spell scroll, he must roll 2d6, adding 1 for level and 3 for his check bonus, and a penalty of -4 for the spell level. If he succeeds, the spell works as normal. If he fails, the scroll is destroyed and the spell does not work.

Any spell that the wizard can cast or can have cast by a Priest can be imbued into a potion at a cost of 100 gold pieces and 1 week per level of the spell in materials and brewing. This is in addition to any cost another spell caster may charge for casting a spell not accessible to the brewer.

Permanent items require an item of fine quality, costing at least five times the value of a normal item of its type (i.e. a magic long sword requires a finely crafted weapon costing at least 50 gp), plus 500 gold pieces per +1 bonus (with a minimum of +1), plus 100 gold pieces per level of the spell or effect being imbued (Referee’s discretion if no specific spell is

referenced), plus 600 gold for the sixth-level “Enchant Item” spell. The overall time investment is one week per 100 gold pieces of the total cost. These costs are in addition to costs associated with other casters or helpers; if a third-level wizard seeks to create a magic sword, for example, he will need to find a wizard capable of casting “Enchant Item” for him, and the service will certainly come at a premium.

Creating a “charged” item has all the same requirements as a permanent item, but the monetary costs are reduced by 25%, the end result being an item with 25 charges; each use of a power removes one charge, and when all charges are exhausted, the item becomes a mundane item, never to be re-enchanted.



Intellect Fortress: Wizards add +2 to all saving throws based on Intelligence or Charisma.

WIZARD TABLE 1: SPELL CASTING

Spell Level	Wizard level (Immediate/Delayed)		
	1	2	3
1	11/9	10/8	9/7
2	-	11/9	10/8

ADVANCEMENT TABLE 2: WIZARDS

Level	Hit Dice	Attacks	Spells Memorized by Level 1 2	XP Needed
1	1-1*	1-1	1	0
2	1	1	1 1	2500
3	1+2	1+1	2 1	5000

*Minimum 1 hit point

PRIEST

In some ways, priests are a combination of the previous two classes. They have better martial ability and more access to weapons and armor than do wizards, though not nearly as good as warriors, and they can perform feats of magic, though not nearly on the same plane as wizards, and of a different sort. Priests are warrior-Priests who wander the land battling heathens in the name of their god. They disdain bloodshed, so they may only use bashing and non-bladed weapons, often preferring hammers or maces, and may wear leather, padded, studded, scale, or chain armor. They may use shields.



Priests follow a specific deity or pantheon, and priest characters should choose a specific deity or pantheon to worship within your campaign milieu. There are no unaligned priests.

Priest Abilities

Divine Spells: Similar to wizards, priests have the ability to cast spells. Spell casting for priests is done exactly the same as wizards, using the numbers on Wizard Table 1: Spell Casting (p. 11), but priests cast spells from their own list. Rather than Intelligence, priests add their Wisdom ability check modifier to the spell casting roll, and cast at one level below their actual level.

Priests do not keep spell books; rather, every morning they must spend one hour in prayer, asking their god to grant them certain powers to aid them in the course of the day. The number of spells granted are shown on Character Advancement Table 3: Priests, and can be chosen from all spells able to be cast by the priest. Just as with wizards, however, if a priest fails his spell casting check or rolls snake eyes, he forgets the spell for the remainder of the day, though if 2 is the requisite target the spell may still work one last time.

Healing Touch: As a paladin, but priests may heal 3 points of damage per level, per day and cannot cure diseases.

Bane of the Dead: Once per day, a Priest can cause any undead of equal or lesser hit dice to immediately make a morale check (see book two) when confronted, or flee. This morale check suffers a penalty equal to one plus one third the Priest's level (rounded down). Thus, a third level priest imparts a -2 penalty to morale checks. Certain evil priests may cause subjugation in undead who fail this morale check, rather than causing them to flee. This is the only time non-intelligent undead such as zombies or skeletons must perform a morale check. Any undead creature more than four hit dice below the Priest's level who fail their morale check are instantly destroyed. At the Referee's discretion, intelligent undead may not flee; rather, they suffer -2 to attacks, saves, and ability checks while in the Priest's presence.

Divine Conviction: Priests add +2 to all saves based on Wisdom.

ADVANCEMENT TABLE 3: PRIESTS

Level	Hit Dice	Attacks	Spells Granted by Level 1 2	XP Needed
1	1	1	NIL	0
2	2	1+1	1	2000
3	3	2+1	1 1	4000

THIEF

Also known as rogues, burglars, and “practitioners of the dexterous arts,” thieves are knives in the dark, sneaky men and women who hide in shadows, strike unseen, and vanish again. They are also eminently useful to any adventuring party for their abilities to climb sheer surfaces, move silently, remove traps, and perform certain feats of manual Dexterity and legerdemain often not appreciated by the town guard (they pick pockets). Most thieves are of neutral (unaligned) or evil persuasion, but there do exist those who use their talents for the good of all. Any race may advance to any level as a thief.

Thieves don't have the hit dice of warriors or priests, though they are slightly better than wizards in that respect. They wear light armor (leather or padded) and do not utilize shields. They may only use one-handed weapons such as daggers, swords, and small clubs, but may employ light crossbows, short bows, and slings. Of magical weapons, they may only use magical daggers and swords.

Thief Abilities

Most thief abilities use standard ability checks to determine success. These checks gain special class-based bonuses. In addition, certain races have racial bonuses to certain abilities. These numbers are located on Thief Table I: Racial Bonuses and Advancement Table 4: Thieves (p. 14). Thieves should add their appropriate ability bonus to their base chance of success on skills. The associated ability for each skill is listed in the skill description, below. Thus, a first level dwarf thief with a Dexterity of 17 will have a Remove Traps bonus of +3 (Dex) + 2 (Dwarf) + 1 (1st level) = +6. See p. 14 for more information on racial and level advancement bonuses. As with any Ability Check, snake eyes always fails, and a roll of box cars always succeeds.

When checking for success, the Referee should grant a bonus of +1 for every 3 levels above the opponent the thief is, or a penalty of -1 for every 2 levels below the opponent the thief is.

Open Locks (Dexterity): Thieves are expert locksmiths, and given time and the right tools can bypass almost any secured enclosure. They use a Dexterity check to determine success, and failure indicates that the lock is simply beyond the thief's current level of expertise. He can try again next level...or someone can just bust it off.

Trap Smith (Intelligence to Find, Dexterity to Remove): A thief can attempt to disarm mechanical traps and bypass magical traps when detected (use rules for detecting secret doors for detecting traps). If the thief fails his roll to remove or bypass a trap by more than 3, he will instead set off the trap, suffering full consequences for doing so.

Pick Pockets (Dexterity): This represents the thief's chance to pilfer an item unnoticed. Any time a thief fails his roll to pick pockets by more than 4, the mark may make a Wisdom ability check to notice the attempt.

Stealth (Dexterity): This represents the thief's ability to move without sound, and to hide in shadows, remaining unseen. This ability is important to elves and Halflings; though these races can automatically hide, they do not automatically move silently, and making noise can foil their invisibility just as readily as attacking.



Perception (Intelligence or Wisdom): Thieves have a better chance of hearing noise and noticing things that are out of the ordinary than do other creatures. They may attempt to listen through doors where other creatures would have problems, and are adept at finding hidden compartments and secret doors, and at noticing potential or impending threats.

Cant: Thieves have a special lingo, a sort of “street speak” that identifies them to each other and allows them to speak in code about thieving activities. This cant is not a full language, and is restricted only to speaking about activities of a less-than-savory nature.

Expert Linguist (Intelligence): Beginning at 3rd level, thieves are capable of deciphering most documents and writings, including maps, curses, wards, etc., so long as the languages are mundane and not magical in nature, and gain a +5 to do so.

Climb (Strength): Thieves can attempt to climb any sheer surface, from a cliff face to a building. At first level, the thief gains +5 to climb; at third level increase this bonus by +1. Other factors (grease, ice, use of climbing gear, etc.) may also affect this ability at the Referee's discretion.

Vital Strike: By striking when unnoticed or from behind, the thief can target vital areas, increasing his chance for a hit and dealing extra damage. If the thief is unnoticed (see “Stealth”) or behind a target, as when flanking (see “Combat,” chapter 3), he adds +3 to his “to Hit” roll, and if successful deals double damage.

Uncanny Dodge: Thieves add +2 to all Dexterity-based saving throws.

Poison: At the Referee's discretion, some thieves learn to brew and utilize poison, both in battle and in secret. However, poison-coated weapons always leave a dark, viscous fluid coating the blade, and there is a 3-in-6 chance each round that any opponent who can see the weapon will note the poison and attack ferociously, gaining +4 to hit and damage.

Generally speaking, poisons deal extra dice of damage for a number of turns if the victim fails a Constitution-based saving throw; see thief table 2 for classifications of poison.

Brewing poison has a material cost of 100 gp per die of damage and die of duration (pips are 25 GP), and requires 1 week per die of damage and turn or portion thereof to brew. Class 0 poison cuts costs by 50%. This process yields 5 doses of poison. Purchasing poison from an alchemist sees all costs at least double.

For most poisons, the victim can save every turn until the poison runs its course, until he succeeds at a save, thus ending the poison's effect, or until death occurs.

THIEF TABLE 1: RACIAL BONUSES

Type	Open Locks	Remove Traps	Pick Pockets	Stealth	Perception
Dwarf	+2	+1	-1	-1	+2
Elf	NIL	NIL	+1	+1	+2
Halfling	+1	+1	+1	+2	+1

THIEF TABLE 2: POISON

Poison Class	Damage/Turn	Turns	Cost	Time
0	3d6*	1d6	200 GP	4 weeks
1	1d6	1	125 GP	2 weeks
2	1d6	1d6	200 GP	2 weeks
3	2d6	1d6	300 GP	3 weeks
4	3d6	2d6	500 GP	5 weeks

*Damage is temporary/subdual and results in unconsciousness

ADVANCEMENT TABLE 4: THIEF

Level	Hit Dice	Attacks	Locks	Traps	Pilfer	Stealth	Perception	XP Required
1	1	1	+2	+1	+3	+2	+2	0
2	2	1+1	+2	+2	+3	+3	+2	1500
3	2+2	2+1	+3	+3	+4	+4	+2	3000

ALIGNMENT

Next, choose an alignment for your character: his philosophical and moral outlook. There are four alignments: Good, Neutral (Balance), Neutral (Unaligned), and Evil.

Good characters champion freedom from tyranny, respect others, and hold a deep reverence for life.

Evil characters are selfish, lustful, greedy, and immoral.

Neutral (Unaligned) characters represent the majority of people in the world. Unaligned people try to act for the good of everyone, and even may believe they're good people. But

selfishness gets the better of everyone, and these people are driven by their own needs, being neither good nor evil, though some lean more towards one extreme than the other.

Neutral (Balance) characters tend to view themselves as guardians of the cosmos and can be full of arrogance and hubris as a result, turning on friends and allies the moment they sense the balance shifting.

SPELL LISTS AND DESCRIPTIONS

WIZARDS

Level One

1. Charm Person
2. Dancing Lights
3. Detect Magic
4. Hold Portal
5. Light
6. Magic Missile
7. Detect Evil
8. Read Languages
9. Sleep

Level Two

1. Continual Flame
2. Detect Invisible
3. ESP
4. Invisibility
5. Knock
6. Levitate
7. Locate Object
8. Phantasmal Image
9. Protection from Evil
10. Wizard Lock

LEVEL 1

Charm Person: This charm makes a medium-size or smaller humanoid regard the caster as a trusted friend and ally. If the target is being threatened or attacked by the caster or the caster's allies, however, it receives a +5 bonus to its saving throw. The spell does not enable the character to control the charmed creature as if it were an automaton, but the subject does perceive the caster's words and actions in the most favorable way. Any act by the caster or the caster's apparent allies that threatens the charmed creature breaks the spell. Note also that the caster must speak the creature's language to communicate commands. The subject may make a Charisma-based saving throw to negate the effects. This spell lasts for one hour per level of the caster.

Dancing Lights: Depending on the version selected during casting, the caster creates up to four lights that resemble lanterns or torches (and provide the same amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within 20 feet of each other, but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, etc. The lights can move up to 100 feet per round. A light winks out if its distance from the caster exceeds the caster's line of sight. A creature that interacts with a dancing light gets a Wisdom-based saving throw to recognize it is an illusion.

Detect Magic: the caster can detect the presence of magical auras in anything the caster observes. The Strength of the magic detected will be revealed as lingering, faint, moderate, strong or overwhelming. Magical areas, multiple types of magic or strong local magical emanations may confuse or conceal weaker auras, although the Referee may allow the caster to spend additional rounds concentrating to decipher the confusion or reveal weaker auras. The Referee may require an Intelligence check to do so. The spell lasts for only one turn.

Hold Portal: This spell magically bars a door, gate, window, shutter of wood, metal or stone. The magic holds the portal fast, just as if it were securely closed and normally locked. A knock spell or a successful dispel magic can negate the hold portal, and portals held shut by this spell can still be forced or

battered down by strong opponents. The spell lasts for one hour per level of the caster.

Light: This spell causes an object to shed light, clearly illuminating the area around it as much as a torch, albeit with clear, white light. Although the effect is immobile, it can be cast on a movable object. Light taken into an area of magical darkness does not function. The spell lasts for one turn per level of the caster.

Magic Missile: This spell conjures a bolt of magical energy that automatically strikes its target, dealing 1d6-1 damage (minimum 1 point). For every four levels of the caster, another missile fires (a fourth level caster fires two missiles, an eighth level caster three, etc.), though all missiles fire simultaneously and strike the same target.

Detect Evil: The caster can sense the presence of supernatural evil within a 60 foot radius, as well as how relatively powerful the source of the evil is (minimal, slight, moderate, great, obscene). The spell notes the general direction, but not the exact location or distance of the evil. This spell will detect undead, but not evil characters of lesser than eighth level (and those of eighth to tenth level will generally register as "slight.") The spell lasts for one turn per level of the caster.

Read Languages: This spell allows the caster to read any and all mundane languages, modern or ancient. It lasts for 10 minutes per level of the caster.

Sleep: Creatures within range and within a 30' diameter circle that are capable of sleep fall into a comatose slumber, with weaker ones being felled prior to stronger ones. The spell affects 2d6 HD of creatures. For creatures with equal HD, those closest to the spell's point of origin are affected first. No creature with 5 or more HD is affected, and HD not sufficient to affect a creature are wasted. The spell is centered on a location determined by the caster. Slapping or wounding will awaken affected creatures, but normal noise does not. Sleep does not affect unconscious creatures, constructs or undead creatures. The spell lasts for 1 turn per level of the caster, and creatures are entitled to a saving throw using their Wisdom ability modifier (if applicable) to resist.

LEVEL 2

Continual Flame: A flame, equivalent in brightness to a torch, springs forth from an object that the character touches. The flame looks like a regular flame, but it creates no heat and doesn't use oxygen. The flame can be covered and hidden, but not smothered or quenched. The spell is permanent.

ESP: The caster can detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject. On the 1st Round, the presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher). On the 2nd Round, detects the number of thinking minds and the Intelligence score of each. This spell does not determine the location of the thinking minds if the caster can't see the creatures whose thoughts he is detecting. On the 3rd Round, detect the surface thoughts of any mind in the area. A target's saving throw with Wisdom ability check modifier prevents reading its thoughts, and the spell must be cast again to have another chance. Creatures of animal Intelligence (Int 1 or 2) have simple, instinctual thoughts that can be picked up.

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. This spell lasts for 1 round per level so long as the caster concentrates.

Detect Invisible: The caster can see invisible creatures. This spell does not reveal creatures simply hidden, such as thieves using their stealth abilities or Elves or Halflings using their racial ability. The spell lasts for 1 round per level of the caster.

Invisibility: The target (and all of his or her gear) vanishes from all forms of natural sight, including special visions. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible, such as a trailing rope. The spell ends if the subject attacks or behaves in a hostile manner towards any creature, but otherwise lasts until cancelled by the caster or until the subject makes a saving throw with Intelligence ability check modifier.

Knock: This spell opens stuck or locked doors, even magically held ones. It slides bolts and lifts latches. It opens secret doors, as well as locked or trick-opening boxes or chests, and also loosens shackles or chains that have been employed to hold closures shut. Knocked doors do not relock themselves once opened. Knock cannot raise portcullises or similar impediments, nor can it undo or untangle knots. Each spell can undo up to two means of preventing egress through a portal. If used to open a magically locked closure, knock does not remove the spell but simply inhibits its functioning for 10 minutes.

Levitate: Allows the caster to float up or down through the air at a luxurious pace, moving no more than 20 feet up or down per round. Alternatively, the caster may levitate another creature or object weighing no more than 100 lbs. per level, although an unwilling creature is entitled to a saving throw. Levitation does not enable horizontal movement, although a levitating character could clamber along the face of a cliff or push against a ceiling to move laterally (generally at half base speed). This spell lasts 1 turn per caster level.

Locate Object: Enables the caster to sense the direction of a well-known or clearly visualized object, including apparel, jewelry, furniture, tools, weapons or even such mundane implements as a ladder. The spell may be used to search for general items such as a stairway, a sword or a jewel, in which case the spell locates the nearest such object within its range, or the spell may be used to find a specific item, such as a particular piece of jewelry. A unique object (such as Gideon Thorne's gold-plated quill) may not be located unless the caster has observed that particular item firsthand. The spell is blocked by lead, fooled by polymorphing, and cannot detect creatures.

Phantasmal Image: This spell creates a visual illusion of an object, creature or force, as visualized by the caster in a 40 foot cube, + 10 feet per level. It cannot create sound, smell or tactile illusions. Creatures who view the illusion believe it, and can suffer damage from illusions. Hit point damage is suffered from damage to the mind/psyche. While concentrating, the caster can move the image within the range. The illusion disappears if an opponent makes a saving throw with Intelligence ability score modifier.

Protection from Evil: This spell creates a magical barrier around the subject at a distance of 1 foot offering protection against evil creatures. It does not defend against evil characters of less than 8 levels/Hit Dice, but will defend against powerful characters, undead and other supernatural evils.

The barrier moves with the subject and grants a +2 bonus to AC and +1 to saving throws against evil creatures. The spell prevents bodily contact: the melee attacks of such creatures fail and the creatures recoil from the protective magic. The protection ends if the warded creature makes an attack against, or tries to force the barrier against, the blocked creature. Magic resistance can allow a summoned or conjured creature to overcome this protection and touch the warded creature by making a save. Otherwise, no save is allowed. The spell lasts for one hour.

Wizard Lock: Magically locks a door, chest, or portal. The caster can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell. Halves the chance to break open a door or portal affected by this spell. (A knock spell does not remove an arcane lock; it only suppresses the effect for 10 minutes.)

PRIESTS

Level One

1. *Cure Light Wounds*
2. Detect Evil (15)
3. Detect Magic (15)
4. Light (15)
5. Protection from Evil (16)
6. *Purify Food & Water*

Level Two

1. *Bless*
2. *Find Traps*
3. *Hold Person*
4. *Speak with Animals*

LEVEL 1

Cure Light Wounds: This spell heals 1d6+1 points of damage to a character touched. Requires a melee spell attack against unwilling targets.

Purify Food & Water: This spell makes up to 1 cubic foot per level of spoiled, rotten, poisonous, or otherwise contaminated

food and water suitable for eating and drinking. It does not prevent subsequent decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions.

LEVEL 2

Bless: The priest instills his allies with divine aid, adding +1 to attack rolls and saves against fear. Lasts for 1 round per level.

Find Traps: The caster locates any mechanical or magical traps within 30 feet. This spell lasts for 1 round per level.

Hold Person: This spell holds a single medium-sized or less humanoid target rigidly in place. It is aware and breathes normally but cannot take any physical action. It can, however, execute purely mental actions. The spell lasts for 1 round per

level, and the target may make a saving throw with Wisdom ability check modifier to resist.

Speak with Animals: The caster can comprehend and communicate with animals. He may ask questions and receive answers, although the spell doesn't make them any more friendly or cooperative than normal. Further, it doesn't make animals any more intelligent, so answers and comments will be based on the animal's perception. The spell lasts for 1 round per level.

EQUIPMENT AND ECONOMY

Characters begin with 75 coin with which to buy equipment. Characters do not have to pay for basics: a suit of traveling clothes or robes, cloak, boots, belt and pouches. Additional equipment costs can be extrapolated from what is here.

BASIC EQUIPMENT AND COSTS

Weapons and Armor

Item	Cost	Item	Cost	Item	Cost
Dagger	1	Pole Arm	7	Sling Stones, 20	5
Hand Axe	2	Halberd	7	Silver Tipped	+10
Mace	5	Lance	4	Leather or Padded Armor	15
Short Sword	5	Short Bow	15	Studded Leather	20
Long Sword	7	Long Bow	40	Chain, Scale Mail, Lorica Segmentata	30
Two-Handed Sword	15	Composite Bow	50	Plate Mail	50
Battle Axe	7	Light Crossbow	15	Shield	10
Morning Star	6	Heavy Crossbow	25	Barding	150
Flail	5	Sling	1		
Spear	3	Arrows/Quarrels, 20	10		

Transportation

Item	Cost
Mule	20
Draft Horse	30
Light Horse	40
Medium War Horse	100
Heavy War Horse	200
Saddle and Tack	25
Saddle Bags	10
Cart	100
Wagon	200
Raft	40
Small Boat	100

Miscellanea

Item	Cost	Item	Cost
Rope, 50'	1	Holy Symbol, silver	25
Pole, 10'	1	Holy water, 1 vial	25
Small Sack	1	Wine, qt., poor	3
Large Sack	1	Wine, qt., avg.	5
Backpack	3	Wine, qt. fine	10
Water/wine skin	1	Iron Rations, wk.	5
6 Torches	1	Meal, bread and porridge	1
Lantern	10	Meal, hearty stew	3
Flask of Oil	1	Meal, good mutton and sides	5
5 stakes & mallet	5	Ale or mead, pt.	1
Mirror	2	Lodgings, basic, 1 night	2
Holy Symbol, wood	2	Lodgings, full accommodation (inc. meals), 1 night	10



BOOK TWO:
COMBAT AND CONFLICT

INTRODUCTION

Well, here it is: book two. You've made it through character creation; now it's time to learn what all those numbers and terms mean. That's what this booklet is for. It's all rules, from start to finish. Players should definitely read through this book, to have a handle on how the game works, so they can better comprehend what's going on during play, but this book is really for the most part the purview of the Referee.

THE GOLDEN RULE

With that in mind, there's one all-important rule to keep in mind at all times: *The Referee is the final word on any interpretation of the rules in the game.* It is up to the Referee how (or indeed, if) these rules are applied in game, altered, or ignored entirely. Never argue the letter of the rules at the table. If a rules question arises, allow the Referee to make a ruling and move on. Further discussion can always take place away from the table. The rules in *Spellcraft & Swordplay* are deliberately minimalistic, allowing a lot of room for

development, interpretation, and customization. Not every situation will be covered, and it is the author's feeling that attempting to do so turns the game into a glorified board game rather than the game of gritty, epic, or even fairy tale fantasy role playing it is intended to be.

Keeping that in mind, a note to the Referee: always put the game and the enjoyment of your group first. Be consistent at all times in your adjudication of the rules. It wouldn't hurt to keep a notebook in which you track any rulings or interpretations you make, so that you can continually rule the same way and not alter your game entirely from one session to the next. It is not entirely upon you to ensure the group has a good time, but the bulk of the work does lay on your shoulders, who controls every aspect of the game that is not one of the player characters. Refereeing a fantasy game is both an art and a science, to paraphrase Gary Gygax, and with creativity, time, and practice you'll join the ranks of the greats.

THE BASICS

Almost all actions in *S&S* are handled by rolling 2d6, adding bonuses, and trying to equal or get better than a target number. On rare occasions, a number (1 to 3) d6 may be

rolled to check a probability (often for a mishap or miss chance), but these are the exception to the rule.

TIME

The first thing to clarify in our book on rules is how time is distributed in the game, since a great many actions you will undertake, from attacking an enemy to engaging in negotiations to casting spells revolve around time. In general, when discussing time in a non-vital situation, time is just addressed as we do every day: seconds, minutes, hours, days, weeks, etc. However, when the breakdown of time becomes important, there is game terminology used.

In combat, time is broken up into one-minute passes called *rounds*. Whenever you see the term "Round," it refers to one

minute of in-game time. During a round of combat, characters will have the ability to make a number of attacks or actions. Each action will take a number of "passes," each segment being equal to six seconds of time; there are ten passes in a round.

Ten rounds is equal to a *Turn*, which obviously then represents ten minutes. Whenever you see the term "Turn," count tens of minutes in game time.

ABILITY CHECKS

There will be times in game when the Referee has a character make a simple ability check to determine the result of some action not otherwise covered by the rules. When making an ability check, 2d6 are rolled, the bonus or penalty on the Check Modifier table (p. 7) added, and any penalties or bonuses granted by the Referee applied. If the result of the check is 11 or better, the check succeeds.

In general, besides the ability check modifier, characters gain +1 to ability checks at first level and every multiple of three thereafter (ie. 3, 6, 9, etc).

As a rule of thumb, if the task is so easy and mundane that a character of a given class and level should be able to do it without any trouble, don't roll. Only roll for critical, important, and difficult tasks. The Referee will grant bonuses

or penalize actions based on their difficulty as indicated on Table: Difficulty Modifiers (p. 21).

When in doubt as to how to handle any given situation, go with an ability check. If the situation requires a contest between two people, have both roll ability checks, with the higher result winning. These are called *contested tests*. For example, if two people are having an arm-wrestling competition, the Referee can call for both to make a strength check. Both characters would roll 2d6, adding their strength ability check modifier and +1 for every three class levels possessed. The highest result wins the contest; however, if neither result equals 11, the contest is deadlocked and continues on.

In this case, the Referee might rule that the class bonus is not appropriate for wizards or clerics, who don't train in strength, if he so desires. The Referee might also decide that the contest is decided by the best of three contested rolls. In any case, ability check rolls are an easy and intuitive way to handle most situations in game. So remember: when in doubt, fall back on the ability check.

Table: Difficulty Modifiers

Condition	Modifier
Basic	+6
Easy	+4
Simple	+2
Moderate	No modifier
Difficult	-2
Very Difficult	-4
Heroic	-6
Amazing	-8
Unbelievable	-10
Unimaginable	-12

Exceptional Strength

For characters with exceptional strength, the ability check modifier increases accordingly: for strength 19-20 the modifier is +3; for strength 21-22 the modifier is +4; for strength 23 the modifier is +5.

Saving Throws

Many attack forms require the player to make a *saving throw* for his character. A saving throw is an ability check which represents the character's ability to avoid dangerous or deadly situations. Saving throws will always add ability bonuses based on the type of save. The Fire Ball spell, for example, allows a character a saving throw with their dexterity adjustment to take only half damage. An unmodified ("natural") roll of 2 always fails, and a natural roll of 12 always succeeds. Each class gains a special class-based bonus to certain saving throws, as listed under the class description in Book One. Wizards, for example, gain +2 to all Intelligence based saves, and Warriors gain +2 to all Constitution-based saves.

Morale

Morale is the ability to keep on going in the face of adversity. Whenever a situation occurs that could cause a character or monster to surrender or break and run, that character or

creature must make a morale check. Making a morale check simply means making a Wisdom Ability Check. Certain situations, attacks, and special abilities may modify the check, for the positive or negative, at the Referee's discretion using the Difficulty Modifiers table on the left. In addition, each race gains a racial bonus to morale, as follows:

Race	Morale
Human	+2
Elf	+4
Dwarf	+5
Halfling	+6



Morale checks for monsters use the ability check guidelines given on p. 35. The situation that inspired the morale check will generally dictate the results of a failed check; i.e. if an overwhelming force demands surrender, a failed morale check will likely result in surrender. If the party were faced, on the other hand, by a horde of slobbering, maddened berserkers out to destroy everything in their path, a failed morale check might result in the release of bodily waste, and in rapid flight from the situation.

MOVEMENT

Base Movement Rates

Base movement rates per round for player character races are as follows. Other creatures' movement rates are listed under individual monster entries in Book 3.

Humans and **Elves** wearing light or no armor (no heavier than padded or leather) move at 60 feet per round. If wearing medium armor (up to chain), they move at 45 feet, and if wearing plate armor, humans move at 30 feet.

Dwarves wearing no or light armor move at 45 feet per round. If wearing medium armor their movement rate is 35 feet, and if wearing plate, movement is reduced to 25 feet.

Halflings wearing no armor move at 45 feet per round. If wearing light armor movement rate is 35 feet, and if wearing medium armor movement is 25 feet. If a Halfling decides to don heavy plate armor, his movement will be a mere 15 feet. Halflings don't have the strength and endurance of dwarves in such bulky gear.

In a combat situation, characters may move up to half of their maximum movement and still attack. If a character moves more than half of their maximum movement, they may not attack. The exceptions to this are elves and Halflings with specific ranged weapons.

For use with miniature figures on a tabletop, divide feet by 5, rounding down. The resulting number is a figure's movement in inches.

Effects of Terrain and Environment

Debris, rough ground: A great deal of debris, such as piles of garbage, strewn rocks, etc., slows movement through the area by 50%.

Hills: Movement uphill is at 50% of normal rate (25% if fatigued); Movement downhill is at 150% normal rate.

Marsh and bog land or Heavy Precipitation: Movement at 50%, all fatigue conditions worsened by half, rounded down (i.e. combat every round can cause fatigue). The same effects apply to heavy rain, snow, sleet, or hail, or even a sand storm in the desert.

Rivers and Streams: If more than waist deep, no combat possible. Wearing armor lighter than leather will cause the wearer to sink like a stone and drown within constitution score in minutes. If less than waist deep, movement is at 50% and all combat and physical actions at -2.

COMBAT

Let's face it: the vast majority of fantasy gaming revolves around battles. Swords flashing, spells blazing, killing things and taking their stuff. That's what this type of play is geared towards. At its most basic, the progression of combat in game is as follows:

1. Determine surprise and check initiative
2. Winner attacks
3. Damage and casualties resolved
4. Loser attacks
5. Damage and casualties resolved
6. Repeat

Surprise and Initiative

If there is a chance that one party has surprised another (or that both parties are surprised) each party with the potential for surprise rolls a d6, applying any modifiers the Referee deems appropriate. A result of 1 or 2 indicates surprise. If only one party is surprised, the other party gets one free action (not full round, but action) against the surprised party. That is to say, a fifth level warrior could move in and make a single attack, but not a full 4-attack routine. A wizard can cast a spell on a surprise round, though the spell will not go off until the first regular initiative action of a member of his (or one round later, if the spell is delayed). Thus, a wizard casting a spell on a surprise round should hope he or one of his teammates gains initiative for the regular combat; otherwise, the enemy will attack before his spell takes effect.

If both dice indicate surprise, whichever party has the higher result will gain a surprise pass. Thus, if one party rolls a 1 and the other a 2, the party with the 2 will get to attack.

If the rolls are a tie, then the parties' surprise offsets, and in game the situation is treated as if there were no surprise.

Referees, use common sense, here; if the party sets up an extraordinarily clever ambush and there's no way you can see that their enemies would detect them, the party should automatically gain surprise.

If no surprise or equal surprise exists, the next step is to check initiative. Checking initiative is a matter of everyone rolling a die or dice and adding their Dexterity Reaction Adjustment. It really doesn't matter whether you roll 1d6, 2d6, or even 3d6, just so long as all involved parties roll the same number of dice. Whoever rolls the highest gets to act first, and initiative progresses in descending order from there.

Referees might do better to roll for opponents in groups. That is to say, if the characters are facing a group of five orcs led by an ogre and a troll, roll one initiative test for all five orcs, one for the ogre, and one for the troll. This just helps keep things organized.

Note that any characters engaging in ranged attacks always attack first, though still in decreasing order of their own initiative.

Attack

Each character, in descending order of initiative, makes one or more attacks as indicated on their level progression chart. To make an attack, roll 2d6, add your Strength modifier and any other modifiers you may have, subtract your opponent's dexterity penalty, if the opponent is a Warrior, then consult the combat matrix, cross-referencing your weapon against the armor class of your opponent. If your total equals or exceeds the number listed, you've scored a hit! Note that armor class is based on the general type of armor (even natural armor) possessed or worn by an opponent. Shields improve armor class by one. See *Combat Table 1: Armor Type and AC* (p. 23) for a complete breakdown of armor types and the armor class they impart.

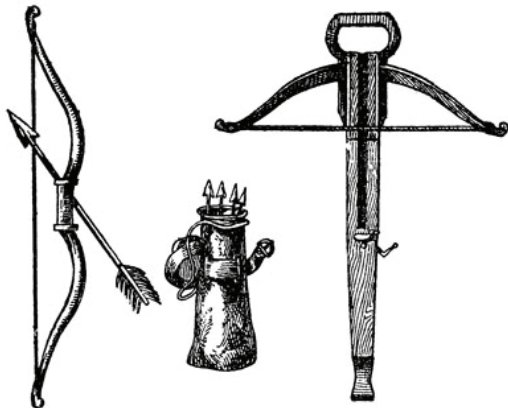


AC 9+ and Magical Armor Bonuses: A higher roll is still always better, but armor classes higher than 8 can be problematic, which happens when one deals with magical enhancements. In general, a magical enhancement to armor functions as a penalty to the attack roll of an enemy, rather than as an actual increase in armor class. Also, any condition that would raise AC to 9 or higher is treated as AC 8, with the balance acting as a penalty to the opponent's attack roll.

Ranged Weapons Rate of Fire

Ranged attacks are restricted by the weapon's rate of fire, rather than the total attacks of the hero. Slings alone have a rate of fire equal to the hand-to-hand attacks of the character in question. Halfings using slings are especially deadly in this respect, as they treat slings as long bows for range and on the attack matrix. Short, long, and composite bows fire twice every round. Light crossbows fire once per round, and heavy crossbows fire once every other round.

Characters who have achieved 4 melee attacks may increase the rate of fire of a ranged weapon by one every other round or, in the case of heavy crossbows, may attack every round. Characters who have achieved 8 attacks gain an extra shot every round, and in the case of heavy crossbows an extra shot every other round. Thus, a tenth level warrior with eight attacks may fire a bow or light crossbow three times per round, or a heavy crossbow 3 times every two rounds.



It is advisable for players to keep the matrix for any weapon their character uses written on their character sheet. This way, the player can simply roll 2d6 and reference his own attacks, which saves time in the long run. In general, there's

no reason the Referee should feel the need to keep the AC of an enemy secret. In the rare instance that this is the case, however, the Referee will have to reference all attacks until the players work out what AC they are attacking.

Unarmed Combat

Unarmed combat is generally possible only between unarmored opponents. A kick or fist does very little damage against someone clad in any armor heavier than padded. If a character wishes to attempt to punch an armored opponent (assuming the face or other unarmored area is accessible), his "to hit" roll is adjusted by the opponent's dexterity as though his opponent was a warrior regardless of class. Damage from unarmed attacks is temporary, healing at one point per hour, unless the attacker is wearing metal gauntlets, in which case damage is 'real,' that is, treated like any other weapon damage.

Characters fighting with spiked gauntlets should be treated as wielding knives.

NON-PROFICIENT WEAPONS AND ARMOR

Just because a weapon or suit of armor is not on a class's list doesn't mean they can't try to use it. After all, anyone can pick up a sword and swing it, or (provided they're strong enough) draw back a bow and fire. Likewise, anyone can strap on a breast plate. The allowed weapons and armor lists just denote what weapons a class is trained in using.

Anyone attempting to use a weapon not on their trained list suffers a -2 penalty to all attack rolls with that weapon. Likewise, anyone attempting to wear armor not on their list suffers -2 to all ability checks, attacks, and physical actions. In addition, Wizards wearing metal armor suffer -4 to any spell casting rolls (not cumulative with the -2) while thieves wearing armor heavier than studded leather suffer -1 (or -10%) on all thieving skills per point of AC above 4 that the armor provides (this applies to chain or scale armor, which impart a -1/-10% penalty, but not to studded leather), not cumulative with the -2 to other actions.

SHIELDS

Shields make it easier to parry enemy attacks. Thus, use of a shield imparts a -1 penalty to a single opponent's roll to hit every round.

Table 1: Armor Type and AC

Armor Worn	AC
None	1
Padded	2
Leather	3
Studded Leather	4
Chain, Lorica Segmentata, Scale Mail	5
Chain/Lorica Segmentata	6
Plate and mail	7
Field Plate	8
Horse Barding	7

*Adding a shield to Field Plate imparts a -1 to enemy attacks.

Table 2: Melee Attack Matrix by Weapon

Weapon	Armor Class*							
	1	2	3	4	5	6	7	8
Battle Axe	9	9	9	9	8	8	10	11
Dagger	7	8	9	9	10	11	13	13
Flail	8	8	8	8	7	8	7	8
Fist or Foot, Human-sized or smaller	7	9	8	-	-	-	-	-
Hand Axe	8	8	9	8	11	11	12	13
Long Sword	8	9	9	10	9	8	11	12
Mace/Club	9	9	9	10	9	9	8	9
Heavy Mace/War Hammer	8	8	8	9	8	8	9	8
Morning Star	7	7	8	8	7	8	9	9
Mounted Lance	6	6	6	6	7	8	9	10
Pole Arm/Halberd**	9	9	9	8	7	7	6	9
Short Sword	7	8	8	9	8	9	10	11
Spear**	9	9	10	10	11	11	12	12
Staff	8	9	9	11	10	10	9	8
Two-Handed Sword	7	7	7	7	6	6	7	8

*Unarmored Horse is AC4.

**Treat as mounted lance against opponents on horseback or set against a charge.

Table 3: Ranged Attack Matrix by Weapon*

Weapon (Ranges)**	Armor Class							
	1	2	3	4	5	6	7	8
Thrown/Sling (STR)***	8/9/0	8/9/0	9/0/1	0/1/2	1/2/-	2/3/-	3/-/-	3/-/-
Spear (Thrown) (STR)***	9/0/1	9/0/1	0/1/2	0/1/2	1/2/-	1/2/-	2/3/-	2/3/-
Short Bow (5/10/15)	6/7/8	6/7/8	6/7/8	7/8/9	8/9/0	9/0/1	1/2/-	1/2/-
Long Bow (7/14/21)	5/6/7	5/6/7	5/6/7	6/7/8	7/8/9	8/9/0	0/1/2	1/2/-
Composite Bow (8/16/24)	5/6/7	5/6/7	5/6/7	7/8/9	8/9/0	0/1/2	1/2/-	2/- /-
Lt Crossbow (6/12/18)	5/6/7	6/7/8	6/7/8	7/8/9	8/9/0	0/1/-	1/2/-	2/2/-
Hvy Crossbow (8/16/24)	4/5/6	5/6/7	5/6/7	6/7/8	7/8/9	8/9/0	9/0/1	0/1/2

*In Matrix, 0=10, 1=11, 2=12, 3=13. A "-" indicates that there is no chance to damage at that range.

**Range increments are in tens of feet, or in inches if using miniatures on tabletop

***Sling or thrown range is equal to wielder's strength in feet at maximum range, half strength at medium range, and one quarter strength at close range; round down. Slings gain a +1 to hit in all cases.

Damage

All hits from normal weapons in *S&S* deal 1d6 damage plus strength bonus and any bonuses from weapon mastery or magic. Larger objects like boulders from catapults, and special attacks like spells deal more damage, but if you're attacking with a regular sword, axe, bow, or club, roll 1d6 for each attack that hit home, and tally the damage total. If the damage exceeds the hit points of your opponent, he is dead and removed from play (literally, if you're using miniatures!) Player characters (and at the Referee's option, important or "named" enemies) can suffer damage up to their constitution score below zero before dying, but when hit points reach zero, the character is unconscious. Hit points below zero indicates the character is "bleeding out" and must make a successful saving throw with constitution bonus every round or suffer one additional point of damage from blood loss. This constitution save suffers a penalty equal to half the points below zero the character currently is. A successful save means the bleeding stops and the character is stabilized. A cleric or Paladin using healing magic on a dying character immediately stabilizes the character and restores them to zero hit points. Further magic healing will restore hit points as normal.

Two Handed Weapons: At the Referee's option, wielding a two-handed weapon may allow a character to roll 2 dice for damage, keeping the higher of the two.

Critical Hits: If a player hits with a natural roll of 12 (that is,

rolls "boxcars," or 12 unmodified by bonuses), his weapon deals an additional die of damage. Further, if he rolls boxcars on *that* damage score, he may roll a *third* die for damage! Damage stops at this third die, however...it has to stop somewhere, after all!



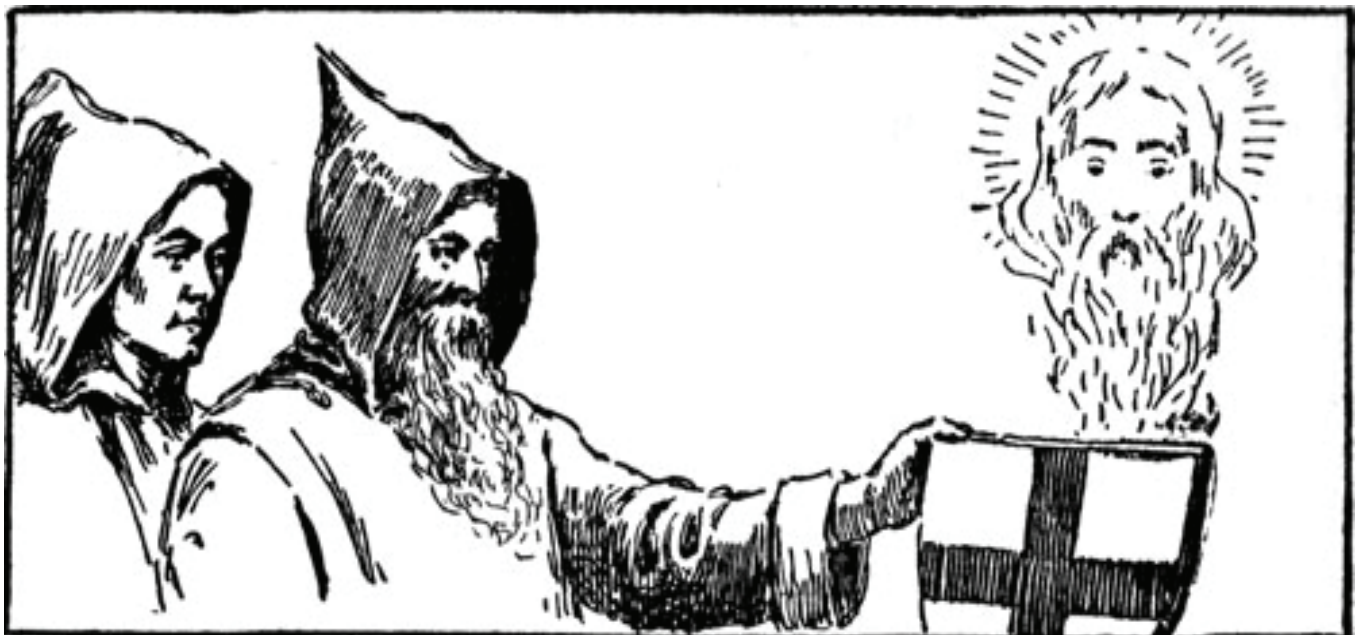
Resolution

Once all involved parties have completed their cycle of attacks and calculated damage, roll initiative again and repeat the steps until combat is resolved. A group may retreat from combat at any time by suffering a single "parting shot" from any enemies that currently engage them. Should they survive this parting shot, they are assumed to have successfully fled combat. For adding greater detail to retreat moves, including fighting withdrawals, see "Fly-by, Distraction, and Fleeing (Optional)."

Spell Casting

The basic procedure for casting spells is detailed in volume one: the wizard or priest rolls 2d6 against a number based on the complexity (level) of the spell he is trying to cast (p. 10-11). Depending on the result, the spell may go off as planned, be delayed for one round, or fail entirely.

In all circumstances, casting a spell takes at least one full round to accomplish. Regardless of whether a wizard has one attack or four according to his level progression, when casting spells, he may cast a maximum of one per round. Nor may he attack and cast a spell; if he chooses to cast, that is his only action for the round.



A wizard can, in addition, attempt to counter the spell of another wizard. Doing so uses the entire round, and the wizard can make no other action, including spell casting. To counter a spell, the wizard must first make an intelligence check, to which the Referee secretly applies a penalty equal to the level of the spell being cast. If the wizard succeeds, he is able to identify the specific triggers used in the spell (even if he doesn't himself know the spell in question) and work a counter weave. Both wizards at this point—the caster and the counter—roll opposed intelligence checks. The wizard of lower level applies a penalty equal to the difference between levels (thus if a 6th level wizard and a 4th level wizard are in contest, the 4th level wizard suffers a -2 penalty to his check). The higher result in the opposed check succeeds, determining the winner of the contest. If the spell caster wins, his spell goes off as normal, and the counter-wizard suffers one die of damage. If the counter-wizard wins, the caster has his spell foiled as though he had failed his spell casting check, and suffers one die of damage.

Mounted Combat

Of all classes, only Paladins are trained to fight from horseback and no special conditions apply to this class. Other classes attempting to fight from horseback must make a dexterity check every round, or be unhorsed and possibly stunned (see below). Instead of using their weapon mastery to specialize in a weapon, warriors can opt instead to master mounted combat, which eliminates the need for dexterity checks, *but accordingly will not provide a bonus to hit until fourth level*. See p. 10 for details on warriors and weapon mastery.

Men fighting from horseback add +1 to their attack roll against men not mounted, and men not mounted suffer -1 to attack rolls against mounted men, unless using spears, halberds, or pole arms, in which case the non-mounted men do not suffer the -1 penalty (though the mounted warrior still gains +1). On the second round of combat, the mounted warrior may also spur his steed to attack, using its statistics in volume 3.

A mounted warrior may be unhorsed if his opponent announces his intent before attacking, uses a lance, spear, or pole arm and scores a hit against AC 8. An unhorsing attempt is the only attack possible in a round, no matter how high in level the attacker is. If the attempt is successful, the rider must make an opposed dexterity check against the result of the attack roll, or be borne to the ground. Such an unhorsed attacker may be stunned. Roll a d6: 1 indicates the attacker is fine with no ill effect. 2 indicates he is prone. 3-4 indicates he is prone and stunned for one round, 5 indicates he is prone and stunned for 2 rounds, and 6 indicates he is prone and stunned for 3 rounds.

Special Actions

Attacking from behind: the character attacking an enemy from behind gains +4 to hit.

Shot on the Run: Most characters can only move half of their movement and still get off their attacks. This applies to ranged as well as melee combat. Elves and Halflings,

however, have the unique ability to complete their move after they fire. Elves can do this when using a short, long, or composite bow. Halflings can do this with a sling. To use this ability, the elf or Halfling simply moves up to half of their full movement, makes ranged attacks, and then completes their movement.

Special Conditions

Concealment: Concealment simply provides additional protection in the form of a miss chance in combat. Determine the degree to which the character is covered on a scale of 1-6, and if the attack is successful, roll an extra d6. Rolling under the concealment rating indicates that the attack misses. Concealment also adds to the base chance of a thief to use his stealth ability to hide.

Cover: Cover works exactly like Concealment, save that an attack which misses due to the cover rating, instead hits the cover. Firing ranged weapons into melee combat thus runs the risk of hitting an ally. Each person beyond the target involved in a melee provides the target with 1 cover, to a maximum of 4 cover.



Fear: The character afflicted by fear (fails a save) must make a morale check immediately or flee in terror at his full movement rate for 1d6 rounds. If he succeeds he suffers -2 to all attacks and ability checks for 1d6 rounds.

Prone: When attacking a prone opponent, the attacker gains +4 to hit and rolls an extra die of damage on a successful attack. Rising from a prone position requires an action, and fighting from a prone position imparts -4 to attack. Shooting crossbows from a prone position, on the other hand, adds +3

to hit, so long as the crossbow has some sort of brace to steady it.

Stunned: A stunned creature drops everything held, can't take actions, attackers gain a +2 to hit the creature, and it loses its Dexterity Reaction Adjustment.

Healing

Characters may receive magical healing by spell or by the Priest or Paladin's ability to lay on hands, or may heal naturally. A character will heal their level plus their Constitution modifier in points of damage per every full day of rest (which means each day that no adventuring takes place). If a character undergoes normal activity, the healing rate is halved. In any case, a character brought to near death (below zero hit points) must receive magical healing or spend at least 1d6 full days in bed before natural healing begins.



VISION

On a clear day outdoors, characters can see clearly up to 250 yards with no problems. Thus, elves can see in starlight and moonlight for up to 250 yards. Dwarves can see in normal darkness (any condition that is not utter pitch) for up to 250 yards. Such abilities do not cancel out the thief's ability to be stealthy.

Blindness, Invisibility and Darkness

While some characters and monsters can see perfectly well without any light at all, characters with normal vision can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness. These same conditions apply to dealing with an invisible assailant; treat everyone who can't see the invisible creature as though they are blinded in respect to it.

- Blinded creatures lose the ability to deal extra damage due to precision (for example, a thief's back attack).
- Blinded creatures halve movement, and can't run or charge.
- 3-in-6 miss chance in combat; on any successful attack, roll an additional d6 and if the result is 4-6, the hit is successful. Blinded creatures must first pinpoint the location of an opponent in order to attack; if the blinded creature launches an attack without pinpointing, it attacks a random area within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which direction the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

- A blinded creature loses its dexterity modifier in combat and attackers gain +2 to hit the creature (unless they also are blinded).
- A blinded creature takes a -4 penalty dexterity-based checks. A creature blinded by darkness automatically fails any check relying on vision.
- Blinded creatures cannot use gaze attacks and are immune to gaze attacks.
- A blinded creature can make a wisdom check each round in order to locate foes. A successful check lets a blinded character hear an unseen creature "over there somewhere." This results in a 4-in-6 miss chance until the blinded creature hits (d6 after a successful attack; 5-6 hits), after which the miss chance is the standard 50%.
- If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).
- A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

Light Sources

Light sources will overcome normal darkness. A typical campfire will shed light in a 30 foot radius; a torch will light up to a 20 foot radius; a lantern has a 15 foot radius. Assume that half again the distance beyond provides shadowy illumination, imposing -3 to Wisdom checks to see and -2 to hit targets, and half again that is dim illumination, imposing -6 to Wisdom checks to see and -4 to hit targets. Bullseye lanterns can be adjusted to emit a 15-foot beam rather than lighting a radius.

HIRELINGS AND HENCHMEN

It is possible that at some point in time the characters will seek to hire extra help, be it another mage, a priest to raise a friend from the dead, or even a few extra sword arms to help clear a dungeon. This is quite possible, and for the most part should be handled through role playing (the characters must seek out help, perhaps through posting an advert in the same tavern where they acquired their current job, then interview and hire on any potential candidates).

In general, player characters cannot hire help that is of any level higher than three levels below the highest level character in the party. That is to say, if the highest level character in a party is fifth level, the party can hire second level help.

Helpers have a general upkeep cost of 10 coin per day, per level of the helper. They will also likely demand a share of any loot recovered. The morale of any given hireling will be

as standard for the race, adjusted by the charisma ability check modifier of the employer. The maximum number of hirelings is dependent upon the charisma of the employer, as detailed on p. 8.

Players roll for their hirelings in combat (and move them, if tactical movement rules are gained) unless a situation arises that would cause the hirelings to potentially rebel, such as a failed morale check, for example, in which case the referee can assume control.

Further, any hirelings a character has gain experience, each hireling gaining share of total XP (thus, every four hirelings gain a share of XP), which reduces the experience gained by the party. The referee should advance the hirelings, as they are effectively NPCs in the employ of the PCs.

AWARDING EXPERIENCE

In order to advance, characters will need to earn experience. Generally, this is accomplished through defeating monsters and overcoming challenges. Each monster has a set XP (experience point) award, listed in its monster entry. Defeating the creature awards this many points to the party, which are divided evenly among the characters. Defeating multiple creatures of a single type, of course, provides multiple experience awards.

For overcoming challenges, the Referee should gauge how difficult the challenge was, and award experience accordingly. An easy challenge, which requires an ability check or two but nothing more, provides XP equal to five times the level of the party plus one (i.e. a first level party would get 10 XP for such a challenge— $2 \times (\text{party level} + 1)$). An average or moderate challenge, one that uses party resources but isn't particularly dangerous, provides XP equal to ten times the level of the party plus one. A difficult challenge, one that makes the

party feel some real sense of risk, grants XP equal to twenty times the party level plus one, and a deadly challenge, where one or more characters are at risk of losing their lives, or which consumes a great deal of the party's current resources in spells, hit points, or treasure, provides XP equal to fifty times the party level plus one or more.

Experience is never granted for treasure, as treasure is its own reward.

Bonus XP may be awarded for good role playing (50-100 XP per character) or enhancing the play experience for the group (amusing moments or quips, for example, that don't distract from overall game play but heighten the mood of all involved) (10-25 XP per character).

Creation of custom monsters, as well as experience awards for custom creatures, is covered in Book 3.

BOOK THREE:
MONSTERS AND MAGIC

MONSTER REFERENCE TABLE

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Ant, Giant	10-100	N(U)	M	7	75'	1 (4 hp)	Bite(dagger)	Climb 25'	Nil	5+1 (9)
Ape, Great	1-16	N(U)	M	2	60'	3 (12 hp)	2 Claw/Bite (3 daggers)	Climb 30', Rend, Nightvision	Nil	30+3 (66)
Centaur	1-24	G	L	3	90'	4 (16 hp)	2 hooves (maces) and weapon	Darkvision, Track, Woodland Stride	4	110+4 (174)
Cockatrice	1-6	N(U)	S	3	45'	5 (20 hp)	Bite (dagger)	Petrify (Bite), Fly 90', Night vision	5	140+5 (240)
Dragon	1	Any	L-I	Var.	Var.	5 to 20	Claws, Bite, Wing, Tail Slap, or Trample	Fly 100', Breath Weapon, Magic, Immunities (see text)	4 to 18x10	Var.
Dryad	1	G	M	3-3	60'	2 (8 hp)	Weapon	Magic, Tree Dependence, Tree Stride, Wild Empathy, Spell Resistance 0	1	25+2 (41)
Dwarf	1-100	N(U)	M	6	35'	1 (6 hp)	Weapon (dwarves can have multiple hit dice and gain one attack per 3 hit dice).	Darkvision, dwarf traits as per volume 1, combat expertise (orcs and giants), Warrior abilities.	2	7+1 (13) or special if multi HD (see XP table).
Elemental	1-4	N(B)	S-I	Var.	90'	1-20	Slam	Elemental Move 120' Nightvision, Elemental Mastery, Regeneration, Elemental Blast, Whirlwind	1/7/9	Var.
Elf	2-300	G	M	6-1	90'	1 (5 hp)	By weapon or spell (Elves can have multiple hit dice--see dwarves)	Nightvision, Elf Traits as per volume 1, Warrior and Wizard abilities.	1	7+1 (12) or Special if Multi-HD (See XP table).
Gargoyle	1-8	E	M	8	75'	5 (20 hp)	2 claw, bite, gore (2 short sword, dagger, hand axe)	Darkvision, Freeze, fly 90'	5	160+5 (260)
Ghoul	1-24	E	M	2	75'	2 (8 hp)	2 claw, bite (2 hand axes, dagger)	Darkvision, Paralysis	1	30+2 (46)
Gnoll	2-200	E	L	5	90'	2 (9 hp)	Slam (club) or by weapon	Nightvision	1	10+2 (28)
Gnome	4-400	N(B)	S	3-1	50'	1 (4 hp)	Weapon or spell (Gnomes can have multiple hit dice--see dwarves)	Nightvision, Animal Empathy (Burrowers), Combat Expertise (goblins and kobolds), Enhanced hearing, Magic, Thief Abilities	1	7+1 (11) or Special if Multi-HD (See XP table).
Goblin	2-400	E	S	3	45'	1 (3 hp)	Weapon	Darkvision, Thief Abilities	1	5+1 (8)
Green Slime	1-6	N(U)	Any	1	2.5'	4 (16 hp)	None	Engulf (2d6 acid), Vulnerable fire, cold, acid, electricity, immune normal weapons (full)	Nil	120+4 (184)
Halfling	2-600	G	S	2-3	45'	1 (4 hp)	By weapon (Halflings can have multiple hit dice--see dwarves)	Nightvision, Halfling Traits as per volume 1, Thief abilities.	1	7+1 or Special if Multi-HD (See XP table).
Hippogriff	1-4	N(U)	L	3-3	95'	3 (13 hp)	2 claws, bite (2 daggers, hand axe)	Fly 175', Nightvision	2	30+3 (69)
Hobgoblin	4-200	E	M	5	90'	1+5 (9 hp)	By Weapon	Darkvision	1	7+1 (15)

Horse, Heavy	1-20	N(U)	L	4	100'	4 (16 hp)	2 hooves (flails)	Nil	Nil	Nil	40+4 (104)
Horse, Light	1-30	N(U)	L	4	120'	2 (10 hp)	2 hooves (maces)	Nil	Nil	Nil	10+2 (30)
Horse, Med.	1-30	N(U)	L	4	110'	3 (14 hp)	2 hooves (morning stars)	Nil	Nil	Nil	20+3 (62)
Human	4-400	N(U)	M	Var.	90'	1 (6 hp)	By Weapon (Humans can have multiple hit dice—see dwarves)	Human traits as per volume 1.	Var.	5+1 or Special if Multi-HD (See XP table).	
Hydra	1	E	H-I	5-8	45'	3 to 9	5 to 9 Bite (long swords)	Darkvision, Swim 25', Regenerate 2, Breath Weapon (2 on 2d6 chance; fire or frost/1d6 per head/1 per day)	5-9	420+5, 630+6, 765+7, 1145+8, or 1700+9	
Kobold	4-400	E	S	3	45'	1 (4 hp)	Bite (dagger) or by weapon	Darkvision, Light Sensitivity	1	5+1 (9)	
Lycanthrope, Werewolf	3-18	E	M	4-3	100'	4 (18 hp)	2 Bites (short swords)	Lycanthropy, Animal Empathy (Canines), Trip, Alternate Form, Night Vision, Pack Mentality	4	120+4 (90)	
Mule	1-10	N(U)	M	2	70'	2+1 (8 hp)	Bite (Hand axe, 1d6-1)	Nil	Nil	10+2 (26)	
Nixie	2-24	N(B)	T	3-2	30'	1-2 (2 hp)	Dagger or Spear	Swim 60', Magic, Nightvision, Spell Resistance 0, Breathe Water	1	15+1 (17)	
Ogre	1-6	E	H	5	90'	4+5 (23 hp)	Slams (morning stars, 2d6) or by weapon	Darkvision, 4th level Warrior Abilities	3	40+4 (136)	
Orc	2-400	E	M	4	45'	1 (5 hp)	Weapon	Darkvision, Light Sensitivity	1	5+1 (10)	
Pegasus	1-10	G	L	4	130'	5 (20 hp)	2 hooves and bite (2 flails and hand axe)	Fly 250', Nightvision	3	60+4 (140)	
Pixie Pixie (Cont)	4-24	G	T	3-3	45'	1-1 (3 hp)	Dagger or Short Bow	Fly 90', Magic, Nightvision, Invisible (improved), Sleep (arrow), Forget (arrow)	1	35+1 (38)	
Skeleton	1-10	E	M	3	45'	1+2 (6 hp)	Weapon	Resist edged/ pointed weapons 1/2	1	10+1 (16)	
Snake, Giant	1-100	N(U)	L	2	45'	3 (12 hp)	Bite (dagger)	Constrict or Poison (2 or 3)	Nil	15+2 (39)	
Troll	1-8	E	H	6	90'	6 (24 hp)	2 claw and bite (2 hand axe and dagger) or by weapon	Rend, Darkvision, Vulnerable fire/acid, regenerate 2	5	360+6 (504)	
Unicorn	1-8	G	L	4-6	120'	5+5 (25 hp)	2 Hooves (2 clubs) or horn (long sword)	Night Vision, Save as 11 HD creature, Magic, Animal Empathy (Wild), Immune (Poison, Charm, and Compulsion).	5	220+4 (320)	
Wight	2-20	E	M	5	90'	5 (20 hp)	2 Slam (morning stars)	Darkvision, Energy Drain (slam), Spawn	5	120+4 (200)	
Worg	2-12	N(U)	L	4	100'	4 (16 hp)	2 claws and bite (2 short swords, battle axe)	Darkvision, Enhanced Scent, Track	3	60+4 (124)	
Wraith	1-4	E	M	5	60'	5 (20 hp)	Touch (Dagger, special)	Incorporeal, Energy Drain (touch), Spawn (energy drain), Darkvision, Light Sensitivity (Total), Fear	5	280+5 (380)	
Wyvern	1-6	E	L or H	7	60'	7 (25 hp)	4 claw and bite (4 long sword, battle axe) or tail swipe sting (flail and special)	Fly 100', Darkvision, Immune sleep and paralysis, poison 3 (tail sting), paralysis (tail sting)	6	540+7 (735)	
Zombie	3-18	E	M	2	40'	2 (8 hp)	Slam (club)	Immune sleep, charm, paralysis, compulsion, Resist blunt weapons	1	15+1 (23)	

HOW TO READ THE TABLE

Monster: The name of the monster.

Appear: The numerical range of monsters encountered. A monster with a list of 2-400, for example, can be encountered in pairs, or an entire community will generally have up to 400 members.

AL: The creature's alignment tendency. Note that there are always exceptions to the rule, and it is possible, however unlikely, to encounter a creature that does not behave as per the tendencies of its race, such as a good orc. Alignments are Good (G), Evil (E), Neutral Unaligned (N(U)), and Neutral Balance (N(B)) and detailed in Volume 1.

SZ: The creature's size rating: Tiny (T), Small (S), Medium (M), Large (L), Huge (H), Giant (G), Colossal (C), or immense (I). For details on the effects of size, see Volume 2.

AC: The creature's armor class. See p. 22-24. If a creature has an armor class with a penalty listed after it, this represents the penalty to an enemy's attack roll to hit the creature. Thus, AC 4 -3 means the creature has an AC of 4, and the attacker subtracts three from all rolls to hit it. This penalty refers to other defenses besides artificial and natural armor, such as the creature's reaction adjustment.

Move: The number of feet per round the creature can move. In combat, creatures can move half their total movement and still make an attack. See Volume 2.

HD: The number of hit dice a monster has. Roughly equivalent to its level of experience, were it a player character. Monsters always make saving throws as Warriors, using their Hit Dice to reference the level at which they save. Thus, a 2 HD creature saves as a second level Warrior. For

creatures over 10 HD, simply intuit the progression past tenth level. An 11 HD creature saves as 10th, level, and reduce the required save by one point per two HD thereafter. Thus, a 15-HD creature saves at 4. No matter how many hit dice a creature has, a natural roll of 2 will always fail a save. Parenthetical notations give hit points for an average member of the species.

Attacks: The type and number of basic attacks a creature has. Parenthetical notations indicate what weapon type to reference on the combat chart in Volume 2, and non-standard damage (if any). Thus, Bite (dagger) means the creature has a bite, which is scored as a dagger on the Weapon Type vs. AC chart in volume 2. Attacks separated by commas indicate multiple attacks. Attacks after an "or" indicate other options in lieu of standard attacks. Thus, a creature with "2 claws and bite (2 daggers and short sword) or tail swipe (flail, 3d6)" indicates the creature can use either 2 claws and a bite, OR it can attempt a tail swipe which scores as a flail and does 3d6 damage.

Special: Any special abilities or attacks a creature has. Unless otherwise stated, special attacks are used in lieu of basic attacks, not in addition to.

Treasure: the treasure type the creature possesses. See p. 46 for details.

XP: The amount of experience points gained for defeating each creature of this type. This is expressed as a base value, followed by a "per hit point" bonus. A creature with an XP value of 5+1 gives 5 experience points, plus one per hit point the creature has. Parenthetical notations are total experience for an average member of the species.

MONSTER SPECIAL ABILITIES

Acid: The creature has an acid attack, dealing the stated damage every round until it is washed off (immersion of the affected area in water for at least a round). Characters may save for half damage; the acid will destroy normal weapons, armor and equipment in d6 rounds unless cleansed.

Alternate Form: The creature's normal form is that of a regular human or demi-human. In its natural form, the creature retains any heightened senses or vision capabilities of its alternate form but no others, except where "Improved" is indicated, in which case the human form has all abilities of the creature. These creatures have immunity to polymorph spells.

Animal Empathy (Type): The creature has a special relationship with nature which allows them to communicate with animals of the specified type. The communication is more telepathic and empathetic than it is conversational, though posture and sounds can communicate emotions such as stress and fear. The information communicated must be relatively simple, taking place on the animal's level of

understanding and comprehension. Creatures with "Wild" as the type can communicate with *all* animals and plants. An Improved version indicates the ability to summon and command 2d6 of the indicated animal type for 1 turn per hit die of the summoning creature.

Breath Weapon (type/damage/usage): The creature can breathe a gout of flame or cloud of frost or gas, or spit a stream of poison or acid, or has another ranged attack delivered from its mouth. The parenthetical notation indicates the type of attack, the amount of damage it deals, and how often the creature can use it. Thus "Breath Weapon (Fire/2d6/day)" indicates the creature breathes a gout of flame that deals 2d6 damage, once per day. Unless otherwise noted in the creature's description, breath weapons always allow a save with Dexterity reaction adjustment for half damage. Unless otherwise specified, a breath weapon is a 25' long cone that is 15' wide at the far end.

Breathe Water: The creature can breathe in water as well as humans can breathe air. Unless otherwise stated, the

creature is truly amphibious, meaning it can breathe both air and water.

[Class] Abilities: The creature has the abilities of the given class, at an equivalent level to its hit dice. Thus, a 1 HD creature with Thief Abilities has the abilities of a first level Thief.

Combat Expertise (type): A deep-seeded racial enmity exists in this species. The creature gains +1 to hit and damage against creatures of the specified type in melee combat (not ranged).

Constrict: The creature can attack by enveloping and/or squeezing the character. Damage is 1 die per round of constriction; breaking free requires an opposed Strength check.

Darkvision: The creature can see in the dark as well as a dwarf.

Direction Sense: The creature cannot become lost through any means, magical or mundane, and always knows exactly which direction it is travelling.

Energy Drain: The stated attack drains a level of experience or hit die from the target, who loses enough experience points to place him at the midpoint of the next lower level. He loses 4+Con modifier hit points and all associated abilities that were gained at his current level. If level drain takes a character below first level, he is dead *and cannot be the recipient of a Raise Dead spell*. Those who are subject to energy drain attacks get a Constitution-based saving throw to avoid the effect.

Engulf: The creature attacks by engulfing its victim, or a portion thereof, doing damage per every round the creature is covered. In the case of enveloping oozes such as puddings, the creature or engulfed part must be completely immersed in water or some other solvent for removal to occur. If the creature dies while engulfed, it is assimilated into the mass, doubling its size and adding hit points equal to the engulfed creature.

Enhanced (Sense): The creature gains +2 to any ability checks that involve the specified sense.

[Elemental] Mastery: The creature has magical abilities related directly to one of the four elements. This includes the ability to summon and command elementals whose total hit dice equal one half or less the hit dice of the monster (1 HD creatures cannot summon elementals). In addition all attacks based on the element have no effect on the creature, and physical attacks from creatures associated with the element in question suffer a -1.

Fear: The creature puts off an aura of supernatural terror. Unless a successful Wisdom-based save is made, panic and terror race through the hearts of those affected by this ability, causing them to flee from the creature as fast as possible. The affected cower in abject horror if cornered, and if forced to

confront the caster, any effected creature suffers a -2 penalty to all rolls. It effects a 25 foot x 25 foot area.

Fly: The creature can fly. The number indicates its speed. An indicator such as, "as large" indicates its maneuverability is as a creature of that size.

Forget: The victim of such an attack forgets everything, including his own name. He loses all class abilities (though hit points remain) and becomes an otherwise normal member of his race, with complete amnesia. The effect is permanent; only a Priestal *Remove Curse* spell can restore lost memories. Parenthetical notations denote the delivery type for this attack.

Immune: The creature is immune to attacks of the specified type. If a fraction is present, the creature is only partially immune, suffering reduced damage as indicated (i.e. "Immune acid 1/2" means the creature suffers half damage from acid).

Incorporeal: The creature is insubstantial and ghostlike. It may pass through solid objects at will, and any physical attack suffers a 1-3 miss chance. When it attacks, it ignores armor, always attacking as if the target were AC 1.

Light Sensitivity: whenever in bright light, the creature suffers -2 to all attack rolls, saves, and ability checks. Light Sensitivity (Full) means the creature is helpless and utterly repulsed by daylight (but not other forms of light); if caught in an area of daylight it loses its special qualities, cannot attack and must flee to an area of shadow.

Lycanthropy: When bitten by this creature, unless the victim makes a save with Constitution bonus and a penalty equal to the number of bites suffered, he will become a lycanthrope of the same type that bit him on the next full moon. Eating wolfsbane within an hour of being bitten will stave off the disease, but wolfsbane is a class 2 poison (p. 14).

Magic: The creature has spells or spell-like abilities detailed under its text entry.

Nightvision: The creature can see in the dark as well as an elf.

Pack Mentality: The creature is instinctively driven to move in a pack. If it sees a member of its pack injured or endangered, it will leap to the defense of its comrade to the exclusion of all else. This instinct grants a +2 to attack and damage rolls while defending another member of its pack.

Paralysis: The creature's attack will paralyze a creature for 1d6 turns (unless otherwise indicated), unless the creature makes a successful Constitution-based save. Elves are immune to this effect.

Petrify: The creature has an attack that turns the victim to stone unless a successful Constitution-based saving throw is made. The attack with the petrification effect is listed.

Poison (Class): The creature can inject poison of the indicated class. For effects, see p. 14.

Regenerate (Class): The creature regenerates hit points and limbs. The parenthetical number indicates the number of dice of hit points per round that the creature regenerates.

Rend: If the creature strikes with both its claws, it makes an opposed Strength ability check against its adversary. If the creature wins, it deals an extra 2d6 damage.

Sleep: The creature can affect a target as per the sleep spell, but with no restrictions on hit dice. Parenthetical notations denote the delivery method (often a drug- or poison-coated weapon).

Spawn: Those killed by this creature (usually by its level drain attack) raise as new creatures of the type that killed them within 2d10 hours, though all hit dice and powers are at half the effectiveness of the original creature. Spawned creatures are always utterly subservient to the creature that made them; upon their master's death, the spawn become full-fledged, full-powered members of their species.

Spell Resistance: The creature is resistant to magical spells. It may roll 2d6, adding its Spell Resistance bonus, and if it rolls higher than the Wizard's spellcasting roll, the spell has no effect. The creature still gains any saving throw allowed even if spell resistance fails. Thus, a creature with Spell Resistance 1 rolls 2d6 and adds 1. A creature with Spell Resistance 0 simply rolls straight 2d6. *A creature that does not have spell resistance listed does not have spell resistance.*

Swim: The creature's speed when moving through the water.

Tracking: The creature has some means, natural or supernatural, to track prey. This is accomplished by rolling 2d6 and adding the creature's tracking bonus. For creatures with ability scores, this roll is replaced by a Wisdom or Intelligence ability check, depending on whether the creature is relying on natural senses (Wisdom) or training (Intelligence). Bonuses from enhanced senses do add to tracking rolls.

Trample: The creature is large enough to lumber over other creatures of at least 3 sizes smaller without being drawn into

combat and its footfall is devastating. Any creature caught in the path of its movement must make a successful save with Dexterity reaction adjustment or take 3d6 points of damage.

Tree Stride: The creature may travel via trees. A creature with this ability may step into any tree and emerge from any other tree within 50'. Each tree-to-tree movement requires one round to accomplish.

Vulnerable (type): The creature suffers double damage from attacks of the indicated type.

Whirlwind: The creature can turn itself into a whirlwind once every turn and remain in that form for one round per every two hit dice. It can move at its base speed, is 5' wide at the base, 30' wide at the top, and 5' high per hit die. All vision, including darkvision and nightvision, is obscured due to whirling debris equal to a 40' diameter surrounding the cloud. Any creature caught in the whirlwind who is less than half the whirlwind's height must make a save with Dexterity reaction modifier or suffer 1 die of damage per two hit dice of the whirlwind, and if the Dexterity save fails must make a Strength ability modifier save or be picked up and suspended, suffering 1 die of damage per round thereafter. Only flying creatures may make regular Strength ability modifier saves to escape (1/round). Creatures can act normally, but suffer -2 to all rolls while suspended. The whirlwind can suspend one medium sized creature per hit die, with large creatures counting as two medium-sized creatures, and small or tiny creatures counting as one half of a medium creature.

Elementals can create slightly different versions of this ability with the same game mechanics. For Air elementals it is standard as above. For water elementals it can be either a water spout that stretches into the sky, or a vortex that sucks creatures down, drowning them. For fire elementals the damage is from raging heat, and for water elementals the debris field deals the damage.

Woodland Stride: The creature can move through wooded areas without leaving any trace; it is impossible to track.

MONSTER COMBAT

In general, monsters attack as Warriors with levels equivalent to the monster's hit dice. This grants him a bonus to attacks equal to a warrior's pips, which can be divided amongst attacks as standard. Thus, a 4 HD monster has +3 to divide up as he chooses amongst his attacks.

A monster's attack routine trumps the number of attacks a Warrior would have. If a monster's attack routine contains more attacks than would normally be allowed to an equivalent level Warrior, the monster's attack routine trumps the hit dice limit. Thus, if a 2HD monster has a claw, claw bite attack when normally he'd only have 2 attacks, he still gets his claw, claw, and bite. If the monster has neither a hand or bite

attack, use its least effective attack form as its base attack. However, if a monster's routine contains fewer attacks than he would normally be allowed, he does not gain extra attacks like a Warrior. Thus, a monster with 8 HD who has a claw, claw bite routine gains his claw, claw, bite, and may divide a +5 bonus up amongst those attacks as it chooses, but does not gain extra attacks as a Warrior. The only exceptions to this rule are monsters with Warrior class abilities, which function as Warriors in all respects, and monsters whose attack lists "by weapon," in which case the monster gains weapon-based attacks exactly as a Warrior with the monster's Hit Dice in levels.

ABILITIES FOR MONSTERS

When making ability checks for monsters, assume an ability check bonus equal to +2 per three hit dice (or fraction thereof) the monster has.

MORALE FOR MONSTERS

Living monsters make morale checks like any other ability check. Non-intelligent creatures such as zombies, and

skeletons have no morale under normal circumstances, but see "Bane of the Dead," on p. 12. Undead monsters suffer a penalty equal to 1+1/3 the level of a Priest attempting to use "Bane of the Dead" upon them.

MONSTER EXPERIENCE POINTS

Table: Monster Experience Values

HD	BASE	PER HP	I	II	III
1	5	1	2	4	5
2	10	2	5	7	10
3	20	3	10	15	20
4	40	4	20	30	40
5	80	5	40	60	80
6	120	6	60	90	120
7	180	7	90	135	180
8	250	8	125	200	250

Experience per Hit Point: A monster's hit point total influences the amount of experience it confers. To calculate this, simply multiply the number of hit points by the hit dice of the creature, and divide by 2. For example, a 5 HD creature has an average of 18 hit points. The base is 80 experience points plus 5 experience points per hit point. 90 extra experience points would be awarded for this creature, for a total of 170.

Special: There are three categories of special abilities, designated in the chart by the Roman numerals I, II and III. A given monster's total experience value increases by the amount of special abilities it has. Special ability experience is added to the base experience for the monster. For example, Skagg (4HD) has four attacks per round, a category I ability. So its base experience points are increased by 40 points (for a total of 120) plus 4 per hit point.

Special I: This category includes three or more attacks per round, spell use of 1st-3rd level (or equivalent spell-like abilities), and unique abilities such as tracking, hiding, or back attacks.

Special II: This category includes 5 or more attacks per round, damage of 4d6 or more for a single attack, spell use of 4th-7th level or equivalent, and extraordinary powers like invisibility or etherealness.

Special III: This category includes death attacks, petrification attacks, and spell use of 8th level and higher (or equivalent)

MONSTER DESCRIPTIONS

Ant, Giant: These mutant creatures are just like normal ants, only they range from 4-6 feet in length. As with normal ants, they live in a colony underground, digging vast tunnel systems and carrying food back to their queen, who resides at the center of the complex, has triple the hit dice, climbs at 50', and has a poisonous bite (Class 3 poison). The Queen ant will have a trove of treasure (3).

Ape, Great: Great apes include any large simian creature such as a gorilla, orangutan or chimpanzee. They live in large family groups in tropical forests. For every four apes there is one bull and one infant. Ape family groups are strictly hierarchical, and they are led by the strongest bull ape. If anything should happen to him, the next strongest bull replaces him. The bull ape is generally very aggressive, territorial, and protective.

Centaur: Centaurs have an equine body topped with a human torso, and they have a noble, stoic appearance. They are stern protectors of their woodland homes, and are occasionally found in the company of other woodland fey. They rarely interact with civilized races, preferring their own kind, but do interact with elves, though even these can be treated with suspicion, as elves traffic with the other races of the world.



Cockatrice: Cockatrices are large birds, vaguely resembling a cross between a chicken and vulture. They have lean, muscular bodies carpeted in thin, gangly feathers. Their feathers are foul and always falling out, leaving patches of their serpentine skin exposed. Their necks are long and their beak wickedly curved. They have a long serpentine tail ending in a full array of multicolored feathers. Though they have wings, they cannot fly in the traditional sense, but use them to leap long distances of up to 50 feet. They prefer to eat rotten meat more than anything else, and for this reason they are foul-smelling creatures.



DRAGONS

Dragons come in five types: Fire, Ice, Storm, Swamp, and Forest. The variations are environs, coloring, and breath weapon. *Fire* dragons range from a burnt orange to red in color, sometimes of a metallic copper or golden hue. Their breath weapon is a cone of flame. The breath weapon of an *Ice* dragon is a cone of frost, and these dragons are generally light gray to snow white in color, also exhibiting shades of metallic silver. *Storm* dragons breathe lightning and are often found in shades of blue, including a metallic or sapphire hue. *Swamp* dragons unleash a cloud of poisoned gas, and tend to be sickly yellow to brown or black in color, and *Forest* dragons spew a stream of acid and appear in shades of green, including a metallic emerald. Metallic or “gem” shades are often (though not always) indicative of a dragon with a Good alignment. Otherwise, their abilities are largely the same. Dragons increase in size and become more powerful with age. The table below outlines their abilities by age.

Attacks denotes the entry on the Attack Matrix in Volume 2 under which the dragon rolls for each of its claws, bite, wing, and tail slap attack, as well as indicating if the dragon can trample and how much total damage the trample deals.

Breath indicates the number of times per day a dragon can use its breath weapon, and how much damage it deals. A dragon can use its breath weapon a maximum of once every other round. Dragons are immune to the type of damage dealt by their breath weapon.



Magic indicates the number of times per day (and for how long each time) a dragon can Polymorph (alter its shape into any creature it desires) as a spell-like ability, and indicates the level at which a dragon possesses other spell casting abilities.

Dragon Abilities by Age

Age	SZ	AC	HD	Attacks	Breath	Magic	Treas.	XP
Infant	L	5	5	2 dagger, Hand axe, club, club, no trample	1/1d6	Polymorph 1 (1 hr)	4	260+5
Young	H	7	7	2 short sword, battle axe, staff, flail, no trample	4/2d6	Polymorph 5 (1 hr), Wizard 4	8	585+7



Dryad: Dryads are wild, fey creatures that represent a pinnacle of beauty. They live in seclusion in the deepest parts of ancient forests. Shy and non-violent, dryads always attempt to flee from danger. They can literally step into one tree and out of another as they escape. Dryads are lonely creatures, and they seek to be fawned over and loved for their beauty. For this reason, they often keep men of power or prestige bound to them for many years.

Exceptionally handsome men attract the attention

of dryads, and a dryad may reveal itself to such an individual, in an attempt to charm and seduce him.

Every dryad is mystically bound to a single, enormous hardwood tree, typically an oak or beech, from which she can never stray more than 300 yards. A dryad's tree does not

radiate magic. Dryads possess a great deal of knowledge about the area surrounding their forests, and can communicate with any plant that grows naturally in their habitat.

Dwarf: Dwarves are short of stature, but stout and strong. They wear full beards, and take great pride in their length and fullness. These sturdy folk make their homes deep within the earth, hammering out an existence through brute force and the forge. Above all else, the dwarves delight in shaping stone, and they love gold, silver, gems, and any wealth found beneath the earth. They are unsurpassed as miners and engineers, and are skilled in making armor and weapons of all kinds. Dwarves have long memories and never forget a



grudge or a kindness done for them. For this reason, they have no love of orcs and goblins who too often plunder dwarven wealth. They have very little affinity for elves and their markedly different philosophy and culture. Dwarves communicate and trade with the other races regularly, but often with great suspicion.

ELEMENTALS

Elementals are denizens of the elemental planes of existence, formed from the plane's pure substance. They are seldom encountered on the mortal realms, but are often summoned by powerful spellcasters. Air, earth, fire, and water elementals are the most commonly encountered, but more obscure types such as dust, mud, smoke, and others also exist.

All elementals regenerate 2 hit points per round if fighting in their natural planes or in close proximity to their respective elements. Elementals are magical creatures and can only be hit by magical weapons. As the elemental grows in power, more and more powerful weapons are required to hit. See the table for an outline of elemental abilities.

All elementals can move through the element of which they are a part at a speed of 120'. An Earth elemental, then, can "swim" through earth or rock at this speed. An air elemental can fly at this speed. A water elemental can swim at this speed. Fire elementals can move through fire and fly, making them among the most dangerous.

Elemental Blast: Elementals can fire a blast of elemental force comprised of their element. This blast strikes and has range as a long bow and deals 1 die of damage per class of the elemental.

In addition, elementals of at least 5 HD can unleash a concentrated blast of the element of which they are a part. This blast functions exactly like a Fire Ball spell cast by a Wizard with as many levels as the elemental has hit dice.

Elemental Control: All elementals can cast any spell from the Wizard or Priest spell lists that has anything to do with their element, caster level being equal to a Wizard with levels equal to the elemental's hit dice.

Elemental Experience by Hit Dice: Calculate XP for elementals based upon the guidelines found on p. 35. Elementals of Class 1 and 2 have Special Abilities 1 and 2.

Elemental Abilities by Class/HD

Class	HD	AC/To Hit	Attack	SZ	Regen	Treas
1	1-5	4/+1	1d6/Club	M-L	2/round	1
2	6-10	6/+2	2d6/Staff	L-H	3/round	7

Elf: Elves are a thin, lithe, quick, and sure-footed folk, ranging from 5 ½ - 6 ½ feet in height. They are supremely confident in their bearing, and to other races they can seem aloof, cold, and uncaring. This is mainly due to their unique perspective as a very long-lived race. In fact, they take great interest in all that transpires, and are often well informed of happenings in the world around them. The elves see almost all other races as transient; they all come and go, while the lives of elves stretch onward.

Elves love beauty in all forms, preferring to surround themselves with items of profound aesthetic value. They particularly favor finely worked gems and jewels. Though they have no great love for dwarves, elves value the beauty of dwarven craftsmanship.

Gargoyle: Resembling the fearsome statues and carvings placed on many stone edifices to frighten evil, these loathsome creatures are a mockery of that intent. Gargoyles are warped entities that enjoy terrorizing the places their inanimate brethren were meant to protect. Gargoyles are sadistic, taking pleasure in inflicting horrible injury and causing havoc.

Ghoul: Ghouls are abominations formed when a human or demihuman turns cannibal. Perpetually hungry, they stalk graveyards and charnel houses for flesh to devour. They are most often found in cemeteries or battlefields where 2-24 are encountered, particularly where dead are buried in unconsecrated ground. Though savage, ghouls are not stupid; they speak their own language and know the secrets of the worlds beyond. They are *not* undead, though they are tainted by death and thus may be shaken (-2 to all attacks, saves and ability checks) if a Priest successfully uses his Bane of the Dead ability against them. In this circumstance, they may obey the Priest's commands as well, to a certain extent.

Gnoll: Gnolls are humanoids with the heads of canines. They average 7 feet in height and have gnarled, shaggy limbs that end in sharp, clawed hands. They are completely covered in reddish-yellow fur. Gnolls are found in many climes and most temperate zones. They are brutish but cunning, and work together through an instinctive pack mentality.

Gnome: Gnomes are small, earthy creatures that average about 4 feet in height. They are often bearded, and wear their hair long. They have ruddy complexions, and dark hair, but often have cheerful-looking faces and dark, but twinkling, eyes. They live in well appointed burrows, masterfully crafted, and afforded all manner of comforts. They love flowing water and are often found living near rivers. Gnomes are carefree, happy creatures, and are very resilient folk as well. The woes of the world seem to weigh upon gnomes less than any other race. They are observant, and possess a penchant for extracting information from various sources. For this reason, they are well informed about the world at large.

Gnomes can be used as an optional player race, consulting the stats on their table entry for racial abilities. If the Referee allows, they may advance as Warriors (4th level), Wizards (5th level), or Thieves (unlimited). As with all non-human races,

they may choose to multi-class in two or all three paths. If they choose not to advance as Thieves, player character gnomes do not gain Thief abilities.



Goblin: Goblins are diminutive, vicious, and degenerate creatures. They have large bulbous heads, small eyes, and typically have a drab green or gray skin tone to match their native environment. These creatures prefer mountainous, hilly, forested, and rough terrains for their lairs, the better to hide from other races, but they will call anywhere home, often migrating in huge numbers when the tribe outgrows the lair. They are prodigious diggers, living in warrens carved out of hillsides, mountain slopes, beneath the roots of trees, or wherever else they settle. Their warrens can grow to monstrous size, dark fulsome depths, and maddening complexity.

If the Referee allows, goblins may be used as a player character race. Consult their table entry for abilities. They may advance as Thieves (unlimited) or Warriors (fourth level), or multiclass. If they choose to advance only as Warriors, they do not gain Thief abilities.



Green Slime: Green slime is an algae-like growth that feeds on moisture and any organic or metallic material it comes in contact with. The foul scum can grow anywhere, including at the bottom of water pools or wooden furniture or paneling; so long as there is organic or metallic matter for it to feed upon. The slime occasionally grows on the ceilings or support beams in a mine or dungeon and any vibrations upon its perch will shake globules of the slime free of the main colony to drop upon any unlucky creatures below.

Halfling: Halflings are a little smaller than gnomes, on average. They are jolly and cheerful folk, happy to lie around and enjoy each day for its own sake. They build burrowed settlements in soft, arable plains, scrublands and rolling hills. Halflings appear, upon first sight, to be small, well-nourished humans and share many of the habits of their larger cousins, yet closer inspection reveals large hairy feet and wide, clever eyes. Halflings are an agrarian people, preferring open pastures and farmlands to cities or other places crowded with tall folk. They get along well with most peoples and only rarely leave their homes and communities. Above all, halflings enjoy good food, relaxation and a quiet life.

Hippogriff: These strange magical beasts possess the hindquarters of a horse and the forequarters of a bird of prey. Hippogriffs dwell in mountain aeries shrouded by clouds. They are shy creatures, avoiding civilization or settled lands. Hippogriffs and griffons compete for food and territory; hippogriffs will attack griffons on sight and vice-versa. Hippogriffs shy away from pegasi and consider the winged horses to be dominant creatures. They are proud creatures are rarely tamed, though they can be raised from chicks to serve as mounts. Hippogriff eggs are very prized for this reason. A live, viable hippogriff egg is generally worth about 1500 gold pieces on the open market.

Hobgoblin: Hobgoblins are stout, foul-featured humanoids resembling a human-sized goblin. They have thick, knobby skin that varies from dark green to black. They have dark, greasy, knotted hair that often hangs down to their waists. They travel in small, disciplined groups, often rising to become chieftains of goblin tribes and using jackals as tracking beasts. Hobgoblins prefer heavy armor, sheathing themselves in chain mail or stronger (if wearing armor, the armor's AC replaces that in the table). They prefer to wield large weapons in battle, such as halberds, pole axes, and two-handed battleaxes.

Horse: The mount of choice for most civilized races, they can be trained to serve as beasts of labor, as steeds in war, or can be ridden merely for enjoyment.

Human: Humans are the most diverse of the races. In appearance, demeanor, culture, language, crafts and interests, humans are difficult to characterize in total as it is this diversity which most defines humanity and makes them one of the most unique of races in all the world.



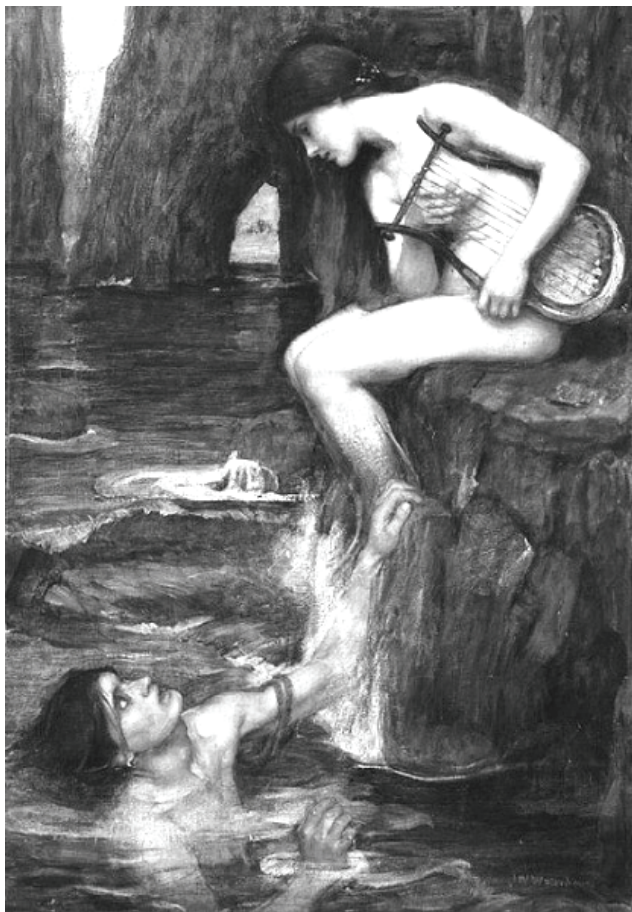
Hydra: Hydras are massive reptilian quadrupeds with multiple heads. Their heads are mounted on long, sinuous necks and filled with rows of jagged teeth. Their bodies are broad, supported by short, powerful legs. When moving, they tend to drag their bulk along the ground in a crocodilian manner. Hydra heads are always of the same size, shape, and color, matching the creature's body tone. They are very aggressive, and despite their odd shape and bulk, deceptively quick. These monsters are always solitary. They often dwell in swamps and marshes, where they build large nests in heaps of rotting timber, swamp mulch, and other debris. They are voracious eaters, and both hunt and scavenge for their meals.

Kobold: Kobolds are small, scaly humanoids covered with a sparse layer of thin fur. Kobolds are physically unimposing creatures. They are thin and wiry, and have scaly skin that sheds periodically in large white flakes. This gives them an unkempt and filthy appearance. However, they are fierce and unrelenting in battle, clever in their plans. They have independent, inquisitive minds. This makes them very successful in battling their numerous and stronger foes. They are almost never included in hosts of other humanoids (unless enslaved) as they are reviled by all and considered of little value to any save themselves.

Lycanthrope, Werewolf: Werewolves are thoroughly tainted by evil, and in animal form they are among the most wicked of creatures, though in human form they may be soundly moral creatures completely unaware of their curse. Their animal form are massive, far larger than a typical wolf. They dwell in dark forests and prowl only at night. Werewolves are very protective of their domains, and of each other, rallying to any howl of distress. These creatures always hunt in packs of 3 to 18.

Mule: A notoriously stubborn draft animal cross-bred from a horse and a donkey.

Nixie: Nixies are fey that inhabit ponds, lakes, and streams in remote areas. They can be male or female, and appear as attractive humans. They dress in light, airy garments, and often appear, lost, vulnerable, and innocent. Closer inspection will show that they have webbed hands and feet, and this will reveal them as nixies to those with knowledge of the fey. Nixies have a penchant for human domination. They find it an intriguing and enjoyable pastime for esoteric reasons known only to them. They can venture onto land, though they rarely choose to do so. Nixies can be encountered singly or in groups of up to two dozen.



Ogre: Ogres are large, thickly-muscled humanoids; savage in appearance and violent in demeanor. They have stocky frames, with long arms and squat legs. Their faces have features of both humans and apes. They are voracious predators and plunderers, loving food as much as gold, and they often join ranks with other like-minded creatures to pillage. These creatures are very strong, but lack the leverage necessary to throw large stones like their larger giant cousins. Ogres are hardy and resilient; they can live anywhere, and often in surprising places. They normally gather in small family units of about 20. They are not advanced thinkers, and fashion crude weaponry and tools from stone and wood. They favor stone tipped axes, clubs and spears; though they have been known to occasionally use weapons taken as the spoils of battle.



Orc: Orcs are the most common of brutish humanoids, with vicious tempers and aggressive minds. Like humans, orcs have a broad range of appearances and body types varying from gangly long legged creatures to broad-chested warriors. Orcs generally have dirty, dark skin that varies in color from inky black, to olive green, to mottled red. Their faces are broad or long, with exaggerated features, and their mouths lined with jagged, yellowed, and broken teeth. Their breath is foul, their eyes beady, and their ears are thick and pointed. Some have upturned noses, resembling those of swine. They are unkempt and dirty, taking little care of themselves or their equipment. Orcs are consummate raiders and are always on the path of war or larceny. Orcs are impressed by Strength and will loyally serve almost any evil creature that displays cunning, cruelty, and power. Orcs despise the sun's light, as it is painful to their eyes. They move in the darkest of nights with ease and comfort, and do most of their raiding just after nightfall, or in the early hours just before dawn.



Orcs may take on the abilities of Warriors (level 6), Thieves (unlimited) or Priests (level 3). At the Referee's discretion, these creatures may be used as a player character race, referencing their table entry for racial abilities. NPC orcs with class abilities should see their XP value adjusted accordingly.

Pegasus: Found only in very remote places, these shy, intelligent winged horses remain aloof to the rest of the world. They are often sought as mounts, but pegasi will only serve a character of good alignment and pure intentions. However, once a pegasus accedes to being a mount, it will serve until death. In the wild, pegasi gather in small herds of up to 10 members.



Pixie: Pixies are diminutive little creatures who live in idyllic stretches of woodland; they make their homes in deep, old, growth hardwood forests. They are social creatures, and cooperate with each other to build small settlements, often high up in the trees. They typically gather in groups from 5 to 30, and always carry specially made weapons, crafted by their own hands. They are masters of magic, and have developed some very potent powers, often imbuing their weapons with them. Any who would dare subvert a pixie is bound to face the wrath of the whole clan.

Skeleton: Humanoid skeletons are the animated remains of humanoid creatures. Their bodies are little more than bone and sinew held together by vile sorcery. They move with a slow gait, but have the Strength to wield weapons, wear armor and carry shields. Skeletons are mindless, but are aware of living things and always attack them. They are often encountered under the command of an evil Priest or Wizard.

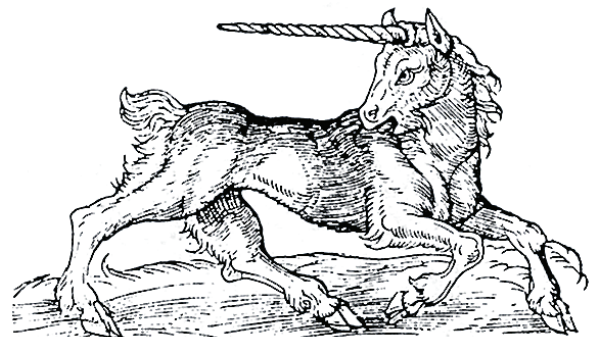
Snake, Giant: There are many species of snakes, venomous and non-venomous. They are found in most warm and temperate climates, and have adapted to most terrain. They are shy creatures that generally avoid contact with larger animals. They will strike if cornered or threatened. Giant snakes are to be feared, however, as these aggressive creatures actively hunt man-sized prey.

Spectre: Spectres are spiritual echoes; fragments of a learned person that died in the pursuit of knowledge. Forever trapped in undeath, these spirits grow wicked and twisted, seeking only a way to escape. If approached with the right intentions, in the right way, they will parley with the living. These creatures are intelligent, and have often accumulated

knowledge that has been lost for eons. Spectres can be found everywhere imaginable, but can haunt inhabited places such as city libraries or universities. They are not overtly malicious, and only attack when provoked or if doing so would serve some purpose. If more than 1 spectre is encountered, one will always be the dominant spectre, and the others its spawn.

Troll: Trolls have long arms and legs, and their hands and feet are broad, with thick toes and fingers. They tend to be fat, and are rather lazy in appearance. They have wide, dark eyes, small ears, and large tusks jutting from the lower jaw of their wide mouth. They wear clothes occasionally, usually ragged pants and heavy wool shirts. They reach heights of 12 feet tall on average, though some grow much larger. Trolls are not particularly intelligent creatures, lusting more after food and drink than anything else. They love the taste of goats and sheep most of all. They are wicked creatures that enjoy torturing prey before killing it. Hill trolls are aggressive hunters, and fear very little. Trolls are usually found alone, though occasionally they wander in hunting groups.

Unicorn: Unicorns are magical horses of uncommon beauty. All unicorns have a long, spiraled horn rising from their brows. They are noble in appearance, generally white, beige, or roan, but other colors are not unknown. They are intelligent creatures, and roam remote grasslands and forests. They are reclusive, and rarely keep company with creatures other than unicorns or faerie-kin. They are fierce when aroused to battle, but good in nature. They have been known to act in the defense of good and innocent travelers in need of aid, only to disappear into the wilderness afterwards. On rare occasions, a pure-hearted female human or elf can approach a unicorn and befriend it. This friendship is one of deep trust, respect, loyalty, and fondness. A unicorn's human or elf companion may be allowed to ride it as a mount, and it is not unknown for female human or elf paladins to have unicorns as steeds. If a unicorn's companion should ever commit an evil deed, regardless of the presence of the unicorn, the beast will know it, and the bond will forever be broken. Indeed, a unicorn so betrayed may consider its former companion to be a sworn enemy.



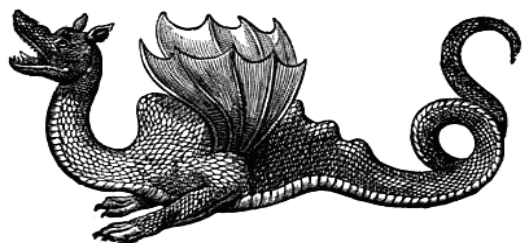
Wight: Wights are humanoid undead. They were once human, but are now cursed to haunt the world, living in seclusion, for some foul act of greed. They hate all life. Far more than zombies or ghouls, a wight maintains its body, ragged and unkempt as it may be. They are pale, death-like, with skin stretched thin. Their fingers are unnaturally long,

capped by thick nails that serve as claws. They inhabit barrows, crypts and other places where the dead linger and are found anywhere and in any clime. They avoid sunlight as it can kill them. Like vampires (q.v.), they will often live near settlements and graveyards, but the most dreadful similarity to vampires is the connection to the negative material plane, which makes their touch deadly.

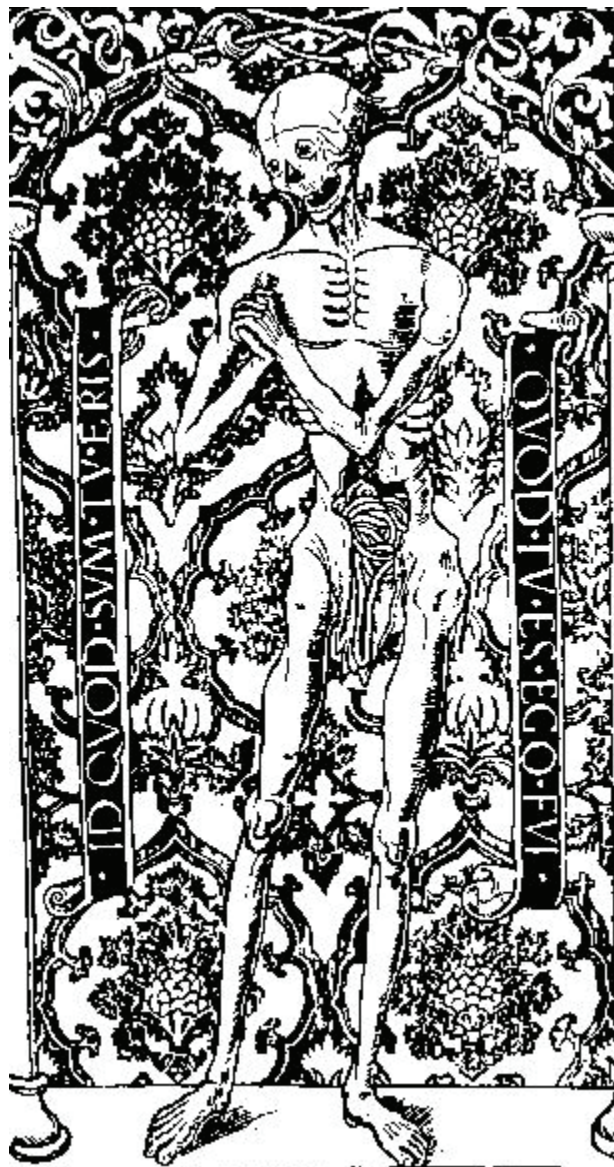
Worg: Worgs are massive wolves; they stand nearly 7 feet at the shoulder, with broader chests and backs. They are found in most any climate and terrain, though they prefer the open grassland or scrub land. They are very aggressive and territorial. Being slightly more intelligent than the average wolf, worgs are often used as mounts for equally aggressive and depraved races, such as goblins and orcs. Worgs travel in packs, normally ranging to twelve in number.



Wraith: Wraiths are powerful wights who have forged a more powerful bond with the negative material plane. A wraith is incorporeal, having shed all connections of the flesh. They haunt only the darkest of shadows and never venture near sunlight or the open. Dungeons or deep crypts are their most common haunts. Like their weaker cousins, wraiths despise all living things, and being filled with a great wrath towards the living are always bent on destroying it.



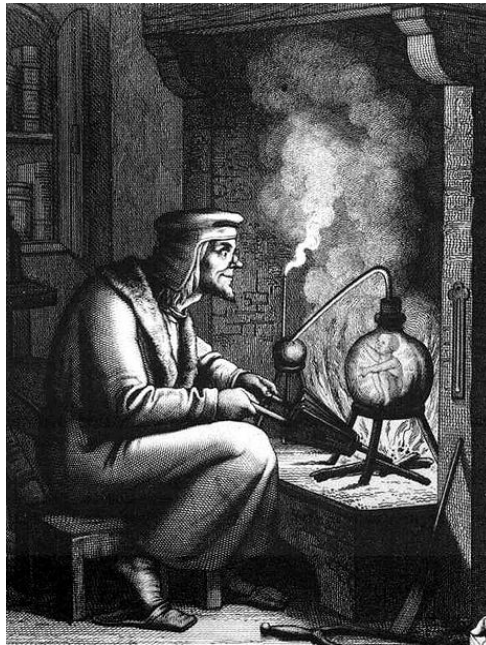
Wyvern: Wyverns are distant relatives of dragons. These winged behemoths are foul smelling, with rubbery black or rusty brown skin. They have thin bodies, long arms and legs, very large wings and a lengthy tail that ends in spike. They have mean tempers and are always hungry. Unlike other dragons, they have little capacity for speech, and are more concerned with food. They also kill for sheer sport. They can be found in nearly any environment, and are often used as aerial mounts by fell races who can manage to tame the beasts.



Zombie: Zombies are undead humanoids, reanimated corpses that stalk the earth with little purpose or reason. They typically appear as shambling, rotting bodies, complete with ragged clothes and rusted mail. They are unable to use weapons or armor, cast spells, or even communicate. They possess only a vague instinct to gather in groups, find living creatures, and kill them. They are shambling and slow, but have a powerful attack.

TREASURE

Treasure hoards are filled with all manner of items, not least of which are those items greatly valued for their craftsmanship, beauty, or cultural significance. These include finely crafted weapons, clothing, ceremonial items, hand crafted items, and antiquities. Not all hoards have these items, but many do. Even an orc is able to discern that an ivory handled pipe has value and is worth taking from his prey. A general list is provided, but the Referee should fill free to expand it as need and desire dictate. Gems and jewelry are less common treasures. These range from simple cut stones gathered in a pouch to the wondrous crowns and scepters of kings and their queens. A large sampling of these items are listed in the tables below, but, Referees should not feel compelled to restrict themselves to these items alone. Referees are encouraged to use them as a basis for valuing other similar items. The makeup of such items is determined by regional, technological, and/or cultural factors. The number and type of gems that can be found is enormous, as are the various levels of craftsmanship for jewelry. Combining gems with jewelry is a common method for bringing these two items together as a more coherent and interesting treasure.



Magic items are not part of every treasure hoard because they are difficult and costly to make.

Potions: A potion is an elixir concocted with the use of magic and alchemy that grants a spell-like effect upon the imbiber.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Weapons: These are weapons that have been magically enhanced, giving them bonuses to hit, to damage and in some cases, other magical properties. The most common forms of magical weapons have a simple bonus to hit and damage, ranging from +1 to +3. Only the rarest and most powerful magical weapons have bonuses higher than +3, and none have ever been recorded with a bonus higher than +5.

Armor and Shields: Magic armor and shields are items that are magically enhanced granting them armor class bonuses and in some cases other magical properties.

Rings: A ring is a circular metal band worn on the finger that grants the wearer a magical effect or capability.

Staves: A staff is a long walking stick, pole or similar item imbued with arcane or divine spells or abilities.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

Magic Items

Magic items are rare and wonderful creations fabricated through the diligence of a Wizard or other similarly skilled individual. They range in power from the simple dagger that gives its wielder a +1 to hit and damage to the highly complex dragon orb that has a multitude of properties and abilities.

SPECIFIC MAGIC ITEMS

Potions

The potions here are outside of the normal emulation of magic spells. All potions are single-use items; once consumed, they are gone.

Giant Strength: This potion conveys a Strength of 19 or higher, determined by rolling a d6 and consulting the table below. It lasts 10 minutes.

1-2	Str 19 (+6)
3-4	Str 20 (+6)
5-6	Str 21 (+6)

Protection from Alignment: This offers protection from evil/good/balance. Once consumed, the character gains a +2 AC bonus, and to saving throws versus the particular alignment the potion was brewed against. This lasts for 2 rounds per level of the creator.

Weapons

As stated above, the most common weapons simply impart a bonus from +1 to +3 to hit and damage. Some items have additional properties, but all have at least a +1 bonus.

Bane: A bane weapon excels at attacking one type or subtype of creature. It is normally a +1 weapon, but against its designated foe, its effective enchanted bonus is +3, and it inflicts an extra 2d6 points of damage against the foe as well. The foe of the weapon should be determined prior to the adventure by the Referee, or rolled randomly using 2d6:

2d6	Bane vs.
2-3	Undead
4-5	Orc
6-7	Goblin
8-9	Lycanthropes
10-11	Dragons
12	Elementals

Defending: A defending weapon allows the wielder to transfer some or all of the sword's magical bonus to his armor class (acts as a penalty to opponents' attack rolls). Any bonus transferred to armor class is not added to the wielder's attack roll.

Dwarven Thrower: This weapon functions as a +2 war hammer. In the hands of a dwarf, the war hammer gains an additional +1 (for a total bonus of +3). If thrown by a dwarf, the hammer gains the ability to return to its owner. It can be hurled up to a distance of 30' (10/20/30) and strikes as a heavy crossbow. When hurled, it deals an extra 1d10 points of damage against giants or an extra 1d6 points of damage against any other target. Unless obstructed, it always returns to its owner.

Flaming: Upon the command of its wielder, a flaming weapon wreaths itself in a blaze of fire, dealing an extra 1d6 of damage to opponents upon a successful hit, and an extra 2d6 against cold-based creatures. This flame does not harm the sword's wielder and may be cancelled by another command.

Luck Blade: This blade imparts its bonus not only to hit and damage, but on all saving throws as well. Its possessor also gains the benefit of "Good Fortune", usable once per day. This extraordinary ability allows its wielder to reroll any single roll the wielder wishes, using the better of the two rolls. In addition, a luck blade has a chance to have the power to grant from 1-3 wishes. When the blade is found, roll 2d6. If the result is box cars, the blade contains wishes. Wishes are always adjudicated at the discretion of the Referee, and may be twisted to reflect other than the wisher's desires, if he is too greedy. When the last wish is used, the sword still retains all its other abilities and properties.

Venom: This black +1 dagger has a serrated edge and may inject a poison into a creature on a successful hit once per day.

Armor

As with weapons, the most basic type of magic armor has a simple enhancement bonus to AC, which functions as a penalty to opponents' strike rolls, and ranges from +1 to +5, with +4 and 5 being rare beyond rare. For purposes of encumbrance and movement, magical armor counts as 1 class lower if the rating is +1 or 2, 2 classes lower if +3 or 4, and 3 classes lower if +5, to a minimum of "No Armor."

Below are some specific types of special magic armor.

Dwarven Plate: This armor, forged by dwarven craftsmen from the finest metals, is fitted only for dwarves or small sized creatures and is always found with both helm and shield. The armor itself has an overall magical bonus of +4 and an encumbrance value of "light armor."

Elven Chain: This extremely light chainmail is woven of very fine mithril links by the elves. The mail is supple and neither impedes movement nor costs any encumbrance to wear. The mail has an overall magical bonus of +4 and an encumbrance value of "no armor."

Miscellaneous Magic

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a non-dimensional space: Its inside is larger than its outside dimensions and it can hold up to 500 lbs of gear. Regardless of what is put into the bag, it weighs 25 lbs.

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings (+5 to stealth as a Thief). If the wearer is running or charging, the boot's dweomer is weakened and the character gets only +2 to the check. This ability effectively grants a Thief character two rolls for Stealth when moving silently; if his Thief ability fails, he may roll again for the boots' ability (or vice-versa). If combined with a Cloak of Elvenkind, the bonuses do not combine, but function for both hiding and moving silently, just as the normal Thief stealth ability, and grant a total of +8.

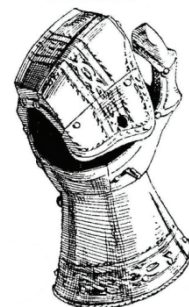
Bracers of Armor: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of eldritch force, granting them an AC of 1 to 6, just as though he were wearing armor. Unlike other magic armors, this AC is treated as standard armor, not a magical bonus (though it is magical in nature). Both bracers must be worn for the magic to be effective.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 to stealth as a Thief for purposes of being completely undetectable by sight. This ability combines with a Thief's normal Stealth when hiding. If combined with Boots of Elvenkind, the bonuses do not combine, but function for both hiding and moving silently, just as the normal Thief stealth ability, and grant a total of +8.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 bonus on all saving throws.

Cloak of Protection: These garments offer magic protection in the form of a +1 to +5 bonus to the wearer's AC.

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great Strength, increasing the wearer's Strength score by +2, +4, or +6.



Rings

Protection: This ring offers continual magical protection to its wearer in the form of a bonus of +1 to +5 to armor class.



Regeneration: This white gold ring allows its wearer to heal 1 point of damage per round, and will eventually regenerate lost limbs and organs. The wearer must still make a Constitution save if

poisoned, as the poison will simply keep killing the wearer over and over again until the toxin is removed. This ability cannot be aided by any heal spells and is continuously active. Subdual (nonlethal) damage heals at a rate of 3 points of damage every round. Acid, fire or other similar damage cannot be regenerated (Referee's judgment).

Staves

Unless otherwise noted, all staves also function as magic weapons, with at least a +1 bonus.

Healing: This white ash staff, with inlaid silver runes, allows use of the following spells:

Cure Light Wounds (1 charge)

Cure Serious wounds (2 charges)

Remove blindness/ deafness (2 charges)

Remove disease (3 charges)

Power: The staff of power is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

Magic missile (1 charge)

Hold Portal (1 charge)

Continual flame (1 charge)

Levitate (1 charge)

Lightning bolt (5d6) (1 charge)

Fireball (5d6) (1 charge)

Cone of cold (2 charges)

Hold monster (2 charges)

Anti-Magic Shell (2 charges)

Circle of Death (2 charges)

The wielder gains a +2 bonus to AC and saving throws. The staff is also a +2 quarterstaff if used in combat. If 1 charge is expended during a melee attack, the staff deals 2d6 damage that strike. A staff of power can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a normal action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 0-15 feet of the broken staff take points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. Successful save versus Constitution reduces halves damage. The character breaking the staff has a 3-in-6 chance of being transported to another plane of existence by the unleashed energies of the staff, but if he does not, the explosive release of spell energy destroys him completely. Only certain items, including the staff of the magi and the staff of power, are capable of being used for a retributive strike. After all charges are used up from the staff, it remains a +2 quarterstaff. (Once empty of charges, it cannot be used for a retributive strike.)

Table 1: Total Treasure Determination

Type	Coins		Gems				Extraordinary Items			Magic Items	
	4d6 result*	Value (GP)*	4d6 result*	# Gems	Value Adjustment	(GP)	4d6 result*	# Items	4d6 result*	# Items	Max bonus
1	5	1d6+2(x10)	5	1d6-2	-10		5	1d6-3	5	1	+1
2	6	3d6(x10)	7	1d6-1	-8		7	1d6-2	6	1	+1
3	7	4d6(x10)	9	1d6	-6		9	1d6-1	7	1	+1
4	8	6d6(x10)	11	1d6+1	-4		11	1d6	8	1	+1
5	9	2d6(x50)	13	1d6+2	-2		13	1d6	9	1d6-3	+2
6	10	4d6(x50)	15	1d6+3	-		15	1d6+1	10	1d6-3	+2
7	11	6d6(x50)	17	1d6+4	-		17	1d6+2	11	1d6-3	+2
8	12	8d6(x50)	19	1d6+5	-		19	1d6+3	12	1d6-3	+2
9	13	3d6(x100)	20	2d6+2	-		20	1d6+4	13	1d6-2	+3

*Score equal to or less than the indicated number means the treasure is present in the cache

**Rather than rolling multiple d6's, it is possible to roll 1d6 and multiply by the number of dice. Thus, 5d6(x100) would be 1d6x5(x100).

Table 2: Gemstones

2d6	GEMSTONE	GP VALUE
2-3	Amber, amethyst, jadeite	5
4	Precious opal, banded eye, malachite	10
5	Moonstone, pearl, lapis lazuli, tiger eye	25
6	Bloodstone, white agate, violet-blue sapphire	50
7	Whitish moonstone, common opal,	100
8	Green nephrite, peridot, amethyst	250
9	Violet or green garnet, fire opal, topaz	500
10	Emerald, black opal, tourmaline	1000
11	Star ruby, jade, sapphire (other than blue)	2500
12	Diamond, blood red ruby, blue sapphire	5000

Table 3: Extraordinary Items

2d6	TYPE*
2-4	Expert weapons**
5-6	Jewelry
7-8	Worn & Ceremonial
9-10	Hand Crafted Items
11-12	Antiquities

*Roll on Gemstones table for GP value of item

**Expert Weapons grant non-magical +1 to hit or damage (not both)

Table 4: Magic Item Determination

4d6	TYPE
4-7	Potions
8-11	Scroll
12-14	Weapon
15-17	Armor
18-19	Miscellaneous Magic
19-20	Rings
21-22	Rods, Staves, Wands
23	Cursed Items

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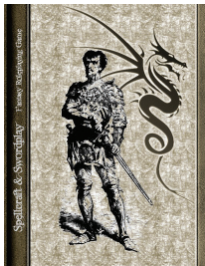
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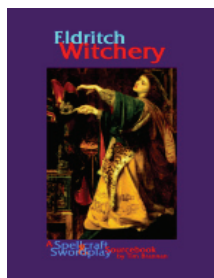


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