

FORGOTTEN TALES OF SWORD & SORCERY



 Magic Pig Media

Forgotten Tales of Sword & Sorcery
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Introduction

The works of Robert E Howard, Fritz Leiber, Micheal Moorecock, and many more have contributed greatly to RPG's and popular culture. Many games have attempt to emulate those literary works. This game is not about that.

In my youth, it wasn't the literary works that grabbed my attention first. No, it was comic books and the B Sword & Sorcery movies on VHS. It was the artwork of such artists as Frank Frazetta, Micheal Whelen, and Boris Vallejo.

That's what this game is all about. It's over the top heroes and not a bit of practical armor in sight. It's dramatic sword fights and evil magic. This game is about brave heroes hacking apart cosmic horrors and not going insane at the mere sight of such creatures.

Forgotten Tales of Sword & Sorcery uses the "White Box" rules as its core with additional information from the supplements. Any one familiar with old-school games should find all of the concepts easy to follow. Magic and monsters have been modified to better fit the genre and we've added design notes and rules options to the game.

Never forget the Golden Rules:

1. Rule 0: Much is left to the GM's discretion, interpretation and fair judgment on the rulings.
2. Rule of Cool: Things may not always be "realistic". Don't worry. Run with the Rule of Cool.
3. Common Sense: Common sense is always a good guide.
4. Have fun!

Thank you

C. Thorin

Roll Dice. Kill Monsters. Take Their Stuff. And Have FUN!

The Tropes of Cinematic Sword & Sorcery

There's always debate about what is and isn't Sword & Sorcery. For the purposes of this game, we use the below criteria.

1. The Gods are ancient, alien, indifferent and/or insane. The line between god, demon, cosmic horror is very thin. There are no organized religions but cults around the world to various aspects and incarnations of these beings. Like the Gods, the cults are not benevolent and have their own agendas. It could be personal power for the cult leader or returning a sleeping, mad god to the world.

2. Magic is mysterious, evil and corrupting. Sorcerers are feared by most and tolerated by a few. There are no "Ye Olde Magicke Shoppes". Characters will not walk around with a magical armory.

3. The world is ancient and unexplored. The lines between history, myth, and superstition are blurred. There are ancient and nearly forgotten races who plot to return to their former glory. Most people hear only wild tales and rumors about faraway lands. The wilderness is wild and savage and all manner of monstrosities prey on unwary travelers. Ancient ruins are scattered throughout the wilderness and filled with bizarre idols, arcane secrets, and horrid creatures

4. Technology and society are generally Iron Age with some influence of the Bronze Age. There are no real kingdoms or empires but city-states ruled by sorcerer-kings, god-kings, warlords, or decadent nobility. Society is decadent and immoral, There are slaves, gladiators, and all manner of recreational herbs. Societies are often inspired by historical ancient civilizations.

5. The setting is humancentric. There are no elves, dwarves, halfilings, or other common fantasy races. Characters have plenty of options to be interesting without having pointy ears.

6. A sword is only as powerful as the hand that wields it. The same goes for armor. Nobody wears practical armor. Style and the Rule of Cool outweigh substance and realism.

Characters

Character Generation follows the same basic steps as most old-school games. If you are experienced with those or other RPG's then character creation will be very easy.

1. Generate Ability Scores
2. Choose a Class
3. Choose an Archetype
4. Choose Specializations
5. Choose Vice
6. Finishing Touches

Generating Ability Scores

The suggested method for generating a character's scores is to roll 4d6 and take out the lowest die then arrange the numbers to the player's liking. The GM may prefer a different method for grittier games.



Each Ability Score has a Modifier and a Check. The Modifier affects certain die rolls in the game. Each Class has two "Prime Attribute" scores and gains special benefits. Checks are an x in d6 chance of successfully performing some sort of action or task. A character's Checks improve based on their class and level.

Score	Prime Modifier	Non-Prime Modifier	Check
3 to 6	0	-1	1 in d6
7 to 12	0	0	2 in d6
13 to 14	+1	0	
15 to 18	+2	+1	3 in d6

Strength: Brawn and Brute Strength.

- *Modifier:* Attack Rolls with melee weapons and Damage Rolls with melee and thrown weapons.
- *Check:* Climbing, Jumping, Kicking Down Doors, Lifting Heavy Objects, Wrestling and Grappling.

Dexterity: Agility and Nimbleness

- *Modifier:* Armor Class (Remember if you are using Descending AC to the bonus lowers the number). Attack Rolls with Ranged Weapons.
- *Check:* Acrobatics, Sleight of Hand, Pick Locks, Stealth, Escaping Bonds and Holds.

Constitution: Health and Endurance.

- *Modifier:* Affects the amount of Hit Points gained each level.
- *Check:* Natural Healing, Long Distance Running, Staying Awake All Night, Foraging.

Intelligence: Book Smarts and Education.

- *Modifier:* Only affects Sorcerers but a high score does give any character more Specializations.
- *Check:* Education, Knowledge, Lore, History.

Wisdom: Analysis, Perception and Willpower.

- *Modifier:* Applies to Saving Throws versus Magic.
- *Checks:* Avoiding Surprise, Perception, Searching, Detecting Lies

Charisma: Personality, Luck, and Looks

- *Modifier:* Monster/NPC Reaction Rolls. Lucky Bonus: Roll 1d6 (except Wanderers) on the below chart to determine how the character's CHA Modifier is applied.

Lucky (or Unlucky) Modifier	
1	Armor Class
2	Attack Rolls
3	Hit Points/Level
4	Damage Rolls
5	Saving Throws
6	Gain CHA Mod Specializations

- *Check:* Hagglng, Diplomacy, Disguise, Deception, Seduction

Classes

There are three classes in *Forgotten Tales of Sword & Sorcery*. Each class attempts to emulate an archetypal Sword & Sorcery hero; The Warrior, The Wanderer, and The Sorcerer.

Prime Attributes: Each Class has two “Prime” Attributes. The character's modifiers for those Attributes are better than their non-Prime Attributes. Improve one of these Checks by one at 1st Level (i.e. 2 in d6 becomes 3 in d6).

Combat Bonus: This determines the character's skill at combat and is applied as bonus to Attack Rolls and AC.

Design Notes: Combat Bonus

As noted, a character's Combat Bonus applies on Attack Rolls and AC. Most common is to have such a bonus only apply to Attack Rolls. We decided to use this method for a few reasons. Characters are not heavily armored and magic items nearly non-existent. We wanted to create a means where a character's skill in combat affected their AC more than any equipment they may possess.

Hit Points: This indicates how much damage a character can take before dying. The following Class Tables indicate the cumulative amount of HP a character has by level.

For example, a 4th Level Warrior has a total of 4d6 HP. A character's HP total may also be modified each level by their CON modifier or other ability. First Level characters should begin play with maximum HP.



The Warrior

You crush your enemies and carve a bloody path of death and destruction. You live by the sword and you will die by the sword.

Level	Hit Points	Combat Bonus
1	1d6+1	+1
2	2d6	+1
3	3d6	+2
4	4d6	+2
5	5d6	+3
6	6d6	+4
7	7d6	+4
8	8d6	+5
9	9d6	+5
10	10d6	+6

Prime Attributes: Strength, Constitution

Class Abilities

- *Chop While You Drop:* If the Warrior kills or otherwise incapacitates an opponent, the character gains an extra attack. The Warrior may only gain a number of additional attacks equal to their Combat Bonus.
- *Hard Body:* Apply a Warrior's Constitution Modifier to their AC.
- *Mighty Thews:* A Warrior gains a damage bonus with melee attacks equal to $\frac{1}{2}$ their Combat Bonus.



The Wanderer

You survive by your wits, luck, and charm. Maybe you've traveled to foreign lands, spent hours at the local tavern listening to the tales of travelers, or wandered the aisles of a great library.

Level	Hit Points	Combat Bonus
1	1d6	+0
2	2d6	+1
3	3d6	+1
4	3d6+1	+2
5	4d6	+2
6	5d6	+3
7	6d6	+3
8	6d6+1	+4
9	7d6	+4
10	8d6	+5

Prime Attributes: Dexterity, Charisma

Class abilities

- *Choose Your Fate:* The Wanderer may choose their Lucky Modifier on the Charisma Modifier Table rather than roll.
- *Learn as You Go:* The character gains an additional Specialization at 1st, 4th, and 8th Level.
- *Speed & Precision:* Each round, before the Wanderer's Attack Roll is made; the character may apply their Dexterity modifier to either the Attack or Damage Roll.



The Sorcerer

You have trained your mind and body to resist the chaotic forces of magic. You have the power to bend the universe to your will even if it costs your soul.

Level	Hit Points	Combat Bonus
1	1d6	+0
2	1d6+1	+0
3	2d6	+1
4	2d6+1	+1
5	3d6	+2
6	3d6+1	+2
7	4d6	+3
8	4d6+1	+3
9	5d6	+4
10	5d6+1	+4

Prime Attributes: Intelligence, Wisdom

Class Abilities:

- *Detect Magic:* A Sorcerer may detect the presence of magical energies and enchantments with a successful WIS Check[Arcanist].
- *Magic:* See Magic Chapter for information on Spells.
- *Powerful Magic:* Apply the character's INT modifier as a penalty to a target's Saving Throws and as a bonus to a spell's attack roll if one is required.



Saving Throws

Saving Throws are generally used when a character is resisting an effect. The most common types of Saving Throws are to resist Poison, Disease, Magic, Death, and Traps. Depending on the situation, the GM may call for a Saving Throw against other effects.

Roll 1d20 and apply any other modifiers. If the result is equal to or greater than equal to the base Saving Throw according to the character's level then it is successful.

Saving Throw Categories & Modifiers

Below are the common categories of Saving Throws. Each is modifier by a character's Ability Score Modifier as noted below.

- **Death (Higher of CON or WIS):** See the Damage and Death rules.
- **Poison & Disease (CON):** Self explanatory plus any other affects affecting the character's endurance such as Brawling attacks.
- **Magic (WIS):** Not only includes spells but also magical devices and supernatural abilities of monsters.
- **Traps (DEX):** Traps and other area of effect hazards.
- **Luck (CHA):** Catch all and a "when-in-doubt" category. Who triggers the trap? Who finds the cursed item first?

Level	1	2	3	4	5	6	7	8	9	10
Save	15	14	13	12	11	10	9	8	7	6

Design Notes: No Class Bonuses?

Characters gain a class-based bonus to their Saving Throws in most games. This basically still exists in Forgotten Tales of Sword & Sorcery but is applied via the better Attribute Modifiers for high Prime Attribute scores.

Archetypes & Vices

Archetype

In addition to their class, each player character has an archetype to further define them. This helps make each character be more unique. This is added to the character's class (e.g. Nimble Warrior.) Any class may be any Archetype. Each Archetype grants the character a bonus as below.

- **Deadly:** +1 Attack and Damage Rolls.
- **Lucky:** +1 Saving Throws.
- **Nimble:** -1[+1] AC.
- **Savage:** +1 HP/Level.
- **Skilled:** Gain two additional Specializations.

Vices

Sword & Sorcery characters, worlds, and stories are morally gray at best. There is blatant evil but the ideal of virtuous good is nearly nonexistent. Traditional Alignments aren't used.

Instead, characters have Vices which are character flaws and failings. These are only used to give the player an idea on how to role play their character and what may cause them to get into trouble. Vices shouldn't be debilitating nor should they be used as an excuse for bad player behavior. Vices can be an adjective or a short phrase.

Example Vices

Angry	Prideful	Self Centered
Cowardly	Greedy	Bloodthirsty
Absent Minded	Selfish	Vengeful
Gullible	Lustful	Deceitful
Gluttonous	Lazy	Vain
Arrogant	Reckless	Overconfident

Checks & Specializations

Sword & Sorcery characters generally have a broad range of skills and abilities. Instead of detailed and cumbersome skill system, this game uses Checks and Specializations.

Based on each of the character's Attribute scores there is a corresponding Check. This is expressed as an X in d6. For example, if a character has 2 in 6 Check then on a roll of a 1 or 2 on a d6, the character has succeeded on their Check.

When a character attempts to perform an action with a Check, the Game Master selects the most appropriate Attribute.

Special Uses of Checks

There are situations detailed later in the rules that GM's may adapt to specific situations as they see fit.

Result is an Effect: If a character successfully rolls a Check, then the number rolled has some sort of effect. For example, a Healer is tending an injured character and successfully makes their Check by rolling a 3. The injured character recovers 3 HP.

Score is a Modifier: If a character has 3 in d6 chance on a Check then their "Score" in that Check would be 3. A character's score in a Check may modify another game mechanic.



Specializations

Each character has previous experience before they begin their adventuring careers. These areas of expertise are simulated with Specializations. Characters begin with one Specialization and additional Specializations for a high INT Score equal to $(INT-10)/2$ plus any others due to Class or Archetype.

Using Specializations

When a character fails an Attribute Check and they have the appropriate Specialization, they may re-roll but with a 2 in d6 chance.

It is possible that the areas of knowledge of one Specialization may overlap with that of another but only one may be used. If the GM has set a difficulty for the Check (as detailed previously) that difficulty is *not* applied to the Specialization check. This is not considered “re-trying”. It is still the same “attempt”.

When a Check with a Specialization is called for in the rules it is noted as: Ability Check[Specialization] (e.g. DEX Check[Thievery])

The GM may rule that a character only has limited success on a check if they do not have an appropriate Specialization or the GM may determine that a specific Specialization is required for a character to attempt a task. This should be rare but can happen. For example, a character without the Ancient Languages Specialization may be able to identify an ancient language or get the gist of a written passage but may not fully comprehend it.

Note about Languages: We take a cinematic approach for languages. While it makes sense that characters may speak several different languages, it does make things difficult if they don't share a common language. So languages are placed into two broad categories. First, there are commonly used languages. Characters are assumed to have a basic “Tourist” fluency in these languages. There are still obscure dialects, specialized slang, and cultural differences that may cause problems for the non-native speakers. Then there are the ancient languages which may require some special training to fully comprehend.

Specialization	Uses/Areas of Expertise
Animal Handler	Riding, and animal training and care.
Ancient Languages	Long dead cultures and languages.
Apothecary/Healer	Healing, diagnosis, and medicinal and recreational herbalism.
Arcanist	Theory and practice of magical spells and rituals, arcane research, and alchemy.
Assassin	Poisons, ambushing (sneak attack), and finding an opponent's vulnerabilities.
Athlete	Running, jumping, climbing, and acrobatics.
Courtesan	Nobility, high society, and etiquette.
Entertainer	Storytelling, performing, singing, and dancing.
Forbidden Lore	Mad gods, demons, eldritch entities and cults. Magical artifacts.
Merchant	Appraisal of goods, haggling.
Pirate	The seedy side of life and death on the high seas, navigation, and sailing.
Prowess	Combat maneuvers (<i>See the Combat Chapter</i>)
Sixth Sense	Avoiding surprise, searching a room, and perception.
Skulduggery	Disguise, pickpocket, sleight of hand, streetwise, and deception.
Survival	Hunting, trapping, tracking, and foraging.
Thievery	Stealth, climbing, and locks & traps.
Voluptuary	Seduction, luxury and sensual pleasure.
World Traveler	Foreign peoples, cultures and languages.

Gaining Experience & Leveling Up

Gaining Experience

- 1 to 3 XP: Each Dramatic/Combat Encounter during the session based on the difficulty or challenge of the encounter.
- 1 to 2 XP: Rule of Cool/Role Playing: The game is all about fun. If a player does some cool then give them an XP or two.
- 1d6/2 XP. Carousing: Characters can blow their money and see what happens. *See the Carousing Section.*

Leveling Up

When a character accumulates enough Experience Points, they are ready to level up but first they must spend an evening Carousing. *See the Carousing Section.*

Improve HP, Combat Bonus, Saving Throw and any other bonuses per the individual tables.

Increase An Attribute Score: On even Levels (2, 4, 6, 8, 10), select one Attribute. Roll 3d6 if the result is greater than current score then increase that Attribute Score by 1.

Improve Checks: At 1st, 5th, and 9th Levels, improve one Prime Attribute Check by 1. At 3rd and 7th Levels, improve one non-Prime Attribute Check by 1.

Lvl	XP	Benefits
1	0	Improve a Prime Attribute Check.
2	10	Roll for Attribute Score increase.
3	20	Improve a non-Prime Attribute Check.
4	45	Roll for Attribute Score increase.
5	60	Improve a Prime Attribute Check.
6	75	Roll for Attribute Score increase.
7	100	Improve a non-Prime Attribute Check.
8	150	Roll for Attribute Score increase.
9	200	Improve a Prime Attribute Check.
10	250	Roll for Attribute Score increase.

Weapons, Armor, Equipment & Other Goods

Wealth

While much trade is done with barter, coinage is still used. Using silver as the base may make more sense but we decided to use gold for maximum compatibility with other adventures and rules.

Standard Coin Values

10 Copper Pieces (CP) = 1 Silver Piece (SP)

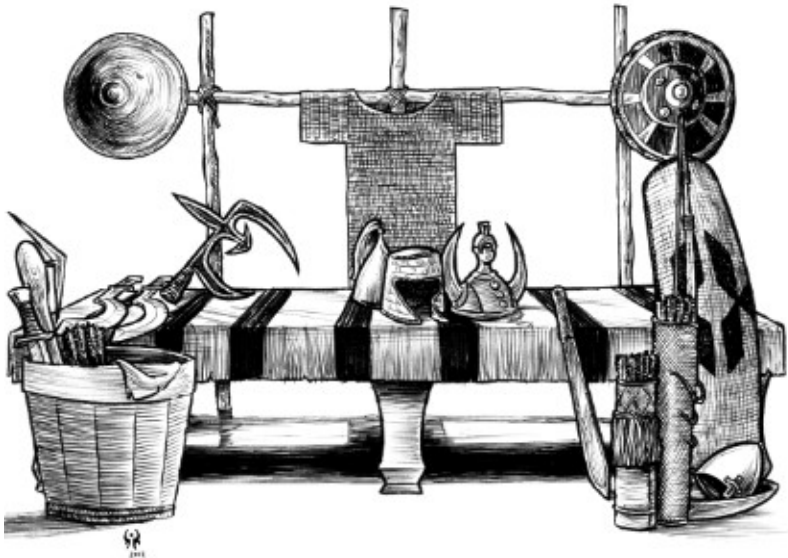
10 SP = 1 Gold Piece (GP)

Starting Wealth & Equipment

Starting Wealth: Highest attribute score in Gold Pieces (GP).

Starting Equipment: All characters begin with: Common Clothes, Backpack, Bedroll or Cloak, and one other common piece of equipment of the player's choice. Additionally, the character has the following based on their class:

- Warrior: Armor and two weapons
- Wanderer: Two Weapons
- Sorcerer: Spell Book and one Weapon.



Weapons & Armor

There are no weapon or armor restrictions. Any character can use any weapon and wear any armor. It's more important who is wielding a weapon or wearing armor than the equipment itself. It doesn't matter if the character's favored weapon is a dagger or a sword. It doesn't if their armor is just a fur loincloth or a chain mail bikini. Players are encouraged describe their character's weapons and armor.

All weapons do 1d6 damage and all armor provides -2[+2] bonus to AC.

A character may gain additional bonuses in combat per the following:

- Using a shield: -1[+1] AC
- Fighting with two weapons: +1 To-Hit
- Wielding a weapon with two hands: +1 Damage

Common Combat Gear

Gear	Cost (GP)
Armor	30
Shield	10
Weapon	6
Ammo/20 Rounds	.1 (1 SP)

Encumbrance

Characters may carry a number of things equal to their STR Score. Weapons and Shields count as 1 "thing"; Armor as two. 100 coins count as 1. The GM should use common sense in determining what counts as a thing by both its weight and its bulk and may impose penalties to Checks or movement for over burdened characters.

Equipment List

The following is not an exhaustive list of all possible things that a character may wish to purchase. GM's should use judgment and common sense when determining availability and prices.

Common Equipment

Gear	Cost (GP)
Ale, Mead, or Wine	.1 (1SP)
Backpack (30 lb. capacity)	5
Bedroll	2
Bottle (wine), glass	1
Cart	80
Clothes, common	3
Clothes, fine	50
Crowbar	5
Flint and Steel	1
Grappling Hook	5
Horse, riding	40
Horse, war	200
Lantern	10
Mirror (small), steel	5
Mule	20
Night at an Inn (Common Room)	1
Oil (lamp), 1 pint	2
Pole, 10 ft.	1
Rations, trail (day)	1
Rope (50 ft.), hemp	1
Rope (50 ft.), silk	5
Sack	1
Saddle, Tack & Saddle Bags	25
Shovel	5
Spellbook (blank)	100
Spikes (12), iron	1
Stakes (12), wooden	1
Tent	20
Torches (6)	1
Wagon, small	160
Waterskin	1

Special Items

Healing Salve (Cost: 25 GP): May be used once per day. The salve doubles the character's Natural Healing Rate.

Spell Books (Cost 100 GP): These specially created tomes are used by sorcerers to keep their arcane secrets. Spell books and ancient tomes are detailed further in the Magic chapter.

Poisons

Poisons are one of the tools of trade for Assassins. However, access to them shouldn't be easy. Many times local Assassin Guilds have a monopoly on the poisons available within a city. Below are some common examples of poisons.

Grave Touch Poison (Cost 50 GP): Target must Save versus Poison or be paralyzed for 1d6 Rounds. On a successful Save, the target is paralyzed for one Round.

Blood Fruit Nectar (Cost 75 GP): Target must Save versus Poison or take an additional 1d6 damage.

Shadow Cobra Venom (Cost 150 GP): Target must Save versus Poison each round for 2d6 Rounds. On a failed Save, the Target takes 1d6 damage.

Black Lotus Dust (Cost: 500 GP): The target must Save versus Poison or die.

Design Notes: Holy Water

Holy Water is a standard in many fantasy campaigns and valuable weapon against unholy creatures. Since there are no clerics to make said Holy Water, we assume that it doesn't exist.

Playing The Game

Checks & Specializations

Setting Difficulties: The GM may assign a difficulty to a task. To keep things simple, difficulty is broken down into only three categories: Easy, Average, Hard.

- *Easy:* Gain a +1 bonus to the character's Check score. If this results in a 6 in d6 chance then roll 2d6 and the character fails on a roll of double 6's.
- *Average:* Roll as normal. No penalty or bonus.
- *Hard:* Gain -1 penalty to the character's Check score. If this results in a 0 in d6 chance the roll 2d6 and the character succeeds on a roll of double 1's.

NPC's & Monsters: Player characters should be the only ones making Checks. The story should be based on the successes and failures of the player characters. So assassins don't roll to sneak up characters; the characters roll to see if they notice. City guards don't roll to see if they catch an escaping character, but the character rolls to escape.

In the rare case that an opponent may need to make a check. The GM should make a decision based on the following scale.

Check	Competency
1 in 6	Incompetent
2 in 6	Average
3 in 6	Trained
4 in 6	Professional
5 in 6	Master

The GM may call for a series of Checks for extended or complex tasks. For quick resolution for tasks, the GM may call for the "Best of Three" Checks to determine success or failure. While for a more complex or dramatic task, the GM may have the player roll Checks until the three successes or three failures is rolled.

Reaction Rolls

Not every encounter has to start off with violence. The GM will determine when a random Reaction Roll is warranted for a monster, animal, or NPC. Roll 2d6 and apply the character's CHA Modifier on the chart below.

Reaction	
2 or less	Hostile
3 to 5	Negative
6 to 8	Neutral
9 to 11	Positive
12 or more	Enthusiastic

Time

The base period of time is the Round which is approximately six seconds. During a round, a character may perform one "Action" such as attacking, casting (or beginning to cast) a spell, reviving an unconscious ally etc. Moving a character's base speed is not considered an action but Sprinting is. See Below

"Encounter", "Adventure", or "Session" are also used and the GM should use their judgment when any of these begin and end. In other instances, actual time measurements are used.

Tactical Movement

For tactical Movement, the rules approach this from a Theater of the Mind approach using categories to determine the speed of characters and is listed in the Monster Descriptions. Approximate distances are listed if the game is using miniatures. All player characters and mortals move at the Standard Rate. Remember, normal movement is not considered an Action but Sprinting is. Sprinting allows a character to move at rate of one category higher.

- Slow (15 to 20 feet/Round)
- Standard (30 feet/Round)
- Fast (35 to 40 feet/Round)

Combat



Calculating Armor Class: Your GM will decide whether your game is using the “Descending” armor class system where a lower AC is harder to hit, or the “Ascending AC” system, where a higher AC is harder to hit. Numbers for the “Ascending AC” system are set off in brackets like this: 7[12].

Descending AC System: In the Descending AC System, an unarmored character is AC 9. Use the below table to determine if an attack is successful or use this formula: 19-Attack Roll.

Descending AC To-Hit													
AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Roll	10	11	12	13	14	15	16	17	18	19	20	21	22

Ascending AC System: For the Ascending AC system, an unarmored character is AC 10. Whatever the result of the Attack Roll is the AC that the attacker hits.

Initiative

Many older games use a “phased” Combat Rounds where combatants perform certain actions during certain phases of each round. Forgotten Tales uses a later but what we feel is a simpler method where a character acts on their turn and there aren't any phases.

Initiative: There are many options for determining who goes first during combat. We present two options here:

- **By side:** The GM and one player each roll 1d6. The side (players or monsters) with higher result goes first. Individually members of each side may act in any order they wish.
- **Individual:** Each player rolls 2d6+ Combat Bonus. The GM rolls 2d6 for each group of like monsters/NPC's.

Combat Rules

Attack Rolls: Whenever an Attack Roll is referenced, roll 1d20+Any Class and/or Ability Score Modifiers+Any Situational Modifiers.

The +4 Damage Rule: After Ability Score and Class Modifiers are applied, damage bonuses can become rather large. Convert each +4 into an additional d6 (i.e. 1d6+5 becomes 2d6+1).

Shattered Shield Rule: If a character is using a shield then they may opt to take no damage from a single attack by having their shield “shattered”. The decision is made before damage is rolled and renders the shield useless and must later be replaced.

Retreating Attacks: If a combatant flees a melee combat without Disengaging or failing on the Check to Disengage (See Combat Maneuvers), any opponents within reach gain a free melee attack.



Common Attack Modifiers

Short Range (20 ft)	0
Medium Range (40 ft)	-2
Long Range (80 Ft)	-4
Sneak Attack*	+4 To-Hit and double damage.
Attacker Invisible	+4
Defender Invisible	-4
Defender Prone	+1 To Hit Melee -1 To Hit Ranged
Shooting into melee**	- # Combatants
“Touch” Attack	+2

***Sneak Attack:** All characters can sneak attack.

****Shooting Into Melee:** Penalty equal to the number of combatants in the melee. On a miss, 1 in 6 chance of hitting a random combatant.

Critical Hits & Fumbles

Critical Hit: When an attacker rolls a Natural 20 on their Attack Roll, they may immediately follow up with a free Combat Maneuver.

Fumbles: When an attacker rolls a Natural 1 on their Attack Roll, the defender may counter with a free Combat Maneuver.



Combat Maneuvers

Combat Maneuvers are used to give characters and their opponents more options than hitting each other. Having players think of interesting things to do in combat gets them more involved than bashing something until it runs out of Hit Points.

Most Combat Maneuvers require an Attribute Check [Prowess]. This will usually be STR or DEX but any other Attribute could be used if the player is creative. The GM should determine which attribute is most appropriate to the action. Remember, NPC's and monsters don't normally make Checks. Player characters will make Checks to resist. The NPC's or monster's maneuver succeeds if the Player Character fails their Check.

A character may use their Action during a round to attempt to perform a Combat Maneuver. The attacker makes an Attack Roll and if successful then makes the appropriate Check to successfully complete the Combat Maneuver. Crits and Fumbles trigger a free Combat Maneuver. No attack roll is made, only the Check.

The below is not an exhaustive list but does exhibit examples of the most common situations. It is encouraged that Combat Maneuvers be limited by the player's creativity, the GM's discretion and common sense.

- **Disarm:** This obviously only affects hand-held weapons and shouldn't affect creatures that fight with tooth and claw or other natural weapons.
- **Feint/Distract/Take The High Ground:** The maneuvering character gains a bonus to Attack Roll, Damage, or AC equal to their successful Check result until the end of their next Action.
- **Push:** The character is forced back at least 5 feet in a direction of the maneuvering character's choosing.
- **Disengage:** If the maneuvering character has not moved yet this round then they move without allowing the defender a free retreating attack.
- **Trip:** Knocks the defender prone.

A character may gain other tactical benefits determined by the situation and GM's discretion.

Brawling

Not all combat has to be lethal. Sometimes the characters or the NPC's may need to take someone alive or just want to break up the local tavern in a brawl. Brawling attacks are rolled the same as normal melee Attack Rolls. While a character may have two fists, it is not counted as Fighting With Two Weapons.

If the attack is successful then the defender attempts a Saving Throw versus Poison & Disease.

- If the Saving Throw is successful then the defender is only bruised a bit without any other effects.
- If the defender fails their Saving Throw then they are Stunned and lose their next action. If a character is Stunned three times during an encounter then they are knocked out.
- If the defender fails their Saving Throw by 4 or more then they are knocked out.

Characters who are knocked out regain consciousness in 1d6 x 10 minutes. Another character may use their action to revive them.

The GM may rule that some opponents are immune to stunning and/or being knocked out due their size or supernatural origins.

Healing & Death

Forgotten Tales of Sword & Sorcery is a game about pulp action and heroes can withstand incredible damage and yet drag themselves out of the most dread of situations. It doesn't mean that they are super heroes. The threat of character death is still very real.

Swords, spells, traps, poisons, and all manner of lethal hazards reduce a character's HP. When a character reach zero or fewer HP, they may be unconscious or dead.

Last Stand

A character may make a *Last Stand* once per session when they take damage that reduces them to zero or fewer HP. When a character makes their Last Stand, they remain active with HP equal to their CON Check Score. The GM may rule that a specific situation does not allow for a Last Stand such as deliberately drinking a vial of poison or jumping off a cliff.

Unconscious or Dead

- **0 to -5 HP:** The character is unconscious and enemies know it. They will likely take the character captive. The character wakes up in 1d6 hours with 1d3 HP.
- **-6 to -9 HP:** Make a Save Vs Death or die. Otherwise, the character is unconscious. Enemies will most likely loot the character's body and leave them for dead. The character wakes up in 2d6 hours with 1 HP.
- **-10 or more HP:** Dead.

Monsters and common Mortals die at 0 HP.

Healing

Binding Wounds: This may only be attempted after an encounter where the wounded character has taken damage. The wounded character attempts a CON Check, if successful the character heals a number of HP equal to the result.

Natural Healing: CON Check Score HP per day.

Care of a Healer: With a successful WIS Check [Apothecary/Healer], a character is healed a number of HP equal to the roll each day.

Carousing

Carousing is a mainstay of Sword & Sorcery stories. Not only does it provide story and adventure hooks, it provides a fun way for the characters to spend their hard earned treasure. Remember, broke adventurers have a good reason to head back out into the world and risk life and limb.

Player characters can have a night on the town anywhere but Carousing with benefits must take place in a major city not in a small village or roadhouse.



A character must spend a night Carousing in order to Level Up or may use it to gain 1d6/2 XP. The following also apply:

- The character does not regain any HP for natural healing.
- The character is always hung over (-2 to Attacks, Saves, and AC (+2[-2]) for the next day.
- The character must spend $2d6 \times \text{Character's Level} \times 10 \text{ GP}$ for a night of Carousing in addition to additional costs based on the results of the Carousing Tables.

If the character doesn't have enough money to cover any additional costs then role play it out. What will they have to do pay off the debt? Will the party pitch in to help their friend out? The mishaps of carousing are meant to become part of the story and lead to even more adventures.

On the follow tables, roll "d66". That is roll two d6. One die counts as the "tens" digit and the other as the "ones". For example, rolling a 2 and 6 counts as 26.

Entries marked with an "*" indicates that an NPC is involved and the GM may have to quickly create one.

11*	Your romantic partner won't leave you alone. They are very jealous and will follow you anywhere. And if they can't have you then nobody can.*
12	You're a gladiator now. Survive 1d6+1 fights to earn your freedom.
13	You bought a piece of fancy jewelry for 2d6X10 GP but, in daylight, it's junk.
14	Mysterious crumpled up map is in your hand. Where does it lead? Where did you get it?
15*	You have agreed to do something unsavory for your new friend who is a sorcerer who charmed you.*
16	You wake up in the town jail for being drunk and disorderly. Paying a 1d6X10 GP fine gets you out.
21	You spent all of your money. Time to adventure.
22*	You agreed to dual*
23*	Bought a slave for 2d6X10 GP. Make a Reaction Roll to see how they feel about you.*
24	You acquired an idol to mad alien god. That can't be good. Who wants it back? Does it have any magical power?
25	Wake up covered in blood and with only 1d6 HP left.
26	You wake up naked in an alley. Everything that you had is gone.
31	You bought a bunch of rounds for the house, spending an extra 2d6X5 GP.
32*	Your lover has a jealous, violent significant other who walks in on you.*
33	You really tied one on. Your hangover lasts 1d6 days.
34	Haunted by a mischievous spirit. A <i>Banish</i> spell will take care of the problem.
35*	You made a friend with benefits.*
36	Somebody dared you to eat something last night. It was bad. You're sick for the 2d6 day -1 to Attacks, Damage, and Saves.

41*	You're wanted for murder. Are you innocent?*
42	Deflowered the sacrificial virgin. A cult isn't happy with you.
43	Gambled and won 2d6 x10 GP but there's 2d6 local thugs who think you cheated.
44	You're not sure what drank last night but you'll suffer from random hallucinations for the next 1d6 days.
45	You earned a bad reputation in town. Most folks don't want to deal with you and charge you higher prices for anything.
46	You wake up in the town pillory for violating local customs
51	Got an embarrassing tattoo.
52*	You stole a piece of jewelry worth 1d6X100 GP. Its original owners want it back.*
53	You gambled and lost 2d6 x100 GP. If you don't have that much then there may be people who want to "talk" to you.
54*	Made a life-long enemy last night and they want to kill you.*
55	You burned down the tavern. You need to come up with 2d6X100 GP or get out of town quick.
56	You had a romantic evening but it was purely professional. You spent 2d6X10 GP extra last night.
61*	Your fling is totally enamored with you. There's a 1 in 6 chance that they will insist on joining your adventuring band.*
62	You have committed an act of heresy. Now there's a whole cult who wants to kill you.
63	Some how you unleashed a demon on the city last night. The city and the demon are not happy with you.
64*	You got married. 1 in 6 chance that it's part of a scam.*
65	You're pretty sure that special someone last night was a vampire. Wake up with 1d6 <i>Life Drain</i> . See Monster Descriptions for details.
66	You wake up naked and chained to an altar. A cult is preparing to sacrifice you.

Quick & Dirty NPC's

Roll 2d6 for each column for the basic statistics for a random NPC. The GM should assign any personal traits as they see fit and that will fit the encounter or make it interesting.

Any special abilities or advantages should be assigned as needed. Obviously, a Sorcerer will know spells and have access to a spell book. A cultist might be fanatical. A Crime Lords or Nobles might have a numbers of hirelings that they could throw at the character.

There are also Common NPC's and more details in the Monsters & NPC's Chapter. For very important or reoccurring NPC's, the GM may wish to create them as if they were a player character.



	Who are they?	HD	Unarmored AC	Damage
2	Slaver/Crime Lord	9	4[15]	2d6
3	Warrior	7	5[15]	1d6+3
4	Beggar	5	6[13]	1d6+2
5	Merchant	3	7[12]	1d6+1
6	Thug	1	8[11]	1d6
7	Commoner	2	9[10]	1d6
8	Petty Criminal	4	8[11]	1d6+1
9	City Guard	7	7[12]	1d6+2
10	Cultist	6	6[13]	1d6+3
11	Noble	8	5[14]	2d6
12	Sorcerer	10	4[15]	2d6+1

Magic

Magic is rare, evil, and corrupting. Sorcerers spend their lives on a quest for more power and knowledge. Those not trained in the arcane know little of its power and generally fear magic. More often than not, that fear is well placed.

Sword & Sorcery is generally considered 'low magic'. Characters do not have easy access to a stream of magical items and trinkets. Even minor magical items can carry unforeseen side effects or come at a high price, not just in gold.



Sorcerer Starting Spells

Spells Known at 1st Level: (INT Score-9)

The character is not limited to the Maximum Safe Spell Level (Arcanum. See below) when selecting spells. A high-level Sorcerer may only be able to cast a handful of spells each day. Choose wisely and don't squander the power. Sorcerers must study their spell books daily but do not need to "memorize" spells. Once a character knows a spell, they know it and may cast it.

Unlocking the Mysteries

When a Sorcerer gains a level then they may attempt to increase their power (Arcanum) or knowledge (spells known).

- *To Increase Arcanum:* Attempt a WIS[Forbidden Lore] check.
- *To Learn a New Spell:* Attempt an INT[Arcanist] check.

Sorcerers may also improve their Arcanum and learn additional spells from ancient tomes and spell books. See Spell Books & Ancient Tomes of Forbidden Knowledge later in the Magic Chapter.

Arcanum

Sorcerers have an Arcanum Score which indicates how much arcane power is at the caster's disposal.

Arcanum begins at 1 for 1st level characters.

Arcanum determines:

- *Spells per Day:* A Sorcerer may cast only a limited number of spells per day equal to Arcanum Score+WIS Modifier+CON Modifier. Each spell's level does not matter unless it is higher than the character's Arcanum score. If a Sorcerer knows a spell they may cast it.
- *Spell Effects:* A Sorcerer's Arcanum score may determine the effect or duration of a spell. See each Spell's description.
- *Maximum Spell Level:* A Sorcerer may safely cast spells with a level equal to or less than their Arcanum score.

When a Sorcerer's Arcanum score is reduced it also affects the character's Spells per Day, Spell Effects, and Maximum Spell Level.

Recovering Arcanum

A Sorcerer recovers 1 point of Arcanum per day that the character does not cast *any* spells and has possession of their spell book.



Casting Spells

Casting spells is physically and mentally challenging. A sorcerer must be able to speak in order to utter the words of power. They do not have to shout or speak loudly, a mere whisper will suffice. But they must be able to speak. They must have their hands free but they may hold an item even a weapon in one hand. Armor does not interfere with spell casting but a shield does.

Some spells have special costs or longer casting as noted in each spell's description. If any special costs or conditions cannot be met then the spell cannot be cast. If no casting time is indicated for a spell then it takes the character's action to cast. When a spell has a longer casting time then the caster is assumed to be concentrating on the spell for the duration of the casting time.

Special Spell Casting Conditions

The Stars Must Be Right: A common condition for some powerful spells is that the "Stars Must Be Right". To randomly determine if the Stars Are Right roll 3d6. If the number on three dice match then the Stars Are Right. If the Stars are not right then add the results of the two highest dice to determine how many weeks until the Stars Are Right.

Concentration: Some spells may require or have an option to extend their effects if the Sorcerer concentrates on the spell. A Sorcerer's concentration is automatically broken if they cast another spell, are knocked unconscious, fall asleep, or are otherwise incapacitated. If a Sorcerer takes damage then they must succeed on a Saving Throw versus Magic to maintain concentration.

Material Components: Some spells require special materials in order to cast. These are required to cast the spell. Unless noted otherwise, the components are consumed in the casting of the spell.

Casting Dangerously

A Sorcerer may attempt to push the limits of their arcane power but at great risk.

The following are considered Casting Dangerously:

- Exceeding the caster's allowed Spells Per Day.
- Casting spells with a level greater than the caster's current Arcanum Score.
- The GM may determine that other circumstances might also cause a similar effect.

The Cost of Casting Dangerously:

- A Sorcerer's Arcanum score is reduced by the level of the spell (i.e. a 3rd Level spell reduces Arcanum by 3) in addition to any Arcanum loss for a specific spell.
- The Sorcerer takes damage equal to the Spell's Level.
- The Sorcerer must make a Saving Throw Vs Magic or be stunned for 1d6+the Spell's Level rounds.

If multiple conditions are met then the temporary Arcanum loss is cumulative.

A Sorcerer's Arcanum score may be reduced to less than 0 when casting dangerously. The Sorcerer cannot cast any spells until their Arcanum score reaches at least 1.

Optional Rule: Armor & Spell Casting

Armor does not affect spell casting in the rules as written. However, if a GM wishes to include this effect then we suggest the following. Reduce the caster's effective Arcanum by the armor's bonus.

Demonic Pacts

All Sorcerers have the knowledge to enter into a pact with a Demon Lord or Mad God. This is not the same as Summoning. The character may only enter into one pact.

When the character enters the Pact, they increase their Arcanum by one and gain an additional spell of the GM's choosing. This spell should be thematically tied the patron being.

Such power is not free. First, the Sorcerer gains a Pact Mark. This is some physical cosmetic change to the character. It should not be anything debilitating but should make the character slightly alien. Then there's the Catch. This is something that is annoying or limiting to the character's actions or choices. And, finally, the character is in service to their master and may be ordered to perform certain unpleasant tasks or quests.



Random Mađ God & Demon Lord Names

The universe is older than mortals can imagine and there are hundreds of ancient Gods and Demon Lords. GM's can use the following tables for some quick inspiration.

1	Yog	Oth
2	Ra	Zul
3	Set	Teph
4	Noz	Tog
5	Cthul	Tuhl
6	Quoz	Otl
7	Shog	Otha
8	Xol	Ix
9	Iz	Gon
10	Win	Ur
11	Hor	Zeth
12	Goz	Oga
13	Bal	Ithia
14	Dag	On
15	Wrath	EI
16	Mum	Sa
17	Ten	Gor
18	Tut	Ahl
19	Ahk	Yth
20	Krom	Amon

Random Eldritch Honorifics

Sometimes, the GM may need a quick title or honorific for an ancient god, a demon lord, or a mad sorcerer-king.

1	Demon	Lord		Disease
2	Dark	Lady		Insanity
3	Tentacled	Queen		Undead
4	Immortal	King		Corruption
5	Flayed	Master		Nightmares
6	Screaming	Mistress		Lust
7	Blind	Prince		Cannibalism
8	Red	Princess		Death
9	Blood	Emperor		War
10	Yellow	Empress	Of	Greed
11	Green	Seer		Illusion
12	Sleeping	Prophet		Prophecy
13	Dreaming	Walker		Pain
14	Creeping	Darkness		Pleasure
15	Crawling	Shadow		Gluttony
16	Hidden	Sultan		Mysteries
17	Shambling	Void		Decay
18	Rotting	Hunger		Snakes
19	Invisible	Traveler		Spiders
20	Secret	Herald		The Abyss

Magical Artifacts

Magic items should be very rare. There are no shops selling generic +1 Swords. Every magic item should be interesting and unique and they should always bear cost for any power. These costs may outweigh the benefits or bring great peril to a character.

There may be shops and merchants who do sell minor magic items such as protective talismans or potions. If these items actually work is up to the discretion of the GM.

Design Notes: Spell Scrolls & Wands

Traditionally, Spell Scrolls and Wands store a spell for later casting and provide a ready resource for spells. Such items are intentionally omitted. We feel that these items reduce the specialty and mystery of magic and make it too readily available.

There are spell scrolls which contain the spell formulas which can be used by a Sorcerer to learn a new spell.

Spell Books & Tomes of Forbidden Knowledge

Spell books are magical and unique to each caster. Another Sorcerer may only gain knowledge from a spell book if the original author is dead. This is part of the enchantment placed on the book when it was created.

Spell books and ancient tomes have two primary traits. First, there is the list of spells that it contains and the Arcanum Score of the author. A Sorcerer may only use the tome to increase their own Arcanum score if the original author's was greater. If the spell book is from an ancient source then the character must make an INT Check [Ancient Languages] to comprehend the text.

- To Increase Arcanum by 1: Requires a number of weeks of study equal to the character's Arcanum. Then attempt a *hard* WIS[Forbidden Lore] check.
- To Learn a Spell: Requires a number of weeks of study equal to the Spell's Level. Then attempt a *hard* INT[Arcanist] check.

Spell List

First Level	Third Level
1 Banish	1 Cause Fear
2 Bind Familiar	2 Curse
3 Charm	3 Darkvision
4 Control Undead	4 Demonic Fury
5 Cure Wounds	5 Dispel Magic
5 Divination	6 Shape Change
6 Protection	7 Spirit Fog
7 Sleep	Fourth Level
8 Summon/Bind Entity	1 Black Tentacles
9 Web	2 Confusion
Second Level	3 Death Mask
1 Darkness	4 Dimensional Portal
2 Detox	5 Plant Growth
3 Disguise	6 Wizard Eye
4 Hold	Fifth Level
5 Invisibility	1 Animate Dead
6 Illusion	2 Cloudkill
7 Speak with Dead	3 Control/Summon Weather
8 Viper Arrow	4 Death Spell
	Sixth Level
	1 Army of Darkness
	2 Creeping Doom
	3 Raise Dead

Spell Descriptions

Animate Dead

Level: 5

Range: GM's discretion

Duration: Permanent until undead are destroyed or dispelled

Casting Time: 1 hour

Additional Cost: There must be an adequate number of corpses/skeletal remains to animate. Additionally, the spell consumes 500 GP worth of rare oils and incenses.

This spell animates skeletons or zombies from dead bodies or skeletal remains. 1d6 undead are animated per point of Arcanum of the caster. See the Monster chapter for the statistics for Skeletons and Zombies. This spell only animates the dead, it does not grant the caster any control over them.

Army of Darkness

Level: 6

Range: 1 mile radius per Point of Arcanum of the Caster.

Duration: Permanent until dispelled or the undead are destroyed.

Casting Time: 8 hours

Additional Cost: This spell requires a human sacrifice and 1,000 GP worth of rare oils and exotic incense. The Stars Must Be Right..
Temporarily Reduce Caster's Arcanum by 1.

This long and forbidden ceremony raises every corpse within its area of effect as a skeleton or zombie. Any legendary or heroic decedents may raise as more powerful undead. The number of undead could be from the dozens to thousands depending on where the spell is cast and the GM's discretion.

Banish

Level: 1 (Special: Actual Spell Level is considered to the HD of the entity banished)

Range: 30 Feet

Duration: Special

The caster utters the words of power and attempts to return an extra planar creature to its plane of origin. The targeted creature is allowed a Saving Throw to resist. If the character attempting to banish the creature summoned it then the creature has a -2 penalty to its Saving Throw.

Bind Familiar

Level: 1

Range: 10 feet

Duration: Permanent

Casting Time: 4 hours

Additional Cost: This spell requires 1,000 GP worth of rare oils, exotic incense and other materials.

The caster summons and binds a minor demonic entity. At the time of the summoning, the caster chooses if the familiar will take a physical or spirit form. Once this decision is made, it cannot be changed.

The familiar's exact physical form is up to the caster's (and GM's) discretion. If the physical form is destroyed, the familiar may be re-summoned the next day. The familiar and caster have a telepathic bond and can observe through the others senses.

Familiar's Base Physical Form: AC: 6[13]; HD: ½ of the caster's Arcanum (Minimum 1); Save: 19-HD; Attack Bonus: HD, Damage By Weapon or Claw/Bite (1d6-1); Move: Standard; Special: Darkvision plus 1d6/2 Special Abilities. Roll on the below.

1	Turn Invisible at will.
2	Fly at Average Speed.
3	Familiar is knowledgeable in Forbidden Lore (5 in d6).
4	Demonic Toughness: -2[+2] AC
5	Vicious: +1 To-Hit and Damage in combat
6	Cast 1d6 1 st Level Spells. Determined at summoning. Each spell may be cast once per day.

If the familiar is spirit form. The familiar possess the caster and shares knowledge and insight, but will tempt, influence, or otherwise torment the caster. The caster gains the Darkvision monster ability, a +1 bonus to Save versus the powers and abilities of demons and other extraplanar creatures, and the unique Specialization Demonic Affinity allowing the caster to speak the language of demons and improves their ability to interact with them.

Black Tentacles

Level: 4

Range: 60 Feet

Duration: 1 round/Point of Arcanum

The Caster selects a point within the range of the spell and rips open the fabric of reality. Each round 1d6 black tentacles reach from the void and attack random targets within 10 feet.

Black Tentacles

HD: 2

AC: 7[12]

Attacks: 1d6 (10 foot reach)

Move: None

Special: None

Cause Fear

Spell Level: 3

Range: 0 (30 foot radius centered on caster)

Duration: 1d6 rounds+Arcanum of caster

This spell causes the creatures (friend or foe) with its area of effect to flee in horror. A Saving Throw negates. There is a 3 in d6 chance that they will drop whatever they are holding.

Charm

Level: 1

Range: 120 ft.

Duration: Until dispelled or Target succeeds on a Saving Throw.

This spell affects a living target and makes the target believe that the caster is a good and trusted friend. A successful Saving Throw negates the effect. The target may retry their Saving Throw after 20-WIS Score days.

Cloudkill

Level: 5

Range: Close

Duration: 1 hour

Casting Time: 15 Minutes

The caster summons a dense cloud (15' Radius) of noxious vapors. This cloud moves away from the caster at a rate of 5 feet/round

based on the direction of any wind. The cloud is heavier than air and will float towards the lowest point available.

Creatures with 5 HD or less must succeed on a Saving Throw or die. Those with more than 5HD must succeed on a Saving Throw or be sickened (-2 to attacks and Saving Throws) for 1d6 hours.

Confusion

Spell Level: 4

Range: 120 ft.

Duration: 1 round/Point of Arcanum

The spell confuses 2d6 creatures within a 15 foot radius and makes them act randomly. Creatures of 3 HD or fewer are automatically affected. Those with more than 3 HD are allowed a Saving Throw to resist. The effects of the confusion may shift each round for the duration.

Roll	Confusion Effect
2-5	Attack the caster (or his allies)
6-8	Stand baffled and inactive
9-12	Attack closest target.

Control Undead

Spell Level: 2

Range: 60 Feet Radius centered on caster

Duration: 10 minutes/Point of Arcanum

This spell affects only mindless undead. Each creature within the area of effect of the spell are allowed to resist with a Saving Throw. Those who fail come under the caster's control for the duration. Since these are mindless undead, any complex commands will likely be misunderstood by them.

Control/Summon Weather

Spell Level: 5

Range: GM's discretion

Duration: GM's discretion

Casting Time: 10 minutes

The caster may alter the weather of a large immediate area. The exact area and specific effects are left to the GM's discretion and tailored to the exact location and situation.

Creeping Doom

Spell Level: 6

Range: 50 Yards

Duration: Special

Casting Time: 30 minutes

Cost: 100 GP worth of rare herbs and oils, The Stars Must Be Right.

The Sorcerer summons thousands of spiders, scorpions, and other biting and stinging insects. The swarm has Arcanum x 100 creatures, each of which will cause 1 HP of damage then die.

Cure Wounds

Spell Level: 1

Range: Touch

Duration: Instantaneous

Casting Time: 2 Minutes

The caster heals 1d6+Arcanum damage. Note: A +4 modifier becomes an additional d6.

Curse

Spell Level: 3

Range: Touch

Duration: 1 hour/Point of Arcanum

The target is cursed with a -2 penalty to all Attack Rolls and Saving Throws. Other penalties or conditions may be imposed on the target of a curse at the GM's discretion.

Darkness

Spell Level: 2

Range: 120 ft. (15 ft. radius)

Duration: 10 minutes/Point of Arcanum

The caster plunges the affected area into total darkness.

Darkvision

Spell Level: 3

Range: Touch

Duration: 1 hour/Point of Arcanum

The recipient of the spell can see in total darkness for the spell's duration.

Death Mask

Spell Level: 4

Range: 240 ft. (60 foot Radius)

Duration: 1 hour/Point of Arcanum

Casting Time: 10 minutes

This spell allows a caster's spirit to possess a fresh human corpse. Any wounds or other signs of death remain on the corpse. The caster's body is helpless while they are possessing the corpse. If the Sorcerer's body sustains enough damage to kill them then they cannot return and are trapped in the corpse until the spell's duration ends at which time they will also die.

Death Spell

Spell Level: 5

Range: 240 ft. (60 foot Radius)

Duration: Instant

Cost: Caster takes 1d6 damage.

The caster targets a single living mortal. Supernatural creatures are immune to this spell. A target with fewer HD than the caster's Arcanum is instantly killed. If the target's HD is equal to or greater than the caster's Arcanum then the target takes 1d6/Point of Arcanum damage. The target may attempt a Saving Throw to halve the damage.

Demonic Fury

Spell Level: 3

Range: Touch

Duration: 1 Minute/Point of Arcanum

The caster imbues the target of the spell with the strength of a demon.. A character cannot cast any spells while under the effects of this spell. The target gains a bonus To-Hit and Damage with melee attacks equal to the caster's Arcanum score and 1d6+Arcanum "bonus" HP.

At the onset of the spell, the target must succeed on a Save Vs Magic or go into demonic rage and attack the nearest target (friend or foe) for the spell's duration.

Detox

Spell Level: 2

Range: Touch

Duration: Instantaneous

The target of the spell may be cured of diseases or poisons with a successful Saving Throw with a bonus equal to the caster's Arcanum.

Dimensional Portal

Spell Level: 4

Range: 10 ft. casting, 360 ft. teleport within line of sight

Duration: Instantaneous

The caster may teleport himself, an object, or another person to a location within the spell's range. Unwilling targets are allowed a Saving Throw.

Disguise

Spell Level: 2

Range: Touch

Duration: 10 Minutes/Point of Arcanum

The caster may change the physical appearance of the target (themselves included). This is a temporary physical transformation of the target and does not affect clothes or equipment. The target does not gain any extra knowledge, memories, or skills. The target must remain roughly the same size (i.e. the caster cannot turn an adult into a baby.) This spell only affects humans/mortals. An unwilling target is allowed a Saving Throw to resist.

Dispel Magic

Spell Level: 3

Range: 120 ft.

Duration: 10 minutes for powerful effects. Permanent for others.

Dispel magic can be used to completely dispel most spells, curses, and enchantments. The caster attempts a Saving Throw vs Magic. If the caster of the spell/curse that is being dispelled is of greater Level/HD than the caster then this Saving Throw is at -4.

Divination

Spell Level: 1

Range: Caster

Duration: Up to 3 questions

Casting Time: 30 Minutes

Cost: A crystal ball, mirror or other special scrying item valued at 100 GP. This item is not consumed by the spell and may be reused. Each question asked reduces the caster's Arcanum by 1.

The caster attempts to gain knowledge from the mad powers from beyond the void. Each question must be phrased in a manner that will illicit a "Yes", "No", "Maybe" or "Unknown" type answer. The GM will be as accurate as possible.

Hold

Spell Level: 2

Range: 120 ft.

Duration: 1 round/Point of Arcanum

The caster can target either 1d6/2 targets or may instead target a single target. A successful Saving Throw negates the effect. If a single target is designated then the Saving Throw has a -2 penalty. The target is held in place for the duration and cannot move or act.

Illusion

Spell Level: 3

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion. The illusion disappears when it is touched, but if the viewer believes the illusion is real then they may take damage from it. A successful Saving Throw vs Magic negates.

Invisibility

Spell Level: 2

Range: 240 ft.

Duration: Until dispelled or an attack is made up to 1 hour/point of Arcanum.

The target, whether a person or a thing, becomes invisible.

Plant Growth

Spell Level: 4
Range: 120 ft.
Area of Effect: 300 x 300 feet
Duration: Permanent until dispelled

The undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted.

Protection

Spell Level: 1
Range: Touch or Caste
Duration: 1 hour/Point of Arcanum
Casting Time: 1 Minute.

The caster gains a -1[+1] bonus to AC and a +1 bonus to Saving Throws.

Raise Dead

Spell Level: 6
Range: Touch
Duration: See below
Cost: Death demands balance and a human sacrifice is required. The Stars Must Be Right.

The caster attempts to bring back a soul from the Underworld. First the original body must be relatively whole. This is still a very dangerous and unreliable spell. Roll below for what happens.

Roll	Effect
1	Complete failure. The corpse is consumed by strange green flames and there is nothing left but ash.
2	Caster only reanimates the corpse as a zombie.
3	Caster accidentally summons a demonic entity which possesses the corpse.
4	Caster returns the wrong soul to the corpse.
5	The correct spirit is summoned but is unable to reenter the corpse. It becomes a ghost that haunts the caster.
6	Success!

Shape Change

Spell Level: 3

Range: Self Only

Duration: 1 hour/Point of Arcanum

Casting Time: 30 seconds

The caster may transform themselves into a wild animal such as a large snake, wolf, bird of prey, bat and so on. Each type of animal is considered a different spell. The caster may attempt to extend the time of the transformation but for each hour or portion thereof, the caster must attempt a Saving Throw. On a failed roll, the caster has lost themselves to the feral nature of the animal and the transformation becomes permanent unless some drastic measure is taken.

Sleep

Spell Level: 1

Range: 240 ft.

Duration: GM's Discretion

This spell puts 2d6+Arcanum HD of creatures within a 30 foot radius into an enchanted slumber (no saving throw is permitted).

Speak with Dead

Spell Level: 1

Range: 30 ft.

Duration: 10 minutes/Point of Arcanum

Cost: The skull of the target spirit

The caster attempts to communicate with the spirit of the dead. The spirit has no additional knowledge than it had in life and is often confused, insane, or driven by terror or strong emotions depending on the spirit and how they met their end. The older the spirit, the more confused and insane it is.

Spirit Fog

Spell Level: 3

Range: 30 foot radius centered on Caster

Duration: 1 round/Point of Arcanum

The caster surrounds themselves with an eerie green fog. Any ghost, spirit or immaterial creature that enters the area becomes susceptible to mundane attacks. Additionally, any invisible creatures are outlined with an unearthly green glow.

Summon/Bind Entity

Spell Level: 1 (Special: Actual Spell Level is considered to the HD of the entity summoned)

Range: 120 ft.

Duration: 1 Day/Point of Arcanum (Binding)

Casting Time: 1 hour/HD of summoned creature

Cost: 100 GP in rare ritual components/HD of creature, The Stars Must Be Right.



This spells attempts to summon and bind an extraplanar entity, demon or other horror to the will of the caster.

The creature is allowed a Saving Throw to resist the binding (falling under the control of the caster). A successful Saving Throw does not stop the summoning. The creature is still summoned if it wishes but the caster has no control over it.

The caster may summon a specific type creature with the Summonable trait (See the Monsters Section) or may declare the number of HD of the creature per below statistics.

AC: 7[12] Modified by $\frac{1}{2}$ HD

Attacks: 1d6 + $\frac{1}{2}$ HD

Move: Standard or more

Special: Totally at GM discretion

For example, a 4 HD demon would have an AC 5[14] and do 1d6+2 damage. Attack Bonus and Saving Throw per the Monster rules.

Viper Arrow

Spell Level: 2

Range: Per Missile Weapon

Duration: One shot

Casting Time: 2 Rounds

Cost: A small venomous snake. Requires use of a bow.

The caster causes a small snake to be transformed into an arrow which causes 1d6+Arcanum damage and the target must save versus Poison or die. This spell also requires a successful Ranged Attack with a ranged weapon by the caster.

Web

Spell Level: 1

Range: 30 ft.

Duration: 8 hours

This spell fills an area (10 ft × 10 ft × 20 ft) with strong, sticky, spider-like webbing. Normal characters can break the webbing with a *Hard* STR Check. The webbing is also very flammable.

Wizard Eye

Spell Level: 4

Range: 240 ft.

Duration: 10 minutes/Point of Arcanum

Cost: A human eye which is consumed in the casting or the Sorcerer may pluck out one of their own eyes to use for this spell. If the caster uses their own eye it is not consumed by the spell but may be lost or stolen and the character should suffer appropriate penalties for having only one eye.

The caster animates a magical eye that can move a maximum of 240 feet from the caster. It floats along as directed by the caster. The caster may see through the eye. The eye has 1 HP, AC 3[16], and a 4 in d6 chance of moving about undetected.

Design Notes: Spells

Experienced gamers will note that many of the “standard” spells are missing and others have been modified. We did all these changes to better simulate the lower and darker magic feel of *Sword & Sorcery*.

Monsters & NPC's

This game is about adventures and good antagonists make good adventures. That means monsters and villains. We broke antagonists down into two categories: Monsters and NPC's.

NPC's are other humans with capabilities similar to those of the player characters. Of course, NPC's don't have to follow the same rules as player characters. They may have unique or interesting abilities that are not normally available to player characters. Monsters are any natural or supernatural creature.

Common Traits of Monsters & NPC's

Hit Dice (HD): Roll this many d6 to determine how many HP that an opponent has.

Saving Throw: 19-HD. Monsters and Mortals have only a single Saving Throw.

Attack Bonus: Equals HD (i.e. 2 HD equals +2 to Attack Rolls).

Speed: Speed is broken down into categories with an approximate distance. If you are playing "theater of the mind" then the categories are fine to use. Distances can be used if you are playing with miniatures.

- Slow (15 to 20 ft/round)
- Standard (30 ft/round)
- Fast (35 to 40 ft/round)

Arcanum for Monsters: If a monster can cast spells or has a spell-like ability then its Arcanum score is considered equal to one half its HD.

Tougher Monsters & Mortals: GM's can easily make Monsters and NPC's more powerful by increasing HD, Damage, AC, or adding other Special Abilities. The Monster Descriptions list "average" types of each creature.

Common NPC's

Assassin

Armor Class: 6[13]

Hit Dice: 3

Attacks: 1d6+2

Move: Standard

Special: May use poison

City Guard/Bandit

Armor Class: 7[12]

Hit Dice: 1+1

Attacks: 1d6+1

Move: Standard

Special: None

Commoner

Armor Class: 9[10]

Hit Dice: ½ (1d3 HP)

Attacks: 1d6

Move: Standard

Special: None

Cultist

Armor Class: 9[10]

Hit Dice: 1+1

Attacks: 1d6

Move: Standard

Special: None

Cult Leader

Armor Class: 7[12]

Hit Dice: 2+1

Attacks: 1d6+1

Move: Standard

Special: Spells

Guard Captain/Bandit Leader

Armor Class: 6[13]

Hit Dice: 2+1

Attacks: 1d6+2

Move: Standard

Special: None

Noble

Armor Class: 6[13]

Hit Dice: 2

Attacks: 1d6+1

Move: Standard

Special: None

Tavern Denizen

Armor Class: 8[11]

Hit Dice: 1

Attacks: 1d6

Move: Standard

Special: None

Monster Descriptions

Common Monster Special Abilities

Many monsters have the same or very similar special abilities. Specific game mechanics are detailed below rather than each monster's entry. Monsters may other abilities listed in their descriptions and at the GM's discretion.

- **Create Spawn:** If the monster kills a mortal then the fallen character becomes a less powerful version of that monster.
- **Damage Resistance:** Normal attacks do half damage and monster is immune to Stun damage.
- **Immaterial:** Creature is immune to mundane attacks.
- **Life Drain:** The monster's attacks drain the life force of the target. Track this damage separately. It may only be healed with magic and the wounded character must succeed on a Saving Throw for the healing magic to work.
- **Magic Resistance:** +4 to Saving Throws vs Magic.
- **Poison:** The monster's attacks do extra damage. The target takes double damage if a Saving Throw is failed. Powerful poisons may require a successful to avoid death.
- **Regeneration:** Creature heals 3 HP/Round. Some types of damage may negate this affect depending on the specific monster.
- **Swallow Whole/Engulf/Constrict:** If a monster rolls a Natural 20 on an Attack Roll or the result of the Attack Roll is five or more better than required then the Target must attempt a Saving Throw. On a failure, the Target is ensnared by the monster and automatically takes the monster's damage each round until the character escapes.
- **Summonable:** Creature may be summoned via the *Summon* spell.
- **Undead:** Creature is immune to charm, poison, disease and other threats that would only affect the living.

Albino Apes

Armor Class: 4[13]
Hit Dice: 3
Attacks: 1d6+3
Move: Standard
Special: None

These savage beasts can be found all over the world from frigid mountains to sweltering jungles. They are aggressive, territorial, and carnivores. Some have shown signs of intelligence by using primitive weapons.

Alligator/Crocodile

Armor Class: 4[15]
Hit Dice: 3
Attacks: Bite (1d6+2)
or Tail Slap (1d6+2)
Move: Standard
(Ground)/Fast
(Swimming)
Special: Aquatic.
Ambush Predator*

Dangerous predators that can be found in the bogs, swamps, jungles, marshes, and rivers in warmer climates.

*Ambush Predator: If the creature is in water, there is 3 in 6 chance that it can surprise it's prey.

Amazon Nagas

Armor Class: 4[13]
Hit Dice: 2+1
Attacks: By Weapon
or Constrict (1d6+1)
Move: Standard
Special: Immune to
poison

Amazon Nagas have a humanoid female torso and the lower body of a serpent stretching 20 to 25 feet.

Animated Statue

Armor Class: 2[17]

Hit Dice: 3

Attacks: By Weapon
(1d6+2)

Move: Standard

Special: Immune to
poison, disease,
mental attacks;
Damage Resistance

Fueled by ancient, powerful magics, animated statues act as guardians to ancient tombs and dungeons.

Bats (Monstrous)

Armor Class: 6[13]

Hit Dice: 6

Attacks: Bite (2d6)
and Claw (1d6)

Move: Medium
(Ground)/Fast (Flying)

Special: Sonar

Monstrous Bats attack with claws and a bite. They are twice the size of a man, with a tremendous wingspan. When their hunting grounds are endangered they have been known to hunt in urban areas.

Beastmen

Armor Class: 6[13]

Hit Dice: 2+1

Attacks: Weapon
(1d6+3)

Move: Standard

Special: None

Mortals who are victims to horrid sorcerous experiments. They have been warped and mutated into savage killing machines.

Caveman

Armor Class: 7[12]
Hit Dice: 1+1
Attacks: By Weapon
(1d6+1)
Move: Standard
Special: None

Primitive throwbacks to an ancient time. Tribes of cavemen can be found in the wildernesses around the world. Many are cannibalistic and worship ancient and alien gods.

Cosmic Spawn

Armor Class: 3[16]
Hit Dice: 10
Attacks: 3 Tentacles
or other attack (2d6+3)
Move: Fast
Special: Regenerate,
Damage Resistance,
Magic Resistance,
Summonable, Spells,
Swallow Hole

Cosmic Spawn are the heralds and avatars of a mad alien god. Each type of spawn is unique to their respective progenitor. Each Spawn may cast 2d6 spells. Some spawn may have additional special abilities at the GM's discretion.

Deep One

Armor Class: 5[14]
Hit Dice: 2+2
Attacks: 2 Claws
(1d6) or Weapon
(1d6+1)
Move: Standard
(Ground)/Fast
(Swimming)
Special: Aquatic

An ancient and corrupted, underwater-dwelling race who worship a mad, alien god. They have been known to raid and interbreed with surface dwellers. At times, they may even be aligned with a surface dwelling cult.

Demon, Greater

Armor Class: 2[17]

Hit Dice: 9

Attacks: Weapon
(2d6+1)

Move: Standard
(Ground)/Fast (Flying)

Special: Magic
Resistance,
Summonable

Greater Demons come in all shapes and sizes. Each is a powerful and unique creature with additional Special Abilities or may be a more powerful version of a “standard” demons. While Greater Demons are powerful, they are still weak when compared to a Demon Lord.

Flying Scorpions (Giant)

Armor Class: 7[12]

Hit Dice: 2

Attacks: 2 Pincers
(1d6) or Tail (Acidic
Poison Spray)*

Move: Standard
(Ground)/Fast (Flying)

Special: Poison
Resistance.

Bizarre corrupted creatures created by magic. The foot-long scorpions with wasp-like wings.

*Acidic Poison Spray: 30 foot ranged attack doing 2d6 damage. Save Vs Poison for half damage.

Ghouls

Armor Class: 6[13]

Hit Dice: 2

Attacks: Claws (1d6)

Move: Standard

Special: Undead (at
GM's Discretion)

Ghouls live in cemeteries and catacombs around the world and feast on the flesh of the dead.

They may be mortals corrupted by necromancy or undead at the GM's discretion. Some may cause paralysis or carry a disease.

Harpies

Armor Class: 7[12]

Hit Dice: 3

Attacks: 2 talons
(1d3) or weapon (1d6)

Move: Slow (Ground)/
Fast (Flying)

Special: Siren Song*

Harpies have the upper body of a human female and the lower body and wings of a vulture.

*Siren Song: As the Charm Spell.

Horses

Armor Class: 7[12]

Hit Dice: 2(3)*

Attacks: Hoof (1d6)

Move: Fast

Special: None

A horse is a horse, of course.

*Riding horses have 2 HD and warhorses have 3 HD

Imp (Demon)

Armor Class: 3[16]

Hit Dice: 3

Attacks: Tail Stinger
(1d6+Poison)

Move: Stand (Ground
and Flying)

Special: Poison (Save
at +4 or die), Damage
Reduction, Spells*, 4
in 6 chance to detect
magic, Summonable.

Small demons often found under the control of a sorcerer. They often serve as familiars or spies.

*Spells: The Imp may cast Invisibility (Self Only) three times per day.



Lich

Armor Class: 0[20]

Hit Dice: 10

Attacks: By Weapon
or Spell

Move: Standard

Special: Undead,
Causes Fear, Touch
causes paralysis,
Spells.

A Sorcerer may transform themselves via an obscene ritual into an undead creature known as a Lich. The sorcerer has the spell casting abilities as they did in life. Additionally, the creature's touch causes paralysis with no Saving Throw. The sight of a Lich causes fear in any being of 4 HD or below.

Lions/Tigers/Big Cats

Armor Class: 6[13]

Hit Dice: 2+2

Attacks: 2 Claws
(1d6+1), Bite (1d6+1)

Move: Fast

Special: None

Large, predatory cats.

Living Chaos

Armor Class: 4[15]

Hit Dice: 6

Attacks: 2

Pseudopods (2d6)

Move: Slow

Special: Regenerate,
Damage Resistance,
Magic Resistance,
Engulf, Confusion
Aura*

A gigantic writhing mass of pseudopods, tentacles, maws, and eyes found in long forgotten ruins. The sight or even the alien gibbering of the creature has been known to drive weak minds of the edge of sanity.

*Confusion Aura: Any character within 10 ft must succeed on a Saving Throw or come under the effects of the Confusion Spell.

Lizardmen

Armor Class: 5[14]
Hit Dice: 2+1
Attacks: By Weapon
(1d6)
Move: Standard
Special: None

Primitive, reptilian humanoids which can be found in remote jungles, swamps, and deserts. They worship strange ancient gods and often practice human sacrifice and other obscene practices.

Shaman: Some have the ability to cast spells.

Lycanthrope

Armor Class: 3[16]
Hit Dice: 5
Attacks: 2 Claws
(1d6) and Bite (1d6+2)
Move: Fast
Special: Damage
Resistant to Non-
Silver Weapons.

Mortals who have been corrupted or cursed by magic and transformed into a savage human/beast hybrid.

They may be affected by the full moon or other astronomical convergence.

Medusae

Armor Class: 5[14]
Hit Dice: 6
Attacks: By Weapon
and Poison Snake
Hair* (Save or die)
Move: Standard
Special: Gaze turns to
stone*

Medusae are horrid creatures with a female face but hair of writhing snakes. Some have the ability to cast spells as a Sorcerer.

*The gaze of a medusa turns anyone looking upon it into stone (Saving Throw negates). Only the medusa who turns a target to stone has the power to remove the effect.

Mummy

Armor Class: 3[16]

Hit Dice: 6+4

Attacks: By Weapon

Move: Standard

Special: Undead, Damage Resistance, Mummy's Curse (Magical Disease)*

Mummies are free-willed undead created by necromatic rituals using specially prepared funerary wrappings.

*A successful attack by a mummy may inflict a rotting disease (Saving Throw negates) which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Dispel Magic spell removes the curse.

Necroid

Armor Class: 5[14]

Hit Dice: 3

Attacks: Claws

(1d6+2)

Move: Standard

Special: Damage Resistance, Magic Resistance, Wall Crawler, Fear (as Spell).

Often confused for zombies, Necroids are evil demon-like beings who enter the real world and possess corpses. Necroids are evil, cunning and blood thirsty.

Rats (Giant)

Armor Class: 7[12]

Hit Dice: 1+1

Attacks: Bite (1d3)

Move: Standard

Special: None

Rats the size of large dog with a mean streak. Some are known to be carriers of the plague or other disease through their bites. If the creature is a carrier then a Saving Throw is allowed. The effects of the disease are decided by the GM.

Sea Serpent

Armor Class: 7[12]

Hit Dice: 15

Attacks: Bite (4d6)

Move: Fast
(Swimming)

Special: Swallow
Whole

The behemoths of the ocean are usually in the darkest and deepest regions of the sea. Occasionally, they come to the surface for some unknown reason causing death and destruction in their path. Some are even worshiped as gods by primitive coastal tribes.

Serpent Folk



Armor Class: 3[16]

Hit Dice: 3

Attacks: By weapon or Bite
(1d6)

Move: Standard

Special: Shape Change (Human
Form), Spells, Poison and Magic
Resistance

Now only a legend to most, the serpent folk are an ancient and evil race. Once rulers of a mighty empire, their power has faded over time. The few remaining serpent folk plot from the shadows to return to their former glory. They resemble humans with serpentine heads and reptilian skin. They have the ability to disguise their appearance which allows them to blend into society and advance their evil plans.

They are powerful sorcerers and each knows 2d6 spells (determined randomly or by the Game Master's discretion).

Serpent Folk (Hybird)

Armor Class: 7[12]

Hit Dice: 1+2

Attacks: Weapon
(1d6)

Move: Standard

Special: Resistant
Poison and Magic

Poor souls whose lineage was tainted by the vile Serpent Folk. They appear mostly human with some sort of minor reptilian feature. Most can pass for human. They universally shunned in civilized areas. They often find a home in cults to ancient serpent gods.

Skeleton

Armor Class: 8[11]

Hit Dice: 1

Attacks: By Weapon
or Claws (1d6)

Move: Standard

Special: Undead

Skeletons are magically animated bones of the dead. Blunt weapons such as staves and clubs do +1 damage.

Snakes (Monstrously Huge)

Armor Class: 5[14]

Hit Dice: 6

Attacks: Bite
(1d6+2+Poison) Save
vs Poison or take an
addition 2d6 damage)
or Constrict (2d6)

Move: Fast

Special: Poison or
Constrict

Really big snakes. Larger than any natural snake. These creatures generally have a supernatural origin and are large enough to swallow whole an adult.



Snakes (Normal)

Armor Class: 8[11]

Hit Dice: 1

Attacks: Bite

(1d3+Poison) or

Constrict (1d6)

Move: Standard

Special: Poison (+2

Save or die) or

Constrict

Some may be venomous others not.

Spider (Giant)

Armor Class: 6[13]

Hit Dice: 2+2

Attacks: Bite

(1d6+Poison)

Move: Fast

Special: Poison (+2

save or die)

Giant spiders are man-sized. They have a 5 in d6 chance to surprise their prey. Many have the ability to cast/spin webs as per the Web spell.

Spider (Monstrously Huge)

Armor Class: 4[15]

Hit Dice: 6

Attacks: Bite

(1d6+3+Poison)

Move: Standard

Special: Poison (save

or die), webs

These monsters are larger than a horse. They too may spin webs to capture prey as per the Web spell.

Spirit

Armor Class: 4[15]

Hit Dice: 6

Attacks: Touch
(1d6+1)

Move: Standard

Special: Undead,
Immaterial

Ghosts and spirits haunt many ancient ruins. Each spirit is unique and may have additional special abilities such as Magic Resistance, Life Drain, and Create Spawn.

Some spirits may be bound to a physical object which when destroyed will destroy the spirit.

Succubus/Incubus (Demon)

Armor Class: 4[15]

Hit Dice: 6

Attacks: Claw (1d6+1
Life Drain), or
Weapon.

Move: Standard
(Ground)/Fast (Flying)

Special: Charm at will,
Life Drain, Human
Form, Summonable.

Succubi and Incubi are demons of lust and temptation. They prey on those tempted by the flesh. They can assume an alluring human form to hide their demonic physical traits.



Vampire (Noble)

Armor Class: 2[17]

Hit Dice: 7-9

Attacks: Claw or
Weapon (1d6+3)

Move: Standard
(Ground/Fly)

Special: Life Drain,
Shape Change (Wolf,
Bat or Mist),
Regenerate, Damage
Resistance, Charm
(3/Day), Create Spawn

The immortal, ancient lords of the undead. Vampires are some of the most dangerous and powerful undead.

Most vampires have additional class-like abilities based on their centuries of experience.

Vulnerabilities: Many vampires will take damage from sunlight (1d6/round).

Often vampires will be unique and have varying vulnerabilities and special powers.

Vampire (Spawn)

Armor Class: 5[14]

Hit Dice: 3

Attacks: Weapon
(1d6+2)

Move: Standard

Special: Life Drain,
Regenerate, Damage
Resistance, Charm
(1/day)

Sometimes know as thralls. Vampire Spawn are less powerful than their progenitors and under their control,

Vulnerabilities: Many vampires will take damage from sunlight (1d6/round).

Wight

Armor Class: 5[14]

Hit Dice: 3

Attacks: Weapon
(1d6+1)

Move: Standard

Special: Undead, Life
Drain, Create Spawn

Wights live are free-willed, corporeal undead. They are driven by necromancy and hatred of the living. Some wights are immune to non-magical weapons, with the exception of silver weapons.

Wolves

Armor Class: 7[12]

Hit Dice: 2+2

Attacks: Bite (1d6)

Move: Fast

Special: Pack Tactics*

Wolves can be found in the uncivilized areas around the world. They usually hunt in packs of 2d6 wolves.

*Pack Tactics: When more than one wolf attacks a single target, the wolves gain a +1 To-Hit on their Attack Rolls.

Zombies

Armor Class: 8[11]

Hit Dice: 2

Attacks: Weapon or
Bite (1d6)

Move: Slow

Special: Undead

Zombies are mindless animated corpses.



Options

We know that everyone doesn't play the same way. We accept that and encourage it. Make the game your own. If you want to use other versions of old school games or just some variations on the rules here's some charts, tables and ideas to help and inspire you.

Variable Weapons & Armor

GM's may wish for more variance between types of weapons and armor. Use the broad categories below for reference. All other rules still apply to weapons and armor.

Weapons

- Light (Daggers, Shurikin): 1d6-1
- Medium (Sword, Bow): 1d6
- Heavy (Great Sword, Battle Ax, Composite Bow): 1d6+1

Armor

- Light: -1[+1]
- Medium: -2[+2]
- Heavy: -3[+3]

Encumbrance: When using variable weapons and armor, it is suggested that the encumbrance rules be slightly changed. Light and Medium Weapons count as one item, while Heavy Weapons count as two. Armor counts as many items as it's bonus.

Variation on Hit Points

Instead of the staggered approach to character HP, GM's may adopt a standard HP/Level based on a character's class. This will result in higher HP totals for characters.

- **Warrior:** d6+1
- **Wanderer:** d6
- **Sorcerer:** d6-1

Checks & Specializations as Percentages

When the Thief class was introduced “skills” were introduced as percentages. While the probabilities are not exactly the same, we are offering an optional system to use Checks and Specializations as percentages.

Each Attribute Check starts off at 3 x Attribute Score. At 1st Level, increase one Prime Attribute Check by 2d6. Each Level after that increase one Prime and one non-Prime Attribute Check by 1d6.

Specializations allow for a re-roll as previously written with a 30% chance of success. If you are using the below Combined Checks & Specializations then a Specialization grants a +20% bonus to the Check.

When the rules call for using a character’s Check Score as a modifier or other use, divide the tens digit of the character’s Check by two.

When the result of a Check is an effect, then divide the tens digit of the successful roll by two. However in this case, a 0 is considered a 10 (or $10/2=5$).

Combining Checks & Specializations

Checks and Specializations may be combined into a single roll. This modifies the probabilities but only requires the player to make one roll when using a Specialization rather than possibly two.

Ability Checks are calculated by the exact same method. If a character has an applicable Specialization then improve the chance of success by one (3 in d6 becomes 4 in d6). If improving the Check results in a 6 in d6 chance of success then roll 2d6. The character only fails if double 6’s are rolled.

Traditional XP Leveling Progression

Use the below chart if the GM wishes to use the more traditional XP progression for player characters.

Level	Warrior	Wanderer	Sorcerer
1	0	0	0
2	2,000	1,250	2,500
3	4,000	2,500	5,000
4	8,000	5,000	10,000
5	16,000	10,000	20,000
6	32,000	20,000	40,000
7	64,000	40,000	80,000
8	128,000	80,000	160,000
9	256,000	160,000	320,000
10	512,000	320,000	640,000

XP are awarded from foes that are overcome based on their HD and the below chart as guidance. For each Special Ability that a Monster possess increase its “HD” by one for XP purposes.

HD	XP	HD	XP
>1	10	8	800
1	15	9	1,100
2	30	10	1,400
3	60	11	1,700
4	120	12	2,000
5	240	13	2,300
6	400	14	2,600
7	600	15	2,900

Under this method, it is suggested that characters not be required to Carouse in order to gain a level. But the only XP that characters gain from treasure is that spent on carousing.

Traditional Saving Throws

The core rules use a single Saving Throw with modifiers.

Traditionally, characters had five Saving Throws. If GM's do choose to go with the Traditional Saving Throws then they should realize that some of them may not be used that often.

NOTE: If the GM plans to use this system, do not use the class specific Saving Throw modifiers. Modifiers based on a character's Ability Scores still apply,

Warrior

Traditional

Level	Breath Weapon	Poison Death	Petrify Polymorph	Wands	Spells Magic
1	15	12	14	13	16
2	15	12	14	13	16
3	15	12	14	13	16
4	13	10	12	11	14
5	13	10	12	11	14
6	13	10	12	1	14
7	10	8	10	9	12
8	10	8	10	9	12
9	10	8	10	7	12
10	8	6	8	7	10

Sword & Sorcery

Level	Death	Poison Disease	Magic	Traps	Luck
1	12	13	16	14	15
2	12	13	16	14	15
3	12	13	16	14	15
4	10	11	16	14	13
5	10	11	14	13	13
6	10	1	14	13	13
7	8	9	14	13	10
8	8	9	14	13	10
9	8	7	12	11	10
10	6	7	12	11	8

Wanderer

Traditional

Level	Breath Weapon	Poison Death	Petrify Polymorph	Wands	Spells Magic
1	16	13	13	14	15
2	16	13	13	14	15
3	16	13	13	14	15
4	16	13	13	14	15
5	14	12	11	13	13
6	14	12	11	13	13
7	14	12	11	13	13
8	14	12	11	13	13
9	12	10	11	11	10
10	12	10	9	11	10

Sword & Sorcery

Level	Death	Poison Disease	Magic	Traps	Luck
1	15	14	14	13	12
2	15	14	14	13	12
3	15	14	14	13	12
4	13	14	14	11	10
5	13	13	13	11	10
6	13	13	13	1	10
7	10	13	13	9	8
8	10	13	13	9	8
9	10	11	11	7	8
10	8	11	11	7	6

Sorcerer

Traditional

Level	Breath Weapon	Poison Death	Petrify Polymorph	Wands	Spells Magic
1	16	13	13	14	15
2	16	13	13	14	15
3	16	13	13	14	15
4	16	13	13	14	15
5	16	13	13	14	15
6	16	11	11	12	12
7	14	11	11	12	12
8	14	11	11	12	12
9	14	11	11	12	12
10	14	11	11	12	12

Sword & Sorcery

Level	Death	Poison Disease	Magic	Traps	Luck
1	15	14	12	13	16
2	15	14	12	13	16
3	15	14	12	13	16
4	13	14	10	11	16
5	13	13	10	11	14
6	13	13	10	1	14
7	10	13	8	9	14
8	10	13	8	9	14
9	10	11	8	7	12
10	8	11	6	7	12

Single Saving Throw

Another common method for Saving Throws is the single Saving Throw with modifiers based on the character's class.

Level	Warrior	Wanderer	Sorcerer
1	14	13	15
2	13	12	14
3	12	11	13
4	11	10	12
5	10	9	11
6	9	8	10
7	8	7	9
8	7	6	8
9	6	5	7
10	5	4	6

Class Based Modifiers:

Warrior: +2 vs Death

Wanderer: No bonus because they have the best Save.

Sorcerer: +2 vs Magic

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