Sherwood

The Legend of Robin Hood

Swords & Wizardry

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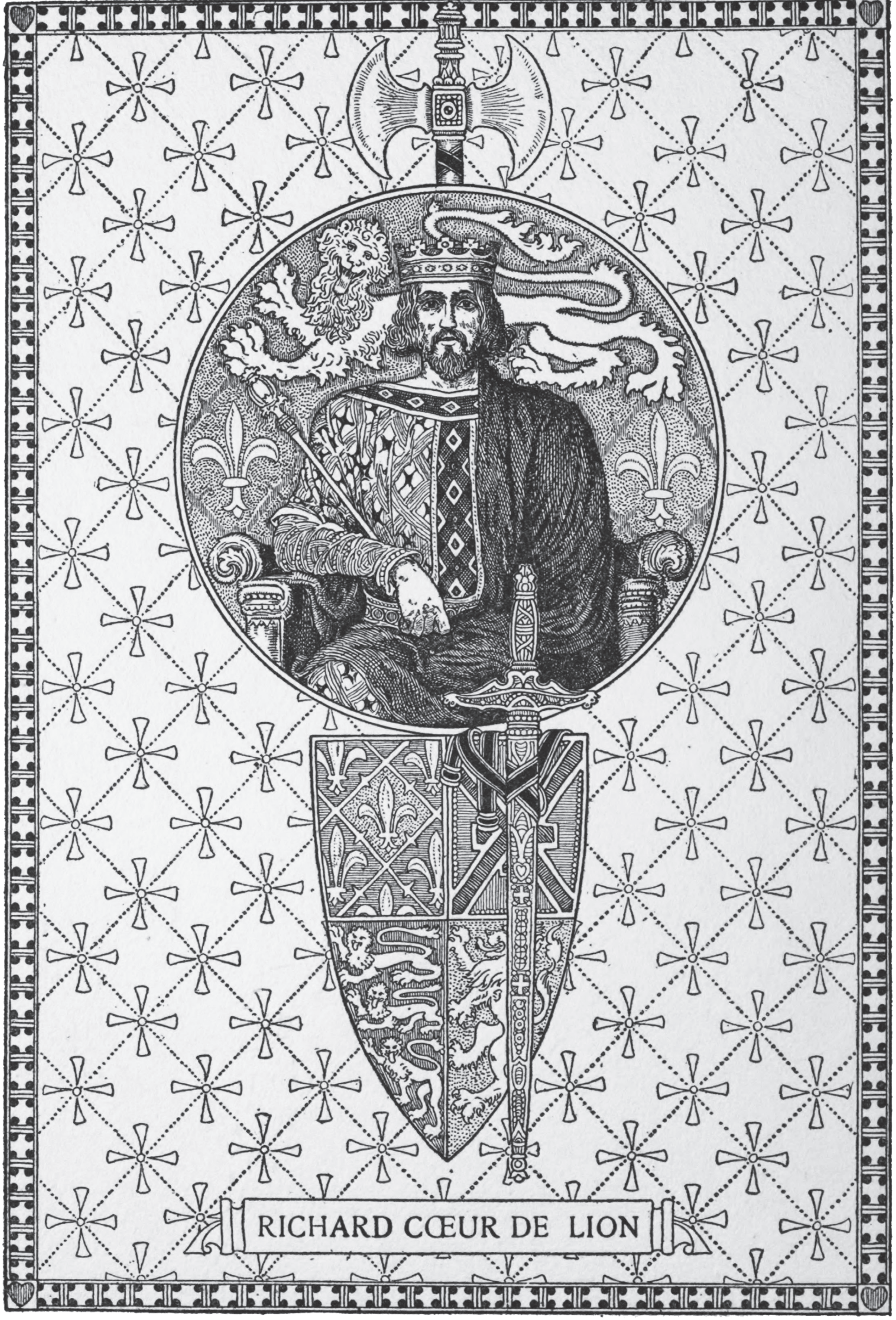

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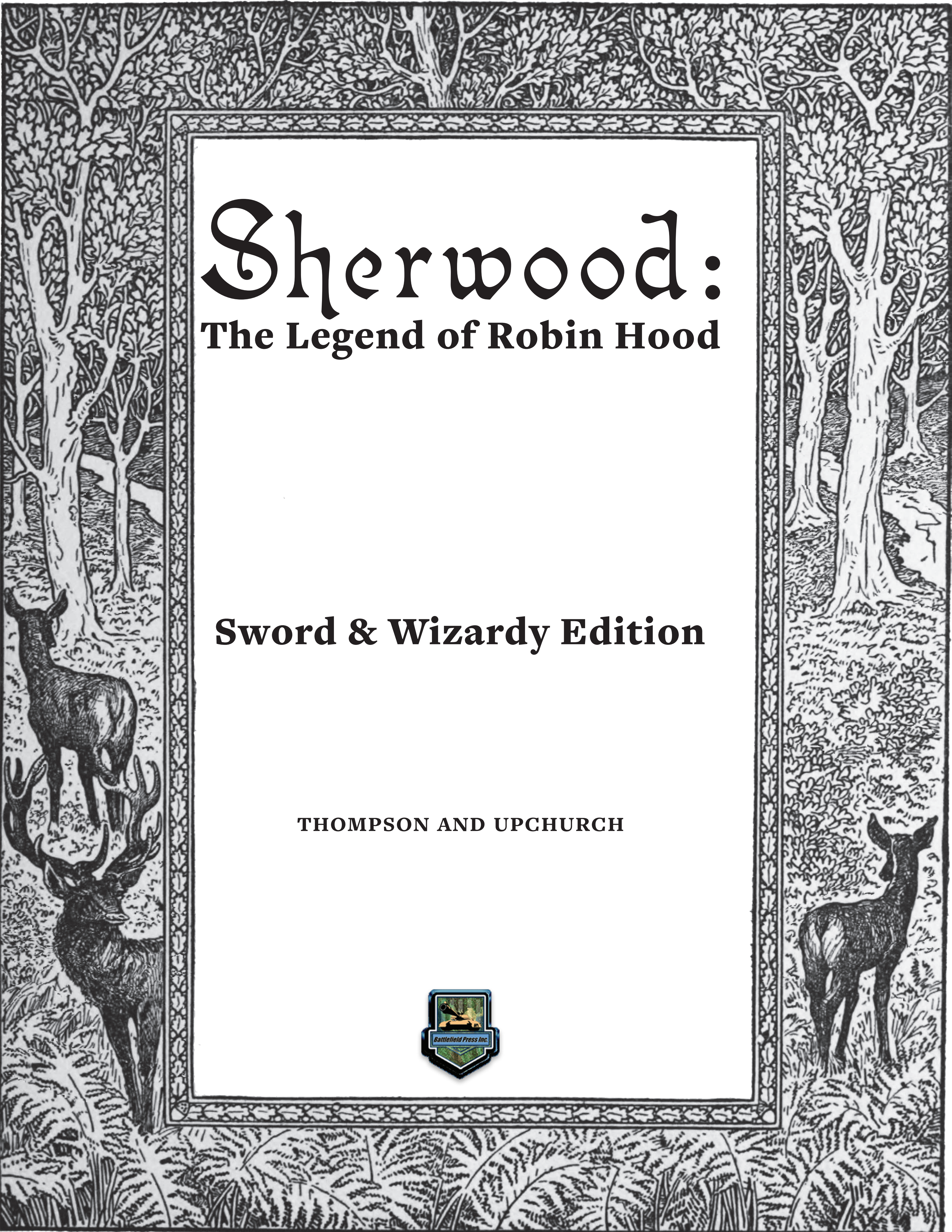

Sherwood:

The Legend of Robin Hood

Sword & Wizardry Edition

THOMPSON AND UPCHURCH

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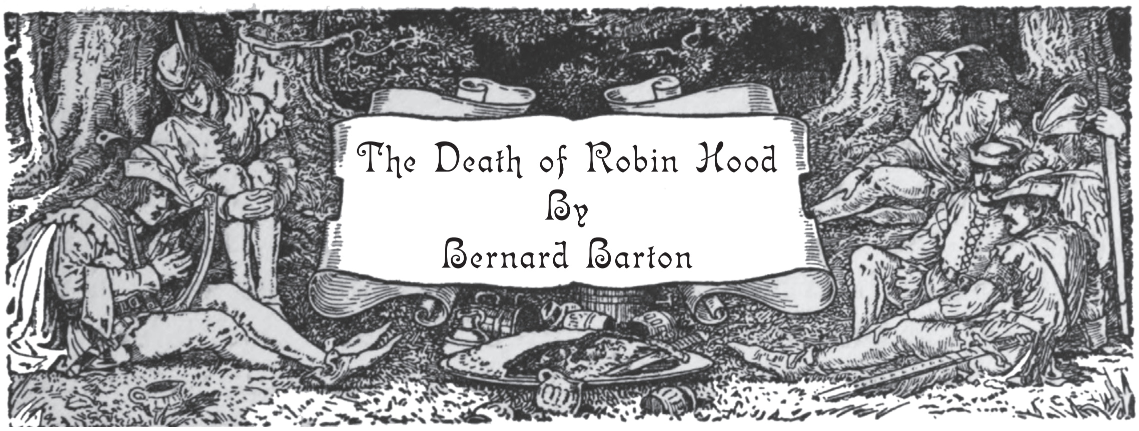
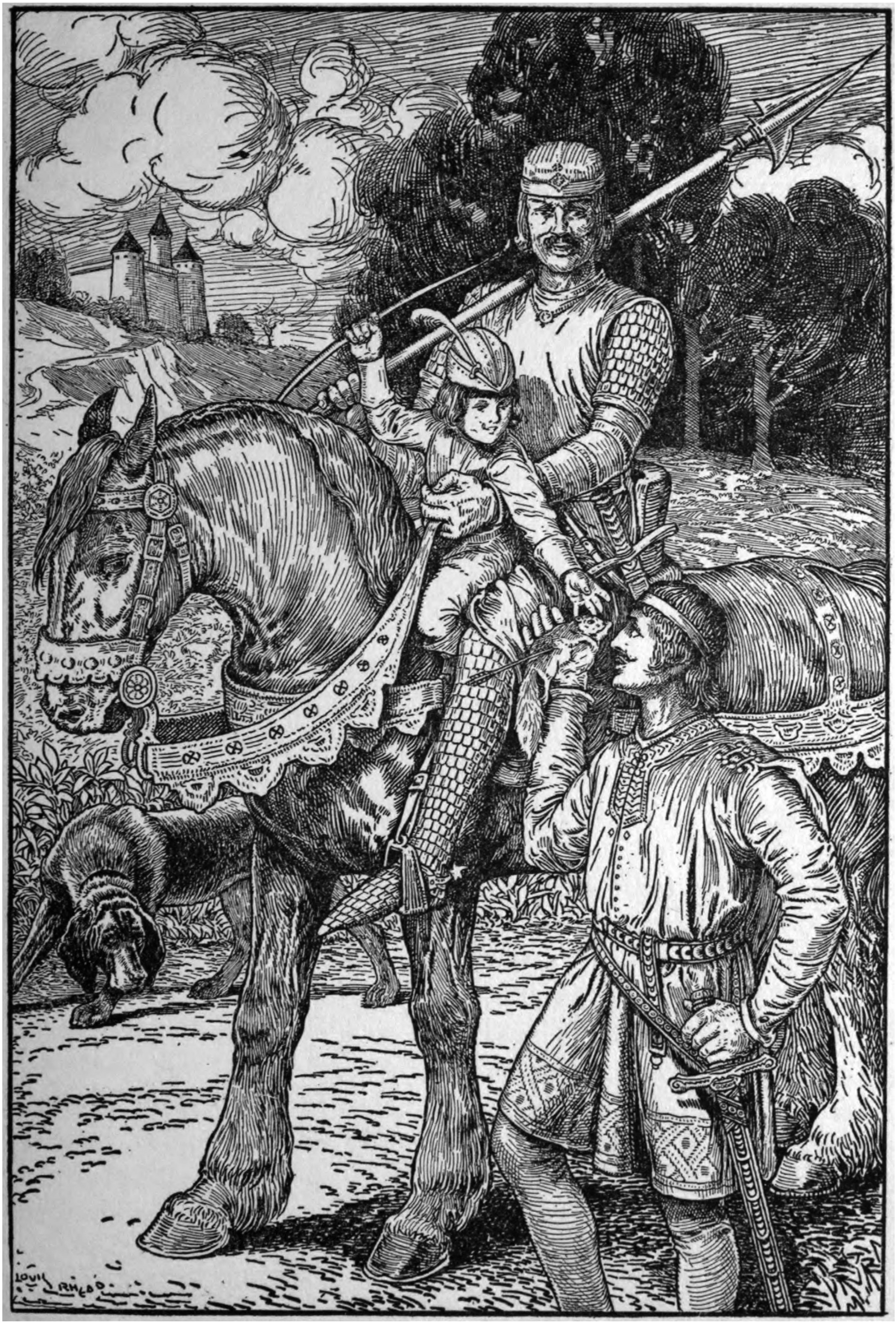


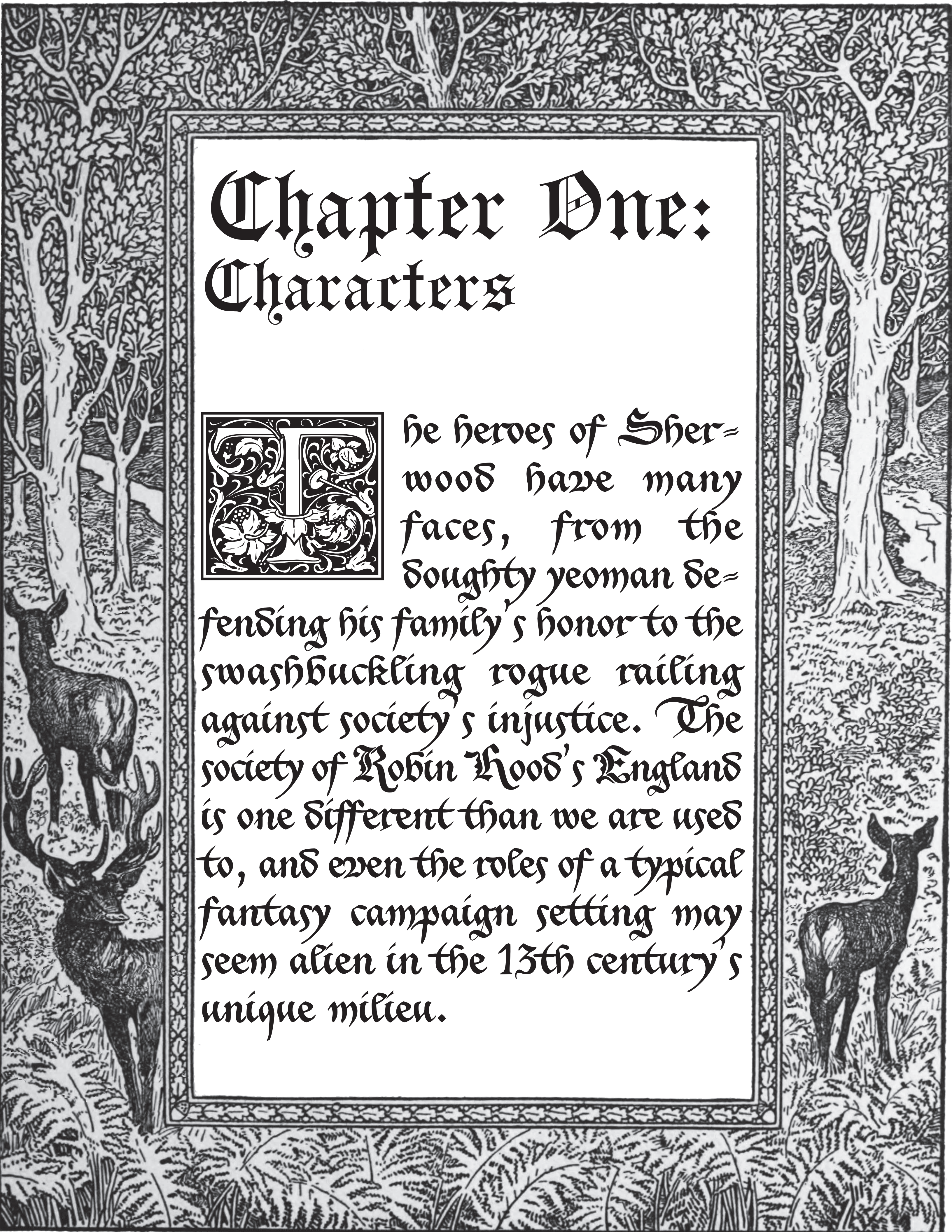
The Death of Robin Hood

By

Bernard Barton

His pulse was faint, his eye was dim,
And pale his brow of pride;
He heeded not the monkish hymn
They chanted by his side.
He knew his parting hour was come;
And fancy wandered now
To freedom's rude and lawless home,
Beneath the forest bough.
A faithful follower, standing by
Asked where he would be laid;
Then round the chieftain's languid eye
A lingering lustre played.
"Now raise me on my dying bed,
Bring here my trusty bow,
And ere I join the silent dead,
My arm that spot shall show."
They raised him on his couch, and set
The casement open wide;
Once more with vain and fond regret
Fair Nature's face he eyed.
With kindling glance and throbbing heart
One parting look he cast,
Sped on its way the feathered dart,
Sank back! And breathed his last!
And where it fell they dug his grave,
Beneath the greenwood tree;
Meet resting places for one so brave,
So lawless, frank and free.
(1828)


LOUIS RHEAD



Chapter One: Characters

The heroes of Sherwood have many faces, from the doughty yeoman defending his family's honor to the swashbuckling rogue railing against society's injustice. The society of Robin Hood's England is one different than we are used to, and even the roles of a typical fantasy campaign setting may seem alien in the 13th century's unique milieu.

A Note About Multiclassing

Just as the Swords & Wizardry core rules do not contain rules for multiclassing, you will also not find rules for multiclassing in Sherwood. Players should consult with the Referee regarding any house rules for multiclassing they might be following. Referees are encouraged to avoid multiclassing in a Sherwood game. This is thematically appropriate because of the relative lack of mobility and options for those living in early medieval England. Sherwood characters are archetypal characters in a time and place where for the most part you were stuck with your lot in life unless you were extremely talented, fortunate, or wealthy.

Sherwood is meant to be a self-contained campaign setting using the ***Swords & Wizardry*** core rules. Therefore, the classes and equipment presented here are meant to be complete—that is, if it's not in here, it was not meant for Sherwood. Some Referees may allow other game mechanics from outside sources, but be warned—this is not a typical fantasy campaign setting and many things have changed from the core rules. This means that some feats and abilities may interact with this setting in a way that could detract from the spirit of the game. You will still need the core rules to play the game and to create characters, of course.

Six character classes that embody the spirit of Robin Hood and his band of outlaws are presented first. Each class has a variety of character concepts that illustrate the variety of backgrounds for outlaws of Sherwood Forest. The chapter concludes with an explanation of Swashbuckling Points and their uses in Sherwood, as well as skills and equipment that will help the Referee and players model a 13th century swashbuckling campaign.

Base Classes

The following base classes are meant to replace those found in the core rules. Their abilities are tailored more to the swashbuckling heroics and historical background of a Sherwood campaign than those of the core classes. That said, importing any of the non-spellcasting core classes into Sherwood can be done, and even some of the lesser spellcasting classes might work if their spells were presented as inspiration and exceptional training rather than magic.

Race

Characters in Sherwood games are always human.

Swashbuckling Points

Characters with levels in any of the following classes get a Swashbuckling Point at 1st level, and may choose to gain others at every even level. NPC classes do not grant Swashbuckling Points.

AC Bonus

The AC bonus granted by class levels applies against any attack, even when a character is surprised or would otherwise lose their Dex bonus to AC. When used as a bonus to AC it can only be used in place of the AC bonus you would normally get for armor; it does not stack with your armor's bonus.

LOUIS RHEAD

Engineer

Engineers in medieval England learned to ply their trade for both civil and military purposes. They learned architecture both so they could build magnificent castles and other structures, but also so they could help a besieging army tear them down. Some engineers worked solely on the civil side, building the magnificent homes of the nobles and helping to irrigate fields and keep towns clean and organized. Engineers are almost all of noble stock, having had the free time as children to study all they needed to learn. Sometimes a freeman's son or daughter would apprentice under a master architect and thus work their way up the social ladder, but such stories are rare.

An engineer might join an outlaw band in order to be free from the military service his guild had negotiated with the King. Or perhaps she wished to be appreciated for her eccentric inventions and strange ways that would never see her through the rigid social climate of the upper class. She may have noble enemies to deal with in a clandestine manner, or have been implicated in the failure of a military or civil project and stripped of her privileges. Whatever the case, an engineer can be an invaluable member of an outlaw band, providing not only gadgets and other useful technical advice, but also knowledge of the English landscape and the weaknesses in every castle and keep from Nottingham to London.

Role: Engineers are architects, city planners, siege engineers, and learned men and women. They are often the planners of any group, holding back the headstrong men-at-arms and the headlong knaves. They tinker, experiment, and utilize cleverness rather than force to meet their objectives...unless that force comes from some complex contraption.

Prime Attribute: Intelligence, 13+ (5% experience)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th.)

Armor/Shield Permitted: Any.

Weapons Permitted: Club, crossbow, dagger, darts, javelin, mace, morningstar, staff, sickle, sling and spear.

Engineer Class Abilities

Invention: This is the engineer's Core Ability. At 1st level, and every odd level thereafter, the inventor automatically creates a new invention without spending the normal time and money to do so. He must still meet the minimum skill requirements to create the invention, and the Referee is free to limit the creation based on available materials and tools. See Equipment and Inventions later in this chapter for more details on inventions.

The engineer need not "invent" something upon reaching an odd level; he may wish to wait until his band of outlaws has a specific need. If he does not use his free invention ability before gaining the next odd level, however, the previous invention is lost (although he can still invent something using the normal rules).

In addition, engineers can activate their own inventions in half the normal amount of time.

Saving Throw Bonus: Engineers gain a +2 bonus on saving throws against devices, including traps or the creations of other engineers.

Swashbuckling Point: At 2nd level, and every even level thereafter, the engineer gains one additional Swashbuckling Point.

Table: Engineer Advancement

LEVEL	EXPERIENCE	HIT DICE	SAVING THROW	AC BONUS
1	0	1	15	+0
2	2,500	2	14	+1
3	5,000	3	13	+1
4	10,000	4	12	+2
5	20,000	5	11	+2
6	40,000	6	10	+2
7	65,000	7	9	+3
8	95,000	8	8	+3
9	135,000	9	7	+4
10	190,000	+1 hp	6	+4
11	285,000	+2 hp	5	+4
12	385,000	+3 hp	5	+5
13	515,000	+4 hp	5	+5
14	645,000	+5 hp	5	+6
15	775,000	+6 hp	5	+6
16	905,000	+7 hp	5	+6
17	1,035,000	+8 hp	5	+7
18	1,165,000	+9 hp	5	+7
19	1,295,000	+10 hp	5	+8
20	1,425,000	+11 hp	5	+8

Knave

Knaves are at the core of every outlaw band, whether they are light-hearted leaders or treacherous rogues chomping at the bit to waylay the next passing noble carriage. Knaves simply cannot find their peace toiling away at the everyday tasks asked of most people that live under the King of England. Even nobles sometime tire of the life, or know from a young age that they cannot grow to count ledgers and oversee peasants. Instead of studying they go out and experience life, learning its lessons the hard way and often falling very low before finding their true calling.

By virtue of their independent and versatile nature, knaves make both good followers and good leaders for an outlaw band. They are easy to take orders from, and rarely give their men tasks that they would not enjoy or accompany them on. They can be unpredictable at times, however, which can give some followers a sense of unease at not knowing which way the wind will blow from one day to the next. Knaves in a band are often at odds with their leader, but tend to be honest about their own abilities to plan and carry out the kinds of deeds that the band gets into. Knaves in a band tend to occupy the lowest spot on the pecking order, lower than even the peasants in the group.

Role: Knaves are roadside outlaws, Welsh minstrels and storytellers, brigands, thieves, and adventurers. Though they often lead outlaw bands, sometimes they are followers as well (though unreliable at times). Other times they might be wanderers, falling in with a group for a time but always planning their next move. It can often be a boon to an outlaw band to have a few strangers in their midst, unknowns who can infiltrate under the guise of wandering workers, camp followers, or bards.

Prime Attribute: Dexterity, 13+ (5% experience)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th.)

Armor/Shield Permitted: Leather, ring or chain only.

Weapons Permitted: Any.

Knave Class Abilities

Stealth Attack: This is the knave's Core Ability. A knave attacking from surprise, such as from ambush or while invisible, gains a +4 bonus to his attack roll and inflicts double damage. At fifth level, the damage from the attack is increased from ×2 to ×3. Every four levels thereafter, the damage once again increases (×4 damage at ninth level, ×5 damage at 13th level and so on.)

Saving Throw Bonus: Knaves gain a +2 bonus on saving throws against poisonous plants, and the materials derived from them.

Swashbuckling Point: At 2nd level, and every even level thereafter, the knave gains one additional Swashbuckling Point.

Table: Knave Advancement

LEVEL	EXPERIENCE	HIT DICE	SAVING THROW	AC BONUS
1	0	1	15	+2
2	1250	2	14	+3
3	2500	3	13	+3
4	5000	4	12	+4
5	10000	5	11	+4
6	20000	6	10	+4
7	40000	7	9	+5
8	80000	8	8	+5
9	160000	9	7	+5
10	280000	+1 hp	6	+6
11	400000	+2 hp	5	+6
12	520000	+3 hp	5	+6
13	640000	+4 hp	5	+7
14	760000	+5 hp	5	+7
15	880000	+6 hp	5	+7
16	1000000	+7 hp	5	+8
17	1120000	+8 hp	5	+8
18	1240000	+9 hp	5	+8
19	1360000	+10 hp	5	+9
20	1480000	+11 hp	5	+9

Man-at-Arms

The easiest way for a peasant to at least marginally improve his lot in life was to join the royal army, or get hired on to the staff of a nobleman. While it meant less ties to the land and the ever-present danger of being sent to war or battle, it also meant steady pay, regular meals, and the protection of working for a powerful master. Men-at-arms are often sent to remote outposts and made to serve under harsh sheriffs and landlords who treat them barely better than the peasants they are ordered to keep in line. Still, it beats scraping in a field all year just to see your crops be taken by the local lord, pestilence, and harsh weather.

Men-at-arms are used to dealing with things directly, either using their authority as a weapon or resorting to drawing steel. They make for strong-willed companions who do not always agree with the decisions of their leaders, especially when those leaders are not of noble stock. The social stratification of England is ingrained into most men-at-arms due to their place within it, even ones who leave such a life for the freedom of the road. Those who do break rank and join a band of outlaws often bring a sense of order and purpose to the rowdy band, as well as knowledge of local military fortifications and populations. They can teach the peasant outlaws how to fight with a sword and how to fight together, things it was illegal for them to know in their former lives. All too often, however, the itinerant man-at-arms believes he is the best man for the job of leading the outlaws, and all those who stand in his way are cut down where they stand. It takes a skilled leader to have a man-at-arms in his band while controlling the natural Strongest Shall Rule attitude that many have.

Role: Men-at-arms are guardsmen, army regulars, militiamen, and mercenaries. They are sometimes conflicted about the outlaw lifestyle because of their background as agents of law; at other times they are happy that it gives them more of a chance to swing their sword. Women did not have much opportunity to make their living through the brute use of force, but there would have been creative opportunities even for women of common birth. For example, women were often trained to defend their nunneries or their towns during times of war, and there were orders of knighthood across Europe that either admitted women or were specifically instituted for them (such as the Order of the Hatchet in Catalonia in 1149).

Prime Attribute: Strength, 13+ (5% experience)

Hit Dice: 1d6+2/level (Gains 3 hp/level after 9th.)

Armor/Shield Permitted: Any.

Weapons Permitted: Any.

Man-at-Arms Class Abilities

Tactician: This is the man-at-arms' Core Ability. Because he has spent a lot of his life at war, or at least training for combat, the man-at-arms is a quick thinker in the midst of combat, able to direct his allies even while defending himself. At 1st level, and every odd level thereafter, he may choose one of the following tactics to employ in combat. The man-at-arms can choose the same tactic up to two times, in which case its bonus stacks. He can employ his tactical commands as necessary; there is no limit to the amount of tactical commands that the man-at-arms can give per day.

- *Ambush:* Chosen allies gain +2 on damage made against creatures that are surprised.
- *Coordinated Maneuvers:* Chosen allies gain a BONUS on any skill check made to perform an acrobatic or mounted maneuver (see later in this chapter for more details).
- *Coordinated Strikes:* Two allies who are both attacking the same target in melee gain +2 on attack rolls.
- *Defensive Tactics:* Chosen allies gain a +1 bonus to AC.
- *Drilled Combinations:* Against creatures with less than one full hit die, chosen allies make two attacks each round.
- *Focused Fire:* Two or more allies who are all attacking the same target at range gain +2 on attack rolls.
- *Inspiration:* Chosen allies gain a +2 bonus on saving throws.
- *Offensive Tactics:* Chosen allies gain a +1 bonus on attack rolls.

A man-at-arms cannot move in the same round he gives a tactical command, but may still attack as normal. All allies that can hear and see the man-at-arms gain the benefits of the tactical command. These benefits last until one of the following things happens: the man-at-arms loses sight of his allies, the man-at-arms goes unconscious, the man-at-arms issues a new tactical command, or the encounter ends. The man-at-arms himself can benefit from his tactical commands, but if he does so he must move at least once every turn to reassess any tactical advantages he has gained.

Saving Throw Bonus: Nobles gain a +2 bonus on saving throws against poisons and drugs

Swashbuckling Point: At 2nd level, and every even level thereafter, the man-at-arms gains one additional Swashbuckling Point.

Table: Man-at-Arms Advancement

LEVEL	EXPERIENCE	HIT DICE	SAVING THROW	AC BONUS
1	0	1	16	+0
2	2,000	2	15	+1
3	4,000	3	14	+1
4	8,000	4	13	+2
5	16,000	5	12	+2
6	32,000	6	11	+2
7	64,000	7	10	+3
8	128,000	8	9	+3
9	256,000	9	8	+4
10	350,000	+3 hp	7	+4
11	450,000	+6 hp	6	+4
12	550,000	+9 hp	6	+5
13	650,000	+12 hp	6	+5
14	750,000	+15 hp	6	+6
15	850,000	+18 hp	6	+6
16	950,000	+21 hp	6	+6
17	1,050,000	+24 hp	6	+7
18	1,150,000	+27 hp	6	+7
19	1,250,000	+30 hp	6	+8
20	1,350,000	+33 hp	6	+8

Noble

Nobility in England is a double-edged sword, with its luxuries and comforts but also with its duties and headaches. While a noble's life is certainly better than that of the peasants and freemen that owe him their allegiance (not to mention their goods and labor), it is still mostly a drudgery of tracking goods, administering laws, and ensuring that they have done their duty to the peasants, the Church, and the King. All this can wear on a noble, particularly one with a more volatile temperament who does not wish to go into service to his king. Thus might a noble take up arms with an outlaw band, or at the very least go into league with them to further his own political and social machinations.

Of course, boredom is not the only reason a noble might find himself an outlaw—he may have no choice. Intrigues and the whim of the royal court can evaporate a noble's claim to title, while scheming neighbors and rival lords can find a way to drain a noble's coffers. Even legitimate war and a noble's obligation to the king can strip him of his fortune or put his enemies in power. In these ways a noble might find himself suddenly on the verge of poverty, without land or title to fall back upon. Turning into an outlaw can help such a noble regain his sense of independence and pride while striking back at those who took from him what was rightfully his.

Role: Nobles are manorial lords and ladies, rich merchants, courtiers, knights, and even high-ranking Church officials who live in the lap of luxury while those around them suffer. It may be difficult for a noble to be a full-time outlaw unless he or she has been dispossessed or has some reason to disappear from normal habits and duties (administration, hunting, traveling to court, etc.). Noblewomen were afforded many of the same opportunities as their male counterparts, being abbesses, ladies, and ladies companion (the counterpart to knight, not a relational term), and could command great respect by virtue of their charisma and power.

Prime Attribute: Charisma, 13+ (5% experience)

Hit Dice: 1d6+1/level (Gains 2 hp/level after 9th.)

Armor/Shield Permitted: Any.

Weapons Permitted: **Any.**

Noble Class Abilities

Privilege: This is the noble's Core Ability. The noble begins play with the trappings of his station, whether he is a minor manorial lord or a wandering knight in service to the King. His station grants him a +2 bonus at 1st level (with an additional +2 bonus at every odd level thereafter) on all Intimidate checks when dealing with NPCs that have less noble levels than the character. In addition, the noble can choose one of the following packages at 1st level.

- *Abbot/Abbess:* Use of a small monastery, the service and devotion of the monks in residence, and a monthly income of £100.
- *Manorial Lord/Lady:* A small manor house in charge of regulating a small village. The manor house includes two horses, several smaller farm animals, three servants, and a monthly income of £200.
- *Wandering Knight/Lady:* A heavy warhorse, full suit of masterwork barding (your choice), a suit of masterwork armor (your choice), a masterwork weapon (your choice), a masterwork shield (your choice), and £500.

If the noble ever runs afoul of the law (or is traced back to an outlaw band), he or she risks losing his titles and privileges. Of course, it is possible to "negotiate" with the circuit court as long as the noble's enemies are not actively seeking justice. In any case, it is up to the Referee what penalties a noble might face for being connected to an outlaw band. Fines, temporary imprisonment, and a full stripping of rank are all possible depending on the severity of the crimes. Remember, though, that an abbot can likely appeal any sentence to a Church court where he or she is likely to find more favorable treatment.

Saving Throw Bonus: Nobles gain a +2 bonus on saving throws against poisons and drugs

Swashbuckling Point: At 2nd level, and every even level thereafter, the noble gains one additional Swashbuckling Point.

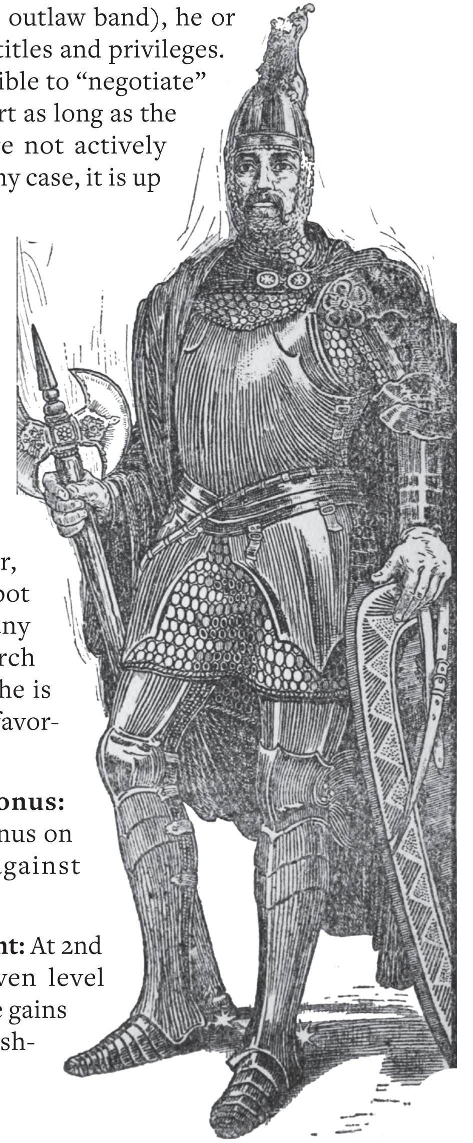


Table: Noble Advancement

LEVEL	EXPERIENCE	HIT DICE	SAVING THROW	AC BONUS
1	0	1	14	+1
2	1,500	2	13	+1
3	3,500	3	12	+2
4	6,500	4	11	+2
5	14,000	5	10	+3
6	30,000	6	9	+3
7	60,000	7	8	+4
8	110,000	8	7	+4
9	165,000	9	6	+5
10	225,000	+2 hp	5	+5
11	290,000	+4 hp	4	+6
12	360,000	+6 hp	4	+6
13	430,000	+8 hp	4	+7
14	500,000	+10 hp	4	+7
15	570,000	+12 hp	4	+8
16	640,000	+14 hp	4	+8
17	710,000	+16 hp	4	+9
18	780,000	+18 hp	4	+9
19	850,000	+20 hp	4	+10
20	920,000	+22 hp	4	+10

Priest

Priests range across the entire social spectrum of King Edward's England. The lowly parish priests tend to minor lords and the peasants who toil in their fields. Indeed, there is often little to separate these minor priests from those to whom they minister. They keep livestock and work in gardens, as well as minister to the sick and ensure that all the poor and disabled are given sufficient charity. They oversee sermons, weddings, funerals, and just about every other ritual of medieval life. Sometimes they work with the local lord, acting as clerk and legal assistant where necessary. These priests are the most common to ally with outlaws or abandon the Church to grant their devotion elsewhere.

There are priests at varying other levels of English society as well. Abbots of large monasteries can be as politically and financially powerful as the most renowned lords, and often hold even more sway than a lord over the local population. They lead similar lives of luxury and even own land that generates prodigious income for the monastery and the Church. Since the Church has as much legal authority to try criminals in England as the King, an outlaw band that can secure the allegiance (or at least the relationship of bribes and favors) of an abbot can keep its members out of trouble even when they are caught.

Role: Priest characters are often parish priests or wandering monks, but they may be sympathetic priors/prioresses or even abbots (although the noble class would be more appropriate for most abbots and some priors). They can help bridge communication between outlaws and lawful folks, nobles, or other men and women of the cloth. Female priests might be abbesses, leading mixed-gender religious communities, missionaries, theologians, pilgrims, nuns or prioresses, or on rare (and controversial) occasions even be allowed to preach and minister the Gospel. A truly outlaw priest might be a Waldensian, considered by some to be proto-Protestants, fleeing persecution on the continent or seeking cover while trying to convert locals to the faith. Most or all of the other characters might be converted Waldensians as well.

Prime Attribute: Wisdom, 13+ (5% experience)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th.)

Armor/Shield Permitted: Leather, ring or chain only.

Weapons Permitted: Club, crossbow, dagger, darts, javelin, mace, morningstar, staff, sickle, sling and spear.

Priest Class Abilities

Inspiring Presence: This is the priest's Core Ability. The presence of a man of God has a soothing effect on the priest's allies, and can disrupt the morale of his enemies. Starting at 1st level, and every odd level thereafter, the priest can choose one of the following benefits. He can choose the same benefit up to twice, and its effects stack.

- *Anointing of the Sick:* The Priest gains a +5 bonus to heal characters from disease or poison. Due to the knowledge he has access to through various monasteries he may roll twice on this check, accepting the last one rolled.
- *Cast Out:* By invoking God's will against his enemies, the priest causes all opponents who can hear him to make a saving throw. All those who fail their saves are shaken for the duration of the encounter. An enemy that succeeds at his save is immune to this particular priest's ability for 24 hours. This ability can only be chosen once.
- *Ecclesiastical Privilege:* The priest gains a +1 bonus per 2 levels on all Charisma based attribute checks. His status within the Church gets him out of trouble when a normal person would be in for it. This ability can only be chosen once.

- *Everyone Has Their Time:* By giving a short speech before a combat or other undertaking, the priest can temporarily bolster those around him. This has the effect of granting each character one bonus hit point per level of the priest. Damage is subtracted from these bonuses hit points first, and any remaining hit points dissipate after an hour. This ability requires one minute of constant sermonizing, during which the chosen characters may do nothing but listen. This ability can only be used once per day. If chosen twice, it can be used twice per day and grants double the number of bonus hit points.
- *Fear God's Wrath:* Once chosen, an opponent must succeed on a saving throw or be too frightened of eternal consequences to attack the priest. Once an opponent has made his saving throw, he is immune to this effect for 24 hours.
- *Holy Water:* The Priest can create holy water at will. He must have water, be able to speak, and use his right hand. (Mythic Sherwood only)
- *Inspiration:* Chosen allies gain a +2 inspiration bonus on saving throws.
- *Sign of the Cross:* At the beginning of his turn the priest can make a sign of the cross if this right hand is free. All allies in a 50 ft. area gain a +1 bonus on attack rolls and on saving throws against fear effects.
- *Spell Caster:* The priest can cast spells. This ability may only be chosen once. See the section Mythical Sherwood for more information (Mythic Sherwood only)

The priest may not move in the same round that these benefits are granted to a person or group of people. The priest can employ his inspiring presence at will, and there is no limit to the amount of times per day he can inspire his allies. The bonuses granted last until one of the following things occurs: the priest loses sight of his allies, the priest goes unconscious, the priest inspires his allies in a different way, or the encounter ends. A priest can benefit from his own inspiring presence, but if he does so he must refocus his faith once per turn in order to maintain the benefits. A priest cannot move in the same round he refocuses his faith, but may still attack as normal.

Vow of Poverty: A priest has taken a vow of poverty and may only keep enough money to meet his basic needs. He must give all but 10% of money he attains to The Church. This was not always carried out to its strictest standards. If so choosing the Priest can put away up to 50% of the money he earns into a hidden repository. Doing this however does have a tendency to invoke the wrath of the common people. If the Referee so chooses he may make the priest one level of starting attitude lower to those who are resentful of his wealth.

Saving Throw Bonus: Knaves gain a +2 bonus on saving throws against sickness and illness.

Swashbuckling Point: At 2nd level, and every even level thereafter, the priest gains one additional Swashbuckling Point.

Table: Priest Advancement

LEVEL	EXPERIENCE	HIT DICE	SAVING THROW	AC BONUS
1	0	1	15	+0
2	1,500	2	14	+1
3	3,500	3	13	+1
4	6,500	4	12	+2
5	14,000	5	11	+2
6	30,000	6	10	+2
7	60,000	7	9	+3
8	110,000	8	8	+3
9	165,000	9	7	+4
10	225,000	+1 hp	6	+4
11	290,000	+2 hp	5	+4
12	360,000	+3 hp	5	+5
13	430,000	+4 hp	5	+5
14	500,000	+5 hp	5	+6
15	570,000	+6 hp	5	+6
16	640,000	+7 hp	5	+6
17	710,000	+8 hp	5	+7
18	780,000	+9 hp	5	+7
19	850,000	+10 hp	5	+8
20	920,000	+11 hp	5	+8

Yeoman

Commonfolk and peasants are integral to medieval English society, and the ranks of outlaws are filled with such baseborn men and women who have tired of the poverty and servitude of their lives. Once a yeoman makes the choice to cross this line, his or her ability to return to a lawful life is very limited. The King's courts tend to take a dim view of peasant outlaws, and captured yeomen can rarely muster an array of advocates impressive enough to lessen their sentences from hanging.

Yeomen tend to be very loyal companions and will follow the orders of one whom they believe to be a worthy leader. Since many joined the ranks of the outlaws to escape oppression by their lords, however, yeomen tend to have little patience for outlaw tyrants who are merely looking to establish their own fiefdom outside the bounds of the King's law. Outlaw yeomen only rarely continue their former lives as farmers in the province of a lord. The potential for being caught and the harsh punishments that follow are too much disincentive to lead a double life. A yeoman that crosses the line usually abandons their former life completely, taking to the road and risking contact with former friends and loved ones only rarely because of the danger of doing so. Those who do aid outlaws while continuing to work the fields do so for money and luxuries that they normally could not acquire. Love of family and the desire to see better things for one's children can also lead a yeoman to perform illegal services for an outlaw band.

Role: Yeomen are farmers, artisans, freemen, and possibly even landless nobility. Perhaps better than any other members of an outlaw band, yeomen understand the hearts and minds of the commonfolk. They tend to be unassuming and do not draw too much attention in everyday situations. Because they are often skilled at trades, yeomen can easily blend in at market days and festivals, providing cover and intelligence gathering for the band when the Sheriff and his men may be at their most vigilant.

Prime Attribute: Constitution, 13+ (5% experience)

Hit Dice: 1d6+2/level (Gains 3 hp/level after 9th.)

Armor/Shield Permitted: Leather, ring or chain only.

Weapons Permitted: Club, crossbow, dagger, darts, flail, javelin, mace, morningstar, staff, sickle, sling and spear.

Yeomen Class Abilities

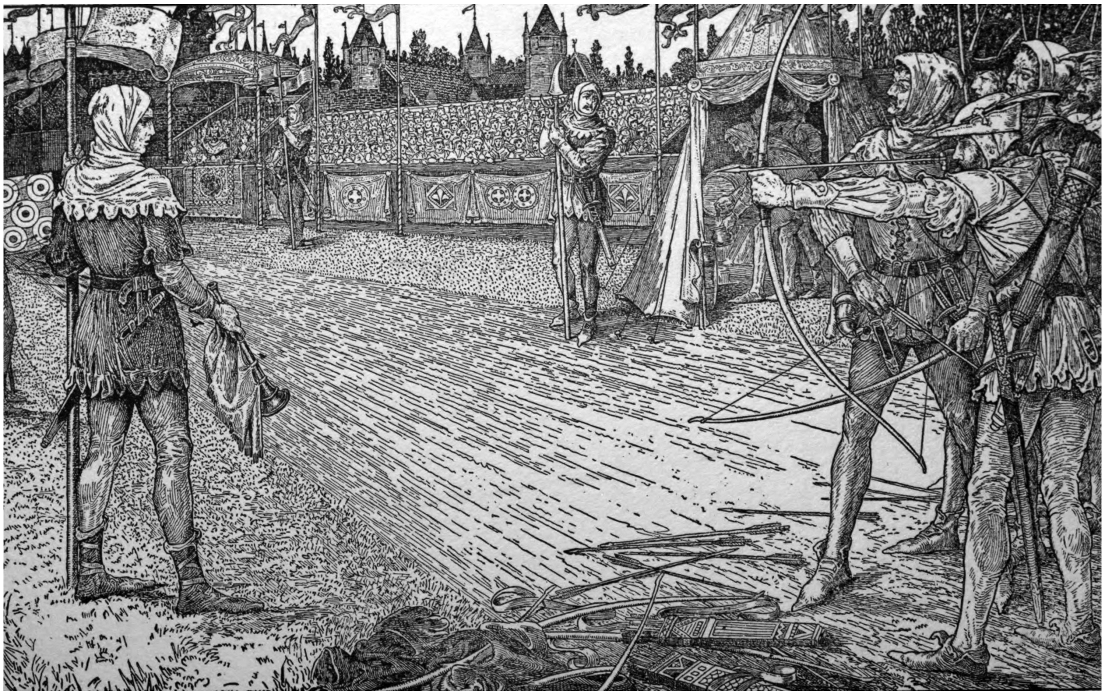
Commoner's Aspect: This is the yeoman's Core Ability. Yeomen come from peasant backgrounds and most often they look the part. They look neither noble nor base, but are simply a part of the scenery of everyday medieval life. As such, yeomen gain a +2 bonus at 1st level, and every odd level thereafter whenever they are trying to fool a guard, noble, or even the Sheriff himself using Bluff or Disguise. This bonus also applies to Stealth when the character is attempting to blend in with a crowd (but not when slinking in the shadows, etc.). The yeoman also gains this bonus on all social skills when dealing with other commoners and peasants from the character's home region. This ability can be used to enhance a character's reaction check after a performance, when trying to secure a hideout for the evening from among the local populace, or even when bartering for goods with a local merchant. The character gets only half the bonus when dealing with commoners from other areas.

Saving Throw Bonus: Yeoman characters gain a +2 bonus on saving throws against exhaustion, fatigue tiredness.

Swashbuckling Point: At 2nd level, and every even level thereafter, the yeomen gains one additional Swashbuckling Point.

Table: Yeomen Advancement

LEVEL	EXPERIENCE	HIT DICE	SAVING THROW	AC BONUS
1	0	1	16	+1
2	2,000	2	15	+1
3	4,000	3	14	+2
4	8,000	4	13	+2
5	16,000	5	12	+3
6	32,000	6	11	+3
7	64,000	7	10	+4
8	128,000	8	9	+4
9	256,000	9	8	+5
10	350,000	+3 hp	7	+5
11	450,000	+6 hp	6	+6
12	550,000	+9 hp	6	+6
13	650,000	+12 hp	6	+7
14	750,000	+15 hp	6	+7
15	850,000	+18 hp	6	+8
16	950,000	+21 hp	6	+8
17	1,050,000	+24 hp	6	+9
18	1,150,000	+27 hp	6	+9
19	1,250,000	+30 hp	6	+10
20	1,350,000	+33 hp	6	+10



Archery Contests

The Sheriff of Nottingham holds such contests both to increase his prestige as well as to trick Robin Hood into showing his face. There are two different types of contest at these meets: target shooting and speed shooting.

Target Shooting: This is the most basic, and most common, type of archery contest in which characters might participate. It consists of shooting at targets from various distances and measuring the accuracy of the shots. An archery target is AC 9 [10] and consists of three rings and a central bull's-eye. Characters advance one ring in for every three points by which they exceed the target's AC. So a character that hits AC 9 [10] hits the target, but not in any scoring position. A character hitting AC 6 [13] hits the outer ring, AC 3 [16] hits the middle ring, AC 0 [19] hits the inner ring, and AC -3 [22] hits the bull's-eye. The target is moved back one range increment after each participant takes one shot at the board, and there are generally three to five scoring rounds. Scoring is determined thus:

TARGET	SCORE
Outer Ring (AC 6 [13])	1 pt.
Middle Ring (AC 3 [16])	2 pts.
Inner Ring (AC 0 [19])	3 pts.
Bull's-eye (AC -3 [22])	5 pts.
Other (AC 9 [10])	0 pts.
Miss	–2 pts.

A character can attempt to split an opponent's arrow, but such a feat is difficult and risky. An arrow is AC -6 [25], and if the participant misses by three or less his arrow is deflected and fails to hit the target at all. If successful, however, the opponent loses his points scored for the round and the shooter claims whatever points he gets for his arrow's placement. The participant with the most points goes first every round, allowing his opponents to take their shots based on his results.

Speed Shooting: In this type of archery competition, three targets are lined up about 50 feet away from the competitors. Each must attempt to hit the target areas (location does not matter in this contest) of the three targets one at a time in order. Each participant gets 30 seconds to shoot at the targets as many times as he can, scoring one point for each successful hit.

The competition is essentially broken down into five rounds, and a normal character can only fire one arrow per round. Archers can choose to increase their rate of fire at the expense of accuracy. Any participant may gain one extra shot per round by taking a –4 penalty to every shot. So, a contestant who elected to take three shots per round would suffer a –8 penalty to each shot. A character can take up to a maximum of six shots per round. To score with a shot, the contestant must hit AC 8 [11].

Equipment

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

Wealth and Money

Coins

The most common coin is the penny. Twelve penny equaled a shilling, and twenty shillings equaled a pound. Of course, foreign currency was also traded, as were goods and raw materials.

The standard coin weighs about a third of an ounce (fifty to the pound).

Table: Currency

	EXCHANGE VALUE		
	PENNY (D)	SHILLING (S)	POUND (£)
Penny	1	1/12	1/240
Shilling	12	1	1/20
Pound	240	20	1

Wealth Other Than Coins

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

Table: Trade Goods

COST	ITEM
1 d	One pound of wheat
2 d	One pound of flour, or one chicken
1 s	One pound of iron
5 s	One pound of tobacco or copper
£1	One pound of cinnamon, or one goat
£2	One pound of ginger or pepper, or one sheep
£3	One pig
£4	One square yard of linen
£5	One pound of salt or silver
£10	One square yard of silk, or one cow
£15	One pound of saffron or cloves, or one ox
£50	One pound of gold

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Selling Loot

It is very difficult to find wholesale buyers for goods acquired during an outlaw's misadventures, thus most outlaws have a secret space, a cave or basement perhaps, where they accumulate non-cash items from their business.

Weapons

Most of the rules concerning weapons can be found in the core rules, but there are some notable exceptions to be found here.

Improvised Weapons: Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat takes a –4 penalty on attack rolls made with that object. Improvised weapons deal either 1 (small things like beer mugs), 1d3 (handheld objects like a rolling pin or chair leg), or 1d4 points of damage (large objects such as a barstool). An improvised thrown weapon has a range increment of 10 feet.

Table: Melee Weapons

WEAPON	COST	DAMAGE	WEIGHT
Axe, throwing	£1	1d6	2 lb.
Battleaxe	£4	1d8	6 lb.
Club	—	1d6	3 lb.
Dagger	5s	1d4	1 lb.
Flail	£3	1d8	5 lb.
Gauntlet	5s	1d3	1 lb.
Greatsword	£35	2d6	8 lb.
Guisarme	£9	2d4	12 lb.
Halberd	£10	1d10	12 lb.
Hammer, light	5s	1d4	2 lb.
Handaxe	£2	1d6	3 lb.
Lance	£8	1d8	10 lb.
Longspear	£1	1d8	9 lb.
Longsword	£8	1d8	4 lb.
Mace, heavy	£2	1d8	8 lb.
Mace, light	£1	1d6	4 lb.
Morningstar	£1	1d8	6 lb.
Pick, heavy	£4	1d6	6 lb.
Pick, light	£1	1d4	3 lb.
Quarterstaff	—	1d6/1d6	4 lb.
Rapier	£12	1d6	2 lb.
Sap	5s	1d6	2 lb.
Scimitar	£20	1d6	4 lb.
Scythe	£8	2d4	10 lb.
Shield	special	1d4	special
Shortspear	5s	1d6	3 lb.
Sickle	£1	1d6	2 lb.
Spear	8s	1d8	6 lb.
Sword, short	£5	1d6	2 lb.
Unarmed strike	—	1d3	—
Warhammer	£8	1d8	5 lb.
Whip	5s	1d3	2 lb.

Armor

The armor list has been modified to better reflect the historical period of Sherwood as well as to simplify things.

Table: Armor & Shields

ARMOR TYPE	EFFECT ON AC	WEIGHT	COST
Banded mail	-6 [+6]	£250	35 lb.
Breastplate	-5 [+5]	£40	30 lb.
Chain shirt	-4 [+4]	£20	25 lb.
Chainmail	-5 [+5]	£30	40 lb.
Full plate	-7 [+7]	£300	50 lb.
Leather	-2 [+2]	£2	15 lb.
Padded	-1 [+1]	£1	10 lb.
Shield	-1 [+1]	£3	10 lb.
Studded leather	-3 [+3]	£5	20 lb.

Table: Ranged Weapons

WEAPON	COST	DAMAGE	ROF	RANGE	WEIGHT
Crossbow, heavy	£8	1d10	½	80 ft.	8 lb.
Bolts, crossbow (10)	2s	—	—	—	—
Crossbow, light	£5	1d8	1	60 ft.	4 lb.
Bolts, crossbow (10)	2s	—	—	—	—
Dart	1s	1d4	3	15 ft.	½ lb.
Javelin	2s	1d6	1	20 ft.	2 lb.
Longbow	£25	1d8	2	70 ft.	3 lb.
Arrows (20)	5s	—	—	—	—
Longbow, composite	£50	1d8	2	80 ft.	3 lb.
Arrows (20)	5s	—	—	—	—
Net	£3	—	1	10 ft.	6 lb.
Shortbow	£12	1d6	2	50 ft.	2 lb.
Arrows (20)	5s	—	—	—	—
Shortbow, composite	£25	1d6	2	60 ft.	2 lb.
Arrows (20)	5s	—	—	—	—
Sling	—	1d4	1	40 ft.	0 lb.
Bullets, sling (10)	2d	—	—	—	—

Goods and Services

Table: Goods and Services

ITEM	COST	WEIGHT
ADVENTURING GEAR		
Backpack (empty)	7 s	2 lb.
Barrel (empty)	5 s	30 lb.
Basket (empty)	1 s	1 lb.
Bedroll	5 d	5 lb.
Bell	2 s	—
Blanket, winter	1 s	3 lb.
Block and tackle	£1	5 lb.
Bottle, wine, glass	6 s	—
Bucket (empty)	1 s	2 lb.
Candle	1 d	—
Canvas (sq. yd.)	5 s	1 lb.
Case, map or scroll	3 s	½ lb.
Chain (10 ft.)	£8	2 lb.
Chalk, 1 piece	1 d	—
Chest (empty)	5 s	25 lb.
Crowbar	5 s	5 lb.
Firewood (per day)	1 d	20 lb.

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Table: Goods and Services

ITEM	COST	WEIGHT
Fishhook	5 d	—
Fishing net, 25 sq. ft.	8 s	5 lb.
Flask (empty)	3 d	1½ lb.
Flint and steel	3 s	—
Grappling hook	£1	4 lb.
Hammer	5 s	2 lb.
Ink (1 oz. vial)	£1	—
Ink (Block)	4 s	—
Ink pen	2 s	—
Jug, clay	3 d	9 lb.
Ladder, 10-foot	5 d	20 lb.
Lamp, common	4 s	1 lb.
Lantern, bull's-eye	£6	3 lb.
Lantern, hooded	£5	2 lb.
Manacles	£6	2 lb.
Manacles, masterwork	£10	2 lb.
Mirror, small steel	£3	½ lb.
Mug/Tankard, clay	2 d	1 lb.
Mug/Tankard, copper or tin	4 d	¼ lb.
Mug/Tankard, leather	1 d	¼ lb
Oil (1-pint flask)	2 s	1 lb.
Paper (sheet)	6 s	—
Parchment (sheet)	3 s	—
Pick, miner's	£1	10 lb.
Pitcher, clay	2 d	5 lb.
Pole, 10-foot	3 s	8 lb.
Pot, iron	£1	10 lb.
Pouch, belt (empty)	6 s	½ lb.
Quill, writing	0.5 d	—
Ram, portable	£10	20 lb.
Rations, trail (per day)	5 s	1 lb.
Rope, hempen (50 ft.)	£1	10 lb.
Rope, silk (50 ft.)	£8	5 lb.
Sack (empty)	2 s	½ lb.
Sealing wax	7 s	1 lb.
Sewing needle	3 s	—
Signal whistle	6 s	—
Signet ring	£5	—
Sledge	8 s	10 lb.
Soap (per lb.)	7 s	1 lb.
Spade or shovel	5 s	8 lb.
Spyglass	£200	1 lb.
Tent	£5	20 lb.
Torch	1 d	1 lb.
Vial, ink	£1	1/10 lb.
Waterskin	5 s	4 lb.
Whetstone	2 d	1 lb.

Table: Goods and Services

ITEM	COST	WEIGHT
TOOLS AND SKILL KITS		
Alchemist's lab	£300	40 lb.
Artisan's tools	£3	5 lb.
Artisan's tools, masterwork	£8	5 lb.
Astrolabe	£10	1 lb.
Hourglass	£10	1 lb.
Magnifying glass	£20	—
Musical instrument, common	£2	3 lb.
Musical instrument, masterwork	£30	3 lb.
Scale, merchant's	£1	1 lb.
Thieves' tools	£8	1 lb.
Thieves' tools, masterwork	£25	2 lb.
CLOTHING		
Artisan's outfit	5 s	4 lb.
Cold weather outfit	£2	7 lb.
Courtier's outfit	£10	6 lb.
Entertainer's outfit	£2	4 lb.
Explorer's outfit	£2	8 lb.
Monk's outfit	£1	2 lb.
Noble's outfit	£15	10 lb.
Peasant's outfit	3 s	2 lb.
Priest's vestments	£1	6 lb.
Royal outfit	£50	15 lb.
Scholar's outfit	£1	6 lb.
Traveler's outfit	6 s	5 lb.
FOOD, DRINK, AND LODGING		
Ale		
Gallon	2 s	8 lb.
Mug	4 d	1 lb.
Banquet (per person)	£2	—
Bread, per loaf	2 d	½ lb.
Cheese, hunk of	5 d	½ lb.
Inn stay (per day)		
Good	8 s	—
Common	3 s	—
Poor	1 s	—
Meals (per day)		
Good	1 s	—
Common	8 d	—
Poor	2 d	—
Meat, chunk of	5 d	½ lb.
Wine		
Common (pitcher)	3 s	6 lb.
Fine (bottle)	£1	1½ lb.
MOUNTS AND RELATED GEAR		
Barding		
Medium creature	´2	´1
Large creature	´4	´2
Bit and bridle	£1	1 lb.
Dog, guard	£5	—
Donkey or mule	£6	—
Feed (per day)	5 d	10 lb.
Horse		
Horse, heavy	£50	—
Horse, light	£15	—
Pony	£7	—
Warhorse, heavy	£100	—
Warhorse, light	£45	—
Saddle		
Military	£4	30 lb.
Pack	£1	15 lb.
Riding	£2	25 lb.
Saddlebags	8 s	8 lb.
Stabling (per day)	1 s	—
TRANSPORT		
Carriage	£40	600 lb.
Cart	£3	200 lb.
Rowboat	£8	100 lb.
Oar	10 s	10 lb.
Sled	£4	300 lb.
Wagon	£8	400 lb.
SERVICES		
Coach cab	3 d per mile	
Hireling, trained	4 s per day	
Hireling, untrained	5 d per day	
Messenger	2 d per mile	
Ship's passage	2 s per mile	

Adventuring Gear

All adventuring gear descriptions that are not located here can be found in the core rules.

Ink, Block: Until nearly the 18th century, ink was not sold in liquid form. Instead, it is sold as a block of pigment wrapped in paper or cloth. Pieces are broken or shaved off the block and mixed with water or wine before use. Ink blocks come in a rainbow of colors and make ink easy to transport.

Quill, Writing: While dipped ink pens (like those shown in the equipment list) are used during this time, the majority of people writing during this time will use a writing quill. This quill is most likely a goose feather, but other large bird feathers can be used.

Mug/Tankard, Copper, Tin, or Leather: In England, these are very common drinking vessels. Leather mugs are coated with pitch in order to seal them. Since copper and tin were mined in England since well before the Roman era, all manner of copper and tin utensils can be found in England during the 13th century.

Pitcher, Copper, Tin, or Leather: As with mugs and tankards, copper, tin, and leather pitchers are quite common. See above for more details on the materials used.

Tools and Skill Kits

Astrolabe: A navigational tool of ancient Roman origin. It helps a sailor or explorer learn his location based on the location of stars. It is made of brass and is often highly prized.

Inventions

The Core Ability of the engineer class is the free creation of inventions. While any character with enough skill and money can create them, the inventor's ability to conjure up just about anything he can dream of can be a key asset to a group of outlaws. The few sample inventions listed here are by no means supposed to be an exhaustive list, and coming up with new and creative ones can be part of an engineer player's fun.

There are three categories of invention: Minor, Lesser, and Greater. The differences between them involve their size, function, and complexity.

Minor inventions are small in size and generally do one thing. They rarely involve complex gears, pulleys, or other machine-like qualities.

Minor inventions tend to be protective or defensive in nature, and modified clothing is probably the most common example. A character has a 3 in 6 chance of creating a Minor invention.

Lesser inventions are either larger or more complex than Minor inventions. Most modified weapons and tools fit into this category. Larger inventions with a single moving part or pulley system are also considered Lesser inventions. A character has a 2 in 6 chance of creating a Lesser invention.

Greater inventions are the largest, most complex, and most expensive of all the invention types. These range anywhere from self-powered battering rams to counterweight grappling hooks to platforms that can raise a character up a wall quickly. A character has a 1 in 6 chance of creating a Greater invention.

Invention Descriptions

Each invention has the following elements.

What the invention is called, although individual inventors may personalize the name, such as "Aaron's Famous Spinning Wheel."

Description: A description of how the invention works and what mechanical effects it has on the person using it.

Classification: Whether or not the invention is Minor, Lesser, or Greater.

Price: The cost of the item. This number is used primarily to determine how long it takes to craft it, as many inventions are not for sale. For purposes of the crafting rules, assume that 1s = 1 sp and £1 = 1 gp.

Inventions

The following are a sampling of inventions appropriate for a Sherwood campaign. Many more can be created by the players and Referee using the examples below to determine their classification (Minor, Lesser, or Greater).

Table: Inventions

INVENTION	CLASSIFICATION	COST	WEIGHT
Alchemist's fire	Lesser	£5	1 lb.
Arrows, armor piercing	Lesser	6s	3 lb. (20)
Arrows, fire	Lesser	£1	2 lb. (5)
Arrows, smokescreen	Lesser	£2	2 lb. (5)
Bouncing boots	Greater	£100	7 lb.
Breathing rope	Minor	£2	5 lb.
Climbing harness	Lesser	£20	12 lb.
Crossbow, quad	Greater	£75	10 lb.
Crossbow, repeating	Greater	£60	10 lb.
Fire gloves	Minor	£3	1 lb.
Flash powder	Lesser	6s	—
Forest blind	Minor	£2	10 lb.
Grapplegum	Lesser	£3	—
Gripping resin	Lesser	6s	—
Ironwood balm	Lesser	£4	—
Rope cranker	Lesser	£25	15 lb.
Sleeping draught	Lesser	6s	—
Smokestick	Lesser	£5	½ lb.
Tanglefoot bag	Lesser	£8	4 lb.
Thief's harness	Greater	£75	15 lb.
Wood chimes	Minor	3s	—

Alchemist's Fire

This jelly-like substance can be hurled in breakable containers, wherein it explodes upon contact and bursts into flames. Any creature struck by alchemist's fire takes 2d6 points of damage on the first round and 1d6 points of damage on the second round. After the second round, the alchemist's fire burns out.

Classification: Lesser

Price: £5 per vial

Arrows, Armor Piercing

The long, narrow points of these arrows are perfect for punching through armor. An archer using these arrows gains a +1 attack bonus against any target wearing armor.

Classification: Lesser

Price: 6s each

Arrows, Fire

These specially crafted arrows have a protected reserve of oil that allows them to stay alight for 1d6 rounds after ignition, even in windy or rainy conditions. Any target struck by a fire arrow suffers normal damage plus 1d4 points of fire damage. The weight of these arrows reduces a bow's range increment by 20 feet.

Classification: Lesser

Price: £1 each

Arrows, Smokescreen

These arrows can be lit as a standard action. The round after they are lit, they emit a 10-ft. radius cloud of smoke that persists for 1d3+6 rounds (although moderate winds blow the smoke away after a single round). This smoke is extremely thick, and the arrow continues to emit it, so all creatures in the cloud have improved cover and cannot see farther than two feet. The weight of these arrows reduces a bow's range increment by 20 feet.

Classification: Lesser

Price: £2 each

Bouncing Boots

This strange contraption uses tightened springs to launch the wearer high into the air. When worn, the wearer can unlock the springs instead of moving on their turn and prime them. Once he does this, he can use the springs to vault himself 15 feet into the air. A character without practice using these boots must make a successful saving throw or spring in a random direction. After the character has succeeded in three saving throws, they are considered to be practiced using them, and no longer need to check for springing in a random direction.

Classification: Greater

Price: £100

Breathing Rope

This long, hollow, tube measures 50 feet in length, and allows the user to breath longer under water. It doubles as a climbing rope, and anyone using it to breathe underwater can hold their breath for a number of minutes equal to their Constitution score.

Classification: Minor

Price: £2

Climbing Harness

This harness straps across a character's torso and allows characters to make a saving throw to prevent falling if they slip while using a rope.

Classification: Lesser

Price: £20

Crossbow, Quad

This weapon consists of four heavy crosspieces mounted in pairs and at right angles to one another. The wielder need only turn the crossbow 90 degrees between shots, allowing him to fire the weapon up to four times without reloading. Alternatively, all four bolts can be released in the same combat round. Doing so is extremely inaccurate, though, and imposes a –2 penalty on the character's ranged attack roll. The character makes a single attack roll against all targets in a 10-ft. by 10 ft. area. Any targets struck are hit by at least one of the bolts, possibly more. For every 3 points above a target's AC, he is struck by another bolt, until all four bolts have struck targets or missed completely. Targets nearest the shooter are hit first.

Loading each crosspiece requires a full combat round.

Classification: Greater

Price: £75

Crossbow, Repeating

This crossbow holds five bolts at a time. Loading a new case of bolts take a full combat round.

Classification: Greater

Price: £60

Fire Gloves

These gloves allow a character to handle hot items without being burned. They are made from specially treated leather, with stony studs to protect the fabric. The wearer suffers a –2 penalty to their Dexterity score while wearing these encumbering gloves, but they absorb 10 points of fire-based damage per round to the hands.

Classification: Minor

Price: £3

Flash Powder

This small bag of alchemical powder produces a bright, smoky explosion when it is thrown against a hard surface. A character has a 2 in 6 chance of hiding in shadows immediately after using flash powder, even if he is otherwise in plain sight.

Classification: Lesser

Price: 6 sh per bag

Forest Blind

This is a camouflaged hammock that sits high up in a tree. Characters in a forest blind have a 2 in 6 chance of surprising opponents on the ground.

Classification: Minor

Price: £2

Grapplegum

This 1-inch cube of gummy clay is treated with the same stuff used to make tanglefoot bags, and it becomes an extremely sticky adhesive if it is smashed against a hard surface. Once it has been applied, it can hold up to 200 pounds of weight per 1-inch cube. It requires a successful saving throw to remove something bonded by grapplegum.

Classification: Lesser

Price: £3 per cube

Gripping Resin

This diluted tanglefoot substance can be applied to leather gloves to increase a climber's ability to cling to walls. A character that slathers this onto his gloves can climb walls easily without aid of a rope.

Classification: Lesser

Price: 6 sh per application

Ironwood Balm

This alchemical substance makes wooden items substantially harder and more durable. Wooden clubs, quarterstaffs, and javelins treated with the balm gain a +1 bonus on attack and damage rolls. Bows treated with it gain a +1 bonus on damage rolls. Wooden objects gain +5 hardness and 5 extra hit points with an application of ironwood balm. The effects of the balm last for 1d6 days for weapons and 1d4 months for objects. One flask of balm is enough to cover a single weapon, 20 arrows, a large wooden object (such as a door), or a 10-foot-square wooden surface.

Classification: Lesser

Price: £4 per application

Rope Cranker

This hand-held geared pulley can be used by anyone with a Strength of 10 or more to lift up to twice their maximum load straight up. If used to aid climbing, it increases the climber's speed by 5 feet.

Classification: Lesser

Price: £25

Sleeping Draught

This alchemical compound is a strong soporific that causes drinkers to make a successful saving throw or fall into a deep sleep if it is ingested in liquid form. Any attempt to wake up before eight hours have passed fails unless the sleeper makes a successful saving throw.

Classification: Lesser

Price: 6 s per dose

Smokestick

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. The smoke obscures all sight beyond 5 feet. Attacks against a character within 5 feet suffer a -2 penalty. Creatures farther away suffer a -4 penalty. The stick is consumed after 1 round, and the smoke dissipates naturally.

Classification: Lesser

Price: £5

Tanglefoot Bag

A tanglefoot bag is a specially treated skin that holds a sticky, alchemical goo. When you throw it at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –2 penalty to Armor Class and must make a saving throw or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. A tanglefoot bag does not function underwater.

A creature that is glued to the floor can break free by making a successful saving throw or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move at half speed. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness.

Classification: Lesser

Price: £8 per bag

Thief's Harness

This harness provides all the benefits of a climbing harness, as well as the following. It allows a character to hang upside down from a ceiling from a bar that can be hammered into stone, controlling his descent and ascent with specially designed ropes. It also has pockets to keep tools and pilfered loot. The suit grants the protection of leather armor.

Classification: Greater

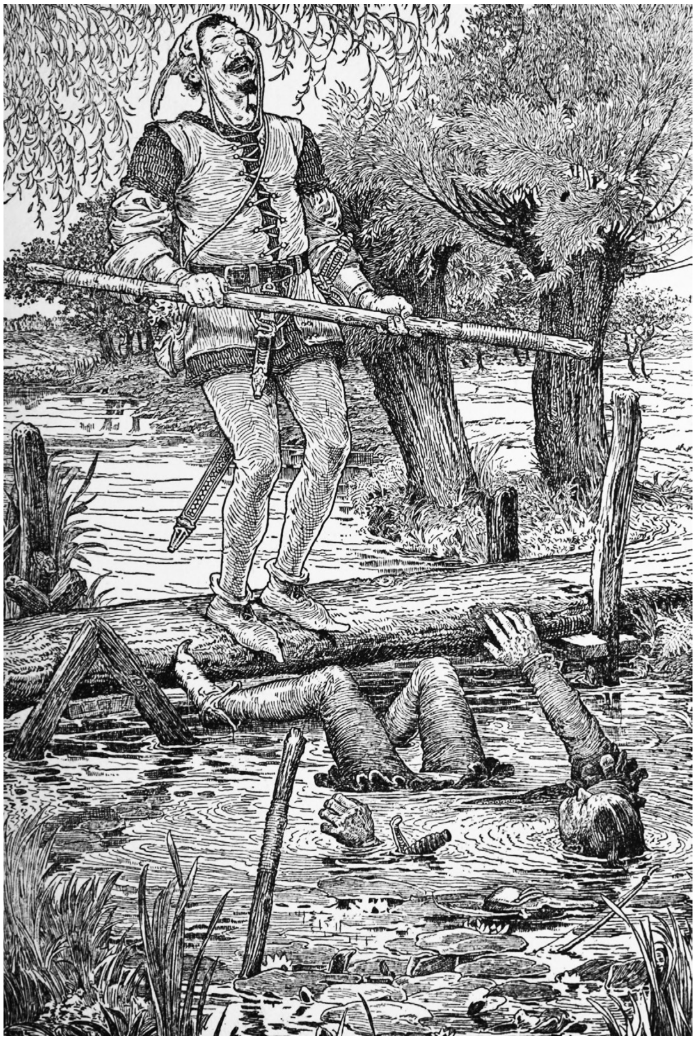
Price: £75

Wood Chimes

Outlaws often like to hang ominous-sounding chimes near their forest lairs to scare off travelers and create legends of ghosts and ghouls that will keep the curious away. It requires some skill to create chimes with the necessary sounds. Any creature with an Intelligence score of 12 or less must make a saving throw or be shaken whenever they hear the chimes.

Classification: Minor

Price: 3 s per set



Swashbuckling Adventure!

The following section introduces several new concepts that can serve to make adventures in Sherwood Forest as exciting as the movies that depict Robin Hood and his band of outlaws. Combat in Swords & Wizardry can boil down to a boring repetition of "wait, wait, attack" round after round, but this does not work well in a game that is all about acrobatics, flair, and derring-do. Every character in Sherwood has at least one Swashbuckling Point to let him or her defy the odds during a game session, and those with sufficient talent can take advantage of a variety of acrobatic maneuvers—both on and off horses—to enhance both the flavor and effectiveness of his character's combat style. So without further ado, let's get to it!

Swashbuckling Points

Sherwood is a setting of high action and breathtaking heroics. The core rules do not always allow for the kind of maneuvers and successes that make such play possible. Low-level characters especially, with their limited skills and abilities, are restricted from performing heroic actions. This is where Swashbuckling Points come in.

Every character in Sherwood begins every session with one or more Swashbuckling Points (see Classes earlier in this chapter). Swashbuckling Points can be used throughout the course of a game session, and a character's available points will replenish at the beginning of each new session. Unused points do not carry over to the next session—your character's available Swashbuckling Points are fixed.

So what can you do with Swashbuckling Points? Well, they can be used to perform heroic actions that may be limited by the random nature of the d20 die roll, to regain a bit of vitality during a crucial combat, or to represent a bit of luck at just the right time. When you spend a Swashbuckling Point, you gain one of the following benefits.

- Add a +10 bonus on any d20 roll.
- Regain 10 hit points. This ability may be only be used once per session. A character can spend a Swashbuckling Point for this purpose in response to an attack that would drop him below 0 hit points.
- Automatically succeed on an acrobatic maneuver check.
- Alter the story or surroundings in a way that benefits the character. Uses of this ability are up to the Referee's discretion, although he should be lenient when the change would add excitement or enjoyment to the game. Depending on the nature and extremity of the request, the Referee may require more than one Swashbuckling Point be spent. Examples of this include:
- "Hey look, there just happens to be a rope I can swing from the balcony on!" 1 Swashbuckling Point.
- "Luckily I was standing near the chandelier rope, which I cut to trap the onrushing guards!" 1 Swashbuckling Point.
- "I entice that rat to come chew through my bonds, allowing for easier escape from the Sheriff's dungeon!" 2 Swashbuckling Points.

Acrobatic Combat

The following maneuvers are presented to spice up combat during a Sherwood adventure. The Referee and players both should encourage this type of swashbuckling action by utilizing these maneuvers when possible, and by describing interesting combat even when they are not. Since every player occasionally wants his character to engage in these fun and exciting techniques, it is possible to spend a Swashbuckling Point at any time to automatically succeed at one of these maneuvers.

Here is the format for maneuver descriptions.

Maneuver Name: Description of the maneuver.

Chance of Success: This is the chance of success that a character can pull off the maneuver. Characters with a Dexterity of 13 or higher can increase the chance by 1 in 6, while a character with a Dexterity of 8 or less decreases the chance to succeed by 1 in 6. Characters that succeed in this check can perform the maneuver.

Benefit: Describes what the maneuver allows the character to do, including any bonuses he may gain to attack rolls, AC, or otherwise from performing the maneuver.

Failure: Explains what happens to a character that fails their chance of success by 1 point.

Extreme Failure: Explains what happens to a character that fails chance of success by more than 1 point. (For example, if a player rolls a 5 on a d6, for a task that has a 3 in 6 chance of success, they have failed by 2, and so would experience an extreme failure.)

Attack From Above

You drop onto your opponent from a high perch.

Chance of Success: 3 in 6.

Benefit: You must be at least 5 feet above the head of your target to initiate this maneuver (assume a man and a horse both stand 5 feet tall for this purpose). The character initiating the attack from above gains a +1 bonus for attacking from higher ground. Targets hit by an attack from above suffer 1d6 points of damage and must make a successful saving throw or be knocked prone. The attacker must also make a successful saving throw; if the attacker's saving throw fails, he falls prone and suffers 1d6 points of subdual damage.

The attacker may choose to grapple instead of knocking someone prone when performing this maneuver. In this case, the target suffers no damage from the initial attack from above. The attacker and defender each make an attack roll, and the attacker gains a +4 bonus on their attack roll; if the attacker's roll is higher than the defender's, the defender is considered grappled.

Lewis Rhead

You may also attempt to trip (but not grapple) multiple targets with an attack from above. You attack a 10 ft. by 10 ft. space, applying a –1 penalty per target to both your initial attack roll and your saving throw to remain standing. All creatures hit by the attack must then make a successful saving throw to avoid falling prone.

Failure: You take subdual damage as if you had fallen from the appropriate height, but land on your feet.

Extreme Failure: You take normal damage as if you had fallen from the appropriate height and you fall prone next to your target.

Beamwork

You can run or leap from beam to beam across an otherwise open chasm, such as rafters in a building, rare planks on a dilapidated wooden bridge, or tree limbs in an ancient forest.

Chance of Success: 2 in 6.

Benefit: You can run across beams, branches, and similar protrusions at your normal movement rate, as long as the beams are at least 6 inches wide and there is no more than a 5-ft. gap between any two.

Failure: You must make a successful saving throw to move across precarious beams.

Extreme Failure: You fall off the beams or branches along which you are attempting to run.

Cartwheeling

You can roll over friends and enemies alike to gain position in combat.

Chance of Success: 2 in 6.

Benefit: A character using this maneuver can cartwheel over the back of either an opponent or an ally, thus passing through an occupied space to get to the other side. The maneuver takes the place of a 5-ft. step. This movement can only be made in a straight line and the cartwheeling character must land directly opposite the starting point. The ending position can be no further than 10 feet away from the start of the move. This maneuver may not be performed while wearing armor with an effect on AC greater than -3 [+3].

A successful cartwheel requires either a willing participant (an ally) or a recently injured enemy (one that has taken at least 1 point of damage from you or from an ally in this round). If an ally injures your enemy and you then cartwheel over him, you can attack with a +2 bonus as if you were flanking him.

Failure: You remain where you are and lose the rest of your action.

Extreme Failure: As failure, and you suffer a –2 penalty on attack rolls and AC until the end of your next round.

Dance Around the Maypole

Another character can use you as a living weapon when you are surrounded.

Chance of Success: 2 in 6.

Benefit: You must perform this maneuver with another character, who must have at least a 13 Strength. You and the other character grasp hands and swing around. The other character then lifts you off the ground, allowing you to kick adjacent enemies. Both characters must go on the same initiative, and the kicking character cannot be wearing armor with an effect on AC greater than -3 [+3]. The kicking character then makes an attack against any opponent adjacent to either him or the swinging character.

Failure: Both characters automatically take one free attack from each adjacent enemy and the maneuver fails.

Extreme Failure: As failure, but the kicking character also falls prone.

High Dive

You can dive off sheer cliffs into the water below in order to escape capture.

Chance of Success: 2 in 6.

Benefit: You take no damage when diving up to 150 feet, so long as the water is 10-feet deep for every 30 feet of the dive.

Failure: You suffer damage normally.

Extreme Failure: As failure, and you begin drowning.

Leap to Different Elevation

You can hop onto nearby objects and terrain without taking time or losing momentum.

Chance of Success: 3 in 6.

Benefit: You can jump up or down an elevation of no more than 5 feet without suffering a penalty to movement.

Failure: The character stumbles and must use 15 feet of movement to enter the square.

Extreme Failure: The character falls prone.

Polework

You can use a stationary, horizontal pole to perform a variety of maneuvers.

Chance of Success: 2 in 6.

Benefit: A character using this maneuver can swing from pole to pole, as well as do flips, handstands, and other acrobatic maneuvers. Polework is useful in that it allows a character to gain greater distance than a leap might normally provide, to control his descent from a higher elevation, to reach places that are normally inaccessible, and to pick and choose both the method and position of landing. A character cannot do polework while wearing armor with an effect on AC greater than -3 [+3].

Characters using polework must have a fixed pole somewhere in their environment. Flagpoles and rampart beams work well for this, as do tree branches. Polework can grant many benefits, including:

- The character can use the dismount as a jump, clearing 20 feet.
- The character can high jump 5 feet above the pole.
- The character can use polework to deliver any attack or perform any maneuver that requires the character be higher than his target.

Failure: The character must make a successful saving throw or fall from the pole.

Extreme Failure: The character lets go too soon, taking normal falling damage plus 2d6 points of subdual damage.

Rappelling

Use this maneuver to slide down a rope or chain quickly and silently.

Chance of Success: 3 in 6.

Benefit: This maneuver can be used either to quickly descend a vertical surface, with the rope fixed at the top, or to cross a horizontal distance, with the rope or chain fixed at both ends and a handle that allows the character to slide down the rope. A rappelling character can move double his normal climb speed.

Failure: The character descends only 10 feet and suffers 1d3 points of subdual damage.

Extreme Failure: As failure, and the character must make a successful saving throw or fall off the rope.

Running Up Walls

This maneuver allows you to scale sheer vertical walls quickly and to use walls as an ally in combat.

Chance of Success: 2 in 6.

Benefit: You can climb a wall no greater than 15 feet in height as part of a normal move action (although it still takes 15 feet of your movement). The character can ascend up to 20 feet if he ascends an inside corner, where he can push off each wall as he ascends.

This maneuver can also be used to push off a wall and flip back, landing behind an opponent. A character may do this only if in the previous round he did nothing but move adjacent to the wall. He lands 10 feet away from the wall and gains a +2 bonus on attack rolls against any opponent adjacent to him in the round he performed the maneuver. You cannot run up walls when wearing armor with an effect on AC greater than -3 [+3].

Failure: You suffer a free attack from any enemy adjacent to you.

Extreme Failure: As failure, and you fall prone.

Swing Kick

You can swing around poles to deliver powerful kicks.

Chance of Success: 3 in 6.

Benefit: This maneuver allows the character to swing over an object or around a vertical pole to deliver a powerful kick attack. With a successful attack, this kick deals 1d6 points of subdual damage and the defender must make a successful saving throw or be pushed back five feet. You cannot perform a swing kick when wearing armor with an effect on AC greater than -5 [+5].

Failure: You suffer a free attack from any enemy adjacent to you.

Extreme Failure: As failure, and you fall prone.

Swinging Attack

You can surprise enemies by attacking them while swinging on a rope.

Chance of Success: 3 in 6.

Benefit: Sometimes characters have the opportunity to swing on a rope, vine, chandelier, or other hanging object. This can have a variety of effects depending on the intent of the swinger. If the swinging character makes a successful attack with a +1 bonus for higher ground, the defender suffers 1d6 points of subdual damage and must make a successful saving throw (suffering a -1 on the saving throw for every five feet the attacker moved) or be pushed back five feet.

The attacker can also attempt to knock his target off his feet, forcing the defender to make a successful saving throw (suffering a -1 on the saving throw for every five feet the attacker moved) or be knocked prone and suffers 1d6 points of subdual damage.

Failure: You cannot take an action, simply holding onto the rope as it swings by your foe (and suffering a free attack from your target as you swing past).

Extreme Failure: As failure, but you also fall off the rope and land prone next to your target.

Vaulting

Use this maneuver to leap over low objects and terrain without taking time or slowing down.

Chance of Success: 2 in 6.

Benefit: You can leap over any obstacle of no greater than 5 feet in height and width without slowing down. You cannot vault when wearing armor with an effect on AC greater than -3 [+3].

Failure: The character stumbles and must use half your movement to cross over the obstacle.

Extreme Failure: The character falls prone.

Mounted Acrobatics

Sherwood characters will often find themselves on horseback or in wagons while engaged by their enemies. This does not mean the high-flying acrobatics have to stop! The following acrobatic maneuvers are designed to be performed while on horseback or in conjunction with a mount—the character's or someone else's, as the case may be. They work and are presented exactly like the acrobatic maneuvers above.

Charged Jump

By coaxing your mount to great speeds you can make long jumps that may stymie lesser riders.

Chance of Success: 3 in 6.

Benefit: You give your mount an additional five feet of distance on its long jump, as long as it has a running start.

Failure: Your mount loses five feet of distance on its long jump.

Extreme Failure: The mount stumbles and is forced to stop. You must make a successful saving throw to remain in the saddle.

Coax the Beast

You can push your mount to great speeds for short distances.

Chance of Success: 2 in 6.

Benefit: Your horse can move at 1.5 times its normal movement rate for the next round. This can only be performed three times before the horse must rest.

Failure: The horse moves its normal speed and suffers a –1 penalty on attack rolls and AC until the next round.

Extreme Failure: The horse stumbles and sprains its leg. Reduce its movement rate to 10 feet and it can no longer run or charge.

Deft Dodging

You can fight defensively or go on total defense while on horseback.

Chance of Success: 2 in 6.

Benefit: You can grant your class-based AC bonus to your mount.

Failure: You and your mount lose your class-based AC bonus until the following round.

Extreme Failure: As failure, and you lose the rest of your action.

Jumping on Horseback

Use this maneuver to avoid low-hanging obstacles that might unhorse you.

Chance of Success: 2 in 6.

Benefit: You can jump over low-hanging objects such as tree branches that might otherwise knock you off your horse. Of course, your pursuers probably won't be so lucky.

Failure: You clip yourself on the object, suffering 1d6 points of subdual damage. You must make a successful saving throw to remain mounted.

Extreme Failure: You hit the object dead on, suffering 2d6 points of damage and falling off your horse, landing prone.

Lasso & Drag

You can lasso a target from horseback and then drag it behind you.

Chance of Success: 2 in 6.

Benefit: To create or gather a lasso requires a combat round. To loop the lasso around an opponent requires a successful ranged attack, with all the normal penalties for making ranged attacks from horseback. If the lasso hits, the opponent must make a successful saving throw or be caught in the lasso. To escape the lasso once caught, the opponent must take a full combat round and make a successful saving throw.

A caught opponent is dragged along behind the horse, suffering 1d6 points of subdual damage per round as long as your horse continues to double move.

Failure: You lose control of the lasso, dropping the rope regardless of the success of your attack.

Extreme Failure: The lasso catches, pulling your horse to a stop and knocking you to the ground for 1d6 points of subdual damage and 1d6 points of normal damage.

Leap onto a Horse

You can leap onto your horse from higher ground.

Chance of Success: 2 in 6.

Benefit: You can leap onto a rider-less horse from a height of up to 20 feet without damaging you or the animal.

Failure: You land on the horse, but both of you suffer 1d6 points of subdual damage and the horse spooks. It requires a successful saving throw to calm it down and a successful saving throw to remain mounted on a spooked horse each round.

Extreme Failure: You and the animal suffer 1d6 points of subdual damage, and you fall to the ground suffering normal falling damage and landing prone.

Rider's Leap

Use this maneuver to leap onto a moving horse as it rides by.

Chance of Success: 2 in 6, or 1 in 6 if the horse already has a rider.

Benefit: You jump onto a horse that is in motion, regardless of whether or not it is being ridden by another character. To do this, you must be within 5 ft. of the target animal and on an elevation at least as high as, but no more than 5 ft. above, the animal's back.

If you succeed, you are now on the mount. If it has a rider, you are behind the rider. You can attack the rider from this position with any light, single-handed weapon, and the rider loses his Dex bonus to AC, if any, against your attacks.

Either rider can make an opposed attack roll to unseat the other. Thrown riders suffer 1d6 points of damage.

Failure: You fall to the ground, suffering normal damage from a fall of the appropriate height.

Extreme Failure: As failure, and you get trampled by the horse for 1d6+3 points of damage.

Sideswipe

You can knock over objects and people by delivering a blow with your horse's flank.

Chance of Success: 2 in 6.

Benefit: A sideswipe can be performed as part of its movement, as long as the horse has traveled at least 10 feet in the round. To perform the maneuver, the mount and target make opposed attack rolls, with the mount gaining a +4 bonus on its attack. If the mount wins, the target falls to the ground and suffers 1d6 points of subdual damage. If the target wins, the mount fails to knock the target down and it suffers 1d6 points of subdual damage.

Failure: The mount skids to a halt instead of sideswiping the target.

Extreme Failure: The horse stumbles and sprains its leg. Reduce its movement rate to 10 feet and it can no longer run or charge.

Snatch & Go

You can lean down and pick up and object, or even a person, while maintaining your mount's gallop.

Chance of Success: 3 in 6.

Benefit: You can lean over the side of your horse and pick up an object. You can attempt to grab an object out of an enemy's hand in this way, unless the enemy successfully makes a saving throw. You cannot have anything in your hands when you perform this maneuver.

Failure: Your horse ends its movement for the round.

Extreme Failure: As failure, but you also fall off your horse and suffer 1d6 points of damage.

Spinning Kick

Your mount can deliver a devastating kick to a target in front of you.

Chance of Success: 2 in 6.

Benefit: On your turn in combat, you cause your mount to spin and deliver a kick to any opponent directly in front of the horse. The horse cannot have moved more than 5 feet before delivering the kick. The attack deals double the horse's normal damage, and the target must make a successful saving throw or be pushed back 5 feet and knocked to the ground.

Failure: The horse spins around in a circle, giving your opponent a free melee attack on either you or the horse.

Extreme Failure: As failure, and the horse bucks causing the rider to fall to the ground unless he makes a successful saving throw.

Straddling Two Horses

You can guide two horses at once, effectively mounting both at the same time.

Chance of Success: 1 in 6.

Benefit: You can control two horses at the same time, including horses that are attached to a wagon or a horse whose rider has been incapacitated.

Failure: You must make a successful saving throw or be thrown to the ground for 1d6 points of damage.

Extreme Failure: As failure, but you are also trampled by one of the horses for double its normal damage.

Switching Horses in Mid-Gallop

You can jump from one horse to another while both are moving.

Chance of Success: 2 in 6.

Benefit: You can switch from your horse to another horse in mid-gallop, as long as the horses are alongside each other with no more than 5 feet between them.

If the target horse has a rider, the rider gets a free melee attack against you. You can attack the rider from this position with any light, single-handed weapon, and the rider loses his Dex bonus to AC, if any, against your attacks.

Either rider can make an opposed attack roll to unseat the other. Thrown riders suffer 1d6 points of damage.

Failure: You fall to the ground and suffer 1d6 points of damage.

Extreme Failure: As failure, but you are also trampled by one of the horses for double its normal damage.

Tackle

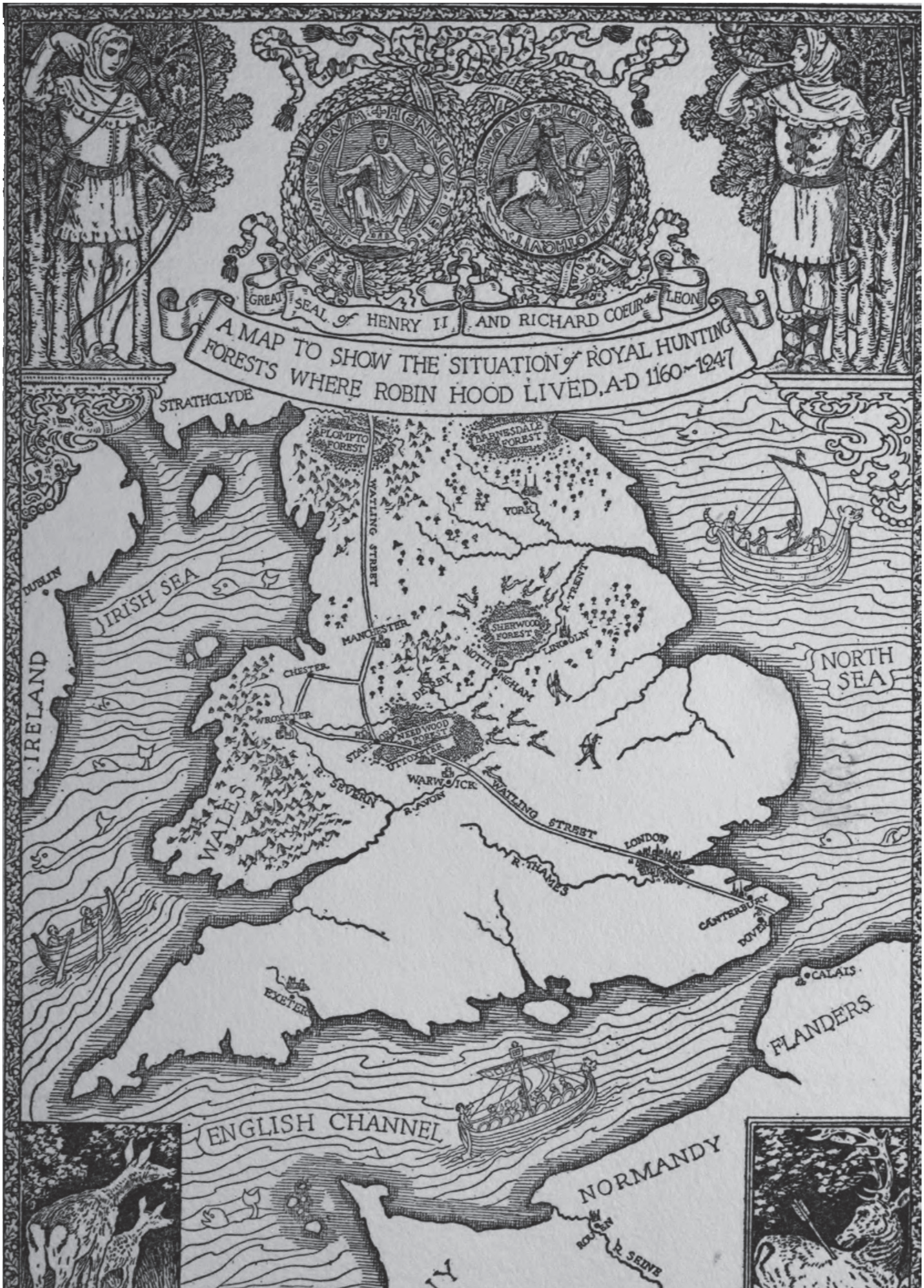
Using this maneuver you can leap from your horse to grapple or knock prone an opponent on the ground.

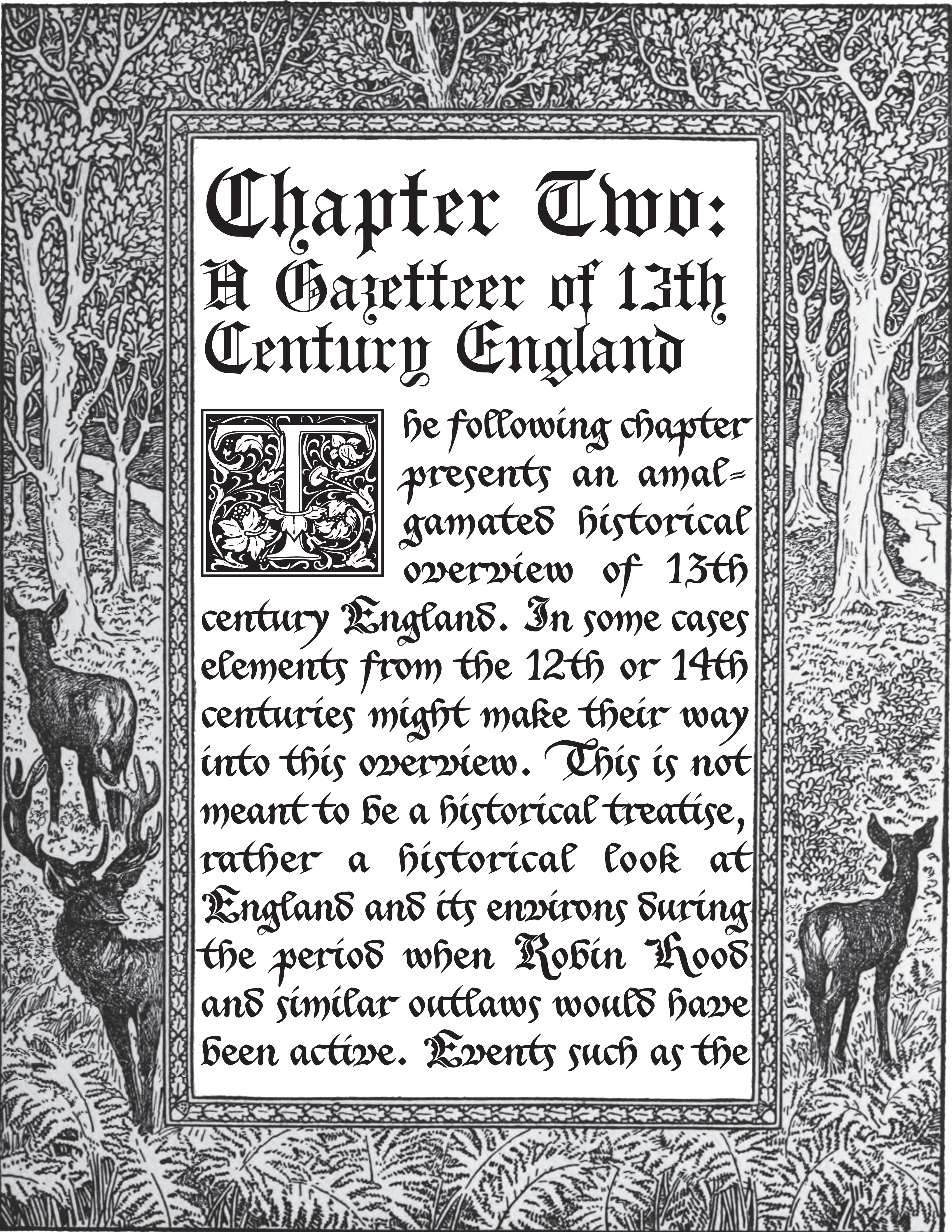
Chance of Success: 3 in 6.

Benefit: On a successful check, you leap onto your opponent. You then make an attack roll, with a +2 bonus. If you succeed, you may choose to either grapple your opponent or knock them prone.

Failure: You suffer a free melee attack from any enemy adjacent to you and suffer 1d6 points of subdual damage.

Extreme Failure: As failure, but you also land prone next to your target.


GREAT SEAL of HENRY II AND RICHARD COEUR de LEON
A MAP TO SHOW THE SITUATION of ROYAL HUNTING FORESTS WHERE ROBIN HOOD LIVED, A-D 1160-1247
STRATHCLYDE
PLOMPTON FOREST
BARNESDALE FOREST
YORK
WATLING STREET
DUBLIN
IRISH SEA
IRELAND
MANCHESTER
SHERWOOD FOREST
R. TRENT
LINCOLN
NOTTINGHAM
NORTH SEA
CHESTER
DERBY
WROXETER
NEED WOOD FOREST
STAFFORD
UTTOXETER
R. SEVERN
WARWICK
R. AVON
WALES
WATLING STREET
LONDON
R. THAMES
CANTERBURY
DOVER
CALAIS
EXETER
FLANDERS
ENGLISH CHANNEL
NORMANDY
ROUEN
R. SEINE
BRITTANY



Chapter Two: A Gazetteer of 13th Century England

The following chapter presents an amalgamated historical overview of 13th century England. In some cases elements from the 12th or 14th centuries might make their way into this overview. This is not meant to be a historical treatise, rather a historical look at England and its environs during the period when Robin Hood and similar outlaws would have been active. Events such as the

Black Plague changed the face of England on many levels, and can be seen as a convenient historical bookend to the outlaw period discussed here. On the other side, the ascension of Richard I to the throne of England can be seen as the beginning of popular outlaw tales, which were loosely based on real figures.

Another consideration when creating a historical game is playability versus historical accuracy. While a lot of research has gone into this product, not all of it will be reported with 100% accuracy. We are more interested in verisimilitude (the appearance of authenticity) that creates an enjoyable and interesting game than in allowing for the creation of a wholly accurate picture of life in 13th century England. Those with historical knowledge of their own can modify their own games to taste, and it's our hope that Sherwood provides an excellent starting point for that venture.

So without further ado, let's have a look at Robin Hood's England!

Overview

The England of the 13th century is much like most people imagine medieval England to be. The feudal system is in full swing, with noble lords serving at the pleasure of the king in return for service in the army or an annual payment, called a "knight's fee." Peasants, both freemen and serfs, toil in the fields to eke out a living under their lords, who demand both labor and goods in exchange for the privilege of a few rows of arable land. Towns are beginning to spring up as well, conglomerations of merchants, artisans, and freemen who have banded together for mostly economic purposes. Lords grant town charters within their domains in order to increase their tax revenues, encourage settlement, and earn prestige among their fellows. The Church also influenced the growth of commercial centers by providing authority, protection, and a market for the goods of farmers and craftsmen.

The social structure is well defined, but there is much room to maneuver within the various social strata. Peasants encompass everyone from serfs to free laborers to craftsmen who have yet to join a guild. Free men who wish to move to the city can make a name for themselves within a guild, as lawmen, or as administrators helping local nobles with taxes, laws, and justice. The noble class is just as varied, from small-time manorial lords that oversee a simple village to princes and courtly knights whose domains can grow quite large. A third class of Englishman exists as well—the clergy. The Catholic Church is a powerful force in 13th century British society, and its priests enjoy the same status and benefits as secular nobles, including land and serf ownership and taxation rights. In addition to these powerful abbots and priors, village priests and wandering monks of various orders inspire awe and respect from the peasant class. Strife between the clergy and nobles is commonplace because of the different sets of laws that govern each.

It has not been long since the Normans invaded England, defeating the English lords and establishing their own hold on the island. A rivalry still exists between the two groups, and some English lords chafe under the Norman rule and secretly desire to return an English king to the throne. There are plenty of other cultural stresses on 13th century English society as well, including the Welsh desire for independence and the Gaelic (Scottish and Irish) troubles.

All in all the time is ripe for outlaws and banditry of all kinds. Some outlaws are fighting for their country, as they see it, while others are just living outside the law. The Kings are more worried about fighting the Crusades and beating back the barbarians than putting down outlaw bands—that's why they have their sheriffs, after all.

Geography

Britain in the 13th century was a vast, open land of productive fields, lush forests, and wide rivers. The old Roman road system has connected the various parts of Britain, making travel easier and keeping the flow of commerce ongoing. The population is around 2 million people, most of whom are bound together in small villages or isolated on farms. Only a dozen or so towns have a significant population, and most of these are in the south and east. Nottingham is one of these towns, however, and is the third northernmost town of any size (Lincoln and York being the only other two between it and Hadrian's Wall).

Speaking of Hadrian's Wall, many of the old Roman fortifications still exist, and quite a few English settlements either use the walls as boundaries or exist near them in some fashion. Where these towns are springing up inside the Roman walls, the Roman grid system is kept intact as far as main thoroughfares are concerned. Towns like this tend to have one large street running east-west and one running north-south, intersecting at a town square where a large religious tower, called the high cross, could be found. The town square holds the main marketplace of the town, where local artisans and merchants would trade with foreign merchants and freemen, lords, and priests from surrounding villages. The main streets are further divided on each side of the marketplace, so you might find River Street to the west, High Street to the north, Corn Street to the east, and Broad Street to the south.

England's terrain features wide open expanses of grassy lowlands broken up by rugged hills, and a few low mountains in the central and northern counties. Wales is rockier than England and features high mountains with secluded valleys. The highest point on the island is in Scotland at the peak of Ben Nevis, a magnificent mountain that is home to many highland tribes. The mountains of Scotland are home to beautiful waterfalls, hillsides covered in purple heather, and a great variety of wild game. The country's lochs provide both inland fishing as well as outlets to the sea on all sides of the country. Rebels and outlaws from England often cross Hadrian's Wall to escape justice and live in the wilder, freer Scottish backcountry.

England's many ports and inlets make for a predominantly maritime mercantile system, with merchants only traveling on the dangerous roadways if they are too poor to hire a ship or have too few goods to really make a difference. Lords and wealthy merchants often hire freemen to make dangerous road journeys on their behalf. Lords can even force their serfs into this service in lieu of normal fees and levies or their annual compulsory service duties in the lord's fields. Many freemen relish this opportunity to leave the village and experience the wonders of the international marketplace. Others dread leaving their families and fields for an extended period of time, fearing they may never return.

The Thames River is England's most important commercial waterway, flowing east through London and spilling out into the North Sea. Other significant rivers include the Severn and the Wye that flow through both England and Wales; the Tweed and Tyne near the English-Scottish border; and the Trent, which flows through Nottinghamshire out toward the North Sea. The Trent is an important part of Nottingham's economy, carrying goods and people both into and out of the city. Outlawry is not unknown on the river, and it is just as dangerous for merchants and noblemen to travel by boat as it is by carriage and wagon.

Economy

The economy in medieval England was primarily a local concern, with trade and commerce only playing a large role in towns and coastal trading ports such as Lynn, Yarmouth, and London. At its simplest level, villages attempt to produce almost everything needed by its residents. Some small trading in a nearby town will occur two or three times per year, but for the most part everything is created locally. Smaller villages have to wait until traveling craftsmen appeared in order to procure necessary items such as farm implements and other metalworked goods, roofs and frames for homes, and finished fabrics. Wandering craftsmen are not uncommon in the medieval period; a thatcher, for instance, might make his home in Nottingham proper, but would spend four to six months out of the year going from village to village helping to build and repair rooftops before the rainy season hit. If a peasant couldn't afford to have his roof repaired when the thatcher was in town, he was out of luck for another year.

The appearance and growth of large towns in 13th century England is often linked to mercantile interests. Not only do towns provide a convenient nexus point for local and international trading, but the flow of commerce can be more easily controlled, and therefore taxed, by local lords and the king by mandating the timing and duration of large commercial gatherings. Thus was born the English fair, a usually week-long gathering of merchants from around the world during which they would buy local goods and those shipped in from nearby villages and sell goods from exotic locales. Most of the spices in England came via these fairs, and until local lords and townsmen began to encourage homegrown cloth-making ventures in order to avoid the King's exorbitant wool taxes, so did much of the country's clothing.

In fact, a focus on commerce, rather than farming, is what separated a town from a village in medieval England. Village folk, mostly peasants but also a few freemen, are primarily concerned with working the communal fields of their lord in order to produce crops to be eaten and sold. This latter concern is secondary, as most peasants find it difficult to produce enough food year after year to feed their families, tithe to the parish priest, and pay the lord for the use of his land. Even in years where there was a surplus, the proceeds had to be used to fix or replace broken tools, buy clothing and other living necessities, and perhaps buy rights to a larger piece of land for next year's planting. Spices, perfumes, and fine clothing were luxuries few peasants could afford.

There was no paper money in 13th century England; coins were the only currency in use at the time. Most coins were made of silver, although gold and copper coins existed and would have been used in the international markets at London and Lynn. The value of coins can be represented by the following equation:

12 pennies = 1 shilling = 1/20 pound

So a shilling was worth twelve pennies, and twenty shillings equaled a pound. Half pennies had been introduced very recently into the economy, but would not see widespread use until the reign of Edward I. Foreign coins were also acceptable forms of currency, each with a different value based on its composition, weight, and according to the favor of the current King.

While coins were certainly the currency of the town, a system of barter, or at least the acceptance of goods and services as payment, still exists at the individual and village levels of society. This is most commonly found between the peasants and their local priests and lords. Peasants are required to work the lord's fields for a certain period each year (primarily during the most favorable planting and harvesting days), and commodities such as eggs and spices are accepted as "gifts" during festivals and taxation periods. One would not expect to take goods to a town fair in order to procure things from the collected merchants, however.

Government

All government in England starts with the King, who is its rightful ruler as recognized by both Church and state. The King has a bevy of advisors, ministers, and hangers-on that monitor the day-to-day affairs of the kingdom, but he is still much more involved in running the country than today's monarchs are. There is no Parliament in the 13th century, although groups of lords and barons are given a voice to the King on a regular basis. The year 1215 saw King John grant more rights to the barons in the Magna Carta, the forerunner of a lot of modern jurisprudence. All throughout this period the powers of towns and their administrators grow as well. One might get the impression that the King is weakening through this period, but that is not entirely correct. Even as powers and rights were granted, the Kings were always careful to impose royal regulation over all privileges extended to his vassals.

Barons, knights, and other nobles were all lords in their own right, regardless of the title. They stood under the king and over the peasants that worked their lands. The feudal system was in full swing in 13th century England, meaning that those on a lower rung in Government owed service and allegiance to those higher up, and were owed the same by those of a lower class. The nobles all paid the King his due by actively serving in his army, by providing mercenaries or soldiers in his stead, or with a flat cash payment. The latter option was most often chosen by abbots and other ecclesiastical lords (who owed as much to the King as any other noble, but who were beholden to the Church first and foremost), and cowardly nobles such as the Sheriff of Nottingham.

Every lord had a primary residence that for simplicity's sake is referred to as a manor or manorhouse, no matter what its form. A manor could have been a monastery, a castle, or simply a large home depending on the nature, prominence, and wealth of the lord who oversaw its lands. A single manor lord might only be responsible for a single village, but more commonly there would be several villages within a particular lord's domain. The land would be divided up among the lord, the Church, and the peasants. Freemen would rent strips of land from the lord and then keep the proceeds of their labor, while serfs were bound to the lord and worked whatever land they were given in addition to their mandatory labor on the lord's fields.

Justice in 13th century England was dispensed on several different levels, depending on the nature of the crime committed, the location of the crime, and the whim of the local lord. At the manorial court, a lord would hear most cases relating to his vassals and those who worked his lands. Serious crimes such as robbery or treason were referred to the King's courts, which were most often made up of appointed justices who would wander the lands and hold court according to a set schedule. This often meant that wrongdoers could spend much time in prison before their cases were heard. If a crime was deemed to be religious in nature, or if the criminal could bribe the local abbot, then a Church representative could claim jurisdiction over the crime and try the offender in the Church courts. Church courts were notoriously lenient, and criminals tried hard to come under their jurisdiction. A sympathetic priest could thus "rescue" a criminal from prosecution by arguing for jurisdiction, which was granted in most cases either because the local lord did not want to bother himself with the case or because he feared ecclesiastical retribution.

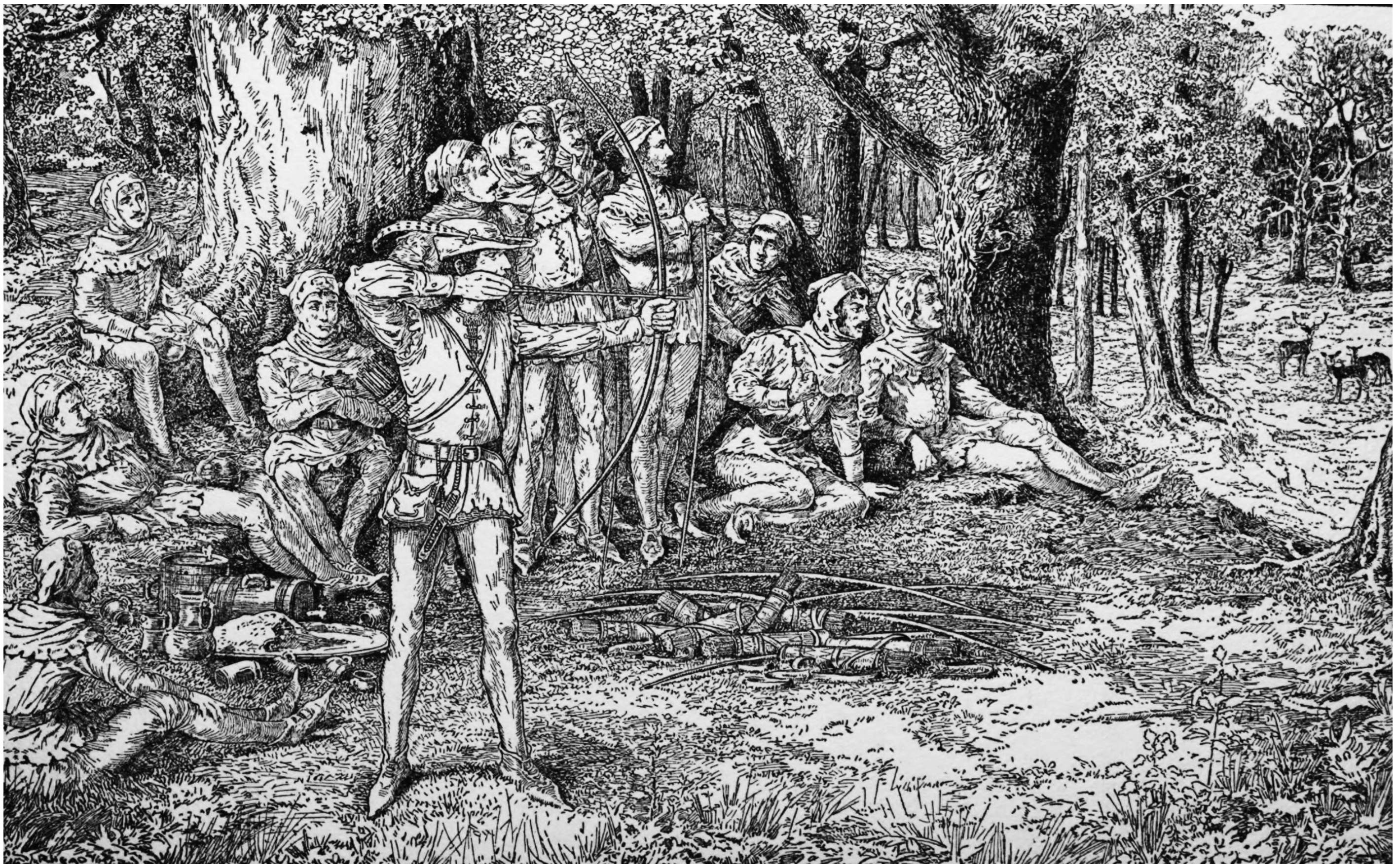
With the emergence of towns, new layers were developed to deal with problems in urban centers. Some of these were holdovers from manorial traditions, and some were brand new. Generally everyone that lived in the confines of a town was divided up into groups of 10, called tithings. Individuals in a tithing were responsible for the others' behavior, and would be called upon to vouch for them in neighborhood courts, known as leet courts. If a member could gather enough witnesses to his character, called frank-pledges, then he was usually judged not guilty, unless an aggrieved party could produce an equal or great number of witnesses to the crime.

Sheriffs were appointed by the King and given his full authority to collect taxes within their jurisdictions, known as shires. This was a very important role, as it was necessary to fund the defense of the kingdom by collecting the proper amount of taxes. To this end, the sheriff was given even greater powers than that of tax collection. As a direct agent of the King, the sheriff was empowered to oversee the daily life of all those in his shire. He could take control of any aspect of a peasant's life, as well as those of lords who did not comply with his proclamations, to ensure that the shire provided the maximum amount of tax money possible. The sheriff was the ultimate expression of the King's will and authority outside of the courts, and was thus often at odds with nobles, peasants, and priests alike.

Religion

Religion plays a large role in the everyday life of a 13th century Englishman, regardless of his station. At the local level, one or more parish priests are appointed to care for the villagers in a lord's domain. Parish priests are generally drawn from the ranks of the commonborn, and often are the sons of freemen that worked a lord's land. The lord built a church for each priest, usually one per village, and provides lands for the priest to generate income. The parish priest also lives off of offerings from the villagers, known as tithes, and keeps a special "tithe barn" in which goods or animals offered in lieu of cash could be stored. The priest is active in the daily life of all the villagers. He performs religious services every Sunday, as well as presiding over marriages and the many Saint's Day celebrations that are common throughout the year. Many times a lord would hire the priest to perform some of the manorial administrative functions, such as the collection and accounting of tax money or the recording of judicial rulings into ledgers. Parish priests also care for the poor and sick of the community, often redistributing collected monies to those who could not care for themselves.

Monks are also very common in 13th century England. The most common monastic tradition was that of the Benedictine



monks, who had grown in influence since their founding some 700 years before. The Benedictine monks came together in monasteries, or abbeys, and were afforded many of the same rights and responsibilities of noble lords. Indeed, many landless nobles chose to enter the Church in order to increase their social standing. A monastery was given land within a noble's domain, and the abbot could also be a landowner himself. Church lands were worked in a manner similar to a lord's, although for the most part the monks did the work themselves. Some abbeys had "lay brothers" who did the physical labor necessary to sustain the monastery, while more important monks tended to its religious and academic needs. Many of these monks were by no means poor, and certain monasteries grew very rich indeed off the goods produced on their lands. Encouraging pilgrimage to a monastery was also a common method of raising funds, often by boasting a religious relic or landmark of some notable importance.

As a result of the richness and luxury in which some monks lived, the common people often saw them as lazy and privileged. A class of wandering monks that were not affiliated with a particular monastery or monastic tradition was born of this growing mistrust among the populace. These monks, called friars, truly spent their lives wandering, and only lived by begging from local populations. The friars were looked down upon by most monks, and they were considered little more than beggars by parish priests, but for those with no one else to turn to, the friars were considered friends indeed.

Everyday Life

Life in medieval England is one of hard work for a great majority of the population. Even the nobles, wealthy clergymen, and the King himself have a great deal of administration to take care of. Those underneath the King might find themselves called up at any time to participate in a war, to go abroad in the King's name, or to serve at the will of the King as an advisor on matters of state. One of the attractions of the outlaw's life is the shirking of a great deal of that responsibility—it is much easier to take what you need from others than to work for it yourself! Outlaws are often active for short periods, attacking caravans on their way to a particular market or on a well traveled stretch of road, and then will rest or relocate before the King's men or the sheriff can catch them.

For most, though, work is a harsh fact of life. Those who work the fields have it the hardest. They often work from before dawn until after sunset day after day, only resting on Sundays and Saint's Day celebrations. During planting season most of the day is filled with preparing the soil to take the seeds, planting the seeds, and carefully monitoring the progress of the crops. Harvesting the crops takes the better part of the autumn season, with bundling and processing grains and vegetables in preparation for winter being a major concern toward the end of the year. Women help in the fields as well when they aren't busy keeping the household in order or baking bread at the communal bakery on their lord's manor.

Holidays of 13th century England

The medieval Christian calendar is full of holidays, many of which had been converted by the Church from pagan holidays in order to encourage the conversion of the Anglo-Saxon and Celtic tribes. All good Christians took these holidays off of work in order to relax and to give them something to look forward to year round. (In fact, one might say there were a lot more good Christians around holiday time than at any other time of the year.) A few of the most notable holidays are listed below, along with some of the customs associated with them.

All Saints (1 Nov): The pagan holiday known as All Hallows was renamed to this, moved from October 31 to November 1, and is celebrated by the lighting of bonfires.

Martinmas (11 Nov): The feast of the plowman, this holiday is celebrated with pastries and a sweet mash. It is not as popular in towns, where few if any of the residents plow fields for a living.

Christmas Eve to Twelfth Day (24 Dec to 6 Jan): This fortnight brings a great relief to the peasants, who are excused from work obligations for the duration. In return they owe their lords an extra rent, a sort of medieval “Christmas bonus.” Some lords throw a feast in their manorhouses on Christmas Day, but this is not a ubiquitous practice. In the towns, houses and businesses are decorated with holly and other ornaments. Christmas trees are a Victorian addition to Christmas.

Candlemas and Shrove Tuesday (Feb 2): The purification of all Christians is celebrated on February 2nd with a procession of candlebearers, and the following Tuesday is given over to sports and games as a lead-in to Lent.

Easter: Traditionally villagers would give eggs to their lords on this day, giving rise to the current traditions associated with the holiday. Like Christmas, Easter is a week-long celebration that excuses most peasants from their work and duties, and some lords offer a night of games and feasting at their manor.

May Day (1 May): May Day is important to the Robin Hood tradition, as the plays and jests practiced during the later medieval period give rise to a new wave of popularity for the outlaw and his tales. Always a youthful holiday, May Day is a time for amorous lovers and whimsical decorations. This holiday is the precursor to the modern holiday of Labor Day.

Lammas (1 Aug): This holiday marks a change in the harvest season, and is celebrated with a grand feast.

Nobles busy themselves with keeping track of the output of their fields, collecting the proper taxes, and hopefully paying rents and fees to the King in order to avoid compulsory service in the army. They monitor the peasants within their domain, making sure the fields were being properly tended and that dangers such as bandits and disease are dealt with in a timely manner. Of course, the noble have much more time for leisure activities such as hunting, riding, and contests of skill than those who worked their lands.

Very few people outside of the towns work on Sundays, and even then most of the work goes on behind closed doors. The same could be said for Saint's Day celebrations, where the parish priest will give a sermon and the townsfolk or the manor lord will arrange for entertainment. Other than these few leisure breaks, there are very few breaks in the monotony of village life. Almost all social activity centered around the church, except on Easter and Christmas when the lord would open his home to his vassals and spread a great feast. Games and sports are also popular during holidays. Bowling, chess, wrestling, fishing, and dice are all popular among the peasant class, with archery, hunting, and riding being favored by nobles and wealthy freemen.

All villagers live in some kind of dwelling, from the poorest wattle and daub huts to larger homes with a common room for family living and one or two side rooms used for storage and the keeping of animals. Inside one would find a bench and a simple table, perhaps a three-legged wooden chair, and sleeping mats filled with straw and leaves for the entire family. A central hearthstone contains the fire, over which a pot is almost always boiling. Smoke drifts out of a hole in the thatch roof, but still stains everything within in soot. As a result, medieval wives spend much of their time cleaning the home of dust and soot, baking and brewing, and making sure the household stores are in good order for winter.

The daily diet of peasants is repetitive, but not as bland as one might think. Their dietary staples are food and drink made of barley and oats—bread, porridge, and ale. Peas and beans are the peasants' primary source of protein, with fish only occasionally added from a local stream, and their food is often flavored and garnished with garden vegetables such as onion, garlic, lettuce, cabbage, or leeks. Nuts, berries, and roots can be gathered in the wood, and very lucky peasants have the benefit of a fruit tree or two. (Interestingly, raw fruit was considered unhealthy, so all fruit was cooked into compote or boiled and mashed before eaten.) Manor lords and other nobles eat much better, having ample meats, cheeses, butter, beans, eggs, flour, and spices in their daily diets.

Ireland, Scotland, & Wales

Ireland was an independent nation ruled by the Gaelic kings and chieftains of its various native clans until the late 12th century, when Henry II authorized his barons to aid in the restoration of a deposed Irish king. The worst of Henry's lords came to the Irishman's aid and succeeded in restoring him to the throne. Unfortunately for the Irish, they stuck around. The 13th century is a period of turmoil for the Irish, who see more and more Anglo-Norman lords building castles and manors in their country. All along the eastern coasts, the new English rulers slowly transformed the tribal society into one of manors, fiefdoms, and vassals. And for much of this period, the Irish did little about it.

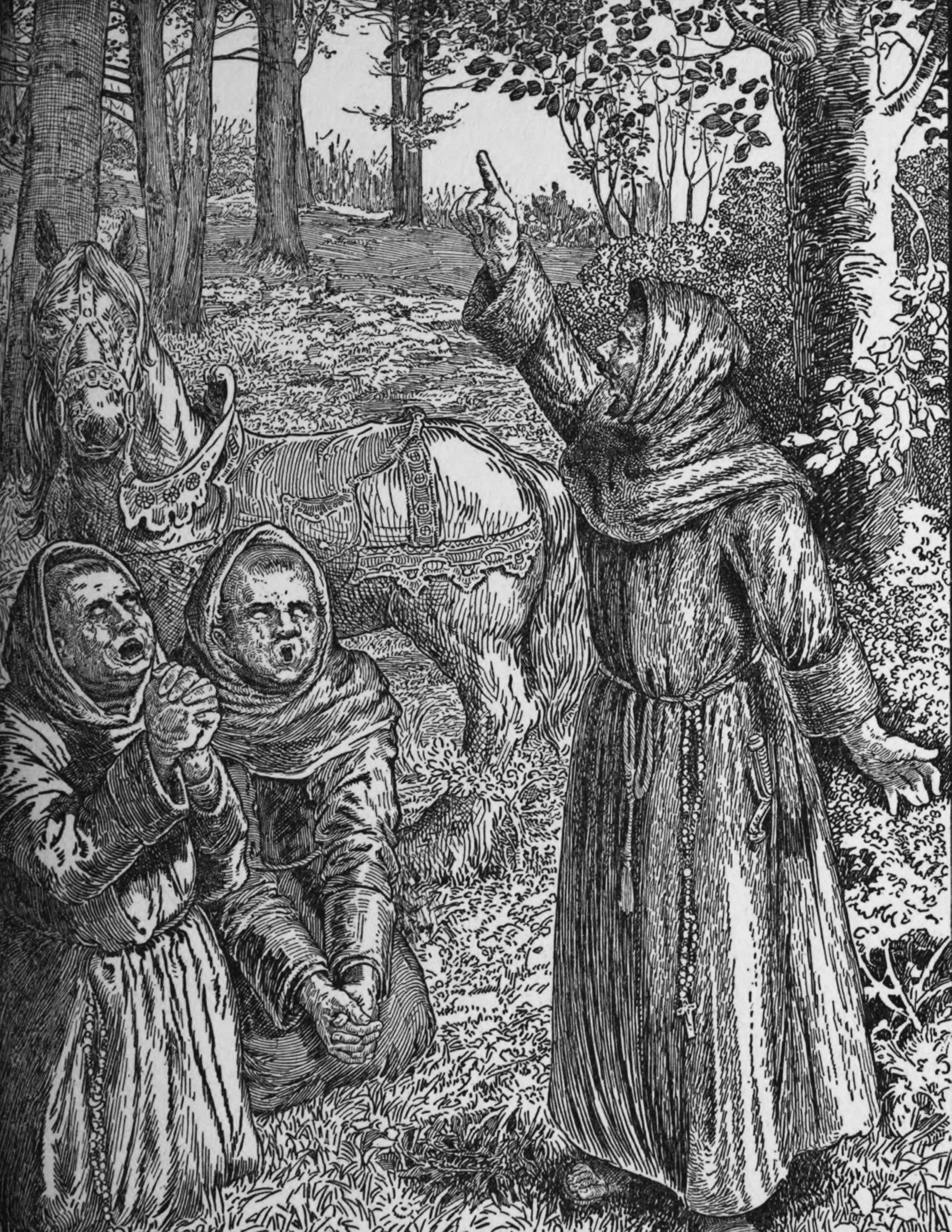
Ireland therefore becomes a place of great adventure in the 13th century, where failed nobles from the English island could come to stake a claim against the relatively easy pickings of the Irish tribes. Even the Church was involved, considering Ireland to be a place where Christianity was failing, and therefore due for a righteous whipping. It is a place where outlaws can retreat to when the law is hot on their heels, or where they can find allies for truly epic undertakings. Celtic outlaws are even an option for player characters, either in Ireland or as marauding rebels taking revenge for the parceling out of their beloved homeland.

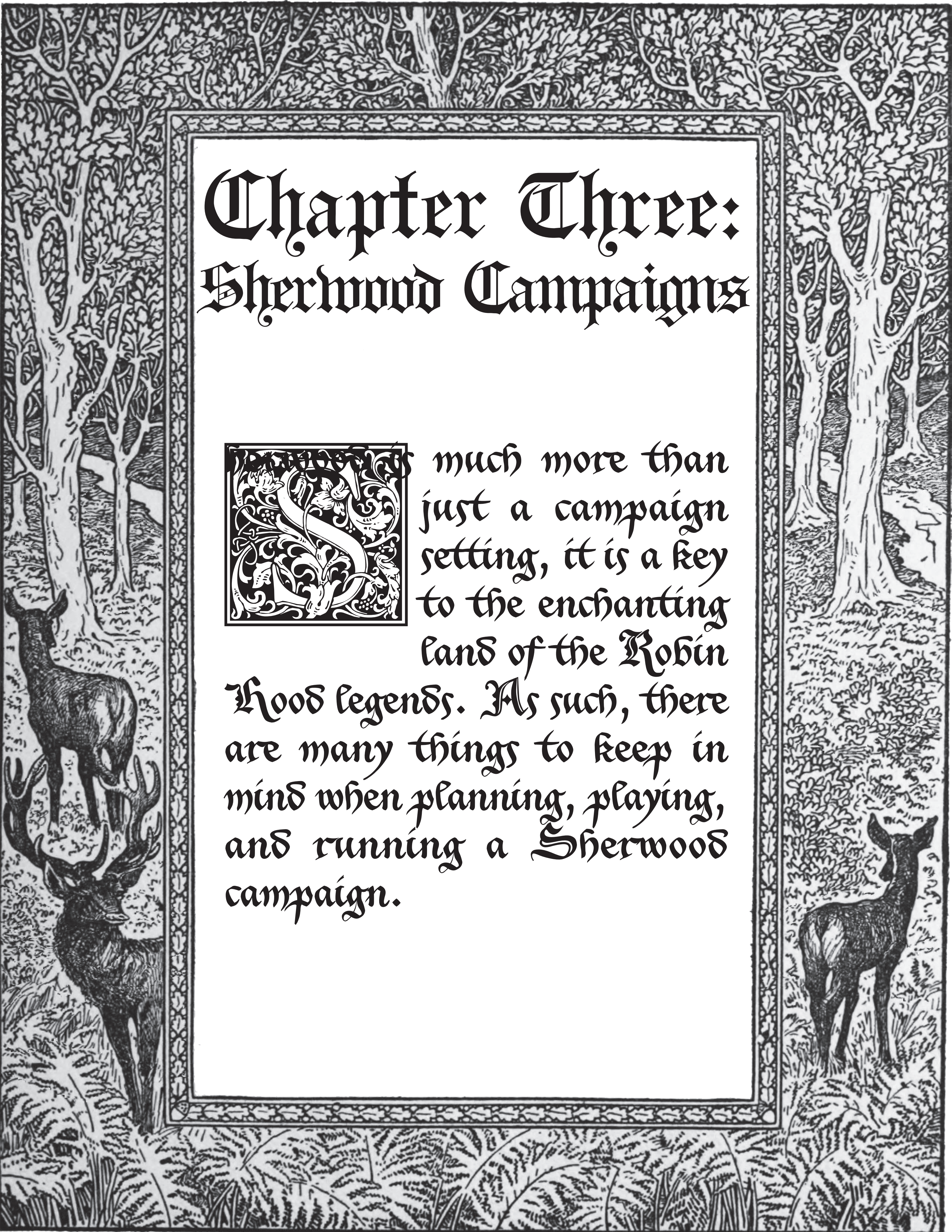
Scotland is also a region of tribal dominance, albeit with a system of centralized government that emulates, although falls well short of, that of their English neighbors. The Scottish were somewhat weakened by the ambiguity of their central power structures, and by the 13th century the central government has given up on the idea of a national army. This, along with growing English desires for dominion over Scotland, led to the country being administered by the English, even while much of the country tried to maintain its independence. It is during these tumultuous times that the failed rebellion of William Wallace, and later the successful one of Robert the Bruce, take place.

English outlaws might find a hard time in Scotland, as they would likely be at odds with both the local population and the English administrators. It is possible that such outlaws could find a common bond with those of Scottish descent, but with the swell of Scottish pride sweeping through the nation's underclass, most of the native outlaws will be allied with one or more of the rebel leaders.

Wales is the least developed of the three countries, but no less difficult to conquer. The Welsh are fractured into powerful dynasties of kings and tribute-takers, any of which could claim dominion over the entire nation at any time. This made it terribly difficult for the English to eradicate Welsh opposition, because as soon as one king is overthrown, another would rise to take his place. Another problem the English face is the mountainous terrain. By the late 12th century, all the Welsh lowlands had been conquered by the English, but the highlands and mountains were still firmly under control of the Welsh kings. For the most part, England was satisfied with this. There was little reason to bring Wales under English law and custom, since their economy was so underdeveloped that they did not even have coins! Therefore, it was not until Edward I decided "to put an end finally to the matter" in his campaigns of the 1270s and 1280s that Welsh authority finally disappeared.

Outlaws can find safety in the highlands of Wales, but they may encounter some of the same treatment as mentioned in Scotland above. The lowlands are probably an even better bet, as they are fairly lawless and chaotic, even though there is a healthy mix of Welsh natives and English settlers in the mix.





Chapter Three:

Sherwood Campaigns

Sherwood is much more than just a campaign setting, it is a key to the enchanting land of the Robin Hood legends. As such, there are many things to keep in mind when planning, playing, and running a Sherwood campaign.

Heroic Action

Sherwood uses Swashbuckling Points to help PCs recreate the high-flying action of a classic Robin Hood adventure. This mechanical solution is only one way in which the players and Referee can cooperate to provide an enjoyable, thrilling experience. A Sherwood battle should involve running up flights of stairs, swinging on tapestries, and cutting the pants off pursuing guards. The standard swing, hit, miss rhythm of a fantasy game just doesn't cut it in Nottingham.

Reduced Lethality

While a Sherwood campaign is certain to focus on rogues, mischief- makers, and ne'er-do-wells, it does not have to be a game of bloodshed and abject violence. The original Robin Hood tales were bloody, gruesome accounts, but later legends and recent portrayals have been more lighthearted. Should you choose to run a more historical game, then the level of violence present in most fantasy campaign settings can be maintained. Guards can be slaughtered, travelers beaten, and the King's men are fair game for whatever devious plans the players can devise. This level of violence is not acceptable in a more lighthearted, swashbuckling affair. There are a few adjustments you can make in order to model your game on more recent, romantic accounts.

First, you can emphasize the difference between outlawry and murder. Even today, most thieves and criminals are not murderers; they prefer to ply their trade without causing harm if at all possible. The same is true of the romantic outlaws of modern Robin Hood legend. They are more apt to knock a guard unconscious or sneak past him while he sleeps than to skewer him or douse him with flaming oil. Even though such outlaws often risk death should they be caught, their code does not involve killing the innocent. Of course, the Referee should also take this into account should the characters be caught. Death-defying escapes are as much of an adventure as the most daring heist! In this case, the Referee should remind the PCs about the power of subdual damage—a pommel to the head is just as effective as a blade through the heart in most cases!

The second option you may wish to institute is to make it so that all NPCs (any character without one of the six core classes found in this book) deal subdual damage with their blows. After all, a PC that gets knocked unconscious can be taken to prison, setting up an escape sequence that is sure to be fun for all involved. It also means that the character can live to fight another day.

Sherwood Campaign Archetypes

As has been mentioned, Sherwood campaigns take on a decidedly different tone than standard fantasy campaigns. First, they are more historical, even if you use some of the mythic Sherwood options presented in Chapter 5. Second, Sherwood campaigns rarely feature a cast of characters going out into the world to "kill things and take their stuff," as the archetypal fantasy campaign has been described. This game is more suited to historical roleplaying and episodic adventures than building character power and collecting artifacts.

Sherwood adventures work better as episodes rather than an overarching campaign. After all, what can a few outlaws in the greenwood hope to achieve in the long run? The poems and legends can be an excellent source of inspiration for Sherwood adventures, and each fits neatly within the episodic structure suggested here. Jailbreaks, archery contests, bounty hunters, and schemes relying on disguise and subterfuge can all be found in Robin Hood literature.

The overall feeling of a Sherwood adventure should be more akin to an espionage tale than high fantasy. The sneaking, infiltration, gadgets, romance, and skill found in a typical spy movie fits the feel of Sherwood. Simply replace the arch-villain with the Sheriff, the femme fatale with Maid Marian, and the gadget specialist with an engineer. Secrecy is better than open combat for an outlaw, but blood must sometimes be shed. The outlaws must be careful not to tread too openly, for if they garner too much attention then the King might take a personal interest in seeing them done in.

Setting up such adventures is simple; you must create a problem for the outlaws, and then slowly reveal the keys to solving it. It helps to establish an episodic feel if all such adventures begin in nearly the same way. Notice that many of the Robin Hood tales begin with the following setup: Robin "invites" a wayward guest to dinner, he then asks them what they are carrying, then he either lets them go unharmed or he robs them and sends them on their way. His adventures usually spring from this or from an unexpected encounter on the road (see the tales of *Will Scarlet* and *Guy of Gisborne*).

Depending on the tone of your campaign, there are several different ways to start each adventure as well as adventure hooks to start the ball rolling. Of course, lucky DMs will have ambitious players that set their own agenda, but for those who don't the following guidelines can help keep things interesting and exciting throughout the campaign. There are three different campaign archetypes discussed below, although others are certainly imaginable. The rules presented herein are focused toward one of these three styles of play—Gritty Outlaws, Political Rebels, and Romantic Banditry.

Gritty Outlaws

This style of play most closely resembles the original Robin Hood tales, where one finds no high-flying acrobatics or daring rescues of maidens in distress. Instead, Robin is a bloody outlaw whose men frequently and gruesomely murder those who get in their way. In *Guy of Gisborne*, Robin bests the antagonist in single combat, cuts off and mutilates his head, and then parades it through Nottingham as if it was his own. This type of campaign will probably be the most historically realistic, since it will focus more on the survival and enrichment of the outlaws rather than a noble purpose.

Starting the Adventure

Each of these can be used to start the various "episodes" of a gritty outlaw campaign.

- The characters waylay travelers and invite them to dinner. The PC leader asks the traveler what he is carrying. If he lies, they rob him. If he tells the truth, they let him go unharmed (although they might ask recompense for the meal). Sometimes the DM will introduce a plot hook through the traveler's tale.
- One of the characters is captured, and while in jail he finds out something from another prisoner that spurs he and his fellows to action.
- The outlaws kill someone, and either his belongings, his fellow travelers, or even his ghost suggest that there is a further adventure to be had.

Adventure Episodes

Gritty outlaw adventures should be about greed and territory foremost, with the PCs willing to do anything to accumulate more treasure and protect their territory from encroaching thieves and the King's men. Focus on heists and rumors of lost treasure. Even religious artifacts and the accumulated treasures of wealthy abbots are not off limits, which can lead to some interesting spiritual and supernatural encounters. The outlaws might set off to rob a wealthy noblewoman whose husband they have recently killed, only to find out that she is a more formidable opponent than they had imagined.

The key to running episodes in a gritty outlaw game is to motivate the PCs with gold and then to put a spin or twist on the adventure so that it doesn't turn out how they planned or expected. By the middle of the episode they should have an idea of what the real story is, and then by the end they will have either solved the mystery or been sent packing by whatever lurked around the corner. Using mythic elements is especially effective in a gritty outlaw game, where it might seem like ghosts and goblins are the only things that can turn the tables on the brutal outlaws.

Political Rebels

This spin on the Robin Hood legend was most recently portrayed in the film *Robin Hood: Prince of Thieves* (1991). The idea is that one or more of the outlaws are displaced nobles (most likely Saxon or Scot nobles displaced by Norman powers), and they have turned to banditry to gain revenge on those who destroyed their lives. The Sheriff of Nottingham becomes a tool of the Normans, or perhaps a minor Norman noble himself, making for a particularly nasty rivalry between him and the ex-noble character(s). The characters might also be Norman rabble-rousers paid to harass the English lords, as there was quite a bit of strife between the two noble lines during the 13th century.

Starting the Adventure

Each of these can be used to start the various “episodes” of a political rebel campaign.

- The characters make contact with another displaced noble who agrees to join their band if they can retrieve a family heirloom, assassinate a particularly hated rival, or some other such deed.
- One of the characters has an old friend, a butler, stableboy, or fellow noble, and he decides to break out of hiding to assist, with or without his fellow outlaws.
- The outlaw’s identity has been discovered, and he must intervene before the information can be leaked to the King’s court.

Adventure Episodes

Political rebel campaigns also have a historical feel, but it is a pseudo-historical reenactment of court intrigue, noble politics, and byzantine alliances. The outlaws will spend much of their time settling old scores, making contact with friendly nobles who are still in the King’s good graces, and attempting to pull the strings of anyone who can help them reclaim their lost title, and perhaps England as well! The film *Braveheart* might even represent an excellent campaign model for a political rebel campaign. While Wallace was not a displaced noble, he walked among them and played their game while also commanding a gang of rowdy commoners who were willing to follow him anywhere.

To take that example one step farther, let’s break down the parts in that movie that could be used for episodes. One episode could consist of assaulting a royal fort and taking revenge on the lord that put the PCs into their lowly state. Next the PCs might travel across Nottinghamshire looking for allies among the rogues and peasants of the area. Who knows, they might even run into a sympathetic friar along the way. Next the outlaw band might play tricks on the Sheriff or the King’s representatives in order to gain valuable treasure or information. They might then use their spoils to provoke an armed rebellion, or to infiltrate the homes of their enemies in search of a way to regain their lost title.

Romantic Banditry

This is the style of campaign that resembles Errol Flynn and other swashbuckling Robin Hoods. The outlawry seems more fun than dangerous, nobody ever gets hurt beyond a few bruises, and Maid Marian cannot wait to be saved by her dashing hero. If you are planning only to use Sherwood for a single session, or as a diversion from your regular game, then this is probably the style for you. It emphasizes player interaction with the story and creative stunts over deep historical exploration and political machinations.

Starting the Adventure

Each of these can be used to start the various “episodes” of a romantic banditry campaign.

- The characters hear of a widowed noblewoman being conned by the Sheriff and his cronies. They decide to come to her aid to save her home and family, with the expectation of making a friend in the community of course.
- The townsfolk are about to be hit hard by the Sheriff’s new tax collections, so the bandits devise a scheme to steal enough gold from the royal coffers to pay for the taxes, as well as a little off the top for their troubles.
- The Sheriff is using tax money to throw a lavish party at which he expects to impress the Prince, and gain status for himself in the eyes of the Crown. The outlaws decide to teach him the error of his ways by disguising themselves as servants and then embarrassing the Sheriff.

Adventure Episodes

Campaigns of romantic banditry really only have to pay lip service to historical accuracy in the everyday life of 13th century robbers and outlaws. You can even use this style to run a farcical campaign modeled after the Mel Brooks movie *Robin Hood: Men in Tights*. Episodes of romantic banditry should focus on poetic achievements such as rescuing a maiden in distress or showing up the local authorities in some way. Romantic episodes should begin with some problem that causes the outlaws' sympathies to rise. They should then plan their rescue/disguise/infiltration and then carry it out. The Reduced Lethality option presented above is strongly recommended for romantic banditry campaigns, as it allows a fair amount of combat and stunts without risking the lives of those who are, after all, only in it for love.

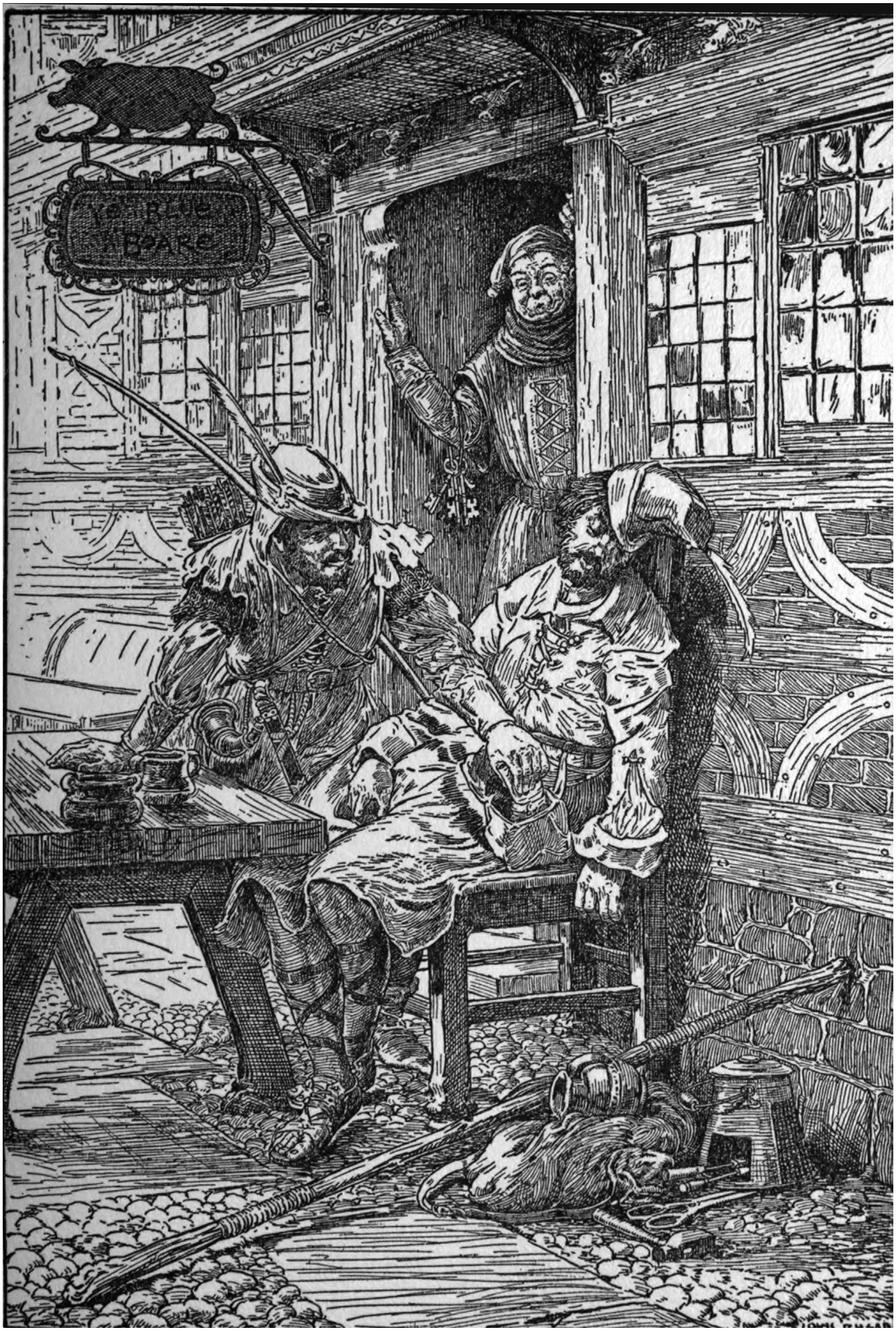
Experience

Sherwood characters should gain a level at the end of each episode, unless you have something special planned that will extend over more than 10 episodes, or if two or more linked episodes need to be completed before the characters can move on. Referees should select a base XP award that properly accomplishes this task, or simply grant individual XP awards that advance each character to their next level.

Treasure

Treasure is not as important to a Sherwood campaign as it is in a standard fantasy game. Sure, the characters are outlaws and probably expect their fair share of ill-gotten gain, but balancing that gain against their level and the power of their enemies isn't all that important. After all, their enemies aren't growing in power all that much either. Still, you don't want them to have too many things or make too many crazy inventions in between adventures. Generally, a good estimate is to allow them loot equal to 10 times their character level in Pounds each level. This should be enough to buy disguises, create inventions, and spend some extra cash while out on the town. If you find it's not enough, or if the players get ambitious and decide to do some extra robbing to pay for a big investment, feel free. It's everybody's game, make sure they enjoy it.

LOUIS RHEAD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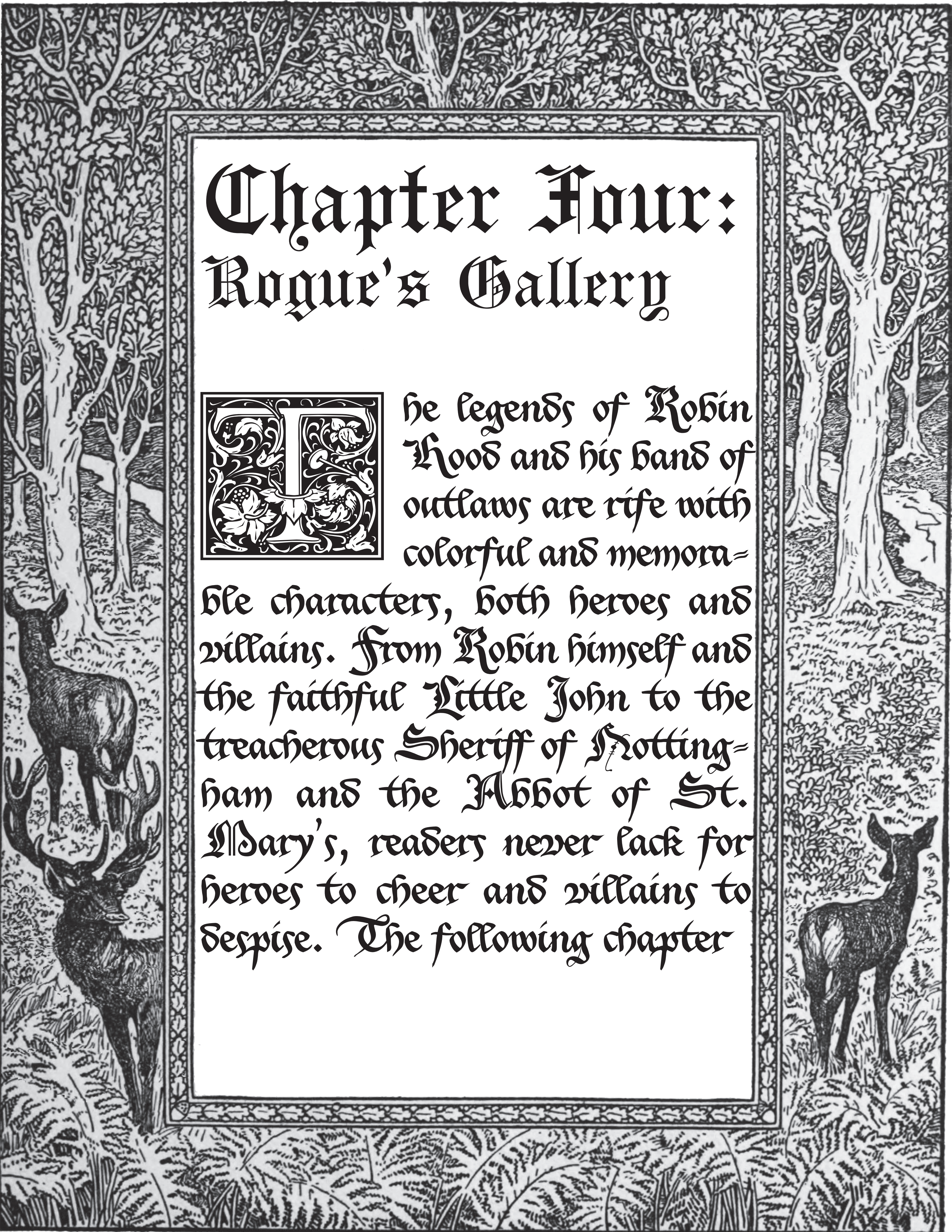


Chapter Four: Rogue's Gallery

The legends of Robin Hood and his band of outlaws are rife with colorful and memorable characters, both heroes and villains. From Robin himself and the faithful Little John to the treacherous Sheriff of Nottingham and the Abbot of St. Mary's, readers never lack for heroes to cheer and villains to despise. The following chapter gives statistics for some of the most recognizable names from the Sherwood legends, as well as a sampling of everyday folk that will be a staple in your Sherwood campaigns.

Legends of Sherwood

Some of the most beloved and recognized characters from the catalogue of Robin Hood ballads, stories, and films.

Robin Hood

At times a consummate rogue, a bloodthirsty bandit, and a dispossessed noble fighting against the Norman rulers of England, Robin Hood the character is difficult to pin down. It is possible to use any of these as a model for playing a Sherwood campaign. This campaign prefers the first option to the others, but feel free to use any of the legends that you think best represents the tone of your game.

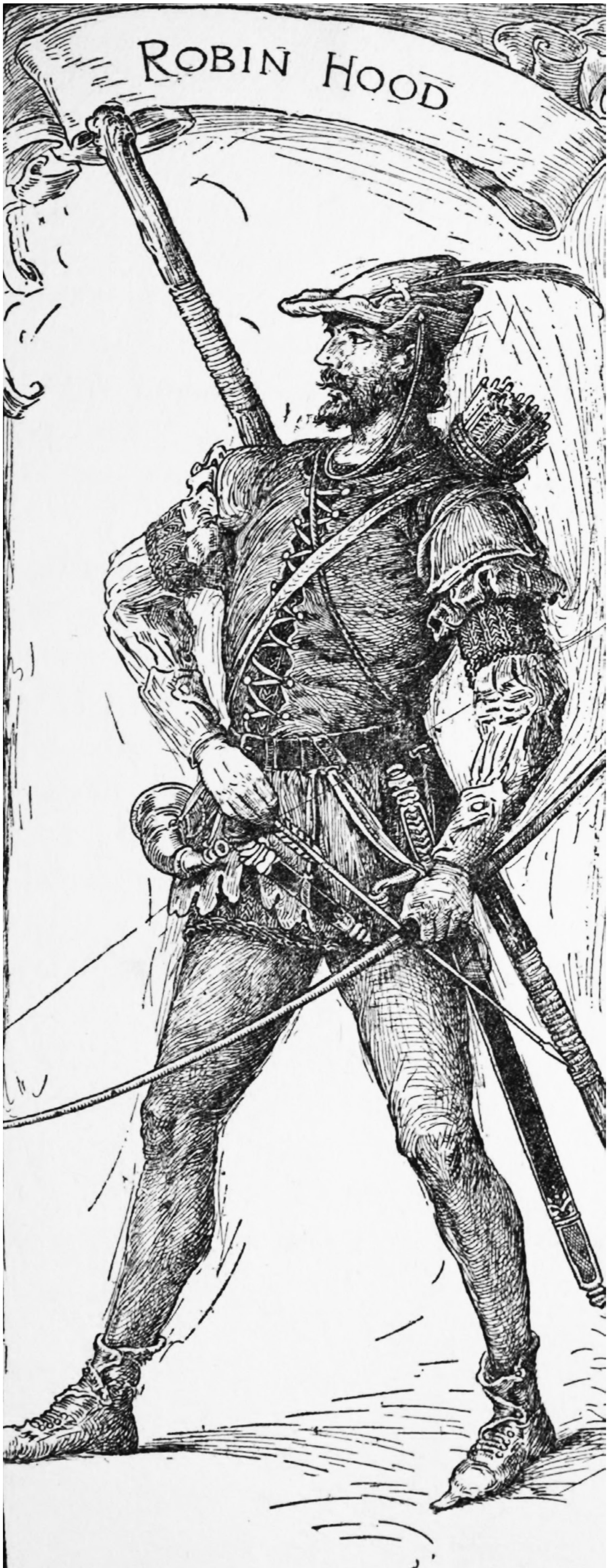
First and foremost, Robin is a trickster. He is fond of using disguises and trickery to achieve his goals, which include robbery of those nobles that lack character, revenge for wrongs done to his outlaw band, and taunting the Sheriff of Nottingham. One of his favorite escapades is to "invite" a wandering noble to dinner in the outlaws' camp. He blindfolds them and brings them to his treetop cabin, where he joins them in a sumptuous meal. After dinner, Robin asks his guest how much money he is carrying. Upon answering, the noble's things are rifled through by Little John, who either confirms the account or tells Robin that the noble is lying. Untruthful nobles are chastised and robbed, while those who tell the truth are given their leave.

He is both brave and loyal to his men, often going on missions alone or with a single companion so as to protect the band. When the bounty hunter Guy of Gisborne happens upon Robin without realizing who he is, Robin engages him in an archery contest and then reveals his true identity. After slaying Gisborne, Robin changes clothes with him and takes the slain man's head on a sword straight to Nottingham, where he presents it to the Sheriff!

In the game, Robin can be used as a legendary outlaw whose prowess the PCs aspire to match. He could also be presented as a mentor to the characters. There are two good ways to present him in this light—either Robin and the PCs share a dislike of the Norman rulers and act as guerrilla rebels, or the PCs are a part of Robin's band during his final days and take over where he left off when he died. The PCs could even be a part of Robin's outlaw band during its heyday, where they follow his orders and take on missions at his behest!

Robin Hood: HD 9; AC 1[18]; Atk 1 (longsword 1d8 or composite longbow 1d8); Move 12; Save 6; CL/XP 10/1,400; Special: As 10th-level Knave.

Possessions: Leather armor, longsword, composite longbow, 20 arrows, £1,600.



Little John

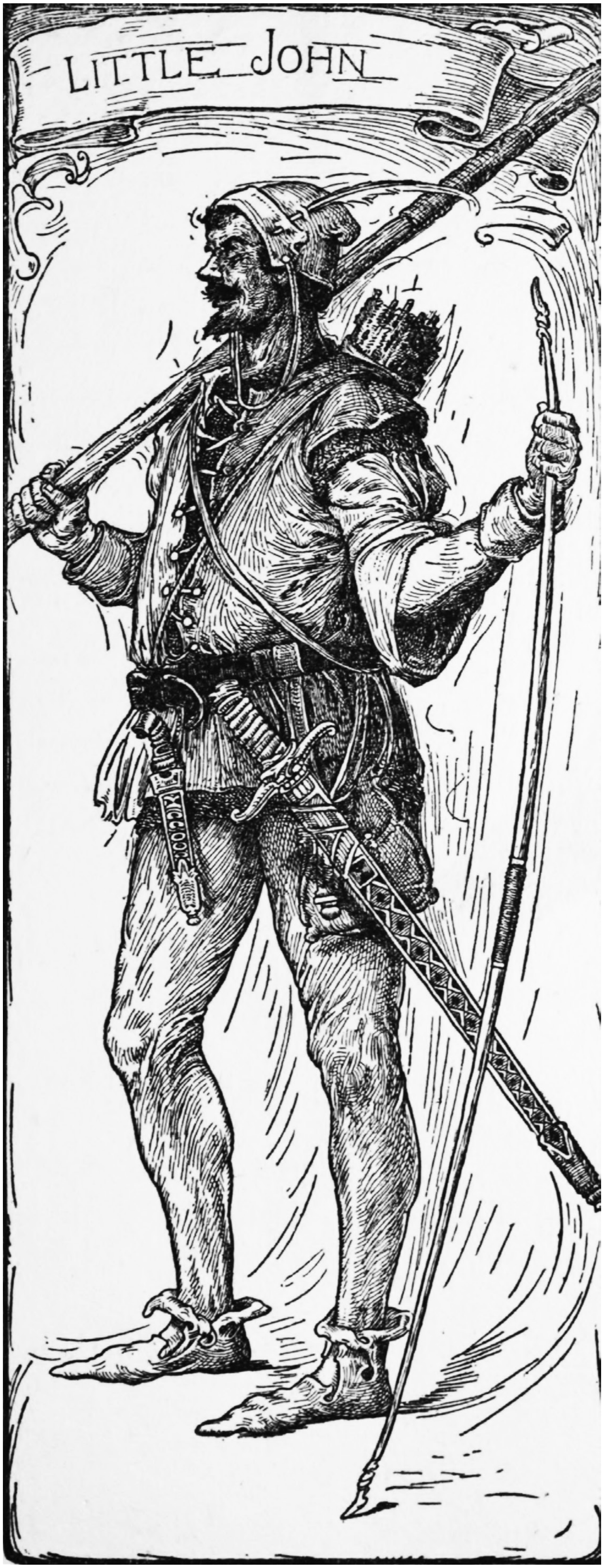
Little John is Robin Hood's stalwart companion and most trusted ally. He is from a common background and relates to the men in Robin's band with more empathy than the outlaw leader himself. He often leads expeditions on his own, and is the only member of the band that can get away with harsh disagreements with its leader. Even though they sometimes argue, Robin trusts Little John's loyalty more than any other. When Robin insists on going into danger with only a single man, Little John is his choice more often than not.

This does not mean that Little John is not clever in his own right, however. In one classic story, Little John dupes the Sheriff into supporting him as a knight for a year. One day while lounging around in the Sheriff's castle, Little John decides that he is hungry and asks for food. The servant refuses him, which causes him to fly into a rage and march down to the kitchen to get the food himself. After crossing swords with the Sheriff's cook, he hatches another plan. He asks the cook to join him in the Greenwood, and together they rob the Sheriff of three hundred pounds and all his silver while he is out hunting. He then lures the Sheriff into a trap, which nets Robin Hood the Sheriff's pledge to never hunt or harm his outlaw band again.

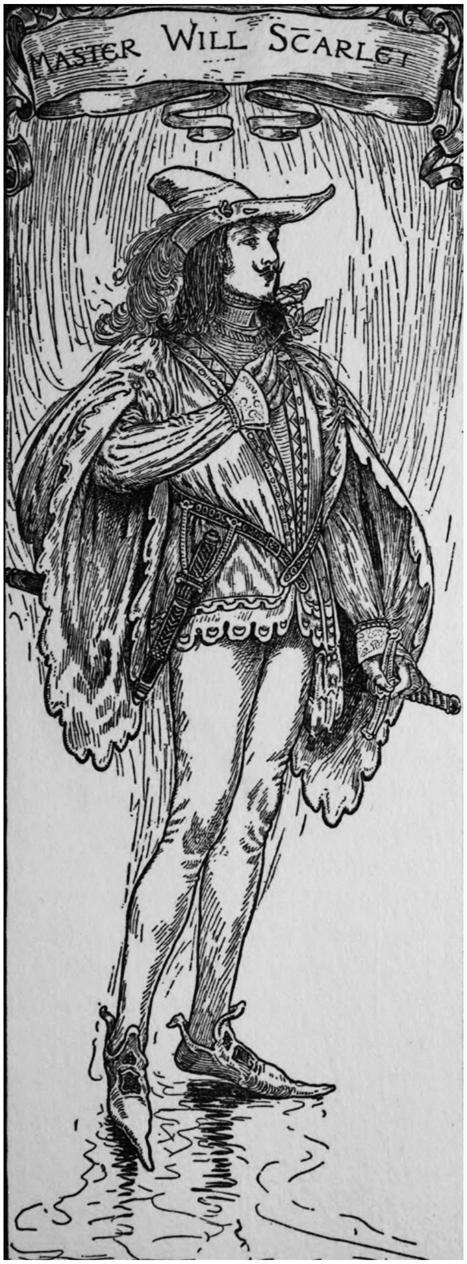
Little John makes for an excellent mentor for starting outlaw characters, and his ability to act independently of Robin allows them to interact with the legends without having a reason to come under Robin's sway. If the characters are taking part in a campaign after Robin Hood's death, then Little John may very well be their leader.

Little John: HD 8; AC 0[19]; Atk 1 (heavy mace 1d8 or composite longbow 1d8); Move 9; Save 8; CL/XP 9/1,100; Special: As 8th-level Yeoman.

Possessions: Chainmail, heavy mace, composite longbow, 20 arrows, £600.



Will Scarlet



Will Scarlet (Scarloke in the *Gest*) is an integral part of the Robin Hood tales from the earliest known ballads, but his origin isn't made clear until a series of 17th century broadsides (long sheets of paper that often held ballads). He is introduced as Robin Hood's cousin, the son of his sister who was forced to flee to the Greenwood after killing his father's steward. As usual, Robin's first encounter with this stranger turns to violence, and Robin takes a good blow to the head that causes him to bleed. Will's skill with the bow had been revealed before the two met, and as a result Robin invites him to join his outlaw band. Only then is his identity revealed, and Robin brings him back to the outlaw camp with much fanfare, declaring that he is to be known as Scarlet and that he is now third in command, behind only he and Little John.

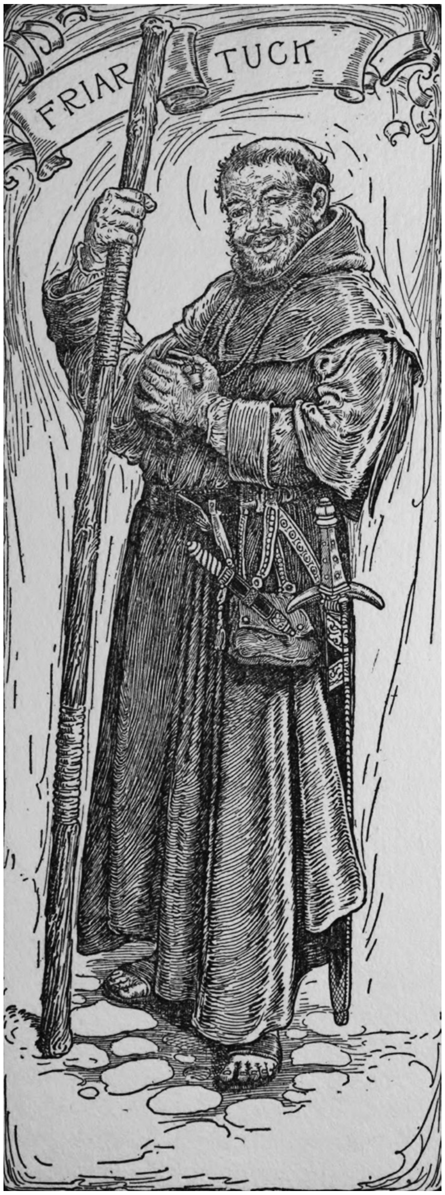
Will Scarlet is younger than the other major characters in Robin's outlaw band, and for that reason he may be able to relate better to characters who are just starting out in the outlaw trade. He would make a good friend or even a romantic interest for younger PCs, and his brashness and youthful impetuousness might serve to introduce characters to the more reckless side of life in the Greenwood.

Will Scarlet: HD 6; AC 3[16]; Atk 1 (dagger 1d4); Move 12; Save 11; CL/XP 7/600; Special: As 6th-level Knave.

Possessions: Leather armor, two daggers, 4 throwing knives, noble's outfit, £220.

Friar Tuck

There is some debate as to the origin of Friar Tuck in the literature of Robin Hood. Whether or not the character we know today was meant to have joined Robin's band in the early writings, no doubt his rotundity and jolly personality was derived from a character in village festival plays during the 15th–17th centuries. Friar Tuck wears the vestments of his faith, but he is as skilled with bow and blade as any man in Robin's band. His religious authority, or the appearance thereof, has gotten Robin and his outlaws out of many a touchy situation. He is able to penetrate the realm of law-abiding citizens without resorting to disguises, and he uses his legal authority to intimidate all but the most stalwart English citizens. Like many of Robin's band, Friar Tuck gains admittance into the troupe by besting Robin in single combat.



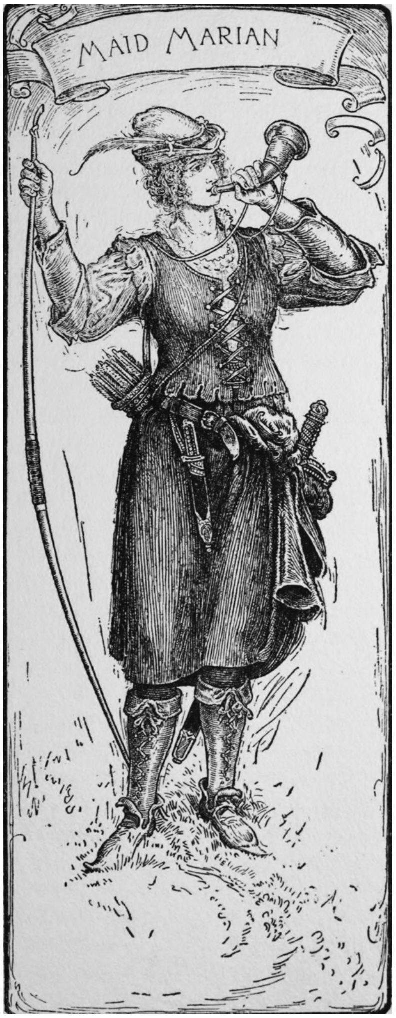
The PCs might come to their outlaw ways through contact with Friar Tuck, perhaps approaching him, as a legitimate religious authority, to ask for guidance. He can also be used as a subduing force in the characters' lives if they become too violent or reckless, reminding them that it is not only the King's authority that they are snubbing with their actions.

Friar Tuck: HD 7; AC 5[14]; Atk 1 (quarterstaff 1d6 or tankard 1d4); Move 12; Save 9; CL/XP 8/800; Special: As 7th-level Priest.

Possessions: Heavy monk's robes, quarterstaff, aleskin and tankard, £19.

Maid Marian

Like Friar Tuck, Maid Marian came late to the Robin Hood tales. Her likely origin can be found in the same "May Games" plays and celebrations, where her character pranced around with the jolly Friar. She appears in only one of the ballads—one that has been routinely panned by literary critics and historians of poetry. Her inclusion has proven useful to modern storytellers, however, in that she provides a convenient romantic interest for Robin Hood as well as a strong female character. Stories about her place in the Robin Hood tales vary—some place her as a dispossessed noblewoman (the female counterpart of Robin himself) while others give her a more mundane origin. It is interesting to note that she joins the band in much the same way as every other member—by battling Robin to a standstill in martial combat.



Maid Marian presents a convenient hook into the outlaw life for female characters, who may be leaving a life of servitude before they decide to wear an outlaw's clothing. She can either lead them to Robin's band, or advise them and act as an inside informant if they decide to go rogue on their own.

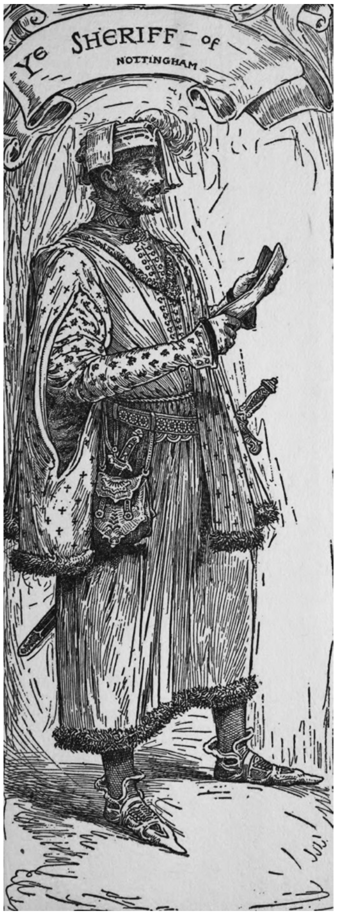
Maid Marian: HD 5; AC 3[16]; Atk 1 (longsword 1d8 or composite longbow 1d8); Move 12; Save 12; CL/XP 6/400; Special: As 5th-level Noble.

Possessions: Chain shirt, longsword, composite longbow, 20 arrows, small manorhouse with servants and animals, £300.

Sheriff of Nottingham

The Sheriff of Nottingham is by no means Robin Hood's main nemesis, although he stands out as the archetypal enemy that has caught the imagination of writers, readers, and storytellers for more than six centuries. He is bested by Robin Hood in every story in which he appears, but one way or another always eludes the bloody fate met by Robin's other adversaries. In one instance he is forced to swear loyalty to Robin and to aid the outlaw band in their endeavors within his territory, while in another it is only the good manners of his wife that lets him escape with his head.

The Sheriff is a crafty man himself, who tries to lure Robin and his outlaws into traps time and again, only to be foiled at the last moment. He seems to have a cadre of loyal followers, but is not particularly well respected by the King or his other peers. It is easy to see how the Sheriff could find himself embroiled in a personal vendetta with his elusive prey, even to the exclusion of his other duties.



The Sheriff is not always at odds with Robin Hood, however. Plenty of time passes between Robin's escapades, and the Sheriff must still maintain his duties as Sheriff—of which catching outlaws in the Greenwood is only a secondary goal. Outlaw bands other than the Greenwood band will find plenty of opposition from the Sheriff and his cronies, especially those that interfere with his regular round of bribes, taxation, and corruption. The Sheriff lives in a castle near the town of Nottingham, where he oversees taxation and justice in the region.

Sheriff of Nottingham: HD 9; AC 3[22]; Atk 1 (longsword 1d8 or composite longbow 1d8); Move 9; Save 6; CL/XP 11/1,700; Special: As 9th-level Noble.

Possessions: Breastplate, large wooden shield, longsword, composite longbow, 20 arrows, light warhorse, use of a royal castle with servants and animals, £1,200.

Abbot of St. Mary's

St. Mary's Abbey is perhaps one of the most important and influential in the history of England, and its status at the time of Robin Hood probably played a role in its selection as the site of one of Robin's most loathsome villains. The Abbot of St. Mary's is introduced in the *Gest* during the tale of the indigent knight, Sir Richard of the Lee. The Abbot has loaned Sir Richard the sum of £400, with his estate, title, and possessions as collateral. After taking the loan, Sir Richard is forced to wander foreign countries as a sellsword to earn back the money and reclaim his lands and privileges. Dejected and heading home to give his wife the bad news, the poor knight runs afoul of Robin and his outlaw band. After hearing his story, Robin decides to loan the knight enough money to pay his debts, on the honor of St. Mary, Robin's patron. Robin sends Little John, Much the Miller's Son, and Will Scarlet with the knight to act as his squires.

Upon coming to the Abbey, the knight finds that the Abbot has already assembled the county's chief justice in order to declare the knight's lands forfeit to the Abbey. The knight interrupts their feast and, on his knees, asks for the Abbot's patience while he collects the needed gold. The Abbot rudely refuses him, ordering the justice to mark the black deal done. Just then the knight produces a sack and pours the £400 on the table, leaving the Abbot and his chief cellarer mouths agape. The knight chastises the Abbot, who curses him, and then rides off to give his wife the good news.

The Abbot of St. Mary's is more interested in gaining land and prestige than in administering God's will and justice to the people of Nottinghamshire. He is the ecclesiastical counterpart to the Sheriff—both men use the vestments and respect of their positions to cheat common men and increase their standing and riches. The Abbot and the Sheriff often join forces to bring off large scale swindles, perhaps depriving a knight away in service to the King of his lands and taxes or conspiring to refuse the justice of the Courts to those who do not pay them tribute.

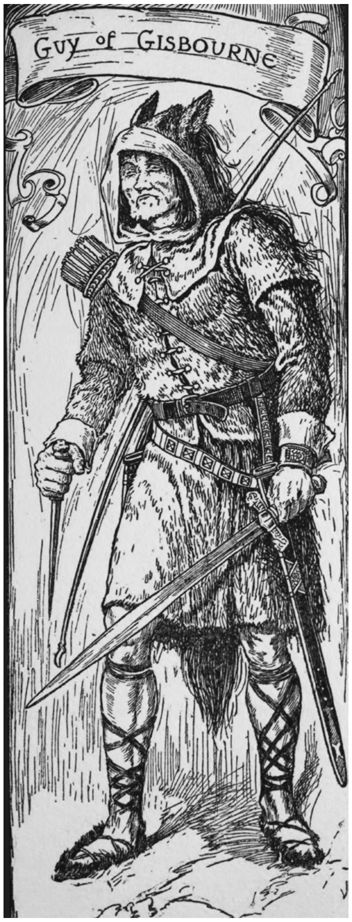
Abbot of St. Mary's: HD 9; AC 5[14]; Atk 1 (quarterstaff 1d6); Move 12; Save 6; CL/XP 10/1,400; Special: As 10th-level Priest.

Possessions: Priest's vestments, gilded staff, £3,200.

Guy of Gisborne

One of the Sheriff's tactics for bringing in Robin Hood and his outlaws without putting himself at risk was to hire mercenaries and bounty hunters to bring back the bandit's head. Guy of Gisborne was just such a man, and he traveled the area around Nottingham for some time before happening upon Robin in the nearby town of Barnsdale. At first the bounty hunter did not recognize his quarry, and the two strangers talked for some time. After it came out that the hunter was after Robin himself, the rogue challenged the man to an archery contest. After besting Gisborne with the bow, Robin revealed his secret and drew his sword. After clashing swords for nearly two hours, Robin beheaded the bounty hunter. He then decided it was time to teach the Sheriff a thing or two about such tactics, so he scarred the face of Gisborne to the point of unrecognizability and donned the dead bounty hunter's gear. Marching back to Nottingham with the head of Gisborne on his sword, Robin humiliates the Sheriff and rescues some of his men, who have been captured in the meantime.

Despite his ignominious ending, Guy of Gisborne is a formidable opponent for any outlaw band. His combat prowess is nearly unmatched in the whole of England, and he is a crafty tracker with the ability to gather information from both noble and commoner alike. Guy is bold and does not hide his intentions or mission, relying on intimidation and reputation to hold the tongues of those who would give him away to his quarry. What he lacks in cunning he makes up for in skill and determination. The mere rumor that Guy of Gisborne has been spotted in the area should send shivers down the spine of any outlaw.



It would be possible to run an entire campaign based around Guy of Gisborne's adventures and his quest to slay Robin Hood. A slight change in timeline could place Guy's hunt just after Robin's death, in which case it might be up to the PCs to convince Guy that Robin still lives in order to keep the man off their own trail. After all, as long as the Sheriff is convinced that Robin Hood lives, he is less likely to devote resources and attention to capture a lesser outlaw band.

Guy of Gisborne: HD 7; AC -1[20]; Atk 1 (longsword 1d8 or composite longbow 1d8); Move 9; Save 10; CL/XP 9/1,100; Special: As 7th-level Man-At-Arms.

Possessions: Breastplate, large steel shield, longsword, composite longbow, 40 arrows, light warhorse, £150.

Denizens of Nottingham

These folks are representative of the everyday people that Sherwood characters will be dealing with on a regular basis.

Stephen Dacre

Stephen Dacre has lived his entire life in the small village of Ashby, some 20 miles southwest of Sherwood Forest. He has never been to the forest, or much outside the village at all in his 19 years. His father recently died, and Stephen has taken on the family's responsibilities to their lord, Henry Smethe. He hopes to one day purchase a plot of land of his own, but he knows that he will likely end his days as a servant to Lord Smethe. Stephen knows little of the outside world that he has not learned in church or heard in passing from the freemen who occasionally travel to Nottingham to trade.

Serf: HD 2; AC 9[10]; Atk 1 (club 1d6 or scythe 2d4); Move 12; Save 16; CL/XP 2/30; Special: None.

Possessions: 6 s.

John Blundeville

Although not a freeman, John has accumulated enough wealth to buy several plots of land and to pay his lord a ransom so as to avoid most of the duties a serf owes to his lord. He pays a cash sum three times per year on Easter, Michaelmas, and Christmas, and gives his lord gifts of pepper and eggs at Christmas. He is a devout man that nevertheless bristles at the harsh sermons that the parish priest directs at the village's children every Sunday.

Farmer: HD 5; AC 9[10]; Atk 1 (club 1d6 or dagger 1d4); Move 12; Save 12; CL/XP 5/240; Special: None.

Possessions: Sickle, £2.

Eric Gregory

Eric lives in a larger house than most of the other villagers, although it is still a two-room, thatch-roofed building that doubles as a storeroom and stable. Like John Blundeville, he pays Lord Smethe rent three times per year and gives him gifts to avoid all but the most compulsory services (he still resents having to work Lord Smethe's fields on the best days of each season). Eric owns a sword given to him by Lord Smethe on the day he was declared a freeman, and he even knows some small amount of Latin in addition to reading and writing English. Lord Smethe often recruits Eric to drive goods to Nottingham for sale, as well as to purchase goods for the lord's manor and to gather news from other areas.

Freeman: HD 9; AC 7[12]; Atk 1 (shortsword 1d6); Move 12; Save 6; CL/XP 9/1,100; Special: None.

Possessions: Leather armor, short sword, 2 light horses, wagon, £12.

William Baignard

The son of a Norman craftsman from France, young William has come to Nottingham to apprentice under his uncle. His duties as a thatcher's apprentice limit his free time. He gets up before sunrise to cut and bind reeds from a nearby river so that they can dry for as long as possible under the sun. Even when his gathering duties are over, he must attend to the other needs of his uncle's household. After harvest time each year, William and his uncle travel around to nearby villages where roofs may need repairing and new homes are being built.

Apprentice: HD 1; AC 8[11]; Atk 1 (dagger 1d4); Move 12; Save 17; CL/XP 1/15; Special: None.

Possessions: 13 s.

Nathan Cynwrig

After his Welsh hometown was sacked by Celtic raiders from Ireland, Nathan left Wales and ended up settling in the small town of Grimston on the northern edge of the Sherwood Forest. The local children laugh at his strange language and thick accent, but his smithing skills are solid and his business and reputation are growing. He has not found life under the Normans unpleasant, and he enjoys spreading tales of the legendary hero Arthur to the children of the town.

Craftsman: HD 5; AC 7[12]; Atk 1 (dagger 1d4); Move 12; Save 12; CL/XP 5/240; Special: None.

Possessions: Heavy smock, blacksmith's hammer, £16.

Owen Middleton

Descended from the chief architect who oversaw the building of Newark Castle on the Trent River, Owen Middleton was chosen to restore the castle after it was partially destroyed during a siege. He continues to live in Nottingham while the restoration goes on, and he is often annoyed by the Sheriff of Nottingham, who uses the intact portions of Newark Castle to entertain important guests and impress visiting dignitaries.

Master Craftsman: HD 8; AC 7[12]; Atk 1 (longsword 1d8 or longbow 1d8); Move 12; Save 8; CL/XP 8/800; Special: None.

Possessions: Leather armor, longsword, longbow, 20 arrows, 2 light horses, wagon, £90.

Roger Giscard

Roger's family was granted land and title less than a century ago, and he now struggles to maintain it despite his average skills as an administrator. He is a great hunter and hawker who spent most of his childhood in leisure rather than studying or watching his father govern. He hires a clerk during tax season and relies on the village priest to help him ensure the honesty of the villagers. Unfortunately for Roger, the priest is only truly concerned with maintaining a full tithe barn. Roger is worried that he may not be able to pay his "knight's fee" this year, meaning that he will have to ride off in service to the king.

Village Lord: HD 2; AC 4[15]; Atk 1 (longsword 1d8 or longbow 1d8); Move 12; Save 16; CL/XP 2/30; Special: None.

Possessions: Breastplate, longsword, light warhorse, longbow, 20 arrows, manor house, £80.

Father Geoffrey Petherton

The Abbot of Newstead Abbey, a large monastery and nunnery northwest of Nottingham and Sherwood Forest, Geoffrey Petherton enjoys great favor with the Sheriff of Nottingham and several of the nobles that live in the city. He owns quite a bit of land in the county, and collects taxes from at least six lords. Parish priests, lords, and peasants alike dread the visit of Father Petherton almost as much as the royal auditor.

Abbot: HD 5; AC 9[10]; Atk 1 (quarterstaff 1d6); Move 12; Save 12; CL/XP 5/240; Special: None.

Possessions: Quarterstaff, light horse, church, £190.

Lord Mayor Hugh le Fleming

The Lord Mayor of Nottingham is a weak-willed man who has almost granted complete rule to the Sheriff, whom he fears. He spends much of his time hunting and hawking in his private forest and little time making laws and judgments. He often takes journeys to London, "to pursue the favor of the King," but these are mostly trips to keep him away from the city he nominally rules. Although he does not condone outlawry within the confines of his city, he is secretly amused by the antics of outlaws who embarrass the Sheriff.

Mayor: HD 9; AC 0[19]; Atk 1 (longsword 1d8 or longbow 1d8); Move 9; Save 6; CL/XP 9/1,100; Special: None.

Possessions: Longsword, field plate, large steel shield, composite longbow, 20 arrows, light warhorse, chain barding, mayor's residence, £3,000.

Adam Pinel

Like many typical caravan guards, Adam was hired by the merchant's guild of London to ride with its shipments of gold and goods. He is not well paid or treated, but he never wonders where his next meal will come from.

Caravan Guard: HD 2; AC 5[14]; Atk 1 (longsword 1d8 or light crossbow 1d8); Move 12; Save 16; CL/XP 2/30; Special: None.

Possessions: Chain shirt, longsword, light crossbow, 20 bolts, 28 s.

Albrict Campion

Albrict, like many typical castle guardsmen, has some experience in war, either riding with the English army in one of its numerous wars, or having defended his castle against invaders, both foreign and native. They are loyal to the castle and its lord and paid fairly, unless their salaries happen to be waylaid by outlaws.

Castle Guard: HD 3; AC 5[14]; Atk 1 (guisarme 2d4 or longsword 1d8 or shortbow 1d6); Move 12; Save 14; CL/XP 3/60; Special: None.

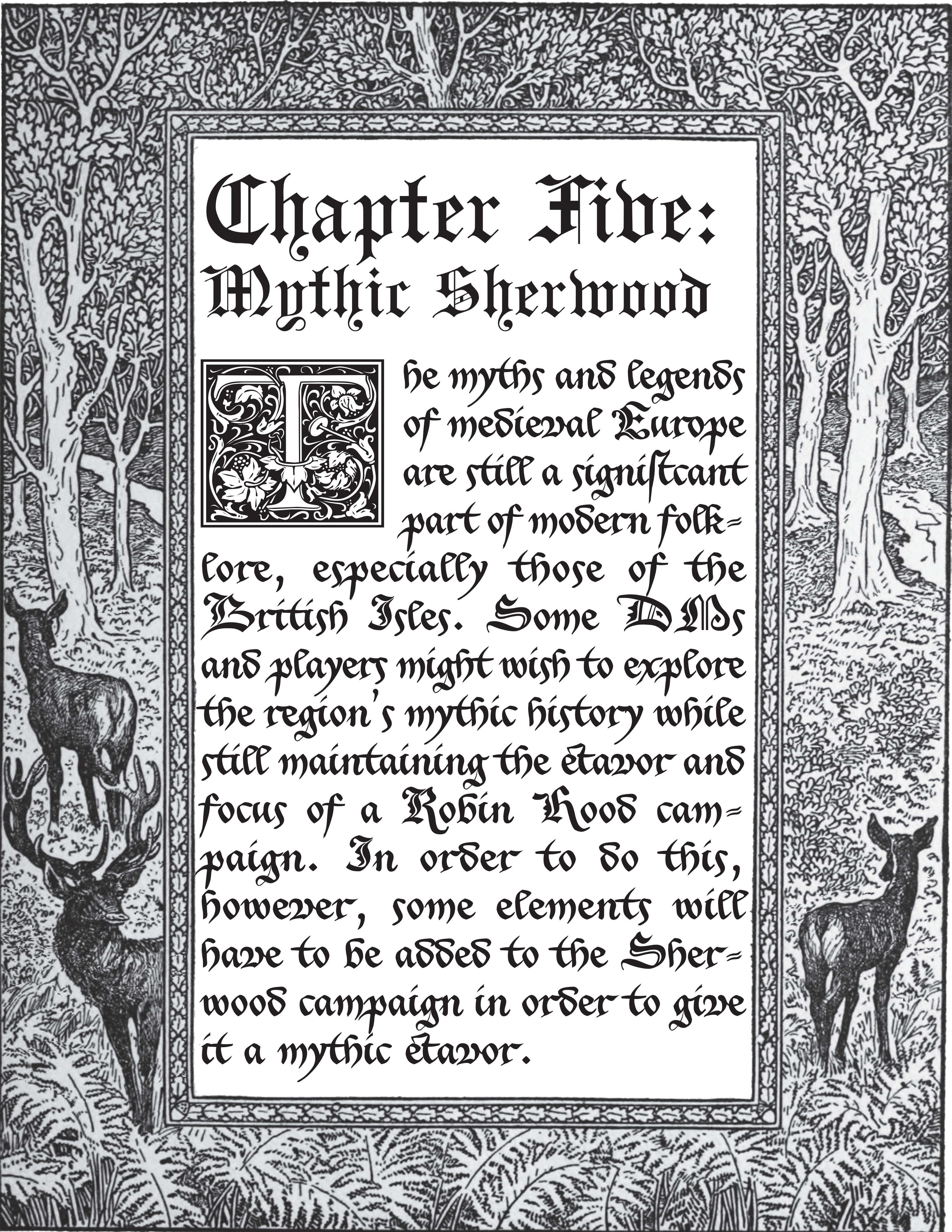
Possessions: Chain shirt, longsword, light crossbow, 20 bolts, £3.

Richard de Villy

The Sheriff regularly travels with a coterie of guard captains and experienced warriors. Occasionally he sends one of his guard in disguise to infiltrate or interfere with the outlaws of Sherwood, but such attempts usually beget only ridicule and failure.

Sheriff's Personal Guard: HD 6; AC 4[15]; Atk 1 (heavy flail 1d10 or halberd 1d10 or longspear 1d8 or shortspear 1d6); Move 9; Save 11; CL/XP 6/400; Special: None.

Possessions: Chain shirt, longsword, composite longbow (+2), 20 arrows, £48.



Chapter Five: Mythic Sherwood

The myths and legends of medieval Europe are still a significant part of modern folklore, especially those of the British Isles. Some DMs and players might wish to explore the region's mythic history while still maintaining the flavor and focus of a Robin Hood campaign. In order to do this, however, some elements will have to be added to the Sherwood campaign in order to give it a mythic flavor.

Mythical Elements into a Sherwood Campaign

First a note about integrating mythic elements into your Sherwood campaign. Presented below is a comprehensive guide to adding a mythic feel to your game without stepping outside the boundaries of actual legend and folk tales. Not everything presented needs to be added, however. You could run a straight campaign that simply featured a single mythic element, perhaps a werewolf that stalks Nottinghamshire on the full moon, or an invasion of mischievous fairies that threatens to destabilize the town, forcing the Sheriff to call for the help of his worst enemy. These elements need not even be real—simply the threat of the supernatural is enough to provoke fear in most folks. This premise was used to great effect in the film *Brotherhood of the Wolf* (*Le Pacte des Loups*).

On a more cautionary note, adding too many of the mythic elements without thought given to how they fit in with the setting can make a Sherwood campaign too close to generic fantasy to capture its particular flavor. Be careful when adding elements to choose those that enhance the campaign and setting, rather than making it just another dungeon crawl or medieval Europe-inspired romp.

Magic items are another element that must be delicately balanced in order to avoid losing the ambiance and appeal of mythic England. Such items should be extremely special, and often named, with a history and perhaps even a personality of their own. The conjurer can gain the ability to enchant his own magical items, and the player of such a character should work with the DM to make sure each item is unique and awe inspiring.

One tip for utilizing magic items without destroying the flavor of mythic England is to use more passive effects in each item rather than overtly destructive or active ones. So an item that

Historical Note: Races in Mythic Sherwood

The core race for a Sherwood campaign is Human, and everything is designed around that selling point. However, those of the period believed without a doubt in non-human races residing in the woods. This means that in a Mythic Sherwood campaign the GM could allow two other options, Sidhe and the Half-Sidhe. For these races, use the Elf and Half-Elf (respectively) racial traits and bonuses. Also, as the GM you should feel free to use any race you feel is appropriate to your campaign.

Historical Note: Classes in Mythic Sherwood

Beyond those classes presented earlier in the book, we have revised a few classes to be used in a Mythic Sherwood campaign. In this section you will see the Conjurer class, along with spells associated with the priest, along with a version of the Druid that we deem to be usable for this kind of campaign. As before, however, it is up to your individual GM to determine what is appropriate for their campaign.

helps a character hide better or jump farther is preferable to one that lets him fly or cast fireballs from his hands. These items can help define a character as he makes his way toward legend, but they don't take players out of the medieval English milieu.

Conjurer

The British Isles are home to many strange creatures and legends, as well as a magic that courses through the earth and stone. Some of the isle's denizens can have learned to tap into this magic by forcing it into material form, either through an item or a place of power. The druids use ancient stone edifices to harness the magic of nature and life, while hidden witches and court wizards channel their power through boiling cauldrons and melon-sized crystal globes. These men and women skirt the edges of sanity in order to ply their trade and traffick with fantastic creatures in exchange for arcane secrets. Sometimes kings and nobles hire these conjurers to read them omens, good or ill, in order to stay one step ahead of their enemies.

For their part, wielders of such mystical powers are often either shunned or revered by their people. Pilgrims bearing tales of a strange religion attempt to sway the peoples of Britain from their faith. And finally, secretive wizards are held behind castle walls to direct the armies and intrigues of kings and queens.

Role: Conjurers add an element of mystery and fear to any outlaw band, and they will find it difficult to be accepted by most of their compatriots because of religious and superstitious fears, no matter how valuable their contributions may be. Still, there will be a few such as the band's leader, who will seek the conjurer's advice and skills when things get tough, and even the most recalcitrant will be softened by the application of a healing draught or the timely use of a seer's vision.

Prime Attribute: Charisma, 13+ (5% experience)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th.)

Armor/Shield Permitted: None.

Weapons Permitted: Club, crossbow, dagger, darts, javelin, mace, morningstar, staff, sickle, sling and spear.

Conjurer Class Abilities

Fires Burn and Cauldrons Bubble: A conjurer's province is magic, and they use their knowledge of arcane arts to a great variety of effects. Conjurers know many charms and curses, magic that can be laid upon a person and either enhance or suppress his natural talents. They also know the art of enchanting items of magical power, although doing so takes much time and energy. Finally, even the weakest of conjurers can divine the future to some degree, while the strongest can see clearly that which will come.

Conjurers come in three varieties: diviners, enchanters, and witches. Of course, all three have some of the power of the others, but how they focus the magical energies of the land is what sets them apart from one another. Diviners focus on the powers of fortune-telling and speaking to the dead. Enchanters craft talismans and pour their energy into legendary magic items. Witches are masters of curses and charms like the dreaded evil eye or wasting disease. All three must traffick with fey creatures and other monsters at some time or another, so access to abilities that enhance this are fairly evenly distributed between the three kinds of conjurer. These labels are merely convenient archetypes; they provide no game benefits or penalties to those to whom they apply.

At 1st level and every odd level thereafter, the conjurer chooses one ability from any of the following tracks. Abilities that mimic spells from the core rules never have material components or other costs.

Saving Throw Bonus: Conjurers gain a +2 bonus on saving throws against spells, spell-like effects and magical items.

Swashbuckling Point: At 2nd level, and every even level thereafter, the Conjurer gains one additional Swashbuckling Point.

Table: Conjurer Advancement

LEVEL	EXPERIENCE	HIT DICE	SAVING THROW	AC BONUS
1	0	1	15	+1
2	2,500	2	14	+1
3	5,000	3	13	+2
4	10,000	4	12	+2
5	20,000	5	11	+3
6	40,000	6	10	+3
7	65,000	7	9	+4
8	95,000	8	8	+4
9	135,000	9	7	+5
10	190,000	+1 hp	6	+5
11	285,000	+2 hp	5	+6
12	385,000	+3 hp	5	+6
13	515,000	+4 hp	5	+7
14	645,000	+5 hp	5	+7
15	775,000	+6 hp	5	+8
16	905,000	+7 hp	5	+8
17	1,035,000	+8 hp	5	+9
18	1,165,000	+9 hp	5	+9
19	1,295,000	+10 hp	5	+10
20	1,425,000	+11 hp	5	+10

Charms & Curses

A master of these strange effects can either bolster his allies or hinder his enemies. As a witch grows stronger in these arts, she can bestow more powerful curses with greater ease. Those who do so would be wise to moderate themselves, however, as overly eager witches tend to be hunted and hanged by the local population.

Personal Magic

Using a piece of clothing, a lock of hair, or some personal effect of the target, the conjurer can cause a variety of effects to manifest in the victim. He can cause the victim to endure incredible pain, to suffer hunger pangs no matter how much he eats, or become dumbfounded by even the simplest of problems. A trusted ally or companion can find himself enhanced by the same process—his senses become sharper, he becomes able to lift larger loads, and he can dance across the thinnest of beams with ease.

Given ten minutes and something personal from her target, a witch can cause one of the following effects to manifest in the target. The target of a curse can be anywhere in the world, but the target of a charm must be in the presence of the conjurer when the charm is bestowed. Charms last 24 hours, while curses can last indefinitely. The target of a curse gets a saving throw to resist its effects. A target that makes a successful save cannot be affected by that conjurer's curses for 24 hours.

- +1 bonus on attack rolls or saving throws
- +2 bonus on any one ability score
- –2 penalty on attack rolls or saving throws
- –4 penalty on any one ability score

A conjurer can have one charm or curse in effect at a time, or two if the conjurer has a Charisma score of 13 or higher. If she exceeds this number, the oldest charms or curses cease to function as she replaces them with new ones. A given individual can only be the target of a single curse or charm at any one time. If an already cursed or charmed individual is targeted with a curse or charm from a different conjurer, the two conjurers must make opposed level checks (1d20 + conjurer's level) to determine which effect remains. A conjurer may only try to override the work of another once per individual per 24 hours.

Reactive Charm/Retributive Curse

Prerequisite: Personal Magic.

Once selected, the conjurer can use her curses against any person that threatens her personally. The curse must be in response to an immediate threat in the current encounter, and acts like casting a spell in the Swords & Wizardry core rules. The conjurer must have line of sight to her target in order to perform the curse (so an archer that fired and then hid behind a crenellation could not be targeted, for example). In addition, the conjurer can now use a charm to benefit one of her allies.

She may still use personal effects to curse a faraway target as described under Personal Magic.

Greater Charm

Prerequisite: Reactive Charm/ Retributive Curse

Once this ability is selected, all effects of a charm or curse are doubled. In addition, the conjurer can affect two additional targets with charms and curses at any one time.

Evil Eye

Prerequisite: Greater Charm

Once this ability is selected, the conjurer can bestow a charm or curse upon any individual at any time, as a free action, so long as the two have line of sight to one another. She may still use personal effects to curse a faraway target as described under Personal Magic.

Divination

Some conjurers, especially those found among gypsies, Welsh bards, and other wandering folk, are great fortune tellers and seers. They can look within themselves or into an object such as a crystal ball and divine the future, and sometimes even the past. All seers must have a focus object with which they ply their trade, such as a crystal ball, a deck of tarot cards, or a set of rune-carved bones. Some conjurers have multiple items for use with different types of divination, and if an item is ever lost it, or something like it, must be reacquired and attuned to the conjurer's psychic impression, a task that takes 24 hours of uninterrupted meditation.

Augury

Once this ability has been chosen, the seer can read signs and portents by studying his focus object for a period of 10 minutes. The seer must be uninterrupted during this period, during which time she focuses on a course of action specified by her or the person for whom she is doing the reading. The action must be one that will take place within 24 hours and the conjurer has a 70% + 2% per level chance of getting a correct reading. If the augury succeeds, the seer gets one of four results:

- Weal (if the action will probably bring good results).
- Woe (for bad results).
- Weal and woe (for both).
- Nothing (for actions that don't have especially good or bad results).

If the augury fails, the seer gets the "nothing" result.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.

Legend Lore

Prerequisite: Augury

This ability works exactly like the spell of the same name, except that the definition of "legendary" does not apply in a Sherwood campaign. Instead, allow information to be gained about any item, place, or creature of importance to your campaign.

Locate Object or Person

Prerequisite: Legend Lore

Once this ability has been chosen, the seer can get a mental lock on an object or person by studying his focus object for a period of 10 minutes. This ability works exactly like the locate object spell, but can also be applied to a person. Once a lock on the target's position has been established, the conjurer must maintain concentration on his focus object while it leads him in the right direction.

Clairaudience/Clairvoyance

Prerequisite: Locate Object or Person

This ability works exactly like the spell of the same name, but the conjurer can only use it once a day, twice if the conjurer has an Intelligence score of 13 or higher.

Enchantment

Some conjurers consider the binding of magic to physical items to be the highest form of their art, and so they dedicate themselves to crafting weapons, armor, and mundane items with a bit of magic.

Craft Talisman

Talismans are common magic items that provide a small bonus to their wearer, perhaps a bonus on a saving throw to avoid harsh conditions. Crafting a talisman requires one day of uninterrupted work, and a character can create one talisman per level. Possible effects of talismans can be found on the following table, although any effect of equivalent power is possible with the GM's permission.

01–08	Grants character immunity to damage caused by non-magical cold
09–14	Grants character immunity to damage caused by non-magical heat
15–20	The character increases their chance of success by 1 in 6 when performing an acrobatic maneuver
21–26	The character increases their chance of success by 1 in 6 when performing a mounted maneuver
27–32	Grants character immunity to poison
33–38	+4 bonus on saving throws made to resist disease
39–44	The character gains a +4 on attacks and saving throws relating to the performance of an acrobatic maneuver
45–50	The character always floats in water, even if he is unconscious or otherwise immobile
51–56	The character gains the benefit of the sanctuary spell during surprise rounds
57–62	The character can make a saving throw to prevent falling if they slip while using a rope
63–68	Fairies cannot sense the character unless he moves within 5 feet of them
69–74	All attempts to surprise the character are reduced by a 1 in 6 chance.
75–80	The character suffers range penalties as if he was one range increment closer to his target
81–88	Attempts to describe the character physically always fail
89–00	Animals always act more friendly when the PC is within 5 feet

Brew Potion

Prerequisite: Locate Object or Person

Once this ability has been chosen, the conjurer gains the ability to brew potions that have magical effects on their drinkers. It requires a full day to brew a potion, and at the GM's discretion the conjurer may have to find exotic or rare components for the concoction (although in general only powerful potions will require these). The following potions can each be brewed once per level: bless, cure light wounds, darkvision, enchant weapon (weapon acts as +1 magical weapon for one hour), sneaking (2 in 6 chances of surprising others for 1 hour), and strength (grants 1d6 points of Strength for 8 hours).

Craft Magic Arms and Armor

Prerequisite: Brew Potion

A conjurer that gains this ability can craft a +1 weapon, armor, or shield. Every two levels that he advances in the conjurer class thereafter, he gains an additional +1 or its equivalent to add to the same or another weapon or armor. Thus, a 9th level conjurer could create a single +3 weapon, three +1 suits of armor, upgrade an existing weapon up to his maximum, and so on. No weapon, armor or shield may be enchanted beyond +3.

Create Legendary Item

Prerequisite: Craft Magic Arms and Armor, character level 9th.

A conjurer with this ability can craft a truly legendary piece of equipment. He can craft one magic item of any shape or form identified as either a lesser item or a medium miscellaneous magical item, according to the Miscellaneous Magical Items in the Treasure section of the core rulebook. The player controlling the conjurer should work with the GM when designing this item to make sure that it fits within his campaign. Some abilities might be too much for some campaigns, while others can handle just about anything.

Fairy Lore

Conjurers of all stripes often become interested in the fairies and monsters that inhabit mythic England, so they may traffick with and study such creatures, even making friends among them.

Fey Friend

Faeries and other monsters initially react to the conjurer more positively than to other characters. In addition, the conjurer has a significant amount of knowledge regarding such creatures.

Familiar

A conjurer with this ability gains a familiar, a spirit that takes an animal form that the conjurer chooses: bat, cat, crab, frog (toad), hawk, lizard, octopus, owl, poisonous snake, fish (quipper), rat, raven, sea horse, spider, or weasel. Once selected, the form cannot be changed. The familiar has the statistics of a creature of its form, except that it can talk as a person could.

The familiar acts independently of the conjurer, but it always obeys the conjurer's commands. In combat, it rolls its own initiative and acts on its own turn. A familiar can't attack, but it can take other actions as normal.

When the familiar drops to 0 hit points, it disappears, leaving behind no physical form. It reappears when the conjurer takes ten minutes to summon it again.

While the familiar is within 100 feet of the conjurer, the two can communicate telepathically. The conjurer can also see through the familiar's eyes and hear what it hears, but the conjurer is deaf and blind with regard to his own senses while doing so.

Monstrous Ally

Prerequisite: Fey Friend

A conjurer that has chosen this ability gains the trust and friendship of a creature with a Challenge Level no greater than his class level. Once per week, the character can call upon his monstrous ally for help with research, to ask for information that might be gained among the monster's kind, or to aid him in combat or some other mission. The ally will usually help the conjurer in need, but also expects some kind of reward for its aid.

Druid

For those who wish to have an approach to the priesthood that does not involved the Catholic Church, they may choose to be a wandering druid. Their job is to protect the land and make sure that no harm comes to it. Even if your GM is allowing non-human races in their campaign, it is recommended that Druids be limited to humans only. The druids lead secret rebels through ancient blood rites in order to strengthen them against their conquerors.

Role: The role of druids in Sherwood is pretty straight forward. They have one goal, to guard nature against the encroachment of the urban areas. They are priests, philosophers and even places where characters can go for advice. Sometimes they even act as intermediaries between the old gods and the player characters, in fact acting as advisor to a "chosen one."

Prime Attribute: Wisdom, 13+ (5% experience)

Hit Dice: 1d6/level (Gains 1 hp/level after 9th.)

Armor/Shield Permitted: Padded, leather or hide only.

Weapons Permitted: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear.

Druid Class Abilities

Spells: A druid casts spells which are drawn from the druid spell list. A druid must choose and prepare her spells in advance. To prepare or cast a spell, the druid must have a Wisdom score equal to at least 10 + the spell level.

A druid must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells. A druid may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Vow of Poverty: A priest has taken a vow of poverty and may only keep enough money to meet his basic needs. He must give all but 10% of money he attains to The Church. This was not always carried out to its strictest standards. If so choosing the Priest can put away up to 50% of the money he earns into a hidden repository. Doing this however does have a tendency to invoke the wrath of the common people. If the Referee so chooses he may make the priest one level of starting attitude lower to those who are resentful of his wealth.

Saving Throw Bonus: Druids gain a +2 bonus on saving throws against fire.

Swashbuckling Point: At 2nd level, and every even level thereafter, the priest gains one additional Swashbuckling Point.

Table: Druid Advancement

LEVEL	EXPERIENCE	HIT DICE	SAVING THROW	AC BONUS	1ST	2ND	3RD	4TH	5TH	6TH	7TH
1	0	1	15	+0	–	–	–	–	–	–	–
2	1,500	2	14	+1	1	–	–	–	–	–	–
3	3,500	3	13	+1	2	–	–	–	–	–	–
4	6,500	4	12	+2	2	1	–	–	–	–	–
5	14,000	5	11	+2	2	2	1	–	–	–	–
6	30,000	6	10	+2	2	2	1	1	–	–	–
7	60,000	7	9	+3	2	2	2	1	1	–	–
8	110,000	8	8	+3	2	2	2	2	2	–	–
9	165,000	9	7	+4	3	3	3	2	2	–	–
10	225,000	+1 hp	6	+4	3	3	3	3	2	–	–
11	290,000	+2 hp	5	+4	4	4	4	3	3	–	–
12	360,000	+3 hp	5	+5	4	4	4	4	3	1	–
13	430,000	+4 hp	5	+5	5	5	5	4	4	1	–
14	500,000	+5 hp	5	+6	5	5	5	5	4	2	–
15	570,000	+6 hp	5	+6	6	6	6	5	5	2	–
16	640,000	+7 hp	5	+6	6	6	6	6	5	3	–
17	710,000	+8 hp	5	+7	7	7	7	6	6	3	1
18	780,000	+9 hp	5	+7	7	7	7	7	6	4	1
19	850,000	+10 hp	5	+8	8	8	8	7	7	4	2
20	920,000	+11 hp	5	+8	8	8	8	8	7	5	2

Druid Spell List

All spells on this list are identical to the Cleric spell of the same name, except for spells noted with an asterisk (*), which are identical to the Magic-User spell of the same name.

LEVEL 1
Detect Magic
Light
Purify Food and Drink
LEVEL 2
Bless
Find Traps
*Pyrotechnics
Snake Charm
Speak with Animals
*Strength
LEVEL 3
Continual Light
Locate Object
*Water Breathing
LEVEL 4
*Charm Monster
Create Water
Neutralize Poison
*Plant Growth
Speak with Plants
Sticks to Snakes
*Wall of Fire
LEVEL 5
*Animal Growth
Commune
Create Food
*Hold Monster
Insect Plague
*Transmute Rock to Mud
*Wall of Stone
LEVEL 6
Conjure Animals
*Control Weather
Find the Path
*Move Earth
*Repulsion
*Stone to Flesh
LEVEL 7
Aerial Servant
Control Weather
*Charm Plants
Earthquake
Wind Walk

Priest Spells in Mythic Sherwood

As you are aware, in the mythic Sherwood option, the priest may take spellcasting as one of his abilities (see Priest Class: Inspiring Presence). When spellcasting is chosen as one of his abilities the character counts that level has level one for purposes of spellcasting determinations. Also, unlike clerics in the core rules, priest here have a different table for spells per day and a spell list designed for Sherwood.

Priest Spells Per Day

CASTING LEVEL	1ST	2ND	3RD	4TH	5TH	6TH	7TH
1	1	–	–	–	–	–	–
2	2	–	–	–	–	–	–
3	2	1	–	–	–	–	–
4	2	2	1	–	–	–	–
5	2	2	1	1	–	–	–
6	2	2	2	1	1	–	–
7	2	2	2	2	2	–	–
8	3	3	3	2	2	–	–
9	3	3	3	3	2	–	–
10	4	4	4	3	3	–	–
11	4	4	4	4	3	1	–
12	5	5	5	4	4	1	–
13	5	5	5	5	4	2	–
14	6	6	6	5	5	2	–
15	6	6	6	6	5	3	–
16	7	7	7	6	6	3	1
17	7	7	7	7	6	4	1
18	8	8	8	7	7	4	2
19	8	8	8	8	7	5	2
20	8	8	8	8	8	5	3

Priest Spell List

All spells on this list are identical to the Cleric spell of the same name, except for spells noted with an asterisk (*), which are identical to the Magic-User spell of the same name.

LEVEL 1
Light
Purify Food and Drink
LEVEL 2
Bless
*Darkness, 15 ft Radius
Silence, 15 ft Radius
LEVEL 3
Continual Light
Locate Object
Prayer
Remove Curse
LEVEL 4
Create Water
*Fear
LEVEL 5
*Animate Dead
Commune
Insect Plague
LEVEL 6
Find the Path
Speak with Monsters
LEVEL 7
Holy Word
Symbol

Ye PROUD BISHOP of HEREFORD

Legends & Monsters

No discussion of mythic England would be complete without an assortment of ghosts and goblins to enhance the ambiance and mood of the experience. Monsters that speak can speak any language(s) of the GM's choosing.

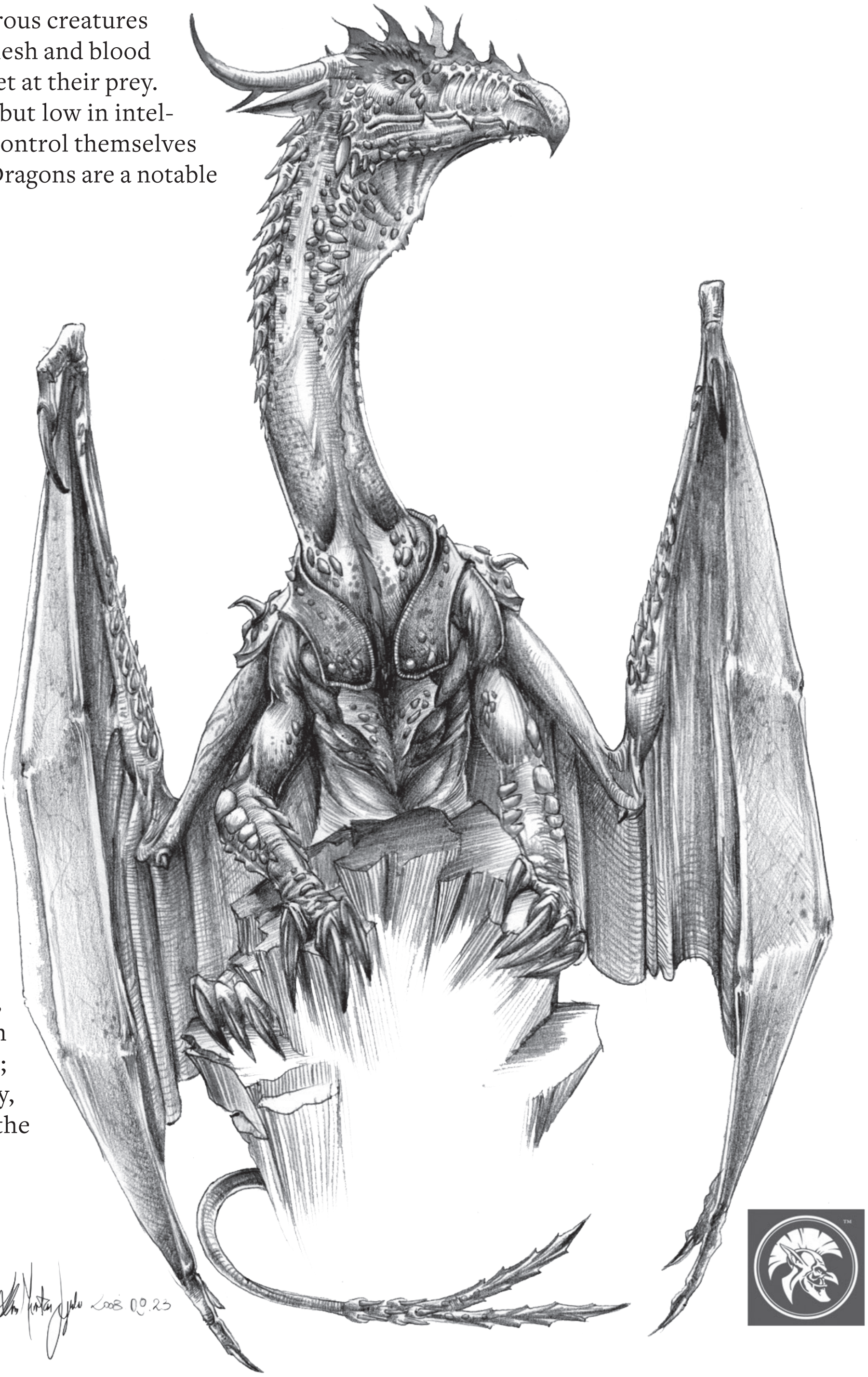
Beasts

Beasts are some of the most dangerous creatures of legend. They typically seek the flesh and blood of humans and stop at nothing to get at their prey. Beasts are usually high in cunning but low in intellect, or at the very least unable to control themselves once the inner beast is unleashed. Dragons are a notable exception to this.

Dragons

Dragons of legend are solitary creatures that hunt humans, and are unmatched in wit, cunning, and physical strength. They are often shown to outsmart the people that they terrorize, and can lay waste to throngs of warriors with nary a scratch. Defeating a dragon was considered one of the most heroic acts a man could perform, as the legends of St. George and the Welsh red dragon. It is said that Merlin himself chose the red dragon as the Welsh standard based on an old tale in which the red dragon (representing the Welsh people) was at first overcome by a white dragon (representing the English) but in the end prevailed over his enemy.

Adult Dragon of Legend: HD 14 (56 hp); AC 0[19]; Atk 2 claws (1d8), 1 bite (3d10); Move 18 (Fly 24, Swim 18); Save 3; CL/XP 16/3200 XP; Special: Breathes fire (3 times/day, cone 40ft long and 30ft wide at the end, doing 56 points of damage).



Gargoyles

Gargoyles were carved onto the outside of churches and monasteries to represent the expulsion of all evil from inside the house of God. Sometimes, however, your enemies can be too close for comfort. Gargoyles are evil beings that resemble stone statues. These winged demons crave the flesh of pious men, and the existence of a gargoyle could easily spark a murder mystery surrounding a town church or rural monastery.

Gargoyle: HD 4; AC 5[14]; Atk 2 claws (1d6), 1 bite (1d4), 1 horn (1d4); Move 15 (Fly 18); Save 13; CL/XP 6/400; Special: Fly.

Giants

Legend has it that giants built the large ruined walls and fortifications that dot the English countryside, as well as formations such as Stonehenge. Although they are thought to be extinct, parents still warn their children away from highland caves and boggy marshes where individuals might still exist and be longing for human flesh on which to feast.

Frost Giant: HD 10; AC 1[18]; Atk 1 greatclub (2d8) or 1 boulder (2d8); Move 12; Save 5; CL/XP 11/1700; Special: Hurl boulders (range 120 ft).

Werewolves

The legend of the werewolf tells of a wolf that can shift into the form of a man. A werewolf prowls the forests of the kingdom hunting deer and other game, until the night of the full moon when he transforms into a man-like beast that hunts for a different kind of flesh all together.

Werewolf: HD 4; AC 4[15]; Atk 1 by weapon (longsword 1d8 or light crossbow 1d8), 1 bite (1d8 plus lycanthropy, in hybrid form only); Move 9; Save 13; CL/XP 5/240; Special: Change shape (human, hybrid and wolf), curse of lycanthropy.

Creatures of the Sea

For obvious reasons, the sea holds a special place in the folklore of all four nations. Several of the most notable creatures in English, Irish, Scottish, and Welsh folklore come from the sea, and few of them were considered friendly to the denizens of those nations.

Selkies

Selkies are beautiful sea fairies who swim off the coast of Ireland. They wear sealskin capes that they take off when they come ashore, and can change shape between that of a seal and a human woman. Legend has it that capturing one of these pieces of clothing gives a man power over the selkie, even granting the ability to demand that the selkie marry him. Selkies forced into such unions will live happily with their new families, but are always searching for their caps and capes. Should they find them again, the call of the sea will draw them back, leaving their families abandoned forever.

Selkie males were notoriously amorous fairies who would cavort with any and all women of coastal towns, married and unmarried alike. Whenever a woman went missing in the sea it was said that her selkie lover had taken her to his watery domain.

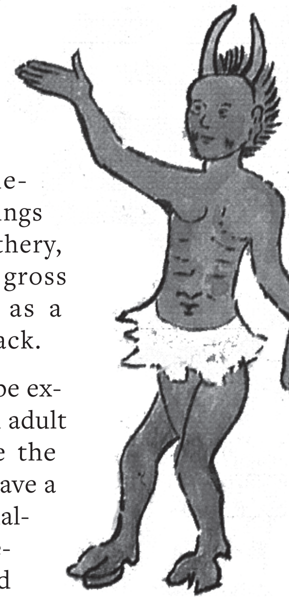
Selkie: HD 6; AC 4[15]; Atk 2 claws (1d6), 1 bite (1d8); Move 9 (Swim 18); Save 11; CL/XP 6/400; Special: Change shape (seal, human)

Fairies & Fey

Of all the legends in medieval Britain, those surrounding the mysterious fey folk are the most numerous and diverse. These creatures range from harmless brownies to mischievous leprechauns to dangerous merrow, but one thing they all had in common was an antipathy for the Church.

Changelings

Sometimes a fairy child is born ugly and deformed, a fate worse than death among the vain and beautiful fairykind. When this happens, the child is either killed or it is taken into the mortal realm to be exchanged with a more pleasing specimen—a human baby. Victims of a changeling exchange will suddenly find their infant's disposition to be venomous, and its cries will ring throughout a household day and night. Changeling infants have an insatiable hunger, yet they are emaciated and become uglier and more deformed as they grow. Changelings commonly have dark eyes, leathery, yellow skin, and one or more gross physical deformities, such as a shriveled hand or hunched back.

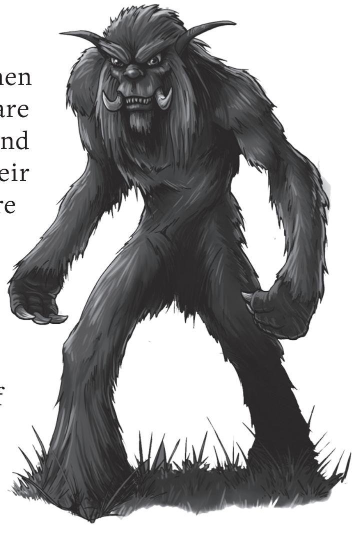


Although rare, adults can also be exchanged in this way as well. An adult changeling looks exactly like the person it replaced, but it will have a foul and temperamental personality. No matter their form, changelings bring foul luck and bad feelings to any household in which they are found.

Several things can be done to ward off a changeling attack before it comes, but once a baby is replaced there are only a few ways it can be recovered. Hanging a crucifix above a baby's cradle, or leaning a pair of iron tongs against it, scares off any fairies that come near. Laying a piece of the father's clothing across the baby at night also protects the child against abduction. A changeling that can be driven out of a household will be recovered by its true parents, and one that is forced to tell its true identity will find itself drawn back into the fairy world. Changelings are horrible creatures that do not live past the age of 12, and often not past 2 or 3, and if their secret is not revealed before they die then the original baby is lost forever to the mortal world.

Changeling: HD 1; AC 8[11]; Atk 1 bite (1d4); Move 9; Save 17; CL/XP 3/60; Special: Hearth curse (Anyone that sleeps under the same roof as a changeling must attempt two saving throws, or be drained of 2 points of Charisma (failing the first save) and 2 points of Dexterity (failing the second save); this is restored only by calling the changeling by its true name.)

Grogachs



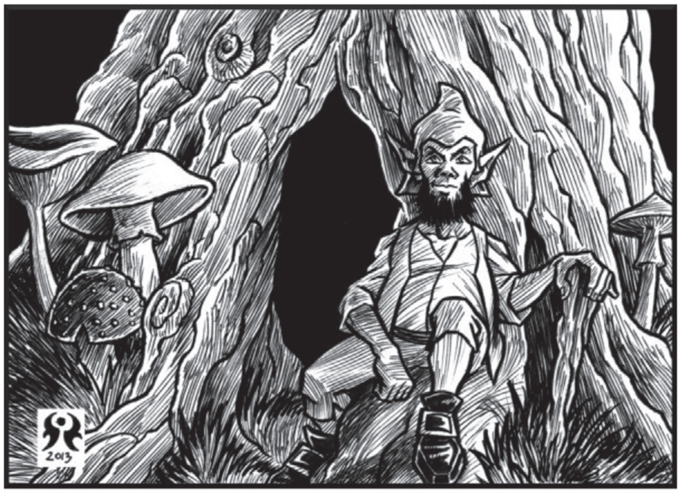
Grogach resemble tiny old men who wear no clothing but are covered with a layer of dirt and twigs picked up during their travels. These small fairies are helpful to a fault, often getting underfoot as they scuttle about looking for ways to help. The only reward they will accept for their service is a small jug of cream once in a while. A grogach is a capricious helper, however, and at any time he may decide to return to his home underneath a leaning stone.

Grogach: HD 1; AC 7[12]; Atk fey dagger (1d3); Move 9; Save 17; CL/XP 1/15; Special: Unharmed by cold iron.

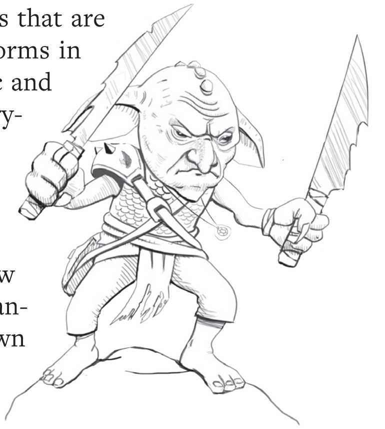
Leprechauns

Leprechauns appear as tiny aging men who are often drunk and can be seen crafting or repairing shoes. They hoard gold and treasure left by the Viking invaders, guarding it against the greedy tribes that have since taken over the island. These little fellows are crafty, resorting to trickery to bribe themselves out of sticky situations. If caught, a leprechaun will promise anything to escape its captor. Leprechauns carry a silver coin that always returns to its pouch after it is given away, so that they can buy their freedom and have the last laugh against foolish men.

Leprechaun: HD 4; AC 6[13]; Atk 1 club (1d8+1); Move 15; Save 13; CL/XP 6/; Special: Unharmed by cold iron, can cast invisibility and phantasmal force at will.



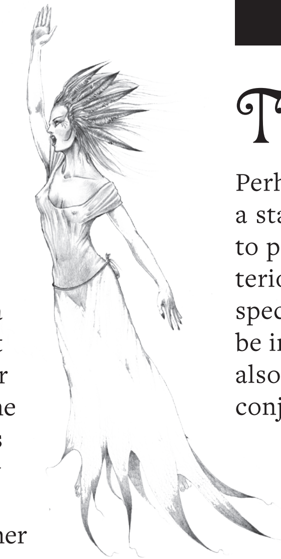
Pooka



Pookas are vile little fairies that are able to take a variety of forms in their quest to create havoc and mischief across the countryside. A pooka can appear as a small goblin, a large, hairy bogeyman, a massive eagle, a goat, or a sleek, black horse with glowing yellow eyes. Pookas are fond of vandalizing farms, tearing down fences, and scattering livestock, and will even attack travelers if an occasion presents itself. If a "pooka's share" of the harvest is not left on a hill, it is liable to burn or spoil the rest of the harvest, or at the very least visit vandalism upon the offenders. If one manages to befriend a pooka, which never lasted more than a very short while, the pooka can be coerced into giving portents and prophecies that often warn of a coming danger. Pookas can speak in any of their forms, although they do so mostly to taunt their victims.

Pooka: HD 4; AC 6[13]; Atk pooka dagger (1d2 plus pooka poison (make a saving throw or be drunk for 1 hour)); Move 12 (Fly 18); Save 13; CL/XP 8/800; Special: Unharmed by cold iron or silver, regenerates 2 hitpoints per round, can cast detect magic and invisibility (self only) at will, change shape (two of the following: cat, goat, rabbit, or raven)

Spirits



Ghosts are featured in a great many tales of the age, whether as harbingers of death, sad tributes to the wrongly murdered or frightening specters meant to scare children into obedience.

Banshees

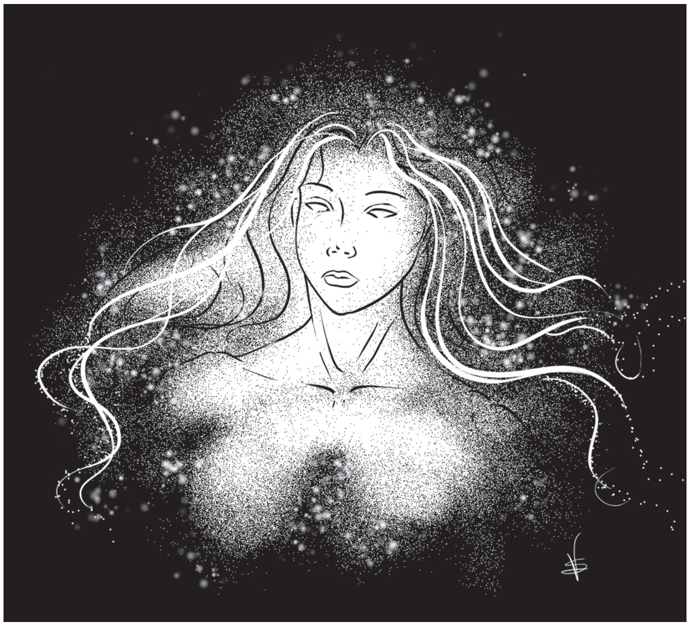
Banshees appear in female form, either as a beautiful young woman, a bent crone, or a fat matronly mother. Alternatively, she may appear as a washerwoman cleaning blood out of the doomed person's clothing. Her name means "fairy woman" and her cry can be a most deadly portent. When a banshee appears to a person, it is to foretell their death. Other times only her cry can be heard, although legends differ about what form her cries take. One thing is certain—the appearance of a banshee or her wail means certain death for one whose life she touches upon her visit.

Banshee: HD 19; AC -2[21]; Atk incorporeal touch (10d6 and fear (saving throw negates fear)); Move (Fly 18); Save 3; CL/XP 24/5,600; Special: Incorporeal, sunlight powerlessness, wail (1/turn, everyone within 30 ft must save or take 7d6 damage and flee in fear).

Ghosts

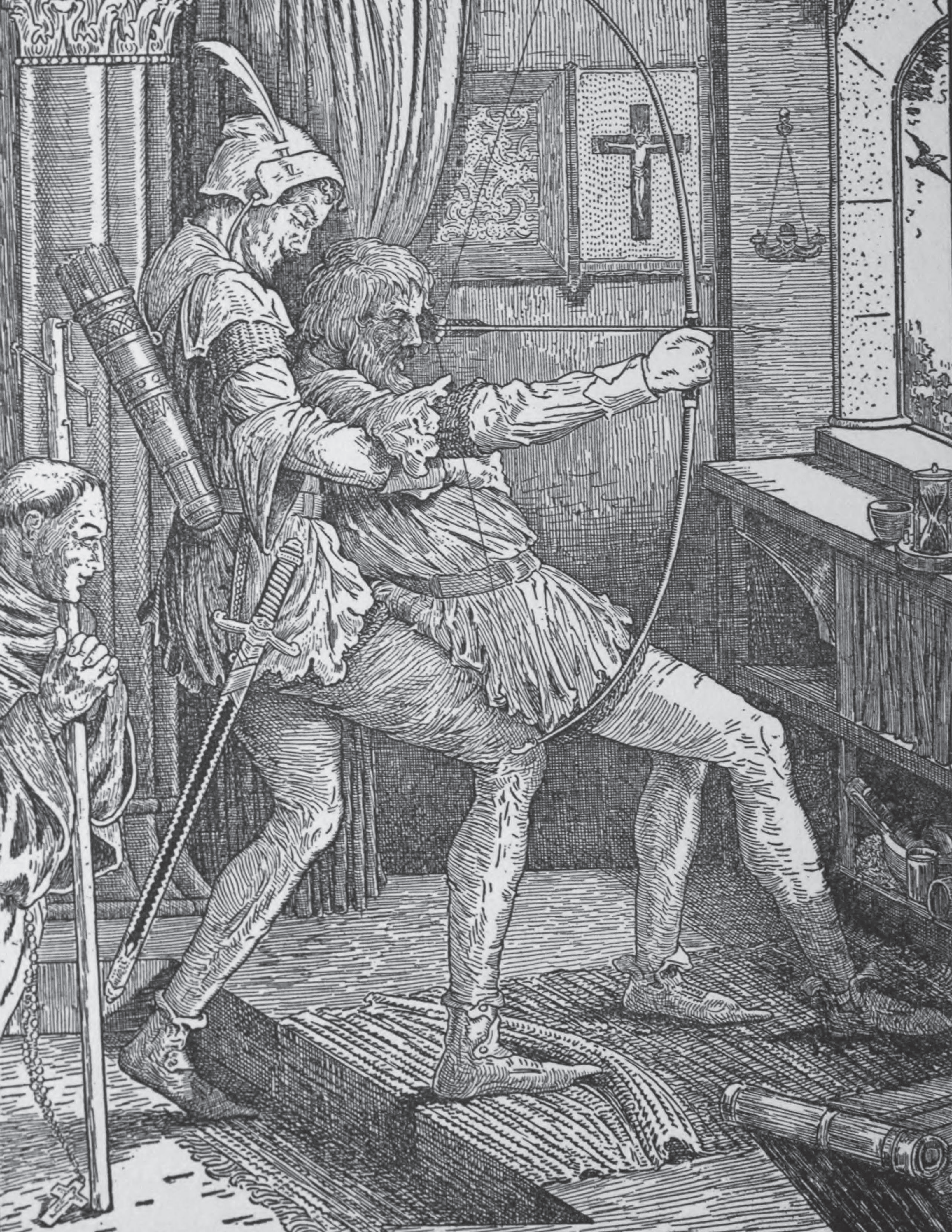
Ghosts are seen as portents of great evil, and those who see them often fall sick or are afflicted with ill fortune. They rarely act toward an end, rather being manifestations of some evil act or long forgotten treachery. No one wants to live in an area infested with ghosts, and even rumors of such can keep even the most determined lawmen out of an outlaw's forest.

Ghost: HD 7; AC 4[15]; Atk corrupting touch (5d6, save for half damage); Move Fly 12; Save 9; CL/XP 11/1,700; Special: Incorporeal, rejuvenation (returns after 2d4 days unless put to rest), frightful moan (everyone within 30 ft must save or run in fear).



Talking Animals

Perhaps a strange addition to the list, but talking animals are a staple of English folklore, and can be used by the Referee to provide adventure hooks, as strange companions to mysterious witches, or even as friends and allies to the PCs. No specific statistics are given, since such animals should simply be intelligent, talking members of their normal species. It is also possible that a talking animal will be the familiar of a conjurer (see earlier in this chapter).



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Sherwood

The Legend of Robin Hood

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