

Witches and Wyverns:

Fantasy Roleplaying True to 1974



LERNÆN
STUDIO



What is Witches and Wyverns?

Witches and Wyverns is a fantasy roleplaying game in the spirit of the Old School Revival movement. Based on the direct predecessor of The Original Roleplaying Game, Witches and Wyverns is meant to take you back to the olden days. Nowadays RPGs are all unicorns and faeries. In Witches and Wyverns, combat is bloody and swift and monsters are deadly and mysterious. In this homage to the days of old, you will pick up your blood-stained sword and shield and adventure in the chance that you will gain gold and fame.

Necessary Materials:

In order to play a game of Witches and Wyverns, all that is needed is the following:

- Two six-sided dice, preferably per player, but not necessarily
- This booklet
- A sense of imagination

Unlike other roleplaying games, where you need such fancy things as miniatures, gaming boards, and those flashy polyhedral dice, Witches and Wyverns is designed to be played with as few materials as possible.

Who is the Referee?

The Referee runs a game of Witches and Wyverns. They determine the result of all debates where the outcome is not specifically stated in this booklet. The first and foremost rule of Witches and Wyverns is that the Referee's word is holy writ. That is, anything the Referee says should be taken as literally as if it was in this booklet.

Core Mechanic:

The core mechanic in Witches and Wyverns is rolling two six-sided dice and seeing if that surpasses a certain target number. If it does surpass the target number, the attempt is a success. If it doesn't, the attempt is a failure. If you roll two sixes, that's an amazing success. If you roll two ones, that's a despicable failure. The Referee is entitled to providing additional bonuses or penalties for rolling an amazing success or despicable failure, respectively. That's all there is to determining if any attempt is a success or a horrible failure. Roll two dice and see if the sum is greater than another number.

Classes:

There are four classes that you can select: dwarf, elf, knight, and wizard. Dwarves are sturdy and resilient demihumans who are unparalleled in their skill when working stone and metal. Elves are mystical and graceful demihumans who have an uncanny affinity for nature. Knights are brave and independent soldiers who are not afraid to go wading into combat. Wizards are powerful sorcerers who harness the power of magic itself. Classes have eight stages, or levels that represent their increased endurance, combat prowess, and skill.

Dwarf

Dwarves were the first race, the one that inspired elves and humans. But unlike the elves and humans, who were hewn from weak and supple materials, the dwarves were sculpted from the stone itself. Due to this unique origin, dwarves are gruff, stubborn, and honorable.

Dwarf Abilities:

Level	Special Abilities	Hit Points	Perception
1	Unbreakable	2	1 in 6
2		3	1 in 6
3		4	1 in 6
4		5	1 in 6
5	Craftsman	5	2 in 6
6		6	2 in 6
7		7	2 in 6
8	Roots of Stone	8	2 in 6

Unbreakable: Because dwarves were originally made of stone, they are exceedingly hardy. Creatures who attack them take a -1 penalty on it.

Craftsman: From birth, dwarves are trained in the ways of a certain craft. Dwarves can make masterful items that relate to this craft without rolling. This craft is chosen upon reaching level 4.

Roots of Stone: The most powerful dwarves seem to be attached to the ground itself. When standing on firm ground, dwarves gain a +1 bonus on all rolls to avoid falling, being tripped, or being lifted off the ground.

Elf

Elves were made soon after the dwarves, laying claim to the title of the second oldest race. Elves however were molded from the trees themselves, and adopted many a habit from the trees. Due to this heritage, they are supple and dexterous, easily adapting to a new idea.

Elf Abilities:

Level	Special Abilities	Hit Points	Perception
1	Expert Archers	1	1 in 6
2		2	1 in 6
3		3	2 in 6
4	Native Tracker	4	2 in 6
5		5	2 in 6
6		6	2 in 6
7	Treesong	7	3 in 6
8		8	3 in 6

Expert Archers: Elves are amazing archers, capable of making shots impossible to most humans seem easy. They can roll one below the required number and still hit their target..

Native Tracker: Due to their close ties to nature, elves are able to track their prey across a variety of terrain. They have a 1 in 6 chance of successfully tracking any prey.

Treesong: Elves know the secret language of trees. They can sing basic, non-magical items from trees. That is, by singing the proper words, elves can make trees relinquish their wood in the shapes of necessary items. Due to the damage to the trees, this is used sparingly.

Knight

Knights are those humans endowed with daring and physical might. They charge into battle upon mighty stallions and cleave their foes in twain with massive broadswords. Only the bravest of the brave will ever stand up to a charging knight.

Knight Abilities:

Level	Special Abilities	Hit Points	Perception
1	Battle Training	2	1 in 6
2		3	1 in 6
3		4	1 in 6
4	Jousting Expert	5	1 in 6
5		5	2 in 6
6		6	2 in 6
7	Skin like Iron	7	2 in 6
8		8	2 in 6

Battle Training: Knights have spent long years as squires to other knights, preparing for finally becoming a knight themselves. They never run the risk of being frightened or cowering in battle.

Jousting Expert: A knight can ride a horse and attack at the same time. Any time while riding a horse, they may make their one attack per turn.

Skin like Iron: A knight can withstand even the mightiest of blows. The knight ignores the first point of damage every battle.

Wizard

Wizards are masters of the mystical arts, weaving great battle spells and forging unique artifacts. Usually wizards are studious and mysterious, their personalities and quirks known only to those closest to them. In addition to their mysterious natures, wizards are almost always paranoid, afraid of other competing wizards stealing their personal spells.

Wizard Abilities:

Level	Special Abilities	Hit Points	Perception
1	Hedge Mage	1	2 in 6
2		2	2 in 6
3		3	2 in 6
4	Mighty Sorcerer	4	2 in 6
5		5	3 in 6
6		6	3 in 6
7	Archmagis	7	3 in 6
8		8	3 in 6

Hedge Mage: All wizards must learn their craft from somewhere. Wizards select three minor spells when they begin practicing their craft that they can cast whenever they want to as a minor action.

Mighty Sorcerer: Upon surpassing their previous training as a hedge mage, a wizard selects two moderate level spells that they can cast as a major action.

Archmagis: Only a few wizards ever make it to the rank of archmagis, due to the deadly journey before. They select one major spell they can cast as a full action.

Advanced Classes

Advanced classes represent certain ways of training that characters can begin training towards after level 4. In order to start taking levels in an advanced class, you must be a member of the proper class. The advanced classes described in this booklet are the: paladin, monk, and warlock.

Monk

Monks are agile and masters of unarmed combat, using acrobatics and ancient knowledge to deal more damage to their enemies and to master their own bodies.

Required Class: Elf or Knight

Monk Abilities:

Level	Special Abilities	Hit Points	Perception
5	Martial Artist	5	As normal
6		6	As normal
7		6	As normal
8	Self-Perfection	7	As normal

Martial Artist: By studying lost martial techniques, monks gain unique abilities. They can give the Referee one karma in order to make an attack deal two damage instead of one damage.

Self-Perfection: By mastering the art of meditation, monks learn techniques to roll with enemies' blows. They can heal a hit point of damage as a full action.

Paladins

Paladins undergo intense training in order to be able to go on holy crusades against the unholy heathens who threaten their way of life. Dwarves and knights can become paladins, as both have the rigorous self discipline required.

Required Class: Dwarf or Knight

Monk Abilities:

Level	Special Abilities	Hit Points	Perception
5	Sense for Sin	6	As normal
6		7	As normal
7		8	As normal
8	Smite Chaos	9	As normal

Scent for Sin: A paladin can detect any chaotic beings within ten feet of them unless the being is disguising their aura with magic.

Smite Chaos: By drawing upon their inner faith, paladins can give the Referee karma in order to deal additional damage to their enemies. They deal two additional points of damage per karma spend and can spend two karma maximum.

Warlock

Warlocks are sorcerers that delve too deep into forbidden lore. They expand their power by making deals with infernal beings. Warlocks are cruel and capricious.

Required Class: Wizard

Warlock Abilities:

Level	Special Abilities	Hit Points	Perception
5	Infernal Pact	5	2 in 6
6		5	3 in 6
7		6	3 in 6
8	Unholy Power	6	3 in 6

Infernal Pact: Every warlock must make a pact with a being of darkness to gain their power. Upon doing so, they permanently lose one hit point and gain one minor spell known.

Unholy Power: The path of the warlock is tainted by the power they harness and they never make it to mastering major spells. Instead, they gain one more moderate spell known at level eight. They also choose one major spell to know as a 'ritual spell'. Ritual spells can be cast by sacrificing a demihuman to the warlock's patron and giving the Referee five karma.

Leveling Up:

When characters level up is determined by how successful they have been in their ventures. That is, it is determined by how much gold and wealth they have accumulated, as per the following chart:

Level	Gold Accumulated
1	0
2	3,000
3	6,000
4	18,000
5	36,000
6	72,000
7	216,000
8	432,000

Once a character has reached level eight, they typically retire from adventuring, using their wealth to build a keep or fund their research. If a character loses some of their gold, they do not lose a level. It takes one week of possessing wealth for it to be used in determining your level.

Combat

Most of the life threatening situations an adventurer will run into will be in combat with fantastical beasts and monsters. Combat is divided into increments of time called rounds. Every round represents one minute of in-game time. Characters act in increments of time called turns. At the beginning of a combat, every player rolls two six-sided dice and adds one if they are an elf. The player with the highest result goes first, and then the player with the second highest result goes second, and so on. All characters controlled by the Referee always go as if they had rolled a 7 unless they surprised the players, in which case they act as if they had rolled a 12. Turns are divided into minor and major actions. Every character gets one minor action and one major action per turn.

Minor actions include such actions as:

- Reading a sentence inscribed on a wall
- Closing a door
- Moving a short distance
- Opening a chest
- Picking something off of the floor
- Reloading a crossbow or bow

Major actions include such actions as:

- Moving a long distance
- Attacking a second time
- Trying to pick a lock
- Searching for an item
- Lifting a heavy weight
- Reading a map

NOTE: Some actions, such as casting a major spell, may be exceedingly long and take a full action. That means that a character who does such an action cannot make a major action or a minor action that round.

Attacking in combat is simple. Every character gets one 'free' attack per round, that is an attack that doesn't require expenditure of an action. If

they want to, they can use a major action in order to attack a second time. During their turn, the players must declare who their characters are attacking and with what. At the end of the round, all attacks are resolved in the following order:

1. Artillery fire is taken (see Appendix A)
2. Missile fire is taken
3. Melee damage is taken

The exact order of multiple artillery attacks, or multiple melee or missile attacks, is determined by the initiative of the attackers. If a character dies before an attack is resolved against them, that attack is wasted. For this reason, it is important for players to pay attention to who they are attacking and who other characters are attacking. Every successful attack deals one point of damage. When a character reaches zero hit points, they die and are permanently removed from play.

Weapon/Armor Difficulty Table

	No Armor	Leather	Shield	Leather+Shield	Mail	Mail+Shield	Plate	Plate + Shield
Dagger	6	7	8	8	9	10	12	12
Axe	7	7	8	9	10	10	11	12
Mace	8	8	8	9	8	8	7	8
Sword	7	8	8	9	8	9	10	11
War Axe	8	8	8	8	7	9	10	11
Flail	7	7	7	7	6	7	6	7
Pole Arm	6	6	6	7	8	9	10	11
2Hd. Swd.	6	6	6	6	5	5	6	7
Pike	8	8	8	8	8	8	9	10
Short bow	6	6	6	7	8	9	10	12
Horsebow	5	5	5	6	8	9	10	12
Lt. XBow	5	5	5	6	8	10	11	12
Longbow	5	5	5	5	6	8	9	11
Composite	5	5	5	5	6	8	9	10
Heavy	4	4	4	5	6	7	8	10
Crossbow								

NOTE: Ranged weapons take a penalty on their attack rolls if their target is far away, up to a maximum of a -3 penalty.

Magic

Magic is a mystical force, harnessed only by powerful wizards and the most dangerous of monsters. As useful as magic can be, it comes at a cost. Every time you use magic, it tears a hole in the fabric of reality in order to make your bidding come true. Reality doesn't tear easily, and those who do damage it eventually get punished. Whenever you cast a spell, you give one karma to the Referee. The Referee can spend karma to reduce the result of a dice roll by one point per karma spent. When you cast a moderate spell, you give the Referee two karma, and when you cast a major spell, you give the Referee three karma. This is meant to warn wizard characters from casting spells left and right as it will always come back to haunt them. Besides the spells given, the Referee should feel free to steal spells from other sources and games in order to make their game more fun, and to allow players to steal spells from other sources to make their characters more interesting.

Minor Spells:

Charm Animals: You select one non-magical animal to make your friend. This animal treats you as if you had tamed it and raised it from birth. This spell lasts for one month.

Detect Secret Doors: You detect any nearby secret doors or trapdoors within fifty feet of you when you cast the spell.

Fire Bolt: You launch an arrow made entirely from fire at your foe, searing their flesh. You have to roll an 8 or above on two six-sided dice to hit, regardless of their armor.

Floating Torch: A floating spot of light appears, around a foot above your right shoulder, that illuminates the surrounding area like a torch. The torch lasts for around twelve hours.

Heal: You heal one creature that you touch for one hit point.

Repel Vermin: You designate an area of around one hundred square feet. Vermin (mice, insects, etc.) will not enter that area for twenty-four hours.

Protect from Rust: You designate up to fifty pounds of ferrous metal when you cast this spell. This metal will not suffer any ill effects from rust for the next year and a day.

Moderate Spells:

Cause Confusion: You select one creature within thirty feet when you cast this spell. From now on, they are incapable of coherent thought and act on primal instincts.

Haste: You select two creatures that you touch when you cast this spell. From now on, they have one additional minor action per round.

Invisibility: You become undetectable through visual means for five rounds. Characters or monsters with a strong sense of scent or of hearing can still locate you.

Levitate: You begin to rise into the air, up to thirty feet per round for up

to five rounds. After this time, you begin to gently fall at a speed of ten feet per round.

Slow: You select two creatures that you touch when you cast this spell. From now on, they only have one major action per round.

Major Spells:

Antimagic Field: You designate a hemisphere 10' in diameter. From now on, spells cannot be cast in that area nor can spells affect that area.

Hail of Fire: Dozens of small meteorites rain from the sky, smiting your enemies. Roll one six-sided die. That's how many of your enemies die. Roll another six-sided die. That's how many of your allies get hit and take a point of damage.

Raise the Dead: This spell affects one corpse you touch that has not been dead for more than one month. That corpse is restored to life and is restored to pristine condition, despite any decay or wear. Casting this spell requires two thousand gold in expensive regents.

Tables for Refereeing Witches and Wyverns

Being the Referee of a game of Witches and Wyverns is a delicate balancing act. You have to have fun while making an immersive experience and making sure that the players have fun. One of the primary goals of this system however is making sure being the Referee is as fun and as easy as possible. For this purpose, the next few pages are devoted to random generation tables for the aspiring Referee to utilize in crafting grand sagas of adventure.

Random Magic Items:

2d6:	Descriptor:	Item:	Purpose:
2	Psychedelic	Scroll	Screaming
3	Flaming	Tome	Sprinting
4	Floating	Breastplate	Safety
5	Sparkling	Mace	Leaping
6	Cursed	Sword	Hunting
7	Bone	Boots	Storage
8	Infamous	Robe	Stability
9	Legendary	Wand	Levitation
10	Invisible	Crown	Hiding
11	Living	Tankard	Swimming
12	Mystical	Statue	Feasting

NOTE: Magic item names are in the format: Descriptor Item of Purpose. So if you rolled a 2, a 8, and a 4, you would have a psychedelic robe of safety.

All effects of these magic items are left *entirely* up to the Referee.

Random Non-Player Characters

2d6:	Trait:	Trait:	Profession:
2	Solemn	Crippled	Cooper
3	Pushy	Blind	Farrier
4	Raspy	Muscular	Astrologer
5	Stoic	Bony	Priest
6	Quiet	Obese	Guardsmen
7	Talkative	Elf	Hunter
8	Sweet	Dwarf	Blacksmith

9	Withdrawn	Sallow	Farmer
10	Outgoing	Savage	Scribe
11	Afraid	Mute	Apothecary
12	Paranoid	Wounded	Chamberlain

NOTE: NPCs are described as Trait Trait Profession. So if you rolled a 12, a 4, and a 7, you would have a paranoid, muscular hunter.

Random Adventure Hooks

2d6:	Creatures:	Action:	Target:
2	Zombies	Ransacking	High Priest
3	Cultists	Hunting	King
4	Elves	Trapping	Chieftain
5	Thieves' Guild	Ransoming	Peasants
6	Knights	Trading	Blacksmiths
7	Druids	Enslaving	Miners
8	Barbarians	Taxing	Royal Advisor
9	Dragons	Sieging	Warlords
10	Warlocks	Betraying	Mercenaries
11	Necromancers	Chasing	Traders
12	Ghosts	Cursing	Sailors

NOTE: Adventure hooks are described as the Creatures are Action the Target. So if you rolled a 8, a 5, and a 5, you would say the barbarians are ransoming the peasants.

Advice for Referees

Designing A New Class

Designing a new class is really easy. You simply select one of the two hit point progressions (dwarf and knight or elf and wizard), select one of the three Perception progressions (dwarf and knight, elf, and wizard), and design three special abilities, one at first level, one at fourth level, and one at eighth level. A new class should always add something to the game. Making a druid class that's basically the wizard except nature focused would be pointless when you could take the wizard class and change the description to fit a druid. But recreating some of the classes from *The Original Roleplaying Game*, such as the monk or the paladin, could prove quite an addition. But in order to stay true to the design principles of this game, those additional classes have been excluded from the base version of *Witches and Wyverns* except as advanced classes. The most important thing to remember when designing a new class is that progress is linear, not quadratic. Special abilities should slowly get more potent, and there should be no gap between two levels where you can say "This is where [class] finally begins to work". A class should function from level one. Of course classes will jump in power at level four and level eight, as they gain new special abilities, but the jump should be the same as a knight or an elf achieving level four or eight.

Designing a New Advanced Class

Designing a new advanced class, while harder than making a new class, is still fairly easy. You select a theme for the advanced class and one or more base classes that fit that theme. Advanced classes typically have a special ability at level five and level eight. Advanced classes are meant to resemble unique training and combat skills. Being a knight is a base class but being a paladin, crusader in the name of your god is an advanced class. As stated before, you shouldn't make an advanced class that doesn't add something to the game. Making a crusader advanced class for the dwarf class that effectively makes dwarves into knights is pointless. If you want to be a knight, than you should be a knight not a dwarf with a specific advanced class.

Using a Gameboard

An aspect key to the later editions of *The Original Roleplaying Game* is playing on a grid. Typically each square represents five feet and each character occupies one square. While *Witches and Wyverns* is not built for play on a grid as it is meant to rely more on the theatre of the mind approach, it can be done. A dwarf and knight could move twenty feet as a minor action or fifty feet as a major action while an elf or wizard could move thirty feet as a minor action or seventy-five feet as a major action. Playing on a grid could also make it easier to represent the location of spell effects. If you are using a gameboard, characters that attack their enemies from behind should get a +1 bonus on attack rolls.

Making and Playing Monsters

While every non-player character could be a demihuman, that gets really boring really quickly. Instead of falling into this trap, here are some rules for monsters. Every monster has a certain number of hit points that represents their power and some have special abilities but monsters do not have perception. Monsters' natural attacks and weapons have certain equivalencies as per the list below: If your monster has a unique natural attack, you should determine an appropriate equivalency yourself. Even if a monster has multiple natural weapons, they can only use one a round without using a major action. Monsters with regular weapons use the regular rules for those weapons.

- Teeth : Daggers
- Talons : Swords
- Tail Whip or Slam : Mace
- Spikes : Two-Handed Sword
- Tail Whip or Slam : Mace
- Spikes : Two-Handed Sword

Roleplaying Monsters

Monsters, although typically with a lower average intelligence than humans, still should be roleplayed accurately. Monsters *are* intelligent and should be treated as such. If the numbers suddenly swing against the enemies, the remaining monsters should flee. Bandits should not fight masters of combat and famed adventurers that they have no chance of overcoming. While it can be hard to get into the minds of the genius level intellects that some monsters possess, you definitely should not play enemies with human level intellects like they are unintelligent.

Alignment: Law and Chaos

The three alignments in Witches and Wyverns are Law, Neutral and Chaos. Being Lawful means respecting the natural order and the way things should be, while being Chaotic means wanting the world to devolve into an anarchic cesspit of violence and gore. Of course, there are Chaotic people who don't want to see the world burn, and Lawful people who would like change in the natural way, but those are the stances of the Lawful and Chaotic zealots. Most demihumans are Neutral, due to wanting change in the natural order and respecting most of it as well. Almost all monsters are Chaotic, and most priests and religious figureheads are Lawful. Your character can be Lawful, Neutral, or Chaotic, and can be any shade of grey in between those three. A proper world should be filled with characters of all descriptions and alignments. A world with no Neutral characters and filled with Lawful and Chaotic zealots is, to be frank, unrealistic.



The Forces of Law and Chaos Clashing

Bestiary

This section of the booklet is devoted to providing a sample of the monsters and beasts players could slay, loot, or maybe even tame.

Giant Spider:

Legs, legs everywhere, and so many unblinking eyes...

Hit Points: 3

Special Abilities:

Web Spinner: A giant spider can entrap a still piece of prey by spending a full action.

Weapons:

Teeth (Sword)



Golem:

It seems as if a boulder is walking towards you, full of malice and hatred.

Hit Points: 6

Special Abilities:

Carved from Stone: A golem cannot die from taking damage but loses their minor action every round upon reaching 3 or lower hit points

Animating Paper: Every golem has a paper in its mouth that animates it. When this is removed, the golem is killed. This requires a roll of 12.

Weapons:

Slam (Mace)



Jabberwock:

A massive reptilian form and a mouthful of sharp teeth flies from ahead, slithering in the air.

Hit Points: 5

Special Abilities:

Iron Hide: Only a vorpal blade can land the killing blow on a jabberwock. When using any other weapon, it quickly proves ineffective and the jabberwock cannot be slain by such a weapon.

Weapons:

Tail Whip (Mace)

Bite (Sword)



Juggernaut:

Clad in full plate, the warrior strides forward, surrounded by the stench of death.

Hit Points: 3

Special Abilities:

Noxious Scent: When a creature first gets within ten feet of a juggernaut, they have to roll 8 or above or not be able to use minor actions until



they move at least ten feet away.

Weapons:

War Axe

Ogre:

Carrying a huge club above its head, the giant seems to shake the very earth with its every step.

Hit Points: 4

Weapons:

Club (Mace)

Tentacled Horror:

One slimy mass of tentacles and beak, slowly oozing forward.

Hit Points: 1

Special Ability:

Poisonous Goo: When a character touches a tentacled horror with their bare hands, they have to roll 8 or above or take one point of damage.

Weapons:

Tentacles (Flail)

Beak (Dagger)

Zombie:

A staggering corpse with black lightning crackling around it begins to stumble towards you, groaning incoherently

Hit Points: 2

Special Abilities:

Necromantically Charged: Whenever a zombie makes contact with a living creature, the living creature loses their minor action on their next turn

Weapons:

Slam (Mace)

Bite (Dagger)

Claw (Dagger)



Appendix A: Firearms

Not all fantasy games are stuck at a medieval technology level. There are fantasy settings during the Renaissance, during the modern era, in fact, during every time period. For an example, you merely need to look at any of the *Solomon Kane* books. To reflect this, here are some guidelines to reflect firearms under Witches and Wizardry rules. A rifle or blunderbuss like firearm would be best represented by the statistics for a heavy crossbow. A pistol would be best represented by the statistics for a short bow, and anything in between could be represented by a horse bow or light crossbow. Some firearms with unique qualities could be represented as following:

- Semiautomatic: Fire a second time as a minor (not major) action
- Scattershot: Attack twice but take a -1 penalty on both rolls
- Clip/Magazine: Don't need to reload until after the battle is over
- Scope: Don't take penalties for range

NOTE: These conversion rules are not universal and are optional and your game may be better suited by having the Referee making their own rules for firearms.

Appendix B: Team Leaders

Team leaders are an optional rule that all players should agree to use before they are used. When using this optional rule, a team leader is selected at the beginning of the game. He, ostensibly, controls the rest of the team and is held responsible for their actions. In reality, whenever he tries to command his team to do something, he rolls a d6. A dwarf or knight trying to disobey his command rolls two dice and takes the higher result. An elf or wizard trying to disobey the command rolls a single six-sided die. If the character's roll is greater than the leader's roll, they can disobey the leader's orders. If the character's roll is less than the leader's roll, they are obliged to obey the leader's orders until he orders the character to do something directly contrary to the character's beliefs, in which case everyone rolls again. This rule is optional because it puts a lot of power in the hands of one player but does allow for a slight degree of realism in the structure of the party. For those wondering, knights and dwarves roll two dice and keep one because they are more rebellious and prone to disobeying orders.

Appendix C: Inspirations

The following sources have all inspired Witches and Wyverns in some form or another:

- *Monty Python and the Holy Grail*
- Terry Pratchett's *Discworld*
- David Black's *The Black Hack*
- Matthew J. Finch's *Swords and Wizardry*
- Lars Dangly's 27th Edition *Platemail*

Appendix D: Rights Abdication

As the creator of this document, I hereby release all rules and advice related to gaming under the Witches and Wyverns system contained herein into the public domain wherever applicable and waive all rights wherever it cannot be released into the public domain.

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What is Witches and Wyverns?

Witches and Wyverns is a fantasy roleplaying game in the spirit of the Old School Revival movement. Based on the direct predecessor of The Original Roleplaying Game, Witches and Wyverns is meant to take you back to the olden days. Nowadays RPGs are all unicorns and faeries. In Witches and Wyverns, combat is bloody and swift and monsters are deadly and mysterious. In this homage to the days of old, you will pick up your blood-stained sword and shield and adventure in the chance that you will gain gold and fame.

Artists:

Davis Lewis Johnson

Jeremy Hart Illos

Patrick E. Pullen

Luigi Castellani

Jeshields