



# WOODLAND WARRIORS

A Role Playing Game by Simon Washbourne

Based on the Swords & Wizardry Core Rules



# WOODLAND WARRIORS

## Role Playing Game

Based on Swords & Wizardry  
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## INTRODUCTION

WOODLAND WARRIORS is a fantasy role-playing game. I've tried to keep the rules simple so that you can pick up the book, give it a quick once-over and then get on with the role-playing. There are some changes to the Swords & Wizardry core rules; most importantly, these rules use six-sided dice throughout – harking back to the very earliest of rules that this game is based on. This may take a little getting used to if you are more used to rolling a twenty-sided die but it shouldn't stump you for long. Secondly, I've restricted character progression to 6<sup>th</sup> level. This just seems right in a game that attempts to emulate the anthropomorphic animal tales of Redwall, The Secret of Nimh, Mistmantle, The Deptford Mice, Mouseguard and similar fantasy fiction.

WOODLAND WARRIORS is a free-form roleplaying game, meaning that there aren't very many rules. The Referee is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the Referee, even though the Referee is responsible for creating tricky traps, dangerous situations, and running the wicked beasts and other foes the PCs will encounter during the game. In fact, the players and the Referee cooperate with each other to create a fantasy epic, with the Referee creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the Referee's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

Also, you can publish your own adventures, house rules, and other materials for this game. Guidelines and requirements are in the back of the book right before the Open Game License.

Simon W



### The dice

In the interests of keeping things simple, WOODLAND WARRIORS uses only six-sided dice, abbreviated to D6, with the number of dice to be rolled coming in front, for example, if you need to roll three dice, these rules say roll 3D6. Sometimes you need to generate a score lower than D6. The rules will say D3 (roll a die and take 1 and 2 = 1; 3 and 4 = 2; 5 and 6 = 3) or D2 (1, 2 and 3 = 1; 4, 5 and 6 = 2).

## CREATING A CHARACTER

Unless you're going to be the Referee, you start by creating a character. You'll roll some dice to determine your character's strength and other basic attributes, pick a character class, use the character's game money to buy equipment, and then start to play. If you're the Referee, you've got a bit more preparation to do—that's covered later in a section especially for you.

### Setting Up Your Character Sheet

Information about your character goes on a character sheet, which can be as simple as an index card. The card might look like this, with your notes (and maybe spells or class abilities) jotted down on the back:

|      |              |                                                             |                |           |              |
|------|--------------|-------------------------------------------------------------|----------------|-----------|--------------|
| Name | <i>Pip</i>   | Class                                                       | <i>Friar</i>   | XP        | (Bonus +5%)  |
| Kind | <i>Mouse</i> | Level                                                       | <i>1</i>       | HD        | <i>1(+1)</i> |
|      |              |                                                             |                |           |              |
| STR  | <i>8</i>     | To Hit/Dam                                                  | <i>+0 / -1</i> | Str Feat  | <i>6</i>     |
| DEX  | <i>13</i>    | To Hit/AC                                                   | <i>+0 / +1</i> | Ref Save  | <i>4+</i>    |
| CON  | <i>11</i>    | HP Mod                                                      | <i>+0</i>      | Fort Save | <i>5+</i>    |
| WIS  | <i>13</i>    | Notice                                                      | <i>4+</i>      | Will Save | <i>3+</i>    |
| INT  | <i>10</i>    | Lore                                                        | <i>5+</i>      | Languages | <i>2</i>     |
| CHA  | <i>12</i>    | Persuade                                                    | <i>5+</i>      | Hirelings | <i>3</i>     |
|      |              |                                                             |                |           |              |
| HP   | <i>4</i>     | Things Carried = <i>6</i> (Reduced Move = <i>4/7/9/11</i> ) |                |           |              |
| AC   | <i>6</i>     | <i>Mace 1D6 -1, Sling 1D3, 20 sling stones</i>              |                |           |              |
| GP   | <i>8</i>     | <i>Chain &amp; Shield, Silver Symbol of Good</i>            |                |           |              |
| Move | <i>9</i>     | <i>Assorted travelling goods</i>                            |                |           |              |

## Roll Attribute Scores

The basic attributes of a character are numbers representing Strength (physical power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step needed to create a character is to roll dice for these six attribute scores.

### Strength (STR)

Roll 3D6 for your Strength score, and write it on your character sheet. A high Strength gives your character bonuses when attacking with a sword or other hand-held weapon (called a “melee weapon”). The table below shows you the effects of your Strength score. For convenience, you may want to write down these bonuses on your character sheet next to the Strength score. Strength is the Prime Attribute for the Warrior class.

Table 1: Strength

| <i>Attribute Score</i> | <i>Melee ‘To Hit’ Modifier</i> | <i>Damage Modifier</i> | <i>Things Carried</i> | <i>Strength Feat</i> |
|------------------------|--------------------------------|------------------------|-----------------------|----------------------|
| 3–5                    | -1                             | -1                     | -2                    | 6                    |
| 6–8                    | +0                             | -1                     | -1                    | 6                    |
| 9–12                   | +0                             | +0                     | +0                    | 5+                   |
| 13–15                  | +0                             | +1                     | +1                    | 4+                   |
| 16–17                  | +1                             | +1                     | +2                    | 3+                   |
| 18–19                  | +1                             | +2                     | +3                    | 2+                   |
| 20                     | +1                             | +3                     | +4                    | 2+                   |

**Melee ‘To Hit’ modifier:** When rolling your Hit Dice (HD) to attack with hand-held weapons, you can apply this number to your HD, after rolling. So if you roll a 4, it becomes a 5. This applies to all HD, if you have more than one.

**Damage Modifier:** You apply this number to your melee weapon damage roll. You add it to each damage die.

**Things Carried:** This is the modifier to the number of things that a character can carry before suffering a reduction in his movement at each of the movement rate levels. (See Table 18, Movement Rate)

**Strength Feat:** When your character wants to break out of bonds, bend iron bars, kick down doors and perform similar physical activities, you need to roll a

die to get equal to or higher than the number indicted. Your Referee might apply modifiers for particularly tough tasks.

### Dexterity (DEX)

Roll 3D6 for your Dexterity score. A high Dexterity score gives your character bonuses when attacking with a bow or other missile weapon (usually called a “ranged weapon”), and improves your “Armour Class,” (AC) making you harder to hit. Dexterity is the Prime Attribute for the Scout class.

Table 2: Dexterity

| <i>Attribute Score</i> | <i>Missile ‘To Hit’ Modifiers</i> | <i>Armour Class Adjustment</i> | <i>Reflex Save</i> |
|------------------------|-----------------------------------|--------------------------------|--------------------|
| 3–5                    | -1                                | -1                             | 6                  |
| 6-8                    | +0                                | -1                             | 6                  |
| 9–12                   | +0                                | +0                             | 5+                 |
| 13-15                  | +0                                | +1                             | 4+                 |
| 16-17                  | +1                                | +1                             | 3+                 |
| 18-19                  | +1                                | +1                             | 2+                 |

**Missile ‘To Hit’ modifier:** When rolling your HD to attack with missile weapons, you can apply this number to your HD after rolling. So, if you roll a 4 it becomes a 5. This applies to all HD, if you have more than one.

**Armour Class Adjustment:** Add this number to your AC, whether wearing armour or not. This gives you a higher AC, making it harder for your enemies to hit you in combat.

**Reflex Save:** When your character needs to avoid harm from some form of fall, trap, or explosion that requires quick reactions, you need to roll the number indicated on the table. Sometimes a successful roll will only be sufficient to avoid some of the damage. Your class might give you a bonus to your roll.

### Constitution (CON)

Roll 3D6 for your Constitution score. A high Constitution gives your character extra hit points and resistance to poisons and other things that might cause physical harm.

Table 3: Constitution

| <i>Attribute Score</i> | <i>Hit Point Modifier</i> | <i>Fortitude Save</i> |
|------------------------|---------------------------|-----------------------|
| 3–5                    | -2                        | 6                     |
| 6–8                    | -1                        | 6                     |
| 9–12                   | +0                        | 5+                    |
| 13–15                  | +1                        | 4+                    |
| 16–17                  | +2                        | 3+                    |
| 18–19                  | +3                        | 2+                    |

**Fortitude Save:** When your character needs to avoid harm from some form of poison, paralysis, exhaustion or similar, that requires physical toughness, you need to roll the number indicated on the table. Sometimes a successful roll will only be sufficient to avoid some of the harm. Your class might give you a bonus to your roll.

**Hit Point Modifier:** You add this number whenever you roll your HD on attaining a new level, to determine whether your character receives a higher Hit Point (HP) total.

### **Intelligence (INT)**

Roll 3D6 for your Intelligence score. A high Intelligence is the Prime Attribute for Wizard characters. Only Wizards with high Intelligence are able to learn the highest-level spells. Those Wizards with Intelligence of 15 or higher gain an extra first level spell.

Table 4: Intelligence

| <i>Attribute Score</i> | <i>Max. Additional Languages</i> | <i>Lore Roll</i> | <i>Max. Spell Level</i> |
|------------------------|----------------------------------|------------------|-------------------------|
| 3–5                    | 0                                | 6                | Can't cast spells       |
| 6–8                    | 1                                | 6                | 1                       |
| 9–12                   | 2                                | 5+               | 2                       |
| 13–15                  | 3                                | 4+               | 3                       |
| 16–17                  | 4                                | 3+               | 4                       |
| 18                     | 5                                | 2+               | 4                       |

**Max. Additional Languages:** Each character knows the spoken language of his Kind as well as the common tongue, used by most animals in the Environs. Intelligence determines the number of additional languages the character can learn. Reading & writing is classed as one language for these purposes and is a requirement of learning and casting spells for Friars & Wizards.

**Lore Roll:** When your character wants to recall a bit of information – some piece of ancient history or a local legend or fact that would be known to him, you need to roll the number indicated on the table. Sometimes a successful roll will only be sufficient to recall some of the knowledge.

**Max Spell Level:** If your character is a Wizard, the spells he can cast are restricted by his intelligence. Only Wizards of above average intelligence can master the higher level spells.

**Wisdom (WIS)**

Roll 3D6 for your Wisdom score. Wisdom is the Prime Attribute for the Friar class. A character with a Wisdom score of 13 or higher gains a 5% bonus to all Experience Point (XP) awards. If a Friar has a Wisdom score of 15 or greater, he can memorize and additional first level spell (only when he can cast spells).

Table 5: Wisdom

| <i>Attribute<br/>Score</i> | <i>Notice<br/>Roll</i> | <i>Will<br/>Save</i> |
|----------------------------|------------------------|----------------------|
| 3-5                        | 6                      | 6                    |
| 6-8                        | 6                      | 6                    |
| 9-12                       | 5+                     | 5+                   |
| 13-15                      | 4+                     | 4+                   |
| 16-17                      | 3+                     | 3+                   |
| 18                         | 2+                     | 2+                   |

**Notice Roll:** When your character might see something that is hidden or wants to find a track in the woods you need to roll the number indicated on the table. Sometimes the Referee will not need you to make a roll to spot something and other times he might apply a modifier to the roll, making the roll harder or easier.

**Will Save:** When your character needs to resist harm from some form of mind control, fear or some other effect that challenges his strength of mind or

determination, you need to roll the number indicated on the table. Sometimes a successful roll will only be sufficient to avoid some of the effects. Your class might give you a bonus to your roll.

### **Charisma (CHA)**

Roll 3D6 for your Charisma score. A highly charismatic character has a better chance to talk his way out of trouble and can lead more followers than characters with a low Charisma. Any character with a Charisma score of 13 or higher receives a bonus of 5% to all XP awards.

Table 6: Charisma

| <i>Attribute Score</i> | <i>Max. No. of Hirelings</i> | <i>Persuade Roll</i> |
|------------------------|------------------------------|----------------------|
| 3–5                    | 1                            | 6                    |
| 6–8                    | 2                            | 6                    |
| 9–12                   | 3                            | 5+                   |
| 13–15                  | 4                            | 4+                   |
| 16–17                  | 5                            | 3+                   |
| 18                     | 6                            | 2+                   |

**Max. No. of Hirelings:** Characters can hire servants, bodyguards and experts for certain tasks they need doing. However, the character's charisma will determine the number of hirelings he can keep loyal to him, even in dangerous situations (where they may need some persuasion). They still require paying, of course.

**Persuade Roll:** When your character wants to persuade somebody to do something, extract some information, haggle the price of an item or some other similar activity, you need to roll the number indicated on the table. Sometimes the Referee will not need you to make a roll to ask questions and other times he might apply a modifier to the roll; if the animal is particularly surly for example, making the roll harder or easier.

## Hit Dice

In WOODLAND WARRIORS, Hit Dice determine two things:

**Hit Points:** At 1<sup>st</sup> level you roll a die to determine your characters' Hit Points. Warriors add +2 to the total; Friars and Scouts add +1. To this number, you add any modifier for CON.

Optional: Sometimes the Referee will prefer beginning characters to start with the maximum number of HP (8 for a Warrior, 7 for Scouts and Friars and 6 for a Wizard). You would still add your CON modifier to your hit point total if this option is allowed.

When the character reaches 2<sup>nd</sup> level, you get to roll again (and add any CON modifier). In the case of the Warrior; this means rolling two dice, but other classes simply roll a single die. If the resulting number is higher than the previous total, this becomes the character's new HP for 2<sup>nd</sup> level. If the new total is not higher, the character sticks with the total he had before. Do likewise each time your character advances a level.

### Example

*Pip is a Friar, so his player rolls 1D6 (+1) for his HP. He rolls a 3 and adds +1 for a total of 4 and writes this onto the character sheet. Assuming Pip survives to 2<sup>nd</sup> level, the player now rolls 1D6 (+2). He rolls a 1 and with +2 for his new level gets only 3. He already has 4 HP, so has to go through 2<sup>nd</sup> level with the same number of HP he had at 1<sup>st</sup> level. Luckily, he now gets a spell, so at least he can heal himself if he gets injured!*

**Attack Dice:** Your character's Hit Dice are also the number of dice you roll when attacking in combat (ignore the number in brackets, which applies to Hit Points only). So, a first level Warrior rolls one die and a second level Warrior rolls 2 dice. Each die that comes up with a number equal to or higher than your opponent's Armour Class is a hit, so higher level characters can hit multiple times (or multiple opponents). In some instances "multiple" hits represent one single powerful blow.

## CHOOSE A CHARACTER CLASS

Once you've rolled up your attribute scores, the next step is to choose a character "class." There are four character classes: Warrior, Friar, Scout and Wizard. Your Referee may also have invented other character classes, or may be allowing optional character classes from some other fantasy game. After choosing your character class, make sure to write down your XP bonus. It's based on your Wisdom (possible +5%), your Charisma (possible +5%), and the Prime Attribute for the character class you choose (possible +5%), with a total possible +15%. All classes receive save bonuses which are class dependent at 1<sup>st</sup> and 6<sup>th</sup> level. At 3<sup>rd</sup> level all characters also receive a +1 bonus to a save of their choice.

### FRIAR

Friars are worldly, adventurous monks who serve Good. Whereas most monks tend to stay in the Abbey and look after the sick and injured, grow herbs for medicines, write books and scrolls and so on, Friars often wander away from the Abbey in the outside world spreading the word of Good and helping others where they can. Most of the Friar's abilities are oriented toward healing and protecting, although they are able to defend themselves quite well. As a Friar grows in power and reputation, he might establish an Abbey of his own; a fortified monastery, a soaring cathedral in the wilderness, or whatever strikes him as the best way to protect and serve his flock of acolytes and followers.

**Prime Attribute:** Wisdom. If Wisdom is 13+ you gain +5% to XP earned

**Hit Dice:** 1D6 (+1) at 1<sup>st</sup> level. Then per the Friar Advancement table below

**Armour/Shield Permitted:** Quilted cloth, chain and shields.

**Weapons Permitted:** Blunt weapons only (club, flail, hammer, mace and quarterstaff). Only slings as missile weapons.

**Saves:** Friars receive +1 to their Will or to their Fort saves at 1<sup>st</sup> level and a (further) +1 to either Will or Ref at 6<sup>th</sup> level. +1 to any one save at 3<sup>rd</sup> level

#### *Friar Class Abilities*

**Spell Casting:** Friars cast Good spells from a specific list, as per the Friar Advancement table. Each day, the Friar prays for a certain set of spells, choosing any spells from the standard list. Once a spell is cast, it cannot be cast again until the next day, unless the Friar can prepare the spell more than once.

**Banishing Undead:** Friars can "Turn" (See Table 21: Turning Undead) the undead, making them flee from the Friar's goodness (or, in the case of a wicked Friar, bringing them to heel as servants and minions).

**Lay on Paws:** Friars can heal a number of points of damage per day by laying their paws on the wound. They can split the points as they wish, so a 2<sup>nd</sup> level Friar can cure 3 points of damage on one character and 1 point on another all in one day.

**Abbey (6<sup>th</sup> level):** At 6<sup>th</sup> level, a Friar character becomes known as an Abbot may establish his own Abbey; a stronghold against Evil and attract a body of loyal friars and warriors who will swear fealty to him.

Table 7: Friar Advancement

| Level | Experience | Hit Dice | Lay on Paws | Spells by level |   |   |   |
|-------|------------|----------|-------------|-----------------|---|---|---|
|       |            |          |             | 1               | 2 | 3 | 4 |
| 1     | 0          | 1(+1)    | 2           | —               | — | — | — |
| 2     | 175        | 1(+2)    | 4           | 1               | — | — | — |
| 3     | 350        | 2        | 6           | 2               | — | — | — |
| 4     | 700        | 2(+1)    | 8           | 2               | 1 | — | — |
| 5     | 1400       | 2(+2)    | 10          | 2               | 2 | 1 | — |
| 6     | 2800       | 3        | 12          | 3               | 2 | 2 | 1 |

## SCOUT

Scouts are lightly armed and armoured trackers, pathfinders, wanderers and hunters. Their job is to patrol the borders of the Abbey domain keeping watch for signs of intruders, as well as to investigate new lands to determine whether they are capable of supporting a new Abbey. Scouts tend to work alone for long periods. In battle, their job is to lead armies safely through the wilderness, forage for food and to harass the enemy with missile fire, raids and ambushes.

**Prime Attribute:** Dexterity. If Dexterity is 13+, you gain +5% to XP earned

**Hit Dice:** 1d6(+1) at first level. Then per the Scout Advancement table.

**Armour/Shield Permitted:** Quilted cloth and shield.

**Weapons Permitted:** Spears, daggers, short swords, wood axes, clubs, quarterstaves, darts, javelins, slings and short bows.

**Saves:** Scouts receive +1 to their Ref saves or to their Fort saves at 1<sup>st</sup> level and a (further) +1 to Ref or Fort saves at 6<sup>th</sup> level. +1 to any one save at 3<sup>rd</sup> level.

Table 8: Scout Advancement

| Level | Experience | Hit Dice | Move bonus | Jump/Climb | Traps | Stealth | Track |
|-------|------------|----------|------------|------------|-------|---------|-------|
| 1     | 0          | 1(+1)    | +1 stride  | 4+         | 6     | 4+      | 5+    |
| 2     | 150        | 1(+2)    | +2 strides | 4+         | 5+    | 4+      | 4+    |
| 3     | 300        | 2        | +3 strides | 3+         | 5+    | 3+      | 4+    |
| 4     | 600        | 2(+1)    | +4 strides | 3+         | 4+    | 3+      | 3+    |
| 5     | 1200       | 2(+2)    | +5 strides | 2+         | 4+    | 2+      | 3+    |
| 6     | 2400       | 3        | +6 strides | 2+         | 3+    | 2+      | 2+    |

### *Scout Class Abilities*

**Sneak attack (1<sup>st</sup> level):** At first level, a Scout who can catch his opponent unawares or get behind him can attack his opponent in a vital area for extra damage. If the Scout hits his target he can add another D6 to the damage he causes to a single target. At 6<sup>th</sup> level, he can add 2D6 to the damage caused to a single target by a sneak attack. He can do this with a ranged weapon, if within close range.

**Move Bonus:** Provided the scout is unhampered (“things” carried 5 or less) he can move an extra stride per level attained. So, at 6<sup>th</sup> level, a Scout can move at 18 strides in a round. Carrying any weight over 5 things completely negates the bonus.

**Jump/Climb:** Leaping from tree to tree or climbing walls and balancing on branches requires you to roll this number or higher. Sometimes the Referee will not require a roll or a bonus will apply, if the task is deemed straightforward. Other times, the task might be trickier – for example during a storm and so you’ll get a penalty to your roll.

**Traps:** Scouts are good at setting and removing traps, snares and pits. If the Scout is attempting to set or disarm a trap, roll this number or higher for success.

**Stealth:** Scouts are skilled at camouflage and silent movement – roll this number or higher to bypass guards or to avoid being spotted.

**Track:** The ability of the Scout to recognize and follow a trail left by another creature. Modifiers could apply, from things like the size or number of creatures leaving the trail, weather conditions or the type of ground.

**Ship (6<sup>th</sup> level):** At 6<sup>th</sup> level, a Scout becomes known as an Explorer and can have his own ship built. He will attract a number of sailors, scouts and merchants who will swear fealty to him, as he goes off upriver or across uncharted seas, to seek out new lands to chart for trade and for colonization.

## **WARRIOR**

A warrior is a fighter, trained to use all weapons and to wear the heaviest of armour. Warriors might be Abbey guards, whose job it is to protect the Abbey from marauders and bandits. Or they might be soldiers in the trained armies of the feudal lords. Warriors can be archers, spear-bearers, valiant knights riding war-lizards into battle or mercenaries and bodyguards. The Warrior character is best equipped of all the character classes to dish out damage and absorb it, too. Friars heal, and Wizards cast spells, but the down-and-dirty hack and slash work is up to you. You're going to serve as the party's sword and shield, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your castle stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you'll die, just another forgotten warrior in a dangerous world.

**Prime Attribute:** Strength. If strength is 13+ you gain 5% to XP earned

**Hit Dice:** 1d6+2 at first level.

Then per the Warrior advancement table, below.

**Armour/Shield Permitted:**

Any

**Weapons Permitted:** Any

**Saves:** Warriors receive +1 to their Fort saves at 1<sup>st</sup> level and +2 at 6<sup>th</sup> level. +1 to any one save at 3<sup>rd</sup> level.

### *Warrior Class Abilities*

**Warrior Stunt:** If you want your character to attempt a special manoeuvre in combat that isn't a direct attack, like disarming his opponent, shooting an arrow at a rope to break it or some other similar trick,



you need to make this roll or higher. The roll is modified by the HD of your opponent over your own; so a 1<sup>st</sup> level warrior attempting to disarm a stoat (2HD) receives -1 to his roll. Other modifiers are at the GMs discretion.

**Favoured Weapon:** The Warrior can choose one weapon (long sword, short sword, battle axe etc.) with which he has had extra training. When using this weapon, the warrior receives a bonus HD to his attacks.

**Establish Stronghold (6th):** At sixth level, a Warrior may establish his own stronghold and attract a body of loyal warriors-at-arms who will swear fealty to him. Most likely, the protection of a castle will attract villagers, and the Warrior will become a feudal Lord or even a Baron.

Table 9: Warrior Advancement

| <i>Level</i> | <i>Experience</i> | <i>Hit Dice</i> | <i>Warrior Stunt</i> |
|--------------|-------------------|-----------------|----------------------|
| 1            | 0                 | 1(+2)           | 5+                   |
| 2            | 200               | 2               | 5+                   |
| 3            | 400               | 2(+2)           | 4+                   |
| 4            | 800               | 3               | 4+                   |
| 5            | 1600              | 3(+2)           | 3+                   |
| 6            | 3200              | 4               | 3+                   |

## WIZARD

The Wizard is a mysterious figure, a student of arcane powers and spell casting. Often cloaked in robes woven with mystical symbols, Wizards can be devastating opponents. However, they are usually physically weaker than other adventuring classes, and are untrained in the use of armor and weapons. As Wizards progress in level, they generally become the most feared of the character classes. With just a muttered word or a flick of the finger, Wizards are able to command their enemies to sleep, make themselves disappear and send balls of fire and bolts of lightning into their foes. The highest level Wizard can build his own tower, where he can conduct his experiments, create fabulous magic items and scribe new formulae for hitherto unknown spells.

**Prime Attribute:** Intelligence, 13+ (+5% XP)

**Hit Dice:** 1D6 at first level. Then per the Wizard Advancement table.

**Armour/Shield Permitted:** Padded Wizards Robes

**Weapons Permitted:** Daggers, staves, and darts

**Saves:** Wizards receive +1 to their Will saves at 1<sup>st</sup> level and +2 at 6<sup>th</sup> level. +1 to any one save at 3<sup>rd</sup> level.

### *Wizard Class Abilities*

**Spell Casting:** Unlike the Friar, a Wizard has two methods of storing and casting his spells. He owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from the book, the Wizard presses his chosen spell formulae into his mind, “preparing” these spells. He can then cast the spell when he wants, without referring to his book. Once a prepared spell is cast, it disappears from the Wizard’s ability to cast (until it is prepared again). It is possible to prepare a spell multiple times using the available “slots” in the Wizard’s memory/capability. If the Wizard finds scrolls of spells while adventuring, he can copy them into his spell book or cast the spell once directly from the scroll. The spells that a Wizard can prepare is set out in Table 10: Wizard Advancement (spells by level).

To determine which spells the Wizard has in his Spell Book, go down the Wizard spell list making a Lore roll for each one, in order. A successful roll means he starts with that spell. Once you have gone down the list that is it, although every Wizard starts with at least one spell, so if you fail to make a successful Lore roll, you get to choose one spell for your book.

**Wizard’s Wand:** The second method for Wizards to cast their spells, is through his wand. At 1<sup>st</sup> level (after completing his apprenticeship) a Wizard and his master create a wand together that is specifically attuned to the Wizard, so that he can put his spells into it, similar to how he presses them into his mind. He can put the same number and level of spells into his wand as he can into his mind (effectively doubling his capacity). However, to cast from the wand, the Wizard



must make a roll of 3+ or the spell doesn't go off (it stays in the wand though and can still be cast later).

It is possible to have spells that the Wizard can't normally cast put into a wand by another Wizard (maybe because he doesn't have the spell in his spell book or it is of a higher level than he can normally cast). In this way Wizards can exchange favours, without having to give away their spell formulae. Where such a spell is being cast from the Wand, the roll required is at -1 per level of spell over that the Wizard can normally cast. So if a Wizard of 1<sup>st</sup> level has a 2<sup>nd</sup> level spell put in his Wand, he would need to roll 4+ to cast it. The reverse is true for higher level Wizards and lower level spells, so a 3<sup>rd</sup> level Wizard only needs 2+ to cast a 1<sup>st</sup> level spell from his Wand).

Optional: If you roll a 1 when trying to cast from a Wand, not only is it always a failure (as per normal rules) but also you must roll again. Another 1 means the Wand is destroyed – creating a 20 paw radius area effect explosion of magic energy causing 1D3 damage per level of spell remaining in the wand (Ref save needed to reduce damage by half). The owning Wizard is immune to this magical explosion. He will have to create another at a cost of 50gp for the materials (or you could give the Wizard a minor quest to obtain the materials). At 6<sup>th</sup> level, some Wizards create a staff (at a cost of 200gp, (otherwise as quarterstaff)) to replace their wand, as spell staffs are better able to cope with the power of magic and doesn't have a chance of breaking.

**Wizard's Tower (6th):** At 6th level, a Wizard becomes known as a High-Wizard and can build a Wizards Tower for himself to house his libraries and laboratories. He will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities). This motley crew will swear fealty to him and serve him with whatever loyalty he can inspire in them.

Table 10: Wizard Advancement

|              |                   |                 | <i>Spells by Level</i> |          |          |          |
|--------------|-------------------|-----------------|------------------------|----------|----------|----------|
| <i>Level</i> | <i>Experience</i> | <i>Hit Dice</i> | <i>1</i>               | <i>2</i> | <i>3</i> | <i>4</i> |
| 1            | 0                 | 1               | 1                      | –        | –        | –        |
| 2            | 250               | 1(+1)           | 2                      | –        | –        | –        |
| 3            | 500               | 1(+2)           | 2                      | 1        | –        | –        |
| 4            | 1000              | 2(-1)           | 3                      | 2        | –        | –        |
| 5            | 2000              | 2               | 4                      | 2        | 1        | –        |
| 6            | 4000              | 2(+1)           | 4                      | 3        | 2        | 1        |

## **MULTI-CLASS CHARACTERS**

A multi-class character is one that starts off at 1<sup>st</sup> level with two classes. When a player wishes to have a true multi-class character, the following rules apply:

- No more than two classes may be taken
- To advance a level the character needs to earn experience points (XP) equal to the class with the highest experience requirement plus half of the lower class requirement. For example, a 1st level warrior/scout would require 275 XP to advance to a 2nd level warrior/scout. To advance to 3<sup>rd</sup> level, he would need  $400 + 150 = 550$  XP.
- The character must have a minimum of 12 in the primary attributes of each class
- The character uses the best Hit Die available to him. A 1st level warrior/scout would have D6 (+2)
- A multi class character doesn't receive a class save bonus at 1<sup>st</sup> level or at 6<sup>th</sup> level. However, he does receive the bonus at 3<sup>rd</sup> level to any one save of choice, as all classes do.
- The character may use weapons available to each of his classes
- The character gains all other benefits and penalties of both classes such as a warrior's stunts and the scout's tracking
- Some abilities still cannot be performed in armour heavier than quilted (casting Wizard's spells, scout's jumping & climbing, stealth).

## CHOOSE CHARACTER KIND

The character's Kind is the species of animal that you choose for your character. In the fantasy world of WOODLAND WARRIORS, humans don't exist. Therefore you need to choose what animal Kind you want to portray. The initial choices from player-characters are set out in the table below, together with modifiers attributes and the classes available to creatures of that Kind.

Also bear in mind that in the world of WOODLAND WARRIORS there is much less difference in size between the animal Kind than there is in reality. So although mice are still the smallest of the player-characters, they are still big enough to put up a fight against the bigger beasts. Taking the five Kind below, this is how they match up in order of size: Badger, Hedgehog, Squirrel, Mole and Mouse.

Table 11: Player character Kind

| <i>Kind</i>                             | <i>Size (paws)*</i> | <i>Attribute Modifiers</i> | <i>Available Classes</i>                     | <i>Special Abilities</i>                                       |
|-----------------------------------------|---------------------|----------------------------|----------------------------------------------|----------------------------------------------------------------|
| Badgers                                 | 5 ½ - 6 ½           | +2 STR<br>-1 DEX<br>-1 CHA | Warrior,<br>Warrior-Friar,<br>Warrior-Wizard | Rage (+2 STR, +2 CON, +2 Will saves)                           |
| Hedgehogs                               | 3 ½ - 4 ½           | +1 CON<br>-1 INT           | Warrior, Friar,<br>Wizard                    | Natural AC4, +1HD when attacking serpents                      |
| Moles                                   | 3 - 3 ½             | +1 STR<br>-1 WIS           | Warrior, Friar,<br>Warrior-Friar             | Stone/Earthwork,<br>Tunneling                                  |
| Mice                                    | 2 ½ - 3             | +1 DEX<br>-1 STR           | Any                                          | Stealth, Sleight,<br>+1HD attacking with slings                |
| Squirrels                               | 3 ½ - 4 ½           | None                       | Any                                          | Climbing, Jumping,<br>immune to sleep & charm spells, persuade |
| *see Table 17: Distances & Measurements |                     |                            |                                              |                                                                |

## BADGERS

The player-character Badger has +2 to his STR and -1 to both DEX and CHA. Badgers are large and a bit gruff and surly. This surliness is useful to Badgers, because in combat they can become enraged; giving them temporary bonus of +1 to attacks and damage and +2 to *Will* saves whilst in *Rage*. A fit of rage lasts for 5 rounds. At the end of the rage, the Badger loses the rage modifiers and restrictions and becomes fatigued (-1 penalty to attacks & damage, can't charge or run) for the duration of the current encounter. A Badger can fly into a Rage only once per 2 levels per day (so three times per day at 5<sup>th</sup> and 6<sup>th</sup> levels).

Player-character Badgers are always Warriors. However, if they have the right prerequisites, they can function as either Warrior-Friars (9+ WIS) or Warrior-Wizards (9+ INT).

Badgers that are *not* player-characters might have completely different limitations or abilities than player-character Badger adventurers, as determined by the Referee.

## **HEDGEHOGS**

The player-character Hedgehog has +1 to his CON and -1 to his INT.

Hedgehogs cannot wear armour but don't need to anyway – their spines give them a natural AC4. Hedgehogs can use shields though. Hedgehogs are tough creatures and receive +1 to their fortitude saves against poisons. Hedgehog Warriors are serpent-killers and receive a bonus Hit Die to attacks against any type of snake.

Player-character Hedgehogs are generally Warriors but instead can choose to be Friars or Wizards.

Hedgehogs that are *not* player-characters might have completely different limitations or abilities than player-character Hedgehog adventurers, as determined by the Referee.

## **MOLES**

The player-character Mole has a +1 to his STR and a -1 to his WIS.

Moles don't see very well and therefore cannot fire missile weapons beyond short range (although they can use throwing weapons). Generally, they tend not to bother using them at all.



Moles easily take note of certain features of stonework, earthworks, tunnels and similar architectural features: sloping corridors, moving walls, unsafe stone bridges and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts). Moles can also tunnel very quickly – in soft earth they can dig a hole big enough for themselves in just one round (using their spade-like paws).

There is no established die roll or rule for using these abilities; exactly what the Mole can or cannot do or perceive is up to the Referee.



The character classes available to player-character Moles are those of Warrior, Friar and Warrior-Friar.



Moles that are *not* player-characters might have completely different limitations or abilities than player-character Mole adventurers, as determined by the Referee. Most likely, they are craftsbeasts that work stone, miners, quarry-moles, builders or possibly siege engineers.

## **MICE**

Player-character mice receive +1 DEX but -1 STR due to their small size. Mice receive a bonus Hit Die to attacks with slings.

Player-character Mice can choose any class or multi-class. Mice of any class have stealth (as Scouts) and

sleight (as Rogues) or receive +1 to these rolls if they are Scouts or Rogues. However, they cannot use these abilities if they are wearing heavier armour than quilted cloth.

As noted for the other races, those Mice who are not player-characters might have abilities and limitations completely different from those of an adventuring Mouse.

## **SQUIRRELS**

Squirrels are acrobatic and energetic. They tend to be the friendliest of the Good Kind and receive +1 to persuade rolls.

Squirrels are immune to the spells Charm Beast and Sleep. They can Jump and Climb as Scouts (or receive +1 to this ability if they are Scouts); although they cannot use this ability if wearing armour heavier than quilted cloth.

Constantly on the move, Squirrels make very good Scouts in particular. However, player-character Squirrels can be any class or multi-class.

Squirrels who are not player-characters might have abilities and limitations completely different from those of an adventuring Squirrel.



## **ALIGNMENT**

In a WOODLAND WARRIORS campaign, the player-characters are always Kind, who are good aligned. This means they are generally helpful, know right from wrong and do not commit wicked acts. Some might be a little sneaky, rude or devious but they don't enjoy killing or wanton destruction for the sake of it. Their struggle is to keep the Abbey and Environs safe from the incursions of the wicked beasts; the hordes of barbaric Rats, Weasels and other Vermin that terrorize the Abbey lands and from the subtle machinations of Foxes, Snakes and Crows.

## BUY EQUIPMENT

Each character starts with some gold pieces at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below.

### Starting Gold

Roll 3D6 and multiply by 10. This represents the number of gold pieces (gp) that your character gets to have at the start of the campaign.

### Barter

Ordinary beasts (non-adventurers) tend not to have a lot of cash, just a few silver coins or so to buy essentials. More commonly, especially amongst the Kind, they exchange goods and services; this is called barter. So, if the miller has a sack of flour, he would take it to the Abbey and come away with a jar of honey and/or a jug of pear cider (if he was persuasive enough).

Table 12: General Equipment

| <i>Item</i>                   | <i>Cost</i> |
|-------------------------------|-------------|
| Backpack *                    | 5 gp        |
| Barrel                        | 2 gp        |
| Bedroll                       | 2 sp        |
| Bell                          | 1 gp        |
| Block and tackle              | 5 gp        |
| Bottle (wine), glass          | 2 gp        |
| Candle                        | 1 cp        |
| Canvas (per sq. stride)       | 1 sp        |
| Case (map or scroll)          | 1 gp        |
| Chain (10 paws length)        | 30 gp       |
| Chalk, 1 piece                | 5 cp        |
| Chest                         | 2 gp        |
| Crowbar                       | 2 sp        |
| Fishing net (per 25 sq. paws) | 4 gp        |
| Flask (wood)                  | 1 sp        |
| Flint & Steel                 | 1 gp        |
| Grappling Hook                | 1 gp        |
| Hammer                        | 5 sp        |
| Symbol of Good/Evil, wooden   | 1 gp        |

|                                                             |        |
|-------------------------------------------------------------|--------|
| Symbol of Good/Evil, silver                                 | 25 gp  |
| Good Water                                                  | 25 gp  |
| Ink (1 oz)                                                  | 1 gp   |
| Ladder (10 paws long)                                       | 5 sp   |
| Lamp (bronze)                                               | 1 sp   |
| Lantern, bullseye                                           | 12 gp  |
| Lantern, hooded                                             | 7 gp   |
| Lock                                                        | 20+ gp |
| Manacles                                                    | 15 gp  |
| Mirror (small steel)                                        | 20 gp  |
| Musical Instrument                                          | 5 gp   |
| Oil (lamp), jar                                             | 1 sp   |
| Parchment (sheet)                                           | 2 sp   |
| Pole, 10 paws                                               | 2 sp   |
| Pot, iron                                                   | 5 sp   |
| Rations, trail (day)                                        | 5 sp   |
| Rations, dried (day)                                        | 1 gp   |
| Rope, hemp (50 paws length)                                 | 1 gp   |
| Rope, silk (50 paws length)                                 | 10 gp  |
| Sack*                                                       | 1 gp   |
| Shovel                                                      | 2 gp   |
| Signal Whistle                                              | 5 sp   |
| Spike, iron                                                 | 5 cp   |
| Tent                                                        | 10 gp  |
| Torch                                                       | 1 cp   |
| Wizard's Spell Book (blank)                                 | 25 gp  |
| Wizard's Wand (empty)                                       | 50 gp  |
| Water bottle (clay)                                         | 1 sp   |
| <i>*Can contain around 4-8 misc items depending on size</i> |        |

### *Item Descriptions*

Torches burn for one hour and create a 30 paw radius of light. A jar of oil in a lantern burns for 4 hours. Normal lanterns create a 30 paw radius of light, and bullseye lanterns create a beam of light 60 paws long but only 10 paws wide.

Table 13: Transportation

| Type                           | Cost     |
|--------------------------------|----------|
| Pushcart                       | 30 gp    |
| Galley, Small (50 rowers)      | 2,500 gp |
| Galley, Large (100 rowers)     | 5,000 gp |
| Lizard, Cart                   | *        |
| Lizard, Riding                 | *        |
| Lizard, War                    | *        |
| Coracle                        | 15gp     |
| Rowboat                        | 50 gp    |
| Wagon (pulled by lizards)      | 200 gp   |
| *Lizards are hired, not bought |          |

Table 14: Melee Weapons

| Weapon                                                                                                                                                                                                                         | Damage | Things | Cost  |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|--------|-------|
| Axe, battle <sup>1,2</sup>                                                                                                                                                                                                     | 1D6    | 1 ½    | 5 gp  |
| Axe, wood <sup>3</sup>                                                                                                                                                                                                         | 1D6    | 1      | 1 gp  |
| Club <sup>3,4</sup>                                                                                                                                                                                                            | 1D6-1  | 1      | 0 gp  |
| Dagger <sup>3</sup>                                                                                                                                                                                                            | 1D3    | ½      | 2 gp  |
| Flail <sup>1,2</sup>                                                                                                                                                                                                           | 1D6    | 1 ½    | 12gp  |
| Hammer, war                                                                                                                                                                                                                    | 1D6    | 1      | 5 gp  |
| Mace                                                                                                                                                                                                                           | 1D6    | 1      | 5 gp  |
| Pole arm                                                                                                                                                                                                                       | 1D6+2  | 2      | 10 gp |
| Spear <sup>1,2,3</sup>                                                                                                                                                                                                         | 1D6    | 1 ½    | 1 gp  |
| Quarterstaff <sup>4</sup>                                                                                                                                                                                                      | 1D6-1  | 1      | 0gp   |
| Quarterstaff, Iron shod                                                                                                                                                                                                        | 1D6    | 1      | 2 gp  |
| Sword, paw-and-a half <sup>1,2</sup>                                                                                                                                                                                           | 1D6    | 1 ½    | 20 gp |
| Sword, long                                                                                                                                                                                                                    | 1D6    | 1      | 15 gp |
| Sword, cutlass                                                                                                                                                                                                                 | 1D6    | 1      | 15 gp |
| Sword, short <sup>4</sup>                                                                                                                                                                                                      | 1D6-1  | 1      | 8 gp  |
| Sword, two-pawed                                                                                                                                                                                                               | 1D6+2  | 2      | 30 gp |
| <sup>1</sup> Weapon can be used either one or two-pawed<br><sup>2</sup> When wielded two-pawed, gain +1 damage bonus<br><sup>3</sup> Can be used as both a melee and a missile weapon<br><sup>4</sup> Minimum damage = 1 point |        |        |       |

Table 15: Missile Weapons

| <i>Weapon</i>                                                                             | <i>Damage</i> | <i>Things</i> | <i>Close Range</i> | <i>Medium Range (-1 to hit)</i> | <i>Long Range (-2 to hit)</i> | <i>Cost</i> |
|-------------------------------------------------------------------------------------------|---------------|---------------|--------------------|---------------------------------|-------------------------------|-------------|
| Arrows (20)                                                                               | 1D6           | ½             | -                  | -                               | -                             | 2 gp        |
| Axe (Wood), Throw <sup>2</sup>                                                            | 1D6           | 1             | 10paws             | 20paws                          | 40paws                        | 1 gp        |
| Bolt, heavy (20)                                                                          | 1D6+1         | ½             | -                  | -                               | -                             | 4 gp        |
| Bolt, light (20) <sup>4</sup>                                                             | 1D6-1         | ½             | -                  | -                               | -                             | 3 gp        |
| Bow, long                                                                                 | —             | 2             | 75paws             | 150paws                         | 300paws                       | 60 gp       |
| Bow, short                                                                                | —             | 1             | 50paws             | 100paws                         | 200paws                       | 20 gp       |
| Club thrown                                                                               | 1D6-1         | 1             | 10paws             | 20paws                          | 40paws                        | 0gp         |
| Crossbow, heavy <sup>1</sup>                                                              | —             | 2             | 80paws             | 160paws                         | 320paws                       | 25 gp       |
| Crossbow, light <sup>1</sup>                                                              | —             | 1             | 60paws             | 120paws                         | 240paws                       | 12 gp       |
| Dagger <sup>2</sup>                                                                       | 1D3           | ½             | 10paws             | 20paws                          | 40paws                        | 2gp         |
| Dart <sup>2</sup>                                                                         | 1D3           | ½             | 15paws             | 30paws                          | 60paws                        | 2 sp        |
| Javelin <sup>2, 4</sup>                                                                   | 1D6-1         | 1             | 20paws             | 40paws                          | 80paws                        | 5 sp        |
| Sling                                                                                     | —             | ½             | 40paws             | 80paws                          | 160paws                       | 2 sp        |
| Spear <sup>2</sup>                                                                        | 1D6           | 1 ½           | 20paws             | 40paws                          | 80paws                        | 1 gp        |
| Stones, sling (20)                                                                        | 1D3+1         | ½             | -                  | -                               | -                             | 0 gp        |
| <sup>1</sup> Weapon cannot be fired at multiple targets in a round, due to reloading time |               |               |                    |                                 |                               |             |
| <sup>2</sup> You can only choose multiple targets if you have more than one weapon        |               |               |                    |                                 |                               |             |

Table 16: Armour

| <i>Armour Type</i>    | <i>AC</i> | <i>Things</i> | <i>Cost</i> |
|-----------------------|-----------|---------------|-------------|
| None                  | 2         | -             | -           |
| Padded Wizard's Robes | 3         | 1             | 50 gp       |
| Quilted Cloth         | 3         | 1             | 25 gp       |
| Chain                 | 4         | 2             | 100 gp      |
| Plate                 | 5         | 4             | 300 gp      |
| Shield                | +1        | 1             | 20 gp       |
|                       |           |               |             |

### Calculating armour class

Check the armour your character is wearing and read off the Armour Class (AC) from the above table. If your character uses a shield, add +1. If your character also has a bonus due to high Dexterity, add another +1. If he has a

penalty due to low Dexterity, subtract -1. Magical armour or a magic shield could add another +1 each, although this armour is very rare. A player-character could feasibly have an AC anywhere from 1 to 9, but more normally it will be in the range 2 to 6.

### *Example*

*Pip has an AC of 3 normally (2 for no armour, +1 for his high DEX). Pip puts on Chain (AC4) and grabs a shield (adding 1 to his AC, which is now 5). Because he receives a bonus of +1 to his AC, he is now AC6.*

### **How much you can carry**

A “normal” level of miscellaneous items from the general equipment list, together with the characters clothing and a few coins in his purse is assumed to count as 1 “thing”. If a character has selected a lot more than what the Referee considers normal, he is entitled to increase this to 2 or even 3 things. Armour and weapons are counted separately to work out how many things the character is carrying.

*Example: Pip has STR 8, which means he can carry one fewer “things” (4 instead of 5, with a total maximum of 11). He puts on his friar’s habit, and grabs his satchel containing a candle, a flint & steel, a piece of parchment, some ink and his symbol of good. This all counts as 1 thing. He puts on his chainmail (2) and shield (1), and picks up his mace (1). At 5 things, his movement rate is now reduced to 9 strides.*

### **Measurements of distance**

Here is a guide to units of measurement in WOODLAND WARRIORS:

Table 17: Distances & Measurements

| <i>Measurement/Distance</i> | <i>Approx. Equivalent</i> |
|-----------------------------|---------------------------|
| Claw                        | Inch                      |
| Paw                         | Foot                      |
| Stride                      | Yard                      |
| Furlong                     | Mile                      |
|                             |                           |

### **Movement**

All characters, depending on what sort of armor they’re wearing and what they’re carrying, have a base movement rate as follows:

Table 18: Movement Rate

| <i>Things Carried*</i>  | <i>Rate (strides)</i> |
|-------------------------|-----------------------|
| Up to 5                 | 12                    |
| 6 - 8                   | 9                     |
| 9 - 10                  | 6                     |
| 11 - 12                 | 3                     |
| <i>*Modified by STR</i> |                       |

Table 19: Indoor/Subterranean/Town Movement

| <i>Description</i> | <i>Speed</i>                                                          | <i>Results</i>                                                                                                                                                             |
|--------------------|-----------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Careful            | Base movement rate times 10/turn                                      | Mapping is permitted, and normal chances for surprise exist                                                                                                                |
| Walking            | Base movement rate times 20/turn (x2 per round)                       | No mapping or careful observation is allowed                                                                                                                               |
| Running            | Base movement rate times 40/turn (x4 per round)                       | No mapping permitted, characters are automatically surprised, and have no chance to surprise others. The sound of their running may attract enemies                        |
| Combat             | Base movement rate in strides/round (e.g., 12/round for unencumbered) | This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or consequences a retreating character might incur |
|                    |                                                                       |                                                                                                                                                                            |

Table 20: Outdoor Movement

| <i>Description</i> | <i>Speed</i>                                                          | <i>Results</i>                                                                                                                                                             |
|--------------------|-----------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Hiking             | Base movement rate in furlongs/day                                    | No forced march checks required                                                                                                                                            |
| Forced March       | Base movement (x2) in furlongs/day                                    | Forced march Fortitude checks required                                                                                                                                     |
| Combat             | Base movement rate in strides/round (e.g., 12/round for unencumbered) | This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or consequences a retreating character might incur |
|                    |                                                                       |                                                                                                                                                                            |

## HOW TO PLAY

Once you've got a character, the Referee will describe where the character is, and what he sees. The game might start in the library at the Abbey, on the deck of a galley in the middle of a violent ocean storm, in a tavern or at the entrance to an old smuggler's cave where a vast hoard of gold is reputed to be hidden - that's up to the Referee. But from that point on, *you* describe what your character does. Going down stairs, attacking a group of Rats, speaking to the other beasts you meet: all of these sorts of things are *your* decisions. The Referee tells you what happens as a result: maybe the cave entrance leads down to a lost tomb, or those Rats attack your character. That's for the Referee to decide. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or of his unfortunate death) is yours to create in the Referee's world.

### Gaining Experience

Characters are awarded experience points (XP) for fighting, dealing with threats and accumulating treasure. Beasts have a set XP value (in the beast descriptions), and one gold piece is equal to one XP. It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player's skill. Awarding experience only for killing beasts fails to reward a party of adventurers that successfully lures a weasel bandit chief away from his hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a Prime Attribute listed in the character class description. If this Prime Attribute is 13 or higher, all XP awards to the character are increased by 5%. Additionally, if the character has a charisma score of 13 or more, XP awards are increased by 5%. Finally, if the character has a wisdom score of 13+, the character gains a third 5% bonus. It is possible for a character to gain as many as three 5% bonuses to XP awards.

When your character has accumulated enough XP to reach a new level, you will roll another Hit Die and gain new spells if you're a Wizard or Friar. Your combat skills and other abilities may also increase. In other words, you've become more powerful and can pursue greater challenges!

## Time

Sometimes the Referee will rule that “an hour passes,” or even, “a month passes,” in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the “turn,” and the “combat round.” A turn represents ten minutes, and a combat round is 1 minute.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.

## Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a “saving throw”. The type of throw depends on the threat:

Fort Save: This would be against poisons, disease, paralysis, level drain and similar effects that are hazards to a beast’s physical health.

Ref Save: This would be against slips and falls, keeping hold of or catching small items, dodging landslides and rockfalls and other similar situations, where quickness and agility are helpful.

Will Save: This type of save is where mental strength is important; for example certain spells like *Charm Beast*.

A successful saving throw means that the character (or beast) avoids the threat or lessens its effect. To make a saving throw, roll a D6. If the result is equal to or higher than the character’s saving throw target number, the saving throw succeeds. Beasts can also make saving throws (a beast’s saving throw target number is listed in the beast’s description).

## COMBAT

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Declare Spells.
3. Determine order of action. Highest DEX has initiative, followed by next highest and so on. In the event of a tie Warriors act first, followed by Scouts, Friars then Wizards. In the event of a tie, Kind act

before other beasts. You can hold your action to see what your opponent does and take your action at any time thereafter.

4. Anyone who “held” his action and still has his action now acts, and results take effect
5. The round is complete. Start the next round

### **Surprise**

The Referee determines if one side gets a free initiative phase before the action begins properly. This is either through common sense (adventurers or beasts are not alert), or it can be a range of probability (e.g., a particular ambush has only a 1-in-6 chance of succeeding when the victims are alert and watchful).

### **Declare Spells**

Any player whose character is going to cast a spell must say so before the initiative is determined. Spell casting begins at the beginning of the round. Thus, if the enemies have higher DEX and hurt the spell caster, the spell's casting may be disturbed.

### **Determine Initiative**

The character with the highest DEX score acts first, moving, attacking and casting spells. Characters can move and attack in the same round. The Beasts chapter lists average DEX values for non-player characters.

### **The Attack Roll**

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a number of D6 equal to his Hit Dice, which is determined by the class and level of the character. If he has more than one HD and more than one opponent, he can attack one or multiple opponents, equal to his HD, splitting the dice between opponents. He should declare he is attacking one or more opponents before rolling. Some missile weapons don't allow you to attack multiple opponents in a round (although you can still roll multiple dice if you are entitled to).

There may be bonuses to factor in. Some bonuses give an extra HD (a mouse using a sling, for example). Other bonuses add “to-hit” bonuses; these may include a strength bonus (for attacks with hand-held weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. These bonuses add to **each** of the dice rolled.

*Example: A 1<sup>st</sup> level mouse (with DEX 16) fires his sling at a rat (AC3). He rolls a 2 and a 1. He ignores the 1, because 1s are always an automatic miss. Adding 1 to the other, he ends up with a 3. Only one of them hits the rat, so he just rolls for damage once.*

There may also be penalties; for low strength or dexterity. Penalties are subtracted from the attack dice.

- A natural roll of 1 is always a miss
- If a character or beast has more than one HD, it can always trade a HD for a +1 bonus to hit, for each HD traded. This is especially useful if an opponent has an AC of higher than 6
- Ganging up – if two or more attackers are attacking one opponent at the same time, one or more of them may trade (one of) its own HD for a +1 to hit for any one of his allies, for each attacker trading a HD.

The HD are then compared with the AC of the opponent. Any dice that equal or exceed the AC are considered hits and will cause some damage.

### **Damage Rolls**

If an attack hits, it inflicts damage (a number of hit points). The damage is subtracted from the defender's HP total (See Damage and Death, Page 35). For multiple hits against one target, you roll the weapon damage die a number of times equal to the number of hits you got. This represents multiple wounds or just one really good blow.

There may be bonuses to damage, due to high strength or magic weapons. If this is the case, the damage bonus is added to each damage die. If you hit several different targets, you add the extra damage to each of them.

*Combat example: A rat is attacking Pip (AC6). The rat has 1HD, so he rolls D6 getting a lucky 6. This hits, so the rat causes some damage to Pip. The rat has a short sword, so rolls a D6-1. He gets a 1, which would be zero damage, but there is always a minimum of 1, so Pip takes a point of damage.*

*Later on, Pip has discovered a magic shield (+1 to AC). He now has AC7. He is now safe from most normal attacks from single 1HD creatures. However, a ghoul-rat now attacks him. The ghoul-rat has 3HD, so trades 1HD for a +1 to its attack. It now gets to roll two dice to attack, but at least it can hit now. It still needs at least one 6, of course. If it manages to get two sixes, it will cause 2D3 of damage.*

## Specific Situations

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat.

### *Backstabbing and attacking a prone opponent*

The Referee will probably assign a bonus to hit for any attacks made from behind or from a position of advantage (perhaps +1 to hit). Also, if someone is attacked from behind, they will not be able to use any shield they have, so will be at a lower AC anyway.

### *Terrain Features*

Characters and beasts will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most such bonuses will only be +/-1, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of -2.

### *Spacing*

If using markers (or figures, if you can get them anywhere) it is easiest to assume that a character "occupies" a single square or hex, counting as a "stride" across, for purposes of marching and fighting.

### *Melee Attacks*

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above (See The Attack Roll, Page 28). In addition to all other bonuses, a character's strength bonuses to hit and damage (See Table 1: Strength) are added to melee attacks. It's only possible to make a melee attack when the two combatants are within touching distance of each other (in the same or next square or hex, if using markers).

### *Missile Attacks*

Missile attacks are attacks with ranged weapons such as a crossbow, sling, or thrown axe. A character's dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it usually isn't possible to choose which foe (or friend) will receive the attack. Firing or throwing weapons beyond close range incurs a -1 penalty for medium range or -2 for long range. The ranges are set out on *Table 15: Missile Weapons*.

### *Movement within Melee*

A defender effectively blocks an area about an arm's reach + weapon length to either side (one square or hex around the one the character is in), and enemies cannot move through this area. Alternatively, the Referee might allow such movement but grant a free attack to the defender(s) who cover these areas.

### *Negotiation and Diplomacy*

Some combats can be averted with a few well-chosen words (including lies). If the party is out matched, or the beasts don't seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat—or at least delay it until conditions get more favorable. Striking bargains, persuading beasts or non-player characters to do things, and getting out of trouble by using your wits are an important part of the game. Use what the character is saying as a guide to whether you need them to make a roll or not. If the beast isn't too bothered and the character makes a persuasive argument, allow the beast to step aside. However, if the beast has a vested interest in preventing the character doing something or getting somewhere, the player needs to make his persuade roll (possibly with a modifier).

### *Retreating*

It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if the character (or beast) moves away by more than its "combat" movement of base movement rate.

### *Spears and Polearms*

Spears and polearms in the second rank of a battle formation can attack by reaching through the first rank of Warriors.

### *Spells*

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent, but if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster's initiative phase.

### *Subdual Damage*

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half "real" damage and half "subdual" damage that does not kill, and such points are recovered at a

rate of 1 HP per hour. If the opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

### *Two-weapon Fighting*

You need a dexterity of at least 13 to use two weapons in combat. Using two weapons, one in each paw, gives you a bonus of 1D6 to your Hit Dice for attacks made. However, you receive a -1 penalty to hit for **each** die rolled.

### *Unarmed Combat*

Brawling attacks, such as those conducted with paw, claw, tooth or dagger pommel, will normally inflict 1D2 points of damage, plus the attacker's Strength bonus to damage (if any). If the damage from the attack inflicts more than half of the defender's remaining hit points, the defender is stunned. Anyone who is already stunned will be knocked unconscious by the next successful attack for 1D6 rounds.

*Example: A paw deals 2 points of damage, and the defender has 3 HP. The defender is stunned and suffers the penalties for being stunned. If the blow had only inflicted 1 point of damage, the defender would not be stunned. If the stunned character is hit a second time, he will be knocked unconscious.*

If unarmed combat is an important part of the Referee's game, he is encouraged to create more complicated rules to reflect unarmed combat.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him backward, will be determined by the Referee's common sense (marsh dragons aren't easily wrestled to the ground, unlike shrews). A good rule of thumb is to require a successful attack roll.

### **Turning the Undead**

Friars have the ability to turn Undead, using a Symbol of Good, causing the Undead to flee or even outright destroying them. When a turning attempt is made, a D6 should be rolled and the Turning Undead table consulted for the result. Using a wooden Symbol of Good confers a -1 penalty to the turning attempt.

If the number on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3D6 rounds, or will cower helplessly if they cannot flee.

If the table indicates “T”, all undead creatures of the targeted type are automatically turned and will flee for 3D6 rounds, or cower helplessly if they cannot flee.

For Good Friars, if the table indicates “D”, the undead creature is automatically destroyed and will crumble to dust. For Chaotic or Evil Friars, a result of “D” indicates that the undead are forced into the Friar’s command for a period of 24 hours.

Table 21: Turning Undead

| <i>Undead HD</i> | <i>Undead Type</i> | <i>Level of Friar</i> |    |    |    |    |    |
|------------------|--------------------|-----------------------|----|----|----|----|----|
|                  |                    | 1                     | 2  | 3  | 4  | 5  | 6  |
| 1                | Skeleton           | 4+                    | 3+ | 2+ | T  | D  | D  |
| 2                | Zombie-vermin      | 5+                    | 4+ | 3+ | 2+ | T  | D  |
| 3                | Ghoul-rat          | 6                     | 5+ | 4+ | 3+ | 2+ | T  |
| 4                | Wraith             | –                     | 6  | 5+ | 4+ | 3+ | 2+ |
| 5                | Vampire            | –                     | –  | 6  | 5+ | 4+ | 3+ |
| 6                | Ghost              | –                     | –  | –  | 6  | 5+ | 4+ |
| 7-9              | Lich               | –                     | –  | –  | –  | 6  | 5+ |

### Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from his HP. When HP drops to 0, the character may fall unconscious – make a fortitude save to stay conscious. A non-player character is dead when he hits 0 hit points.

If a character goes to negative hit points the following applies: On his initiative phase on each subsequent round roll 1D6:

- 1=Make a fortitude roll. If he fails, the character dies, roll up a new one! If he succeeds, as 2-3 below but also: When he comes round he develops a phobia – maybe blood, or death, or something connected to the circumstances of his “near death” – if he was fighting spiders for example, he could develop a fear of spiders, or if he was hit by a fireball it could be a fear of magic or fire. The Referee should work with the player to determine what is appropriate.

- 2-3=No change, roll again next round
- 4-5=Character stabilizes, but won't regain consciousness till after the battle is over (at which point he will have 1 HP)
- 6=Character draws on his heroic reserves, regains consciousness and 1 HP, and is able to get up and take an action this turn. He has also suffered a scar or some other minor permanent injury. It doesn't affect him, other than as a reminder of this particular battle.

### Healing

In addition to the various magical means of restoring hit points, a character recovers 1 HP per day that he takes uninterrupted rest. Two weeks of rest will return a character to full HP regardless of how many HP the character lost.

### Morale

Certain beasts, such as mindless or Undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Referee decides when beasts abandon the battle and retreat, based on the situation and the beast's intelligence. Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.



## ADVICE FOR ADVANCED PLAY

### Hiring Assistants

When the adventurers are just starting out, they may find it very beneficial to bring along a few hirelings – if they have the money. They certainly might want to hire lizards to pull wagons or for riding. When characters have gained 6<sup>th</sup> level and have their own Abbeys or strongholds, they will begin routinely employing spies, servants, and guards.

As a general rule, the upkeep for a single beast in a rural community such as a castle or village is about 1gp per month and perhaps twice that in a city. This “upkeep” covers food and incidentals, and does not include lodging, wages, or the purchase of equipment. Note that for some professions the “incidental” cost can be quite high: blacksmiths use up a quantity of supplies just to keep a forge running. The cost of lodging (assuming the character does not own a stronghold where he can house his servants and followers at no cost) is up to the referee, but staying in an inn, even in a stable, will cost at least 1 sp per night.

Purchase of equipment should be calculated using the equipment tables, and if the hireling requires a great deal of initial equipment such as a forge or a library, the Referee will adjust the costs as needed. Wages depend upon the type of services being sought.

### *Alchemist*

Upkeep Cost: 1,000 gp/month

Wage: 500 gp/month if the alchemist maintains his own laboratory. Half that cost if the character provides one for the alchemist.

Initial Equipment: Fully equipped lab costs 1,000 gp.

### *Armourer*

Upkeep Cost: 100 gp/month

Wage: None, if the armourer is a follower of a character with a stronghold. If not, wages are 100 gp/month, over and above the cost of upkeep.

Initial Equipment: A fully equipped forge costs around 100 gp.

### *Assassin*

Upkeep Cost: N/A

Wage: 2,000 per mission

Initial Equipment: None.

### *Blacksmith*

Upkeep Cost: 25 gp/month

Wage: 10 gp/month

Initial Equipment: A fully equipped forge costs around 100 gp.

### *Beast-at-Arms (Battles/War)*

Upkeep Cost: 1 gp/month in camp or castle. Standard costs of rations if operating in the field (reduced to 10 gp/month if the character is fielding an army with adequate wagons to purchase in bulk).

Wage: If the beast-at-arms is a part of the character's stronghold retinue, he costs nothing. Mercenary infantry cost around 2 gp/month, archers 4 gp/month, and lizard-mounted knights cost 8 gp/month. Sergeants (one required for every 10 beast-at-arms) cost twice as normal. Lieutenants (required for every 20), cost three times as normal, and Captains (required for every 60), cost four times as normal.

Initial Equipment:

Determine from equipment list.

### *Beast-at-Arms*

#### *(Bodyguard/Adventurer)*

Upkeep Cost: Cost of food

Wage: 2 gp/day or upwards of 5 gp/day

Initial Equipment:

Determine from equipment list.

### *Lizard (Cart)*

Upkeep Cost: Cost of food

Wage: 1gp/day

Initial Equipment:

Determine from equipment list.

### *Lizard (Riding)*

Upkeep Cost: Cost of food



Wage: 2gp/day

Initial Equipment: Determine from equipment list.

*Lizard (War)*

Upkeep Cost: Cost of food

Wage: 5gp/day

Initial Equipment: Determine from equipment list.

*Sage*

Upkeep Cost: 2,000 gp/month

Wage: N/A

Initial Equipment: Small library costs 2,000 gp.

*Sailor*

Upkeep Cost: 10 gp/month

Wage: 2 gp/month

Initial Equipment: None.

*Servant (Domestic)*

Upkeep Cost: 1 gp/month

Wage: 5 gp/month

Initial Equipment: None.

*Ship Captain*

Upkeep Cost: 50 gp/month

Wage: 250 gp/month

Initial Equipment: A ship.

*Siege or Construction Engineer*

Upkeep Cost: 750 gp/month

Wage: 250 gp/month

Initial Equipment: None.

*Spy*

Upkeep Cost: 10 gp/month

Wage: 500 gp per mission

Initial Equipment: None.

## **Strongholds**

Adventurers can start building strongholds before they have reached 6<sup>th</sup> level, of course, but they don't get the followers (or necessarily the recognition of other nobles in the area) until reaching a level where their renown is enough to attract villagers and troops to their protection.

Once the game reaches this level, the character will have to clear the area around the stronghold of any wicked beasts (or try to win them over), and can then safely begin building fortifications and taxing locals as they flock (or trickle) to the character's banner. It is possible at this point that actual battles might be fought, either on land or at sea, as the character defends his domain or seeks to expand it.

There are many sets of rules for this "wargaming" side of the game available for the players and Referee to choose from. If there is sufficient demand, a set of straightforward battle rules will be included in a future sourcebook.

## **Magical Research**

Magical research is another area in which higher-level characters will begin to grow beyond the scope of the rules. Even fairly low-level Wizards may want to develop new spells, and higher-level Wizards might become involved in all kinds of research from potion formulae to creating magical items, to creating golems, to breeding beasts.

In general, the details of such projects are left to the Referee; they will certainly be expensive, and will probably involve finding books of lost lore (yup, in old vaults and libraries, although perhaps the Wizard has henchmen to retrieve them by this point) and strange components ranging from eye of newt up to the heart of a marsh dragon. Special laboratories might be required, as might the services of a hired alchemist or sage. Remember that new spells should be carefully reviewed to make sure they aren't too powerful—the spell's level should reflect the spell's power. If a spell turns out to be unexpectedly powerful to the point where it endangers the game, it is always the referee's prerogative to protect the game by adjusting the level of the new spell.

## **FRIAR SPELL LIST**

### **Level 1**

Cure Light Wounds  
Detect Evil  
Detect Magic  
Light  
Purify Food and Drink  
Sanctuary

### **Level 2**

Delay Poison  
Embolden  
Find Traps  
Hold Beast  
Protection from Evil  
Silence, 15 paw Radius

### **Level 3**

Continual Light  
Cure Disease  
Locate Object  
Prayer  
Remove Curse  
Speak with Dead

### **Level 4**

Create Water  
Cure Serious Wounds  
Neutralize Poison  
Protection from Undead, 10 paw radius  
Speak with Plants  
Sticks to Snakes

## **WIZARD SPELL LIST**

### **Level 1**

Charm Beast  
Detect Magic  
Hold Portal  
Light  
Magic Missile  
Read Magic  
Shield  
Sleep

### **Level 2**

Continual Light  
Invisibility  
Knock  
Locate Object  
Magic Mouth  
Mirror Image  
Phantasmal Force  
Wizard Lock

### **Level 3**

Fireball  
Fly  
Hold Beast  
Invisibility, 10 paw Radius  
Lightning Bolt  
Protection from Normal Missiles  
Suggestion  
Wizard Eye

### **Level 4**

(Animate Dead)\*  
Confusion  
Hallucinatory Terrain  
Ice Storm  
Massmorph  
Plant Growth  
Polymorph  
Wall of Fire or Ice

## SPELL DESCRIPTIONS

Contained herein are all of the Friar and Wizard spells presented in alphabetical order.

### Animate Dead

Spell Level: Wizard, 4th Level

Range: Referee's Discretion

Duration: Permanent

Only Evil Wizards can cast this spell. This spell animates skeletons or zombies from dead bodies. 1D6 undead are animated per level of the caster above 5th. The corpses remain animated until slain.

### Charm Beast

Spell Level: Wizard, 1st Level

Range: 120 paws

Duration: Until dispelled

This spell affects living creatures, such as shrews, rats, stoats and so forth. If the spell succeeds (saving throw vs. Will is allowed), the unfortunate creature falls under the caster's influence for a day per level of the Wizard.

### Confusion

Spell Level: Wizard, 4th Level

Range: 120 paws

Duration: 2 hours

This spell confuses beasts, making them act randomly. On a roll of 2D6, the creatures will do the following:

Table 24: Confusion

| <i>Dice Roll (2D6)</i> | <i>Reaction</i>            |
|------------------------|----------------------------|
| 2–5                    | Attack caster & his allies |
| 6–8                    | Stand baffled and inactive |
| 9–12                   | Attack each other          |

The effects of the confusion may shift every ten minutes or so, and the dice are once again rolled. The spell affects 2D6 creatures. Creatures of 2 HD or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 3 HD or more automatically overcome the confusion effect as it

builds up to its full power (2D6 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's two-hour duration has run its course.

### **Continual Light**

Spell Level: Wizard, 2nd Level

Range: 120 paws

Duration: Permanent until dispelled

The targeted beast or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120 paws.

### **Create Water**

Spell Level: Friar, 4th Level

Range: Close

Duration: Immediate

This spell creates a one-day supply of drinking water for 24 beasts.

### **Cure Disease**

Spell Level: Friar, 3rd Level

Range: Touch

Duration: Immediate

This spell cures the spell's recipient of any diseases, including magically inflicted ones. An evil reversal of this spell allows an evil Friar to cause disease.

### **Cure Light Wounds**

Spell Level: Friar, 1st Level

Range: Touch

Duration: Immediate

Cures 1D6+1 hit points of damage. An evil reversal of this spell allows an evil Friar to cause light wounds.

### **Cure Serious Wounds**

Spell Level: Friar, 4th Level

Range: Touch

Duration: Immediate

Cures 2D6+2 hit points of damage. An evil reversal of this spell allows an evil Friar to cause serious wounds.

### **Delay Poison**

Spell level: Friar, 2nd level

Range: Touch

Duration: 1hour/level

The subject becomes temporarily immune to poison and the effects of poisoning already in the subjects system.

### **Detect Evil**

Spell Level: Friar, 1st Level

Range: 120 paws

Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras (such as Undead) within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

### **Detect Magic**

Spell Level: Friar; Wizard, 1st Level

Range: 60 paws

Duration: 20 minutes

The caster can perceive, in places, beasts, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

### **Dispel Magic**

Spell Level: Wizard, 3rd Level

Range: 120 paws

Duration: 10 minutes against an item

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments. The spell automatically dispels the magic of a lower level Wizard. If the original caster is of a higher level, roll a D6. The target number is the difference in level between the Wizards.

**Embolden**

Spell Level: Friar, 2nd Level

Range: Only upon a character not in combat.

Duration: 1 hour (6 turns)

This spell grants its recipient a +2 to Will saves against fear. The recipient cannot already be in combat when the spell is cast.

**Find Traps**

Spell Level: Friar, 2nd Level

Range: 30 paws

Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30 paws.

**Fireball**

Spell Level: Wizard, 3rd Level

Range: 240 paws

Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 paws, and damage is 1D6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. A successful reflex saving throw means that the target only takes half damage.

**Fly**

Spell Level: Wizard, 3rd Level

Range: Touch

Duration: 1D6 turns (+1 turn/level)

This spell imbues the Wizard with the power of flight, with a movement rate of 120 paws per round. The Referee secretly rolls the 1D6 additional turns; the player does not know exactly how long the power of flight will last.

**Hallucinatory Terrain**

Spell Level: Wizard, 4th Level

Range: 240 paws

Duration: Until touched (other than by ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

### **Hold Beast**

Spell Level: Friar, 2nd Level

Range: 180 paws

Duration: 9 turns

The caster targets 1D3+1 beasts, who are completely immobilized (a Will saving throw applies). The caster may also target a single beast, in which case the saving throw is made with a penalty of -2. This does not affect Undead.

### **Hold Portal**

Spell Level: Wizard, 1st Level

Range: Referee's Discretion

Duration: 2D6 turns

This spell holds a door closed for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without effort.

### **Ice Storm**

Spell Level: Wizard, 4th Level

Range: 120 paws

Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 3D6 hit points of damage (no saving throw applies) to all within the area.

### **Invisibility**

Spell Level: Wizard, 2nd Level

Range: 240 paws

Duration: 2 turns per level of caster or when an attack is made

The object of this spell, whether it is a person or a thing, becomes invisible. If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -3 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts for a number of turns equal to twice the level of the caster or until removed by the caster.

**Invisibility 10 paws Radius**

Spell Level: Wizard, 3rd Level

Range: 240 paws

Duration: 2 turns per level of caster or when an attack is made

Like the Invisibility spell, Invisibility 10 paws radius makes the target creature or object invisible to normal sight. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. If the Referee uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -3 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts for a number of turns equal to the twice the level of the caster or until removed by the caster.

**Knock**

Spell Level: Wizard, 2nd Level

Range: 60 paws

Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

**Light**

Spell Level: Friar; Wizard, 1st Level

Range: 60 paws

Duration: 2 hours

The target creature or object (at a range of up to 120 paws) produces light about as bright as a torch, to a radius of 20 paws.

**Lightning Bolt**

Spell Level: Wizard, 3rd Level

Range: 240 paws (maximum distance)

Duration: Instantaneous

A bolt of lightning extends 60 paws from the targeted point, almost ten feet wide. Anyone in its path suffers 1D6 points of damage per level of the caster (half with a successful Reflex saving throw). The bolt always extends 60 paws, even if this means that it ricochets backward from something that blocks its path.

**Locate Object**

Spell Level: Friar, 3rd Level

Range: 90 paws

Duration: 1 round/level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

**Locate Object**

Spell Level: Wizard, 2nd Level

Range: 60 paws (+10 paws/level)

Duration: 1 round/level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

**Magic Missile**

Spell Level: Wizard, 1st Level

Range: 150 paws

Duration: Immediate

A magical missile is a bolt of mystic energy and it flies where the caster directs, with a range of 150 paws. The missile hits automatically, doing 1D6 points of damage.

The Wizard casts an additional missile for every 3 levels of experience. Thus, at 3<sup>rd</sup> level, the caster is able to hurl 2 magic missiles and at 6<sup>th</sup> level a Wizard is able to hurl 3 magic missiles.

**Magic Mouth**

Spell Level: Wizard, 2nd Level

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a

mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

### **Massmorph**

Spell Level: Wizard, 4th Level

Range: 240 paws

Duration: Until negated by the caster or dispelled

One hundred or fewer creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the “forest” will not detect the deception.

### **Mirror Image**

Spell Level: Wizard, 2nd Level

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates 1D3 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

### **Neutralize Poison**

Spell Level: Friar, 4th Level

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

### **Phantasmal Force**

Spell Level: Wizard, 2nd Level

Range: 240 paws

Duration: Until concentration ends

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it. Unless the Referee rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2D6 points of damage per victim.

### **Plant Growth**

Spell Level: Wizard, 4th Level

Range: 240 paws

Duration: Permanent until dispelled

Up to 300 square paws of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300x300 paws, for a total of 90,000 square paws).

### **Polymorph**

Spell Level: Wizard, 4th Level

Range: Caster or touch

Duration: 1 hour or Referee's discretion

The caster or touched creature assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armour class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide.

### **Prayer**

Spell Level: Friar, 3rd Level

Range: 30 paws

Duration: 3 turns per level of caster

The prayer spell seeks short-term benefit from the power of good; enabling another spell or attack to succeed. Prayer affects a 20x20 paws area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every six caster levels. Thus, a 6th level Friar causes a saving throw penalty of -2. There is no save against the Prayer spell itself.

### **Protection from Evil**

Spell Level: Friar; Wizard, 1st Level

Range: Caster

Duration: 2 hours

This spell creates a magical field of protection around the caster, blocking out all Undead. Undead suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any

magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect.

### **Protection from Evil, 10 paws radius**

Spell Level: Friar, 4th Level; Wizard, 3rd Level

Range: 240 paws sphere

Duration: 1 hour

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all Undead who suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against the Undead).

### **Protection from Normal Missiles**

Spell Level: Wizard, 3rd Level

Range: Caster

Duration: 2 hours

The caster becomes invulnerable to non-magical missiles (arrows, slingstones, thrown weapons), although larger missiles such as boulders will overcome the spell's magic.

### **Purify Food and Drink**

Spell Level: Friar, 1st Level

Range: Close/Touch (Referee's discretion)

Duration: Immediate

Enough food and water for up to a dozen creatures is made pure, removing spoilage and poisons.

### **Read Magic**

Spell Level: Wizard, 1st Level

Range: Caster only

Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a Wizard.

### **Remove Curse**

Spell Level: Friar, 3rd Level; Wizard, 4th Level

Range: Very close

Duration: Immediate

This spell removes one curse from a creature or object.

### **Sanctuary**

Spell Level: Friar, 1st Level

Range: Caster

Duration: 1 turn/level

The friar is completely safe from attack whilst the spell lasts and provided he doesn't attack or threaten anyone (physically or via spells).

### **Shield**

Spell Level: Wizard, 1st Level

Range: Caster

Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armour class to 6 against missile attacks and to 5 against other (melee) attacks. If the caster's armour class is already better than the spell would grant, the spell has no effect.

### **Silence, 15 paws radius**

Spell Level: Friar, 2nd Level

Range: 180 paws

Duration: 12 turns

Magical silence falls in an area 15 paws around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

### **Sleep**

Spell Level: Wizard, 1st Level

Range: 240 paws

Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It affects 1D6+2 HD of creatures, with lower HD creatures affected

first in a mixed group. The maximum HD the spell affects is 3HD. The sleep spell has no effect whatsoever on the Undead.

### **Speak with the Dead**

Spell Level: Friar, 3rd Level

Range: Close/Touch (Referee's discretion)

Duration: 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic.

### **Speak with Plants**

Spell Level: Friar, 4th Level

Range: Speaking range

Duration: 6 turns

The caster can speak with and understand the speech of plants. Plants smaller than trees will obey his commands, moving aside when requested, etc.

### **Sticks to Serpents**

Spell Level: Friar, 4th Level

Range: 120 paws

Duration: 1 hour

The caster may turn as many as 2D6 normal sticks into serpents, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

### **Suggestion**

Spell Level: Wizard, 3rd Level

Range: Shouting distance

Duration: 1 week

The caster speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is unlikely to be obeyed.

**Wall of Fire**

Spell Level: Wizard, 4th Level

Range: 60 paws

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 paws long and 20 paws high, or a circular wall with a 15 paws radius, also 20 paws high.

**Wall of Ice**

Spell Level: Wizard, 4th Level

Range: 60 paws

Duration: Concentration

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60 paws long and 20 paws high, or a circular wall with a 15 paws radius, also 20 paws high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

**Wizard Eye**

Spell Level: Wizard, 3rd Level

Range: 240 paws

Duration: 1 hour

The caster conjures up an invisible, magical “eye,” that can move a maximum of 240 paws from its creator. It floats along as directed by the caster, at a rate of 120 paws per turn (12 paws per minute).

## **Wizard Lock**

Spell Level: Wizard, 2nd Level

Range: Close

Duration: Permanent until dispelled

As with a Hold Portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Wizard three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).



## REFEREE INFORMATION

Running a game of WOODLAND WARRIORS is a lot easier than running most other role-playing games, simply because there aren't many rules, and your discretion overrides them anyway. Most situations are handled by making "common sense" decisions about what would happen next. If there are a bunch of ghouls around the next corner and the players decide not to go around that corner, it's up to the Referee to determine whether or not it makes sense for the ghouls to come out and attack - or whether their orders are simply to stay where they are. If a player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it's up to the Referee to determine whether or not they explode. He could roll a die or ask a player to roll a die if he is unsure what would happen. This means "making up" a lot of stuff on the spot. If you're not a good storyteller or if you're not up to doing a lot of creative thinking on the fly, it might be better that you try a different game - one that provides more rules and guidance for every little situation that might arise. But if you're a good storyteller, creative and fair, WOODLAND WARRIORS's small, straightforward rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

## ENCOUNTERS

Generally, the Referee determines encounters in advance as part of his overall adventure. However, sometimes the characters will wander off somewhere unexpected or will dally around in a dangerous location and this is where you might want to see if something comes along. Not all encounters are troublesome or dangerous; some will be helpful.

At intervals determined by the Referee, he will roll a die. If a '6' comes up, the characters have had an encounter. Check the tables below to see which one is the nearest to the type of terrain where the encounter takes place and roll a die for the column and another die for the row. The number of beasts encountered appears in brackets after the name of the beast.

Table 35: Cave or Tunnel Encounters

| Die Roll | Beasts Encountered (Roll 1-4) | Beasts Encountered (Roll 5-6) |
|----------|-------------------------------|-------------------------------|
| 1        | Rats (2D6+2)                  | Ants, Warrior (1D6+1)         |
| 2        | Bats (3D6)                    | Ants, Worker (2D6)            |
| 3        | Shrews (2D6+2)                | Ant, Queen (1)                |
| 4        | Weasels (2D6)                 | Spiders, Monstrous (1D2)      |
| 5        | Centipedes (2D6)              | Serpent (4HD) (1D3)           |
| 6        | Moles (2D6)                   | Giant Slow Worm (1)           |
|          |                               |                               |

Table 36: Field or Plain

| Die Roll | Beasts Encountered (Roll 1-4) | Beasts Encountered (Roll 5-6) |
|----------|-------------------------------|-------------------------------|
| 1        | Rats (2D6)                    | Ants, Worker (1D6+2)          |
| 2        | Weasels (1D6+2)               | Ants, Warrior (2D6)           |
| 3        | Stoats (1D6)                  | Centipedes (2D6)              |
| 4        | Hedgehogs (1D6)               | Raccoons (1D6+2)              |
| 5        | Hares (1D3)                   | Hawks (1D3)                   |
| 6        | Voles (1D6+2)                 | Owl (1)                       |
|          |                               |                               |

Table 37: Forest or Wood Encounters

| Die Roll | Beasts Encountered (Roll 1-4) | Beasts Encountered (Roll 5-6) |
|----------|-------------------------------|-------------------------------|
| 1        | Rats (2D6)                    | Serpent (3HD) (1D3)           |
| 2        | Shrews (2D6)                  | Spiders, Giant (1D3+1)        |
| 3        | Weasels (2D6)                 | Spiders, Monstrous (1D3)      |
| 4        | Crows (1D6+2)                 | Wildcat (1)                   |
| 5        | Foxes (1D3)                   | Bear (1)                      |
| 6        | Badgers (1D3)                 | Giant Slow Worm (1)           |
|          |                               |                               |

Table 38: Hill or Mountain Encounters

| Die Roll | Beasts Encountered (1-4) | Beasts Encountered (5-6) |
|----------|--------------------------|--------------------------|
| 1        | Rats (2D6)               | Spiders, Huge            |
| 2        | Bats (2D6)               | Spiders, Giant           |
| 3        | Stoats (1D3+1)           | Hawks (1D3)              |
| 4        | Badgers (1D3)            | Wildcats (1D3)           |
| 5        | Moles (1D6+1)            | Raccoons (1D6+2)         |
| 6        | Hares (1D3)              | Eagle (1)                |
|          |                          |                          |

Table 39: Swamp or Marsh Encounters

| Die Roll | Beasts Encountered (1-5) | Beasts Encountered (6)  |
|----------|--------------------------|-------------------------|
| 1        | Rats (2D6)               | Centipedes (3D6)        |
| 2        | Shrews (2D6)             | Lizards, Basilisk (2D6) |
| 3        | Lizards, Common (2D6)    | Spiders, Monstrous (1)  |
| 4        | Toads (2D6)              | Serpents (4HD) (1D2)    |
| 5        | Voles (1D6+1)            | Marsh Dragon (1)        |
| 6        | Otters (1D3+1)           | Giant Slow Worm (1)     |
|          |                          |                         |

Table 40: Well-Travelled Road Encounters

| Die Roll | Beasts Encountered (1-5) | Beasts Encountered (6) |
|----------|--------------------------|------------------------|
| 1        | Rats (2D6)               | Owl (1)                |
| 2        | Badgers (1D3)            | Stoats (1D3)           |
| 3        | Moles (1D6)              | Crows (2D6)            |
| 4        | Mice (2D6)               | Foxes (1D3)            |
| 5        | Hedgehogs (1D6+1)        | Raccoons (2D6)         |
| 6        | Squirrels (1D6+2)        | Wildcats (1)           |
|          |                          |                        |

## EXPERIENCE POINTS

The player section of these rules gives some information about gaining XP, which are awarded for gaining treasure and defeating (though not necessarily killing) beasts. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (player) was in getting them. The gold pieces aren't the source of the experience; they are the measurable product of it. Solving puzzles and finding traps are all already rewarded though this "gold standard," and shouldn't ordinarily be the source of bonus XP. However, if the treasure from an adventure isn't the best measurement of the effort, as in missions the players undertake without expectation of reward, the referee will have to provide an alternative source of XP. This can be done by awarding XP bonuses for finding and avoiding traps, for solving puzzles, and for turning potential enemies into allies with smart decision-making or fast talking. Overall success with a mission is another method of awarding XP when the adventure is going to be short on gold. Smart decision-making by the players is the key to awarding XP properly; avoid giving rewards for situations that were actually determined by the dice.

If you find that whatever system you're using leads the players toward bad decisions—seeking out unnecessary combats or looking for traps to spring, for example—you might consider adjusting your system. This is true for the "official" system of awarding experience, too. Remember, the Referee is the ultimate judge of what works best for the game, and any rule can be changed to fit the gaming group.

## BEASTS

The following is a quick reference guide for how to read beast descriptions.

**Size:** This is the approximate height (or length) of the beast, in paws.

**Dex:** This is the average DEX of the beast, for combat purposes, for order of actions.

**Armour Class:** (AC) is explained in the rules for combat. The AC might be higher for faster, more nimble beasts or for those well-muscled beasts with thick fur and tough hides. The listed AC is the armour class of the beast in no armour. If the beast often wears some form of armour, it will be mentioned in the description.

**Hit Dice:** is the number of dice (D6) rolled to determine an individual creature's hit points and to determine its attack capability. If there is a plus or minus next to the number, you add or subtract that number from the total, **only for hit points**. For example: for a creature with 2(+1) hit dice, you'd roll 2D6, and then add one more hit point. However, when fighting, that beast would roll 2D6 to determine its attack. Creatures with only D3 Hit Dice still roll a D6 for attacks to hit.

**Saving throw:** means the target number (on a D6) the beast needs to meet or beat in order to make a successful saving throw, against his Fort, Ref or Will.

**Special:** is usually just a "flag" for the Referee, to remind him that the beast has one or more special abilities.

**Move:** is the beast's movement rate in "strides", and it's handled just as movement rates are handled for characters.

**Challenge Level:** is used to separate the beasts into "difficulty levels," so when you're creating an adventure you've got some guidelines about what the characters can handle and what they can't. XP tells you how many experience points the adventuring party gains for defeating the creature. In WOODLAND WARRIORS you should always award experience points for defeating a creature without killing it (circumventing it by creative means, or capturing it to bring home are two examples of when such an award might be made).

Here are the details, broken down into types of Beast; that is The Kind, The Wild, The Vermin, Insects and The Undead.

## **THE KIND**

The Kind includes the player-character races and races that could be used as player-characters with a few tweaks. They are the most enlightened of the beasts and consider all beasts are equal, even if some are misguided. They are generally good-natured and peaceful. They have their own foibles and weaknesses, of course and Individuals might not always live up to the full expectations of the local Abbey. Those that slip into bad ways are dealt with under Abbey laws and really bad crimes bear severe penalties and punishments – possibly even banishment for murder. However, these are very rare amongst The Kind.

### **Badgers**

Size: 5 ½ - 6 ½

Dex: 9

Armor Class: 3 (or by armour type)

Hit Dice: 2 (+1)

Damage: By weapon

Saving Throws: Fort 4+, Reflex 6, Will 5+

Special: None

Move: 9

Challenge Level/XP: 2/10

These subterranean predators are quite aggressive when defending their territory and can go into a rage on a roll of 6, giving them +1 to hit and damage for 5 rounds. Otherwise, they are considered good (and often wise) creatures in general, if a bit grumpy.

### **Hares**

Size: 4 ½ - 5 ½

Dex: 11

Armor Class: 3 (or by armour type)

Hit Dice: 1(+1)

Damage: By weapon

Saving Throws: Fort 5+, Reflex 4+, Will 6

Special: Jump

Move: 12

Challenge Level/XP: 1/4

Hares are very scatty and impatient. Hare-brained, most beasts say. They get bored easily and rarely finish anything they've started, always looking for something new to do. They are fast talkers and often contradict themselves in the same sentence. Of all of the Kind, Hares tend to be amongst the most roguish (you could even consider giving them the NPC class of *Rogue*) and can usually be counted on to be up to no good.

### **Hedgehogs**

Size: 3 ½ - 4 ½

Dex: 8

Armor Class: 4

Hit Dice: 1(+2)

Damage: By weapon

Saving Throws: Fort 4+, Reflex 6, Will 5+

Special: Serpent-slayers

Move: 9

Challenge Level/XP: 1/5

The example above is for a typical Hedgehog; those encountered in the course of a party's adventuring will have a variety of powers and different attributes – they could be like player-characters, with warriors and friars amongst their number. Trained serpent-hunters would likely have the maximum 8 hit points and would likely be armed with a spear and a shield, a battle axe or a pole arm. Hedgehogs are generally slow and steady and tend to be a bit noisy.

### **Mice**

Size: 2 ½ - 3

Dex: 12

Armor Class: 3 (or by armour)

Hit Dice: 1(-1)

Damage: By weapon

Saving Throws: Fort 6, Reflex 4+, Will 5+

Special: Stealth

Move: 9

Challenge Level/XP: 1/4

The example above is for a typical Mouse; those encountered in the course of a party's adventuring will have a variety of powers and different attributes – they could be like player-characters, with warriors and wizards amongst their number. Trained warriors would likely have the maximum 5 hit points. The Referee will assign such powers as he sees fit, in accordance with the way he envisions Mice. Non-player characters aren't subject to the rules that govern building a player character; the NPCs are your tools for good fantasy, not an exercise in applying formulas.

### **Moles**

Size: 3 - 3 ½

Dex: 9

Armor Class: 2 (or by armour)

Hit Dice: 1(+1)

Damage: By weapon

Saving Throw: Fort 5+, Reflex 6, Will 6

Special: Tunneling

Move: 9

Challenge Level/XP: 1/4

The example above is for a typical Mole; those encountered in the course of a party's adventuring will have a variety of powers and different attributes – they could be like player-characters, with warriors and friars amongst their number. Trained warriors would likely have the maximum 7 hit points. Other Moles tend to be miners, quarry-moles and stone cutters. They also like working with metal and mole blacksmiths and armourers are quite common. Moles haven't got great eyesight and tend not to use missile weapons, for fear of hitting their friends.

### **Otters**

Size: 4 - 5

Dex: 10

Armor Class: 2 (or by armour)

Hit Dice: 2

Damage: By weapon

Saving Throws: Fort 5+, Reflex 5+, Will 5+

Special:

Move: 9/12 (when swimming)

Challenge Level/XP: 2/8

Otters are related to weasels and stoats but are far more playful and kind. They can be nasty when they need to be though. Excellent fisher-beasts, sailors and boaters, otters can also swim better than most other creatures. They prefer not to wear heavy armour (whether on land or at sea) but will often carry shields when expecting a fight. They invariably use a spear to fight with and javelins to throw.

### **Squirrels**

Size: 3 ½ - 4 ½

Dex: 13

Armor Class: 3 (or by armour type)

Hit Dice: 1

Damage: By weapon (+1 to hit with bows)

Saving Throw: Fort 6, Reflex 5+, Will 6

Special: Jump/climb, immune to Sleep & Charm spells

Move: 12

Challenge Level/XP: 1/4

The example above is for a typical Squirrel; those encountered in the course of a party's adventuring will have a variety of powers and different attributes –

they could be like player-characters, with warriors and wizards amongst their number. Trained scouts would likely have the maximum 6 hit points. Squirrels are quite flighty, alert and nimble. This speedy metabolism seems to protect them from certain types of magic spell.

### **Voles**

Size: 2 ½ - 3

Dex: 12

Armor Class: 3 (or by armour type)

Hit Dice: 1(-1)

Damage: By weapon

Saving Throw: Fort 6, Reflex 4+, Will 6

Special: None

Move: 12

Challenge Level/XP: 1/4

Voles are vaguely mouse-like creatures and if a player wants a vole as a player-character, you could use mouse stats to create one. They are very friendly but dislike shrews intensely, getting +1 to hit. Many use slings or darts, and they fight in close quarters with daggers or cudgels. Some voles (called water voles) are excellent sailors, fisher-beasts, ferry-beasts and boaters.

## **THE WILD**

The Wild are not as clever or enlightened as The Kind; thinking more about themselves and day-to-day stuff in their own little environments, rather than thinking about the wider world. Some are able to use simple weapons and tools (as a rule they don't make them for themselves though) and others don't see the point. Most can speak haltingly to some degree but others have no speech. There are few that read or write.

### **Bears**

Size: 8 - 12

Dex: 8

Armor Class: 6

Hit Dice: 6 (+16)

Damage D6 claws

Saving Throws: Fort 3+, Reflex 4+, Will 4+

Special: Can pick up (and throw)

Move: 12

Challenge Level/XP: 9/96

Bears are huge, frightening beasts that live in the hills and woods. Thick fur covers their bodies and massive paws contain horrible sharp claws. They tend to live alone or in small family units. Bears can speak haltingly but none are known to read. If at least half of their attack dice hit a single target, the bear has picked it up and can possibly throw or carry off its victim.

### **Eagles**

Size: 7 - 9

Dex: 11

Armor Class: 5

Hit Dice: 4 (+13)

Damage: D3+1 talons

Saving Throws: Fort 3+, Reflex 4+, Will 4+

Special: Fly, carries away

Move: 3/30 (when flying)

Challenge Level/XP: 7/61

Eagles are great winged beasts that hunt smaller creatures and carry them off to their nests. There are tales of old that they can be trained (if raised from their eggs), to carry riders but in recent times the skill of training eagles has been lost. If attacking just one target and if at least half of their Hit Dice hit on their attack, the eagle has picked up its prey in its talons.

### **Giant Slow Worms**

Size: 30 - 35

Dex: 6

Armor Class: 6

Hit Dice: 6 (+20)

Damage: D6 Bite

Saving Throws: Fort 2+, Reflex 5+, Will 3+

Special: Swallows whole

Move: 9

Challenge Level/XP: 12/150

Giant slow worms are massive snake-like lizards that grow 30 paws and more in length, and sometimes exceed 6 paws in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole if attacking just one target and if at least half of their Hit Dice hit on their attack. Aquatic versions of giant slow worms might also exist ...

**Hawks**

Size: 5 - 6

Dex: 12

Armor Class: 4

Hit Dice: 2 (+1)

Damage: D3 talons

Saving Throws: Fort 4+, Reflex 4+, Will 5+

Special: Fly

Move: 3/30 (when flying)

Challenge Level/XP: 4/23

Hawks are winged hunters with superb eyesight. Some Vermin capture and train them to act as lookouts or scouts for their invading hordes.

**Lizards, Basilisk**

Size: 6 - 7

Dex: 10

Armor Class: 4 (or by armour)

Hit Dice: 2(+1)

Damage: Bite D3 or by weapon type

Saving Throws: Fort 4+, Reflex 5+, Will 5+

Special: Some basilisks can change colour to suit their surroundings

Move: 9

Challenge Level/XP: 2/8

Lizards are often evil and nasty and very good fighters. They particularly dislike their common cousins and will attack or try to enslave them. They rarely wear armour but usually use spears and shields.

**Lizards, Common**

Size: 5 - 7

Dex: 10

Armor Class: 3

Hit Dice: 1(+6)

Damage: Bite 1D3

Saving Throws: Fort 4+, Reflex 5+, Will 6

Special:

Move: 12

Challenge Level/XP: 1/7

Common lizards are simple and eager to please. They are very hardy and can be trained as mounts or to pull wagons, as long as they are well-treated and receive regular food, a decent wage and a place to stay. They don't use weapons, tools or armour and always move on all fours. They are strong and dependable and would be Kind but for their minimal intelligence.

### **Marsh Dragons**

Size: 10 - 20

Dex: 9

Armor Class: 7

Hit Dice: 5(+5) to 6(+10)

Damage: 1D6

Saving Throws: Fort 2+, Reflex 4+, Will 3+

Special: Swim, swallow whole

Move: 6/12 (when swimming)

Challenge Level/XP: 6/44 to 10/110

Marsh dragons are immense, heavily armoured, water-dwellers that usually just float near the surface, looking like simple logs floating down the river. This is of course just a ruse to trick unwary prey. These beasts swallow their prey whole if attacking just one target and if at least half of their attack dice.

### **Owls**

Size: 6 - 7

Dex: 12

Armor Class: 4

Hit Dice: 3 (+7)

Damage: D3 talons

Saving Throws: Fort 4+, Reflex 4+, Will 3+

Special: Fly, carries away

Move: 3/30 (when flying)

Challenge Level/XP: 5/34

Owls are different to most other Wild; they are clever and vain, they can read and some can actually be reasoned with – especially if the Owl isn't hungry and you flatter him with praise about his great wisdom and his magnificence. Like Hawks, Owls are dangerous winged hunters with superb eyesight. Unlike Hawks, Owls cannot be trained but they can sometimes be bargained with. Owls can carry away smaller beasts if they hit with at least 2 of their attack dice.

### **Raccoons**

Size: 5 - 6

Dex: 10

Armor Class: 3 (or by armour type)

Hit Dice: 2

Damage: By weapon

Saving Throw: Fort 5+, Reflex 5+, Will 6

Special:

Move: 12

Challenge Level/XP: 2/8

Raccoons are very nearly classed amongst the Kind, as they can generally speak quite well and some can read. They know right from wrong, but mostly would rather do wrong than right (they just can't help themselves), which means that they often find themselves cast out or banished for their crimes. Many are rogues; all are scavengers and vagabonds. They sometimes get together to form bandit groups in the woods to rob and harass unfortunate travellers but as a rule, stop short of wanton killing, thus setting themselves apart from Vermin.

### **Serpents**

Size: 4 - 10

Dex: 10

Armor Class: 3, 4 or 5

Hit Dice: 2, 2(+5) or 3(+5)

Damage: Bite D3 + poison

Saving Throw: Fort 5+, Reflex 5+, Will 4+

Special: Some serpents are constrictors, surprise, poison

Move: 9

Challenge Level/XP: 3/14, 4/22 or 5/32

Serpents come in many shades of green, green-brown, grey and so on. They can be anywhere from a stride to several strides in length. Serpents slither and slide up to their prey, ready to surprise them (which they do on a roll of 3+). Some Kind believe serpents are really Vermin because they are very wicked, clever and many can read. There are believed to be some ancient Serpents deep in the forests who have knowledge of magical spells, which they use for wicked purposes. Their poison causes death in 1D6 hours on a failed fortitude save.

### **Toads**

Size: 2 ½ - 3 ½

Dex: 9

Armor Class: 2 (or by armour type)

Hit Dice: 1

Damage: By weapon type

Saving Throw: Fort 5+, Reflex 6, Will 6

Special: None

Move: 6

Challenge Level/XP: 1/4

Toads are weird warty creatures that live in the marshes. They rarely speak the common tongue – sticking with their own low rumbling language. They don't like interlopers wandering around in their marshes and will defend their territory aggressively. They are deadly enemies to basilisk lizards and tend to fight them to the death.

### **Wildcats**

Size: 5 - 7

Dex: 12

Armor Class: 3 (or by armour type)

Hit Dice: 3(-1)

Damage: By weapon

Saving Throw: Fort 5+, Reflex 3+, Will 4+

Special: Jump/Climb, +1 with long swords

Move: 12

Challenge Level/XP: 3/14

Wildcats are dangerous wanderers and loners; they are also duelists by nature, living by their wits and by the skill of their blades. They use long swords and short swords at +1 to hit.

### **VERMIN**

Vermin are horde-creatures – that is they think, work, fight and play en-masse, as a rule. These are creatures that cannot help but do wicked things. As a horde, they are cruel; pirates, outlaws, vandals, raiders, robbers and looters. Individually they are sneaks and bullies. Vermin consider other beasts beneath them and don't really think of them as their kin at all. The Kind are weak and pathetic; the Wild are stupid and ignorant.

**Bats**

Size: 2 ½ - 3 ½

Dex: 10

Armor Class: 3

Hit Dice: 1D3

Damage: D2 bite (or by weapon type)

Saving Throw: Fort 6, Reflex 5+, Will 6

Special: None

Move: 4/18 (when flying)

Challenge Level/XP: A/2

Bats are like little flying mice. They aren't too dangerous individually but en-masse they can be troublesome. Whilst they are mostly wicked, they are amongst the least violent of the Vermin and tend to have little to do with most of the other Vermin. The Abbey thinks that bats can be won over and has had some success with individuals and a few small groups. Bats defend their caves if they feel threatened and fly out of them in a great swarm to harass, rob and steal. They tend to avoid killing where possible. They fight at -1 to hit in the daylight. They find it difficult to hold weapon whilst flying, but some will attach themselves to a rock from where they can hurl a dart or sling stone.

**Crows**

Size: 3 ½ - 4 ½

Dex:

Armor Class: 3

Hit Dice: 1 (+1)

Damage: Peck D3

Saving Throws: Fort 5+, Reflex 4+, Will 6

Special:

Move: 3/24 (when flying)

Challenge Level/XP: 1/4

Crows are dark feathered birds with wicked dispositions. They like to act as lookouts for Rats and other Vermin. Some crows allow shrews to sit on their backs to act as airborne troops in battle. However, they are quite often more worried about their own safety – not worrying too much whether the shrew is thrown off or not if danger presents itself.

**Foxes**

Size: 6 - 7

Dex: 10

Armor Class: 3 (or by armour type)  
Hit Dice: 2 (+2)  
Damage: By weapon type  
Saving Throws: Fort 4+, Reflex 4+, Will 4+  
Special: Persuasive  
Move: 12  
Challenge Level/XP: 2/9

Foxes are cunning and mostly wicked. They are liars, cheaters and swindlers. They tend to gravitate towards where there are other beasts gathered so that they can con them out of their money or their belongings. Whilst classed as Vermin, they are not horde creatures, although they often tend to gather motley groups of other Vermin around themselves. Many foxes are also magicians or tricksters – able to perform sleight of hand tricks, or illusory magic.

### Rats

Size: 3 ½ - 4 ½  
Dex: 10  
Armor Class: 2 (or by armour type)  
Hit Dice: 1  
Attacks: By weapon  
Saving Throw: Fort 5+, Reflex 5+, Will 6  
Special: 1 in 6 is diseased  
Move: 12  
Challenge Level/XP: 1/4 (2/8 for diseased rats)

Rats are found in great hordes just about everywhere and are the bane of farms, towns and villages. Rats will plunder and pillage all communities in their quest for food, for valuables or just



for the pleasure of fighting. They are pirates, bandits, robbers and thieves all. They can rarely be reasoned with and even more rarely will they keep their word. They use scavenged, borrowed or stolen weapons and armour of all types, mostly patched, mended and moth-eaten. Some rats' blades are so filthy that anyone hit by them can become infected, even if it doesn't kill them. A fortitude saving throw is allowed. The effects of the disease are decided by the Referee.

### **Shrews**

Size: 2 - 2 ½

Dex: 12

Armor Class: 3 (or by armour type)

Hit Dice: 1(-2)

Attacks: By weapon

Saving Throw: Fort 6, Reflex 5+, Will 6

Special: -1 to hit in sunlight

Move: 9

Challenge Level/XP: 1/3

Shrews are very small creatures that inhabit dark woods and other lightless places. They are quick and vicious, attacking with their daggers, darts and slings. They attack at -1 in the full sunlight.

### **Stoats**

Size: 4 - 5

Dex: 10

Armor Class: 2 (or by armour type)

Hit Dice: 2

Damage: By weapon type

Saving Throw: Fort 5+, Reflex 5+,

Will 5+

Special: None

Move: 9

Challenge Level/XP: 2/8

Stoats are larger cousins of weasels and are usually found as chiefs or leaders of a band of weasels. They may be found both above ground and in subterranean caverns. They



form into loosely organized clans, often ranging far from home in order to steal and kill with rapacious ferocity. They normally wear studded leather and use nasty curved swords and cutlasses. There are known to be stoat-wizards that tend to be bigger than the rest and that like to surround themselves with Undead.

### **Weasels**

Size: 3 - 4

Dex: 11

Armor Class: 2 (or by armour type)

Hit Dice: 1(+1)

Damage: By weapon

Saving Throw: Fort 6, Reflex 5+, Will 5+

Special: None

Move: 9

Challenge Level/XP: 1/5

Weasels are mean, sneaky, devious and evil. Groups of them are often led by a stoat. Sometimes weasels throw in their lot with a horde of rats. They often use a shield or some form of leather (AC3) and use a variety of spears, maces or swords.

### **Wolverines**

Size: 6 - 6 ½

Dex: 11

Armor Class: 3 (or by armour type)

Hit Dice: 2 (+5)

Attacks: By weapon

Saving Throw: Fort 4+, Reflex 4+, Will 4+

Special: Rage

Move: 12

Challenge Level/XP: 4/32

Wolverines are the terror of Vermin kind. If there is a Wolverine with a horde of Vermin, the Wolverine is always the boss. Luckily, they mostly tend to work alone. Wolverines use any edged weapon at +1HD to their attacks. Wolverines can become enraged (on 5+), like Badgers, gaining +1 to attacks and damage for 5 rounds. They are brutal fighters and never yield, whatever the odds. If they are reduced to 1 HP, they will automatically become enraged.

## **INSECTS**

### **Ants, Giant (Worker)**

Size: 1 ½ - 2

Dex: 10

Armor Class: 5

Hit Dice: 1

Damage: Bite (1D2)

Saving Throws: Fort 5+, Reflex 6+, Will 6

Special: None

Move: 18

Challenge Level/XP: 1/4

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5.

### **Ants, Giant (Warrior)**

Size: 2 - 2 ½

Dex: 10

Armor Class: 5

Hit Dice: 1(+5)

Attacks: Bite (1D3 + poison)

Saving Throws: Fort 5+, Reflex 6+, Will 6

Special: None

Move: 18

Challenge Level/XP: 2/14

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5. The poison of a warrior ant does 1D6 points of damage if a fortitude saving throw is failed, 1D3 points of damage if the saving throw succeeds.

### **Ants, Giant (Queen)**

Size: 11 - 12

Dex: 5

Armor Class: 5

Hit Dice: 2(+20)

Attacks: Bite (1D3)

Saving Throws: Fort 2+, Reflex 6+, Will 4+

Special: None

Move: 3

Challenge Level/XP: 6/44

Giant ants live in vast subterranean hives tunneled through soil and even stone. The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

### **Centipedes**

Size: 1 - 1 ½

Dex: 10

Armor Class: 3

Hit Dice: 1D3

Damage: Bite (1 hp damage)

Saving Throw: Fort 6, Reflex 6, Will 6

Special: Non-lethal poison (+2 save)

Move: 14

Challenge Level/XP: 1/4

Centipede poison is non-lethal – it simply paralyses the victim for 2 rounds if they fail a fortitude save at +2 to their roll.

### **Scorpions**

Size: 2 - 2 ½

Dex: 11

Armor Class: 6

Hit Dice: 1(+3)

Damage: Stinger (1D3) + poison

Saving Throw: Fort 4+, Reflex 5+, Will 5+

Special: Poison (+1 save or paralysis)

Move: 4

Challenge Level/XP: 2/9

Nasty critters with pincers, a poison stinger for a tail and a hard shell, like plate armour.

### **Spiders, Giant**

Size: 2 - 2 ½

Dex: 11

Armor Class: 3

Hit Dice: 1

Damage: Bite (1D2) + poison

Saving Throw: Fort 5+, Reflex 5+, Will 5+

Special: Poison (+1 save or die), surprise

Move: 4

Challenge Level/XP: 2/8

Giant spiders are aggressive hunters. They cause surprise on a roll of 3+, being able to hide well in shadows.

### **Spiders, Huge**

Size: 1 ½ - 2

Dex: 12

Armor Class: 2

Hit Dice: 1D3

Damage: Bite (1) + poison

Saving Throw: Fort 6, Reflex 6, Will 6

Special: Poison (+2 save or die)

Move: 9

Challenge Level/XP: 1/4

Huge spiders are aggressive hunters. They cause surprise on a roll of 2+, being able to hide well in shadows.

### **Spiders, Monstrous**

Size: 3 - 4

Dex: 10

Size: 5 ½ - 6 ½

Dex: 9

Armor Class: 4

Hit Dice: 2(+2)

Damage: Bite (1D3) + poison

Saving Throw: Fort 4+, Reflex 4+, Will 4+

Special: Poison (save or die), webs

Move: 18

Challenge Level/XP: 4/23

Monstrous spiders are aggressive hunters. Only these are web builders. Webs spun by monstrous spiders require a reflex saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 paws per round) through the webs.

## THE UNDEAD

Undead beasts are either the dead bodies of beasts that have been reanimated by evil wizards and cultists to serve them as bodyguards, or tormented souls that due to the way they died have been unable to leave the earthly realm. Both types are full of evil, induce fear in those viewing them and all undead are completely immune to sleep and charm.

### Ghosts

Size: (Variable)

Dex: 12

Armor Class: 8

Hit Dice: 4(+10)

Damage: Touch (1D6 + paralysis)

Saving Throw: Fort 2+, Reflex 2+, Will 2+

Special: Appearance causes paralytic fear, touch causes level drain, magic weapons required to hit

Move: 6

Challenge Level/XP: 11/130

Ghosts can be dangerous and powerful Undead spirits. They are usually tied to a specific location, item or creature (their “haunt”). They are often stuck in the material realm because they have unfinished business; which when completed allows them to “die”. Sometimes they are malevolent and will attack mindlessly any creature that crosses their path. Their chill touch can paralyze (with a -1 to the Fort save) and drain a level (another fort save). Other times they are more benign, not necessarily causing harm (although still terrifying), but trying to get living creatures to understand what it is that will set them free. Some ghosts flit between the two randomly; sometimes attacking and at other times pleading for help.

### Ghoul-rats

Size: 3 ½ - 4 ½

Dex: 10

Armor Class: 5

Hit Dice: 2(+5)

Damage: Bite D3

Saving Throw: Fort 4+, Reflex 4+, Will 5+

Special: Paralysis, 25% are diseased

Move: 12

Challenge Level/XP: 4/22 (or 5/32 if diseased)

For some reason, when diseased rats are reanimated, instead of coming back as skeletons or zombies, a different type of undead is created – the ghoul-rat. These look like scabby, slightly rotting, very smelly rats, with somewhat longer teeth and evil red eyes. They attack other creatures on sight and to the death. They are often found in dark places; dungeons and sewers, deep forests, caves and cellars. Their bite causes mild paralysis (unable to move for an hour) and some are diseased. A fortitude saving throw is allowed against each effect. The effects of the disease are decided by the Referee.



## **Liches**

Size: (Variable)

Dex: 13

Armor Class: 8

Hit Dice: 4(+10), 5(+15) or 6(+20)

Damage: Hand (1D6 + paralysis)

Saving Throw: Fort 2+, Reflex 3+, Will 2+

Special: Appearance causes paralytic fear, touch causes paralysis, spells per wizard, magic weapons required to hit

Move: 6

Challenge Level/XP: 14, 15 or 16/200, 220 or 240

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magic, gone awry). A lich has the same spell-casting powers as the original Wizard (half the level of the lich's hit dice). A lich's touch causes paralysis (with -1 to the Fort save), and the very sight of one of these dread creatures causes paralysis in any being of 3 HD or below. Liches are highly malign and intelligent and are usually surrounded by skeleton and zombie servants and bodyguards.

## **Skeletons**

Size: (variable)

Dex: 9

Armor Class: 2 (or by armour type)

Hit Dice: 1

Damage: By weapon

Saving Throw: Fort 6, Reflex 6, Will 6

Special: Cause fear at +2 to will save, (only for the first time encountered)

Move: 12

Challenge Level/XP: 2/8 (2/10 when first encountered)

Skeletons are animated bones of the dead, usually under the control of some evil master. They sometimes wear remnants of the armour and use the weapons they had whilst alive. Pointed weapons (spears, arrows) and sling stones only cause 1 point of damage for each successful hit. Edged weapons (longs words, 2-pawed swords, axes) cause half damage. Blunt weapons do full damage.

## **Wraiths**

Size: (Variable)

Dex: 11

Armor Class: 6

Hit Dice: 3(+5)

Damage: Hand (1D3 + level drain)

Saving Throw: Fort 3+, Reflex 3+, Will 3+

Special: Appearance causes fear, touch causes level drain, silvered or magic weapons required to hit

Move: 12

Challenge Level/XP: 8/74

Wraiths are evil, dark, insubstantial, ghost-like beings that drift towards any living creature to drain away their life energies (one experience level) with the chilling touch of their claws. A Fortitude save is allowed. Normally found in the barrows of fallen heroes or in deep dark places, they protect their place of death (or burial) with an evil malevolence.

## **Vampires**

Size: (Variable)

Dex: 13

Armor Class: 7

Hit Dice: 4(+5)

Damage: Bite (1D3 + level drain)

Saving Throw: Fort 3+, Reflex 2+, Will 2+

Special: Appearance causes fear, bite causes level drain, silvered (at half damage) or magic weapons required to hit, regeneration

Move: 9

Challenge Level/XP: 12/150

Vampires are creatures that have been infected by vampirism; a disease that is transmitted from some creature already infected to another, by biting them and draining all their blood. Once created, the vampiric creature becomes one of the most powerful of the Undead. Their eyes turn red, their teeth and claws grow longer and they become nocturnal, avoiding full daylight. Vampires crave blood and their bite drains one experience level from the victim. A Fortitude save is allowed. They can only be hit with magic or silvered weapons.

Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (per a Charm Person spell).

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic; they cast no shadow and have no reflections. They will not enter an Abbey grounds under any circumstances.

### **Zombie-vermin**

Size: 2 ½ - 6 ½

Dex: 7

Armor Class: 2 (or by armour type)

Hit Dice: 1(+5)

Damage: By weapon

Saving Throw: Fort 4+, Reflex 6, Will 6

Special: Cause fear at +1 to Will save, (only for the first time encountered)

Move: 6

Challenge Level/XP: 2/4 (2/6 when first encountered)

Zombie-vermin are mindless creatures, the walking dead. They are generally created from Vermin – that is shrews, rats, weasels, stoats, crows and sometimes foxes (although the latter would have 2(+5) HD). Why only vermin can become zombies is not known. The standard zombie is simply a corpse animated to do its creator's bidding, but the Referee can give them extra HD or abilities if required.

## CREATING BEASTS

Beasts are not player-characters, and their abilities are not at all determined by the rules for player-characters—not even the stats for Kind that can have player-characters, such as Moles. The Referee decides a beast’s abilities, and he doesn’t have to follow any rules about this (although sticking roughly to real animals characteristics is helpful)! Feel free to add extra hit dice, Wizard or Friar spells, Scout abilities, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! The rules aren’t responsible for the quality of the fantasy and adventure in your game, you are! So don’t try to create beasts according to any sort of power formula. Create beasts based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you’re “allowed” to do.

## CHALLENGE LEVELS

To help you with determining Challenge Levels and experience point values for beasts, the table below may be helpful. “Challenge Level” determines the experience point value for a beast. To determine a beast’s challenge level, take its Hit Dice as the base and for every + in brackets add 1 to the Challenge level and then add to that number if the beast has special abilities that make it harder to kill, or more dangerous to the characters. The Challenge Levels table shows the XP values for challenge levels. The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a beast’s hit dice, based on special abilities.

If a beast just has a lot better armour than the norm or a better weapon or just a minor ability or two, you can add half again to the XP for defeating it. So a rat (normally AC 2) wearing chain and shield (AC 5) might warrant 6 XP rather than the usual 4. If a beast has extra HP that don’t come to the full +5, you could give an extra 1 or even 2 points for powerful creatures, per +1.

The Challenge levels also rate loosely to the character levels – so a creature of Challenge Level 1 would probably be a fair match for a player-character of challenge level 1. A party of 6 level 1 player-characters may be able to handle a single enemy of challenge level 6 (but expect them to take some severe injuries!).

Table 41: Challenge Levels

| Challenge Level   | XP Value |
|-------------------|----------|
| A (Less than 1HD) | 2        |
| 1                 | 4        |
| 2                 | 8        |
| 3                 | 14       |
| 4                 | 22       |
| 5                 | 32       |
| 6                 | 44       |
| 7                 | 58       |
| 8                 | 74       |
| 9                 | 90       |
| 10                | 110      |
| 11                | 130      |
| 12                | 150      |
| 13                | 180      |
| Etc.              | +20      |

Table 42: Challenge Level Modifications

| Modifications                                                      |              |
|--------------------------------------------------------------------|--------------|
| AC 6                                                               | +1 HD        |
| AC 7+                                                              | +2 HD        |
| Disease                                                            | +1 HD        |
| Drains level                                                       | +2 HD        |
| Immune to blunt/piercing (including half damage)                   | +1 HD        |
| Immune to non-magic weapons                                        | +1 HD        |
| Paralysis, poison, swallows whole, immobilizes enemies (web, etc.) | +1 HD        |
| Undead (subject to banishment but immune to sleep, charm, hold)    | +0 HD        |
| Uses multiple spells level 1-2                                     | +1 HD        |
| Uses multiple spells level 3-4                                     | +2 HD        |
| Miscellaneous other                                                | + ½ or +1 HD |

## **ADVENTURE DESIGN**

Most adventures are designed so the players can choose how risky they want to get. The classic dungeon adventure gives the players the choice of whether to “go for it” in a lower, more dangerous level or to be cautious and adventure in areas that aren’t so risky (but have less treasure). I suggest that *any* adventure ought to give the players some choice about how fast they’re going to go into the riskier areas. It doesn’t matter whether you’re running a wilderness adventure or a classic dungeon—giving the players decisions is part of the fun for them. When you design wilderness areas, try to have some areas that are more dangerous and some that are less—and figure out a way to let the players know where these are. It’s obvious in a dungeon that the lower levels are riskier and richer; in a wilderness adventure, you’ve got to work a little harder to communicate the risk levels to the players, but it’s worth it.

## **TREASURE**

The amount of treasure a beast owns or guards is usually related to the beast’s Challenge Level. That’s not necessarily realistic but keep in mind that treasure is one of the ways the game reflects what a character has done: it’s used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many beasts with small treasures and the characters won’t gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 1–3 times the beast’s value in experience points, and keep in mind that hunting and patrolling beasts likely won’t be carting their treasure around with them. If the characters can’t find the beast’s lair, they may get none of the treasure. Also, it obviously doesn’t make sense for every Wild beast to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the beasts in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the weasel treasure hoard contains some “extra” treasure to account for the stoats in the area. If the characters avoid the bears and kill the shrews so much the better. If they have to fight the bears and never find the shrews, that’s the breaks. You can’t make the game perfectly fair, trying too hard isn’t worth your time, and too much fairness feels artificial to the players, too.

## **MAGIC ITEMS**

In WOODLAND WARRIORS magic items are scarcer than in many more traditional “dungeon-bashing” role playing games. Therefore, there are not

pages of tables for you to roll on to determine what magic items each beast or NPC has. Almost all have none.

Magic items must be carefully thought out. Each one will have a story of who created it, when it was created, who owned it and so on. Magic items are legendary artifacts and must be treated as such. Obtaining magic items would be the object of a particular quest; they do not just happen to be lying around.

### **Magic Armour**

Magic armour generally weighs half as much as armour of the same type and gives +1 to the wearer's AC. So magic quilted cloth weighs is worth ½ a "thing" and gives the wearer AC 4.

Some magic armour has additional properties: The armour might be fire-resistant, adding +1 to saving throws vs. fire, for example.

### **Magic Shields**

Magic shields are also generally ½ a "thing" and give +1 to the wearer's AC (on top of the +1 normally provided by a shield).

Some magic shields have additional properties: It could glow with light (per the *Light* spell) on speaking a command word, for example.

### **Magic Weapons**

Magic weapons are usually lighter than their mundane equivalent (it's up to the Referee about how much lighter) and add +1 to the attack chance to hit and to the damage caused (to each die rolled).

Many magic weapons have additional properties: A sword might glow when the Undead are nearby, or a spear might return to the hand after it has been thrown.

### **Magic Cloaks**

Magic cloaks are a staple of the fantasy genre. A cloak might be imbued with a spell – invisibility is a spell that Wizards commonly like to put on cloaks. A magic cloak might protect the wearer from magic (maybe a +1 to saves vs. spells) or from missiles (as per the protection against normal missiles spell). There are many Wizard spells that would be great to put on a cloak.

## **Magic Rings**

Another “common” item is the magic ring. Many magic rings have protective qualities – adding +1 or +2 to the wearer’s saves against certain effects, evil or magic. Other rings are imbued with a magical spell that can be used a certain number of times per day.

## **Magic Wands and Staffs**

Magic wands and staffs usually have one spell that can be cast multiple times before it runs out, or several different spells each of which may be cast once or twice per day, often with a limited number of charges. Some powerful wands and staffs allow a Wizard to cast spells of a level that his intelligence wouldn’t normally allow him to cast.

## **Other magic items**

There are many other things that can have magical powers – boots that allow the wearer to run at twice normal speed, amulets that protect the wearer against the level draining of certain Undead, goblets that detect poison in liquids, spectacles that allow the wearer to read any language and so on. If you run out of ideas, just pinch stuff from other games.

## **NPC CLASS**

Sometimes you might want to give one of your Vermin non-player characters some abilities that are a bit different to the norm. This class allows you to give special NPCs some levels in a class that is suited to their wicked ways. If you allow player characters to use this class, make sure they are not using it to be too evil; they should be loveable rogues and good-natured con artists; not evil assassins and bandits.

## **Rogue**

Rogues are vagabonds, thieves, gamblers, spies, assassins and tricksters. They live by their wits and their cunning, robbing, stealing, cheating and swindling their way around the land. They have some abilities that are similar to those of Scouts.

**Prime Attribute:** Dexterity. If Dexterity is 13+, you gain +5% to experience earned

**Hit Dice:** 1d6(+1) at first level. Then per the Rogue Advancement table.

**Armour/Shield Permitted:** Quilted cloth and shield.

**Weapons Permitted:** Daggers, short swords, wood axes, clubs, quarterstaves, darts, slings, short bows, light crossbows

**Saves:** All rogues receive +1 to their Ref saves at 1<sup>st</sup> level and +2 at 6<sup>th</sup> level

Table 43: Rogue Advancement

| Level | Experience | Hit Dice | Disguise | Jump/Climb | Locks & Traps | Stealth | Sleight |
|-------|------------|----------|----------|------------|---------------|---------|---------|
| 1     | 0          | 1(+1)    | 6        | 4+         | 5+            | 4+      | 5+      |
| 2     | 150        | 1(+2)    | 5+       | 4+         | 5+            | 4+      | 4+      |
| 3     | 300        | 2        | 5+       | 3+         | 4+            | 3+      | 4+      |
| 4     | 600        | 2(+1)    | 4+       | 3+         | 4+            | 3+      | 3+      |
| 5     | 1200       | 2(+2)    | 4+       | 2+         | 3+            | 2+      | 3+      |
| 6     | 2400       | 3        | 3+       | 2+         | 3+            | 2+      | 2+      |

### *Rogue Class Abilities*

**Sneak attack (1<sup>st</sup> level):** At first level, a Rogue who can catch his opponent unawares or get behind him can attack his opponent in a vital area for extra damage. If the Rogue hits his target he can add another D6 to the damage he causes to a single target. At 6<sup>th</sup> level, he can add 2D6 to the damage caused to a single target by a sneak attack.

**Disguise:** With a bit of fur, a few tweaks here and there, a touch of dye, a change of posture and loose cloaks or clothing, the Rogue can make himself appear to be an animal of a different type. Roll this number or higher to fool other beasts. They may receive a notice roll to spot you even if you are cleverly disguised, if you do anything unusual and they are reasonably close. The Referee will determine what constitutes unusual.

**Jump/Climb:** Leaping from tree to tree or climbing walls and balancing on branches requires you to roll this number or higher. Sometimes the Referee will not require a roll or a bonus will apply, if the task is deemed straightforward. Other times, the task might be trickier – for example during a storm and so you'll get a penalty to your roll.

**Locks & Traps:** Rogues are good picking locks and removing small mechanical traps. If the Rogue is attempting to open a locked door or chest without a key or disarm a trap, roll this number or higher for success.

**Sleight:** The Rogue can perform sleight of hand trickery (the pea under the beaker, or cheating at dice or cards) by deft hand movements and misdirection. He can also pick pockets or cut purses from belts. Make this roll or higher to succeed.

**Stealth:** Rogues are good at lurking in shadows and sneaking into and out of places they shouldn't be - roll this number or higher to bypass guards or to avoid being spotted.

**Gang (6<sup>th</sup> level):** at 6<sup>th</sup> level, the Rogue becomes a Villain and has a secret hideout, in a cellar or a cave in the woods or somewhere similar. He attracts a bunch of like-minded individuals of dubious character to help him perform his misdeeds. They remain loyal as long as a cut of the spoils continues to come their way.



## THE ALDER VALE SETTING

### Stonewell Abbey

The Abbey was founded by Abbess Ariella about 50 years ago. It was built on the ruins of an old fort, believed to be hundreds of years old. The fort had long since fallen to the ravages of the elements but was the base for a small band of rat bandits that was driven off by Ariella and her followers. There are rumours that there were tunnels or dungeons underneath the building that Ariella had sealed up before building began.

#### *Adventure Seed #1*

*Ariella was noted for her bravery and skill at arms. In the Abbey there is a statue of her bearing a mace and shield. There are pictures of her adorning Abbey walls, also bearing these weapons. Historical texts mention her mace and shield being of great quality. However, after her death, these artifacts could not be found anywhere. It is believed that there are clues to the whereabouts of these weapons in various texts in the library but to date, nobody has been able to find them.*

The Abbey is currently under repair to the N.E corner, which was destroyed by fire about a year ago in an attack by a horde of rats, under the Rat-Chief Glorbane. The repairs are nearly finished but you can still expect to see the odd mole stone mason clambering around the precarious scaffolding, adding a gargoyle here or chiseling a bit of stonework there.

#### *Adventure Seed #2*

*Glorbane and his horde are still lurking in the area licking their wounds and keeping an eye on the Abbey. The reason he is so intent on capturing the Abbey is that he believes the rat bandits that lived in the fort before they were driven off by Abbess Ariella had a huge cache of treasure that they hid somewhere in the old fort. The Rat-Chief is building up his horde again for another assault.*

### Important positions in the Abbey

**Abbot:** The venerable Abbot Camber (a scholarly Otter), is the head of the Abbey at present. He has been the Abbot for ten years, being promoted from his position as Prior after the death of Abbot Caddum (who followed Ariella).  
*Abbot Camber: Friar, Level 6, HD 3, HP 15, AC 5 (magic chain), iron-shod staff D6*

**Prior:** The current Prior (the Abbot's second-in-command) is Prioress Noona, a female badger. She came into the position a few years ago when the previous Prior (now Abbot, Cindran) left to found the new Abbey at Mistmoor.  
*Prioress Noona: Warrior-Friar, Level 5, HD 2(+2), HP 14, AC 5 (chain & shield), mace D6*

**Archivist:** The Archivist (who is the chief scribe and librarian) is a mouse called Machin. *Machin: Monk, HD 1(-1), HP 4, AC 3 (quilted cloth), quarterstaff D6-1, sling D3, lore roll 3+.*

**Cellarer:** The cellarer is responsible for the food and drink at the Abbey. The Cellarer is a rather portly but kindly female vole called Olive. She says she sometimes hears noises through the wall behind some of the shelves where the blackberry wine is stored. Most beasts think she has been drinking too much of her blackberry wine. *Olive: Monk, HD 1(-1), HP 3, AC 3 (quilted cloth), quarterstaff D6-1, lore roll 4+ to do with food & drink.*

*Adventure seed #3*

*Olive has been found lying on the floor of her cellar, injured and unconscious. She hasn't awoken yet so is unable to say anything about her attacker. She has been taken to the infirmary and is receiving medical attention. There is a hole in the walled-up area behind the blackberry wine racks; it seems to lead to a dark open area or chamber behind, where some scratching or scrabbling can be heard. Bowser has locked the doors to the cellars and now needs some volunteers to go in and investigate the hole.*

*Adventure seed #4*

*When there is a surplus of a particular foodstuff at the Abbey it is the cellarer's job to barter it in the villages for other foodstuffs or services that the Abbey needs. The mole stonemasons working on the NE corner of the Abbey building come from the three villages and the stone comes from the quarry at Murkenhill. The Abbey owes each village and the quarry a jar of honey and a barrel of blackberry wine. The PCs are asked to deliver these on the Abbey's behalf. The goods are loaded onto a pushcart (like a large two-wheeled wheel-barrow) and are told to be wary of robbers and other dangers on the road.*

**Guardian:** The Guardian is in charge of the warrior-monks at the Abbey. His main job is the defence of the Abbey and its environs. Currently, Stonewell Abbey's Guardian is a tough old hedgehog called Bowser who took over the position after Noona was promoted. *Bowser: Warrior, Level 3, HD 2(+2), HP 12, AC 5 (spikes & shield), flail D6+1, lore role 3+ to do with battle strategy*

**Herbalist:** A rat called Dunstable is the Abbey's Herbalist. He is a quiet little rat that was found as a baby outside the Abbey and brought up within its walls. Dunstable quickly took to learning about plants and herbs and knows more than anyone else in the Abbey about the medicinal properties of the plants that grow around the area. *Dunstable: Friar, Level 3, HD 2(+2), HP 10, AC 4 (quilted cloth & shield), mace D6, lore roll 3+ to do with herbs & plants.*

*Adventure seed #5*

*There are several deaths at Stonewell. After investigation, it seems that the flour has been poisoned and as this is used to bake bread, cakes, pies and tarts both for the Abbey and for sale in the village, there is rumour of a poisoner on the loose. Dunstable immediately falls under suspicion because he is a rat and knows about poisons. Several friars have already made their feelings known about having a rat in the Abbey. The PCs are asked to investigate.*

**Healer:** A squirrel called Florence is in charge of the infirmary. *Florence: Nun, HD 1, HP 4, AC 2 (no armour), quarterstaff D6-1, lay on paws 9, lore roll 3+ to do with illness & disease.*

### **Stonewell Abbey Environs**

The Abbey lands cover a large portion of the Alder Vale, through the middle of which runs the River Alder. Heavily wooded, the vale is still a dangerous place, with some of the denser woods and marshes home to *Vermin* and *The Wild*. However, the Vale has a lot to offer the Abbey and the Environs now have three villages (Stonewell, Rumblewood and Stormhollow), and a number of farmsteads, mills, mines and quarries under its protection.

### **Fellmarsh**

The Fellmarsh lies to the south of the Abbey Environs. This is where lizards, serpents and the dreaded marsh dragons dwell. The Toad King Grubelly and his tribe of warty-skinned toads live here, banging their drums and warbling deep into the night. *Grubelly, Warrior, Level 6, HD 4, HP 18, AC 6 (plate & DEX 13), pole arm D6+2.*

### **Murkenhill**

Murkenhill is the northern border of the Stonewell Environs. It marks the point where hordes of rats sometimes come pouring down from the Northern Reaches, over the Murkenhill slopes into the Abbey Environs to pillage and plunder. There is also a large and important stone quarry at Murkenhill, run by Foremole Tigwyn. *Tigwyn: Stonemason, HD 1(+1), HP 7, AC3 (quilted cloth), warhammer D6, lore roll 3+ to do with stone and quarrying.*

### **Murkenhill Fort**

Lord Tredegar, a Badger. He has built his fort here, to defend the Vale and the nearby quarry against the evil rats from the Northern Reaches. *Lord Tredegar: Warrior, HD 4, HP 21, AC 7 (magic plate & a shield), paw-and-a-half sword (D6+1 or D6+2 due to STR 16).*

## Important positions in the Fort

**Armourer:** Kemble, a mole. *Kemble: Armourer, HD 1(+1), HP 7, AC 3 (quilted cloth), warhammer D6+1 (due to STR 13), lore roll 3+ to do with weapons, armour and metals.*

**Lizard-Trainer:** Tadgell, a hedgehog. *Tadgell: Warrior, Level 3, HD 2(+2), HP 11, AC 5 (spikes & shield), longsword D6*

**Sergeant-At-Arms:** Cullin, a toad. Cullin is an oddball. He came up to the fort one day and told Lord Tredegar that he'd be making a mistake if he didn't employ him straight away. Tredegar saw this rather squat, rather ugly, boggle-eyed figure in ill-fitting armour staring up at him and laughed. He suggested that if the toad could beat one of his best warriors, he could have a job. Cullin beat his opponent easily and joined Tredegar's force. He proved time and time again to be a brave and loyal soldier; once saving Lord Tredegar's life in the Third Battle of Fellmarsh. It was this action that saw Cullin promoted to his side as Sergeant-At-Arms. *Cullin the Toad: Warrior, Level 4, HD 3, HP 14, AC 6 (plate & shield), Spear D6, lore roll 4+ to do with the Fellmarsh*

**Scout-Master:** Fionna, a squirrel. *Fionna: Scout, Level 4, HD 2(+1), HP 10, AC 4 (quilted cloth & +1 DEX), Spear D6, short bow D6*

### Adventure seed #6

A cunning fox has recently come to Stonewell Village, to gather information for the rat, Glorbane. The fox, called Slyver, isn't seen around much during daylight hours and at night time wears a hooded cloak, so it is difficult to determine what manner of creature he is. Because he is good at mimicking, some think he is a badger and others think he's an otter. Nightly, in the tavern over a glass of pear cider, he sits in the darkest corner spreading seeds of discontent about how fat and lazy the friars are and how little they share with the good Kind of the village. (You could link Slyver into Adventure Seed #5. He could be poisoning the flour bound for the Abbey, as the mill is just outside the village and he has been seen talking to the miller (a Mouse called Mustie) from time to time. But to be fair, he talks to everybody from time to time. Slyver is quite tough so referees should be ready to allow characters who get into a fight with him to escape, if needs be. Also, Slyver is clever and unlikely to continue a fight that is going badly or to take on odds that are not in his favour.

*Slyver, Fox, Warrior-Rogue, level 5, HD 3 (+2), HP 15, AC 4 (DEX 18), short sword D6 (STR 14 and +1HD to attacks as favoured weapon), dagger D3+1. Slyver also has a bottle of poison which he uses to coat his dagger.*

## Stonewell Village

Stonewell is the nearest village to the Abbey; just within bowshot of its walls. There are about 250 Kind living here, a large number work directly or indirectly for Stonewell Abbey. Importantly, there is a flour mill on the edge of the village and the mill provides all the flour for the Abbey. There is a market here

twice a week. The Reeve (the head beast of the village, who reports to Prioress Noona) is Fedwina; a female Squirrel. *Fedwina: Reeve, Squirrel, HD 1, HP 5, AC2, dagger D3, shortbow D6, lore roll 4+ to do with Stonewell.*

### **Rumblewood**

A village with a population of about 170 Kind. There is a market here once a week. The Reeve is Welwyn, a Hare. For a Hare, he is surprisingly level-headed. *Welwyn: Reeve, Hare, HD 1(+1), HP 6, AC3, club D6-1, light crossbow D6. lore roll 4+ to do with Rumblewood.*

### **Skalleren Woods**

These are dark woods of thorns and brambles, where the sun has difficulty penetrating. Evil things lurk deep within the woods and sometimes come out when the moon is out to carry off unwary prey. Well-armed parties of Hedgehogs sometimes go into the woods to hunt serpents and they have reported seeing ancient ruins deep in the interior.

#### *Adventure seed #7*

*Hazeltwig the Hedgehog comes out of Skalleren Woods one day, carrying his friend and fellow serpent-slayer Cuthbolt. Cuthbolt seems paralyzed with fright and Hazeltwig has never seen his normally brave friend like this before. When Cuthbolt recovers (with the aid of The Abbey's healer, Florence) he tells a terrifying (if somewhat garbled) tale of a pale serpent that mesmerized him with its evil gaze and whose hiss seemed to have command over a horde of rotting Vermin that exuded a stench like the grave. Cuthbolt doesn't know quite how he got away but Hazeltwig isn't sure his friend is quite the same as he was before.*

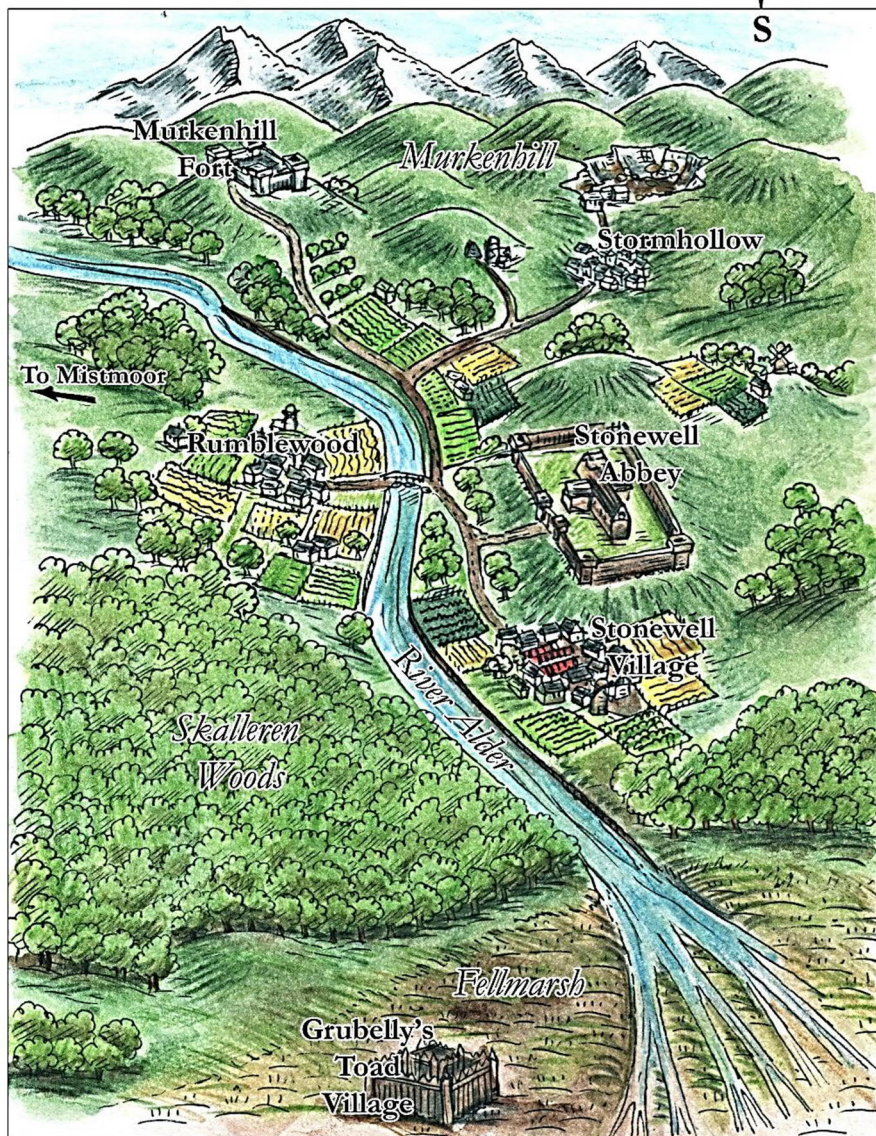
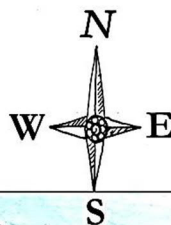
### **Stormhollow**

A village with a permanent population of 100 Kind (about 40% of which are moles), but it swells to nearly double this when the miners return from the iron mine in the hills to the north. The Reeve is Telfer, a Mole. *Telfer: Warrior, Mole, Level 2, HD 2, HP 9, AC 5 (chain & shield), battle axe D6.*

### **Mistmoor Abbey**

The Abbey and Environs was founded by Abbot Cindran (who was previously the Prior at Stonewell) only a couple of years ago. It is located to the west of Stonewell. Building is still ongoing; it currently has only a wooden exterior wall surrounded by a ditch for defence.

# *The Alder Vale*



## **SHADOW'S ROOST**

Stonewell Abbey Adventure by David Bezio

### **The Tale of Shadow's Roost**

They came for stones but they found doom  
A pillar of rocks in wooded gloom

The stones were perfect, square and strong  
The masons labored hard and long

They dug their stones, but they found doom  
Far above their death did loom

From his roost owl eyes did seek  
Shadow came with claw and beak

They stacked their stones, but they found doom  
Shadow came to kill and to consume

For perfect stone they were seduced  
But fools pass below Shadow's roost

They found their doom, but wanted stones  
Now they lay in piles of bones

Shadow's Roost is an adventure designed for 3-5 player characters of first level, and will take about 2-4 hours to complete. It is best if there is at least one character of each class, but any composition will work (play what you think is fun!). For a larger group, increase the number of rats at the Rock Pillar.

The rest of the information is for the referee only! If you are not the referee and plan on playing this mission, STOP reading now!

### **Players Introduction**

The following is an introduction for the player characters. This passage can simply be read to the players, or paraphrased and put in your own words:

You pull your cloak tightly about your body, but the drenched material does little to keep out the wind and rain. You look about at your equally miserable companions, all of them deep in their own thoughts.

It has been several days since you were summoned to the library of the Abbott Camber. The elderly otter barely looked up from the tome he was reading the entire time he talked to you.

It seemed that a cryptic message had come from the Quarry in the Murkenhill claiming that an ancient evil had returned...the legendary owl, Shadow. You each had a reaction to this, some a gasp, others a muffled chuckle, but the overtone was obviously one of disbelief. Shadow is nothing more than a fairy tale used to scare mole children.

This was silenced quickly enough when the Abbott looked up from his book with stern eyes.

“Only a fool disregards that which seems unbelievable simply because it cannot be.” he said, “While this may very well be the drunken nightmare of Master Tigwyn and his mole masons, I shall not ignore his fear or request. You shall travel to Murkenhill and see if there is any truth to this tale. I trust when you are there you will know what must be done.”

You aren't sure why the Abbot chose your group for this job, but you were all excited to get outside the walls and see the wilds of the Murkenhill...and then the rain came.

### **Adventure Background**

Ratrug was always considered vile and shift...even for a shrew. He was never popular, or even trusted, among his kinfolk and became a loner. Despite his resourcefulness, he was a lone small creature in the wilds, and death was lurking around every corner.

It was the pathetic moans that brought Ratrug to the base of the large oak tree where Craw the raven lay wounded. The raven had suffered a broken wing, and was near death.

Ratrug almost slinked back away into the woods just then. I would like to tell you that he had a sudden burst of decency, but I would be lying. The truth of the matter is that he saw a powerful ally, and the fulcrum for a devious scheme!

Ratrug built a shelter around Craw, mended his wing, and kept him fed until he returned to health. Despite the dubious honor of a raven, Craw has remained

loyal to Ratrug ever since. When the raven was in perfect health again, Ratrug began to put his plan into action.

The spot where Craw was wounded was near Tigwyn's Quarry in Murkenhill. The distant clinking of pick on stone reminded Ratrug of the well-known tale of Shadow's Roost. It was an ancient tale, and most considered it a legend...but the image of the owl, Shadow still fills the hearts of the moles with fear, and it was well known that the location of Shadow's Roost was still shunned to this day.

What if the owl returned? The moles would be terrified! Surely they would be more than willing to pay handsomely to keep the owl's wrath under control. And with wealth came power. Ratrug rubbed his paws together as his eyes squinted and a shiftier smirk spread across his face.

### **The Plot Thickens!**

Circling around the Murkenhill on the back of Craw, Ratrug was more than surprised to find that the fabled Shadow's Roost actually existed; a tall pillar of stone in an overgrown thorny clearing. In the shadow of the pillar lay scores of moss covered stone bricks, and on top of the pillar a plateau. On the plateau were the dried remains of a long unused nest and, to Ratrug's shock and horror, the ancient skeleton of a giant owl! This would be Ratrug's new home.

Attacking Tigwyn's Quarry at night, he has used the legend of Shadow the Owl to extort gold from the moles. A little bit of smoke and mirrors in the form of a wicker owl's head for Craw and the cover of night has made the old legend come alive once more. Needless to say, all this wealth has not only attracted the attention of scoundrels and thugs, but also given Ratrug the means to pay these rat mercenaries. He has raised a small gang of followers in the Murkenhill.

Tigwyn wasn't one to sit on his hands and accept his fate. He has already dispatched a group of moles to confront the owl. Unfortunately, they were captured by Ratrug's rat followers. Now Ratrug and his gang are forcing these moles to build a small fortress around Shadow's Roost. Of course, Tigwyn assumes they are dead, killed by the fierce owl Shadow.

## Enter the player characters...

### Part 1: Tigwyn's Quarry

#### Summary

The characters arrive at the quarry where they learn from Tigwyn exactly what has befallen the moles. If they choose, the characters can investigate the scene of the owl attacks or question various moles.

#### The Quarry

The sound of dozens of moles striking pick against stone can be heard for some distance and the player characters hear the quarry long before they see it.

The quarry itself is a large depression in the earth about a quarter furlong in diameter that descends to about the same depth. The walls are grey and rocky, and several narrow paths wind around and down to the quarry's depth. On that bottom is a calm little lake surrounded by a dozen precisely made little brick houses with slate shingled roofs.

At various points along the paths, the characters can see several (26, if the PCs care to count) moles picking away at the wall, or shaping stones into bricks and placing them in neat stacks.

#### The Reception

For the most part, the characters are ignored. A mole or two may look up from their work to regard them for a moment, but quickly go back to their work. The characters can go anywhere or walk right down to the village without being confronted.

If the characters approach a mole, he will be very polite, adjusting little spectacles, looking at them each closely, and vigorously shaking their paws. None of the moles will ask any questions or seem to be particularly interested in who the characters are. They aren't rude, they just much rather be working that jawing. A phrase they will hear merrily thrown about is, "Less yakking, more cracking!"

If the PCs ask where to find Tigwyn, they will be directed to the smallest building on the quarry's floor. If they are asked about what is going on, or about the owl Shadow, see the passage below: *Investigating the Attack*.

### Foremole Tigwyn the Stonemason

Tigwyn can be found in the building known as “the office.” There the PCs will find him busily at work behind stacks of blueprints and plans. He is rather old, but obviously very fit as well. He is smaller than any of the other moles, but he has no problem hefting the huge stone warhammer that leans against one corner of the room. The characters will notice he speaks with a pronounced lisp as soon as he starts talking.

The characters might initially think Tigwyn is unconcerned about his situation, because he keeps right on working while talking to them. However, they will soon learn that he can do mathematical figures, measure with a protractor, and ruffle through papers all the while carrying on a rapid conversation.

HD 1(+1), HP 7, AC 3 (quilted cloth), Dmg D6 (warhammer), Fort 5+, Ref 6, Will 6, Mv 9, Special: Tunneling

### What Has Happened

Once all the introductions and formalities are done (Tigwyn will ask how old Abbot Camber is getting along), it'll be time to get to business. Below is listed the story Tigwyn will tell. This is pretty much all he knows on the subject and won't have much more to add except thanking the characters for their help and wishing them good luck. The following is Tigwyn's story; you can either read it or paraphrase it...but don't forget the lisp!

“It’th like thith. Thith scrawny little threw, Ratrug, jutht cometh boldly into the quarry latht week. He thayth, “The dread owl Thadow hath returned to his rootht, and demandth tribute!” Of courth, we all laughed at him, cuffed him about the head, and threw him out on hith furry behind. It was hilariouth...until that night!

The horn of the night watch woke uth from out bedth, and we ran into the quarry, expecting some vermin raiderth. What we thaw filled our heartth with dread! The monsthrouth owl came out of the thky thcreeching and clawing, knocking about moleth and brickth and turning over wagonth.

If that wathn’t horror enough, that rotten little threw was thitting atop the owlth back laughing and thcreaming profanitieth.

The next day Ratrug cometh back, all thmiles and arrogance. At first we want to kill him, but he warnth uth that if he doethn’t return to his master, Thadow,

with a fat bag of gold the owl will come again. Not knowing what elth to do, we give the puke hith gold and thend him on his way.

I thent thix of my betht moleth to Thadow's Rootht...but none returned. They muths have made a nyth thupper for that fat owl.

Now he threatenth to come back every new week for another bag of gold, and what can we do but comply?"

### Investigating the Attack

The player characters may decide to question some of the other moles about what they saw. If they do, have some fun with it. Use goofy voices for the moles, give them various personalities (comical, grumpy, stupid, etc.)

The other moles stories agree with Tigwyn's for the most part, but there are a few oddities and clues to be found that might arouse the PCs suspicions. Below is a list of 12 comments the PCs might uncover. 6 are true, while 6 are products of the overactive imaginations of the moles. For each mole the PCs talk to you can either choose what information you wish them to give, or you can roll randomly. First roll 1D6. If the result is a 1-3, then roll another die on the True Rumors/Comments list below. If the roll is a 4-6, roll another die on the False Rumors/Comments list below.

### True Rumors/Comments (1D6):

- 1) "What I remember the most was the eyes! They weren't natural, like blazing flame!"  
*Inside the wicker owls head, Ratrug has positioned 2 blazing candles to give Shadow an otherworldly appearance.*
- 2) "The owl was black as pitch! I even got me a feather from the beast!"  
*One of the moles did manage to find a feather Crow lost in the battle. If any of the PCs ask if it looks like an owl feather, have them make a Lore roll. If they make it tell them: It doesn't look like any Owls feather you've ever seen, but you can't really place it.*
- 3) "I'm surprised the beast allowed that little grubby shrew on its back instead of gobbling him up!"  
*The Legend of Shadow regards him as a savage beast, not the kind of creature that would form an alliance with anyone, let alone an animal that would make a nice little lunch.*
- 4) "Can't guess what monster like that needs gold for?"  
*Same as #3 above.*
- 5) "Nobody was hurt in the battle. I'm surprised Shadow didn't kill us all and

take all our gold.”

*Several of the moles received some claw scratches, and lots of bruises (mostly self-inflicted while trying to get the heck out of the way), but nobody was seriously injured or killed.*

- 6) “It’s screech didn’t sound like any other owl I’ve ever heard, it was downright creepy”

*Craw did his best to imitate an owl’s screech, but it still sounded an awful lot like a caw. Sort of a CRREEEEEEEECH sound. Feel free to scream out the moles imitation yourself, as long as you don’t make it sound too much like a raven to give it away.*

False Rumors/Comments (1D6):

- 1) “It ate Ed right before my eyes!”

*Have another Mole point out that the speaker is Ed, at which point Ed corrects himself and says, “I meant Fred.” Of course, Fred is the mole who just told him he was Ed.*

- 2) “The monster’s wingspan was at least 20 paws!”

*Craw is actually normal raven size, maybe 6 paws tops.*

- 3) “Shadow was throwing wagons loaded with bricks around like they were toys!”

*Craw did knock over a cart that was overloaded with bricks, making it top-heavy.*

- 4) “My spear passed right through his spirit body. The creature is supernatural I tell you!”

*Actually, the mole is known to be a terrible shot with any weapon, and the spear he tossed missed by a paw or two.*

- 5) “The owl had me pinned to the ground. It smelled like death and was about to swallow me whole until it saw my silver medallion. I swear; it scared the creature off.”

*This mole was actually fairly drunk on the night of the attack. When Craw knocked him down he rolled into a fetal position on the ground with his eyes closed. When he opened them, he was alone. With a burp, he passed out until morning.*

- 6) “I think the shrew is a necromancer! The beast smelled of death, and it looked as if the little guy was the one in charge.”

*Well, Craw does smell pretty bad, but he is alive. Ratrug was definitely the one calling the shots, and Craw was having a hard time seeing where he was going with that big old wicker owl head covering his eyes.*

## **Part 2: The Ambush**

### **Summary**

While traveling to the shunned rock pillar, the PCs are ambushed by some of Ratrug's perimeter guards.

### **Setting Out**

Once the player characters feel they have gathered enough information, and have a general idea of the direction of Shadow's Roost, they should set out from the Quarry. At first the terrain is rocky and broken, but the dark and tangled trees and vegetation that cover the valleys of the Murkenhill soon close in.

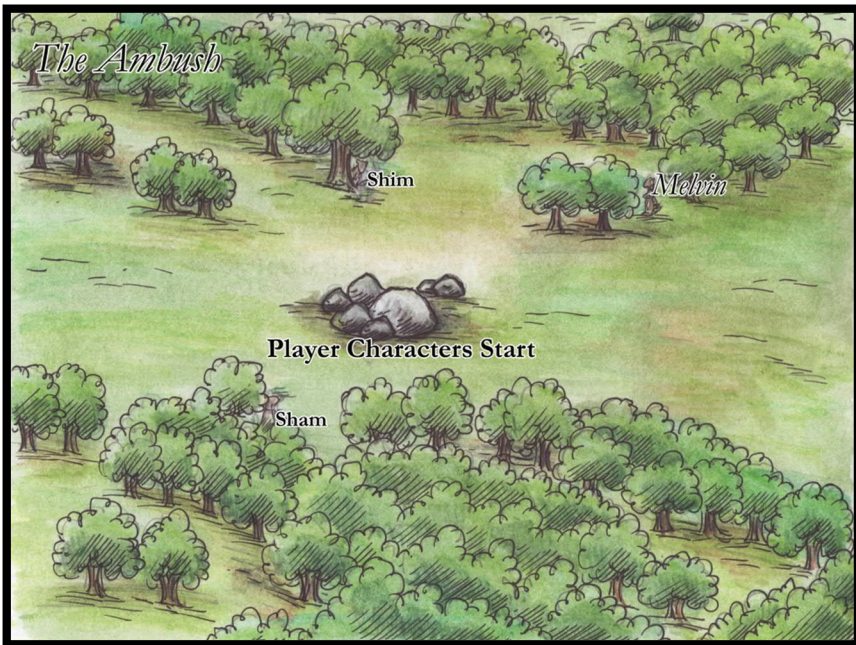
After briefly describing the terrain, give the player characters a moment to make any preparations or note any precautions they may be taking. Don't ask them if they are doing this; just give them a chance to tell you before you spring the ambush on them.

### **The Bad Feeling**

At one point, the characters are passing close to some boulders. The vegetation has thinned out where they walk, but is particularly thick around the boulders. If there is a Scout or a Warrior in the group (or if you have more than one, roll randomly to determine which one), tell him he "has a bad feeling about this place". This player can react instantly and take an action. If he stares at you dumbly or starts to ask questions have him make a Notice roll. If he makes it, tell him that this looks like a perfect place for an ambush, and again, give him a chance to take a quick action (such as warning his friends to take cover). Then the arrows start flying!

### **The Attack!**

At this point, the weasel brothers, Shim, Sham, and Melvin, are hiding. They are working for Ratrug and have been tasked with keeping anyone from getting too close to the rock pillar. Shim is armed with a Long Bow and 20 arrows in addition to his other equipment. He is sitting in the branches of a tree and the characters are currently about 150 paws away (medium range, -1 to hit). Sham and Melvin have snuck around in the underbrush to flank and box in the characters. When the characters make a move in any direction, they jump from their hiding spots and attack.



### The Weasel Brothers

If two of the brothers are killed, the 3rd will try to flee, cutting a winding path back to the rock pillar. If the 3rd brother is captured, he will be more than willing to bargain for his life. He will not give up information willingly, and will only answer questions he is specifically asked. Persuasive characters will receive most information. He knows where the rock pillar is (and might even lead the characters there), he knows about the moles and the fortress being built (if he is asked), he may tell that he is paid gold by Ratrug and that there are another half dozen rat mercenaries in his employ. He knows nothing of Craw, and believes that the owl Shadow actually lives on Shadow's Roost and is running the operation.

### *Shim, Sham, and Melvin*

AC 3 (leather), HD 1+1, HP 5,4,3, Dmg 1D6 (Spear, or Arrow), Fort 6, Ref 5+, Will 5+, Mv 9, XP 12 (in total).

Equipment: Each brother has a belt pouch with an identical shiny new gold piece inside.

### **Part 3: The Rock Pillar**

#### **Summary**

The player characters arrive at the rock pillar to find it crawling with vermin. They also discover the captured moles that are being forced to build a stone fortress around the pillar. There are far too many vermin to fight, and the characters must figure out some way to get inside and to the heart of the problem, Shadow's roost.

#### **Nearing the Rock Pillar**

The rock pillar is visible for some distance, so the PCs have plenty of time to approach stealthily. There were no guards besides the weasel brothers, and the work going on around the pillar has Ratrug's henchmen involved enough that they won't be scanning the tree line.

The rock pillar sits in the center of a small clearing with a narrow stream running through it. The clearing is about 150 paws in diameter, and surrounded by thick trees, shrubs, and brambles. The rock pillar itself consists of one huge rock about 100 paws high tapering off to a plateau far above. Around the base of the pillar are many smaller pillars and piles of square-ish brown rocks. About 30 paws all around the pillar are the beginnings of a stone wall; obviously some kind of small fortress is being built.

6 ragged moles are hard at work cutting stones and building the wall. The moles are obviously fatigued and their feet are shackled together with a short length of chain.

There are 12 evil looking rats lounging about the pillar and wall. Some are coaxing the moles, while other sharpen cruel looking weapons, play dice games, or are simply asleep.

#### **The Odds are against them**

There are 12 capable rats around the rock pillar, and the moles are obviously too exhausted to be much help in a fight. It should be painfully obvious the characters are outnumbered in this one.

If the presence of the player characters becomes obvious, or they attack the rats, all 12 of them will join in the fight as quickly as possible. The ruckus will also alert Ratrug and Craw to the presence of the PCs. If 8 of the rats are killed before one of the player characters fall, or the PCs ever outnumber the rats, the rest will try to escape as quickly as possible, otherwise the battle lust will

take them and they will fight to the finish (assuming their greater numbers will prevail).

### *12 HENCHRATS*

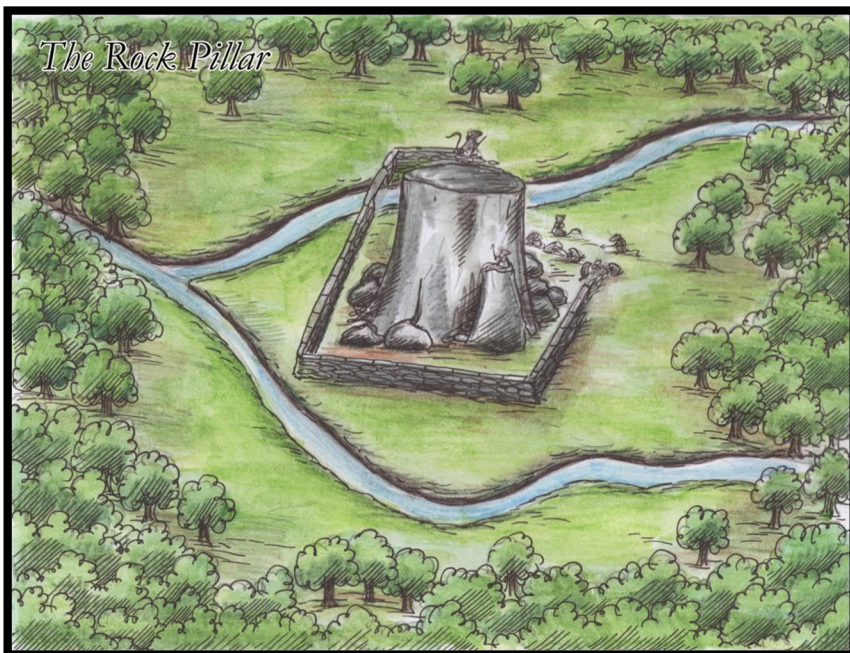
Two rats are diseased (\*) for +1 damage on every successful hit

AC 2, HD 1, HP 6,6,5,5,4\*,4,3\*,3,2,2,1,1 Dmg 1D6 (various weapons), Fort 5+, Ref 5+, Will 6, Mv 12, XP 54 (in total)

Equipment: Each Rat has 2 gold pieces. They also have other miscellaneous minor equipment like a deck of cards, some dice, a full wineskin, a box of salt, and a small wooden flute.

### Devising a Cunning Plan

There is no right or wrong way for the players to deal with this situation...they are going to have to come up with a plan of their own and implement it. There is a lot to work with. Reward smart or fun ideas and punish poor ones. Have them make any die rolls that seem appropriate and deal with the results in a fun and dramatic way. Remember, the players are role playing their characters as if they were actually there. The story is going to go in the direction the players take it, and the NPCs are going to act accordingly.



## **Part 4: Shadow's Roost**

### **Summary**

The players find out the truth behind Shadows return when they ascend to the top of the rock pillar. A climactic battle with Ratrug and Craw will determine if the characters fail, and the moles of Tigwyn's quarry continue to be terrorized or, if they defeat the villains and end the charade.

### **Getting to the Top**

Ratrug gets to the top of Shadow's roost by riding Craw. The PCs are obviously going to have to find another way to the top. A climb is challenging, but not impossible (a roll of 5+ for a non-Scout). If there is a Scout in the group, he will find the climb considerably easier, making a single roll at +1 to ascend to the top. There is a small ledge just below the top where a character could brace himself and lower a rope for his companions allowing them to ascend with ease.

If a climb roll is failed, it results in a fall causing 1D3 points of damage to the climber. This also dislodges some rocks and the noise might attract the attention of one of the rat henchmen on a D6 roll of 5+. If characters think fast, they might be able to hide among the rocks before the rat looks their way...otherwise they will be discovered and the rat will shout out an alarm.

### **On Shadows Roost**

The plateau on the top of the rock pillar is about 30 paws in diameter. It is littered with small bones, pebbles and rocks. The center of the area is filled with a disheveled pile of sticks, string, moss, and dried grass that make up a huge nest. Lying just outside this is a large owl head mask made out of painted wicker. Next to the mask a small bag lays open with several gold coins laying about it (there are 100 gold coins in the bag). In the next are the skeletal remains of a long dead owl of huge proportions. Also in the next is a large raven (Craw) and lying atop him is a grubby little shrew (Ratrug).

### **The Maiming of the Shrew**

A lot will depend on the situation the characters have created. If they made a lot of noise, attracted the attention of the rats below, or attacked the rats, Ratrug and Craw will know they are there. They may have already attacked them on the ground, or be prepared to meet them on Shadow's roost. If they have been extra stealthy, they may catch Ratrug and Craw totally unaware. You are going to have to play it as the situation calls for.

If the PCs manage to sneak up on the villains, Ratrug is lying on Craw's back eating some nuts. He is bragging about their victory and how stupid moles are,

and how once his fortress is built he will launch an attack on Murkenhill Fort. Crow is laughing at everything he says (caw caw caw). Ratrug and Crow can each make a 4+ notice roll if the PCs try to sneak up on the plateau or do something else that exposes them.

#### Live to Fight Another Day (or Run Away!)

Crow will fight to the finish as long as Ratrug is alive and fighting. If the battle goes bad, Ratrug will do his best to escape, probably jumping on Crows back and flying away, or having the raven grab him in his talons and fly away. If Crow dies, and the battle looks lost, Ratrug will surrender and the PCs can take him back as a prisoner. If Ratrug takes a fatal wound, Crow takes to the air and flies away immediately.

#### *Ratrug (3rd level Rogue)*

HD 2, HP 8, AC 5 (snakeskin, shield, DEX 14), Dmg D6-1 (Short Sword), Fort 5+, Ref 3+, Will 5+, Mv 9 Disguise 5+, Jump/Climb 3+, Locks/Traps 4+, Stealth 3+, Sleight 4+, XP 15

#### *Crow (Raven)*

HD 2, HP 12, AC 3, Dmg D3 (peck), Fort 4+, Ref 4+, Will 6, Mv 3/24 (flying), XP 8. Crow is a raven, which is not dissimilar to a crow, only rather larger.



## **Wrapping it up**

### **Those Dirty Rats!**

Rats aren't known for their loyalty. When the battle on Shadow's Roost starts, they will all stop what they are doing and look up. If the battle goes well, they will cheer and jeer. If the battle goes poorly and Ratrug or Craw get killed, or flee, the rats below will beat feet for the nearest forest edge and head for the shelter of the Murkenhill. Without a payday, they have little to hang around for.

### **Rescuing the Moles**

The Moles are tired and hungry, but are more than capable of making it back to the quarry. The chains on their legs can be easily broken off with one of the picks or hammers they carry.

### **Tigwyn's Thanks**

Needless to say, Tigwyn is thrilled to find his moles haven't been digested and become owl poop. He is a little embarrassed that he fell for the ruse, but is happy that the threat has been eliminated. The player characters are the guest of honor at a party involving pan seared lake trout with truffles and lots and lots of dark ale. If they give him back his gold, he tells them to keep it as a reward. If they don't give back the gold, well, then they rewarded themselves. (Remember to award the characters 10 XP between them for this – double the award if they volunteered to give it back first).

### **Back at the Abbey**

Abbot Camber is proud of the player characters good judgment and heroics. He tells them he sees big things in their future. If Ratrug escaped, he is rightly concerned and tells the PCs that they better "keep an eye on that one!"

### **Bonus XP**

There is a total of 89 XP available from defeating the beasts in this adventure and either 10 or 20 additional XP depending on whether they tried to give back the bag of gold to Tigwyn or not. For completing the adventure and coming back home as heroes, the Referee should award a 10 XP bonus to each character.

### **Further Adventure Seeds**

Here are just a few ideas you can develop for linked adventures or to continue the story.

#### **Raven Attack!**

Craw introduces Ratrug to his flock. The shrew convinces the birds to launch an attack on the unsuspecting Stonewell Abbey, where they grab and fly away with Abbot Camber! Can the heroes rescue the Abbot and devise a plan to fend off the aerial attacks?

#### **Quarry Crawl**

No sooner do the PCs start to sober up from Tigwyn's party than they are summoned to the Foremoles office. One of the moles was chipping away at the wall and discovered an ancient tunnel behind a stone. The entrance is square, and obviously not natural. Frightening carvings of serpents adorn the walls of a tunnel that plunges down into darkness. What terrors and treasure lies within?

#### **Rat's in the Murkenhill**

After the characters defeated Ratrug and Craw, his rat hirelings fled into the Murkenhills. It wasn't long before they started raiding the small farmsteads and settlements in the area. Lord Tredegart of Murkenfort can't seem to track down the gang of vermin, and sends for the help of our heroes.

#### **The End**

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