

Book Of Races

A Rules Supplement For *Swords & Wizardry*

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INTRODUCTION

If you are like many fantasy gamers, you've probably spent a small portion of your gaming budget here and there collecting plastic miniatures, and perhaps you've ended up with a number of figures for characters that aren't detailed in *Swords & Wizardry* or some other preferred retro-clone system. Maybe you are trying to convert modules or campaign settings from one of the latter editions of the "World's Most Popular Roleplaying System" into a simpler and potentially more elegant gaming system, and want to offer new racial options for characters in such a campaign. It might even be that you are seeking new and unusual racial character options to add spice and variety to your own homebrew setting. Whatever your reasons for wanting more Old School character races, the *Book of Races* intended to help you meet those needs and then some.

Welcome to the *Book of Races*. This supplement has been developed with the *Swords & Wizardry* rules system in mind, and should prove easy to use for both Referees and players alike. Other "retro-clone" rules systems may find the material useful with only minimal conversion efforts. This supplement is divided into two sections. The first section, **New Races**, describes a dozen new races for use in your fantasy campaigns. In this section, each race is described with game mechanics as suggested by the *Swords & Wizardry Core Rules*, which details fantasy races as a game mechanic separate from character classes. The second section, **Racial Classes**, provides specific racial classes for Referees that prefer their non-human characters to operate in a character class structure similar to Fighting Men, Clerics and Magic-Users. As an added bonus, an appendix detailing an alternate Simple D6 check system is included at the end of this supplement.

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NEW RACES

The *Book of Races* introduces a dozen new character races for inclusion in your Swords & Wizardry campaigns. Some of these character races bear a resemblance to the existing races detailed in the *Swords & Wizardry Core Rules*, and simply reflect a variation on that common theme. Others are unique to this supplement, and are designed to embrace other common themes commonly encountered in fantasy gaming. This section describes these new races in a manner consistent with the *Swords & Wizardry Core Rules*. As always, the use of these new races remains at the discretion of the Referee.

Artathi

The Artathi are a proud race of felinids who live upon and rule the vast plains and grasslands that they call home. While most resemble a humanoid lion in appearance, covered with a thin tawny coat and leonine facial features, other sub-races of Artathi exist that resemble other species of large cats. As a rule, the Artathi are very close to humans in terms of average height and weight, and possess a similar lifespan. A very proud race, the Artathi are easily insulted by others, and tend to react poorly to such efforts.

Ability Requirements: Artathi characters must have a minimum Dexterity score of 9, and a maximum Intelligence of 17.

Character Advancement: Artathi characters may progress as Fighting-Men and Clerics. They may advance as high as eighth level as a Fighting-Man, or up to sixth level as a Cleric.

Weapon/Armor Restrictions: While the Artathi do not suffer any restrictions on armor or weapons, they prefer simple, primitive weapons and very lightweight armor that does not hinder their movement.

Low-Light Vision: The Artathi possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Natural Weapon (Claws): The Artathi may use their sharp claws to deal damage equivalent to a dagger (1d4).

Saving Throws: The Artathi are incredibly nimble and gain a +4 on saving throws to avoid effects that target an area instead of an individual. They do not gain this bonus when wearing armor heavier than leather.

Languages: For campaigns that give each race its own dialect, the Artathi should be able to speak with other tribes in the area, as well as gnolls, humans and hyrknoff.

Duar

Dour and taciturn, the Duar are a short, stocky people with a strong connection to the goddess known as the Earth Mother. Duar have an average height of approximately 4 feet and weigh about 150 pounds. As a race, they value precious metals and stones, given their strong connection to the Earth Mother. The Duar possess a ruddy complexion, with hair and eyes of colors commonly found underground. They are known for their ability to resist magic and their innate knowledge of stonework.

Ability Requirements: Duar characters must have a minimum Constitution score of 9, and a maximum Charisma of 17.

Character Advancement: Duar characters may progress as Fighting-Men and Clerics. They may advance as high as eighth level in either of these classes.

Weapon/Armor Restrictions: Despite their slightly shorter stature, the Duar do not suffer any restrictions regarding the use of weapons or armor, aside from those imposed by their class.

Low-Light Vision: The Duar possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Stonecunning: The Duar can easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts). They have a +2 bonus to notice such things.

Saving Throws: The Duar are resistant to magic and gain a +4 on saving throws to resist such effects.

Languages: For campaigns that give each race its own dialect, the Duar should be able to speak with elde, humans, hyrknoff, ordath and wyrmblooded.

Elde

Fierce and tribal, the Elde are a slender, lithe race native to temperate coastal forests. A long-lived people with a tremendous oral history, the Elde have tended to isolate themselves from the rest of the world, preferring the woodlands to which they once felt a strong sense of connection. Cursed by the last words of a dying goddess, the Elde have been rendered infertile, and are now a dying race. They typically weigh about 120 pounds and are between 5 and 5 ½ feet tall. The Elde are noted for their martial prowess and magical talents. The Elde are known for their ability to see in the dark, their perceptive talents and their innate resistance to sleep and charm.

Ability Requirements: Elde characters must have a minimum Intelligence score of 9, and a maximum Constitution score of 17.

Character Advancement: Elde characters may progress as Fighting-Men, Clerics, and Magic-Users. They may advance as high as sixth level as a Cleric, and eighth level in either of the other two classes.

Weapon/Armor Restrictions: The Elde do not suffer any restrictions regarding the use of weapons or armor, aside from those imposed by their class.

Greater Alertness: The Elde can naturally perceive, particularly in regards to the presence of secret doors and hidden compartments. They have a +2 bonus to notice such things.

Infertile: Due to a great curse by a dying goddess, the Elde are no longer capable of conceiving children, and are slowly dying as a race.

Low-Light Vision: The Elde possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Saving Throws: The Elde are innately resistant to paralysis, sleep and charm magics; they get +4 on saving throws to resist such effects.

Languages: For campaigns that give each race its own dialect, the Elde should be able to speak with duar, fey, goblins, humans, hyrknoff, ordath and vaelan.

Eldeblooded

Half human, half Elde, these half-breeds have long lingered in the shadows of both of their parent races. Much like the half-goblinoid Hyrknoff, the Eldeblooded have bred true, becoming a race in its own right. The time draws near when the Elde will pass from the world, leaving the Eldeblooded with a chance to rise above the wandering lifestyle that their mixed lineage had previously relegated them to, and establish themselves as a people in their own right. In appearance, they mix many of the features of their parent races. In many cases, their talents are more limited than those of their Elde parentage, but still formidable nonetheless.

Ability Requirements: Eldeblooded characters have no ability score requirements.

Character Advancement: Eldeblooded characters may progress as Fighting-Men, Clerics and Magic-Users. They may advance as high as sixth level as a Cleric, and eighth level as a Fighting-Man or Magic-User.

Weapon/Armor Restrictions: The Eldeblooded do not suffer any restrictions regarding the use of weapons or armor, aside from those imposed by their class.

Lesser Alertness: The Eldeblooded can naturally perceive, particularly in regards to the presence of secret doors and hidden compartments. They have a +1 bonus to notice such things.

Low-Light Vision: The Eldeblooded possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Saving Throws: The Eldeblooded are somewhat resistant to paralysis, sleep and charm magics; they get +2 on saving throws to resist such effects.

Languages: For campaigns that give each race its own dialect, the Eldeblooded should be able to speak with duar, elde, fey, goblins, humans, hyrknoff, ordath and vaelan.

Feytouched

Over the course of centuries, humans, Elde and Eldeblooded have often travelled to far and distant realms, such as the Faerie Courts. When the presence of these travelers drew unwanted attentions to their native realm, the fey of the Faerie Courts evicted these visitors and their descendants back to the Plane Prime. Many had become transformed by the wild magics abundant in the fey realms, particularly those that had been born with the blessings of the Seelie and Unseelie courts. This magic has transformed these beings, rendering them the embodiment of a true blending of the Faerie Courts and the Plane Prime within a mortal shell. Now they dwell upon the borders between the two

planes, living primarily in the physical world as the fey of the Faerie Courts no longer welcome them, yet crossing between the two realms with relative ease, given their magical and spiritual connections to both planes. The offspring of mortal and fey parents, the Feytouched are typically graceful, lithe humanoids with spritely features. Blessed by the Seelie and Unseelie courts of the fey realms, the Feytouched possess a number of unusual talents: the ability to see in all but total darkness, an innate talent for stealth, a resistance to charm and enchantment magics, and the magical ability to cross between the mortal and fey realms with relative ease.

Ability Requirements: Feytouched characters must have a minimum Dexterity score of 9, and a maximum Constitution score of 17.

Character Advancement: Feytouched characters may progress as Fighting-Men and Magic-Users. They may advance as high as eighth level in these classes.

Weapon/Armor Restrictions: The Feytouched may not use weapons or armor that are primarily made of iron, in addition to any other restrictions imposed by their class.

Faerie Portal: At points where the veil between the mortal realm and the Faerie Courts is thin, the Feytouched may perform a ritual to open a portal between the two realms. This rite requires ten minutes of uninterrupted effort, and opens a “faerie portal” that remains open for a minute before closing. The Feytouched can sense if a location is appropriate for a faerie portal with simple concentration. Such locations rarely exist in urban areas; often, the veil is thinnest in untamed wilderness. Large quantities of iron, such as weapons or armor, may not pass through a faerie portal. Attempting to do so will cause the portal to close prematurely.

Low-Light Vision: The Feytouched possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Stealthy: The Feytouched are very stealthy in the wild, able to move silently and hide so as to avoid detection. They have a +1 bonus to avoid detection when in a rural environment.

Saving Throws: Due to their fey nature, the Feytouched are innately resistant to charm and enchantment magics; they get +4 on saving throws to resist such effects.

Languages: For campaigns that give each race its own dialect, the Feytouched should be able to speak with elde, fey, humans, ordath and vaelan.

Giantkin

Larger than hyrknoff, giantkin stand between seven and eight feet tall, and weigh over 300 pounds. The range of their skin tone covers the usual spectrum of earth tones, from a light tan to a deep grey in color. Although their thick brow ridge, broad jaws and clumsy gait suggests a primitive intellect, giantkin are as intelligent as humans.

Ability Requirements: Giantkin characters must have a minimum Strength score of 9, and a maximum Dexterity score of 17.

Character Advancement: Giantkin characters may progress as Fighting-Men. They may advance as high as eighth level as a Fighting-Man.

Weapon/Armor Restrictions: Giantkin characters may only wear armor built specifically for humanoids of large stature. Due to their large stature, Giantkin characters may use large and two-handed weapons single-handedly, but they may not use very small weapons. Otherwise, Giantkin do not suffer any restrictions to the use of weapons or armor, save those imposed by their class.

Low-Light Vision: The Giantkin possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Natural Armor: Due to his thick hide, the Giantkin gains a -1 bonus to Armor Class [+1 bonus if using Ascending Armor Class].

Powerful Strike: The Giantkin is able to leverage his size to great effect in combat, gaining a +1 bonus to damage when attacking in melee or with thrown weapons.

Saving Throws: The Giantkin are naturally resistant to disease and poison; they get +4 on saving throws against such effects.

Languages: For campaigns that give each race its own dialect, Giantkin should be able to speak with duar, goblins, humans, hyrknoff, kelshan and wyrmblooded.

Goblin

A crude, uncivilized humanoid, the Goblin stands a little over three feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A Goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Being bullied by bigger, stronger creatures has taught Goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. Goblins are known for their small size and stealthy nature.

Ability Requirements: Goblin characters have characters must have a minimum Dexterity score of 9, and a maximum Strength score of 17.

Character Advancement: Goblin characters may progress as Fighting-Men, Clerics and Magic-Users. They may advance as high as sixth level as Fighting-Men or Clerics, but may achieve eighth level as Magic-Users.

Weapon/Armor Restrictions: Due to their short stature, Goblin characters may not use large and two-handed weapons, but they may otherwise use weapons and armor as indicated by their class. In addition, Goblin characters can only wear armor specifically built for small characters.

Hard To Hit: Due to his small size, the Goblin gains a -1 bonus to Armor Class [+1 bonus if using Ascending Armor Class].

Low-Light Vision: Goblins possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Stealthy: Goblins are very stealthy in rural areas, able to move silently and hide so as to avoid detection. They have a +1 bonus to avoid detection when in a rural environment.

Saving Throws: Goblins are incredibly nimble and gain a +4 on saving throws to avoid effects that target an area instead of an individual. They do not gain this bonus when wearing armor heavier than leather.

Languages: For campaigns that give each race its own dialect, Goblins should be able to speak with dragons, elde, giantkin, gnolls, humans and hyrknoff.

Hyrknoff

The Hyrknoff are born of mixed goblinoid and human parentage, a hybrid race that has since bred true. Most Hyrknoff stand between six and seven feet tall, and usually weigh between 180 and 250 pounds. Their martial prowess and focused rage have given the Hyrknoff a widespread reputation as powerful mercenaries, and rare are the massive battles that take place in the region without at least one company of hired Hyrknoff soldiers present on the field. The Hyrknoff typically have greenish skin, jutting jaws, prominent teeth and coarse body hair. They are drawn to violent careers suitable to their temperament and physical strength. They often find companionship among adventurers, many of whom are fellow wanderers and outsiders.

Ability Requirements: Hyrknoff characters have characters must have a minimum Strength score of 9, and a maximum Charisma score of 17.

Character Advancement: Hyrknoff characters may progress as Fighting-Men and Clerics. They may advance as high as sixth level as Clerics, but may achieve eighth level as a Fighting-Man.

Weapon/Armor Restrictions: The Hyrknoff do not suffer any restrictions to the use of weapons or armor, save those imposed by their class.

Battle Rage: Combat with other humanoids triggers a primal rage with the Hyrknoff, granting them a +1 bonus on melee attack rolls against all humanoids.

Low-Light Vision: The Hyrknoff possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Saving Throws: The Hyrknoff are naturally resistant to disease and poison; they get +4 on saving throws against such effects.

Languages: For campaigns that give each race its own dialect, the Hyrknoff should be able to speak with artathi, duar, elde, goblins, humans, kelshan, vaelan and wyrmblooded.

Kelshan

A majority of the Kelshan are nothing more other than members of a vile and despicable race of the cavernous underworld, raiding the surface world for slaves and treasure to sacrifice to their patron, the Lord of Demons. However, there are those among the Kelshan who have come to see another path, one of Light and Redemption, and are often ostracized from their native communities for their beliefs. Servitors of the Lord of Demons, these red-skinned humanoids bear a strong resemblance to devils, complete with forked tails, small bony horns upon their heads and cloven hooves for feet. Along with their general tendencies towards cruelty and sadism, their physical appearance has earned the Kelshan the nickname of “devil-men.”

Ability Requirements: Kelshan characters must have a minimum Intelligence of 9, and a maximum Charisma of 17.

Character Advancement: Kelshan characters may progress as Fighting-Men, Clerics and Magic-Users. They may advance as high as eighth level in these classes.

Weapon/Armor Restrictions: Due to the high presence of slavery in their culture, the Kelshan are trained in the use of a whip in addition to other weapons based on their advancement.

Sadistic Reputation: The Kelshan as a race are known for their cruel and sadistic natures, which imposes a -2 penalty on all reaction rolls involving a Kelshan character. However, foes of the Kelshan also suffer a -1 penalty on morale checks for the same reasons.

Saving Throws: Kelshan are resistant to enchantment and charm magics; they get +4 on saving throws to resist such effects.

Languages: For campaigns that give each race its own dialect, the Kelshan should be able to speak with demons, giantkin, humans and hyrknoff.

Ordath

A small race forged in the image of the Duar, the Ordathi are the favored servitors of the Goddess of Dreams. Ordathi typically stand about three feet in height and are noted for their large noses, their cheery temperament and a high degree of intelligence, coupled with curiosity and occasionally poor judgment. Due to The Goddess of Dreams' affinity with the mind, the Ordath have a strong connection with illusions and mental magics.

Ability Requirements: Ordath characters have characters must have a minimum Intelligence score of 9, and a maximum Wisdom score of 17.

Character Advancement: Ordath characters may progress as Fighting-Men, Clerics and Magic-Users. They may advance as high as sixth level as Fighting-Men or Clerics, but may achieve eighth level as Magic-Users.

Weapon/Armor Restrictions: Due to their short stature, Ordath characters may not use large and two-handed weapons, but they may otherwise use weapons and armor as indicated by their class. In addition, Ordath characters can only wear armor specifically built for small characters.

Hard To Hit: Due to their small size, the Ordathi gain a -1 bonus to Armor Class [+1 bonus if using Ascending Armor Class].

Low-Light Vision: The Ordathi possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Scent: The Ordathi have a very powerful sense of smell. They have a +1 bonus to notice details based on their olfactory advantage.

Saving Throws: The Ordathi are innately resistant to illusions and mind-affecting magics; they get +4 on saving throws to resist such effects.

Languages: For campaigns that give each race its own dialect, the Ordathi should be able to speak with duar, elde, fey, goblins, humans and vaelan.

Vaelan

In many ways, Vaelan closely resemble humans except for being half the height. The majority of the Vaelen tends to live quiet lives in their homes within the hills and, despite being well suited for the task of thievery, do not pursue a life of larceny. The Vaelan have a calm confidence and a surprising self-assurance that frequently causes these short humanoids to be underestimated by their foes, for they can be both quick and precise when they fight to protect those they hold as their own. Highly regarded for their compassion, the Vaelen have taken many Elde into their

communities after the divine curse was laid upon the race. Vaelan are known for their ability to move silently through the wilderness, their resistance to magic, and their uncanny accuracy when using ranged weapons.

Ability Requirements: Vaelan characters must have a minimum Dexterity score of 9, and a maximum Strength score of 17.

Character Advancement: Vaelan characters may progress as Fighting-Men. They may advance as high as sixth level as Fighting-Men.

Weapon/Armor Restrictions: Due to their short stature, Vaelan characters may not use large and two-handed weapons, but they may otherwise use weapons and armor as indicated by their class. In addition, Vaelan characters can only wear armor specifically built for small characters.

Hard To Hit: Due to their small size, the Vaelan gain a -1 bonus to Armor Class [+1 bonus if using Ascending Armor Class].

Stealthy: The Vaelan are very stealthy in the wild, able to move silently and hide so as to avoid detection. They have a +1 bonus to avoid detection when in a rural environment.

Uncanny Accuracy: The Vaelan possess a remarkable level of hand-eye coordination that grants them a +1 bonus on all missile attack rolls.

Saving Throws: The Vaelan are resistant to magic and gain a +4 on saving throws to resist such effects.

Languages: For campaigns that give each race its own dialect, the Vaelan should be able to speak with duar, elde, humans, hyrknoff and ordath.

Wyrmblooded

In ancient times, the serpentfolk once used their vile mysticism in a terrible experiment to warp the offspring of powerful dragons into a more servile race. Though many variations were forged over the course of this magical rite, the most viable results were the predecessors of the Wyrmblooded race. Through careful breeding, these beings were forced to become a slave race in service to their mortal creators. In time, they rose up against their oppressors, and won their freedom, albeit at great expense in terms of the number of lives lost. Despite the trials and tribulations these people have suffered, they are a race filled with gratitude and joviality, for the Wyrmblooded have discovered a great inner strength within themselves. While many in their position look upon the world and see only devastation and hardship, the Wyrmblooded see triumph and opportunity. As a race, the Wyrmblooded still retain some of their draconic heritage. These include vicious claws, an intimidating presence reminiscent of a dragon's fear aura, and a resistance to paralysis and magical sleep.

Ability Requirements: Wyrmblooded characters must have a minimum Strength of 9, and a maximum Charisma of 17.

Character Advancement: Wyrmblooded characters may progress as Fighting-Men and Clerics. They may advance as high as eighth level in these classes.

Weapon/Armor Restrictions: The Wyrmblooded do not suffer any restrictions to the use of weapons or armor, save those imposed by their class.

Intimidating Presence: The Wyrmblooded has an intimidating presence, which imposes a -1 penalty on a foe's morale when engaged in combat with the Wyrmblooded character.

Natural Weapon (Claws): The Wyrmblooded may use their sharp claws to deal damage equivalent to a dagger (1d4).

Saving Throws: Wyrmblooded are resistant to paralysis and magical sleep; they get +4 on saving throws to resist such effects.

Languages: For campaigns that give each race its own dialect, the Wyrmblooded should be able to speak with dragons, duar, humans and hyrknoff.

RACIAL CLASSES

This section of the *Book of Races* supplement provides specific racial classes for Referees that prefer their non-human characters to operate in a character class structure similar to Fighting Men, Clerics and Magic-Users. As this approach is common to other “retro-clone” rules systems, this should make it easier to implement these new races into an ongoing campaign that already utilizes character races in this manner. As always, the use of these new races remains at the discretion of the Referee.

Artathi

The Artathi are a proud race of felinids who live upon and rule the vast plains and grasslands that they call home. While most resemble a humanoid lion in appearance, covered with a thin tawny coat and leonine facial features, other sub-races of Artathi exist that resemble other species of large cats. As a rule, the Artathi are very close to humans in terms of average height and weight, and possess a similar lifespan. A very proud race, the Artathi are easily insulted by others, and tend to react poorly to such efforts.

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

Hit Dice: 1d6+1/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather.

Weapons Permitted: Any (although Artathi prefer simple, primitive weaponry in general).

Class Abilities

The Artathi has the following class abilities:

Great Hunter: An Artathi gains a +1 bonus on checks for hunting, tracking, and other efforts relating to surviving in the wilderness.

Low-Light Vision: The Artathi possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Natural Weapon (Claws): The Artathi may use their sharp claws to deal damage equivalent to a dagger (1d4).

Saving Throws: The Artathi are incredibly nimble and gain a +4 on saving throws to avoid effects that target an area instead of an individual. They do not gain this bonus when wearing armor heavier than leather.

Establish Tribe (9th): At ninth level, an Artathi may establish a tribe and attract a body of loyal warriors who will swear fealty to him.

Table: Artathi Advancement

Lvl	Experience	HD (d6+1)	ST
1	0	1	15
2	1751	2	14
3	3501	3	13
4	7001	4	12
5	14001	5	11
6	28001	6	10
7	56001	7	9
8	112001	8	8
9	224001	9	7

Duar

Dour and taciturn, the Duar are a short, stocky people with a strong connection to the goddess known as the Earth Mother. Duar have an average height of approximately 4 feet and weigh about 150 pounds. As a race, they value precious metals and stones, given their strong connection to the Earth Mother. The Duar possess a ruddy complexion, with hair and eyes of colors commonly found underground. They are known for their ability to resist magic and their innate knowledge of stonework.

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

Hit Dice: 1d6+1/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather.

Weapons Permitted: Any.

Class Abilities

The Duar has the following class abilities:

Low-Light Vision: The Duar possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Spell Casting: Duar can cast divine spells from the Cleric list, as per the Duar Advancement table. Once a spell is cast, it cannot be cast again until the next day, unless the Duar can prepare the spell more than once.

Stonecunning: The Duar can easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny arrow slits designed to release poison gas or darts). They have a +2 bonus to notice such things.

Saving Throws: The Duar are resistant to magic and gain a +4 on saving throws to resist such effects.

Establish Stronghold (9th level): At ninth level, a Duar may establish a stronghold and attract a body of loyal (or perhaps even fanatic) men-at-arms who will swear fealty to him.

Table: Duar Advancement

Lvl	Experience	HD (d6+1)	ST	1	2	3	4
1	0	1	15	0	0	0	0
2	2251	2	14	0	0	0	0
3	4501	3	13	1	0	0	0
4	9001	4	12	2	0	0	0
5	18001	5	11	2	1	0	0
6	36001	6	10	2	2	0	0
7	72001	7	9	2	2	1	0
8	144001	8	8	2	2	2	0
9	288001	9	7	2	2	2	1

Elde

Fierce and tribal, the Elde are a slender, lithe race native to temperate coastal forests. A long-lived people with a tremendous oral history, the Elde have tended to isolate themselves from the rest of the world, preferring the woodlands to which they once felt a strong sense of connection. Cursed by the last words of a dying goddess, the Elde have been rendered infertile, and are now a dying race. They typically weigh about 120 pounds and are between 5 and 5 ½ feet tall. The Elde are noted for their martial prowess and magical talents. The Elde are known for their ability to see in the dark, their perceptive talents and their innate resistance to sleep and charm.

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

Hit Dice: 1d6+1/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather.

Weapons Permitted: Any.

Class Abilities

The Elde has the following class abilities:

Greater Alertness: The Elde can naturally perceive, particularly in regards to the presence of secret doors and hidden compartments. They have a +2 bonus to notice such things.

Infertile: Due to a great curse by a dying goddess, the Elde are no longer capable of conceiving children, and are slowly dying as a race.

Low-Light Vision: The Elde possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Spell Casting: Elde cast arcane spells from the Magic-User list, as per the Elde Advancement table. Once a spell is cast, it cannot be cast again until the next day, unless the Elde can prepare the spell more than once.

Saving Throws: The Elde are innately resistant to paralysis, sleep and charm magics; they get +4 on saving throws to resist such effects.

Establish Stronghold (9th): At ninth level, an Elde may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. This stronghold may also contain the Elde's libraries and laboratories in support of his arcane studies.

Table: Elde Advancement

Lvl	Experience	HD (d6+1)	ST	1	2	3
1	0	1	15	0	0	0
2	2251	2	14	1	0	0
3	4501	3	13	2	0	0
4	9001	4	12	2	1	0
5	18001	5	11	2	2	0
6	36001	6	10	3	2	0
7	72001	7	9	3	2	1
8	144001	8	8	3	3	2
9	288001	9	7	4	3	2

Eldeblooded

Half human, half Elde, these half-breeds have long lingered in the shadows of both of their parent races. Much like the half-goblinoid Hyrknoff, the Eldeblooded have bred true, becoming a race in its own right. The time draws near when the Elde will pass from the world, leaving the Eldeblooded with a chance to rise above the wandering lifestyle that their mixed lineage had previously relegated them to, and establish themselves as a people in their own right. In appearance, they mix many of the features of their parent races. In many cases, their talents are more limited than those of their Elde parentage, but still formidable nonetheless.

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

Hit Dice: 1d6+1/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather.

Weapons Permitted: Any.

Class Abilities

The Eldeblooded has the following class abilities:

Lesser Alertness: The Eldeblooded can naturally perceive, particularly in regards to the presence of secret doors and hidden compartments. They have a +1 bonus to notice such things.

Low-Light Vision: The Eldeblooded possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Spell Casting: The Eldeblooded cast arcane spells from the Magic-User list, as per the Eldeblooded Advancement table. Once a spell is cast, it cannot be cast again until the next day, unless the Eldeblooded can prepare the spell more than once.

Saving Throws: The Eldeblooded are somewhat resistant to paralysis, sleep and charm magics; they get +2 on saving throws to resist such effects.

Establish Stronghold (9th): At ninth level, a Eldeblooded may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. This stronghold may also contain the Eldeblooded's libraries and laboratories in support of his arcane studies.

Table: Eldeblooded Advancement

Lvl	Experience	HD (d6+1)	ST	1	2	3
1	0	1	15	0	0	0
2	2251	2	14	1	0	0
3	4501	3	13	2	0	0
4	9001	4	12	2	1	0
5	18001	5	11	2	2	0
6	36001	6	10	3	2	0
7	72001	7	9	3	2	1
8	144001	8	8	3	3	2
9	288001	9	7	4	3	2

Feytouched

Over the course of centuries, humans, Elde and Eldeblooded have often travelled to far and distant realms, such as the Faerie Courts. When the presence of these travelers drew unwanted attentions to their native realm, the fey of the Faerie Courts evicted these visitors and their descendants back to the Plane Prime. Many had become transformed by the wild magics abundant in the fey realms, particularly those that had been born with the blessings of the Seelie and Unseelie courts. This magic has transformed these beings, rendering them the embodiment of a true blending of the Faerie Courts and the Plane Prime within a mortal shell. Now they dwell upon the borders between the two planes, living primarily in the physical world as the fey of the Faerie Courts no longer welcome them, yet crossing between the two realms with relative ease, given their magical and spiritual connections to both planes. The offspring of mortal and fey parents, the Feytouched are typically graceful, lithe humanoids with spritely features. Blessed by the Seelie and Unseelie courts of the fey realms, the Feytouched possess a number of unusual talents: the ability to see in all but total darkness, an innate talent for stealth, a resistance to charm and enchantment magics, and the magical ability to cross between the mortal and fey realms with relative ease.

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

Hit Dice: 1d6/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather.

Weapons Permitted: Any.

Class Abilities

The Feytouched has the following class abilities:

Faerie Portal: At points where the veil between the mortal realm and the Faerie Courts is thin, the Feytouched may perform a ritual to open a portal between the two realms. This rite requires ten minutes of uninterrupted effort, and opens a "faerie portal" that remains open for a minute before closing. The Feytouched can sense if a location is appropriate for a faerie portal with simple concentration. Such locations rarely exist in urban areas; often, the veil is thinnest in untamed wilderness. Large quantities of iron, such as weapons or armor, may not pass through a faerie portal. Attempting to do so will cause the portal to close prematurely.

Low-Light Vision: The Feytouched possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Stealthy: The Feytouched are very stealthy in the wild, able to move silently and hide so as to avoid detection. They have a +1 bonus to avoid detection when in a rural environment. In addition, the Feytouched automatically improves their stealthy ability with an additional +1 bonus at 4th level and every three levels thereafter.

Spell Casting: Feytouched cast arcane spells from the Magic-User list, as per the Feytouched Advancement table. Once a spell is cast, it cannot be cast again until the next day, unless the Feytouched can prepare the spell more than once.

Saving Throws: Due to their fey nature, the Feytouched are innately resistant to charm and enchantment magics; they get +4 on saving throws to resist such effects.

Establish Stronghold (9th): At ninth level, a Feytouched may then establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. This stronghold may also contain the Feytouched's libraries and laboratories in support of his arcane studies.

Table: Feytouched Advancement

Lvl	Experience	HD (d6)	ST	1	2	3
1	0	1	14	0	0	0
2	2001	2	13	1	0	0
3	4001	3	12	2	0	0
4	8001	4	11	2	0	0
5	16001	5	10	2	1	0
6	32001	6	9	3	2	0
7	64001	7	8	4	2	0
8	128001	8	7	4	2	1
9	256001	9	6	4	3	2

Giantkin

Larger than hyrknoff, giantkin stand between seven and eight feet tall, and weigh over 300 pounds. The range of their skin tone covers the usual spectrum of earth tones, from a light tan to a deep grey in color. Although their thick brow ridge, broad jaws and clumsy gait suggests a primitive intellect, giantkin are as intelligent as humans.

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

Hit Dice: 1d6+2/level

Attack Table: As Fighting-Man.

Armor/Shield Permitted: Any. In addition, Giantkin characters may only wear armor built specifically for humanoids of large stature.

Weapons Permitted: Due to their large stature, Giantkin characters may use large and two-handed weapons single-handedly, but they may not use very small weapons.

Class Abilities

The Giantkin has the following class abilities:

Low-Light Vision: The Giantkin possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Natural Armor: Due to his thick hide, the Giantkin gains a -1 bonus to Armor Class [+1 bonus if using Ascending Armor Class].

Powerful Strike: The Giantkin is able to leverage his size to great effect in combat, gaining a +1 bonus to damage when attacking in melee or with thrown weapons.

Saving Throws: The Giantkin are naturally resistant to disease and poison; they get +4 on saving throws against such effects.

Establish Stronghold (9th): At ninth level, a Giantkin may then establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him.

Table: Giantkin Advancement

Lvl	Experience	HD (d6+2)	ST
1	0	1	16
2	2001	2	15
3	4001	3	14
4	8001	4	13
5	16001	5	12
6	32001	6	11
7	64001	7	10
8	128001	8	9
9	256001	9	8

Goblin

A crude, uncivilized humanoid, the Goblin stands a little over three feet tall and weigh 40 to 45 pounds. Its eyes are usually dull and glazed, varying in color from red to yellow. A Goblin's skin color ranges from yellow through any shade of orange to a deep red; usually all members of a single tribe are about the same color. Being bullied by bigger, stronger creatures has taught Goblins to exploit what few advantages they have: sheer numbers and malicious ingenuity. The concept of a fair fight is meaningless in their society. They favor ambushes, overwhelming odds, dirty tricks, and any other edge they can devise. Goblins are known for their small size and stealthy nature.

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

Hit Dice: 1d6/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather. In addition, Goblin characters may only wear armor built specifically for humanoids of small stature.

Weapons Permitted: Due to their short stature, Goblin characters may not use large and two-handed weapons, but they may otherwise use any weapons within that restriction.

Class Abilities

The Goblin has the following class abilities:

Backstab: A Goblin attacking from surprise, such as from ambush or while invisible, gains a +4 bonus to his attack roll and inflicts double damage. At fifth level, the damage from the attack is increased from x2 to x3. Every four levels thereafter, the damage once again increases (x4 damage at ninth level, x5 damage at 13th level and so on.)

Hard To Hit: Due to his small size, the Goblin gains a -1 bonus to Armor Class [+1 bonus if using Ascending Armor Class].

Low-Light Vision: Goblins possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Stealthy: Goblins are very stealthy in rural areas, able to move silently and hide so as to avoid detection. They have a +1 bonus to avoid detection when in a rural environment. In addition, Goblins automatically improve their stealthy ability with an additional +1 bonus at 4th level and every three levels thereafter.

Saving Throws: Goblins are incredibly nimble and gain a +4 on saving throws to avoid effects that target an area instead of an individual. They do not gain this bonus when wearing armor heavier than leather.

Establish Band (9th): At ninth level, a Goblin may establish a band based on his exploits, and attract a body of loyal followers who will swear fealty to him.

Table: Goblin Advancement

Lvl	Experience	HD (d6)	ST
1	0	1	14
2	1251	2	13
3	2501	3	12
4	5001	4	11
5	10001	5	10
6	20001	6	9
7	40001	7	8
8	80001	8	7
9	160001	9	6

Hyrknoff

The Hyrknoff are born of mixed goblinoid and human parentage, a hybrid race that has since bred true. Most Hyrknoff stand between six and seven feet tall, and usually weigh between 180 and 250 pounds. Their martial prowess and focused rage have given the Hyrknoff a widespread reputation as powerful mercenaries, and rare are the massive battles that take place in the region without at least one company of hired Hyrknoff soldiers present on the field. The Hyrknoff typically have greenish skin, jutting jaws, prominent teeth and coarse body hair. They are drawn to violent careers suitable to their temperament and physical strength. They often find companionship among adventurers, many of whom are fellow wanderers and outsiders.

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

Hit Dice: 1d6+2/level

Attack Table: As Fighting-Man.

Armor/Shield Permitted: Any.

Weapons Permitted: Any.

Class Abilities

The Hyrknoff has the following class abilities:

Battle Rage: Combat with other humanoids triggers a primal rage with the Hyrknoff, granting them a +1 bonus on melee attack rolls against all humanoids.

Low-Light Vision: The Hyrknoff possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Saving Throws: The Hyrknoff are naturally resistant to disease and poison; they get +4 on saving throws against such effects.

Establish Stronghold (9th): At ninth level, a Hyrknoff may then establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him.

Table: Hyrknoff Advancement

Lvl	Experience	HD (d6+2)	ST
1	0	1	16
2	2001	2	15
3	4001	3	14
4	8001	4	13
5	16001	5	12
6	32001	6	11
7	64001	7	10
8	128001	8	9
9	256001	9	8

Kelshan

A majority of the Kelshan are nothing more other than members of a vile and despicable race of the cavernous underworld, raiding the surface world for slaves and treasure to sacrifice to their patron, the Lord of Demons. However, there are those among the Kelshan who have come to see another path, one of Light and Redemption, and are often ostracized from their native communities for their beliefs. Servitors of the Lord of Demons, these red-skinned humanoids bear a strong resemblance to devils, complete with forked tails, small bony horns upon their heads and cloven hooves for feet. Along with their general tendencies towards cruelty and sadism, their physical appearance has earned the Kelshan the nickname of “devil-men.”

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

Hit Dice: 1d6+1/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather.

Weapons Permitted: Any (many have a particular fondness for the whip).

Class Abilities

The Kelshan has the following class abilities:

Sadistic Reputation: The Kelshan as a race are known for their cruel and sadistic natures, which imposes a -2 penalty on all reaction rolls involving a Kelshan character. However, foes of the Kelshan also suffer a -1 penalty on morale checks for the same reasons.

Spell Casting: Kelshan cast arcane spells from the Magic-User list, as per the Kelshan Advancement table. Once a spell is cast, it cannot be cast again until the next day, unless the Kelshan can prepare the spell more than once.

Saving Throws: Kelshan are resistant to enchantment and charm magics; they get +4 on saving throws to resist such effects.

Establish Stronghold (9th): At ninth level, a Kelshan may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him. This stronghold may also contain the Kelshan's libraries and laboratories in support of his arcane studies.

Table: Kelshan Advancement

Lvl	Experience	HD (d6+1)	ST	1	2	3
1	0	1	15	0	0	0
2	2251	2	14	1	0	0
3	4501	3	13	2	0	0
4	9001	4	12	2	1	0
5	18001	5	11	2	2	0
6	36001	6	10	3	2	0
7	72001	7	9	3	2	1
8	144001	8	8	3	3	2
9	288001	9	7	4	3	2

Ordath

A small race forged in the image of the Duar, the Ordathi are the favored servitors of the Goddess of Dreams.

Ordathi typically stand about three feet in height and are noted for their large noses, their cheery temperament and a high degree of intelligence, coupled with curiosity and occasionally poor judgment. Due to The Goddess of Dreams' affinity with the mind, the Ordath have a strong connection with illusions and mental magics.

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

Hit Dice: 1d6/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather. In addition, Ordath characters may only wear armor built specifically for humanoids of small stature.

Weapons Permitted: Due to their short stature, Ordath characters may not use large and two-handed weapons, but they may otherwise use any weapons within that restriction.

Class Abilities

The Ordath has the following class abilities:

Hard To Hit: Due to their small size, the Ordathi gain a -1 bonus to Armor Class [+1 bonus if using Ascending Armor Class].

Low-Light Vision: The Ordathi possess the ability to see in poor lighting conditions. They ignore any penalties from darkness, except in conditions of total darkness.

Scent: The Ordathi have a very powerful sense of smell. They have a +1 bonus to notice details based on their olfactory advantage.

Spell Casting: The Ordath cast arcane spells from the Magic-User list, as per the Ordath Advancement table. Once a spell is cast, it cannot be cast again until the next day, unless the Ordath can prepare the spell more than once.

Saving Throws: The Ordathi are innately resistant to illusions and mind-affecting magics; they get +4 on saving throws to resist such effects.

Establish Guildhouse (9th): At ninth level, an Ordath gains the title of “Lord-Magus.” He may then establish a guildhouse and attract a body of loyal guild members who will swear fealty to him. This guildhouse may also contain the Ordath’s libraries and laboratories in support of his arcane studies.

Table: Ordath Advancement

Lvl	Experience	HD (d6)	ST	1	2	3
1	0	1	14	0	0	0
2	2001	2	13	1	0	0
3	4001	3	12	2	0	0
4	8001	4	11	2	0	0
5	16001	5	10	2	1	0
6	32001	6	9	3	2	0
7	64001	7	8	4	2	0
8	128001	8	7	4	2	1
9	256001	9	6	4	3	2

Vaelan

In many ways, Vaelan closely resemble humans except for being half the height of the more common human. The majority of the Vaelen tends to live quiet lives in their homes within the hills and, despite being well suited for the task of thievery, do not pursue a life of larceny. The Vaelan have a calm confidence and a surprising self-assurance that frequently causes these short humanoids to be underestimated by their foes, for they can be both quick and precise when they fight to protect those they hold as their own. Vaelan are known for their ability to move silently through the wilderness, their resistance to magic, and their uncanny accuracy when using ranged weapons.

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

Hit Dice: 1d6+1/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather. In addition, Vaelan characters may only wear armor built specifically for humanoids of small stature.

Weapons Permitted: Due to their short stature, Vaelan characters may not use large and two-handed weapons, but they may otherwise use any weapons within that restriction.

Class Abilities

The Vaelan has the following class abilities:

Hard To Hit: Due to their small size, Vaelan characters gain a -1 bonus to Armor Class [+1 bonus if using Ascending Armor Class].

Natural Defender: By making a saving throw, the Vaelan can exchange places with an adjacent ally that has just been struck by an attack or special ability that targets an individual, trading places with them at the last moment and taking the damage or effect instead. This ability can also be used to exchange place with someone taking damage within an area of effect, providing the Vaelan was not originally in the area of effect. This ability can only be used once per round, but does not count as an action for the Vaelan.

Stealthy: The Vaelan are very stealthy in rural areas, able to move silently and hide so as to avoid detection. They have a +1 bonus to avoid detection when in a rural environment. In addition, Vaelan characters automatically improve their stealthy ability with an additional +1 bonus at 4th level and every three levels thereafter.

Uncanny Accuracy: The Vaelan possess a remarkable level of hand-eye coordination that grants them a +1 bonus on all missile attack rolls.

Saving Throws: The Vaelan are resistant to magic and gain a +4 on saving throws to resist such effects.

Establish Stronghold (9th): At ninth level, a Vaelan may establish a stronghold and attract a body of loyal men-at-arms who will swear fealty to him.

Table: Vaelan Advancement

Lvl	Experience	HD (d6+1)	ST
1	0	1	15
2	1751	2	14
3	3501	3	13
4	7001	4	12
5	14001	5	11
6	28001	6	10
7	56001	7	9
8	112001	8	8
9	224001	9	7

Wyrmblooded

Over the course of many generations of magical experimentation by an ancient race, the offspring of powerful dragons were magically altered into a variety of servitor races, the most viable of which were the Wyrmblooded. In time, these dragonkin rose up against their oppressors, and won their freedom, albeit at great expense in terms of the number of lives lost. Despite the trials and tribulations these people have suffered, they are a race filled with gratitude and joviality, for the Wyrmblooded have discovered a great inner strength within themselves. While many in their position look upon the world and see only devastation and hardship, the Wyrmblooded see triumph and opportunity. As a race, the Wyrmblooded still retain some of their draconic heritage. These include vicious claws, an intimidating presence reminiscent of a dragon's fear aura, and a resistance to paralysis and magical sleep.

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

Hit Dice: 1d6+1/level

Attack Table: As Cleric.

Armor/Shield Permitted: Leather.

Weapons Permitted: Any.

Class Abilities

The Wyrmblooded has the following class abilities:

Intimidating Presence: The Wyrmblooded has an intimidating presence, which imposes a -1 penalty on a foe's morale when engaged in combat with the Wyrmblooded character.

Natural Weapon (Claws): The Wyrmblooded may use their sharp claws to deal damage equivalent to a dagger (1d4).

Spell Casting: Wyrmbloodeds cast divine spells from the Cleric list, as per the Wyrmblooded Advancement table. Once a spell is cast, it cannot be cast again until the next day, unless the Wyrmblooded can prepare the spell more than once.

Saving Throws: Wyrmblooded are resistant to paralysis and magical sleep; they get +4 on saving throws to resist such effects.

Religious Stronghold (9th level): At ninth level, a Wyrmblooded character may establish a stronghold and attract a body of loyal (or perhaps even fanatic) men-at-arms who will swear fealty to him.

Table: Wyrmblooded Advancement

Lvl	Experience	HD (d6+1)	ST	1	2	3	4
1	0	1	15	0	0	0	0
2	2251	2	14	0	0	0	0
3	4501	3	13	1	0	0	0
4	9001	4	12	2	0	0	0
5	18001	5	11	2	1	0	0
6	36001	6	10	2	2	0	0
7	72001	7	9	2	2	1	0
8	144001	8	8	2	2	2	0
9	288001	9	7	2	2	2	1

THE SIMPLE D6 CHECK SYSTEM

While Referees and players alike can enjoy the races described in this supplement using only the *Swords & Wizardry Core Rules*, they may find the following optional Simple D6 Check System useful. This section details game mechanics that were designed to improve the overall gaming experience when playing in a *Swords & Wizardry* campaign. The rules herein are optional, so players are encouraged to consult their Referees before using these systems in play.

Simple D6 Checks

Most of the time, the Referee will simply assume that you can accomplish the tasks that you describe your character as performing. Unless there are unusual circumstances, your character should be able to walk down a path, pack a tent into a backpack, drink unassisted, that kind of thing. If the average 18-year-old human can perform a task without special training or natural aptitude, the Referee can logically assume that your character can perform it.

If there is ever a question of success, your Referee may request that your character attempt a simple D6 check in an attempt to roll equal to or lower than a specific target number, usually a 1 or 2. Some races gain bonuses to their checks. These bonuses add to the target number, making it easier to succeed. In addition, the Referee may impose additional modifiers, typically no more than +2 or -2, to the task to reflect very good or very bad conditions for the character's effort.

Examples of Simple D6 Checks

The following are few rules of thumb when engaged in an adventure; these rules are guidelines for the average or normal situation and can (and often should) be altered to fit the circumstances.

Beast-handling: Characters may attempt to calm a wild beast by not acting aggressively with a 2 in 6 chance of success.

Climbing: Characters may attempt to climb a roughhewn wall with a 2 in 6 chance of success.

First Aid: Characters can provide first aid in the form of 1d4 of natural healing of a wounded comrade with a 2 in 6 chance of success. This must be attempted within a minute after combat is over, and takes 1d6 minutes to complete.

Listening at Doors: Characters may listen at doors with a 2 in 6 chance of success.

Notice Important Details: Characters may notice important details with a 2 in 6 chance of success.

Opening Doors: Stuck doors (and many doors in an ancient dungeon may be stuck closed) with a 2 in 6 chance of success. Normally, up to two other characters may aid the strongest character in attempting to break the door down, increasing the chance to succeed by +1 per additional person, but they will spill into the room and should automatically lose any degree of surprise if there are monsters within.

Persuasion: Characters may attempt to shift the reaction of another in a desired direction with a 2 in 6 chance of success. If two or more characters are attempting this action at the same time, the character with the highest successful Simple D6 Check wins.

Picking Pockets: Characters may attempt to pick the pocket of an unsuspecting target with a 2 in 6 chance of success. The victim may notice the attempt if he rolls a Simple D6 Check that is equal to or higher than the pickpocket's check result.

Recall Lore: Characters may attempt to recall information they had once studied with a 2 in 6 chance of success.

Secret Doors: Secret doors are not spotted by chance while passing by; they must be searched for. (Elde do not have to actively search for secret doors, however, and may spot a secret door while passing within arm's reach of it, one attempt per door.) The average character has a 1 in 6 chance of success of finding a secret door. Searching a room or chamber takes about ten minutes.

Sneaking Around: Characters may attempt to avoid detection by an unsuspecting target with a 2 in 6 chance of success. The target may notice the attempt if he rolls a successful Simple D6 Check that is equal to or higher than the sneak's check result.

Surviving in the Wild: A character may keep himself and a small group of comrades safe and fed in the wild with a 1 in 6 chance of success. If he's simply trying to provide for himself, he has a 2 in 6 chance of success.

Tracking: A character can track creatures in the wilderness with a 2 in 6 chance of success, modified by circumstances as needed.

Traps and Pits: Like secret doors, traps and pits are not spotted by chance while passing by; they must be searched for. Characters typically have a 1 in 6 chance of finding a trap or pit (although some races have bonuses on certain checks, depending on the circumstances), and searching limits movement to a crawl. Once a trap has been located, a character has a 1 in 6 chance to disarm it. Failing to disarm a trap often results in the trap being triggered. Some traps are more difficult to locate and/or disarm, depending on nature of the dungeon.

Improving One's Chances

As characters become more experienced with the world and advance in level, they gain the ability to improve their chances with any of the example checks described above. At 4th level, and every three levels thereafter, each character may choose one check listed above, and gain a +1 bonus to that check. The bonus granted at later levels does not have to be applied to the same check. If the same check is chosen more than once, a character's bonuses may never raise the chance of success higher than 5 in 6, although a character may take additional bonuses beyond that point simply to counter any penalties due to bad circumstances.

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