









IRON & SORCERY

1st Edition



Character Record

Character Name		Profession	Level	Experience	Previous Trade	
	Max HP	Wounds	Armour Class	Armour Type	Shield	
	Strength	_____	Temporary Effects...			
	Dexterity	doors/damage/hit				Base Hit Bonus
	Constitution	AC/hit missiles				Total Hit Bonus
	Intelligence	HP/poison saves				Weapon 1
	Wisdom	_____	Weapon 2	Damage	Total Hit Bonus	
	Charisma	_____	Weapon 3	Damage	Total Hit Bonus	
		fame/influence/reactions	Ammunition Remaining			
Other Notes...						
		Large Item Slots (2)				
Small Item Slots (10)		Very Tiny Trinkets	Spells & Abilities	Coins & Treasure		

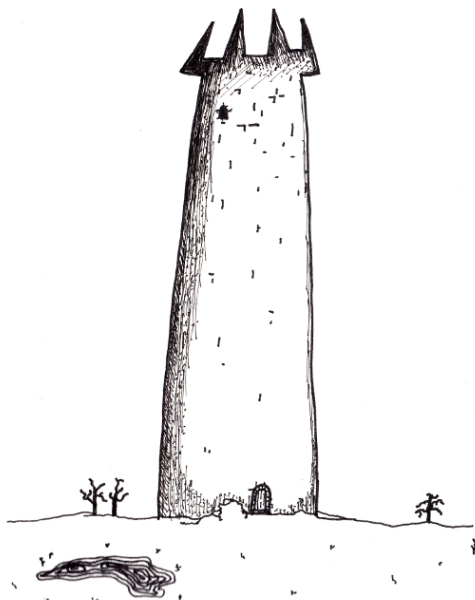
A Brief Note:

This rule set primarily uses six-sided die, referred to as d6, as well as d20. Some of the rules (or lack thereof) assume familiarity with tabletop games and may rely on the player or referee to fill in the blanks.

When calculating chance of success, a 5-in-6 chance is the highest probability of success possible; **a 6-in-6 chance is always a 5-in-6 chance instead.** When dealing with half-numbers (such as when you divide a character's level by 2 to calculate chance-of-success), **always round the number up.**

That said, read on and enjoy!

- D. D. Woyke



Character Generation

Roll 3d6 until a score of 13 or higher is reached. Assign this number to Dexterity, Constitution, Intelligence, or Wisdom. Next, roll 3d6 once for each remaining attribute in any order of your choice. Fill in all of the corresponding modifiers.

Strength affects your combat offence.

Dexterity affects your combat defence.

Constitution affects your toughness.

Intelligence affects your language and magic.

Wisdom affects your willpower and perception.

Charisma affects your social finesse and influence.

Roll 3d6	Modifier
18	+3
16- 17	+2
13- 15	+1
9- 12	0
6- 8	-1
4- 5	-2
3	-3

Armour Class is determined by adding a character's Dexterity modifier to the AC (armour class) of their equipped armour (see the **Equipment** section for more details on buying armour).

Experience is acquired through dungeon-delving and other explorations and adventures that gain the character material wealth. See the **Level Advancement** section for more details on experience gain.

Language ability is determined by a character's Intelligence. Characters are born with a the language native to their region. Refer to the table below for additional information on languages relating to a character's Intelligence modifier.

INT Result

+3	Learn and retain up to 6 additional languages
+2	Learn and retain up to 4 additional languages
+1	Learn and retain up to 2 additional languages
0	Learn and retain 1 additional language
-1	Cannot write
-2	Cannot read or write
-3	Cannot read or write; very basic vocabulary

Level determines a character's hit bonus, max HP, and ability progression as defined by each particular profession, detailed in that section below. Characters acquire experience to increase their level.

Max HP designates how much damage a character may suffer before a critical wound or fatality occurs (see the **Miscellaneous Rules** for more on this). A character's Max HP is determined via their **Profession**.

Previous Trade reflects a part of your character's past walk in life. Starting items, clothing, and wealth are determined by rolling 3d6 on the table below.

3d6 Trade	Item	Clothing/ Armour	Wealth
3 Bowyer	Short bow	Boiled Leather	(2d6)x6 gold pieces
4 Guardsman	Spear	Splint Armour	(2d6)x6 gold pieces
5 Mercenary	Hand axe	Splint Armour	(3d6)x6 gold pieces
6 Hunter	Short bow	Boiled Leather	(2d6)x6 gold pieces
7 Blacksmith	Hammer	Quilted Leather	(3d6)x6 gold pieces
8 Fisherman	Net, rod	Quilted Leather	(2d6)x6 gold pieces
9 Farm boy	Shovel	Common clothing	(1d6)x4 gold pieces
10 Stable boy	Pitchfork	Common clothing	(1d6)x4 gold pieces
11 Beggar	Tin cup	Tattered rags	(1d6)x4 gold pieces
12 Tailor	Patch kit	Quilted Leather	(2d6)x6 gold pieces
13 Cobbler	Knife	Common clothing	(2d6)x6 gold pieces
14 Camp man	Kettle	Common clothing	(1d6)x4 gold pieces
15 Mapmaker	Parchment	Boiled Leather	(2d6)x6 gold pieces
16 Musician	Lute	Common clothing	(1d6)x4 gold pieces
17 Sword smith	Sword	Splint Armour	(3d6)x6 gold pieces
18 Ex nobility	Silk rope	Lavish clothing	(4d6)x8 gold pieces

Total Hit Bonus for each weapon indicates the combination of the character's base hit bonus, their Dexterity (for ranged weapons) or Strength (for non-ranged weapons) modifier, and the weapon's to-hit value (see the **Equipment** section).

Wounds tracks the accumulation of damage. When a character's **Wounds** are equal to his **Max HP** he may receive a critical wound or die (see the **Miscellaneous Rules** for more on this).

Profession

CHAPLAIN

Max HP: Start 2d6 + wisdom modifier; gain 1d6 + wisdom modifier per level

Requirement: Wisdom 13

Restrictions: May not carouse; no ranged weapons

Level	1	2	3	4	5	6	7	8	9
Hit Bonus	0	+1	+2	+2	+3	+4	+4	+5	+6

Chaplains have access to the abilities listed below:

First Aid

Requires 1 use of first aid supplies. Make a Wisdom saving throw. Upon success, heal a creature for 50% of it's sustained Wounds. Otherwise, no effect. First Aid may only be applied to a particular creature once per day.

Righteous Path

Gain a +2 bonus to all saving throws.

Revivify

The Chaplain may hand out up to 3 ankh-necklaces to any player characters, including himself. Upon a character's death, if he was wearing the ankh-necklace, he will be found alive again lounging at the nearest safe spot, camp, or town. The character will have amnesia of the events leading up to his death, he will have lost any items he was not wearing or wielding (he will retain the ankh-necklace), and he will lose 1 ability score chosen at random (roll 1d6).

Warm Counsel

Grant 1d6 creatures the ability to re-roll any dice roll made within the next 24 hours. Warm Counsel may only be given once per day, typically in the form of a sermon, a philosophical conversation, or practical advice. Must be used in a safe environment.

MARTIALIST

Max HP: Start 3d6 + constitution modifier; gain 1d6 + constitution modifier per level

Requirement: Constitution 13

Level	1	2	3	4	5	6	7	8	9
Hit Bonus	+1	+2	+3	+4	+5	+6	+7	+8	+9

Martialists gain no unique abilities, but may attack twice per round starting at level 3, and three times per round starting at level 7.

SORCERER

Max HP: Start 1d6 + constitution modifier; gain 1d6 + constitution modifier per level

Requirement: Intelligence 13

Restrictions: Slings, staves, and swords only; no armour or shields

Level	1	2	3	4	5	6	7	8	9
Hit Bonus	0	+1	+1	+2	+2	+3	+3	+4	+5
Vocations	1	1	1	2	2	2	3	3	4

See the **Sorcery Vocations** section for more details.

THIEF

Max HP: Start 2d6 + constitution modifier; gain 1d6 + constitution modifier per level

Requirement: Dexterity 13

Restrictions: No non-leather armour or shields

Level	1	2	3	4	5	6	7	8	9
Hit Bonus	0	+1	+2	+2	+3	+4	+4	+5	+6
Spells*	0	0	1	1	2	2	3	3	4

*At levels 3, 5, 7, and 9 thieves may opt to learn one of the spells listed below (see the **Sorcery Vocations** section for spell descriptions):

- Comprehend
- Detect Invisible
- Detect Magic
- Hypnosis
- Know Path
- Neutralize Poison
- Speak with Animals

Thieves also have access to the abilities listed below:

Climb/Wall Slide

The thief may attempt to climb up or slide down sheer surfaces. Chance of success is (2+dexterity modifier)-in-6 per 10-feet travelled (make the check every 10-feet). Upon a failure, make a Dexterity saving throw or take damage equal to 1d3 for every 10-feet fallen.

Detect Danger

(1+(level/2))-in-6 chance of success to detect a hazard, trap (magical or otherwise), or other source of danger in any given area. Only one attempt may be made per area.

Extract Poison

Thieves of 3rd level or higher may extract, create, and imbue food, drink, and weapons with poisons. There is a 1-in-6 chance of success to extract any given poison from a harvested creation or plant. The thief must have a container (typically a 1 oz. vial) to store extracted poisons.

Hide

No creature can simply vanish from plain sight. Or can they? Thieves have a 2-in-6 chance of success to hide in plain sight. If there is some advantageous condition or obstruction to assist the thief, the chance of success increases to 4-in-6. For the sake of combat this ability counts as a thief's attack action. Failure to hide prevents future attempts to hide from the same creature and/or in the same location. Surpassing 10-feet of movement while hidden will prompt another skill check to remain hidden. When attacking from hidden, gain advantage on the attack roll and deal triple damage on a hit. Attacking always reveals the thief.

Improved Hear Noise

(1+(level/2))-in-6 chance of success to hear noise down a corridor or on the other side of some barrier such as a door.

Lock Pick

Requires thieves' tools. (1+(level/2))-in-6 chance of success. Only one attempt per lock.

Pick Pocket

(1+(level/2))-in-6 chance of success to pick the pockets of a humanoid target. Upon failure, make a Dexterity saving throw or the thief will be noticed by the target.

Equipment

Level one characters may purchase any of the following equipment, wealth allowing. All characters start with clothing typical of their status, as well as a rucksack.

Weapon	Cost	Damage	To-Hit	Range
Axe, battle	5gp	2d6	-1	5ft
Bow, short ^{†Δ}	15gp	1d6	0	220ft
Arrows (20)	2gp	-	-	-
Crossbow ^{‡Δ}	25gp	2d6	+1	160ft
Javelin [†]	1gp	2d6	-2	80ft
Mace	15gp	1d6+1	0	5ft
Quarterstaff ^Δ	5sp	1d6-1	+3	10ft
Sling ^{†Δ}	2sp	1d6-1	+1	120ft
Spear	5gp	1d6	+1	10ft
Sword, arming	20gp	1d6	+1	5ft
Sword, long	30gp	1d6+2	0	5ft
Unarmed	-	1d6-2	0	5ft

[†]Requires a minimum of Dexterity 9 to use.

[‡]Must be reloaded after each shot (takes 1 round).

^ΔTwo-handed weapon.

Armour	Cost	AC	Move (round/turn)
Unarmoured	-	11	30ft/90ft
Quilted leather	10gp	13	30ft/90ft
Boiled leather [†]	20gp	14	30ft/90ft
Splint [†]	40gp	15	25ft/75ft
Chain mail [†]	90gp	16	20ft/60ft
Shield, oak [†]	10gp	+1	-
Shield, iron [†]	20gp	+2	-
Skull cap helm	5gp	-	-

[†]Must doff to gain rest benefits (healing).

Item	Cost	Size
Bedroll	5sp	Large
Blanket, winter	5sp	Large
Block and tackle (tripod)	3gp	Large
Bottle of nice wine	1gp	Small
Bottle, glass, empty (8oz.)	1sp	Small
Camp supplies	30gp	Huge
Candles (10)	5sp	Small
Chain (10 feet)	20gp	Small

Item	Cost	Size
Chalk (1 piece)	2sp	Tiny
Compass	50gp	Small
Crowbar	2gp	Large
Flask, empty (16 oz.)	3gp	Small
First aid supplies (3 uses)	15gp	Small
Flint and steel	1gp	Tiny
Flour, fine, sack, 5kg	1sp	Small
Garlic (3 cloves)	1gp	Tiny
Grappling hook, unattached	3gp	Large
Hammer, sledge	3gp	Large
Ink (1 oz.)	1gp	-
Quill knife	1gp	Tiny
Quill pen	1sp	Tiny
Ladder, wooden, 10-foot	10gp	Huge
Lantern	9gp	Small
Lock (with 2 keys)	12gp	Small
Manacles	15gp	Small
Mirror, small steel	10gp	Small
Oil (16 oz.)	1gp	-
Pick, miner's	3gp	Large
Pole, wooden, 10-foot	2sp	Large
Rations, salted (per day)	5sp	Small
Rope, hemp (50 feet)	1gp	Small
Rope, silk (50 feet)	30gp	Small
Sack, large (empty)	2sp	-
Shovel	2gp	Large
Spell book, vellum, blank	50gp	Small
Spikes, iron (12)	1gp	Small
Spyglass	1000gp	Small
Stakes, wooden (6)	1sp	Small
Thieves' tools	40gp	Small
Torches (10)	5sp	Small
Vial, empty (1 oz.)	1sp	Tiny
Waterskin (32 oz.)	5sp	Small
Whistle, wooden	1sp	Tiny
Wolfsbane (1 oz.)	10gp	Tiny

Animal	Cost
Dog, guard (HD1, MV35', AC10, DG1d3)	20gp
Horse, dray (HD1, MV40', AC11, DG1d3)	25gp
Horse, riding (HD2, MV80', AC11, DG1d6)	75gp
Horse, war (HD3, MV60', AC16, DG2d6)	400gp

Sorcery Vocations

Each vocation in sorcery has a list of available incantations and rituals that may be utilized. A sorcerer may freely cast a number of spells per day equal to his level. Each additional spell cast the sorcerer suffers 1d3 damage after the spell cast. All incantations require subtle verbal and somatic gestures to cast. Rituals may take several hours to complete and may only be cast once per week each.

Any sorcerer, no matter his vocation, may utilize spell scrolls of any kind. To do this the scroll must be studied tediously over the course of a few days (one day per spell level). When a sorcerer wishes to cast a spell from the scroll, he finishes reciting the spell and makes an Intelligence saving throw. Upon success, the spell is cast. The spell then fades from the scroll forever (regardless of a successful cast).

SORCERY VOCATIONS

Each time a vocation is gained, roll on the table below. If already known, re-roll.

Roll 1d6	Sorcerer Vocation
1	Alchemy
2	Astrology
3	Demonology
4	Mesmerism
5	Necromancy
6	Witchcraft

ALCHEMY

Sorcerers specializing in alchemy study earth metals and their properties, and the philosophy of transmutation. They seek perfection of the human body and soul through and the attainment of knowledge, the creation of the Philosopher's Stone and the Elixir of Life.

Alchemists will have the intimate knowledge on, and great desire to set up, sizable laboratories for the purposes of research and experimentation. If they cannot find one to operate out of they may build one from scratch. In the late part of an alchemist's career they may attain the knowledge of magic potion and item creation. This is up to the referee's discretion and will likely cost great amounts of time and gold.

Elixir (Ritual)

A potion that reduces the aging process, cures disease, and heals (d6 x caster level) wounds. An alchemical lab is required, complete with the appropriate containers, furnaces, and glassware. A small mixture of jade, cinnabar, hematite and gold are needed as key ingredients. Assuming the alchemist has access to such substances, each elixir requires 200gp in ingredients (if bought) and a full day of laboratory work. Each time a potion is consumed, roll 3d6. On a result of 3- 5, take 2d6 damage instead (due to the high concentration of metals).

Transmutation (Ritual)

This procedure gives the alchemist the ability to transmute a small amount of base metal into a precious metal. Given a day's worth of prep work an additional day's worth of time spent in an appropriately equipped laboratory, transmute any base metal (iron, nickel, lead, zinc, copper) into one of the following (roll once):

Roll 1d6	Precious Metal
1	1- 5lb gemstone, worth (1d6)x100gp
2	5lbs platinum chunk, worth 250gp
3	5lbs gold chunk, worth 50gp
4	5lbs silver chunk, worth 5gp
5	Failure
6	Accident! Laboratory violently destroyed; deals 1d6 wounds to all creatures nearby

Albedo (Incantation)

Cause any small to medium sized metal surface to glow white and hot, purifying it of any imperfections. Creatures sustaining contact with hot metal will take (1d6 x level) damage per round for up to 3 rounds. The purification process has a 1-in-6 chance to remove any present magical (or cursed) properties.

Citrinitas (Incantation)

Enchant any metal surface to glow with a brilliant, illuminating, harmless light for (6 + caster level) turns. The light glows brighter and clearer than any torch. The light acts as sunlight and bestows any mechanical advantage therein.

Negredo (Incantation)

Cause a small amount of metal (about a cubic foot) to disintegrate. The metal then, slowly over the course of a few hours, begins to 'rebuild' itself as a continuation of the alchemical process.

Rubedo (Incantation)

Know a being's true nature. The alchemist will witness an aura emanating from a specific creature ranging from black, to white, to yellow, to red, with each consecutive colour symbolizing the progressing level of morality and virtue.

ASTROLOGY

Sorcerers specializing in astrology use the stars and the sky to read the future, present and past. They also believe they are able to communicate with the gods in dream states.

Scry (Ritual)

This ritual requires a pure, reflective surface to be used as a tool for scrying. A crystal ball, a polished mirror, or a small pool of still water may serve this purpose. Sight of the stars or sky is a requirement. A minimum of one hour of meditation, followed by a ritual chant, allows the sorcerer to gaze upon a specifically known place and time with no definite limits on physical or historical range. This includes looking into the future, though further distances through time may distort the visions.

Clairvoyance (Incantation)

A more local and immediate version of 'scrying', this incantation allows the sorcerer to engage in extra-sensory perception in the form of second sight. Limited in scope, this may be used to look or listen into an adjacent room, inside a container, or within a murky pool. The second sight grants low-light vision.

Detect Magic (Incantation)

For a short period of time, the sorcerer can detect and learn the properties of all things magic including creatures, items, and places. The sorcerer can try to know the true names, given names, specific properties, effects, and/or vocations of all things. The sorcerer must be touching the object in question. A relatively inexperienced sorcerer may struggle to identify more powerful magic, such as that of ancient demons or powerful wizards.

Know Path (Incantation)

Must have gazed upon the stars within the past 24 hours. This incantation grants a strong intuition of the correct path to some desired end. There is a 1-in-6 chance of being misdirected.

Shield (Incantation)

Bestow a creature with a magical protective aura that increases armour class to 20 for 6 turns.

Sleep (Incantation)

Cause (1d6 + caster level) levels worth of creatures to enter a magical slumber. Creatures in this state may only be woken by excessive rousing. Does not affect demons or undead.

DEMONOLOGY

Sorcerers specializing in the study of demons pursue the ability to summon and control benevolent and malevolent beings from alternate planes of existence.

Evocation (Ritual)

This ritual requires a summoning circle drawn with chalk, salt, laid with clean animal bones, or some other method. Within the circle a sacrifice of some kind is to be made and a ritual chanted for a minimum of one hour. Demons are not obligated to do any bidding unless their true name is spoken, but they may be persuaded to help. Demons may remain on the worldly plane as long as they would like to. Some examples of the varying components for summoning different types of demons are listed on, but not limited to, the table below. Any monetary value listed refers to the minimum value of any treasure offered.

Demon Type	Sacrifice	Abilities
Cherub	A lamb	Healing, guidance
Familiar, any form (1HD)	100gp value	Servitude, companionship, second-sight
Greater demon (8HD)	An adult female virgin	War, famine, destruction, plague
Imp (1- 3HD)	Any animal	Trickery, invisibility, shape shifting
Lesser demon (4HD)	Any human	Possession, fear, misfortune, tragedy
Succubus (6HD)	1000gp value	Seduction, temptation, shape shifting

Cause Harm (Incantation)

Cause physical and psychological harm to another creature. The sorcerer must be touching the target creature. Deals (1d6 x caster level) damage. An effigy of some sort may be utilized to cast this spell non-lethally from afar as a ritual. Does not affect demons or undead.

Detect Invisible (Incantation)

A very useful spell in dealing with pesky imps or faeries. The sorcerer gains sight, as a smokey outline, of any invisible creatures, spirits or objects nearby (within 25 feet) for a duration of (6 + caster level) turns.

Paralysis (Incantation)

A creature retains awareness but becomes paralyzed, as if restrained by invisible, demonic arms. Lasts for 6 rounds (about 1 minute) against a conscious creature, or 6 turns (about 1 hour) against a sleeping or otherwise unconscious creature. Only affects creatures of a lower or equal level than that of the caster. Does not affect demons or undead.

Trick (Incantation)

Snuff out a torch, knock something over, close a door softly, cause someone to trip, or any other minor trick or illusion (at the discretion of the referee). This incantation does not adhere to the typical casting restrictions of sorcerers and may be cast indefinitely at one hour intervals.

Unlock (Incantation)

Call forth tiny invisible fingers to magically lock or unlock a mundane seal of any kind. Upon success, make an Intelligence saving throw: failure indicates a loud, metallic scraping sound accompanied by a bright flash of light.

When affecting a magical seal, make an intelligence saving throw. Upon success, the magic is nullified- otherwise, no effect.

MESMERISM

Sorcerers specializing in mesmerism believe in an invisible natural force within all living beings that may be manipulated to produce physical effects such as hypnotism and healing.

Poly Morph (Ritual/Incantation)

This ritual requires a summoning circle drawn with chalk, salt, laid with clean animal bones, or some other method. The sorcerer must place the targeted creature or object in the circle and chant the ritual words for at least 1 hour. Creatures may be transformed into other creatures, and objects transformed into other objects. The ritual version of this spell is permanent. The incantation version of this spell requires no summoning circle or any other ritual components, typically lasts for 1 turn and is dispelled if the creature takes any damage. Does not affect demons or undead.

Cure Wounds (Incantation)

Heals a nearby creature for (level/2)d6 wounds.

Hypnosis (Incantation)

Hypnotically charm a creature. This mostly works on humanoids, especially men. This will cause the person to become dazed, forgetful, and to regard you as a good and trustworthy person. They are likely to follow commands in the moment as well as become influenced by the sorcerer's instructions even after the hypnosis wears off. Does not affect undead.

Know Thoughts (Incantation)

Understand the thoughts and intentions of a specific nearby creature. Chance of success and the type of knowledge gained depends heavily on the general intelligence and mental fortitude of the creature in question.

Neutralize Poison (Incantation)

If a creature is affected by poison, lethal or otherwise, this incantation immediately reverses the effects. If the creature is already deceased, this spell has no effect.

Speak with Animals (Incantation)

Temporarily allows the sorcerer to communicate both ways with animals. Most animals will speak simplistically and have very short memories. Smarter animals such as crows, ravens, and goats may be more capable of communication with the sorcerer, but are not free of their own needs and desires.

NECROMANCY

Sorcerers specializing in necromancy practice of communication with the dead for the purposes of divination, restoration, or enslavement.

Commune (Ritual)

This ritual requires a summoning circle drawn with chalk, salt, laid with clean animal bones, or some other method. The summoner stands within the circle and chants the ritual unimpeded for at least two hours. The summoner must be focusing on some deceased being and harnessing the essence of their spirit. Interactions with spirits from beyond can be unpredictable and vague. Interacting with worldly possessions previously belonging to the deceased may increase the spiritual connection. This may include wearing old clothing, or holding an old weapon or trinket. Being near to the corpse of the deceased also increases the chance of success.

Raise Dead (Ritual)

This ritual requires a summoning circle drawn with chalk, salt, laid with clean animal bones, or some other method. Within the circle a brazier is to be placed and lit. At least one clean, recently-deceased (within twelve months) human skull should be placed within the brazier. Then, after the consumption of unleavened black bread and unfermented grape juice, the ritual chant is to begin and continue unimpeded for at least two hours. Using this method, the necromancer may raise one undead creature per skull, with max wounds equal to the sorcerer's level divided by the number of undead. These undead creatures may or may not come under the command of the necromancer. Make a saving throw to determine if the creature(s) will be hostile or submissive. Certain aspects of the ritual, such as the quality of the brazier, the material of the magic circle, or the time spent chanting, may improve the likelihood of success.

Turn Undead (Incantation)

Cause undead creatures to flee, or if unable to flee, become temporarily paralyzed. Affects (1d6 + caster level) levels worth of creatures. Affected creatures return to normal upon taking damage.

Decay (Incantation)

Cause any organic matter to age and decay at a rapid pace. People grow older, wood rots faster, wine ferments quicker, etc. The higher level the sorcerer, the more potent the spell. The final results of such a spell are ultimately up to the discretion of the referee.

Sticks to Snakes (Incantation)

Turn (1d6 x caster level) sticks into snakes. The snakes have a 2-in-6 chance of being poisonous. The snakes act in an aggressive manner and are not under the control of the necromancer.

Transfer Life (Incantation)

The necromancer lays hands on a living creature and draws life from it. The targeted creature suffers up to (level/2)d6 damage. The necromancer must then immediately transfer half of this life force to another living being or himself. If a creature is drained of all their hit points from this spell, they disintegrate. A necromancer may only draw as much life force that a creature has remaining and no more, regardless of the dice results. Does not affect undead or demons.

WITCHCRAFT

Sorcerers specializing in witchcraft, the oldest vocation in supernatural practices, use strange incantations and rituals to cast a variety of blessings, charms, and curses.

Create Wand (Ritual)

This ritual can take days or years to complete, and is considered the *magnum opus* of any sorcerer or practitioner of witchcraft. The sorcerer collects valuable raw materials that will eventually make up a unique 'wand', which may actually be a wand, staff, sceptre, or some other handheld charm. The wand may be composed of wood, metal, ivory, inlaid with jewels and gemstones, carved with intricate designs, and more. A sorcerer can only ever make one wand, to be used by him only, and if the wand is ever destroyed, the sorcerer dies. The following tables convey the different aspects of a wand and how it affects the creation process. The sorcerer is not limited to the materials within the tables.

Base Material	Bonus to Wand Creation
Bone	+2
Ivory	+3
Metal (Gold)	+3
Metal (Platinum)	+4
Metal (Silver)	+2
Metal (Steel)	+1
Wood (Ash)	+2
Wood (Elder)	+2
Wood (Oak)	+1
Wood (Yew)	+1

Secondary Material	Bonus to Wand Creation
Animal skull	+1
Gemstone (<500gp)	+1
Gemstone (1000gp-2000gp)	+2
Gemstone (3000gp+)	+3
Fresh human skull	+2

The enchantment of the finished wand takes about an hour to complete and must be done in a special, isolated environment containing natural energy, such as a crypt, a battlefield, or in a thunderstorm. The wand must then be aptly named. Roll 1d6 plus any accrued bonuses from the materials tables and reference the

wand creation table below. A wand's properties may be activated once per day.

Value Wand properties

- | | |
|----|---|
| 3 | Temporarily levitate an object with a weight of 5 kilograms per caster level. |
| 4 | Conjure food and water enough for (1d6 + caster level) men for a day. |
| 5 | Emits bright sunlight at will. |
| 6 | Create an aura of silence with a diameter of 5ft per caster level. The aura is centred on a fixed or moving object of your choice and lasts for (3 + caster level) rounds. |
| 7 | Command elements of nature (cause water to part, wind to blow, fire to spread). |
| 8 | Blinds up to (1d6 x caster level) creatures, each entitled to a saving throw, for 1 turn. |
| 9 | Blasts a bolt of unerring magical energy, dealing (1d6 x caster level) damage (range 50ft). |
| 10 | Forcefully throws a creature for a number of feet equal to the caster's level times ten. |
| 11 | Cause (1d6 + caster level) creatures to gain haste (double actions, double speed) for 1 turn. |
| 12 | Summon a spectral spirit animal of choice:
Bear: (HD4, MV25', AC16, DG2d6)
Boar: (HD3, MV40', AC14, DG1d6)
Lynx: (HD2, MV30', AC12, DG3d6)
The spirit animal lasts indefinitely and can turn invisible at will. It must stay within the general vicinity of the caster or be destroyed. |
| 13 | Cause a single creature of a level equal to that of the caster or lower to die instantaneously, or cause (2d6 x caster level) damage (range 50ft). Structures can also be damaged by this attack. |

Imprison (Ritual)

This ritual requires something like a summoning circle with runic additions drawn outside of it in chalk or paint. The sorcerer chants the ritual words from outside the circle (which can have a diameter as large as 10-feet) for at least an hour. Any creature within the circle is trapped there and cannot physically step outside of it until the enchantment wears off (1d6 days x caster level) or one of the runes outside the circle is scuffed or erased. The sorcerer may periodically retrace the runes to refresh the enchantment and retain the prisoner. Prisoners are conscious and able to move within the circle and do not require food or water to live during their imprisonment.

Bless (Incantation)

The target creature gains a +3 bonus to their to-hit rolls and saving throws for the next 24 hours.

Comprehend (Incantation)

The sorcerer is able to temporarily comprehend any unknown language, message, or map to the best of the ability of someone versed in that form of communication.

Levitate (Incantation)

The sorcerer is able to slowly (walking speed) levitate in all directions and to a maximum height of 5-feet per caster level. Lasts 1 turn per caster level. Any intelligent creature of lower level than that of the caster that witnesses the levitation must make a Wisdom saving throw or take 1 damage per caster level due to psychological trauma.

Pass Door (Incantation)

Create a temporary man-sized portal in any door or wall not made of lead or metal, or any surface with the thickness of 5-feet or more.



Combat

1. Roll initiative at the beginning of the encounter.
2. Each side takes their actions.
3. Check monster morale, if applicable.
4. Repeat from step 2.

INITIATIVE

To calculate combat initiative, roll 1d6. On the result of a 4 or higher, the players go first. Following the initiative roll, each side takes its turn, back and forth, players and then monsters, until combat has ceased.

Many conditions such as surprise, unique scenarios or unique monsters may give positive or negative modifiers to this roll. For example, player characters breaching a room full of unsuspecting bandits may gain a +1 bonus to their initiative roll at the discretion of the referee.

ROUND ACTIONS

Rounds represent abstracted chunks of time and are used exclusively in a combat sequence. A player character may never take the same action twice in one round. A player character is not limited to the actions listed below.

Half-Round Action: Attack

All attacks must be made on the attacking character's turn and from a range appropriate to the attack weapon. The attacking character rolls 1d20 and applies any to-hit bonuses from their weapons and ability modifiers. Ranged attacks use Dexterity as a hit modifier while non-ranged attacks use Strength. If the result is equal to or higher than their opponents armour class, the attack is a hit. The attacker then calculates the total damage dealt by rolling the damage dice associated with the weapon they used for the attack and applying their Strength modifier.

The resulting damage is allocated to the target creature. If the accumulated damage on the creature is now equal to or exceeding the creature's Max HP, the creature suffers a critical wound or death.

Half-Round Action: Move

A character moves up to their round movement rate, as defined by their armour type.

TURN ACTIONS

Turns represent abstracted chunks of time outside of combat. A character may take one turn action at a time. Typically, each turn present in an unsafe area risks a random encounter (1/12 chance by default).

Turn Action: Hear Noise

1-in-6 chance of success to hear noise down a corridor or on the other side of some barrier such as a door.

Turn Action: Move

A character may move up to their turn movement rate, as defined by their armour type. Characters moving as a group will move as fast as the slowest character in that group.

Turn Action: Search

Characters may search ceilings, walls, floors, alcoves, shelves, drawers, piles, bodies, or anything else in a small area specified by the player to the referee. Typically characters search for hidden traps, doors, alcoves, or signs of activity. Defining exactly how the player character is searching and also what you are searching for may affect the chance of success. A typical chance of success is 1-in-6.

Miscellaneous Rules

ATTACK OF OPPORTUNITY

If a combatant attempts to move passed or away from an opponent that is not directly engaged in combat with any other creature, that opponent is entitled to one free normal attack against the offender. Upon a successful hit, the offender is denied his movement.

COST OF LIVING

The cost of living varies with the level of luxury one can afford. The area listed is a requirement for the lifestyle.

Cost	Affords	Area	Effect
Nil	Roughing it	Wilderness	No healing from rest
1sp/day	Serfdom	Village, City	No stable access
2sp/day	Peasantry	Village, City	No privacy
5sp/day	Traveller*	Anywhere	Privacy
1gp/day	Lordly	City	Heal 2 HP/day from resting
5gp/day	Kingly	City, Stronghold	Heal 3 HP/day from resting

*Requires ample camping supplies and crew when travelling in wilderness.

CRITICAL WOUNDS

Hit points represent a creature's vitality in combat. When the amount of accumulated wounds reaches a creature's hit point value, a normal creature will roll on the critical wound table below and is effectively removed from the combat scenario. If a non-player character (including monsters) surpasses its wound limit, it is killed instantaneously. If a player character's wounds surpass their hit points by more than half, they are killed instantaneously.

Each day of rest in a safe place heals 1 non-critical wound.

Roll 2d6	Critical Wound
2	Death
3	Death
4	Torso wound; death in 1 rounds
5	Abdominal wound; death in 3 rounds
6	Amputation; leg; movement halved
7	Amputation; arm; remove offhand slot use
8	Unconscious; amnesia
9	Unconscious; minor blood loss
10	Conscious but unable to continue fighting
11	Face wound; -4 charisma score
12	Conscious but unable to continue fighting

DISEASE

A character that falls ill with disease may not adventure for a set amount of time until they can either fully recover or die. When a character gains a disease, make one saving throw at the end of each session. A success indicates the character has recovered. Three failures in a row indicates the character has died.

FRIENDLY FIRE

If a creature misses a ranged attack, roll 1d6. On a result of 1, the missile will strike an unintended target adjacent to or behind the intended target. The referee will determine the final target randomly (roll 1d6).

SAVING THROW

When a saving throw is prompted, a creature rolls (3d6+level). Certain attribute modifiers, professions, or other circumstances may apply to saving throws according to the referee (for example, a strength saving throw adds a character's strength modifier to the final result). A final result of a 10 or higher is a save (success). 9 or under is a failure.

POISONS

When an unknown poison is encountered, roll on the table below to determine the type.

Roll 1d6	Poison
1	Centipede Venom
2	Deadly Nightshade
3	Gu
4	Monkshood
5	Black Widow Spider Venom
6	Wolfsbane

Centipede Venom

Make a Constitution saving throw. Failure indicates that the victim is weak and nauseous for 2d6+5 days, and they may only move at half their normal movement rate.

Deadly Nightshade

Make a Constitution saving throw. If ingested, failure indicates death. If injected, failure indicates that the victim becomes delirious and starts hallucinating. The victim has a 2-in-6 chance to experience paralysis for 1d6 hours, followed by a 50% chance to increase or a 50% chance to decrease a creature's Wisdom score by 1. This effect can only happen once.

Gu

Make a Constitution saving throw. Failure indicates the victim will instantaneously vomit blood and die.

Monkshood

Make a Constitution saving throw. Failure indicates nausea, vomiting, and diarrhea, followed by a burning sensation, followed by death within 1d6 hours.

Black Widow Spider Venom

Make a Constitution saving throw. Failure indicates the victim will begin to feel muscle cramps, sweating, and an increased heart rate, and they receive a -2 to their Base Hit Bonus for 1d6 days, after which they must make another Constitution saving throw or die.

Wolfsbane

Make a Constitution saving throw. If ingested, failure indicates internal bleeding, nervousness, weakness, and eventually death after 1d6 days. If contacted or injected, failure indicates an accelerated heart rate and severe skin irritation leading to paralysis for 1d6 days.

Level Advancement

Acquiring experience points is a two-step process. The first step is retrieving gold, or treasure worth some amount of gold, from a 'dungeon'. The second step is *spending* that gold at a local settlement using any of the methods listed below (charity, construction, or carousing).

Level	Total Accumulated Experience Required
2	1,250
3	5,000
4	10,000
5	20,000
6	40,000
7	80,000
8	160,000
9	320,000

CHARITY

Good-willed characters may be interested in sharing their rewards with a charitable organization such as a church, temple or shrine. Donated riches provides 1 experience per 1 gold spent.

CONSTRUCTION

Characters may accrue enough wealth to begin building their own hall or fortress. A floor plan should be drawn up initially and a budget laid out, at which point funding may then begin. Extra features such as (large gates, drawbridges, plate glass) may require additional funds. Building time takes one day per 100gp spent. Spending gold on construction provides 1 experience per 1 gold.

Structure	Cost
Building, stone (per cu. ft.)	5sp
Building, wood, wattle and daub (per cu. ft.)	2sp
Dry moat (per cu. ft.)	1sp
Palisade, wood, 10' high (per 5 ft.)	1sp
Rampart, stone (per cu. ft.)	4sp
Rampart, wood, wattle and daub (per cu. ft.)	1sp
Whitewashing (per cu. ft.)	+.5sp

CAROUSING

Characters may choose to spend their wealth frivolously by hosting great feasts, wenching, gambling, drinking, smoking, and partaking in general debauchery. Roll a number (X) of d6 for every 1000gp spent at once on the table below. If the number surpasses 30, revert back to the beginning of the table. Carousing generally lasts about one day per 5000gp spent. Carousing offers experience at an accelerated rate of 1.1 experience per 1 gold spent.

Xd6 Carousing Table

1	You enjoy yourself heartily.
2	You did some minor gambling and came out even- but spent it all later, anyways.
3	You wake up and find that you have been robbed at some point in the night. A random item, determined by the referee, is missing.
4	You wake up in an empty pen/stable/plot. You owe the landowner a new pig/horse/cow/etc.
5	You wake up in a bed with one of the village folk (see referee). They seem to regret the experience.
6	Suffer 1d6 damage. You wake up on the floor of some tavern. Your head is pounding and you have a black eye.
7	You bet on a high-stakes dice game and won back some cash. Gain 1d6*100 bonus experience points.
8	You provided food and drink to the entire pub last night. The townsfolk extol you!
9	You wake up in a bed with one of the village folk (see referee). They are now madly in love with you. They are very clingy and possessive.
10	You embarrassed yourself in a full tavern. You are criticized as a fool and an idiot. Children laugh and mock you in the streets.
11	You bet on a high-stakes cock-fight and won (50% chance) 1d6*1000gp or lost more than you could pay. You may find trouble with the ruffians you owe money.
12	You wake up in a bed with one of the village folk. 1-in-6 chance of contracting a venereal disease (p13, 'Disease').
13	You wake up in a brothel, or in the local whore house. 2-in-6 chance of contracting a venereal disease (p13, 'Disease').
14	You wake up in the local stockade. You are to be released the following morning.

Xd6 Carousing Table

15	You wake up and find yourself the proud owner of a new steed. Your old mount is nowhere to be found (if applicable).
16	You wake up to find yourself the new owner of a beautiful trinket (see referee).
17	You wake up to find yourself the new owner of a handmade instrument (see referee).
18	You wake up to find yourself the new owner of a human slave (see referee).
19	Roll 1d6. You wake up to find yourself with a new blue woad tattoo on your arm (1- 2), chest (3- 4), neck (5) or face (6).
20	You wake up to find all body hair removed.
21	You wake up to find that you were wed last night. Your new spouse (see referee) is disappointed.
22	You wake up to find that you were wed last night. Your new spouse (see referee) is ecstatic.
23	You wake up next to the deceased body of some peasant in an isolated area. He appears to have been murdered.
24	You wake up in the middle of a field, covered in blood. Some runic symbol is finely carved into your skin.
25	You wake up and find yourself bound, gagged and naked in a bandit hideout. 2d6 bandits, believing you to be of wealthy descent, are attempting to ransom you.
26	You wake up in the local stockade. You are to be jailed for 1d6 weeks. There is a 1-in-6 chance that you are to be executed.
27	You wake up in a bed with one of the village folk. 2-in-6 chance of pregnancy.
28	You wake up to find yourself in the possession of a property deed, signed by the king, to a vacant plot of nearby land.
29	You wake up and find an elaborate death threat scrawled out on a piece of parchment and stuck with a knife into a nearby wall or tree.
30	You carouse and indulge for days, engaging in all of your wildest fantasies. The experience is fulfilling in a way that changes you as a person. Gain +1 to the score of a random attribute (roll 1d6 to determine).

Appendix

MONSTERS

A monster may refer to any enemy to the player character's found in a combat scenario. The referee controls the monsters actions according to the nature of said monsters. See below for some examples.

When a creature reaches its **Max HP**, roll on the **Critical Wound** table. If it exceeds its **Max HP**, the creature is destroyed. Make a morale test at the end of the first round where 25% of a force has been eliminated, and again at 50%. Monsters attack on their turns and according to their respective stat block. Monster behaviour is left to the discretion of the referee.

(HD, MV, AC, DG, ML)

Bandit

Hit Dice: 1

Hit Dice indicates the number of d6 rolled to determine a monster's max health as well as their bonus to-hit.

Move: 25'

The distance in feet that a monster may move per combat round. Triple this number to find the turn movement distance.

Armour Class: 12

The monster's armour class.

Damage: 1d6-1

The monster's damage dice upon a successful hit.

Morale: 7

Indicates the failure threshold when testing morale. Rolling below this number indicates failure.

Nature: Sly, cheap, desperate

'Nature' depicts how the monster will typically be played or what tactics they might use.

Treasure: (2d6)-5 silver pieces

'Treasure' indicates how much treasure each monster will typically be carrying if they carry treasure.

Goblin (HD½, MV25', AC11, DG1d3, ML6)

Nature: Vicious, group-oriented, filthy

Treasure: 1d6 silver pieces

Special: -2 penalty to-hit when exposed to sunlight.

Character Record

Character Name

Profession

Level

Experience

Previous Trade



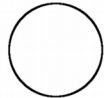
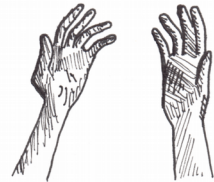
Max HP

Wounds

Armour Class

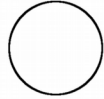
Armour Type

Shield



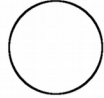
Strength

doors/damage/hit



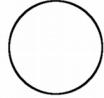
Dexterity

AC/hit missiles



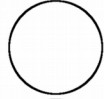
Constitution

HP/poison saves



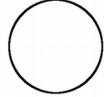
Intelligence

languages/spell saves



Wisdom

listening/device saves



Charisma

fame/influence/reactions

Temporary Effects...

Base Hit Bonus

Weapon 1

Damage

Total Hit Bonus

Weapon 2

Damage

Total Hit Bonus

Weapon 3

Damage

Total Hit Bonus

Ammunition Remaining

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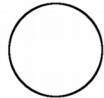
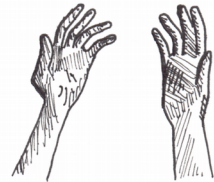
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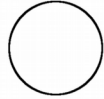
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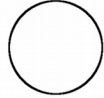
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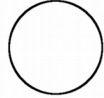
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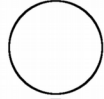
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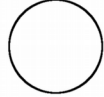
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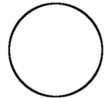
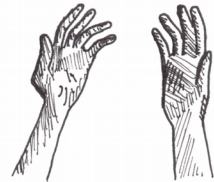
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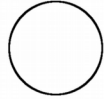
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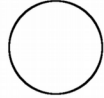
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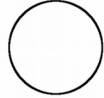
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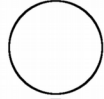
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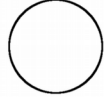
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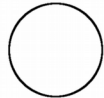
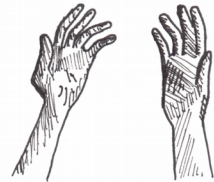
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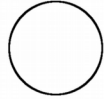
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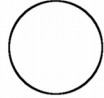
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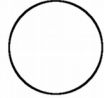
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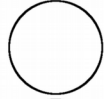
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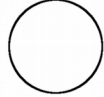
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