

SABRES AND WITCHERY

HISTORICAL MONSTER HUNTERS RPG

By Simon Washbourne

Based upon: Swords & Wizardry: Whitebox By Marv Breig
& Swords & Wizardry: Core Rules by Matthew J. Finch

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Introduction

Sabres & Witchery is a role-playing game nominally set in Europe (although it could be elsewhere) from the end of the English Civil War through to approximately the Napoleonic Wars era. It is based on a set of ‘old school’ fantasy role playing rules, which itself was based on the first fantasy role playing game.

You are free to publish your own adventures, house-rules, and any other sort of materials designed for this game. Guidelines and requirements are at the end of the book.

Historical accuracy

The time-period of Sabres & Witchery is not specific – it could be any time from the late 1600’s to the early 1800’s; the “Age of Enlightenment” through to the “Industrial Revolution”. You don’t even need to clearly define it before you start play.

Philosophy and science are increasing in prominence and major changes are afoot in both scientific thinking and technology, the Industrial Revolution isn’t over yet. Although science is moving forward in leaps and bounds in the main universities and most advanced cities, the locations the PCs adventure in are still nearer to the Middle-Ages than they are to the 20th Century.

Horses, carts and coaches are still the main forms of land transportation and travel by sea is by wooden sailing ships. In the later period of this game’s setting, steam trains are just becoming a possibility and hot air balloons have become the first vaguely realistic method of air travel.

It is a time where armour is still worn by some soldiers but of less use now that firearms are become more prevalent as a more powerful option to bows and crossbows. Swords still have their place but older types of weapon like spears and maces have pretty much fallen out of use except in some of the “lost” villages in the most inaccessible parts of the world. Fencing is established and duels are fought regularly with pistol or rapier amongst gentlemen and nobility for real or imagined sleights.

There isn’t really a time when there isn’t a war going on somewhere across Europe. Whilst mercenaries still fill large parts of a country’s forces, full-time standing armies are becoming more the norm. The tactics are still largely to line up against one another and unleash volleys of cannon and musket fire, followed up by charges by well-armed and armoured cavalry.

It is assumed that characters in the game will be mainly treading paths in wild out-of-the-way places – tangled forests, wind-swept moors, dark mountain

valleys and storm-ravaged coasts. They are hunting horrors that other people prefer to avoid and those horrors are only out at night, in the darkness and where they can't be discovered.

References

As has been said, this isn't a game where the specific setting or time period has been clearly defined for you. Really, you don't need to worry too much about it unless you wish to place your game at a particular historical place or time. Otherwise just the general feel will be sufficient.

To help visualization, here are a few films that helped inspire Sabres & Witchery:

Treasure Island (2012)
Solomon Kane (2009)
Alatriste (2006)
The Brothers Grimm (2005)
Van Helsing (2004)
Pirates of the Caribbean Series (2003 - 2011)
Brotherhood of the Wolf (2001)
Sleepy Hollow (1999)
Plunkett & Macleane (1999)
The Scarlet Pimpernel (1998)
Rob Roy (1995)
Sharpe Series (1993 – 2008)
The Last of the Mohicans (1992)
Dick Turpin Series (1979-1982)
The Duellists (1977)
Captain Kronos: Vampire Hunter (1974)
Witchfinder General (1968)

CHAPTER 1 GETTING STARTED

Sabres & Witchery RPG (S&W), like most role playing games, requires one person to run the game called the Referee and (preferably) two or more players. For players, the first step in playing the game is to create a Player Character (PC). This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character class, and buying in-game equipment. If you're the Referee, however, you've got a bit more preparation to do—that's covered later in these rules.

Rule Number One

The most important rule in S&W is that the Referee always has the right to modify the rules. In fact, it's encouraged! This is your game, after all. There are gaps in the rules - holes left open on purpose - because much of the fun of "old school" gaming is being able to make up rules as needed.

Dice

S&W uses several different types of dice, and they are abbreviated herein according to the number of sides they have. For example, a six-sided die is noted as "d6." If this text requires a player to roll "3d6" that means to roll three (3) six-sided dice and add the results together. Other die types (four-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner although only the d6 and d20 are used with any frequency in these rules. There is no die with 100 sides. When asked to roll d100, instead roll two (2) ten-sided dice, treating the first roll as the "tens" and the second as the "ones." So, if one were to roll a "7" and then a "3", the result would be "73." Please note that rolling two zeroes is treated as "100."

Remember

Throughout this text are suggestions, explanations, and ideas presented in textbox format; feel free to use or discard them at leisure. New rules for governing certain situations can range from simple guidelines like "grab some dice, roll them, and tell me the number" to a complex series of tables for the smallest of details.

Character Sheets

A character sheet is a piece of paper designed to organize and contain any and all necessary PC information, for the benefit of both the Referee and Player. For S&W, the character sheet could be something as simple as a 3x5" index card—with equipment and other notes written on the back:

NAME	
STR	CLASS
INT	LEVEL
WIS	XP
CON	ST
DEX	DC
CHA	HP
	ENC
\$	MOVE

Attribute Scores

The basic abilities are numbers which represent the Strength, Intelligence, Wisdom, Constitution, Dexterity and Charisma of a character.

Rolling Attributes

Roll 3d6 for each attribute in the above order. Once those rolls have been made, it is often obvious which type of character best fits the abilities. However, the player always has the option to play any class he wants.

Optional: Rolling Attributes

Some Referees prefer to allow players more flexibility in their choice of class. One possible option would be to roll 3d6 a total of six times and allow players to "arrange to taste." This allows the player to put the best results on the attributes that best suit a particular character concept.

Attribute Modifier

Each attribute has the potential to modify what you can do. Refer to the following table to see the bonuses (or penalties) that apply from high or low attributes.

Table 1: Attribute Modifier

Attribute Roll	Description	Bonus/Penalty
3	Very Poor	-3 (or -5%)
4-5	Poor	-2 (or -5%)
6-8	Below Average	-1 (or -5%)
9-12	Average	–
13-15	Above Average	+1 (or +5%)
16-17	Good	+2 (or +5%)
18	Exceptional	+3 (or +5%)

Experience Modifier

Each character gets a bonus (or penalty) percentage to their “experience points” (XP) that will increase the amount of experience points gained during an adventure. All characters add together their percentage Prime Attribute Bonus, Wisdom Bonus, and Charisma Bonus for a total experience bonus for the character. The maximum attainable bonus is 15%.

Strength (STR)

A high Strength lets a character carry more weight and will give him bonuses to attacks and damage when attacking with a melee weapon or his fists. STR is sometimes the Prime Attribute for *Fighters* and *Hunters*.

Intelligence (INT)

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. A high Intelligence score gives a character an additional language for every point above 10. INT is sometimes the Prime Attribute for a *Magus*.

Wisdom (WIS)

Wisdom determines a character’s insight, perception, good judgment and willpower. WIS is sometimes the Prime Attribute for a *Magus* or a *Hunter*.

Constitution (CON)

Constitution refers to the health and endurance of a character. A high Constitution score gives a character additional hit points per hit die. CON is the Prime Attribute for *Woodsmen*.

Dexterity (DEX)

Dexterity is a combination of coordination and quickness. A high Dexterity score gives a character a bonus on their “to-hit” roll when attacking with a firearms or other ranged weapons and gives them a better *Armour Class*. DEX

is sometimes the Prime Attribute for *Scoundrels*. DEX is also sometimes the Prime Attribute for *Fighters*.

Charisma (CHA)

A highly charismatic character has a better chance to talk his way out of trouble and can lead more followers than a character with a lower Charisma. CHA is sometimes the Prime Attribute for *Scoundrels*.

You can use your CHA to modify the number of Non-Player Character (NPC) hirelings you can acquire. You can use your CHA to modify the loyalty of these NPCs (See Loyalty, Page 22).

Table 2: Charisma Bonus

Charisma	Hirelings	Loyalty
3	1	-3
4–5	2	-2
6–8	3	-1
9–12	4	0
13–15	5	+1
16–17	6	+2
18	7	+3

Hit Points

Hit points (HP) represent the amount of “damage” a character can take before dying and are determined by the amount of Hit Dice (HD) a character has at their particular class level. If a Player begins the game with a 1st level fighter (1+1 HD) he would therefore roll 1 HD (1d6) and add “+1” to the end result to determine his PC’s starting HP. It doesn’t solely represent the character’s ability to absorb injury – it also represents the experience of the character to turn what might have been a mortal wound into a flesh wound, by correct positioning, general awareness, use of cover, distractions etc..

HP are re-rolled each time a PC advances in level—however, if the re-roll results in a character having fewer HP for their new level than their previous level, ignore the re-roll and retain the prior amount.

Optional: Hit Points

At first level only, a PC receives maximum HP for his class (inclusive of any CON modifier).

Saving Throw

The Saving Throw (ST) is the number the character needs to roll on a D20 to avoid something bad happening to him. You add the character's Attribute Modifier to the roll, where an attribute is appropriate. For example, if a snake bites your character, you can attempt a save against the poison. You'd add your character's CON modifier, in this instance. The ST might also be used as the roll needed to attempt to use some of the character's class abilities – these are set out in each class description.

Table 3: Saving Throw Examples

Danger/Effect	Attribute
Alcohol or poison	CON
Ambush	WIS
Death	CON
Deception	WIS
Drowning	CON
Explosion	DEX
Falling	DEX
Grappled	STR
Magic	WIS
Remembering facts	INT
Rock fall	DEX

Levels

As characters gain XP, they improve at what they do. This is represented by level advancement. At each level, the character is tougher and can position himself better in combat to make what would be deadly hits into glancing blows or grazes (receives more HP). He is also more accurate (increased To Hit Bonus) and more alert to dangers that might otherwise kill him (better Saving Throw).



CHAPTER 2 CHARACTER CLASSES

There are five character classes in the game: the *Fighter*, the *Hunter*, the *Magus*, the *Scoundrel* and the *Woodsman*. The Referee is free to invent other character classes or may allow optional classes from other games.

THE FIGHTER

The Fighter is a character that usually turns to the sword or the gun to get things done. He might be a mercenary, a guerilla leader, a duelist, a bounty hunter or a tough old mariner. Whatever he is, he lives by the sword and the only way he knows of dealing with supernatural horrors is to hit them until they stop moving. A fighter can have either STR or DEX as his Prime Attribute (player choice) as some fighters rely on speed and skill and others rely on heavy hitting.

Table 4: Fighter Advancement

Level	XP	HD (d6)	To Hit Bonus	AC Bonus*	ST
1	0	1+1	+0	+0	16
2	2000	2	+1	+1	15
3	4000	3	+2	+1	14
4	8000	4	+2	+2	13
5	16000	5	+3	+2	12
6	32000	6	+4	+3	11
7	64000	7	+4	+3	10
8	120000	8	+5	+4	9
9	240000	9	+6	+4	8
10	480000	10	+6	+5	7

Fighter Class Abilities

Weapons: The fighter can use any weapons. STR-based fighters can wear any armour but DEX-based fighters can wear only military coats or leather jacks, but get a bonus to their AC based on the above table.

Saving Throw: Fighters receive a +2 bonus on saving throws vs. death.

Assess Opponent (INT): Fighters can choose to weigh up the opposition at the start of a fight and make a saving throw to see if he can determine the strengths and weaknesses of the opposition (i.e. their level or HD).

Combat machine: Fighters gets one attack per level against foes of 1HD or fewer, each round. They can't do this if armed only with a firearm (as they are single shot and take time to reload, although if he has more than one pistol, he

could fire them both, thus attacking up to two opponents or he could fire one shot and then use it as a club if the opponents were close enough).

Weapon Specialist: Fighters receives a +1 bonus to hit and damage using one type of weapon (including firearms), chosen at outset (see the equipment section).

XP Bonus for Strength or Dexterity: STR or DEX is the Prime Attribute for fighters, which means that a high STR or DEX score grants them an extra 5% on XP earned.

THE HUNTER

The hunter is a single-minded individual whose has devoted his life to cleansing the world of evil, wherever it lurks. Usually called Vampire Hunters, Witchfinders, Demon Hunters or Monster Hunters; these guys prefer to destroy evil by mundane means unlike magi but if their primary undead ability fails, their secondary means of dealing with monsters is the same as that of fighters. They tend to treat magi with a degree of suspicion. A hunter can have either STR or WIS as his Prime Attribute (player choice).

Table 5: Hunter Advancement

Level	XP	HD (d6)	To Hit Bonus	ST
1	0	1	+0	14
2	1750	2	+1	13
3	3500	3	+2	12
4	7000	3+1	+2	11
5	14000	4	+3	10
6	28000	5	+4	9
7	56000	6	+4	8
8	112000	6+1	+5	7
9	224000	7	+6	6
10	448000	8	+6	5

Hunter Class Abilities

Weapons: Hunters can use any weapons and wear any armour.

Information Gathering (CHA): Hunters hear two rumours (only about local folk tales, legends or monsters) in a tavern whenever a drink is bought.

Saving Throw: Hunters receive a +2 bonus on saving throws vs. death, magic and fear.

Smite Evil: Once per day, a hunter may attempt to smite evil with his normal melee attack. He adds his WIS bonus (if any, or +1 if none or negative) to his attack roll and deals 1 extra point of damage per level. He can also hit monsters that are normally only hit with silvered or magical weapons. At 5th level, he can attempt this twice per day and at 10th level he may attempt it three times per day.

Turn Monster (WIS): The hunter has learned the nature of evil and can use this against the monsters that plague the world. Either through his faith or through knowledge (or both) the hunter can force undead, devils, spirits, faeries and demonic monsters to back away, or even to destroy them. This might require a holy symbol (where relying on faith) or some knowledge of the monster's weakness (garlic, silver, cold iron, sunlight, holy water, running water, the true name of the demon, etc.)

Table 6: Monster Turning

Monster HD	Examples	Hunter (or Magus) Level									
		1	2	3	4	5	6	7	8	9	10
1	Skeleton	10	7	4	T	T	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D
4	Shadow	19	16	13	7	4	T	T	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D
6	Ghast	—	20	19	13	10	7	4	T	T	D
7	Wraith	—	—	20	16	13	10	7	4	T	T
8	Mummy	—	—	—	19	16	13	10	7	4	T
9	Spectre	—	—	—	20	19	16	13	10	7	4
10	Vampire	—	—	—	—	20	19	16	13	10	7
11	Ghost	—	—	—	—	—	20	19	16	13	10
12	Lich	—	—	—	—	—	—	20	19	16	13
13	Demon	—	—	—	—	—	—	—	20	19	16

When a turning attempt is made, a d20 should be rolled and the Monster Turning table consulted for the result.

- If the number on the die is equal to or greater than the number shown on the table, all creatures of the targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee (see the individual monster descriptions for fae, devils & demons).

- If the table indicates “T”, all undead creatures of the targeted type are automatically turned and will flee for 3d6 rounds, or cower helplessly if they cannot flee (see the individual monster descriptions for fae, devils & demons).
- If the table indicates “D”, the monster is destroyed or returned to its netherworld.

THE MAGUS

These are learned individuals that spend their time in musty libraries reading old tomes and parchments to learn about the evil horrors that infest the dark hidden places of the world. The magus might be a bright young alchemist or astronomer fresh out of university, a venerable old monk or an itinerant friar, a feisty priest bellowing hellfire and damnation to unbelievers or even a poet or storyteller who has learned too much on his travels. A magus can have either INT or WIS as his Prime Attribute (player choice).

Table 7: Magus Advancement

Level	XP	HD (d6)	To Hit Bonus	ST	Spells by level per day				
1	0	1	+0	14	-	-	-	-	-
2	2250	1+1	+0	13	1	-	-	-	-
3	4500	2	+0	12	2	-	-	-	-
4	9000	2+1	+0	11	2	1	-	-	-
5	18000	3	+1	10	3	2	-	-	-
6	36000	3+1	+1	9	4	2	1	-	-
7	72000	4	+2	8	4	2	2	-	-
8	144000	4+1	+2	7	4	3	2	1	-
9	288000	5	+3	6	4	3	3	2	-
10	576000	5+1	+3	5	4	3	3	2	1

Magus Class Abilities

Weapons: The magus can use only quarterstaves, daggers, swords and pistols. They don't wear armour.

Saving Throw: The magus receives a +2 bonus on saving throws vs. magic.

Turn Monster (WIS): The magus can turn undead, demons and other evil beings in the same way as the hunter. However a magus getting a “D” result can force the monster into his servitude for a period of 24 hours if preferred.

Linguist (INT): The magus can read and understand many languages and those he doesn't know he can research. On finding any ancient tome, grimoire or other exotic written material he can make a ST with a successful roll meaning

he can understand it. If he has access to a library whilst doing his research and he has at least a day free to do it, he can gain +1 to +4 to his roll. If there are spell descriptions in the text, he can add the spell to his spell book or read the spell directly from the text.

Spell Casting (INT or WIS): The magus starts at 1st level with his spellbook and no spells. To gain spells, he must find them in books and scrolls. Copying the spell to his spellbook puts it into a form that he finds easy to read and cast (which will almost certainly differ from the original version). He can only copy spells into his book that his experience and knowledge enables him to grasp. See Spells by level per day for the level of spell the magus can copy down. He can have any number of spells collected in his spellbook (or in other texts in his library).

Casting a spell always requires reading the formulae to get the verbal nuances absolutely correct. Spells written into his book are easy for the magus to cast. At 2nd level he can cast one spell of 1st level per day without difficulty; at 3rd level he can cast two and so on.

Where it gets difficult and when a ST is required is:

- Where the spell is one that isn't in his spellbook (i.e. he is reading it directly from the original text (a scroll he found in a tomb, for example)
- Where it is of a higher level than he can normally cast (a 1st level magus trying to cast a 2nd level spell)
- Where he is trying to cast another spell when he has already cast his normal number of spells for that day

The magus receives a -1 penalty for everything that applies from the above bulleted points. In addition, if the spell is 2 levels higher than the Magus can normally cast, the penalty is -2 and 3 levels is -3 and so on. If the ST fails there may also be side effects as a result. Roll 2d6:

Table 8: Spell Failure Side-Effects

2d6	What happens
2	You are driven mad for 2d6 days, then gain phobia per 3 below
3	Gain a phobia (dark, spiders, blood, undead, loud noises, heights etc)
4-5	Suffer d6 HP (if 6 is rolled, roll again for extra damage)
6-8	No ill effects
9-10	Mind blank, cannot cast any further spells until you've rested 8 hours
11	You start becoming a little weird, -1 to charisma
12	You age by 2d6 years

What all the above means for a 1st level magus is that to cast a spell, he has to find one in a book (or other text) and read the spell from there to cast it. If it is on the 1st level list, he needs to make a ST with -1 (for reading from a text other than his spellbook) and another -1 (for exceeding his normal number for the day).

XP Bonus for Intelligence or Wisdom: INT or WIS is the Prime Attribute for the magus, which means that a high INT or WIS score grants them an extra 5% on XP earned.

Magus Spell List (Spells are described starting on page 25)

Level 1

1	Charm Person	11	Mending
2	Command	12	Message
3	Cure Light Wounds*	13	Protection from Evil*
4	Detect Evil*	14	Purify Food & Drink*
5	Detect Magic	15	Remove Fear*
6	Hold Portal	16	Sanctuary
7	Inspire	17	Shield
8	Invisibility to Undead	18	Sleep
9	Light*	19	Spider Climb
10	Magic Aura*	20	Summoning

Level 2

1	Audible Glamour	10	Light, Continual*
2	Augury	11	Locate Object*
3	Change Self	12	Mirror Image
4	Delay Poison	13	Phantasmal Creature
5	Enthrall	14	Resist Fire
6	ESP	15	Silence 15' Radius
7	Forget	16	Speak with Animals
8	Knock	17	Wall of Fog
9	Levitate	18	Wizard Lock

Level 3

1	Clairvoyance	10	Hold Person
2	Cure Disease*	11	Howl of the Moon
3	Detect Illusion	12	Invisibility 10' Radius
4	Dispel Magic	13	Phantasmal Creature, Improved
5	Explosive Runes	14	Remove Curse*
6	Fly	15	Secret Page
7	Gaseous Form	16	Speak with Dead

- | | | | |
|---|--------------|----|-----------------|
| 8 | Gust of Wind | 17 | Suggestion |
| 9 | Haste* | 18 | Water Breathing |

Level 4

- | | | | |
|---|---------------------------------|----|----------------------------------|
| 1 | Cure Serious Wounds* | 9 | Shadow Monsters |
| 2 | Creation, Minor | 10 | Speak with Plants |
| 3 | Dimension Door | 11 | Divination |
| 4 | Extension | 12 | Neutralize Poison* |
| 5 | Globe of Invulnerability, Minor | 13 | Protection from Evil 10' Radius* |
| 6 | Growth of Plants | 14 | Spell Immunity |
| 7 | Hallucinatory Terrain | 15 | Wizard Eye |
| 8 | Invisibility, Improved | | |

Level 5

- | | | | |
|---|-----------------------|----|-----------------|
| 1 | Commune | 10 | Creation, Major |
| 2 | Cure Critical Wounds* | 11 | Faithful Hound |
| 3 | Dispel Evil | 12 | Feeblemind |
| 4 | Insect Plague | 13 | Hold Monster |
| 5 | True Seeing* | 14 | Magic Jar |
| 6 | Airy Water | 15 | Passwall |
| 7 | Animate Dead | 16 | Stone Shape |
| 8 | Cloudkill | 17 | Telekinesis |
| 9 | Contain Outer Sphere | 18 | Teleport |



THE SCOUNDREL

The scoundrel is a thief, cheat, pick pocket and a con-man; he might hide his true nature under the guise of a peddler, a friar or a minstrel but he makes his living wandering the highways and byways making money however he can - gambling, stealing, selling and swindling. A scoundrel can have either DEX or CHA as his Prime Attribute (player choice) as they are both important. His way of dealing with supernatural horrors is to pretend they don't exist, hide and await an opportunity, or talk others into dealing with them.

Table 9: Scoundrel Advancement

Level	XP	HD (d6)	To Hit Bonus	ST
1	0	1	+0	15
2	1500	2	+0	14
3	3000	3	+1	13
4	6000	3+1	+1	12
5	12000	4	+2	11
6	24000	5	+2	10
7	48000	6	+3	9
8	96000	6+1	+3	8
9	192000	7	+4	7
10	384000	8	+4	6

Scoundrel Class Abilities

Weapons: Scoundrels can use any weapons, however they prefer smaller concealable ones. They may wear a leather jack.

Saving Throw: Scoundrels receive a +2 bonus on saving throws vs. deception

Lucky Streak: Scoundrels can re-roll any failed saving throw once per three levels per day (round up; minimum once per day).

Information Gathering (CHA): Scoundrels hear two rumours in a tavern whenever a drink is bought.

Silvertongue (CHA): Scoundrels have the gift of the gab – they can lie, cheat, bluff and swindle. They can use this skill to get out of tricky situations or to trick the gullible into doing something they wouldn't normally do.

Deftness (DEX): Scoundrels can manipulate cards, coins and other small objects deftly and, using misdirection, without being noticed. They can use this skill to pick pockets and pick locks too.

Sneak attack: Scoundrels often have concealed weapons which they are adept at using in emergencies. They can score x2 damage on a successful hit by surprise; this can be done with a knife, or small pistol only.

XP Bonus for Dexterity or Charisma: DEX or CHA is the Prime Attribute for Scoundrels, which means that a high DEX or CHA score grants them an additional 5% on XP earned.

THE WOODSMAN

Woodsmen are a rough-and-ready types of character that spend much of their time in the woodlands or on mountain trails; they could be charcoal burners, foresters, game-keepers, trappers, loggers, poachers, herders or hunters. They tend to be more superstitious than the other character classes.

Table 10: Woodsman Advancement

Level	XP	HD (d6)	To Hit Bonus	ST
1	0	1+1	+0	16
2	1750	2	+1	15
3	3500	3	+1	14
4	7000	4	+2	13
5	14000	5	+2	12
6	28000	6	+3	11
7	56000	7	+3	10
8	112000	8	+4	9
9	224000	9	+4	8
10	448000	10	+5	7

Woodsman Class Abilities

Weapons: Woodsmen can use any weapon and may wear a leather jack.

Saving Throw: Woodsmen receive a +2 bonus on saving throws vs. poisons.

Weapon Familiarity: At outset, the woodsman can choose a non-firearm (knife, wood axe, bow etc.) to receive a +1 bonus to hit and damage.

Stealth (DEX): When in the wilderness, the woodsman is skilled at using the terrain to move without being noticed by his prey or his enemies.

Survival (CON): In the wilderness, the woodsman can obtain enough food and sufficient safe shelter by hunting and foraging to keep alive himself plus a number of additional people equal to his level. If there are more people in the group than this, a ST is required.

Track (WIS): Woodsmen can spot and follow a trail across almost any ground. They also automatically know which direction is north and can recognize the prints and number of critters that made the tracks.

XP Bonus for Constitution: CON is the Prime Attribute for woodsmen; which means that a high CON score grants them an additional 5% on XP earned.



CHAPTER 3 CHARACTER RACES AND OTHER STUFF

In a more-or-less historical game of Sabres & Witchery, there is only one PC race – human. However, there is no reason you cannot play a fantasy historical game, with elves and dwarves as PC races. If you do, then you can use the classes, races and monsters from Swords & Wizardry (or even Blood & Bullets) quite easily in Sabres & Witchery (maybe with a few minor adjustments).

Alignment

There is no “official” alignment system for S&W. In some campaigns, the struggle you might want to between Law and Chaos is the only supernatural conflict, and Good and Evil are nothing more than personal preferences held by mortals. In other campaigns, it is the struggle between Good and Evil that defines where gods and mortals stand in the grand scheme of the universe.

If you’re playing a game and want an “unofficial” default, then let the players choose one of three alignments: Law, Chaos, or Neutrality. The good guys are Lawful, the bad guys are Chaotic, and anyone just trying to achieve fame and fortune is Neutral.

Character Retirement

The Referee has the final say on how and when retirement works for the campaign. Some ignore retirement altogether and simply extrapolate the tables to include levels beyond those shown. Each group has their own play style and a preference for a given range of character levels for their games.



CHAPTER 4 WEAPONS AND EQUIPMENT

Starting characters in a S&W campaign can be assumed to have the following equipment, rather than purchasing items individually:

Fighters and Hunters generally begin play with:

- A set of reasonable clothing, including boots and hat
- A military coat or a leather jack
- A blanket, a set of eating utensils and a good knife
- Any melee weapon
- Any firearm, with lead and bullet mould and two dozen bullets
- A riding horse with a saddle
- 2d6 Groats

Magi generally begin play with:

- A set of average clothing, including a hat
- A leather satchel containing:
 - Several sheets of paper, bottle of ink and a quill pen
 - A leather-bound personal spellbook
 - An ancient book or scroll or tome (bible or similar)
 - A relic or other similar item(s) (a crucifix, spectacles, pestle & mortar, fiddle)
- 3d6 Groats

Scoundrels generally begin play with:

- A set of patched clothing
- A pack of cards or set of dice
- A knife or a cosh
- Lock-pick tools
- A nag or donkey with saddlebags or a small cart
- 3d6 assorted (possibly stolen) items, household goods, trinkets and relics
- 1d6 Groats

Woodsmen generally begin play with:

- A set of well-worn but sturdy clothing
- A leather jack
- A blanket, a set of eating utensils and a good knife
- A set of snares
- A melee weapon or a bow or smoothbore musket with a dozen bullets
- 1d6 furs or similar (for sale, worth 1d6-2 dollars each) or 1d6 Groats

Money

During this period, money consisted mainly of metal coins, especially in the out-of-the-way areas the PCs will be travelling and adventuring in. However banknotes can be used for some transactions. For simplicities sake, the usual coins are replaced in S&W by Marks (gold), Groats (silver) and Pfennigs (copper). 10 Pfennigs makes a Groat and 10 Groats make a Mark. It is assumed that these coins will be accepted just about anywhere although, for flavour you might want to you might sometimes want to change the local coinage to Francs, Guilders, Pounds, Shillings, Pennies and so on.

The prices given here are only approximations. Certain goods will be harder to come by in certain places and may cost more. Others will cost less as they are more readily available or can be bought second-hand.

Table 11: General Goods & Clothing

Item	Cost (Groats)
Accordion	1-4
Blanket	0.30
Boots, riding	1-5
Canteen	1
Cap	1
Cards, pack	0.20
Coat, short	6
Coat, long	9
Dice, set	0.30
Fiddle	2-5
Hammer	0.60
Hat	3
Jacket	2-6
Lantern	10
Oil (lamp), 1 pint	2
Pants	1-2
Pants, fancy	3-5
Preserved Meat, lb	0.20
Rope (50 ft.)	1
Sack (15lb capacity)	1
Shirt	0.75
Shirt, fancy	3
Shovel	1
Telescope	5
Tent	10-50

Table 12: Transportation

Type	Cost (Groats)
Bags, saddle	3-5
Cart/Trap/Wagon	15-200
Donkey	10-15
Horse	20-200
Mule	15-20
Pony	20-50
Raft	10-15
Saddle	4-20
Stagecoach Travel	0.10 – 0.15 per mile

Table 13: Lodgings

Type	Cost (Groats)
Beer	0.25 per mug
Boarding House/Coaching Inn	1 per night, including meal
Meal	0.10-2.00 per serving
Sleazy/Average/Good/Deluxe Hotel	0.25-5 per night
Stables	0.25 per night per horse
Whisky	0.10 per shot
Whisky, bottle	2-4
Wine	0.25 per glass
Wine, Bottle	1-6

Table 14: Armour

Armour Type	Armour Class	Weight (lb.)	Cost (Groats)
Military Coat	11	10	10
Leather Jack	12	15	10
Buff Coat	13	25	15
<i>Mail*</i>	<i>14</i>	<i>50</i>	<i>25</i>
Breastplate	15	40	50
Cuirassier	16	60	100
Helmet	+1	5	10
<i>Shield*</i>	<i>+1</i>	<i>10</i>	<i>10</i>

* Rarely (if ever) used in this setting but included for completeness.

Table 15: Melee Weapons

Weapon	Damage	Weight (lb.)	Cost (Groats)
Axe, wood*	1d6+1	8	2
Axe, hand‡	1d6	6	1
Sword	1d6	5	10-60
Club	1d6	6	—
Fists**	1d3	-	-
Halberd*	1d6+2	10	
Knife‡	1d6-1	2	1
Quarterstaff*	1d6	7	2

* Two-handed weapon

** Temporary damage

‡ Can be used as either a melee or missile weapon

Table 16: Missile Weapons

Weapon	Damage	Rate of Fire*	Range (feet)	Weight (lb.)	Cost (Groats)
Axe, hand	1d6	1	10	5	1
Crossbow	1d6	1/2	60	7	5
Bow	1d6	1	50	5	4
Knife	1d6-1	1	10	2	1
Spear	1d6	1	20	10	1

* Rate of Fire is the number of projectiles than can be fired per combat round

Note: There is a +0 “to-hit” bonus for missile weapons utilized at short range (x1), a -1 “to-hit” penalty at medium range (x2), and a -2 penalty for long range (x3) attacks

Table 17: Firearms

Weapon	Damage	Rate of Fire	Capacity	Range (feet)	Weight (lb.)	Cost
Pistol, small	1d6-1	1/2	1	10	2	3
Pistol, belt	1d6	1/2	1	20	4	12
Pistol, horse	1d6+1	1/2	1	40	5	16
Carbine	2d6*	1/3	1	60	7	22
Musket	2d6+1**	1/3	1	80	15	6
Blunderbuss	2d6***	1	1 or 2	30	8	15

*Roll 2d6, take the highest result

**Roll 2d6, take the highest result and add 1

*** The spread of shot is 5' either side of the point aimed at. Therefore, one shot can attack several targets. However, at beyond the first 30ft, targets get to make a save (DEX mod applies) for half damage

Note: There is a +2 “to-hit” bonus for missile weapons utilized at short range (x1), a +1 “to-hit” bonus at medium range (x2), and no bonus or penalty for long range (x3) attacks

Armour

Military Coat: This is a tough jacket with brass buttons, epaulettes, thick cuffs and collars that provide some small protection to the wearer.

Leather Jack: This is a short, tough leather jacket to provide some basic defence from knives and sword cuts.

Buff Coat: Often worn under a breastplate by cavalry but also worn by common soldiers on its own as a cheap form of protection; a longer version of the leather jack, coming down to around the knees.

Mail: This is medieval chain, which may still be found in some backwoods areas. For the weight, the protection value is marginal

Breastplate: A metal plate to protect the front of the wearer, usually worn over a buff coat.

Cuirassier: Almost medieval-knight plate style protection, with a breastplate, shoulder and leg armour reaching down to the knees.

Firearms

Pistol, Small: These handguns are reasonably concealable and would be carried by ladies and non-military gentlemen for self defence.

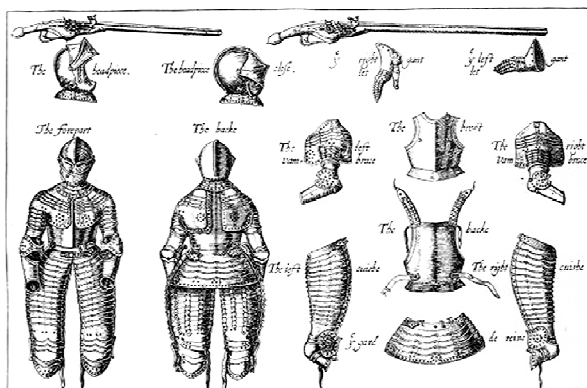
Pistol, Belt: Carried by many soldiers, naval officers, pirates and favoured by highwaymen - stuck in a belt or coat pocket, often in pairs

“Horse” Pistol: A larger, heavier pistol, normally used by cavalry

Carbine: A short version of the musket particularly used by cavalry and dragoons.

Musket: Muzzle-loaded, flintlocks firing lead balls; used by infantrymen

Blunderbuss: These can be devastating at close ranges and because of the spread of shot can be used to take down more than one target with one shot. Often used for defence by stagecoach drivers and innkeepers or by naval men and pirates for ‘clearing the decks’.



CHAPTER 5 MAGUS SPELL DESCRIPTIONS

A Magus casts spells directly from his spellbook or from other texts he might discover in the course of his adventures. The act of copying spell formulae in his own hand and in a format that suits him makes spells easier to cast if the Magus is reading them from his own book.

Here are the descriptions of spells, in alphabetical order, which the Magus can discover in his travels, starting with a few notes:

- Spells noted as Permanent do not end once they take effect unless they are Dispelled in some manner (Anti-Magic Shell, Dispel Magic, etc).
- Spells that are marked as Instantaneous cannot be Dispelled.
- Spells with a range of 0 may only affect the caster, or the effect must be centered on the caster.
- Spells with a range of Touch are only effective if the caster physically touches the subject of the spell. The caster's skin must be uncovered at the point of contact but the subject skin does not.

Airy Water

Level 5

Duration: 1 turn/level

Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the centre of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's choice.

Animate Dead

Level 5

Duration: Instantaneous

Range: 0

This spell energizes the faint memories of life that cling to the bodies and skeletons of people, allowing them to move and act in a gross mockery of their former existence. Because the entities inhabiting these bodies are chosen by the caster, these undead are under his total control. The bodies remain animated until they are destroyed. The spell has to be cast where there are dead bodies (battlefield, graveyard, crypt etc.). One HD worth of undead per level of the caster may be created per casting. The caster assigns one or two HD per undead as desired. Each special ability desired for the undead by the caster increases the HD "cost" of undead by one (except energy drain, which increases it by two) without increasing their actual HD. Only mindless undead are created by this spell, and they must be commanded verbally.

Audible Glamour

Level 2

Duration: 1 round/level

Range: 60' + 10'/level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 beings' worth for each level the caster is above the minimum required to cast this spell.

Note that the sound does not have to be humanlike, but could be animal or monster sounds. In these cases the Referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus magic to realize the effect is illusory, but only if they actively attempt to disbelieve.

Augury

Level 2

Duration: Instantaneous

Range: 0

This spell allows the caster to see a vision of all timelines, possibilities, and probabilities for but a moment, allowing him a chance to determine whether a particular action will bring success or failure. The augury can see into the future only 3 turns, so anything that might happen after that does not affect the result.

Change Self

Level 2

Duration: 1 turn/level

Range: 0

This spell creates a dweomer of illusion, altering the caster's appearance. The illusion must take the appearance of a humanoid, not taller or shorter than the caster by more than 1 foot, but apparent weight and clothing or items may be altered in any way.

Charm Person

Level 1

Duration: See Below

Range: 120'

The Charm Person spell makes a single subject utterly enamoured with the caster and desperate to please him if the saving throw versus magic is failed. This is not mind control, as the subject retains their personality and controls how they act but for their utter fascination with the caster, and the caster must

articulate their desires if they expect the subject to fulfil them. Any request which is not against the subject's interests or personality will be followed. Any request which is against the subject's interests or personality triggers a saving throw to refuse the request (but this will not break the Charm!). If the caster promises the subject something the subject is normally inclined to want, then this saving throw is not necessary and the subject will comply. This spell works on all humans. Abuse or neglect of the subject will trigger another saving throw to negate the Charm, and murderous violence triggers a save but with a +5 bonus to the roll. The subject will realize they have been victims to mesmerism and retain full memory after the spell ends.

Clairvoyance

Level 3

Duration: 1 turn/level

Range: See Below

Clairvoyance is a means of seeing events in a distant location. There is no effective limit to the spell's range, but the location must either be familiar to the caster or be obvious, such as the top floor inside a tower the caster can see, or just beyond a dungeon door. The spell cannot penetrate metal; sheets of any type of metal between the caster and the target area will prevent the Magus from being able to scry upon the area. The caster will be able to hear sounds in a 10' radius of the spell's focal point even if the area is dark. If the area is not dark, the caster will be able to see as if he were standing at the spell's focal point, for a normal distance but in all directions at once (for the vision is in his mind's eye).

Cloudkill

Level 5

Duration: 1 round/level

Range: 30'

Casting this spell allows the smoke emitted from the infernal fires of Hell to spew forth onto the Earth to cause destruction and suffering. A 20' x 20' x 20' cloud of poison gas forms which moves at a rate of 10' per round under the control of the caster (as long as he or she concentrates on it). The gas kills any creatures of 3 or fewer HD or levels it comes in contact with if they fail a saving throw versus poison; creatures having 4 or more HD or levels are unaffected. The cloud persists for the entire duration even if the caster ceases to concentrate upon it.

Command

Level 1

Duration: 1 round

Range: 10'

When a magus casts this spell, he may give the subject a single word command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to die, this will only make the target take on a comatose state for a single round. Note that the target must be able to understand the language the caster speaks. Any intended target that has more than 5 levels or HD or an Intelligence of over 12 is entitled to a saving throw. This spell is ineffective against undead but does work on devils, demons and the fae.

Commune

Level 5

Duration: See Below

Range: 0

By entering into deep meditation, the magi's spirit momentarily ascends to its final reward for a glimpse of the afterlife. The magi's player may ask three questions that can be answered "yes or "no." If the spell is cast more than once a week, the magus must make a ST, to avoid entering a plane of eternal damnation aging him d6 years before he returns, an hour later.

Contact Outer Sphere

Level 5

Duration: See Below

Range: 0

The stars are repositories of all knowledge. By means of this spell, the magus enters in communion with the star of his choice in order to receive wisdom and information. The caster asks questions of the star, and the star answers. The stars resent such intrusions and give only brief answers to questions, and they often lie. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the star during the same round. The caster may choose how many questions to ask. Then make a ST to see if the caster is possessed by a psychic beast roaming the interstellar ether between the caster and the answering star. The caster may ask as many questions as he dares risk, although of course possession ends the spell immediately. A character that becomes possessed will remain that way for the same number of weeks as the total number of questions asked.

Creation, Major

Level 5

Duration: Instantaneous

Range: Touch

The caster creates an object of nonliving vegetable (rope, cloth, wood, etc.) or inorganic (metal, stone, plastic) matter. The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a door or club from a splinter of wood, a finely sculpted throne from a pebble, etc. The item exists only for the duration of the spell.

Creation, Minor

Level 4

Duration: Instantaneous

Range: Touch

The caster creates an object of nonliving vegetable matter (rope, cloth, wood, etc.). The volume of the item created cannot exceed 1' cube per caster level. A tiny piece of matter of the same sort of item the caster plans to create must be used when casting minor creation. Thus, within the caster's limits on the item's volume, he could create a basket from a piece of straw, a door or club from a splinter of wood, a cloak from a piece of wool, etc. The item exists only for the duration of the spell.

Cure Critical Wounds*

Level 5

Duration: Instantaneous

Range: Touch

This spell restores 4d6 hit points to one damaged character plus a number of points equal to the level of the caster. For example, if the caster is 10th level, the spell restores 4d6 + 10 hit points. The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralysed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost. The reverse of the spell can only be used to inflict hit points of damage.

Cure Disease*

Level 3

Duration: Instantaneous

Range: Touch

Through the intervention of higher powers, this spell allows a magus cure all diseases, including mummy rot and lycanthropy. Cause Disease inflicts a terrible withering disease on a victim, which will cause death in 3d6+2 days. A saving throw versus magic is allowed. This disease can be cured with the casting of Cure Disease. The victim of this disease cannot be cured of damage

from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

Cure Light Wounds*

Level 1

Duration: Instantaneous

Range: Touch

This spell restores d6 hit points to one damaged character, plus a number of points equal to the level of the caster. For example, if the caster is 5th level, the spell restores d6+5 hit points. The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralysed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell.

Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost. The reverse of the spell can only be used to inflict hit points of damage.

Cure Serious Wounds*

Level 4

Duration: Instantaneous

Range: Touch

This spell restores d6 hit points to one damaged character, plus a number of points equal to the level of the caster, plus a number of points equal to the level of the subject. For example, if the caster is 10th level and the character being healed is 5th level, the spell restores d6+15 hit points. The spell can also be used to remove one temporary negative condition instead of restoring lost hit points. For example, if a character is paralysed, stunned, or blinded for a set period of time, then this spell will remove the condition. It will not work on permanent conditions, and only one condition (or damage) may be treated per casting of the spell. Recipients of the spell can only be restored to their normal maximum hit points, and no more. Any excess restored points are lost. The reverse of the spell can only be used to inflict hit points of damage.

Delay Poison

Level 2

Duration: Instantaneous

Range: Touch

This spell counteracts the work of poison already done, weakening it, giving its victim a new chance at life. Any character that has succumbed to poison within the previous 24 hours may make a new saving throw to resist its effects when this spell is cast.

Detect Evil*

Level 1

Duration: Instantaneous

Range: Line of Sight

This spell allows the caster to know if anything that is within his field of vision (or on his person) is Evil. For the purposes of this spell, Evil is defined as: undead creatures, demons, devils, spirits, and any creature with innate magical abilities (including fae and but not necessarily Magi), artefacts, symbols, or sacred places dedicated to evil gods, and supernatural creatures incapable of being good. It detects supernatural disturbances, not ill intent or foul deeds. The reverse of this spell detects Good instead of Evil.

Detect Illusion

Level 3

Duration: 3 rounds + 2 rounds/level

Range: 0

The caster places this enchantment on himself to grant sight that sees through illusion. Illusions can be seen in an area of 10' wide, 10' long per level. The caster may touch one other creature, granting it the ability to see through illusion as well, so long as the contact is maintained.

Detect Invisible

Level 2

Duration: 5 rounds/level

Range: 10'/level

By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Detect Magic

Level 1

Duration: Instantaneous

Range: Line of Sight

This spell allows the caster to know if anything within his field of vision (or on his person) is in any way magical. This includes magical creatures, magical items, or any creature or object under the effect of an ongoing spell. The spell does not identify the nature of the magic, only that magic is present. The caster must already be able to see the object in question in order to detect it as magical. Concealed, covered, or invisible objects will not be revealed by this spell.

Dimension Door

Level 4

Duration: Instantaneous

Range: 10'

This is a minor version of the Teleport spell, allowing the caster to instantly transfer the subject from its current location to any other known spot within 360°. The being always arrives at exactly the spot desired by the caster. Unwilling subjects are granted a saving throw. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Dispel Evil

Level 5

Duration: Instantaneous

Range: 30'

All summoned or other enchanted creatures within 30' of the caster must succeed in a saving throw versus magic or be destroyed. Even if the saving throw is made, any creature that would otherwise have been banished will suffer a penalty of -5 to hit the caster for the next 6 turns. Creatures affected by this spell include, but are certainly not limited to, demons, familiars, devils, fae, undead and elementals.

Dispel Magic

Level 3

Duration: Instantaneous

Range: 120'

As a magus grows in knowledge and power, he becomes able to dismiss magic as well as conjure it. This spell empowers the proper forces of existence to expel the foul energies known as magic as if they never were. The spell affects a 20' cubic area. All spells in that area that are currently in effect are automatically negated. If cast on the same segment in combat as a spell from an enemy combatant, Dispel Magic can be used to disrupt and negate that spell. All magical items within the area of effect are temporarily disenchanting. They regain their enchantment after 2d6 turns, but one-use items such as potions and scrolls (but not spell books) are permanently nullified. Dispel Magic negates magical curses or diseases for only 2d6 turns.

Divination

Level 4

Duration: Instantaneous

Range: 0

This spell allows the magus to gain information regarding an area, building, area of a dungeon, and other similar places. Information gained includes, in vague terms, a general idea of how powerful the creatures are there, the general amount of treasure present, what kind of resistance to attack are present and the nature of it, whether it is good, evil, chaotic, lawful, etc. The magus must make a ST to gain the correct information. The Referee should roll this secretly. If the dice roll fails, false information is delivered.

Enthral

Level 2

Duration: See Below

Range: 100'

This spell allows the Magus to hold the attention of a crowd and possibly to influence that crowd. Any non-hostile beings within 100' will stop what they are doing to listen to the magus speak. The magus may compel a crowd to action. If the magus attempts to persuade the crowd to do something they are already inclined to do, they will act if they fail a saving throw versus magic (just because they want to does not make it a good idea, else wouldn't they have already acted?). If the magus attempts to persuade the crowd to do something that offends their sensibilities, they will attack the magus if they fail their saving throw. The spell ends immediately if any of the subjects of the spell are attacked or harmed in any way, if there is a powerful distraction that breaks the crowd's attention, or if the magus stops speaking to them.

ESP

Level 2

Duration: 1 turn

Range: 60'

This spell allows the magus to perceive the thoughts of one character within 60' of him at a time. The caster understands the meaning of all thoughts even if he does not share the person's language. The ability to hear thoughts is obstructed by rock 2' thick or greater or any amount of lead.

Explosive Runes

Level 3

Duration: Permanent until triggered

Range: Touch

Magi are often miserly and jealous people, guarding their secrets as if they can take them to the grave. These runes are traced by a caster upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 2d6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus magic is made for half damage. The object on which the runes were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Another creature can remove them with a successful Dispel Magic spell. A magus can make a ST to detect the runes.

Extension

Level 4

Duration: See Below

Range: 0

This spell reminds magic forces that it is not bound by natural time and so lengthens the duration of another spell previously cast by the magus by 50%. The previous spell must still be active.

Faithful Hound

Level 5

Duration: 1 round/level

Range: 10'

This spell summons a guardian spirit to act as a guard dog for a particular area. This spirit is invisible to all but the caster. The area must be close to the caster, however, for if the caster is more than 30' from the area the spirit guards, it will return to the outer realm. The spirit can detect virtually any creature that enters the area: it can detect invisibility, can see creatures that are moving between dimensions, and can detect virtually any other method that might be employed to sneak into an area. If any creature larger than a cat or small dog enters the area, the spirit will begin howling with its echoing, supernatural bay. Moreover, it will seek to attack intruders from behind (it does not make frontal assaults) and can attack as a monster of 10 HD for 3d6 damage, even if the opponent requires up to a +3 magical weapon to be hit. It has AC 19 and cannot be harmed by normal weapons.

Feeblemind

Level 5

Duration: Permanent

Range: 120'

This spell turns the neural pathways of the target into a super-conducting network of thought. In most targets, this overloads their brain. If the target creature fails a saving throw vs. magic (with a -4 penalty!), it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a Dispel Magic or Remove Curse spell is used to cancel the effect of the Feeblemind. However, if the target succeeds with his saving throw, he is considered to be under the effect of a Haste spell for as many rounds as the caster has levels.

Fly

Level 3

Duration: d6 turns + 1 turn/level

Range: Touch

For a number of turns equal to the caster's level +d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

Forget

Level 2

Duration: Permanent

Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus magic, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted.

Gaseous Form

Level 3

Duration: 1 minute/level

Range: Touch

The subject, but not his gear, becomes insubstantial, shapeless, misty, and translucent. The character cannot touch or affect material objects, nor pass through solid objects or cast spells while in gaseous form. A gaseous creature floats at a 10' movement rate. It can pass through small holes or narrow openings, even mere cracks, as long as the spell persists. The creature is subject to the effects of wind, and it can't enter water or other liquid. The subject must be willing for the spell to take effect. The subject, not the caster, can decide to end the spell before the duration runs out.

Globe of Invulnerability

Level 4

Duration: 1 round/level

Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all Magus spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the Globe of Invulnerability. Such spells fail to affect any target located within the globe. However, any type of spell can be cast out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a Dispel Magic spell.

Growth of Plants

Level 4

Duration: Permanent

Range: 120'

Plant growth causes normal vegetation (grasses, bushes, creepers, thistles, trees, vines) within range and a 20' square area per level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must

hack or force a way through. Movement drops to 10', or 20' for large creatures. The area must have brush and trees in it for this spell to take effect. At the caster's option, the area can be any shape. This spell has no effect on plant creatures.

Gust of Wind

Level 3

Duration: 1 round

Range: 10'/level

This spell summons forth a powerful blast of air, forceful enough to blow out unprotected flames. The wind is strong enough to hurl a small flying creature backwards by 1d6 x 10', and will hold medium-sized creatures back from moving.

Hallucinatory Terrain

Level 4

Duration: Permanent

Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. The caster may affect 10' square area per caster level.

Haste*

Level 3

Duration: 1 round/level

Range: 60'

This spell makes creatures move and act more quickly than normal. One creature per caster level within a diameter of 60' may be affected. A hasted creature may make double the normal number of actions and automatically wins initiative. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple Haste effects do not stack. Only one spell may be cast per round while hasted. Haste dispels and counters slow effects. Slow, the reverse of Haste, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

Heroism

Level 2

Duration: 1 round/level

Range: Touch

This spell grants the subject 4 levels worth of HP and saving throws (and, for fighters, Attack Bonus) for the duration of the spell. When the spell ends, if the subject has more HP than when the spell was cast, his HPs return to their

previous level. If the subject has less than or equal the number of HP, then there is no adjustment once the spell ends.

Hold Monster

Level 5

Duration: 1 round/level

Range: 120'

This spell will render any living creature paralysed. Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech. A successful ST vs. magic will negate the effect. The spell may be cast at a single monster, which makes its save at -2, or at a group, in which case d6-1 of the creatures in the group may be affected.

Hold Person

Level 3

Duration: 2 rounds/level

Range: 120'

This spell projects a mystic force (unique to each formulation of the spell; different forms must be researched and prepared separately) that paralyses living human targets. The spell may be cast at a single target or at a group, in which case 1d3+1 targets may be affected. A successful save versus paralysis will negate the effect (-2 modifier to the ST if cast against a single target). Only humans or humanlike beings are affected. Characters of a greater level than the Magus are unaffected.

Hold Portal

Level 1

Duration: 2d6 turns

Range: 10'

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A Knock spell or a successful Dispel Magic spell can negate a Hold Portal spell.

Howl of the Moon

Level 3

Duration: 1 hour / level (x 2 during full moon)

Range: Touch

The magus summons the primal self that exists within all humanity. However, he can only do so at night, when the chaotic forces of the moon tug at the savage psyche. The subject of the spell will abandon reason and the façade of civilization, tearing at his clothes until he appears as a naked raving mad man. The transformation takes a full turn to take affect. Once complete, he will move with the speed and nimbleness of a wolf (180' movement rate). His senses also become heightened and he is able to eat raw meat with no ill effects. His savage

attacks are +2 to hit and d6 damage with nothing but his bare hands and teeth. This is not due to any actual physical transformation, as the outward appearance remains unchanged. If the subject is attacked during the transformation, he will attempt to either flee or defend himself with the above bonuses. If the caster makes himself the subject of the spell, he will maintain a sense of purpose and generally act as himself but with animal intelligence. If the magus wishes cancel the spell at any time before the spell ends (either the duration limit or sunrise), he must make a ST versus magic. To affect someone else, the magus must touch the subject. The caster may also "touch" the subject through scrying spells or devices. The subject will lose all sense of self and become a savage animal with no recollection of his movements or actions when the spell ends. A ST vs. magic negates all affects of the spell. While an individual is in this state, animals will sense the change in him and run away, with the exception of wolves. The subject will attract d6 normal wolves per hour, providing they are already in the general area. He will not have any magical control over them, although they will treat him as the pack leader. Once the spell ends, they will scatter harmlessly unless attacked.

Insect Plague

Level 5

Duration: 1 turn/level

Range: 360'

The caster summons a swarm of locusts in a 60' diameter. The swarm causes creatures occupying its area to flee if they are 2 or less HD. This spell does not function when cast underground. The caster can control the swarm to move 20' in a round. The caster must concentrate for the duration of the spell to maintain control over the swarm, and if the swarm leaves the range the caster loses control of them. The caster also loses control of them if he is successfully attacked.

Inspire

Level 1

Duration: Instantaneous

Range: Touch

This spell bestows a favour upon the subject. That subject receives a number of points (d6 + caster's level) to allocate to any die rolls made in the future except damage rolls. To-hit, saving throws, skill checks, initiative checks, whatever the subject desires. The subject trades the points on a 1-for-1 basis and may adjust the roll by that many points however he sees fit. The number of points to be used on a roll must be declared before the roll is made. All unused points are lost at dawn.

Invisibility

Level 2

Duration: 1 turn/level

Range: Touch

With this spell the magus causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject. The subject still makes noise, emits odour, etc, as usual. The subject still has physical mass and can touch and be touched. If the subject makes any sort of offensive action, such as attacking someone, tripping someone, using force to break an object, setting fire to a structure, basically taking any violent action at all, that action results in the invisibility being dispelled just after the violent deed is performed. Note that being successful in a violent deed is not necessary; an invisible character that attacks and misses a target still becomes visible.

Invisibility 10' Radius

Level 3

Duration: 1 turn/level

Range: 10' Radius Area

Any beings, and their carried equipment, within 10' of the caster at the time of the casting become invisible as per the Invisibility spell. After the spell is cast, those affected do not have to remain close to the caster; it is as if individual Invisibility spells had been cast on each of them.

Invisibility, Improved

Level 4

Duration: 1 turn/level

Range: Touch

With this spell the magus causes the subject, including all carried equipment, to completely vanish from sight. Equipment that is dropped becomes visible, and items picked up disappear. Light sources carried by the subject cannot be seen by others, but can be seen by the subject. The subject still makes noise, emits odour, etc, as usual. The subject still has physical mass and can touch and be touched. Unlike the weaker version of this spell, the subject may take any aggressive or offensive action desired and it will not cancel the spell.

Invisibility to Undead*

Level 1

Duration: 1 turn/level

Range: Touch

The subject of this spell becomes completely unnoticed by undead creatures for the duration of the spell. Undead creatures can not see, hear, or smell the subject at all for the duration of the spell or until the subject does something to intentionally gain an undead creature's attention (including attacking). This breaks the spell completely, with all undead in the area able to then sense the

subject. The reverse of this spell, Undead Attraction, causes all present undead to ignore all living beings except the subject until the subject is dead or until one of the ignored beings attacks the undead.

Knock

Level 2

Duration: Instantaneous

Range: 60'

This spell allows the magus to open a stuck, barred, locked, Held, or Wizard Locked door. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold shut something which can be opened). If used to open a Wizard Locked door, the spell does not remove the Wizard Lock but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.

Levitate

Level 2

Duration: See Below

Range: 20'

Levitate allows the caster to move himself, another creature, or an object up and down as desired. An unwilling creature may make a saving throw to avoid the effects, and an object must be unattended or the possessor is allowed a saving throw if they so wish. The caster can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its normal land speed). The spell lasts as long as the caster actively concentrates on it. If the caster moves, engages in combat, is damaged, or takes any other action, the spell ends immediately.

Light*

Level 1

Duration: 3 turns/caster level

Range: 120'

This spell creates a light source equivalent to that of a torch at the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but may end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus magic; success means the spell is cast on the area the person is in, but not on a particular object. The light caused by the spell emits

no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, not end the spell. The reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here. The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus magic. If successful, the spell fails to work at all.

Light, Continual*

Level 2

Duration: 1 day

Range: 120'

This spell creates a light source equivalent to that of a torch at the target area of the spell. The effect is immobile if cast on an area, but if cast on an object it moves with the object. Once cast, the caster has no control over the light, but may end the spell if he so wishes. If cast on a person or on the equipment of a person who does not wish to be the target of the spell, that person is allowed a saving throw versus magic; success means the spell is cast on the area the person is in, but not on a particular object. The light caused by the spell emits no heat, nor can it be extinguished by water or high winds. The source of the light can be covered, which will block the light, but this will not end the spell. The reverse of the spell causes an area to be covered in total darkness; even creatures able to see in the dark are blind here. The spell can be targeted at a creature's eyes specifically to blind it, assuming it has eyes in close proximity to one another. The target gets a saving throw versus magic. If successful, the spell fails to work at all.

Locate Object*

Level 2

Duration: 1 turn/level

Range: 60' + 10'/level

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Living creatures or animated constructs may not be located.

Magic Aura*

Level 1

Duration: Permanent

Range: Touch

This spell makes an object appealing to the microcosmic forces of magic, giving the item an aura that causes it to register to Detect spells (and spells with similar capabilities) as though it were magical. If the object bearing Magic

Aura is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus magic. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. The reverse of this spell hides the magic aura of a legitimate magical item. A magus casting Detect Magic and actually handling the item is permitted a saving throw to see the magical aura of the item.

Magic Jar

Level 5

Duration: See Below

Range: 10'/level

By casting Magic Jar, the caster places his soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. The caster may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range. While in the magic jar, the caster can sense and attack any life force. Attempting to possess a body is a full round action. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a saving throw versus magic. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again. If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a Dispel Evil spell is cast. The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the magic jar, if within range and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the magic jar and his own body is slain, the caster is trapped in the magic jar until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the magic jar is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is slain. Destroying the receptacle ends the spell and destroys any life force inside it.

Mending

Level 1

Duration: Instantaneous

Range: 30'

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by Mending. The spell cannot repair magic items, nor does it affect creatures.

Message

Level 1

Duration: Instantaneous

Range: 60' + 10'/level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear. The spell transmits sound, not meaning.

Neutralize Poison*

Level 4

Duration: Instantaneous

Range: Touch

The caster detoxifies any sort of venom or poison in the creature or object touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, or other effects that do not go away on their own. If a character dies of poison, Neutralize Poison will bring a character back to life if the spell is used no more than 1 turn after death. The reverse of this spell gives the caster a poison touch, and the first victim touched by the Magus must save versus poison or die.

Passwall

Level 5

Duration: 3 turns

Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Phantasmal Creature

Level 2

Duration: 1 round/level

Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. The illusion is dispelled the first time it is hit in combat by someone who believes in it.

Phantasmal Creature, Improved

Level 3

Duration: 1 round/level

Range: 10'/level

This spell creates a creature the caster has previously seen that will obey his every mental command. However, it only exists in the minds of those seeing, smelling, or hearing it. The first time a phantasmal creature causes damage in combat, the victim receives a saving throw versus magic. Success means the creature ceases to exist as far as that character is concerned and no damage is taken, otherwise, the illusion is as deadly as a real creature. Whenever the illusory creature is hit in combat by someone believing in it, the attacker gains another saving throw to disbelieve the illusion.

Protection from Evil

Level 1

Duration: 1 round/level

Range: Touch

The subject of this spell becomes more resistant to Evil creatures and effects. Any Evil creature suffers a penalty to hit the subject in mêlée combat equal to the level of the caster, and the subject gets a +1 bonus per level of the caster to save against any attack or effect caused by an Evil creature. Protection from Evil also allows a saving throw against Magus spells and effects against the subject which normally do not grant saves (spells which deliver damage do half on a successful save, other spells fail entirely on a successful save), but the subject must also save against spell effects by which he wants to be affected. For purposes of this spell, "Evil creatures" include undead creatures, demons, and monsters with any sort of magical ability or attack.

Protection from Evil, 10' Radius*

Level 4

Duration: 1 round/level

Range: 0

This spell creates a zone of protection 10' in radius, centered on and moving with the caster. Everyone within this zone becomes more resistant to Evil creatures and effects. Any Evil creature suffers a penalty to hit the subject in mêlée combat equal to the level of the caster, and the subject gets a +1 bonus

per level of the caster to save against any attack or effect caused by a Evil creature. Protection from Evil also allows a saving throw against Magus spells and effects against the subject which normally do not grant saves (spells which deliver damage do half on a successful save, other spells fail entirely on a successful save), but the subject must also save against spell effects by which he wants to be affected. For purposes of this spell, "Evil creatures" include undead creatures, demons, devils, supernatural monsters with any sort of magical ability or attack, any creature that is able to use magic like Fae (but not necessarily Magi).

Purify Food and Drink*

Level 1

Duration: Instantaneous

Range: 30'

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons. The reverse of the spell contaminates food and water and will spoil holy water.

Ray of Enfeeblement

Level 2

Duration: 1 round/level

Range: 20'

This spell creates coruscating ray from the caster's hand. The opponent takes a penalty to Strength of -2, plus an additional -1 per 2 caster levels beyond level 4. This penalty applies equally to mêlée and missile damage inflicted by an affected creature as well. A successful saving throw versus magic negates the effect.

Remove Curse*

Level 3

Duration: Instantaneous

Range: Touch

Remove Curse instantaneously removes one curse on a creature if it makes a saving throw versus magic. Remove Curse counters and dispels Bestow Curse. Bestow Curse (reverse of Remove Curse) can bring about any number of unfortunate effects upon a being, determined by the caster and Referee. Some limits of effect must be enforced. Possibilities include no more than a – 2 penalty to saving throws or –4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by Bestow Curse with a successful saving throw versus magic.

Remove Fear*

Level 1

Duration: See Below

Range: Touch

This spell instills courage in the subject, and potentially removes the effects of magic induced fear by allowing the target a saving throw versus magic to attempt to remove the effects. The subject receives a saving throw bonus of +1 per level of the caster. The subject automatically succeeds in any morale checks for a number of rounds equal to the caster's level. Remove Fear counters and dispels Cause Fear. The reverse, Cause Fear, will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

Resist Cold

Level 2

Duration: 1 turn/level

Range: Touch

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and receives a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 HP damage.

Resist Fire

Level 2

Duration: 1 turn/level

Range: Touch

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and he receives a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 HP damage.

Sanctuary

Level 1

Duration: 2 rounds/level

Range: Touch

This spell allows the subject to be attacked less often by foes. Any creature attempting to attack the subject must first make a saving throw versus magic, or else it is not permitted to make an attack. The attacker does not lose its turn; it may still attack another target, move, or do anything else it is normally allowed to do. This restriction applies to area effect attacks as well, unless there is another target within that area. The spell ends immediately if the subject makes any violent or offensive action.

Secret Page

Level 3

Duration: Permanent

Range: Touch

This spell allows the caster to disguise a single page in a book (or inscriptions on a tombstone, a framed painting, or any sort of media in amount analogous to a “page”) as something else. The caster will see still the information as it truly is, but all others looking upon it will see the illusory information as determined by the caster.

Shadow Monsters

Level 4

Duration: 1 round/level

Range: 30'

The caster may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the caster's level in HD. Monsters created in this fashion must all be the same type. They have 2 HP per the creature's normal HD. Victims are allowed a saving throw (INT) to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters have an effective AC 12 and all damage is halved.

Shield

Level 1

Duration: 2 turns

Range: Touch

Magic-Users are masters of matter and as such can command objects racing towards them to stop. The objects are sometimes impertinent, it is true, but this spell will protect the caster from many attacks which would otherwise harm him. Against missile attacks, the spell grants the caster AC 19, and an effective AC 17 for all other attacks. Even if an attack hits, it does one less point of damage than it otherwise would have.

Silence 15' Radius

Level 2

Duration: 2 rounds/level

Range: 120'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves.

An unwilling creature can attempt a saving throw versus magic, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

Sleep

Level 1

Duration: d6 turns

Range: 30' + 10'/level

A Sleep spell causes a magical slumber to come upon creatures with 4+1 or fewer HD. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d6 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having that amount. For example, a 3+2 HD monster would be calculated as having 3 HD. HD that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead or other magical or unnatural creatures (such as demons).

Speak with Animals

Level 2

Duration: 2 rounds/level

Range: 0

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favour or service.

Speak with Dead

Level 3

Duration: See Below

Range: 10'

This spell rips the spirit of a corpse from the afterlife and returns it to its body. The habitation is imperfect, and as such the spirit is only able to move the body's lips and tongue, and thus is able to answer questions. The corpse's knowledge is limited to what the person knew during life, including the languages it spoke (if any). Answers are often brief, cryptic, or repetitive.

Speak with Plants

Level 4

Duration: 1 round/level

Range: 0

The caster can communicate with plants, including both normal plants and plant creatures. The caster is able to ask questions of and receive answers from plants, and can ask plants to move in such a way to clear a path that is impassable or covered in difficult growth. The spell does not make plant creatures any more friendly or cooperative than normal. If a plant creature is friendly toward the caster, it may do some favour or service.

Spell Immunity

Level 4

Duration: 1 turn/level

Range: Touch

The caster can use this spell to grant resistance to all spells and spell-like abilities. Spells that charm, command, cause fear, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells are granted a bonus to a saving throw of +5. All other spells are granted a +3 saving throw bonus. The caster may affect creature for 4 turns, per level, or multiple creatures with the duration divided among them.

Spider Climb

Level 1

Duration: 1 round + 1 round/level

Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as a spider does. The affected creature must have its hands and feet free to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. This spell may be used on another being (touch required) with no saving throw.

Stinking Cloud

Level 2

Duration: 1 round/level

Range: 30'

Stinking Cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as a creature is in the cloud and for d6 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

Stone Shape

Level 5

Duration: Instantaneous

Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to

make crude coffers, doors, and so forth with stone shape, fine detail isn't possible.

Suggestion

Level 3

Duration: Permanent until Triggered

Range: 30'

Suggestion is one of the few spells that is cast surreptitiously, during other conversation, and only magi and fae will recognize what is happening. After the spell is cast, and if the victim fails a saving throw against magic, the caster may implant a suggestion in the mind of one listener. This suggestion will lay buried in the victim's mind until a trigger event, set by the caster, occurs. Then the victim will carry out the suggested action. A more subtle suggestion not having to do with specific actions (for example, suggesting that a certain person or group is evil or undesirable) will have affect on the victim's attitudes, but after every time the victim behaves in a manner contrary to his regular nature he receives an additional saving throw to shake off the effects of the spell. The suggestion itself must be worded in a reasonable manner (even if the end result is not reasonable) and not immediately suicidal. "You should stick this dagger in your chest," is not a valid Suggestion, but "You know you can fly and want to do so right now from the roof," might be, as would, "People label bottles as poison in order to hide their sweet, delicious wine," depending on the delivery. A victim of a Suggestion does not detect as cursed or magical. The enchantment is spent as the spell is cast and the effects are simply stored in the victim's thoughts.

Summon

Level 1

Duration: See Below

Range: 10'

The Summon spell opens the rift between the worlds and forces an inhabitant into our world to do the magus's bidding. What exactly comes through the tear, and whether or not it will do what the summoner wishes, are unpredictable. When casting Summon, the caster chooses how powerful an entity he wishes to call – represented in game terms by how many HD the creature will possess. Creatures with more HD than two times the caster level will not answer the summons. The spell requires the magus to draw a Summoning Circle from special chalks and light candles and burn incense. This takes 2 hours of preparation, less 10 minutes per level of caster over 1st. Once ready, the magus must perform a sacrifice with a live animal (chicken, sheep, rabbit etc.). If the magus sacrifices a human his level is effectively +1 for the purposes of figuring the creature's HD and if the sacrifice is also a maiden, the magus's level is effectively +2. The summoned creature can be selected from the demons, devils, fae and undead categories. Once the being is within the circle, the

summoner must make a pact with it – this takes a Will ST with a modifier based on the HD of the entity summoned. A successful roll means the creature will do the summoner's bidding. A failure means the creature will do one of the following (choose or roll d6)

1. Simply return to where it came from in a puff of smoke
2. Pretend to be under control and look for opportunities to harm the summoner and/or his friends and family
3. Escape into the world to cause wanton death and destruction
4. Attack and try to kill the summoner
5. Demand a further (human) sacrifice to seal the deal
6. Stay where it is and refuse to budge or do anything (roll again in a day's time and then go by that result)

Telekinesis

Level 5

Duration: 1 round/level

Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus magic.

Teleport

Level 5

Duration: Instantaneous

Range: Touch

This spell fixes the caster in one absolutely point in space, and moves creation so that the caster appears to instantly travel an incredible distance. The caster chooses where he wishes to go, which may be as distant as 100 miles per caster level. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. magic to resist, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a creature's save vs. magic prevents items in its possession from being teleported.

True Seeing

Level 5

Duration: 1 round/level

Range: Touch

The caster confers on a subject the ability to ignore all of the lies told to us by our natural eyes and to see all things as they actually are. The subject sees

through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. False Seeing, the opposite of True Seeing, makes objects, characters, and monsters appear as their “opposite.” The ugly appears beautiful, the valuable appears worthless, and so on.

Wall of Fog

Level 2

Duration: 5 rounds + 1 round/level

Range: 30’

The caster of this spell creates an opaque, fog-like vapour in a 20’ cube area per caster level. All beings caught within the vapour cannot see beyond 2’. Strong winds of natural or magical origin can dissipate the wall of vapour before its duration has expired.

Water Breathing*

Level 3

Duration: 6 turns/level

Range: Touch

The subject of this spell grows gills in their neck, his skin takes on a scaly texture, and he gains the ability breathe water freely for the duration of the spell. Creatures under the influence of the spell are not granted any additional proficiency at swimming. The reverse of the spell allows sea creatures to breathe air.

Wizard Eye

Level 4

Duration: 1 turn/level

Range: 0

The caster creates an invisible magical sensor that sends visual information, and can see with 60’ dark vision. The arcane eye travels up to 120’ each turn. The eye can travel in any direction as long as the spell lasts.

Wizard Lock

Level 2

Duration: Permanent

Range: Touch

Some doors are never meant to be opened. This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affect the portal just as if it were securely closed and normally locked. A Knock spell or Dispel Magic spell can negate a Wizard Lock spell, but the Wizard Lock will take effect when a portal opened with a Knock is closed again.

CHAPTER 6 PLAYING THE GAME

Once characters have been created, the Referee will describe where the characters are and what they can see. The game might start in a humble peasant village in a dark forest of Hungary, outside an old crypt in some unnamed mountains, on board a ship bound for Africa, a noisy tavern in Freiburg, or on a stagecoach heading through the Black Forest. From that point on, players describe what their characters do. Playing a few hands of cards, challenging the guy who is staring at you to a duel, robbing the stagecoach, opening the door to the crypt, talking to other Player Characters (PCs) or Non-Player Characters (NPCs) controlled by the Referee - all of these kinds of actions are decided by the players. The Referee then describes what happens as a result. The rules below are guidelines handling events like combat, gaining experience, movement, healing, dying, and other important parts of the game.

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

Gaining Experience

Characters are awarded XP for killing monsters and accumulating treasure. Monsters have set XP values in their descriptions, and one Mark acquired is equal to one XP. XP is awarded for accumulating treasure because every gold coin gained by a character is an index of his player's skill.

Each character class has a Prime Attribute listed in its description, and the character creation process details how to use your attributes to determine the character's total XP bonus.

Time

There will be times when the PCs are travelling between towns or resting up somewhere and nothing much is happening. When this is the case, you don't necessarily want to play out every minute or even hour of that passing of time. In that case, the Referee will simply rule that an hour, a week or even a month (or longer) passes in the lives of the PCs. At other times, during a swordfight scene in particular, more specific rulings on the passage of time are required - the "turn" and "combat round." A turn (lasting ten minutes) is used to track and measure actions, movement and resources when our intrepid adventurers are in dangerous situations. The shorter combat round (lasting about 10 seconds) is used in the midst of a swordfight or tavern brawl to allow for a faster blow-by-blow account of the action. There are 60 combat rounds in a turn.

Movement

Base movement rate for all races is calculated on the table below in tens of feet per turn, allowing for two moves per turn.

Table 18: Movement Rate

Weight Carried (lb.)	Move
0–75	12
76–100	9
101–150	6
151–300	3

Table 19: Movement Rate Adjustments

Movement Type	Adjustment
Careful	Half of Average Rate
Normal	Average Rate
Running	Double Average Rate

Combat

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

1. The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise - this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Determine initiative. One roll is made for each PC. The Referee rolls for a whole group of NPCs. However, important NPCs get a separate roll, just like PCs.
3. The character (or NPCs) with initiative acts first (missile fire, movement, melee attacks, etc.) and results take effect.
4. Then the next highest initiative acts and so on down the line.
5. Individuals can withhold their initiative and wait for an opportunity to act at any time after they were due to act. NPCs can't do this.
6. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of the first combat round, each side rolls initiative on a d20, with any modifiers. The highest acts first, shooting, moving, attacking, hiding, running away etc. He can withhold his action until any time later in the combat round (interrupting another individual's action even). Then the next highest and so on.

Initiative rolls may result in a tie. When this happens, the individual with the highest dexterity acts first. If they are still equal, the highest level determines who goes first. Otherwise they act at exactly the same time. The Referee may handle this situation in any way he chooses - with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other in this situation.

The Attack Roll

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

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include a strength bonus (for attacks with hand held weapons) or a dexterity bonus (for attacks with missile weapons). The player then subtracts any “to-hit” penalties they might have from their roll.

If the attack roll is equal to or higher than the AC of the opponent, the attack hits.

20's and 1's

A “natural” roll of 20 is always a hit and always causes maximum damage (as if a natural 6 had been rolled, see Damage and Death, below).

A “natural” roll of 1 is always a miss.

Specific Situations

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

Damage

If an attack hits, it inflicts damage. Roll the weapon's damage die (which will be a d6, sometimes with a + or – to the result) and add any STR modifiers for melee weapons. The damage is subtracted from the defender's hit point total.

If a 6 is rolled, you roll the die again (this time do not add or subtract modifiers for strength or for the weapon) adding the result to the first die roll. You may roll the extra damage die in this way once per 2 levels of character (round down).

For example, a 5th level Fighter shoots a bandit, rolling a 5 and a 6 for damage with his musket. He takes the 6 (the best one) as his result and rolls it again, getting another 6. As he is 5th level, he can roll it again. This time he gets a 2, for damage of 14 (6+6+2) and then adds +1 for the musket's extra damage for 15.

Death

When a character (or creature) is hit, the amount of damage taken is deducted from his hit points. When HP reaches 0, the character gets a saving roll vs. death to see whether he dies. There is a modifier of -1 to the roll for every HP the character is below 0. If he fails the roll, he is dead. If he succeeds, he is just unconscious and requires medical help. Monsters do not get a save vs. death.

Healing

A character will recover 1 full HP per level per day of uninterrupted rest.

Damage from fists is classed as temporary damage and heals per hour rather than per day.

Binding Wounds

Referees can allow characters to bind 1d3 HP worth of wounds following a battle.

Note that the character can only recover HP lost during this particular battle. Recovered HP cannot exceed the uninjured maximum amount.

Cover

An opponent may be using cover to shoot from. This will give an attacker a negative modifier to the roll, from -1 to -4 on their “to-hit” check, determined by the Referee.

Melee Attack

A melee attack is an attack with a hand-held weapon such as a sword, club or dagger. A character’s strength bonuses “to-hit” and damage are added to melee attacks. Two combatants within five feet of each other are considered to be “in melee.”

Missile Attack

Missile attacks are attacks with ranged weapons such as crossbows, slings, or thrown axes. A character’s dexterity bonus for missile attacks is added to the “to-hit” roll when the character is using missile weapons. When using missiles to fire into melee, it is not possible to choose which opponent (or friend!) will receive the brunt of the attack.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death. The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Referee will decide when monsters abandon battle and retreat, based upon the situation and

the monster’s intelligence. Referees should also use morale to determine the actions and loyalty of hirelings or other companion NPCs.

Negotiation and Diplomacy

Some combats can be averted with a few well chosen words (even lies). If the party is outmatched or the monsters don’t seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat or at least delay it until more favorable conditions arise.

Spells

Spell casting begins at the start of the combat round. It is possible to cast a spell while within melee range of an opponent (10 feet) but if the caster suffers damage while casting a spell, the spell is lost. Unless stated otherwise, the spell takes effect in the caster’s initiative phase.

Loyalty

The Referee may wish to make “loyalty checks” for NPCs put into dangerous situations or ones offered bribes to change sides during a conflict. When a loyalty check is made, roll 3d6 and consult the Loyalty table for the result. Remember that these checks can be modified by a Player’s Charisma score.

Table 20: Loyalty

Roll	Loyalty
3	Traitor
4–5	-2 on next loyalty check
6–8	-1 on next loyalty check
9–12	Average
13–15	+1 on next loyalty check
16–17	+2 on next loyalty check
18	Loyalist

Good treatment, respect, and a fair share of treasure earned should garner bonuses to loyalty checks, while abuse, physical or otherwise, will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character avoids a threat or lessens its effect. Each character class has a saving throw target number which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or greater than the character's

saving throw target number, the saving throw is successful. Monsters can also make saving throws (their saving throw target number is their HD subtracted from 19). There are possible modifiers based on the character's attributes.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses now include the character's Base "to-hit" Bonus, as shown on the character class tables, and may include a strength bonus (for attacks with handheld weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. The player then subtracts any "to-hit" penalties they might have from their roll. If the result is equal to or greater than the opponent's AC, the attack hits.

Remember

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



CHAPTER 7 RUNNING THE GAME

Running a game of S&W is a lot easier than running most other role-playing games; simply because there are not as many rules and your own discretion overrides them anyway. Most situations are handled by making “common sense” decisions concerning what happens next.

For example, if there are a bunch of zombies around the next corner and the Players decide not to go around that corner, it’s up to the Referee to determine whether or not it makes sense for the zombies to rush around the corner and attack—or whether their orders are to simply stay where they are. If a Player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it’s up to the Referee to determine whether or not they explode.

This means “making up” a lot of stuff on the spot. If you’re not a good storyteller or if you’re not up to doing a lot of creative thinking on the fly, it might be better that you try a different game—one that provides more rules and guidance for every little situation that might arise. But if you’re a good storyteller, creative and fair, S&W’s small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

S&W also frees up your creativity in terms of customizing the game. Unlike a more complex game, you can add house rules wherever you want to without accidentally messing up something else buried in the rules. If you want to use critical hits and fumbles, add ‘em in. You won’t break anything—there’s not that much to break!

Designing an Adventure

Basically, the “adventure” is just the setting for the game—usually a map and then notes about certain locations on that map. As the Players tell you where their characters go and what they do, you’re referring to the map and your notes to describe what happens as a result. Don’t try to plan for all contingencies—it’s guaranteed that the players will do something unexpected during the adventure and you’ll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the Players with adventure, they challenge you to keep up with their collective creativity.

Creating a Campaign

The nominal setting is Europe around the 1700’s, but maybe a darker and more dangerous Europe than really existed; remote mountains and desolate wilderness regions, where superstitious folk huddle in village taverns to tell a ghostly tale or two over a pint of ale - Germany, Austria, Transylvania, France,

England, Scotland, Poland, Hungary and even further afield - Russia, North America, Africa and the Far East.

A campaign is the world beyond the adventure - the haunted villages, muddy forest trails, fog-laden heaths and snow-capped mountains; it is a world full of folk tales and superstition. The players will almost certainly want their characters to explore the wilderness, visit lost cities, rob the stagecoach and do all sorts of things in the world. At the beginning of the game, you might want to sketch out a map of a single region (as the starting point) and some of the surrounding area (the location of the first adventure - a steep-sided valley in the mountains perhaps?) As the players move their characters around from adventure to adventure, you can expand the little map into an entire area with other villages, mines, ruins and other places of interest.

If you want to take a shortcut, you can set your entire campaign in a semi-fictional world created by the author of one of your favorite stories; for example, the Solomon Kane stories of Robert E Howard or the Von Bek stories of Michael Moorcock.

Experience Points

XP are awarded to Players for gaining treasure and killing monsters, as an earlier Player's section has described. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (Player) was in getting them. The gold pieces are not the source of the experience—they are the measurable product of it.

That being said, there are many alternative ways for Referees to award XP. For example, active participation in the campaign might warrant experience for each hour of real-time play, as could solving puzzles and aiding allies. A particularly clever solution or epic victory might warrant double the normal XP amount awarded, while an abysmal failure might merit half.

Some Referees make all earned XP a part of a community total to be divided evenly, since not all the characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishments.

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

Scale of Advancement

Referees all have their own style of campaign, and it would be silly for one author to impose needless restrictions on anyone playing the game. However, it is worth noting that this rules set was designed with the notion that 4th level characters are “heroic” and thus the tables were capped at level 10. A Referee who wishes to extend the tables to higher levels is encouraged to do so if it fits the style of the campaign.



CHAPTER 8 MONSTERS AND NPCs

The monsters in the S&W setting are generally dark, evil, twisted, malevolent beings that exist in folklore. Some are one-of-a-kind, or specific to one particular country or region. Others are common and found all over the place but may have different regional names. There is a great deal of confusion in folk tales about exactly what comprises a spirit, a devil, an imp or a fae and even scholars are uncertain about some creatures. However, as far as is possible to determine, these are the categories commonly accepted under current thinking:

Animals: These are simply mundane critters that you'll find in any wilderness area. Some may be almost un-naturally large or overgrown (giant-sized), maybe because food is plentiful or because they have lived to a great age. However, there are no supernatural agencies at work.

Demons: These are entities from the dark pits of the underworld. They are truly evil and most are very powerful, being largely immune to normal weapons, magic and possibly having powers and magic of their own.

Devils: These are the lower echelons of Hell; imps and spirits are counted amongst their number. Many of these creatures are confused with the fae and vice-versa.

Fae: Fae are the little people; the elves, goblins, hobgoblins, kobolds and so on. They are capricious and willful, morose and friendly, fun loving and hateful in turn. They range in height from the size of an ogre to the size of an ant although many can change their size and shape at will. Some are beautiful, yet some are ugly. Many can cast spells to enchant and entice and some have powers over the wind and rain. Many fae folk are wary of priests and churches and can be turned or destroyed like the undead. Where this is the case, it is mentioned in the description. All fae come into the mortal realm from their own faerie realm to do mischief; entrances to this netherworld can be found at ancient sites – ruins, barrows, stone circles and remote caves and mines. They are found all over Europe – some with different regional names but conforming pretty much to the same characteristics wherever they are found.

Giants: Technically these creatures are fae but they seem so different that they are treated as a separate category for the purposes of this publication. What distinguishes them, quite apart from their size, is that they are generally clumsy and strong, stupid and brutish. They include ogres, ettins and trolls.

Golems: Golems are man-shaped creatures built to serve their masters, usually powerful magi. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

Legendary Beasts: These are creatures that are obviously animals that at one point were believed to be actual animals, while some have their origin traced from literary myths. They include dragons, unicorns, chimera, minotaurs and the like.

Lycanthropes: In Europe, Lycanthropes are mostly associated with being were-wolves, which are humans with the ability to shapeshift into a wolf or an anthropomorphic wolf-like creature, either purposely or after being placed under a curse and/or lycanthropic affliction via a bite or scratch from another were-creature. This transformation is often associated with the appearance of the full moon. In addition to the natural characteristics inherent to both wolves and humans, werewolves are often attributed strength and speed far beyond those of wolves or men. The werewolf is generally held as a European character. Shape-shifters, similar to werewolves, are common in tales from all over the world but include people that can turn into other beasts, not just wolves. Werewolves can only be harmed by silvered weapons. Damage from ordinary steel or lead simply heals straight back up.

Undead: The undead are those beings that are deceased and yet behave as if alive. The term undead could also describe a dead body animated by supernatural forces (or some other life force) or by either its own soul or the soul of a malevolent creature (such as a demon). Undead may be incorporeal, such as ghosts, or corporeal, such as vampires and zombies. The undead are featured in the legends of most cultures. Many are unaffected by ordinary weapons.

The following is a quick reference guide for how to read monster descriptions:

AC

“Armour Class” is explained earlier in the rules for combat.

Attacks

“Attacks” lists the number of attacks a monster has and the damage they inflict. Most monsters have one attack and inflict 1d6 damage - there are, however, some exceptions. Monsters receive a bonus to their “to hit” roll equal to the number of HD they have.

Experience Points

XP are presented after a monster’s Hit Dice Equivalent (HDE) rating, and list the number of XP the adventuring party gains as a result of killing, destroying, outwitting or otherwise ridding the region of the creature. Some monsters have multiple XP listed - this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

HD

“Hit Dice” is the number of dice (d6) rolled to determine an individual creature’s HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled.

Note: In S&W, the monster’s normal “to-hit” bonus is equal to its hit dice (capped at +15). For example, a monster with 3 HD attacks with a +3 “to-hit” bonus.

Hit Dice Equivalent

“Hit Dice Equivalent” is used to separate monsters into “difficulty levels” so that when creating an adventure the Referee has some guidelines concerning what characters can and cannot handle. Some monsters have multiple HDE’s listed - this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Move

“Move” is the monster’s movement rate and is handled like it is for PCs.

ST

All creatures have a saving throw. It is the number on the d20 the monster needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the monster’s HD from 19. For example, a monster with 4 HD has a saving throw of 15. (See also Page 93; Table 28: Monster Creation, Page 34)

Special

“Special” is just a “flag” of sorts for the Referee that serves as a reminder that a monster has a special ability.

Monster Descriptions

Contained herein are all of the monsters presented in alphabetical order.

ANIMALS

These are simply mundane critters that you'll find in any wilderness area. Some may be almost un-naturally large or overgrown (giant-sized), maybe because food is plentiful or because they have lived to a great age. However, there are no supernatural agencies at work.

Animal, Horse

Horses are AC 12, with riding horses having 2 HD and warhorses having 3 HD. Horses move at a speed of 18.

Animal, Bear

Armor Class: 14

Hit Dice: 6+3

Attacks: Bite, Claws

Special: Hug

Move: 12

HDE/XP: 7/600

With the exception of a mother and her young, bears are typically solitary animals, found in Europe, North America, South America and Asia. They are dangerous but hunters value their fur. There are sad examples of these magnificent beasts held captive in traveling circuses; forced to dance or fight packs of dogs for entertainment. If both claws hit, the bear has grabbed the character and can hug next round automatically hitting for 2d6.

Animal, Direwolf

AC: 14

HD: 2+2 ST: 17

Attacks: Bite

Special: None

Move: 18

HDE/XP: 2/30

Direwolves are larger, more aggressive wolves. There are rumours of these large animals in mountain regions especially in Eastern Europe.

Animal, Rat (Giant-sized)

AC: 12

HD: 1-1 ST: 19

Attacks: Bite

Special: 1 in 20 is diseased

Move: 12

HDE/XP: < 1/10

Giant rats are rats that have grown to enormous size; perhaps as big as a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Referee.

Animal, Direcat

AC: 15

HD: 3+2 ST: 16

Attacks: Bite, Claws

Special: None

Move: 18

HDE/XP: 3/60

Wildcats exist in Europe, but they are not much bigger than housecats and don't cause trouble for humans (other than preying on their livestock).

However, in deeper parts of the forested mountain ranges, there are reputed to be larger wild cats; perhaps as big as panthers. You can use these stats for the cougars, panthers and tigers from other parts of the world too.

Animal, Spider (Giant-sized)

AC: 13

HD: 1 ST: 18

Attacks: Bite (See below)

Special: See below

Move: 18

HDE/XP: 1/20

Giant spiders are aggressive hunters. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1–5, being able to hide well in shadows. A giant spider's bite is very poisonous.

Animal, Wolf

AC: 13

HD: 1+2 ST: 18

Attacks: Bite

Special: None

Move: 18

HDE/XP: 1/15

Wolf packs still range across Europe and attacks on humans are not uncommon, especially in war-torn areas where dead bodies litter the ground.

DEMONS

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magi. The more intelligent varieties might also be interrupted while carrying out plots of their own. Demons are immune to non-magical weapons. They are turned and destroyed by Hunters and Magi who have faith or have learned their true names. All Demons receive +3 saves vs. magic.

Demon, Baalrog

AC: 17

HD: 12 ST: 7*

Attacks: Sword or whip (2d6)

Special: See below

Move: 6/15 (when flying)

HDE/XP: 13/2300

The Baalrog's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a Baalrog uses whip and sword; the whip can be used to reach great distances - on a successful hit the victim is pulled close to the Baalrog and burned by the fires of the demon's body (3d6 damage). Baalrogs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A Baalrog could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Demon, Lemure

AC: 12

HD: 3 ST: 16*

Attacks: Claw

Special: Regenerate (1 HP/round)

Move: 3

HDE/XP: 4/120

Lemures are vaguely humanoid—their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

Demon, Succubus

AC: 16

HD: 7 ST: 12*

Attacks: Claws

Special: See below

Move: 12

HDE/XP: 8/800

Succubi are not warriors; they would rather avoid actual combat. If forced to fight, they can attack with their claws, but they prefer to turn foes against one another. Succubi use their polymorph change shape ability to assume humanoid guise, and can maintain this deception indefinitely. Their preferred tactic when dealing with heroes is to feign friendship and create an opportunity to be alone with one of them, whereupon the succubus applies her life-draining kiss. Succubi are not above taking on the role of a damsel in distress when encountered within a dungeon. A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. The succubus can use the Charm Person spell twice per day and can magically converse in and understand any spoken language.



DEVILS

Devils are evil beings that are generally subordinate to Demons in the hierarchy of Hell. Whilst they are malicious and cruel, they are weaker than their more malevolent cousins tending more towards mischief-making rather than outright death and destruction. Devils are immune to ordinary weapons silvered or magical weapons are needed to hit them. Spirits are just devils that, having been summoned by witches, demons and magi, have been able to get free of their pacts but haven't had to return to the Abyss. This might be because their summoner has died, they've been forgotten about or otherwise freed themselves. All devils can be turned and destroyed in much the same way as undead. All devils receive at least a +2 save vs. magic.

Devil, Barguest

AC: 16

HD: 6+3 ST: 13*

Attacks: Claw, Bite

Special: See below

Move: 12

HDE/XP: 7/600

The Barguest is goblin-like with wicked horns, sharp teeth, dirty claws and fiery eyes although it can also take the form of a shaggy black dog with fiery eyes. The Barguest normally haunts a stretch of road to attack and kill unwary travelers. The Barguest causes fear from its eyes – failure means the victim is rooted to the spot. It is extremely evil; when a Barguest appears it has to kill or be driven off or destroyed (turned as a ghost). If only driven off it will eventually reappear (when its persecutor has gone) at the same place to continue its evil. Once it has killed one traveler, it will leave of its own accord.

Devil, Bogey

AC: 14

HD: 6 ST: 13*

Attacks: Claw

Special: See below

Move: 12

HDE/XP: 7/600

Bogeys take great delight in frightening people; if they can frighten someone to death, all the better. They like to wait by roadsides or near bridges, or even come into town at night and await lone travelers. There they will attempt to scare the traveler to death – some can even lift off their own heads to add to the fright. If that doesn't work, they will leap on their victim and rip them to shreds with their claws. When viewing a Bogey, characters must make a ST vs. fear.

Devil, Doppelganger

AC: 14

HD: 4 ST: 15*

Attacks: Claw

Special: See below

Move: 9

HDE/XP: 5/240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good ST (+5) against magic of all kinds.

Devil, Gargoyle

AC: 14

HD: 4 ST: 15*

Attacks: Claw

Special: Flight

Move: 9/15 (when flying)

HDE/XP: 6/400

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are the eyes of the fae nobility; they silently watch from cathedrals and churches and when there is anything to report (which depends on their orders) they return to their masters to inform them of what they have seen. Gargoyles can be turned.

Devil, Grim

AC: 13

HD: 2+2 ST: 17*

Attacks: Claw

Special: See below

Move: 9

HDE/XP: 2/60

Grims are unafraid of churches and often make their homes in the bell towers of churches, ringing them loudly so that the people living near the church are unable to sleep. Grims stand about 2 feet tall, are dark-skinned and misshapen. Grims like to ride on the backs of Gargoyles when they get the chance.

Devil, Hell Hound

AC: 15

HD: 4-7 ST: 15 - 12*

Attacks: Bite

Special: Breathes fire

Move: 12

HDE/XP: 5/240; 6/400; 7/600; 8/800

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10 foot range, saving throw for half damage).

Devil, Imp

AC: 12

HD: 1-1 ST: 19*

Attacks: Claw d3

Special: See below

Move: 12/18 (if a flyer)

HDE/XP: 1/30

Imps are the weakest of the devils and the most cowardly. They are generally small (less than 3 feet) and come in dark green, scarlet, and grey skin colouration. They often have stubby horns, tails and sharp claws. Many have very specific names, and abilities - for example Abbey Lubbers. Abbey Lubbers are detailed to tempt monks to drunkenness, gluttony and lasciviousness. They generally dwell in the wine cellars of Abbeys and other religious houses. They can use the Change Self spell once per day to appear as a monk or friar. If found, there will often be several or more of these creatures hidden in the Abbey's cellars. Others can change shape into small animals, like housecats and are prized by witches as familiars. Some Imps have wings and can fly and others don't and some can turn invisible at will.



FAE

There is great confusion about the fae; they are capricious and willful, morose and friendly, fun loving and hateful in turn. They range in height from the size of an ogre to the size of an ant although many can change their size and shape. Some are beautiful, yet some are ugly. Many can cast spells to enchant and entice and some have powers over the wind and rain. Many faerie folk are wary of priests and churches and can be turned or destroyed like the undead. Where this is the case, it is mentioned in the description. All faeries come into the mortal realm from their own faerie realm to do mischief; entrances to this netherworld can be found at ancient sites – ruins, barrows, stone circles and remote caves. They are found all over Europe – some with different regional names but conforming pretty much to the same characteristics wherever they are found. Many fae receive a +2 ST vs. magic (marked *)

Fae, Bugbear

AC: 14

HD: 3+1 ST: 16

Attacks: Weapon or bite

Special: Surprise opponents

Move: 9

HDE/XP: 3/120

These large (slightly larger than a normal man), hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents. They make a stealth ST at +3. Although they live in caves and ruins, they like to live near habitations, so that they can use their stealth to sneak into homes and steal anything of value.

Fae, Dryad

AC: 14

HD: 2 ST: 17*

Attacks: Dagger, wooden

Special: Charm Person

Move: 12

HDE/XP: 2/60

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree. Dryads can be turned (when they will return to their tree) but not destroyed unless their tree is also destroyed.

Fae, Dwarf

AC: 15

HD: 1+1 ST: 18*

Attacks: War Hammer
Special: Stonework insight
Move: 6

HDE/XP: 1/15

Dwarves are short human-like fae with thick beards and short tempers. They are skilled metal crafters and stonemasons. This is a “standard” dwarf; there are some that are stronger than this (possibly with classes and levels). Some have settled into human society as craftsmen and are generally considered to be nothing more than taciturn people.

Fae, Elf

AC: 14

HD: 1+1 ST: 18*

Attacks: Longbow or sword

Special: Magic

Move: 12

HDE/XP: 1/15

Elves are amongst the nobility of the realm of fae. They are tall, graceful and more than a little arrogant. This is a “standard” elf; there are many that are far stronger than this (possibly with classes and levels). Most have the magical capabilities of a Magus. A few have come into the mortal world, living amongst mortals, passing for human.

Fae, Goblin

AC: 13

HD: 1-1 ST: 19

Attacks: Weapon

Special: -1 “to-hit” in sunlight

Move: 9

HDE/XP: < 1/10

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fae. They attack with a -1 “to-hit” in the full sunlight.

Fae, Hobgoblin

AC: 14

HD: 1+1 ST: 18

Attacks: Weapon

Special: None

Move: 9

HDE/XP: 1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins or possibly goblin ringleaders.

Fae, Kobold

AC: 13

HD: ½ ST: 19

Attacks: Weapon

Special: None

Move: 6

HDE/XP: < 1/10

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 “to-hit” penalty when fighting above ground, which they don’t do often, preferring to stay in their underground lairs. They often infest mines and are a danger to the miners. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat. Kobolds can be turned as skeletons. (You can use these stats for other kobold-like fae - brownies, pixies, sprites and so on. Some will have powers that kobolds don’t have – like invisibility, flight, spells of enchantment, etc).

Fae, Korred

AC: 15

HD: 5+2 ST: 14*

Attacks: Weapon

Special: Berserk rage +2

Move: 9

HDE/XP: 5/240

Korreds are immensely strong fae who carry massive stones on their backs to erect them as dolmens and stone circles. It is not known why they do this; perhaps at the behest of the fae princes wishing to create more portals into the fae realm. It is said that Korreds collect treasures on their travels and bury their gold and silver under the stones. However, they attack with fury anyone who tries to take it. Korreds are strangely not large; standing only 3 feet tall, with hunched bodies and black hair all over. They generally carry clubs. Korreds can be turned (as Wights).

Fae, Leshy

AC: 16

HD: 7 ST: 12*

Attacks: Claws

Special: See below

Move: 12

HDE/XP: 7/600

The Leshy appear as old men with long hair and beards, dressed in dirty robes. Their arms and legs look like gnarled old twigs, but their bodies are fat and their faces bloated. Leshy are the lords of the forest (so there will only be one in any area) and many animals come to him at his call. They are always surrounded by 4d6 ordinary animals (deer, rabbits, wolves, owls, squirrels etc.) and these will

warn of anyone approaching. Leshy always have at least one bear with them to act as a bodyguard. Leshy make their homes in empty woodsmen's huts they find in the forest. They have power over the wind and make leaves rustle, and winds whisper and murmur, which can entrance nearby humans (ST vs. magic). Affected humans will follow the Leshy off the path, where the Leshy will either kill them or lead them deeper into the darkest part of the forest so they become disoriented and lost. Leshy can also use the Message spell at will and can create localized whirlwinds that can rip and batter anyone caught in it, causing 3d6 damage to a 10' radius area (2d6 outside of this, up to 20' radius and d6 outside of this up to 30' from the centre). Up to 50' from the centre is a strong breeze, slowing anyone caught in it to half their normal move. Leshy can be turned (as wraiths).

Fae, Rusalki

AC: 14

HD: 3 ST: 17*

Attacks: Claws

Special: See below

Move: 9/12 (if swimming)

HDE/XP: 4/120

The Rusalki are water dwellers and they live in palaces under the water. They appear as slim, naked attractive women, often found sitting on banks of rivers and streams combing their long green hair. They also wash their linen in the water and leave it to dry, spread out on the river bank. Any human who touches it will lose his STR or DEX (make a magic ST for each or lose d6 points each. The points return at dawn on the following day). Sometimes Rusalki come out onto the land to wander amongst grain fields, where they steal the crops (as long as the Vodyany has given them permission). They can create small breezes (to blow out candles and such) and can use the Message spell at will. Rusalki can also turn invisible at will. Rusalki can be turned (as ghouls), where they will return to their underwater palace, but not destroyed.

Fae, Vodyany

AC: 16

HD: 8 ST: 11*

Attacks: Club

Special: See below

Move: 6/12 (if swimming)

HDE/XP: 8/800

The Vodyany share similarities to the forest Leshy, only they dwell in the water. They cause whirlpools and floods as Leshy cause whirlwinds. They are more bloodthirsty than Leshy, as they try to drown their victims and then eat them, saving their souls to store in jars in their underwater palaces. Girls who are captured are given the option of becoming Rusalki, the companions of the

Vodyany. Vodyany are incredibly ugly, with fat bellies and bloated faces but they can shape change into fish (usually a pike) or a man. They like drinking and carousing but when not doing this they like to sit on the river bank with their clubs at the ready for a fight. Vodyany can be turned as a Mummy.



GIANTS

Technically these creatures are fae but they seem so different that they are treated as a separate category for the purposes of this publication. What distinguishes them, quite apart from their size, is that they are generally clumsy and strong, stupid and brutish. Giants generally have no magical capability either, so for all their strength they are easily manipulated by the fae to do their bidding. They include ogres, ettins and trolls. Giants cannot be turned like other fae and most have a particular taste for human flesh.

Giant, Ettin

AC: 18

HD: 10 ST: 9

Attacks: 2xWeapon (2d6 each)

Special: Two heads

Move: 12

HDE/XP: 11/1,700

Ettins, or two-headed giants, are vicious and unpredictable hunters that stalk the night. An ettin never bathes if it can help it, which usually leaves it so grimy and dirty its skin resembles thick, gray hide. Ettins are about 13 feet tall. Each head of the ettin controls an arm each, so they can hold and fight with a weapon in each hand.

Giant, Hill

AC: 15

Hit Dice: 8 ST: 11

Attacks: Weapon (2d6)

Special: Hurls boulders

Move: 12

HDE/XP: 9/1,100

Hill giants are brutish cave-dwelling fae who dress in pelts and uncured hides. They throw rocks for 2d6 points of damage. With ogres, they form the shock troops on any faery battlefield. They stand about 10 feet tall.

Giant, Ogre

AC: 14

HD: 4+1 ST: 15

Attacks: Weapon

Special: None

Move: 9

HDE/XP: 4/120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. They stand about 8 feet tall.

Giant, Spriggan

AC: 11

HD: 3+1 ST: 16

Attacks: Weapon

Special: See below

Move: 9

HDE/XP: 5/240

Spriggans are particularly dour and ugly and are found at old ruins, barrows, quoits and dolmens. They like to steal children to take back to their masters in the realm of fae. Initially, spriggans appear as small (4') gnome-like creatures but the first damage they receive in any fight actually adds the number of points received to their HP total and they grow in size and AC improves to 12. This happens the second and third time they are struck, until they end up about twice the size they started at and AC is then 14. After the third hit received, they stop growing and start to take damage as normal.

Giant, Troll

AC: 15

HD: 6+3 ST: 13

Attacks: Claw

Special: Regeneration

Move: 12

HDE/XP: 8/800

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

GOLEMS

Golems are man-shaped creatures built to serve their masters, usually powerful magi. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

Golem, Flesh

AC: 10

HD: 12 ST: 7

Attacks: Fist

Special: See below

Move: 8

HDE/XP: 12/2,000

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

Golem, Iron

AC: 16

HD: 13 ST: 6

Attacks: Fist or weapon

Special: See below

Move: 6

HDE/XP: 17/3,500

Iron golems are huge moving statues of iron. They can breathe a 10 foot radius cloud of poison gas as well as attacking with great power. Only +3 or better magic weapons can harm an iron golem. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Golem, Stone

AC: 14

HD: 16 ST: 5

Attacks: Fist

Special: See below

Move: 6

HDE/XP: 16/3,200

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by weapons +2 or better.

LEGENDARY BEASTS

These are creatures that are obviously animals that at one point were believed to be actual animals, while some have their origin traced from literary myths. They include dragons, unicorns, gorgons, minotaurs and the like.

Legendary Beast, Dragon

AC: 17

HD: 9–11 ST: 10 - 8

Attacks: bite

Special: Breathes fire

Move: 12 (24 when flying)

HDE/XP: 11/1700, 12/2000, 13/2300

Dragons are the fire-breathing flying drakes of legend. They breathe fire in a cone-shape 90 ft long and roughly 30 ft wide at the base.

Legendary Beast, Chimera

Listings are for: goat, lion, dragon

AC: 13, 14, 17

HD: 9 ST: 10

Attacks: 3 attacks: 1d6-1, 1d6, 1d6+1

Special: Breathes fire, flies

Move: 9 (18 when flying)

HDE/XP: 11/1700

The chimera has three heads; one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per day) with a range of 50 ft, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

Legendary Beast, Gorgon

AC: 17

HD: 8 ST: 11

Attacks: gore

Special: Breath turns to stone

Move: 12

HDE/XP: 10/1400

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60 ft range, saving throw applies).

Legendary Beast, Griffons

AC: 16

HD: 7 ST: 12

Attacks: bite

Special: Flight

Move: 12 (27 when flying)

HDE/XP: 8/800

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts.

Legendary Beast, Harpy

AC: 12

HD: 3 ST: 16

Attacks: talons

Special: Flight, siren song

Move: 6 (18 when flying)

HDE/XP: 4/120

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a charm person spell (again, saving throw applies).

Legendary Beast, Hippogriff

AC: 14

HD: 3+3 ST: 16

Attacks: claws

Special: Flight

Move: 12 (27 when flying)

HDE/XP: 3/60

The hippogriff is similar to a griffon, having the head, fore claws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse.

Legendary Beast, Hydra

AC: 14

HD: 5–12 (equals # of heads) ST: 14 - 7

Attacks: 5–12 bites (1d6 each)

Saving Throw: 12, 11, 10, 9, 8, 7, 6, 5

Special: None

Move: 9

HDE/XP: 7/600, 8/800, 9/1100, 10/1400, 11/1700, 12/2000

Hydrae are great lizard-like or snake-like creatures with 5–12 heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads are also known to exist.

Legendary Beast, Manticore

AC: 15

HD: 6+4 ST: 13

Attacks: d6 tail spikes (d6 each)

Special: Flight

Move: 12 (8 when flying)

HDE/XP: 8/800

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 ft.

Legendary Beast, Medusa

AC: 14

HD: 6 ST: 13

Attacks: weapon (1d6)

Special: Petrifying gaze

Move: 9

HDE/XP: 8/800

Medusas are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

Legendary Beast, Minotaur

AC: 13

HD: 6+4 ST: 13

Attacks: weapon (1d6)

Special: Never lost in labyrinths

Move: 12

HDE/XP: 6/400

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes. Most are not particularly intelligent.

Legendary Beast, Wyrn

AC: 17

HD: 8-10 ST: 11-9

Attacks: Bite, Claws

Special: None

Move: 12

HDE/XP: 8/800, 9/1100, 10/1400

Wyrms are legendary scaled creatures that occasionally find their way into the mortal world. Unlike Dragons proper, Wyrms cannot fly.

Legendary Beast, Wyvern

AC: 16

HD: 7 ST: 12

Attacks: Bite or sting

Special: Flight, poison sting

Move: 6/24 (when flying)

HDE/XP: 9/1,100

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach. They are ridden by elves into battle.

Legendary Beasts, Unicorn

AC: 17

HD: 4+5 ST: 15

Attacks: hoof or horn (1d6)

Special: See Below

Move: 24

HDE/XP: 5/240

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 ft, with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

LYCANTHROPE

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Werebear

AC: 17

HD: 7+3 ST: 12

Attacks: Bite

Special: Lycanthropy

Move: 9

HDE/XP: 8/800

Werebears are often found in temperate forests.

Lycanthrope, Wererat

AC: 13

HD: 3 ST: 16

Attacks: Weapon

Special: Control rats, lycanthropy

Move: 12

HDE/XP: 4/120

Wererats are mostly found in cities, lurking in shadowy alleyways.

Wererats can control rats, and are extremely stealthy (surprising opponents on 1–4 on a d6).

Lycanthrope, Werewolf

AC: 14

HD: 3 ST: 16

Attacks: Bite or Claw

Special: Lycanthropy

Move: 12

HDE/XP: 4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons, and are often humanoid - except for during a full moon, and so on.



UNDEAD

The undead are those beings that are deceased and yet behave as if alive. The term undead could also describe a dead body animated by supernatural forces (or some other life force) or by either its own soul or the soul of a malevolent creature (such as a demon). Undead may be incorporeal, such as ghosts, or corporeal, such as vampires and zombies. The undead are featured in the legends of most cultures. Many are unaffected by ordinary weapons.

Undead, Banshee

AC: 19

HD: 7 ST: 12

Attacks: Claw

Special: See below

Move: 12

HDE/XP: 11/1,700

Banshees are horrid undead spirits that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 49% resistance to magic, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks.

Undead, Ghoul

AC: 13

HD: 2 ST: 17

Attacks: Claw

Special: See below

Move: 9

HDE/XP: 3/60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Undead, Lich

AC: 19

HD: 12 - 18 ST: 7 - 5

Attacks: Touch

Special: See below

Move: 6

HDE/XP: 15/2,900; 16/3,200; 17/3,500; 18/3,800; 19/4,100; 20/4,400; 21/4,700

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). A lich has the same spell-casting powers as the original Magic-user (the same level as the lich's HD). A lich's touch causes paralysis with no saving throw, and the very sight of one of these

Undead, Mummy

AC: 16

HD: 5+1 ST: 14

Attacks: Touch (See below)

Special: See below

Move: 6

HDE/XP: 7/600

Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

Undead, Shadow

AC: 12

HD: 3+3 ST: 16

Attacks: Touch (See below)

Special: See below

Move: 12

HDE/XP: 4/130

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes.

Undead, Skeleton

AC: 11, 12 w/ shield

HD: ½ ST: 19

Attacks: Strike or weapon

Special: None

Move: 12

HDE/XP: 1/15

Skeletons are animated bones of the dead and are usually under the control of some evil master.

Undead, Specter

AC: 17

HD: 6 ST: 13

Attacks: Touch (See below)

Special: Drains 2 levels per hit

Move: 15/30 (when flying)

HDE/XP: 9/1,100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.

Undead, Vampire

AC: 17

HD: 7–9 ST: 12, 11 or 10

Attacks: Bite (See below)

Special: See below

Move: 12/18 (when flying)

HDE/XP: 9/1,100; 10/1,400; 11/1,700

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when “killed” in this way they change into a gaseous form, returning to their coffins. They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire’s eyes necessitates a saving throw at -2, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire’s bite drains two levels from the victim. Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of “good” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the “Dracula” type of vampire.

Undead, Wight

AC: 14

HD: 3 ST: 16

Attacks: Claw (See below)

Special: See below

Move: 9

HDE/XP: 5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

Undead, Wraith

AC: 16

HD: 4 ST: 15

Attacks: Touch (See below)

Special: See below

Move: 24

HDE/XP: 6/400

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Undead, Zombie

AC: 11, 12 w/ shield

HD: 1 ST: 18

Attacks: Strike or weapon

Special: Immune to sleep, charm

Move: 6

HDE/XP: 2/30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

NPCS (HUMANS)

Humans are such a versatile race that any number of “monsters” and NPCs can be made from them. Berserker warriors, tribesmen, wildmen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human “monsters.” Don’t try to build your non-player characters according to the rules for player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit.

Human, Bandit

AC: 11

HD: 1 ST: 18

Attacks: Weapon

Special: None

Move: 12

HDE/XP: 1/15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

Human, Berserker

AC: 12

HD: 1+2 ST: 18

Attacks: weapon

Special: Berserking

Move: 12

HDE/XP: 2/30

Berserkers are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armour, more often going un-armoured. They could represent “wildmen” or religious fanatics.

Human, Peasant

AC: 10

HD: 1-1 ST: 19

Attacks: Weapon

Special: None

Move: 12

HDE/XP: < 1/10

Peasants are typical farmers and villagers that might be found almost anywhere. They are often unarmed or they might have a cudgel or a knife. Many will simply use the farming implements or work tools they have to hand.

Human, Sergeant

AC: 12

HD: 3 ST: 16

Attacks: Weapon

Special: None

Move: 12

HDE/XP: 3/60

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies.

Human, Soldier

AC: 12

HD: 1 ST: 18

Attacks: Weapon

Special: None

Move: 12

HDE/XP: 1/15

Human soldiers serve as city guardsmen and mercenaries. They are generally armed with military uniforms or leather jacks and a musket and/or sword. For every five guardsmen there is usually a sergeant.

Human, Witch

AC: 10

HD: 1-1 ST: 19*

Attacks: Weapon

Special: See below

Move: 12

HDE/XP: < 1/10

Some witches (sometimes called hags or crones) are harmless old women, who mix a few herbs they've gathered from the woods to help cure the ailments and ills of the nearby villagers. Others have modest powers to see things; events in the past or future or invisible spirits and devils. Most have some knowledge of folklore and the fae. The rest (only a very few) have true power and can summon demons and have some other powers of Magi. All witches receive +2 to their ST vs. magic

Better Monsters

There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing über-monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging.

Monster Levels

You may notice that while suggested character levels are capped, monster levels are not. The reasons for this are simple:

1. Players run in packs and big monsters need levels to overcome a disadvantage in numbers.
2. Players tend to be creative while many Referees allow monsters to "play stupid."

The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.

Creating Monsters

Monsters are not Player Characters, and their abilities are not at all determined by the rules for PCs - not even the stats for races that can have player characters, such as Dwarves. A monster's abilities are determined by the Referee, not by any rules! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! You are responsible for the quality of the swords and sorcery in your game, not the rules. So don't try to create monsters according to any sort of power formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're "allowed" to do.



Table 21: Monster Creation

Hit Dice	Base “to-hit” Bonus	Saving Throw	XP Awarded
< 1	+0	19	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1,100
10	+10	9	1,400
11	+11	8	1,700
12	+12	7	2,000
13	+13	6	2,300
14	+14	5	2,600

This table shows the monsters “To Hit” bonus, based on its HD, its ST and the XP given out to the PCs when they defeat the creature. For monsters with special abilities, bump up the XP by a level for each (unless the ability is not particularly powerful or dangerous); if it is a particularly powerful ability, bump it up by 2 levels.



CHAPTER 9 ADVENTURES

THE CLEFT SKULL TAVERN

By E. P. Donahue (based on "Rattle of Bones", found in The Savage Tales of Solomon Kane by R.E. Howard).

"...mine host hast neither guests nor servants, a strange tavern!"-Solomon Kane

Background

Your party is in search of a fugitive by the name of Gaston the Butcher. The journey has led them deep into the Black Forest. It is getting late and they will need to find refuge to rest their weary bones.

1st encounter:

While on the trail, the party is surrounded and attacked by hungry black wolves.

Wolves: #encountered: 1d6+2, AC 12 HD 1 Attack: Bite MV 12 XP 15

In the midst of the melee, a *Monsieur Monblue*, a Frenchman, comes to their aid. He will claim to also be on the trail of Gaston, leading the party away from the fact that he truly is Gaston. He will attempt to rob the party the first chance he has. For now, he will play along.

Gaston L'Armon (Gaston the Butcher) 3rd level Scoundrel: AC 12 HD 3 HP 12 Attack: weapon Sp: +1 to hit MV 12 ST 13 XP 60

Gaston is a handsome and bold Frenchman bedecked in lace and plumes stained from travel. He is armed with a small pistol and a rapier.

2nd encounter:

By dark, the party will arrive at The Cleft Skull Tavern. The building is a low, long and rambling heavy log structure with strong steel barred windows and door. The host will only answer the door after persistent knocking and calling.

Once inside, the party will be offered room and board. There is a fire smoldering in an open fireplace and rough hewn timber table and benches make up the furnishings. The host is a stocky, broad bodied man with a thick black beard, a great curved nose and small beady eyes. He is dressed simply with a white apron and a cleaver hanging from his belt. If questioned, he will remain aloof and avoid answering about his name or background. Upon close examination, the party might notice marks on the man's wrists and ankles from being shackled in a Continental prison. He also bears marks of frequent lashings upon his back that prove him to be an escaped fugitive from Karlsruhe.

When questioned about other guests, he might mumble, “Few come twice”.

The Host: 2nd level Woodsman (treat as Berserker): AC12 HD 2+1 Attack: weapon Sp: Berserk +2 to hit MV 12 XP 60

The host is actually quite insane due to his time spent at Karlsruhe. He kills all his guests and feeds them to the wolves. He is armed with a cleaver and dagger.

Once the party is done eating, he will show them to their rooms. Each room contains 2 bunks, a chair, a heavy wooden table, and a candle stand. All windows are barred and none of the room's doors have locks. There are a total of six rooms down a long hall. The host resides far at the other end of the tavern.

3rd encounter: Room at the end of the hall.

This is the only room whose door has a small barred opening that you can open and look in. The door is bolted shut from the outside. This room is furnished like all the others except it has no windows and the furniture is hacked and splintered. The walls are scratched and the floor is darkly stained. (GM: you may find it necessary to use Gaston to lead the party to this room in order to find a means of bolting their doors shut from intrusion. Use Gaston to instill distrust of the host (and to help the party find the secret panel in this room). The stains on the floor lead to the far wall where a bar protrudes. If this is pulled, a panel slides away, revealing a shackled skeleton that is bolted to the floor (and possibly 1-4 large rats). It is necessary that someone breaks these chains to free the Minor Lich- possibly Gaston? Once this is complete, a number of things could unfold:

1. Gaston could attempt to rob the party, revealing his true identity.
2. The rattling of bones in the secret room will alarm the host.
3. The Minor Lich will rise and attempt vengeance on the host and anyone who stands in his way. The Lich will not directly attack the party unless attacked first. Once the host is killed, it will flee.

Minor Lich: 8th level Magus: AC 16 HD 8 Attack: touch Sp: paralysis (no save). The site of Lich can cause paralysis for beings 4 HD or lower (save throw allowed). MV 6 XP 1700

Note to GM: I have not included any treasure in this mini adventure. Feel free to add some dressing to your tastes. Also, if the party survives, they may collect the bounty on both Gaston and the host.

THE KORRED'S TABLE

Introduction

The setting for this adventure is a bleak moor somewhere; nominally, this is on Dartmoor in Devon, England but it could be any lonely mist-laden moor in Europe – you just need to change some minor details. I'm thinking it's around 1800, but again the actual date doesn't really matter.

Background

Several months ago, the Korred, Dulsack came to Dartmoor and found the perfect place to place the stone he had been carrying – atop two standing stones creating a “table”, on a small hill overlooking the small village of Two Bridges.

Not long after his arrival Dulsack started holding wild parties at his “table”. Every type of fae attended – sprites, boggarts, brownies, pixies you name it, it came. Many of these fae stopped in the area, causing untold problems for the local villagers.

One problem was with Will Sadler, the owner of the Saracen's Head, a coaching inn at Two Bridges. His wife, Emilie has recently left him to go to stay with her sister a few miles away, because of the rumours over his affair with a local farmer's lass, Mary Brown. She has recently given birth to a baby boy that looks exactly like Will – mainly because they have exactly the same shock of fiery red hair.

Will did not sleep with Mary. In fact Mary was entranced by Dulsack at one of his wild parties and they danced the night away together, leaving her with child. Rather than admit to her father she had spent the night with a fae, she let the gossip-mongers have their say.

Two Bridges Village

The village of Two Bridges is sited where the River Dart and River Cowsic meet; the only usable road across Dartmoor crosses both. Two Bridges is best known for its potato market. There are some small quarries in the vicinity as well as a few farms and a little light industry.

If PCs are looking around the village at any time (night is worse), they will notice some strange things happening – dogs will suddenly yelp for no reason and go running off. The market stalls will topple over, potatoes rolling around all over the ground. Eddies of wind will suddenly start up, blowing people off their feet. The village blacksmith will burn himself at his forge (he has done this a few times recently). The locals will be a bit on edge and snappy when being spoken to. Fights will break out over nothing. Hunters and Magi will

recognize these happenings as typical signs of spirits, devils and fae. Feel free to throw in some devils or fae causing mischief as PCs are wandering around the village or as they head out to the various detailed locations during their investigations.

The Saracen's Head

Characters will have been travelling across the moors, when the mists come down and the lights of the coaching inn seem far more welcoming than a night on the moor.

When they enter the inn, it is apparent that what should be a lively bustling place is dour, miserable and unwelcoming. The food is poor and the beer is flat. The inn keeper seems almost as if he'd prefer not to have any guests at all.

There are some initially un-talkative locals in the inn, but this will change a little once a few drinks have been bought. Here are some of the rumours that the PCs might hear, if they ask around (remember, Hunters hear two rumours about monsters and scoundrels hear two general rumours, other classes hear one rumour each with successful CHA STs).

General

1. Will's (the innkeeper) wife left him recently
2. Will had been having an affair with the local farmer's daughter, Mary Brown, who had his child a month ago
3. There was a murder on the road near the bridges recently – old Ted the sheep herd was found dead after a late night drinking in the tavern – there was no sign of violence or robbery
4. Since Emilie left Will, the hospitality in the inn has hit rock-bottom
5. Some of the local farmers and their businesses have not been doing very well lately and are losing a lot of money
6. One day, a stone suddenly appeared overnight across the standing stones on the hill, forming a kind of table

Monsters

1. A korred lives up on the hilltop and throws wild parties at night
2. There is an ogre (it's actually a spriggan) living in the ruined tower to the north-east of the village and he is guarding a treasure trove
3. There is a devil living under each of the bridges, coming out at night frightening people on the road
4. The inn's cellars are haunted, hence the spoiled food and ale
5. The Beardown Man (a local legend) is lonely and looking for female companionship
6. The village has attracted lots of pixies, imps and sprites since the korred came

If they question Will, the PCs will learn the story about his wife leaving him over the gossip about him and Mary. He will also say that since she left, the food has been spoiling and the ale has been turning foul. He doesn't know why but he has heard strange noises in the cellar, which he assumes is rats.

If PCs go down into the cellar, they will discover the six Imps that have moved in. They are a specific type similar to Abbey Lubbers called Buttery Spirits and they are the ones who have been causing much of the inn's woes lately.

AC 12 HD 1-1 HP 3, 4, 5, 3, 1, 3 Attack: claw 1d3, MV 12, ST 13 XP 20

Special: immune to sleep, immune to mundane weapons, change self into rats at will, putrefy food & drink at will.

Brown's Farm

Brown's farm is a couple of miles outside of Two Bridges Village. It mainly grows potatoes, carrots, parsnips and other vegetables, although the farmer has some sheep too. It is apparent to the PCs that the farm is struggling at the moment – crops are unpicked in the fields, the sheep look bedraggled and there is a sense of neglect. To Magi or Hunters, this has the look of a fae infestation. This is because of the 4 goblins and the hobgoblin that have moved into the barn.

Goblins: AC 13 HD 1-1 HP 3, 4, 5 Attack: clubs d6-1, MV 9, ST 13 XP 10

Hobgoblin: AC 14 HD 1+1 HP 6 Attack: sword d6, MV 9, ST 13 XP 15

Farmer Brown treats the PCs with suspicion and tries to run them off his farm, but his wife Mable sees reason and will eventually talk him into staying to speak with their daughter, especially if the Mary won't admit who is the father of her child (which does look like Will Sadler) is, but it is apparent, if asked is it Will's child, that she is holding something back. If there is a female in the PCs party, Mary is more likely to open up to her.

If the PCs stop to deal with the goblins, Mary will eventually tell the PCs everything about the wild party up at the Korred's Table and her seduction by the korred. This only happened 3 months ago, so it is obviously a fae child.

The Beardown Man

The Beardown Man is a local legendary being (a fae). It lives across the moors somewhere near a large granite standing stone of the same name. The menhir is about 10 miles in an easterly direction. If the PCs go to the menhir, a woodsman can find the clawed tracks of a large (possibly bear-like) creature heading roughly northwards. A few miles north is an old hut. This is where the Beardown Man lives. He is actually a bugbear although he is bigger and older than most and has a couple of additional abilities. He has lived alone so long, is now looking for a companion to share his hut.

Beardown Man: AC 14, HD 4+2, Attacks: bite d6, Special: Surprise opponents, form change into a bear once per day for 3 rounds, create mist once per day, Move: 9, XP: 400

The Bridges

Two particularly evil Bogeys have moved into the area and have now settled under the bridges - Twitchlestick under the east bridge and Hullabaloo under the west bridge. Twitchlestick recently killed old Ted by removing his head and scaring him to death. Hullabaloo now sees it as his duty to kill someone too.

Bogeys: AC 14, HD 6, Attacks: Claw d6, Special: See below, Move 12, XP: 600, When viewing a Bogen, characters must make a ST vs. fear per spell.

The Ruined Tower

A spriggan lives in the ruined tower that sits on a low hill overlooking the road, a few miles out of the village. The spriggan does indeed guard a cache of loot stolen from travelers on the road over the years. The spriggan is also a female fae – and, like the Beardown Man, is looking for love. If she was brought together with the Beardown Man, she'd happily stop bothering travelers and might (CHA ST required) also give up her loot.

Spriggan: AC 11, HD 3+1, HP 12, Attacks: Mace d6, Special: Grow (HP & AC increase on first three hits) Move: 9, XP: 240*

The Korred's Table

This is the cause of most of the trouble in the area, or at least Dulsack the Korred is. The table is two old standing stones about 6' high, with a newer slab across the top of them. At night time, there is likely to be a party going on up here with dozens of fae and devils enjoying themselves. This would be troublesome in the least for the PCs. During the daytime, it is altogether quieter and there may be a few revelers still lying around but they'll slink away with sore heads. Dulsack (who sleeps under his table) is another thing though. He will turn quite nasty if he's bothered by the PCs.

Dulsack: AC 15, HD 5+2, Attack Club d6+1, Special Berserk rage +2, Move 9 XP: 240

Dealing with the Korred will bring an end to the village's woes. They will no doubt be grateful (especially Will, whose wife will return when she hears the news) and reward the PCs in some way.

Note to GM: I have not included any treasure in this mini adventure. Feel free to add some dressing to suit the dangers the PCs faced and to suit your campaign. You could use this location as the basis of a mini-campaign and, as the Korred's Table is also a portal to the fae realm, so if you want you can have PCs accidentally transported there for another adventure in the realm of fae.

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