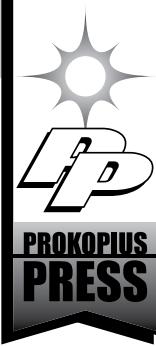


Are You Ready for Science-Fantasy?



Fiends & Falchions

An Alternate Version of
Swords & Wizardry Continual Light





Fiends & Falchions

An Alternate Version of Swords & Wizardry Continual Light

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In 1981, TSR released its second “Tome of Creatures Malevolent and Benign.” Edited by Don Turnbull, Managing Director of TSR UK, this folio full of fiends had a significantly different feel than TSR’s first manual full of monsters. F&F poses the question, what if this collection of creatures was not the second, but the first? How different would FRPGs be and the worlds that they implied?

The result is quite different from what one might expect from an FRPG. Gone are the world elves, dwarves and halflings. In their place is a world, not from some mythical past, but from an apocalyptic world of the distant future where The Sons of Cyn, Fiends of Entropy and Beastmen battle each other over what remains of a Civilization long in decline. This is due to the fact that the monsters presented could comfortably be found in the pages of science fiction stories as they could in pure fantasy.

Thus, this game is unapologetically science-fantasy and both players and referees are strongly encouraged to see magic and magic items not just from the lens of fantasy and the arcane, but as various strange sciences and technologies from a distant future.

This book is built upon the fundamental simplicity of Swords & Wizardry Continual Light. This simplicity allows for this re-imagined FRPG universe to be easily made whole-cloth in a way other rule sets make difficult because of their relative complexity. Therefore I would like to thank Matt Finch, Zach Glazar, James M. Spahn and Erik “Tenkar” Steine for giving the world SWCL.

Step 1: Roll Attributes

Roll 3d6 (which results in a score of 3-18) for each attribute and note the results in pencil next to each ability on the Character Sheet. Any attribute that is 15 or higher has a +1 bonus.

Strength: Muscle and physical power. Fighters may add this bonus to all attack and damage rolls in melee.

Intelligence: Learning ability, memory and reason. Magic-users may apply this bonus as a penalty to any save made against their spells.

Wisdom: Willpower, common sense, perception and intuition. Clerics gain one extra 1st level spell with this bonus.

Constitution: Physical health and stamina. All characters add this bonus to each of their Hit Dice.

Dexterity: Agility, reflexes and hand-eye coordination. All characters may use this bonus “to-hit” in ranged combat and as a knobs to their Armor Class.

Charisma: Personal magnetism and leadership. All characters with this bonus begin play with a Torchbearer (HD 1-1; AC 9[10]; Mv: 12).



Step 2: Choose a Race

Humanity has degenerated to the point where most are near-mindless beastmen only interested in violence. What remains of Civilization consists of those beastmen that have retained most of their humanity and the few purebred humans that still exist.

Humans: Purebred humans are the last remnants of Civilization. As a result they are the only playable race that can be any class. In addition, at character creation, human characters may change their lowest ability score to 15.

Bearmen (Ursani) may progress as Fighters or Thieves. During combat, they may enter a battle rage where they are immune to fear and gain +2 on all damage rolls; however, they cannot retreat. The rage ends only when the combat is finished. They are also immune to all poisons.

Birdmen (Tengi) may progress as Fighters or Thieves. They have a Base Move of 6 but, when they have enough room, can Fly at a move of 12. Although they cannot be Magic-users or Clerics, they are magically inclined and are able to use magical items limited only to Magic-users and Clerics such as Scrolls.

Catmen (Tabaxi) may progress as Fighters or Thieves. They are gifted at hiding and therefore always have the Thief skill *Hide in Shadows* (if they progress as thieves they get a +1 to the roll). They also have retractable claws and therefore even when unarmed are always considered to be armed with a dagger (1d6-1 damage).

Step 3: Choose a Class

There are four basic classes which represent different sets of adventuring skills: Cleric, Fighter, Magic-user and Thief.

CLERIC				1ST LVL	2ND LVL	3RD LVL
LEVEL	HD	SAVE	BHB	SPELLS	SPELLS	SPELLS
1	1	14	+0	0	-	-
2	2	13	+0	1	-	-
3	3	12	+1	2	-	-
4	3+1	11	+1	2	1	-
5	4	10	+2	3	2	1
6	5	9	+2	4	3	1
7	6	8	+3	4	3	2

Cleric

An armored holy crusader.

Special Abilities: Clerics can cast Cleric Spells. Once each day they pray to prepare a number of spells as shown above. Once a

spell has been cast, they must pray again to prepare it. It is possible to prepare multiples of the same spell, if multiple “slots” are available. Clerics get +2 on saves vs. death and poisons. Clerics are only trained to wield



clubs, hammers, maces, flails and slings. They can also *Turn Undead* by rolling 3d6 and comparing the result to the table below.

If the roll is equal or higher than the number shown, all undead of listed HD within 30' flee for 3d6 rounds.

UNDEAD HIT DICE	1ST LVL CLERIC	2ND LVL CLERIC	3RD LVL CLERIC	4TH LVL CLERIC	5TH LVL CLERIC	6TH LVL CLERIC	7TH LVL CLERIC
1	10	7	4	3	3	3	3
2	13	10	7	4	3	3	3
3	15	13	10	7	4	3	3
4	17	15	13	10	7	4	3
5	-	17	15	13	10	7	4
6	-	-	17	15	13	10	7
7	-	-	-	17	15	13	10
8+	-	-	-	-	17	15	13

Fighter

A veteran of some kind of armed conflict trained to use weapons and armor.

FIGHTER

LEVEL	HD	SAVE	BHB
1	1+1	16	+0
2	2	15	+1
3	3	14	+2
4	4	13	+3
5	5	12	+4
6	6	11	+5
7	7	10	+6

Special Abilities: Fighters can use any weapons, wear any armor, including shields. They get a number of attacks each round equal to their level against foes of 1 HD or less. They are also +1 on saves vs. death and poisons.



Magic-User

A student of the arcane art of magic that can cast spells.

Special Abilities: Magic-users can cast Magic-User Spells. They have a spell book with two 1st level spells in it. At first level, the players chooses one spell and the other is chosen by the referee. Once per day, a magic-user studies spells in this book to prepare a number of

spells as shown below. Once a spell has been cast, they must study the spell book again to prepare it. It is possible to prepare multiples of the same spell, if multiple “slots” are available. Magic-users can add new spells to their spell book from Scrolls found on adventures. They also get +2 on saves vs. magic. Magic-users are only trained to use daggers or staffs in combat and cannot wear armor or use shields.

MAGIC-USER				1ST LVL	2ND LVL	3RD LVL	4TH LVL
LEVEL	HD	SAVE	BHB	SPELLS	SPELLS	SPELLS	SPELLS
1	1	15	+0	1	-	-	-
2	1+1	14	+0	2	-	-	-
3	2	13	+0	3	1	-	-
4	2+1	12	+0	3	2	-	-
5	3	11	+1	4	2	1	-
6	3+1	10	+1	4	2	2	-
7	4	9	+2	4	3	2	1

Thief

A jack-of-all trades, skillful opportunist and treasure hunter.

Special Abilities: When attacking a surprise foe, a thief may backstab to get a +4 bonus to hit and inflict double damage. In addition, thieves have the following chances to succeed at the following:

- 4-6 on 1d6 to hear noises behind closed doors.
- 3-6 on 1d6 to read unfamiliar languages.
- 2-6 on 1d6 to climb sheer surfaces without tools or rope.
- 5-6 on 1d6 to Find and Remove Traps, Open Locks, Hide in Shadows, Move Silently, or Pick Pockets.

At 3rd level, a thief gets a +1 on each of these rolls. At 5th level a thief receives a +2. A roll of ‘1’ always fails.

THIEF			
LEVEL	HD	SAVE	BHB
1	1	15	+0
2	2	14	+0
3	2+1	13	+1
4	3	12	+1
5	4	11	+2
6	4+1	10	+2
7	5	9	+3

Thieves may use any weapon, but are limited to leather armor and cannot use shields.



Step 4: Equip the Character

Each class begins with a certain set of gear:

Cleric: Mace or Hammer (1d6 dmg), Chain Armor and Shield.

Fighter: Battle Axe or Sword (1d6 dmg), Bow (1d6 dmg), Chain Armor and Shield

-OR-

Great Sword (1d6+1 dmg), Crossbow (1d6 dmg) and Chain Armor.

Magic-user: Staff (1d6 dmg) and 2 daggers (1d6-1 dmg).

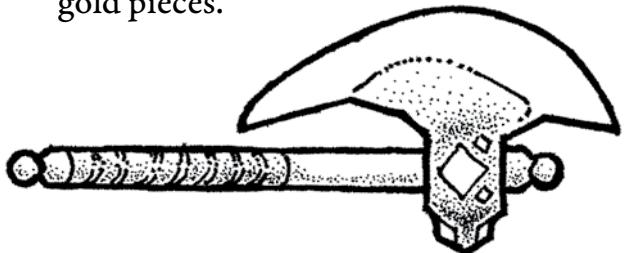
Thief: Sword (1d6 dmg), Dagger (1d6-1 dmg) and Leather Armor

-OR-

Dagger (1d6-1 dmg), Bow (1d6 dmg) and Leather Armor.

In addition, each player may choose one Adventuring Pack for their character.

- **Pack #1:** Backpack, bedroll, flint & steel, torches (6), 50' rope, crowbar, rations (7 days), water skin, 15 gold pieces.
- **Pack #2:** Backpack, bedroll, flint & steel, hooded lantern, 2 pints of oil, hammer, iron spikes (12), 10' pole, rations (7 days), water skin, 15 gold pieces.
- **Pack #3:** Backpack, extra backpack, iron spikes (12), bedroll, pack mule, rations (7 days), small hammer, water skin, 10 gold pieces.



Additional gear may be purchased:

MISSILE/THROWN WEAPONS

Weapon	Damage	Range	Cost
Bow	1d6	100 ft.	15gp
Crossbow	1d6+1	60 ft.	12gp
Dagger	1d6-1	10 ft.	2 gp
Sling	1d6-1	40 ft.	1 gp
Spear	1d6	20 ft.	1 gp

Ammunition is not tracked, therefore all ranged weapons are considered to come with the necessary ammunition.

MELEE WEAPONS

Weapon	Damage	Cost
Axe	1d6	5 gp
Club	1d6	0 gp
Dagger	1d6-1	2 gp
Dagger, Silver	1d6-1	30 gp
Mace	1d6	10 gp
Spear	1d6	1 gp
Staff (2-H)	1d6	0 gp
Sword	1d6	15 gp
Sword, Short	1d6-1	8 gp
Sword (2-H)	1d6+1	30 gp

Unarmed attacks inflict 1 hp damage with a successful attack.

ARMOR

Armor Type	AC Modifier	Cost
Leather	-2 [+2]	5 gp
Ring	-3 [+3]	30 gp
Chain	-4 [+4]	75 gp
Plate	-6 [+6]	100 gp
Shield	-1 [+1]	15 gp

Modifiers from armor and shield are cumulative. A character can only wear a single set of armor and (if allowed by their class) a shield.



Adventuring Gear

Listed below are several commonly available items used by adventurers. The referee is encouraged to expand this list to suit their needs, using listed prices as a guide.

ITEM	COST
Backpack	3 gp
Bedroll	1 gp
Crowbar	2 gp
Flint & Steel	1 gp
Hooded Lantern	10 gp
Holy Water	25 gp
Iron Spikes (12)	5 gp
Oil (1 pint)	1 gp
Pack Mule	5 gp
Rations (7 days)	15 gp
Rope (50')	3 gp
Small Hammer	1 gp
Ten Foot Pole	2 gp
Torches (6)	5 cp
Water skin	1 gp

Torches and lanterns both give off 30' of light. Torches last 1 hour. A lantern lasts 4 hours, but burns through 1 pint of oil.

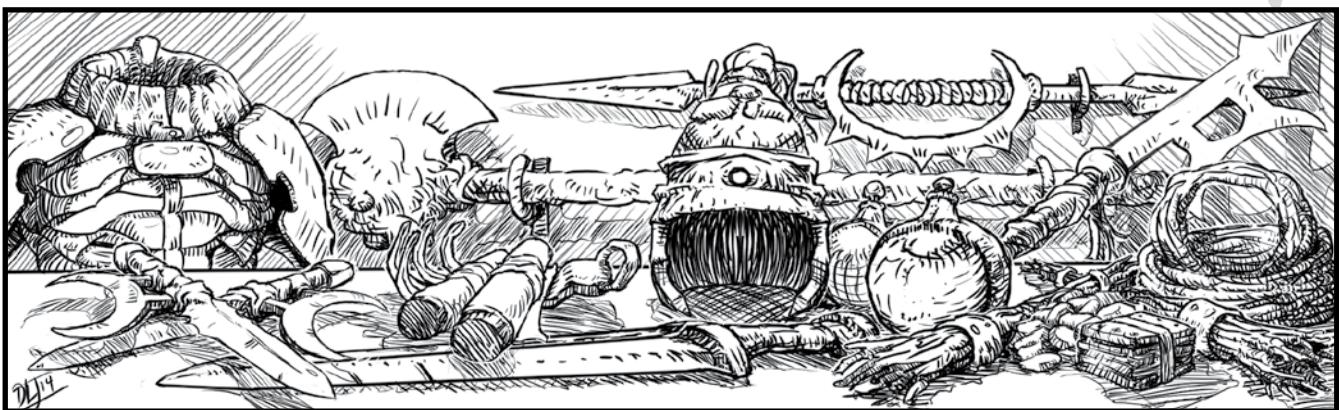
Optional Race

Dakon (Apemen)

Dakons do not consider themselves to be Beastmen, insisting that theirs is a culture and civilization all-together different from what remains of humanity. Theirs is a reclusive society dedicated to the pursuit of science. They rarely interact with the outside world; however, when their science and technology is stolen, they go after the perpetrators with a vengeance.

Dakon progress as Clerics; however, as creatures of science and not faith, they have no ability to Turn Undead. Instead, they are gifted physicians. Once per day per character, a Dakon may spend one turn and heal 1d3 hit points.

Instead of praying for spells, Dakon have one-use technological devices that emulate Cleric Spells. Once used, they need to be recharged, repaired or otherwise reset in order to use again. This may be done once per day. Players are encouraged to elaborate on what their devices are and how they work.



Optional Classes

Optional classes may be used with referee permission. Each functions very similar to one of the four standard classes. A non-human character can only be an optional class based on fighters or thieves.

Note: Optional classes take one extra adventure to level at each level.

Bard: Wandering performers and minstrels. Once per day, they may cast Charm Person and Detect Magic. Once per combat they may boost the morale of their allies, granting them +1 to all attack rolls for 5 rounds. Otherwise they function as thieves.

Bounty Hunter: Skilled killers. Once per day they may make a Death Attack which takes the place of a backstab. If successful, the target must make a save or die. Otherwise they function as thieves.

Druid: Clerics who focus more on nature than crusades. In a wilderness environment, they may track foes with a 3-6. A version of Charm Person, which only works on animals, is available to Druids as a 1st level spell. They can only wear leather armor, but otherwise function as Clerics.

Monk: a wandering mystic. They receive a -1 [+1] bonus to their AC per level. Their unarmed attacks do 1d6 damage +1 per level beyond 1st. Monks may not wear armor or use shields, but otherwise function as clerics.

Paladins: Holy warriors. They may cast spells as if they were a cleric of one level lower. Otherwise, they function as fighters.

Rangers: Skilled woodsmen. They can track foes with a 3-6 on 1d6 chance of success in wilderness environments, or a 5-6 on 1d6 chance of success in dungeon or urban environments. They receive +1 to damage against all Beastmen. They are limited to leather or chain armor but otherwise function as fighters.

Sage: Scholar of the arcane and esoteric. On a roll of 6 on a d6 a sage can learn an interesting fact about an object or person. For every day spent studying, the sage gets a +1 to the roll. A roll of '1' always means a failure. They can also learn and cast spells from the Cleric Spell List. Otherwise, they function as magic-users.

Swashbucklers: Dashing swordsmen. When wielding a melee weapon, they use the BHB of a fighter. Otherwise, they function as thieves.



Gaining Levels

Characters gain levels by going on adventures. The chart below shows the number of completed adventures needed to advance. The numbers in parenthesis show what optional classes need to advance. Characters begin at 1st level.

LEVEL	ADVENTURES NEEDED TO ADVANCE	TOTAL ADVENTURES
1	0	0
2	2(3)	2(3)
3	3(4)	5(7)
4	4(5)	9(12)
5	5(6)	14(18)
6	6(7)	20(25)
7	7(8)	27(33)

Optional Rules

- All characters start with maximum Hit Points for their class at 1st Level. This increases survivability.
- Re-roll Hit Points at the beginning of every adventure. This averages out bad rolls and can simulate both “good days” and “bad days.”
- Allow 1st Level Clerics to have ‘Zero’ 1st level spells so that they can start with a bonus spell if they have a Wisdom bonus.
- To advance in level, a character must spend at least half of their treasure gained from adventuring. This encourages player investment in the campaign world.



Character Improvement After 7th Level

Adventures after seventh level accrue credits (1 per adventure or referee choice). They may spend these credits to improve in the following ways:

- **1 Credit** - Add 1 hp to their hp total. This can be done a maximum of 10 times. Note, these are not HD and a Constitution Bonus does not apply. Also, see below.
- **2 Credits** - Lower Save by 1 point. This can be done a maximum of 5 times.
- **2 Credits** - Clerics and Magic-users may add 1 First Level spell slot. This can be done a maximum of 3 times.
- **3 Credits** - Fighters only can increase their BHB by 1. This can be done a maximum of 5 times.
- **4 Credits** - Clerics and Thieves can increase their BHB by 1. This can be done a maximum of 2 times.
- **4 Credits** - Clerics and Magic-users may add 1 Second Level spell slot. This can be done a maximum of 2 times.
- **5 Credits** - Thieves may add a +1 to their Thief Skills. This can only be done once.
- **5 Credits** - Add 1 hp to their hp total. There is no limit to the times this can be done. Note, these are not HD and a Constitution Bonus does not apply.
- **6 Credits** - Clerics and Magic-users may add 1 Third Level spell slot. This can only be done once.
- **8 Credits** - Magic-users may add 1 Fourth Level spell slot. This can only be done once.



Combat

When characters go on adventures, they will encounter hostile enemies. To find out what happens, use the following the order:

1. Determine Surprise. Unless one group is making a bunch of noise or calling attention to themselves, each side rolls a d6. On a 1-2 their side is surprised and does not get to act for one round. Note: Thieves who are actively trying to Hide in Shadows or Move Silently may roll against these skills to gain surprise even if their group doesn't get surprise.

2. Determine Initiative. Each side rolls 1d6. The highest roll gets initiative. When there is a tie, both sides act simultaneously.

3. Side with Initiative Acts. Each character or creature takes one action. One action can include moving and attacking or moving and casting a spell. Other possibilities are possible with the referee's permission. The results of all attacks and spells take effect.

4. Side without Initiative Acts. See step 3.

5. The Round Ends. If combat continues, go to Step 2 and repeat as necessary.

Armor Class	0[19]	1[18]	2[17]	3[16]	4[15]	5[14]	6[13]	7[12]	8[11]	9[10]
Attack Roll	19	18	17	16	15	14	13	12	11	10

Armor Class

Armor Class represents how difficult a target is to hit. It can be represented by two numbers X[XX]. When an armor class is represented by the first number, the lower the number, the harder to hit. This is called "Descending AC."

Melee Attack

A melee attack happens when a hand-held weapon such as a sword, spear or dagger or a natural weapon such as a claw or a bite is used in combat. Two combatants are considered to be in melee combat when the are within 10 feet of each other.

Missile Attack

A missile attack happens when a ranged weapon such as a bow, crossbow or sling is used. When a ranged attack is made on combatants engaged in melee combat the target of the attack is determined randomly, whether friend or foe.

The Attack Roll

When attacking, a player rolls a d20 and adds any bonuses to the roll to get a result. That result is compared to the Armor Class of the target on the table below. If the result is equal to or higher than the roll necessary the attack roll is a hit. Monsters gain a bonus to their roll equal to their HD, with a minimum bonus of +1.

When an armor class is represented by the second number, the higher the number, the harder to hit. This number also correspond to the number needed on a d20 to hit the target. This is called "Ascending AC."



Damage and Death

On a successful hit, damage is rolled according to the weapon used. For example, a dagger does $1d6-1$ damage. The result of this roll is deducted from the opponent's hit points (hp). When hp reach zero, the target dies.

Healing

Without a magical means of restoring hit points, a character will naturally recover 1 hit point per day of uninterrupted rest.

Save

Various events in an adventure, such as a spell, traps, or other hazards, may require characters to make a Save. Every class has a Save target number depending on level. A roll on a d20 that is equal to or higher than the number means the character avoids or lessens the intended effect of the event.

The target number for a Monster Save is calculated by subtracting their HD from 19.

Time & Movement

Time is represented by Turns and Rounds. A turn simulates ten minutes and a round one minute. Thus, there are ten rounds in a turn.

Movement measures the number of feet someone can move in a round.

Base Move = movement in combat

Base Move x 10 = normal walking movement

Base Move x 5 = cautious movement (looking for traps, hazards, etc.)

Base Move x 20 = running movement

Humans, ursani and tabaxi have a base move of 12. Tengi have a base move of 6.

Magic Spells

As an action, Clerics and Magic-Users may cast any spell they have prepared. A spell's range is the maximum reach of the spell when it is cast. A spell's duration determines how long its effect lasts.

Cleric Spells

1st Level Cleric Spells

Cure Wounds I

Range: Touch Duration: Instant.

Restore $1d6+1$ hit points to a single target.

Detect Good or Evil

Range: 120 ft Duration 1 hour.

The cleric can detect good or evil creatures, enchantments, and auras.

Spiritual Protection

Range: Caster Duration: 2 hours.

Anyone attacking the caster suffers a -1 penalty to hit and the caster receives a +1 to all Saves.

Bless

Range: 60 ft Duration: 5 rounds.

All allies within range receive a +1 to all to hit and Saves.

2nd Level Cleric Spells

Find Traps

Range: 30 ft Duration: 2 turns.

Caster automatically detects any magical or mundane traps in range.



Hold Person

Range: 180 ft Duration: 9 turns.

A single target cannot move or act, but may make a Save each round to break effect.

Silence

Range: 180 ft Duration: 12 turns.

No sound can be heard in an area of 15 cubic feet. This prevents spell casting.

Speak with Animals

Range: Caster Duration: 6 turns.

The caster can speak with animals, but not monsters.

3rd Level Cleric Spells**Cure Condition**

Range: Touch Duration: Instant.

Cure target of being poisoned, diseased, or cursed.

Cure Wounds II

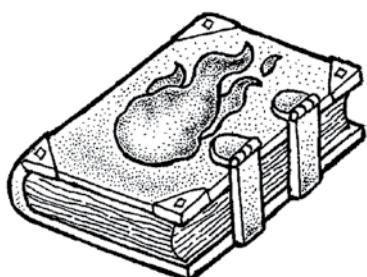
Range: Touch Duration: Instant.

Restore $3d6+3$ hit points to a single target.

Magic-user Spells**1st Level Magic-User Spells****Armor**

Range: Caster Duration: 6 hours.

Caster gains a -4 [+4] bonus to AC.

**Charm Person**

Range 30 ft Duration: 1 day.

A single humanoid target of normal size regards the caster as a friend unless they make a successful save or are betrayed.

Detect Magic

Range 60 ft Duration 2 turns.

Caster can perceive the presence of magic.

Light

Range 120 ft Duration: 2 hours.

The target of this spell produces light as a torch.

Magic Missile

Range: 250 ft Duration: Instant.

A magic dart unerringly strikes a single target for $1d6$ damage.

Read Language

Range: Caster Duration: 8 hours.

Read any non-magical text.

Sleep

Range 240 ft Duration: 1d6 hours.

A total of $2d6+3$ HD of enemies fall asleep, but no single creature of 4HD or more can be affected.

2nd Level Magic-User Spells**Arcane Ward**

Range: Touch Duration: Instant.

A single door, gate, or portal can be opened or locked. Locks both mundane and magical are unlocked and vice versa.



Illusion

Range: 120 ft Duration: 3 turns.

Create an intangible image capable of nonverbal sounds and simple movement. Viewers may make a Save to see through it.

Invisibility

Range: Touch Duration: See below.

The target of this spell (which can be the caster) becomes invisible and cannot be seen. They can only be attacked if their general location is known and attackers suffer a -4 penalty to hit. This enchantment ends if the target attacks, casts a spell, or acts aggressively.

Strength

Range: Touch Duration: 12 turns.

Target gains ogre-like strength, adding +3 to all melee damage rolls.

Web

Range: 30 ft Duration: 8 hours.

Sticky webs fill an area up to 10 x 10 x 20 feet. It takes one turn to burn or hack through them. Crossing them without doing so takes 3 turns.

3rd Level Magic-User Spells

Dispel Magic

Range: 60 ft Duration: Permanent.

Dispel an active spell. Particularly strong spells may make a Save to resist, at the referee's discretion.

Fireball

Range: 240 ft Duration: Instant.

A ball of fire explodes, filling a radius of 20 feet and inflicting 5d6 damage on all in that area. Victims may make a Save to take half damage.

Fly

Range: Touch Duration: 1 hour.

Target can fly at their normal speed.

Summon Monster

Range: 60 ft Duration: 6 rounds.

Three 1 HD monsters appear and serve the caster faithfully.

4th Level Magic-User Spells

Dimension Door

Range: 360 ft Duration: Instant. The caster can teleport to any distance that is visible up to the spell's range.

Ice Storm

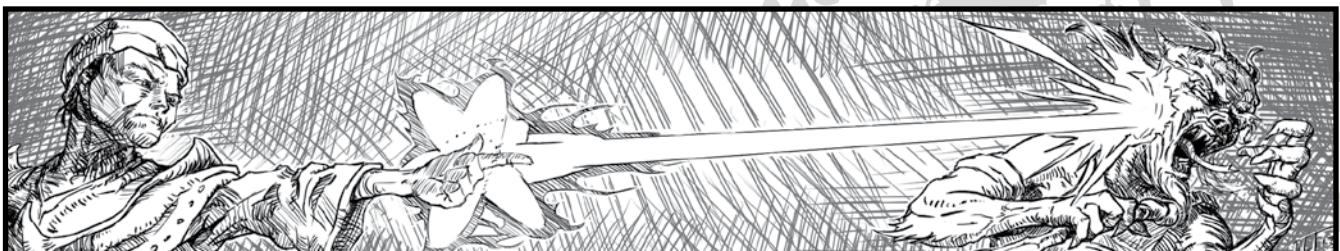
Range: 600 ft Duration: 5 rounds.

Frozen hail fills an area 30 feet in radius, inflicting 3d6 damage on all in that area each round and reducing movement by half. No Save is allowed.

Wizard Eye

Range: 240 ft Duration: 1 hour.

Caster conjures an invisible eye they can see through and can fly up to 240 ft from them.



The bulk of adventures will take place in dungeons, which are dangerous locations such as abandoned castles, monster hideouts, and dragon's lairs. The contents of each room in a dungeon are determined by the referee or the author of a pre-designed adventure. Most rooms will be keyed and described with any important information. Dungeon rooms typically contain monsters, treasure and/or traps or nothing at all. Seeing in a dungeon usually requires a light source, such as a torch or Light spell. Blind characters suffer a -4 penalty on all "to-hit" rolls and Saves.

Traps

Traps are mechanical and/or magical hazards such as pit traps, poison needles, or magical wards concealed in a dungeon or attached to an object in a dungeon. When a character triggers a trap they must make a Save or suffer the effects (some examples are listed below). Thieves can use their *Find and Remove Traps* special ability to detect and disarm traps. If the trap is magical, the thief suffers a -1 penalty to the roll. Once a referee has determined whether a trap is magical or not, they can then decide whether the trap is Common, Dangerous, Lethal, or Deadly or come up with some other effect.

- **Common Trap:** The character suffers 1d6 points of damage, Save for half.
- **Dangerous Trap:** The character suffers 3d6 points of damage, Save for half.
- **Lethal Trap:** The character suffers 5d6 points of damage, Save for half.
- **Deadly Trap:** If the character fails their Save they die. Otherwise, no damage.

Monsters are adversaries player characters will face in battle on their adventures. Some monsters will have Special abilities.

- **Aquatic:** Monster can swim at twice its listed Move and breathe water.
- **Burrowing:** Monster can move through solid rock at half its listed Move.
- **Entangle:** Monster has an attack that simulates the *Hold Person* spell.
- **Flight:** Monster may naturally fly, traveling at twice its listed Move when airborne.
- **Immune to Normal Weapons:** Monster can only be damaged by spells and magic weapons.
- **Magic Resistant:** Monster has +4 to all Saves against spells.
- **Nausea:** Monster has an attack which causes the victim to suffer -2 on all attack, damage and Save rolls until they leave the area.
- **Paralysis:** Monster has an attack which prevents victim from acting at all for the duration of this effect.
- **Poison:** Monster has a special attack which injects a poison, requiring victim to Save or suffer the effects.
- **Regeneration:** Monster can heal 3 hp per round even when reduced to 0 hp. The monster can only be slain by a specific means to stay permanently dead.
- **Spellcasting:** Monsters can cast or mimic Cleric or Magic-User spells. This will be listed in the stat block.
- **Undead:** Monster can be Turned by a Cleric, but is immune to *Charm Person*, *Sleep*, and *Illusion* spells.



Algoid

AC: 4[15] HD: 5

Attacks: +5, claws (1d6+1 x 2) Move: 9

Special: Entangle; Immune to Fire; Half-Damage from Normal Weapons; Surprise on 1-3 on a d6

Semi-intelligent colony of algae that roughly looks like a humanoid. It can control plants to Entangle anyone within 60 ft.

Assassin Beetle

AC: 5[14] HD: 1+1

Attacks: +2, bite (1d3) Move: 6

Special: Flying; Paralysis; Infestation

These creatures resemble humanoid flying insects. Their bite has a paralysis poison (Save to resist). If this Save fails, the assassin beetle will inject eggs into their victims. The eggs will hatch 1d6 days killing the victim. A *Cure Condition* spell will kill the eggs.

Beastmen

Humanity has degenerated into a myriad of half-human half-animal forms whose primary concern is survival through violence. Whether the cause of this corruption was mutation, dark magics or servitude to the Lords of Entropy is lost to history. Beastmen come in all shapes, what follows are the most common. *Note: the bearmen, birdmen and catmen mentioned here are not the same as the PC races, who prefer the names Ursani, Tengi and Tabaxi.*

Bearmen

AC: 6[13] HD: 1+2

Attacks: +2, weapon (1d6+1) Move: 12

Special: Immune to Poison; Rage +2 damage but will fight to the death

Bearmen are always armed with Great Swords.

Birdmen

AC: 6[13] HD: 2

Attacks: +2, claws (1d6-1 x 2) Move: 12

Special: Fight to the death

Degenerate birdmen are flightless.

Catmen

AC: 6[13] HD: 2

Attacks: +2, claws (1d6-1 x 2) Move: 12

Special: Surprise 1-3 on a d6

Degenerate catmen like to play with their victims.

Crabmen

AC: 4[15] HD: 3

Attacks: +3, claws (1d6-1 x 2) Move: 6

Special: Aquatic

Crabmen prefer to live in sea caves.

Fishmen

AC: 4[15] HD: 2

Attacks: +2, weapon (1d6) Move: 9

Special: Aquatic; Entangle

Fishmen enjoy “fishing” for surface dwellers, using special weapons called Mancatchers which will Entangle with a successful hit.



Flind

AC: 5[14] HD: 3

Attacks: +3, weapon (1d6) Move: 12

Special: Disarm

“Flind” is a generic term for a more intelligent beastman who uses the weapon called a flindbar which may disarm on a successful hit. Flinds generally are leaders of beastmen gangs.

Frogmen

AC: 2[17] HD: 1

Attacks: +1, weapon (1d6) Move: 6

Special: Leaping

Frogmen can Leap twice their base move. When Leaping into melee they get a +1 to hit and do an extra 1d6 damage.

Molemen

AC: 5[14] HD: 2

Attacks: +2, weapon (1d6) Move: 12

Special: Blind; Immune to sight-based attacks

Molemen have extraordinary senses of smell and hearing and can sense others up to 40’.

Monkeymen

AC: 9[10] HD: 1

Attacks: +2, weapon (1d6) Move: 9

Special: Climbing

Monkeymen attack in numbers to overwhelm their victims. They are gifted fighters, receiving an extra +1 on attacks. They fight to the death.

Ogrillon

AC: 6[13] HD: 2

Attacks: +2, weapon (1d6+3) Move: 12

Special: Strength

“Ogrillon” refers to any beastman with extraordinary strength. They get +3 on all damage rolls

Ratmen

AC: 7[12] HD: 1/2

Attacks: +1, weapon (1d3) Move: 15

Special: Entangle

Ratmen are small and live in barrows with narrow tunnels. They like to use nets to Entangle their victims.

Salamandermen

AC: 5[14] HD: 2+2

Attacks: +3, weapon (1d6) Move: 12

Special: Spellcasting; Immune to fire

Once per turn, Salamandermen can breath fire (as a *Magic Missile* spell).

Uberbeast

AC: 3[16] HD: 8

Attacks: +8, weapon (2d6) Move: 12

“Uberbeast” refers to powerful leaders among the beastmen.

Bonesnapper

AC: 3[16] HD: 4

Attacks: +4, bite (1d6) Move: 9

Special: Surprise on a 1-3 on a d6

Mutated yellow and grey lizard that resembles a man-sized dinosaur.

Coffer Corpse

AC: 4[15] HD: 1

Attacks: +1, claw (1d6) Move: 9

Special: Undead; Immune to Normal Weapons; Cause Fear

These desiccated walking corpses will appear to die after taking 6 points of damage; however, (if not actually destroyed) they will rise up Causing Fear. All who witness must make a Save or act as if Banished by a cleric.



Craybug

AC: 5[14] HD: 2+2

Attacks: +3, sting (1d3) Move: 3

Special: Flying; Paralysis

These strange creatures look like cross between a mosquito and a crayfish and get as big as 9' long. A successful attack requires the victim to Save or be paralyzed for 3d6 rounds.

Dragon

Dragons are serpentine personifications of elemental forces.

Earth

AC: 4[15] HD: 11

Attacks: +11, claws (2d6 x 2) Move: 12

Special: Burrowing; Entangle

Earth dragons can cause earthquakes in a 90' long cone. Victims must Save or be Entangled.

Fire

AC: 4[15] HD: 5

Attacks: +5, bite (1d6+1) Move: 9

Special: Flying; Spellcasting

Fire dragons may cast *Fireball* 5 times a day.

Metal

AC: 4[15] HD: 3

Attacks: +3, claws (1d3 x 2) Move: 9

Special: Flying; Magic Resistant; Spellcasting

Metal dragons can cast *Magic Missile* at will.

Water

AC: 4[15] HD: 7

Attacks: +3, claws (1d6+2 x 2) Move: 9

Special: Aquatic; Spellcasting

Water dragons can cast *Invisibility* at will.

Wood

AC: 2[17] HD: 9

Attacks: +9, claws (2d6 x 2) Move: 12

Special: Flying; Spellcasting

Wood Dragons cast spells as a 7th level Magic-user.

Fiends of Entropy

These demonic frog-like beings have been fighting with the Sons of Cyn for as long as anyone can remember. Many scholars argue that this conflict is responsible for the existence of monsters, beastmen and even magic. Fiends of Entropy come in four colors. Each color sees the others as rivals and infighting is common. They are also known to regularly use beastmen as minions.

Blue

AC: 5[14] HD: 6

Attacks: +6, claws (1d6+2 x 2) Move: 9

Special: Spellcasting

Blue Fiends can cast *Dimension Door* at will. They especially dislike Red Fiends.

Green

AC: 4[15] HD: 8

Attacks: +8, claws (1d6+2 x 2) Move: 9

Special: Spellcasting; Magic Resistant;

Immune to Normal Weapons

Green fiends can cast *Illusion* at will.

Grey

AC: 3[16] HD: 10

Attacks: +10, claws (2d6 x 2) Move: 9

Special: Spellcasting; Magic Resistant;

Immune to Normal Weapons

Grey fiends can cast Magic-user Spells as a 5th level Magic-user.



Red

AC: 6[13] HD: 4

Attacks: +4, claws (1d4x2) Move: 9

Special: Poison; Regeneration

Victims of claws must Save at +4 or die from poison. Acid attacks cannot be regenerated.

Flailsnail

AC: 1[18] HD: 4

Attacks: +4, slams (1d6 x 4) Move: 6

Special: Magic Resistant; Spell Reflection

These giant snails with multi-colored shells attack with four mace-like eye stalks. When a flailsnail makes a Save against a spell, the caster must make a Save or have the spell affect them instead.

Gorbel, Immature

AC: 2[17] HD: 2

Attacks: +2, tentacles (1d3 x 2) Move: 12

Special: Flying; Immune to Blunt Weapons; Explosion

These strange creatures look like flesh balloons with two tentacles. When hit by a sharp weapon or a spell, the immature gorbel must make a Save or explode doing 1d4 damage to everyone within 5 ft. This kills it.

Gorbel, Mature

AC: 4[15] HD: 5

Attacks: +5, tentacles (1d3 x 10) Move: 6

Special: Flying; Paralysis

This larger version of a Gorbel has ten tentacles, each with poisonous spines. Victims must make a Save at +4 or be paralyzed for 3d6 rounds. Tentacles may be targeted and any hit will render a tentacle unusable; however, the mature gorbel will take no other damage. Tentacles grow back if the gorbel survives.

Huecuva

AC: 2[17] HD: 2

Attacks: +2, claw (1d4) Move: 6

Special: Undead; Immune to Normal

Weapons; Disease; Spellcasting; Vulnerable to Silver

Robed, worm-eaten walking corpses can cast *Illusion* on themselves three times a day to appear to be normal. When hit, victims must make a Save or get a disease that prevents all magical healing until the victim receives a *Cure Condition* spell. Huecuva take +1 damage from silver weapons.

Kasu

AC: 4[15] HD: 4

Attacks: +4, bite (1d6) Move: 6

Special: Flying; Undead; Blood Drain

These undead creatures appear as a flying woman's head with their entrails dangling beneath. With a successful hit, the kasu latches on and automatically hits until they can be dislodged.

Kasu, Greater

AC: 4[15] HD: 6

Attacks: +6, Bite (1d6) Move: 6

Special: Flying; Spellcasting; Undead; Blood Drain

Greater Kasu have human bodies they can hide in during the day. They can cast Magic-user spells as a 5th level Magic-user. Female victims killed by a Greater Kasu must make a Save or come back as a Kasu. Male victims must make a Save or come back as a Son of Kasu. These creatures may be under the control of the Greater Kasu who created them. Otherwise, Greater Kasu function as normal Kasu.



Lords of Entropy

AC: 0[19] HD: 12

Attacks: +12, flaming scythe (2d6) Move: 18

Special: Flight; Spellcasting; Immune to Normal Weapons

The winged, skeletal rulers of the Fiends of Entropy. They can cast Magic-user spells as a 5th level Magic-user.

Replicant

AC: 4[15] HD: 2

Attacks: +2, weapon (1d6+2) Move: 12

Special: Confusion

These wildly tattooed humanoids are clones and no one knows exactly how they reproduce. Anyone in melee with a replicant must make a Save every round or attack a random target (friend or foe).

Skeleton Warrior

AC: 2[17] HD: 9

Attacks: +9, weapon (1d6+3) Move: 6

Special: Immune to Normal Weapons; Magic Resistant

Powerful warriors whose souls are trapped in a golden circlet. The circlet can control the skeleton warrior; however, the warrior wants only to release their soul by destroying it.

Sons of Cyn

AC: 4[15] HD: 2 (or more)

Attacks: +2 (or more), weapon (1d6) Move: 9

Special: Spellcasting; Falchion

These tall, lank humanoids are the arch-enemies of the Fiends of Entropy and seemingly don't care who stands in their way. No one knows if they were originally human because each wears a full-head metallic mask that cannot be removed (even through magic). There are six different types of mask, each with its own ability:

Bronze: Can cast *Strength* at will.

Copper: Can cast *Silence* at will.

Electrum: Regeneration stopped only by fire.

Gold: Can cast *Summon Monster* once/turn.

Iron: Can cast *Armor* at will.

Silver: Can cast *Hold Person* at will.

All Sons of Cyn wield Falchions made of an alien metal. On an unmodified '20' the target must Save to avoid having a limb lopped off. Higher HD Sons of Cyn are known to exist. All Sons of Cyn cast Magic-user Spells at a Magic-user level equal to their HD.



Sons of Kasu

AC: 9[10] HD: 3

Attacks: +3, claws (1d6 x 2) Move: 9

Special: Undead; Regeneration

Animated and putrid corpses crawling with fat, green maggots. Sons of Kasu can only be destroyed with fire or holy water.

Trolls

These monstrous creatures are incarnation of elemental forces much like dragons, and some wonder if they are somehow related. All trolls have the Special Ability of Regeneration.

Earth

AC: 4[15] HD: 10

Attacks: +10, club (2d6) Move: 12

Special: Regeneration

The only way to stop the regeneration of an earth troll is to drive a wooden stake through its heart.

Fire

AC: 4[15] HD: 4

Attacks: +4, claws (1d6 x 2) Move: 12

Special: Regeneration; Immune to Fire

The only way to stop the regeneration of a fire troll is to immerse it in water.

Metal

AC: 7[12] HD: 2

Attacks: +2, claws (1d6-1 x 2) Move: 12

Special: Regeneration; Immune to Normal Weapons; Immune to Cold

Damage from fire cannot be regenerated.

Water

AC: 4[15] HD: 6

Attacks: +6, claws (1d6 x 2) Move: 9

Special: Surprise on a 1-3 on a d6; Aquatic; Regeneration

The only way to stop the regeneration of a water troll is to bury it in dirt.

Wood

AC: 4[15] HD: 8

Attacks: +8, weapon (1d6+4) Move: 9

Special: Regeneration; Spellcasting

Wood troll can cast *Invisibility* at will. The only way to stop the regeneration of a wood troll is to cut off its head with a metal axe.

Volt

AC: 3[16] HD: 2

Attacks: +2, tail slap (1d6) Move: 6

Special: Flying; Electricity

Victims hit by a volt must make a Save or be stunned, unable to act for 1d6 rounds.

Witherstench

AC: 5[14] HD: 2

Attacks: +2, claws (1d3 x 2) Move: 9

Special: Nausea

Hairless carrion eaters whose sickly yellow hide emits a putrid, vomit-inducing smell. All in 30 ft. must make a Save or be Nauseated.



Treasure and Magical Rewards

During an adventure, it is likely that the player characters will recover some treasure both mundane and magical. As a general guideline, most monsters carry valuables based on their HD as seen in the chart below. Although the values use gold pieces as a unit, the treasure may take the form of silver, copper, jewelry, gems or other valuables. In addition to monetary treasure, there might a magic item. A roll of '20' on a d20 indicates that a magic item of the referee's choice is amongst the treasure.

MONSTER HD	TOTAL VALUE OF TREASURE
1HD or less	1d6 gold pieces
1+1HD-2HD	3d6 gold pieces
2+1HD-4HD	6d6 gold pieces
4+1HD-6HD	1d6x10 gold pieces
6+1HD-8HD	1d6x25 gold pieces
8+1HD-10HD	1d6x100 gold pieces
10+1 or greater	1d6x250 gold pieces

$1 gp = 10 sp = 100 cp$

Magic Items

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Magic items fall into four broad categories.

Consumables are items that once used, are expended.

- *Potion of Troll Strength*: +4 bonus to melee damage for one hour.
- *Potion of Healing*: Heal 1d6+1hp.
- *Potion of Heroism*: +2 bonus to AC, to-hit and damage rolls for one hour.
- *Potion of Flying*: Gain the ability to Fly at twice normal speed for 1 hour.
- *Potion of Speed*: Double movement rate and attack twice per round for 5 rounds.

Potions can be used by anyone. Drinking a potion during combat takes an entire action.

- *Spell Scroll*: One randomly determined Cleric or Magic-User spell is written on the scroll.

Scrolls can be used by their respective classes to cast the inscribed spell without having it prepared. Instead of casting, Magic-Users may expend the scroll to inscribe it in their spell book to be prepared and cast later.



Weapons give a bonus in combat for “to hit” rolls and damage rolls according to their rank. Magical weapons are ranked as +1, +2, or +3. This rank can be given to any melee, missile or thrown weapon.

Armor provides a +1 bonus to the wearer’s armor class on top of the armor’s normal bonus. Any type of armor or shield can be magical.

Miscellaneous Items have various effects as defined below.

- *Bag of Holding*: A small belt pouch capable of holding up to 100 lbs.
- *Book of Heroes*: When read, one random attribute is increased by 1, then the book vanishes.
- *Boots of Silence*: Wearer is perfectly silent when moving.
- *Climber’s Rope*: A 100’ long rope that can hold 500 lbs. and can be commanded to knot itself.
- *Endless Torch*: Radiates a non-flammable fire that never goes out, even under water.
- *Goggles of Dark Sight*: Wearer can see perfectly in real or magical darkness.
- *Healer’s Staff*: Usable only by Clerics. Cast Cure Wounds I three times per day.
- *Luckstone*: Bearer gets +1 to all Saves.
- *Magic Wand*: Cast one 1st level magic-user spell (chosen by referee), 3 times per day.

- *Protective Item +1*: Either a ring, cloak, or bracer. Grants a +1 bonus to AC and Saves.
- *Ring of Invisibility*: Wearer can cast Invisibility on self once per day.
- *Ring of Fire Immunity*: Wearer suffers no damage from heat or fire even if magical.
- *Treasure Hunter’s Tools*: Usable only by Thieves. +1 to all d6 skills.
- *Warrior’s Horn*: Usable only by Fighters. Once per day, fighter can summon 1d6 1st level loyal fighter allies who remain 5 rounds.
- *Wizard’s Staff*: Usable only by Magic-users. Detect Magic at will, prepare 1 extra 1st level spell per day.

Glossary of Terms

AC: Armor Class. Represents how difficult a character is to hit. The bracketed number is the total of an attack roll, after all modifiers, necessary for a target to be struck by an attack.

Attack Roll: The total of a d20, plus any applicable modifiers. Used to determine whether an attack is successful. Also called a “to-hit” roll.

BHB: Base Hit Bonus. Added to all attack or to-hit rolls.

Cleric Spell: A magical, holy effect available only to Clerics.



Level: Typically this is a measure of a character's experience and general prowess. When referencing spells it reflects a spell's complexity.

d20 or d6: Refers to what type of die to roll. d20 is a 20-sided die. d6 is a six sided die or 6-sided die. A d20+2 would be the result of a 20-sided die plus two. d6-1 would be the result of a six sided die minus 1.

Damage: The amount to be subtracted from a target's hit points when they are successfully attacked or affected by some spells.

Hit Dice (HD): Always a d6. HD 1+1 means 1d6+1. Total of all rolled HD determines a character or monster's Hit Points.

hp: Hit Points. Represents a character's current health. When reduced to 0, that character or monster is dead.

Magic-User Spell: A magical effect available only to Magic-Users.

Melee: Any hand-to-hand attack, whether armed or not. Target must be adjacent to, or within 10' of attacker.

Missile: Any projectile weapon, whether shot or thrown. Target must be within listed range of missile weapon.

Move: How quickly a character can travel. Sometimes called movement or movement rate.

Round: 1 minute. Combat is measured in rounds.

Save: A character's ability to avoid danger. Roll a d20, plus any applicable modifiers. Equal to or above Save is a success.

Total Adventures: The number of adventures a character has completed. Used as a measure on how a character gains levels.

Turn: 10 minutes. Many spells have their duration in turns.

A Note About Using Published Adventures

There are many adventures written for games like Fiends & Falchions; however, F&F uses a slightly different standard that most of these works. Some conversion will be needed, but is a snap with these basic guidelines:

Armor Class (AC) remains unchanged.

F&F defaults to a d6 for HD and basic weapon damage whereas adventures default to a d8. Therefore, do the following:

HD/Hit Points: Decrease the hp of published monsters by 1 hp per HD.

Damage Rolls: Convert the dice used in published adventures to the d6 standard using the following table:

ADVENTURE	D6
STANDARD	DIE
1d6+2	1d12
1d6+1	1d10
1d6	1d8
1d6-1	1d6
1d3	1d4
1d2	1d3



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