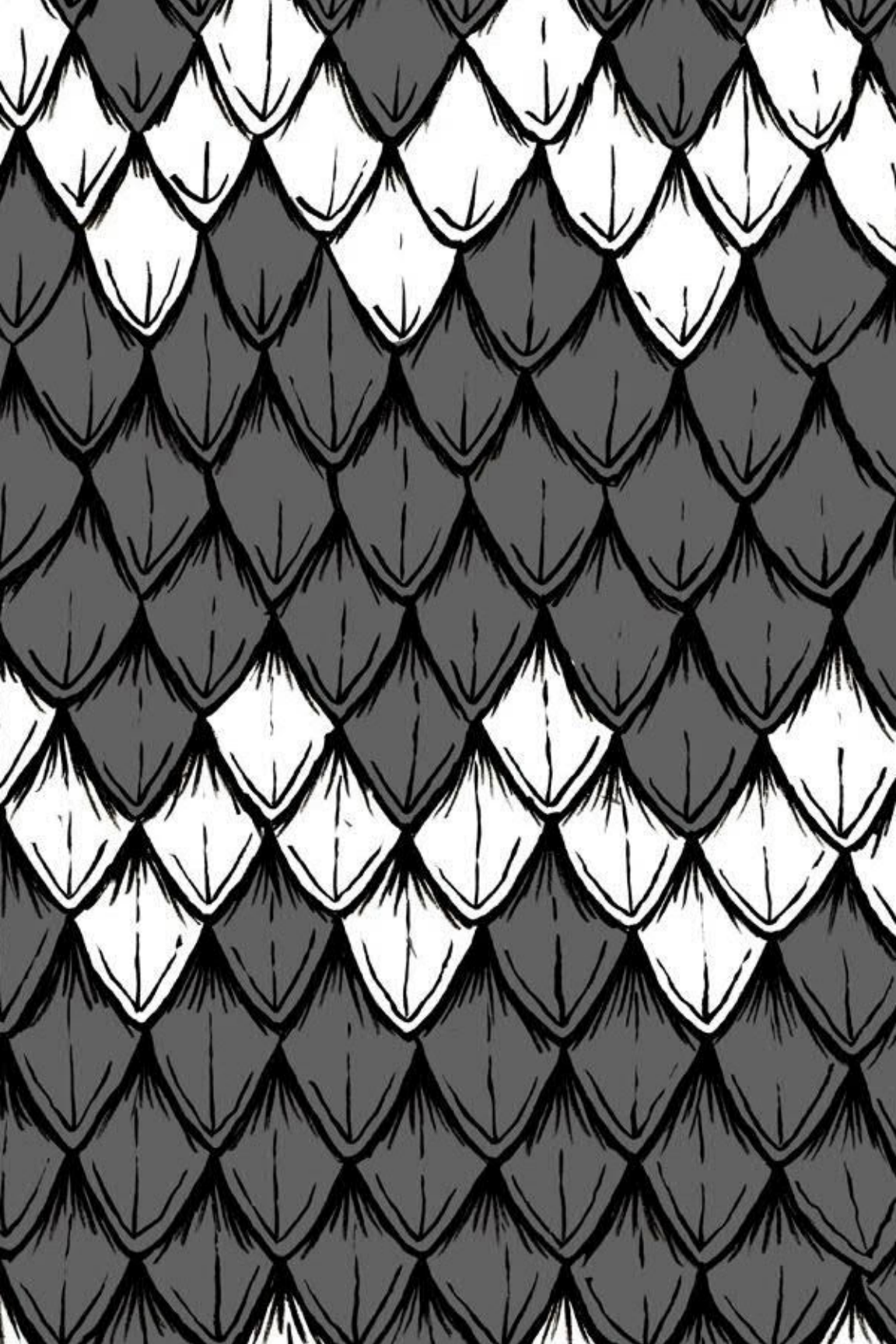


SHARP SWORDS & SINISTER SPELLS



A RULES LIGHT SWORD AND SORCERY
ROLE PLAYING GAME WITH OLD SCHOOL SPIRIT

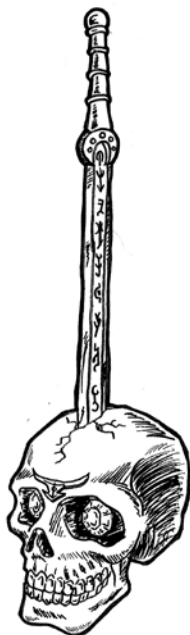
 **OLD SKULL**
PUBLISHING





I SHARP & SINISTER SWORDS & SPELLS

*A Rules Light Sword & Sorcery Role Playing Game
with an Old School Spirit*



SHARP SWORDS & SINISTER SPELLS

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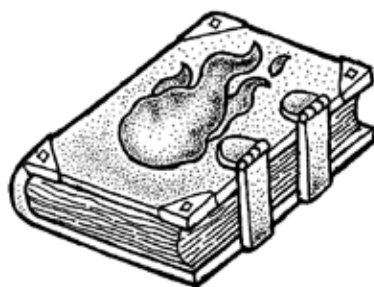


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*Dedicated to Pablo, my son.
May you always have dice in your hands, creativity
in your mind and friends by your side.*



In ages past, great kingdoms covered the world. Now, their ruins dot the savage wilderness that encroaches the few decadent city-states of our current time. In this perilous world, brave adventurers bearing sharp swords and sinister spells look for glory, gold and forbidden knowledge.

WHAT IS THIS?

Sharp Swords & Sinister Spells is a rules-light, sword & sorcery, old school role playing game inspired by the original fantasy RPG and the Old School Renaissance movement as well as stories by such authors as Robert E. Howard, Clark Ashton Smith, H.P. Lovecraft, Fritz Leiber and Michael Moorcock. With this book, you and your friends will be able to play exciting adventures with bold barbarians, witty thieves and cunning sorcerers without worrying about complex rules and tiresome preparations.

The Core Mechanics

As soon as they took the golden skull from the pedestal, the walls on the crypt started to close in. The barbarian from the north threw himself against them in hopes of detaining their advancement, buying time for his companions to stop the devious trap.

The core mechanic is a **d20** roll against the appropriate **Attribute**, called an **Attribute Test**. Players usually have to roll *equal* to or *lower* than their characters' **Attribute** – the higher the result the better, so long as it is within the **Attribute** score – and the referee usually has to roll higher than the character's **Attribute** or the players' results. This is used to determine whether an action with significant consequences is successful or not.

DIFFICULTY

The referee may assign a **Difficulty** modifier depending on the situation. This would add to the **d20** roll for players trying to roll equal to or lower than their **Attribute**, or subtract from the same roll for monsters and NPCs. This modifier can range from +/- 1 for mildly difficult tasks to +/- 10 for near-impossible feats.

RESISTED TESTS

Normally, there are no **Resisted Tests** against opponents (the referee simply uses the **Powerful Enemies** rule; see **Attacking** section below). When two characters are

performing opposing actions, they both make **Attribute Tests** normally and whoever rolls the highest number – while still successful – wins. If it's a tie, whoever has the highest **Attribute** score wins. If the referee considers the opponent important enough, he can roll a **d20** and try to get a higher result than the characters.

POSITIVE AND NEGATIVE DICE

Some aspects of the character, setting or moment can offer an advantage or disadvantage in play. This is reflected in the use of **Positive** and **Negative Dice**. This is an additional die of the same type that is rolled together with the normal roll. If it's a **Positive Die**, the player chooses the best result. If it's a **Negative Die**, the referee chooses the result he prefers.

PUSHING THE ROLL

Normally, only one test is allowed for any action attempted. However, if the player describes how his character is putting extra effort into another try and is risking more serious consequences, he can **Push the Roll** and try again. However, if he fails, the referee is free to make his situation even harder.

USAGE DIE

Not part of the core mechanic but a common roll in *Sharp Swords & Sinister Spells* is the **Usage Die** roll. This roll is used to determine if a limited resource is expended (or depleted). The higher the die, the more available the resource is. When the resource is used, you roll its **Usage Die** and if the result is either 1 or 2, its die is downgraded 1 step in the following chain: d20, d12, d10, d8, d6 and d4. If you roll a 1 or 2 with a d4 **Usage Die**, the resource is depleted and cannot be used anymore. This is used to track the durability of equipment, ammunition and other resources as the referee sees fit.

LUCK ROLL

Sometimes the referee may call for a **Luck Roll**. The player rolls a die based on the **Luck Die** of his character's Archetype. If he rolls 1 or 2, he is running out of luck and the situation works against him. His **Luck Die** is also downgraded following the same chain as the **Usage Die**. If he rolls any other result, he is lucky, and things happen to his benefit.

A character can also voluntarily downgrade his **Luck Die** to make a reroll or to pass a **Luck Roll** automatically. The referee may allow other uses for this technique, like receiving a **Positive Die** or even allowing some narrative addition for a downgrade.

All **Luck Dice** are reset to their original value after the end of an adventure.





Character Creation

Men and women, considered brave by few, desperate by some, and insane by most, they leave the fragile security of the City-States to enter the ancient ruins in search for treasure and secrets that are better left undisturbed.

To create a character, follow these simple steps:

1. Roll **Attribute** scores
2. Chose an **Archetype**
3. Determine a **Vocation**
4. Determine **Complication**
5. Buy **Equipment**



ROLLING ATTRIBUTE SCORES

There are four **Attributes** in *Sharp Swords & Sinister Spells*: **Physique**, **Agility**, **Intellect** and **Willpower**. **Physique** determines toughness, physical strength and resistance to substances. **Agility** represents manual dexterity, hand-eye coordination and reflexes. **Intellect** reflects knowledge, awareness and ability to memorize information. **Willpower** represents force of will, presence and the ability to impose oneself. Roll **3d6** to determine the scores of each of the four **Attributes** in the order they appear on the character sheet: **Physique**, **Agility**, **Intellect** and **Willpower**.

CHOOSING AN ARCHETYPE

There are 3 **Archetypes** in this game. They represent the most typical characters in sword & sorcery tales: **Warrior**, **Specialist** and **Magic User**. Each **Archetype** determines the character's **Hit Dice**, **Luck Die**, the **Attributes** they can easily improve, and gives them some **Special Abilities**.





WARRIOR

You live by your sword. Strength, endurance and agility are what make you great. The battlefield is your home, and blood and sweat your tools.

Hit Dice: 1d10 **Hit Points** per level

Luck Die: d6

Prime Attributes: Physique and Agility

A **Warrior** receives the following **Special Abilities**:

- **Combat Superiority:** If he doesn't move, a **Warrior** can make a number of attacks in a **round** equal to his level minus the highest **HD** of the creatures he is engaged in combat with. So, if he is a 5th-level character and is in combat with two 1 **HD** bandits and a 3 **HD** crime lord, he can make 2 attacks.
- **Improved Damage:** A **Warrior** always rolls the damage dice of their attacks improved by 1 step in the following chain: d4, d6, d8, d10, d12 and d20.
- **Weapon Specialization:** A **Warrior** chooses a type of weapon (swords, axes, bows, polearms, spears, hammers) that he has mastered. When using weapons of that type, they roll a **Positive Die** with attack rolls.
- **Improved Maneuvers:** Any character can perform combat maneuvers (disarming, tripping, pushing) in place of a normal attack. A **Warrior** can attack and perform a maneuver at the same time. If the attack is successful, the enemy needs to roll higher than the character's d20 result to resist.





SPECIALIST

Your greatest weapons are your guile and your nimbleness. Nothing is out of your reach and, if you attract unwanted attention while trying to achieve your goals, the shadows become your haven

Hit Dice: 1d8 **Hit Points** per level

Luck Die: d8

Prime Attributes: Agility and Intellect

A **Specialist** receives the following **Special Abilities**:

- *Luckiest of Them All:* Each morning, if the **Specialist's Luck Die** has been downgraded, it is restored by 1 step.
- *Sneak Attack:* When attacking an unaware enemy with discernible anatomy, the **Specialist** receives a **Positive Die** and deals triple damage.
- *Improved Reflexes:* When trying to avoid damage or effects with **Agility**, the **Specialist** receives a **Positive Die**.
- *Specialist's Skills:* A **Specialist** always rolls with a **Positive Die** when performing delicate tasks such as moving stealthily, hiding, hearing noises, deciphering languages, and climbing and opening locks.



MAGIC USER

You are one of the few mortals who can see the truth behind the veil of illusion most call reality. Manipulating the dangerous energies and dealing with volatile entities, you risk your existence for the power to change the universe with your will.

Hit Dice: 1d6 Hit Points per level

Luck Die: d6

Prime Attributes: Intellect and Willpower.

A **Magic User** receives the following **Special Abilities**:

- ***Sense Magic:*** A **Magic User** can make an **Intellect** test to detect the presence of magic in their surroundings.
- ***Spellcasting:*** A **Magic User** can cast spells making a **Willpower** test according to the **Spellcasting** rules described later.
- ***Blood Sacrifice:*** A **Magic User** can sacrifice points of **Physique** or **Agility** to temporarily add the same amount of points to their **Willpower** to cast a spell. These points are healed as normal.
- ***Spells Known:*** A **Magic User** begins knowing 3 spells and learns an additional spell each time they level up. The max number of spells a **Magic User** can know is equal to his **Intellect**. To learn a spell, the **Magic User** must make an **Intellect** test. If he fails, he may try again when he gains another level.



DETERMINING A VOCATION

An **Archetype** determines the general idea of a character, but a **Vocation** gives much more information and color to it. A **Warrior** can be a Barbarian, a Knight, a Soldier, a Mercenary or any other thing the player can imagine. In the same manner, a **Specialist** can be an Assassin, a Thief, a Pirate or a Spy. A **Magic User** could be a Warlock, a Witch, an Astronomer, a Necromancer or a Shaman. There isn't really a defined list of **Vocations** and the players are encouraged to be creative when selecting one. In game terms, whenever a character is performing an action related to his **Vocation**, he benefits from a **Positive Die**.

DETERMINING A COMPLICATION

Life ain't simple, especially for adventurers. Every character must determine something that makes his life more difficult. The following table can be used or a player may come up with his own **Complication** with the referee's approval. To use the table, a player rolls **2d6** and uses the combination of the resulting numbers to determine their character's **Complication**.

1. DEBT	2. ADDICTION	3. HUNTED
1.1 Corrupt Noble	2.1 Lotus Powder	3.1 Assassins' Guild
1.2 Merchant Guild	2.2 Sorcery	3.2 Chaos Cult
1.3 Sinister Sorcerer	2.3 Alcohol	3.3 Crime Lord
1.4 Crime Lord	2.4 Adrenaline	3.4 Local Guard
1.5 Blood Thirsty Pirate	2.5 Gambling	3.5 Sinister Sorcerer
1.6 Supernatural Entity	2.6 Stealing	3.6 Monstrous Creature
4. ENEMY	5. SECRET	6. DUTY
4.1 Fanatic Rival	5.1 Treason	6.1 Family
4.2 Blood Thirsty Pirate	5.2 Sinister Pact	6.2 Military
4.3 Former Master	5.3 Crime	6.3 Criminal Guild
4.4 Savage Barbarian	5.4 Obsession	6.4 Religious Order
4.5 Influential Noble	5.5 Secret Identity	6.5 Former Master
4.6 Supernatural Entity	5.6 Forbidden Knowledge	6.6 Secret Society

USING A COMPLICATION

A player may trigger a **Complication** to improve his **Luck Die** by 1 step. He can do this only once per adventure. When he does this, he gives the referee total freedom to complicate his character's life however he sees fit using the **Complication**. Note, however, that the **Complication** doesn't need to come into play immediately. The referee can wait to introduce it in a more appropriate and dramatic moment.





Buying Equipment

All an adventurer really needs is the steel of a weapon in his belt, courage in his heart and the favor of the Gods by his side.

Every character starts with 3d6x10 silver coins (sc) to buy initial equipment. Every character also owns a set of clothes and one weapon appropriate to their **Vocation**.

COINAGE

The standard coin used in *Sharp Swords & Sinister Spells* is the silver coin (sc). However, there are other types of coins such as copper coins (cc), gold coins (gc) and platinum coins (pc). The conversion rate between them is the following.

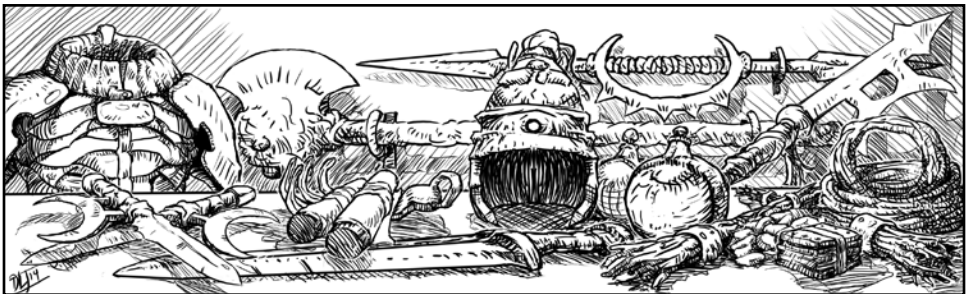
COINAGE EQUIVALENCY

1 pc = 10 gc = 100 sc = 1000 cc

Weapons

Sharp Swords & Sinister Spells takes a simplified approach to weapons, categorizing them into **Small**, **Medium** and **Large** weapons. Whether a weapon requires one or two hands to wield is up to the referee.

WEAPON CATEGORY	EXAMPLES	DAMAGE DIE	COST
Small	Dagger, Dart, Short Sword, Throwing Hammer, Club	d4	5 sc
Medium	Mace, Long Sword, Spear, Axe, Battle Hammer, Short Bow, Javelin	d6	10 sc
Large	War Axe, Warhammer, Bastard Sword, Long Bow, Lance	d8	20 sc



Armor

Armor in *Sharp Swords & Sinister Spells* reduces the potential damage suffered from attacks. There are 3 armor categories: **Light**, **Medium** and **Heavy**.

ARMOR CATEGORY	EXAMPLES	DAMAGE REDUCTION*	AGILITY LIMIT	COST
Light	Heavy Clothing, Light Leather	-1	-	10 sc
Medium	Studded Leather, Scale Mail, Chain Mail	-1d	15	50 sc
Heavy	Plate Armor, Full Mail	-2d	12	250 sc

* **Damage Reduction** dice chain is d12, d10, d8, d6, d4 and d3. A weapon will always deal at least 1d3 damage.

Shield

There are 3 categories of shields: **Small**, **Medium** and **Large**. Each one inflicts a number of **Negative Dice** to incoming attacks per **round**.

SHIELD CATEGORY	NEGATIVE DICE PER ROUND	COST
Small	1	10 sc
Medium	2	20 sc
Large*	3	40 sc

* **Large** shields add a **Negative Die** to all actions requiring reflexes and freedom of movement.



ADVENTURING GEAR

What follows is a list of equipment that will allow actions to be taken or make other actions more easily performed. Other items may be purchased and their price and availability are defined by the referee.

ITEM	COST	ITEM	COST
Backpack*	2 sc	Mirror, hand-sized	10 sc
Candle, pack of 5	1 cc	Oil, 1 flask	2 cc
Chain, 10 ft	30 sc	Pen and ink flask	5 cc
Chalk, 5 pieces	1 cc	Pole, 10-foot	2 cc
Chest, empty	3 sc	Rations, per day	1 cc
Crowbar	2 sc	Rope, 50 feet	5 cc
Flask, empty	1 cc	Sack, large*	2 cc
Flint and steel	2 cc	Sack, small*	1 cc
Grappling hook	1 sc	Spellbook	50 sc
Hammer, small	1 sc	Thieves' Tools	30 sc
Iron spikes, pack of 5	1 sc	Torch, pack of 5	1 cc
Lantern	10 sc	Waterskin	5 cc

* Do not count contents towards carrying limit; helps to explain how a character is carrying everything.

ENCUMBRANCE

The thing that could not be described by mortal minds crawled out of the void and was approaching them. The adventurers knew that they needed to leave some of the treasure they found behind if they wanted to escape with their lives.

In order to simplify gameplay, a character can carry the number of items equal to his **Physique** score without penalty. When carrying more than that, characters receive a **Negative Die** to all actions relating to mobility, reflexes and strength, and can only move to **close** locations as part of an action or to **nearby** locations when foregoing their action in a **round** (see **Movement and Distance** below). A character's *maximum* carrying capacity is double their **Physique** in items.





Players' Turn

An adventurer needs to always be ready. The difference between life and death is measured in a few heartbeats.

Movement and Distance

"Theater of the mind" is the default play style of Sharp Swords & Sinister Spells. Thus the game handles distance and movement in more of an abstract way. There are four basic ranges in the game: **close**, **nearby**, **far** and **distant**.

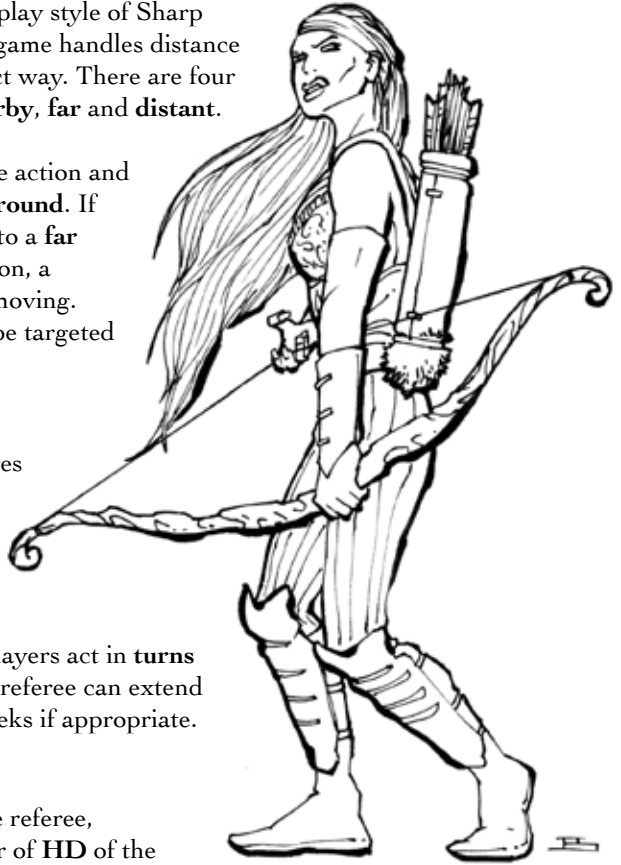
A character can perform any feasible action and move to a **nearby** location during a **round**. If he foregoes his action, he can move to a **far** location. To move to a **distant** location, a character needs to spend 3 **rounds** moving. Only characters in **close** range can be targeted by melee attacks.

Measuring Time

Sharp Swords & Sinister Spells measures time in two ways: **Action Time** and **Narrative Time**. During **Action Time**, opponents and characters take actions in small intervals called **rounds** that last for about 10 seconds. During **Narrative Time**, players act in **turns** that usually last 10 minutes, but the referee can extend each **turn** to hours, days or even weeks if appropriate.

Initiative

Unless surprise is determined by the referee, **Initiative** is determined by the order of **HD** of the combatants. If a character is tied with an opponent, make the player test **Agility**. With a success, he will act before the enemy. If he fails, the opposition acts first. If players' characters are tied, break the tie with their **Agility** score or a test if they have the same **Attribute** value.





Attacking

The Chaos beasts were approaching. Even though the darkness hid them, the warrior could still smell their fetid odor. She drew her sword and readied herself. In a few moments she would find out if she would live another day.

When a character makes an attack, he tries to roll equal to or lower than his **Physique** score for melee attacks or **Agility** score for ranged attacks. Melee attacks need to be made in **close** range. Ranged attacks against targets in **close** and **distant** range receive a **Negative Die**. Remember that stronger enemies are harder to hit (see **Powerful Enemies** section below).

Opponents attacking characters need to roll above the character's **Agility** score (remember that armor can limit this score). The stronger the opponent is, the greater the probability it will hit the characters (refer to **Powerful Enemies**).



CRITICALS AND FUMBLES

When a player rolls his exact **Attribute** score or when an opponent rolls a 20, a **Critical** hit is made. When this happens, the target suffers maximum damage from the attack *plus* additional damage determined by the damage roll that would be made.

When a player rolls a 20 or when an opponent rolls a 1, a **Fumble** occurs. When this happens, the referee puts the attacker in a tough spot appropriate to the situation, which usually will either give **Negative Dice** to the attackers or **Positive Dice** to their opposition.



Damage

The mercenary's body was covered with scars, small and large. He did not try to hide them. He was proud of each and every one of them. They proved he was strong enough to survive each threat he faced.

Characters deal damage based on the weapon they use or the spells they cast. Opponents do damage based on their **HD** (see the **Opponents** section below). Damage is subtracted from the target's **Hit Points**.

Attributes may also be damaged, though most of the time this is temporary, unless stated otherwise (see the **Healing** section below.)



SAVING THROWS

Luckily, the thief from Mezzanthia spotted the minuscule spark before the flames burst in their direction. This bought his companions a few seconds so they could jump out of the raging flames.

Besides normal weapons and the attacks of monsters and other creatures, other threats can reduce the characters' **HP**. Instead of "saving throws" in other games, players make **Attribute Tests** to avoid harmful effects upon their characters. However, depending on the threat, these tests may be harder than normal (see **Powerful Enemies** section below).

- **Physique:** Test to avoid physical threats that cannot be dodged, resist poisons, diseases and other substances, as well as magical effects that transform the body.
- **Agility:** Test to avoid physical threats that can be dodged, such as traps, landslides and rays.
- **Intellect:** Test to avoid effects that meddle with perception, reason and other intellectual faculties.
- **Willpower:** Test to avoid effects that rob the character of his will and self control.

Fire: Fire damage is based on its size and temperature. For each **round** of contact with it, a character suffers one die of damage, varying it according to the following chain: d4, d6, d8, d10, d12 and d20. The bigger and hotter the flames, the higher the damage die. A small torch would inflict 1d4 points of damage per **round** of contact, while being locked in a room set on fire would inflict 1d12 or even 1d20 points of damage per **round**.

Poison: A character can be poisoned in a number of ways. When this happens, the player makes a **Physique** test with the **Difficulty** defined by the poison's **Intensity**. The most common poisons inflict 1d8 points of damage per **Intensity** after 1 **turn**. Other poisons, however, can cause blindness, damage **Attribute** scores, leave the victim unconscious and all sorts of other effects according to the referee.

Suffocation: A character can hold his breath for a number of **rounds** equal to his **Physique** score. Each subsequent **round** he is not able to breathe normally, he suffers 1d4 points of damage.

Traps: Traps normally allow an **Agility** test to avoid their effects (and usually can be detected with an **Intellect** test). When triggered, traps can open pits under the adventurers, throw poisoned darts at them, fill the room with toxic gases and many other devious things.





Dying

When an opponent reaches 0 **HP**, they are usually dead. Characters, however, have a chance to survive if reduced to 0 **HP**. When this happens, they fall unconscious and are considered dying. If a dying character receives help within 1 hour, he can make a **Luck Roll** to stay alive. If successful, he regains 1d4 **HP** but receives a **Negative Die** to all actions for an hour and loses 1 point of either **Physique** or **Agility** permanently. If he fails the **Luck Roll**, he is dead.

healing

Magical healing is almost nonexistent in *Sharp Swords & Sinister Spells*, as magic comes from Chaos itself. Characters therefore usually need to rest to recover their lost **Hit Points**. There are two modes of rest: **Short** and **Long**. **Short Rests** are taken between action scenes and take about 10 minutes. During this time, characters tend to their wounds, catch their breath and drink from their waterskins. Then they make a **Physique** test (with a **Difficulty** equal to the number of **Short Rests** already taken that day) and, if successful, regain 1d4 **HP**. If the character fails the test, no **HP** are regained. **Short Rests** cannot be taken in sequence (they can only be taken after an action scene). **Long Rests** take a full day at a safe haven and allow the characters to regain one **Hit Die** in **HP** and recover 1 point of a random **Attribute** that has been damaged. If the referee deems they have received special care from a healer or doctor, they may make a **Physique** test to regain another **HD** and another **Attribute** point.

Powerful Enemies

It was useless. Even though the Amazon was relentlessly attacking the giant made of strange stones, it showed no signs of being hurt or slowed.

Stronger opponents are harder to hit and hit the characters more easily. For every **HD** an opponent has above the character, a +1 modifier is added to all d20 rolls made for and against the opponent.





Spellcasting

The witch had cast that same spell dozens of times, but she knew each time the risks were the same. One wrong gesture, one mispronounced word, one lapse of concentration and everything would be lost.

Sorcery was not created by nor meant for mortals. Thus, magic is indeed very powerful but also very dangerous to use. Every time mortals try to cast a spell, they're meddling with powers they cannot comprehend and risking not only their lives, but also their souls and those of the people around them. It's a hard bargain, but some mortals still choose to make it.

To cast a spell, a character must make a **Willpower** test with a **Difficulty** equal to the **Power Level** of the spell. The **Power Level (PL)** of the spell is determined by the **Magic User** at the time he is trying to cast the spell. The higher the **Power Level**, the stronger the spell is and more difficult it is to cast. If the **Willpower** test is successful, the spell works as expected. If the **Magic User** fails, the spell does not work and he has to choose between 2 options:

- Lose the ability to cast the spell for that day.
- Keep the ability to cast the spell and allow the referee to introduce a complication based on the spell. A spell that affects perception may make the character confused for a number of **rounds** equal its **Power Level** (rolling tests with a **Negative Die**). A damaging spell might inflict 1d4 points of damage per **Power Level** (and could be resisted for half) to the character. The referee will use the spell effects to come up with an appropriate consequence.

Resisting Spells: Most of the spells cannot be resisted and automatically succeed if the **Magic User** passes his **Willpower** test. However, a few spells can be resisted, negating or reducing their effectiveness according to their descriptions. A character can resist a spell by making an appropriate **Attribute Test** with a **Difficulty** equal to the spell's **Power Level** and rolling higher than the spellcaster's result. An opponent simply has to roll higher than the character's **Willpower** (remember the **Powerful Enemies** rule).

Casting Spells in Armor: Casting spells in armor heavier than **Light Armor** imposes a **Negative Die** to all **Willpower** tests.



Spell Catastrophes

As soon as he uttered the last syllable of his spell, the warlock realized something was wrong. Instead of the effect he was expecting, the fabric of reality was torn open and the tentacles of an incomprehensible creature stretched in his direction.

If a character rolls a **20** on his **Willpower** test to cast a spell, he suffers a **Spell Catastrophe**. The spell fails as per the rules above and the player rolls a **d6 + Power Level** and consults the table below.

D6 + PL	SPELL CATASTROPHE
2	The Difficulty to cast spells increases by 2 for 1 turn .
3	The Magic User receives a Negative Die to cast spells for 1 hour.
4	The Difficulty to cast spells increases by 1 for a full day.
5	The Difficulty to cast spells increases by 2 for a full day.
6	The Magic User falls unconscious for 1 turn .
7	The Magic User cannot cast spells for 1 hour.
8	The Magic User suffers 1 point of damage on both Physique and Agility .
9	The Magic User can only cast spells with Power Level equal to their own level for a full day.
10	The Magic User falls unconscious for 1d4 hours.
11	The Magic User cannot cast the spell for 1d4 days.
12	The Difficulty to cast spells increases by 2 until the Magic User takes 2 Long Rests .
13	The Magic User cannot cast spells for a full day.
14	The Magic User suffers 1d4 points of damage to both his Physique and Agility .
15	The Magic User suffers the full effect of the spell he was trying to cast.
16+	The Magic User accidentally summons a monster with a number of HD equal to the Power Level of the spell.

The referee can and should adapt these results according to the spell and character's **Vocation**, adding color to the mechanical effects.





Spell List

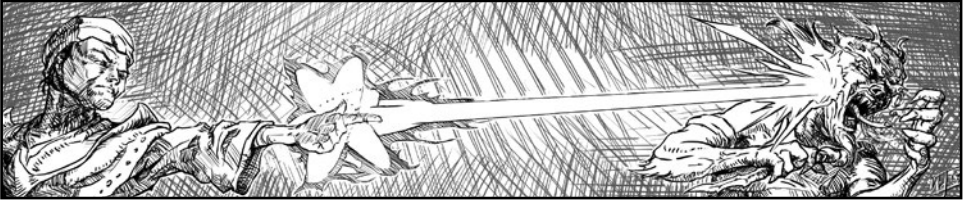
It is said that, deep under the Infinite Sea, in the ruins of Atlantis, lie the greatest repository of magic knowledge that has ever been collected.

The following is not a definitive list of spells available and the referee is free (and encouraged) to create other spells. These are just the most known spells in the current age of the world. The search for new spells should be a driving force for adventurers.

SPELL	EFFECT
1. Project Consciousness	The caster can project his consciousness up to distant range for PL turns.
2. False Friendship	The caster can convince a creature with up to PL HD that they are friends for PL hours. Can be resisted.
3. Arcane Projectile	A projectile that unerringly hits its target for 1d6 points of damage per PL . The caster must specify what kind of damage this is (fire, lightning, force, acid or another element).
4. Disrupt Spell	Used to cancel the effects of another spell of equal PL or lower. The caster needs to roll higher than the result rolled to cast the target spell.
5. Arcane Blast	Blasts a point within far range, affecting targets within close distance, inflicting 1d6 points of damage per PL . Can be resisted for half damage. The caster must specify what kind of damage this is (fire, lightning, force, acid or another element).

6. Imprison	Binds a creature of PL HD or less with invisible force chains for PL turns . Can be resisted.
7. Ferocity	Gives a Positive Die to melee attacks, improves the damage die of melee attacks by 1 step and reduces damage taken by -1d for PL minutes . The subject of the spell must attack any target within close range in the most brutal way he can. At the end of the spell duration, the subject must make a Physique test with a Difficulty equal to the PL or fall unconscious for PL turns . Can be resisted.
8. Supernatural Strength	All Physique tests are made with a Positive Die for PL turns .
9. Supernatural Reflex	All Agility tests are made with a Positive Die for PL turns .
10. Ride Wind	Strong winds carry the target, allowing him to fly clumsily for PL turns .
11. Protective Circle	Drawing a circle on the floor, the caster can protect up to PL targets against supernatural creatures of HD equal or less to the PL . These creatures cannot enter the circle unless they successfully resist the spell.
12. Corrupting Touch	If the Magic User succeeds in a melee attack after casting this spell, the target suffers 1d8 points of damage for PL rounds .
13. Magic Comprehension	For PL turns , the Magic User can comprehend a target language or code, whether it's spoken or written.
14. Sigil of Channeling	Inscribing a sigil on a person or object, the Magic User can cast spells as if he is at the location of the sigil. This lasts for PL hours .
15. Summoning	Summons a creature of PL or less HD . Can be resisted.
16. Sinister Pact	Two willing targets (even those with daggers on their throats) make a pact to act in a certain way. Whoever acts against the agreement suffers 1 HD points of damage until they make amends for their actions. The pact lasts for PL days .
17. Death's Kiss	If the Magic User succeeds in a melee attack after casting this spell he instantly kills a target with PL or less HD that has less than half his total HP . Can be resisted.





18. Mark of the Hunter	Using a possession of the target, the Magic User summons a supernatural creature with PL HD to hunt the target for PL days. A payment for the service must be negotiated.
19. Mind Control	The Magic User takes control of the body of a target with PL or less HD for PL minutes. The target can try to resist each order that is against its nature. Can be resisted.
20. Fearful Phantom	A target of up to PL HD sees its worst fear in front of it and flees for PL turns . If forced to act, it receives a Negative Die . Can be resisted.
21. Somnolence	Targets of up to PL HD in close range within a nearby distance fall asleep for PL turns . Can be resisted.
22. Arcane Barrier	Creates a barrier that protects against spells with a PL lower than the one used to cast this spell. The Magic User can protect PL targets for PL turns . Everyone receives a Positive Die to resist any spell, even those that normally can't be resisted.
23. Mystical Shield	Gives the target a Damage Reduction of -1d for PL hours.
24. Hypnosis	For PL turns , anyone with PL or less HD that meets the Magic User's eyes is hypnotized and must answer yes or no questions truthfully. Can be resisted.
25. Create Portal	For PL hours the caster creates a portal between two locations. The caster must inscribe the same rune on both locations.
26. Rot Matter	1 cubic foot of non-living material per PL rots after 1 turn . Can be resisted if carried/held by a sentient being.
27. Drain Spells	A target of PL or less HD can't cast spells for PL rounds. Can be resisted.
28. Slow Time	A target point within nearby range emanates an aura that slows all creatures within close range. All affected halve their movement rate, act last in the Initiative order and lose one action per round (up to a minimum of one action). This lasts for PL rounds . Can be resisted.
30. Animate Dead	Creates a number of undead creatures of up to PL in HD . However, they can resist the spell and attack the Magic User .
31. Transfer Life	Touching the targets, the Magic User can transfer up to PL HD from one to another. Can be resisted.
32. Curse of Weakness	Imposes a Negative Die for all tests involving strength (melee attacks included) for PL turns .



- | | |
|--|--|
| 33. Death Fog | A target point within far range emanates a fog that deals 1d6 damage per round to anyone within close range. The fog lasts PL turns . |
| 34. Putrid Cloud | A target point within far range is covered in a cloud that imposes a Negative Die to all actions to everyone within close range. The cloud lasts PL turns . |
| 35. Shadow Travel | The caster and a number of people equal to the spell's PL can enter a shadow and travel through the Shadow World until they decide to exit through another shadow. The spell lasts for PL turns and each turn traveling through the Shadow World is equivalent to 1 day of travel through the normal world. However, the referee should roll for random encounters every turn. |
| 36. Consult Supernatural Entity | The caster contacts a supernatural entity to ask up to PL questions. This ritual takes PL turns to perform and the referee must determine the reaction of the entity. |
| 37. Shadow Cloak | The caster and a number of targets up to PL can hide in plain sight as the Shadow World obscures their presence. They test Agility with a Positive Die to remain unseen. The spell lasts for PL turns . |
| 38. Blood Key | The Magic User can open up to PL locked doors and fastened containers. However, he must pay 1 point of either Physique or Agility for each door opened. The doors remain opened for PL turns . |
| 39. Read Thoughts | The caster can read the target's mind for PL turns . Can be resisted. |
| 40. Invoke Ghosts | An area marked by the ghost sigil is haunted by ghosts for PL hours. Anyone but the Magic User entering the area is harassed by these entities and must resist or suffer a Negative Die to all actions. |
| 41. Ventriloquism | The caster can project his voice to any point in sight for PL turns . |
| 42. Pyrokinesis | Takes control over a source of fire within nearby range of up to PL cubic feet for PL turns . It can be detonated to immolate everyone in close range for 1d6 damage per PL . Can be resisted for half damage. |

43. Accelerate	PL targets are accelerated, doubling their movement rate and granting an extra action per round for PL rounds. After the spell duration, the target must make a Physique test with PL Difficulty or fall unconscious for PL turns.
44. Unnatural Growth	A target doubles in size for PL turns, increasing their HD and damage die by one step. They also acquire a ravenous hunger.
45. False Vision	An area within far range is covered by a veil of illusion, appearing to be something other than what it really is. The veil of illusion affects everything nearby. This lasts for PL turns. Can be resisted.
46. Arcane Compartment	Inscribing a chest with a recall rune, the caster can use a command word to retrieve the chest anywhere for PL years. The chest can keep PL items.
47. Sigil of Return	Inscribing the Sigil of Return in a location, the Magic User can utter a word to return to that location with up to PL additional targets. This spell lasts for PL days.
48. Glimpse Future	The character concentrates on a course of action and receives glimpses of future happenings. For PL rounds, the caster gains a Positive Die representing this insight.
49. Life in the Deep	The caster and up to PL targets can breathe underwater and move freely in watery depths for PL turns.
50. False Face	The caster assumes another appearance for PL hours.

Magic Items

Ancient civilizations were capable of creating marvelous items. Each of them were made with specific purposes and fantastic powers that even the wisest of mortals today cannot entirely comprehend. Invariably, they all charged steep prices from their users...prices usually only discovered when it was already too late.

Magic items are rare and the secrets to their creation are almost lost. Magic items generally increase a character's **Attribute** score by 1 or more points, grant **Positive Dice** in certain tests, allow the use of special abilities and spells, and all matter of other things. However, this all comes with a price. Some magic items demand sacrifices, such as HP loss for each use, the killing of innocent victims, or the destruction of valuable possessions. Other items gradually change the behavior of their owners to align with their own objectives. As with magic, these items can be very powerful but they are also very dangerous to use. The acquisition and creation of these items should be the matter of adventures, not simple random loot. Referees wanting to create these artifacts should remember to give them specific purposes, and that the greater the powers, the higher the price charged of their users.





Opponents

The sisterhood of rangers that protected that isolated village reported confrontations with not only common bandits and savage beasts, but also with strange and terrible creatures. Something evil and ancient dwells in that sinister forest. Something not from this world.

Opponents statistics are very simple in *Sharp Swords & Sinister Spells*. Their main stat is their **Hit Dice (HD)**. HD determines the monster's **Hit Points** (always rolled with a d8), its strength and hardness, as well as its base damage (see the table below). The other stat is its **Special Abilities**. This can be anything and can have its own damage die. To affect a character with its **Special Abilities**, an opponent must roll higher than the target's appropriate **Attribute**.

OPPONENT'S HD	DAMAGE DIE
1	1d4
2	1d6
3	1d8
4	1d10
5	1d12
6	2d6
7	2d8
8	3d6
9	2d10
10+	2d12



However, the most important aspect of an opponent is the way the referee presents it. Monsters should be unique, mysterious and difficult to comprehend by the players. Avoid calling them by their common names – always describe them in vague terms and strange names.



Opponents List

What follows is a sample list of creatures encompassing bandits, pirates, guards and witches, as well as terrible monsters created by the forces of Chaos. The referee can and should create additional opponents for their adventures.

Men

NAME	HD	SPECIAL ABILITIES
Bandit	1	Gains Positive Die if attacking with 2 companions.
Thug	2	Max HP.
Assassin	3	Positive Die to attack unaware targets and the target must make a Physique test with Difficulty equal to the damage taken or die.
Thief	1	Positive Die to thieving deeds.
Crime Lord	4	Can redirect the damage of one attack per round to a minion.
Pirate	2	Positive Die to attack targets on the sea.
Pirate Captain	4	2 attacks per round .
Soldier	1	-1d Damage Reduction ; 1d6 damage.
Guard	1	Can combine additional guards to create higher HD "mob" of guards.
Charlatan Sorcerer	2	2d6 arcane blast attack; can cast 1d4 spells with Willpower 12.
Savage Barbarian	3	Positive Die to attack; grants Positive Die to be attacked.
Cultist	1	Can cast <i>Summoning</i> with Willpower 10 + 1 for each additional Cultist trying to cast the spell together.
Shaman	2	Has a spirit companion of 1 HD ; can cast <i>Consult Supernatural Entity</i> with Willpower 12.
Cannibal	2	2 attacks per round ; regenerates 1 HD per corpse eaten.





MONSTERS

NAME	HD	SPECIAL ABILITIES
Two-Headed Lion	3	2 attacks; moves twice as fast as a human.
Giant Venomous Spider	2	1d4 Physique damage after successful attack (a Physique test can negate this damage).
Sorcerous Snake	5	Shoots shadow bolts from its eyes for 2d6 damage once per round in addition to its normal attack.
Succubus / Incubus	5	Can cast <i>False Friendship</i> with Willpower 15; kiss a subject of former spell to drain 1d4 Physique .
Fire Skeleton	3	Immune to fire damage; Inflicts extra 1d4 fire damage with attacks.
Rotting Zombie	2	After hitting a target, target must make a Physique test or acquire the <i>Rotting Disease</i> , losing 1 Physique per day until healed.
Cyclopean Ape	6	2 attacks per round; max HP .
Giant Constrictor Snake	4	After hitting with an attack, the target must pass a Physique test each round or take 1d8 damage.
Giant Spitting Lizard	3	Can spit acid onto a target up to nearby range for 2d4 damage.
Flying Rat	1	After hitting, the target must make a Physique test or contract a pestilence and lose 1 point Physique per day until healed.
Killer Shadow	3	Must be detected with an Intellect test (otherwise, it's invisible); has Positive Die when attacking.
Thing of the Deep	10	10 attacks dealing 1d6 damage each (tentacles); gibbering voices force victims within close range to make a Willpower test or suffer a Negative Die to all actions until they leave its presence.
Sinister Knight	5	Dark armor (-2d Damage Reduction); its gaze causes fear, making targets pass a Willpower test or receive a Negative Die to all actions within nearby range of the Sinister Knight.
Living Blood	3	2 attacks per round ; every point of damage done to others regenerates the same amount of HP .
Psychic Vampire	3	Can forego doing damage to deal 1d4 Willpower damage (the creature regains the same amount of HP).

Face Stealer	2	Deals double damage to unaware targets; can assume appearance of killed victims.
Blood Dryad	3	Forces target to make a Willpower test or become enthralled (victims are sacrificed in front of the Blood Tree); can only be killed if its Blood Tree is cut down.
Ice Howler	3	Half damage from cold attacks; once per combat can emit a Howl to summon another Ice Howler in 1d4 rounds (a player may make a Luck Roll to avoid this effect).
Shadow Wolf	2	Can travel through shadows; gains a Positive Die if attacking with at least 2 other Shadow Wolves.
Spirit of Rage	2	Cannot be harmed by physical means; can posses target who fails a Willpower test and attack its companions.

OPPONENT REACTIONS

Most of the time, the referee will determine an opponent reaction according to the situation. However, sometimes (particularly on random encounters), the opponents' reaction won't be clear and the following table with possible reactions may be useful.

2D6	REACTION
2	Hostile. The creature will attack, deny what the characters want or make an effort to stand in their way.
3-5	Dislike. The creature is inclined to oppose the characters, and may attack, leave or demand something not to interfere with them.
6-8	Neutral. The creature is not inclined to help or hinder the characters. It may ignore them, negotiate until it reaches an agreement or maybe just leave.
9-11	Affinity. The creature is inclined to help the characters in some way. It can point them in the right direction, give them information or even give them some resources. It won't risk its life, though.
12	Friendly. The creature will help the characters, assisting them how it can. It may even help them in combat if this is suitable to its nature.

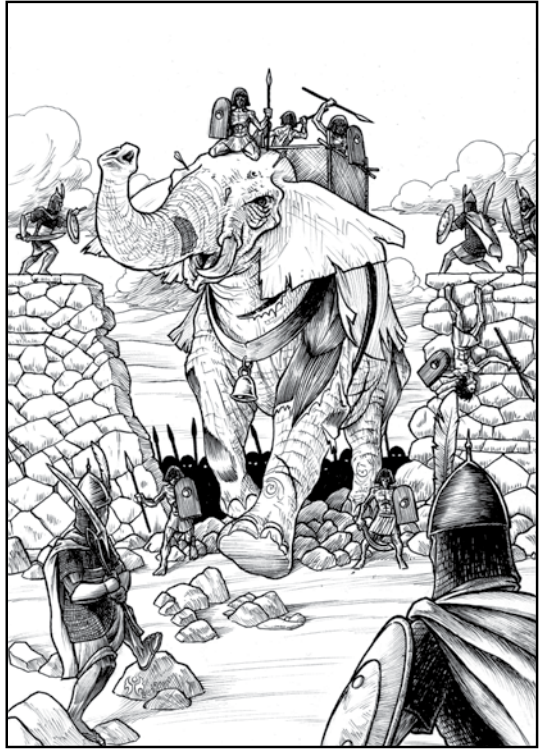


OPPONENT MORALE

Characters run from combat whenever their players decide that continuing to fight is not worth it. Opponents, however, can be forced to make a **Morale** check. Whenever combat turns strongly against them, the referee will roll a **d20** and compare the result to **10 + the opponent's HD**. If he rolls higher, the creature will try to flee, surrender or otherwise avoid death.

RANDOM ENCOUNTERS

No one really knows what they will find on their journey. Nothing is known from the lands beyond the Mountains at the End of the World. Will it be ancient treasures? Ancestral civilizations? Monsters that came from another world? Terrible death or the glory of going to a place no other mortal of this age has ever stepped upon? There is only one way to find out.



It's recommended that the referee rolls a d6 for every 30 minutes of real-time play and, on a result of 1-2, the characters will encounter an obstacle on the following **turn**. The obstacle can be a trap, a hazard, a barrier of some type or a monster appropriate to the location.





Leveling Up

For the first time in many years the barbarian stopped to think about everything he had seen over these years. He was a raider in the hills south of his homeland. He was a thief in the decadent City-States. He led a pirate crew in the Blood Sea and an army in the War of the 13 Kingdoms. Now, he was a king. The Barbarian King as they called him.

Over time, the characters will level up, meaning they have become more experienced and capable. A character will level up after a number of adventures depending on his current level. The more experienced a character is, the harder it is to level up.

Every time a character levels up, he gains another **HD** and makes an **Improvement Roll** for a chosen **Attribute** and their **Prime Attributes**. They can choose a

Prime Attribute for the Improvement Roll, increasing the chance of it being improved, but an **Attribute** can only be improved by 1 point per level.

LEVEL	ADVENTURES TO REACH NEXT LEVEL
1	2
2	3
3	4
4	5
5	6
6	8
7	10
8	12
9	14
10*	16



* Each subsequent level requires the previous amount of adventures plus 2.

Improvement Roll

To improve an **Attribute** by 1 point, a player should roll a **d20** and get a result that is **higher** than his current score. He rolls first for his chosen **Attribute** and then for his **Prime Attributes**. No **Attribute** can be improved above 18.

Appendix A: Adventure Idea Generator

In order to help referees come up with adventures, the following tables can be used to generate ideas that can be easily turned into complete adventures. They should be looked at as inspirations and elements to form a framework. The referee is free to interpret the results or even alter them as he wishes.

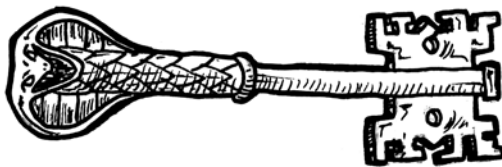
Using this Generator

The default way to use this is to roll two six-sided dice of different colors for each element of the adventure. One color will indicate the subcategory and the other one will indicate the specific element in the subcategory. For example, if I am generating a Goal for my adventure and roll a 6 in the subcategory die and a 2 on the element die, I would end up with "Goal: Survive/Escape from Prison". Creative players and referees will come up with different ways to use these tables.

Goals

These indicate what the characters are trying to achieve in the adventure.

1. ATTACK, KILL, DESTROY	2. FIND, RECOVER	3. STEAL, CAPTURE
1.1 Influential Person	2.1 Important Person	3.1 Art Piece or Jewelry
1.2 Organization	2.2 Missing Person	3.2 Magic Artifact
1.3 Community	2.3 Location	3.3 Important People
1.4 Artifact	2.4 Lost/Stolen Object	3.4 Powerful Creature
1.5 Monster	2.5 Rare Specimen	3.5 Spellbook
1.6 Location	3.6 Magic Ingredient	3.6 Map or Important Scroll
4. GUARD, PROTECT	5. EXPLORE, DISCOVER	6. SURVIVE, ESCAPE
4.1 Community	5.1 New Path	6.1 Ship Wreck
4.2 Location	5.2 Lost Island	6.2 Prison
4.3 Important Person	5.3 Ruins	6.3 Assassins
4.4 Magic Artifact	5.4 New Ritual	6.4 Chaos Cult
4.5 Secret	5.5 The Catacombs of the City-State	6.5 Natural Disaster
4.6 Organization	5.6 The Truth about a Legend	6.6 Vengeful Warlock

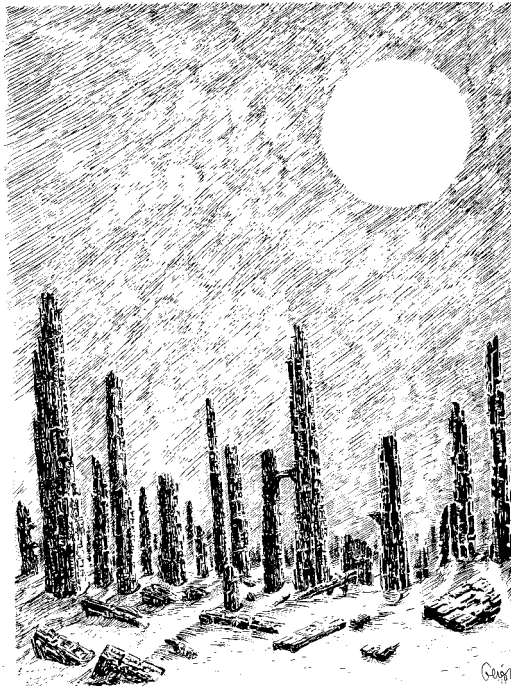




LOCATIONS

This element establishes the main locations where the action is going to unfold.

1. RUINS	2. ISOLATED PLACE	3. CITY-STATE
1.1 Ancient City-State	2.1 Lost Exotic Island	3.1 Local Temple
1.2 Sorcerer's Tower	2.2 Land of the Dead	3.2 Nobles' Palace
1.3 Fort	2.3 Forbidden Valley	3.3 Merchant Guild HQ
1.4 King's Tomb	2.4 Forlorn North	3.4 Museum
1.5 Small Village	2.5 Mountain Peak	3.5 Slums
1.6 Forgotten God's Temple	2.6 Cavern in the Center of Earth	3.6 Sewers
4. BORDERLANDS	5. WILDERNESS	6. STRANGE PLACE
4.1 Local Fort	5.1 Cannibal-Infested Jungle	6.1 Ruins over a Volcano
4.2 Small Village	5.2 Raider-Inhabited Desert	6.2 Crystal Caves
4.3 Nearby Cavern Complex	5.3 Cursed Swamp	6.3 Witch's Hut
4.4 Dark Forest	5.4 Caverns of the Dead	6.4 Flying Pyramid
4.5 Enemy Territory	5.5 Mountains Beyond the Horizon	6.5 Lost Space Ship
4.6 Last Friendly Inn	5.6 Demon-Haunted Forest	6.6 Invisible Tower



ANTAGONISTS

These are the main opponents that the player characters are going to face in the adventure.

1. POWERFUL PERSON	2. MAGIC ARTIFACT	3. ORGANIZATION
1.1 Feared Necromancer	2.1 Uncontrolled Golem	3.1 Corrupt Merchant Guild
1.2 Barbarian Warlord	2.2 Jewelry with Sorcerer's Soul	3.2 Chaos Cult
1.3 Chaos Priest	2.3 Demon-Forged Sword	3.3 Pirate Crew
1.4 Insane Noble	2.4 Alien Orb	3.4 Assassins' Clan
1.5 Bloodthirsty Pirate	2.5 Old One Relic	3.5 Secret Society
1.6 Crime Lord	2.6 Mind-Controlling Statuette	3.6 Adventuring Party
4. IRRATIONAL MONSTER	5. INTELLIGENT MONSTER	6. SUPERNATURAL ENTITY
4.1 Awakened Primordial	5.1 Powerful Undead	6.1 Forgotten Old God
4.2 Shadow Beast	5.2 Demon	6.2 Vengeful Ghost
4.3 Failed Sorcerous Experiment	5.3 Alien	6.3 Being from Another Dimension
4.4 Giant Prehistoric Animal	5.4 Serpent-Man	6.4 Ancient Spirit
4.5 Horde of Giant Insect	5.5 Changeling	6.5 Immortal
4.6 Vampiric Primitive Humanoids	5.6 Ancestral Man	6.6 Living Energy

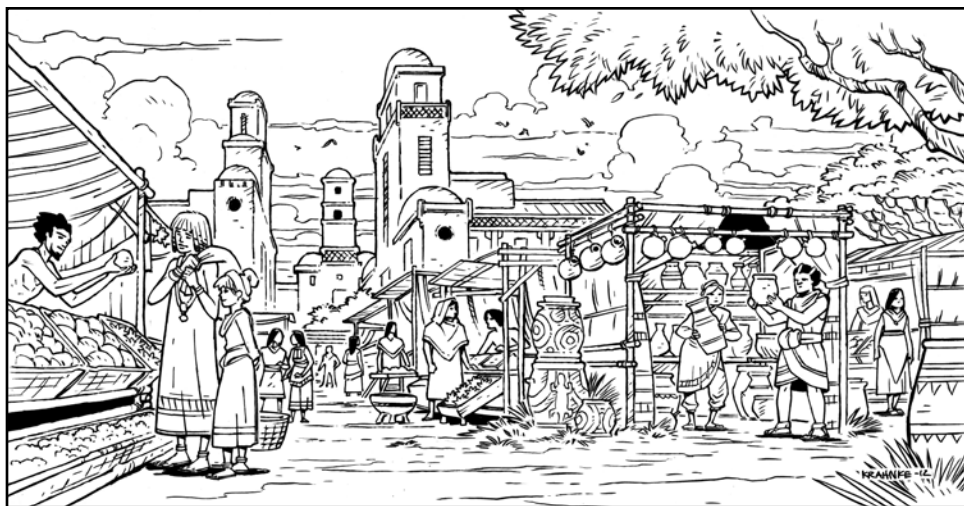




SUPPORTING CHARACTERS

These are the individuals who, depending on the way the player characters interact with them, can become allies, informants, or enemies.

1. ADVENTURER	2. POWERFUL PERSON	3. ORGANIZATION
1.1 Travelling Skald	2.1 Ship Captain	3.1 Mercenary Company
1.2 Bon-Vivant Thief	2.2 Local Noble	3.2 Religious Order
1.3 Noble Barbarian	2.3 Influential Guild Leader	3.3 Influential Guild
1.4 Pilgrim Priest	2.4 Elder Shaman	3.4 Secret Society
1.5 Weird Sorcerer	2.5 Sage	3.5 Local Community
1.6 Errant Knight	2.6 Military Leader	3.6 Adventuring Party
4. MONSTER	5. SUPERNATURAL ENTITY	6. MAGIC ARTIFACT
4.1 Deformed Mutant	5.1 Forgotten God	6.1 Sword with a Soul
4.2 Alien	5.2 Beings from Another Dimension	6.2 Sacred Amulet
4.3 Ancestral Man	5.3 Ancient Spirit	6.3 Alien Tech
4.4 Mythological Creature	5.4 Immortal	6.4 Living Crystal
4.5 Intelligent Animal	5.5 Ghost	6.5 Living Armor
4.6 Undead	5.6 Living Emotion	6.6 Animated Statue

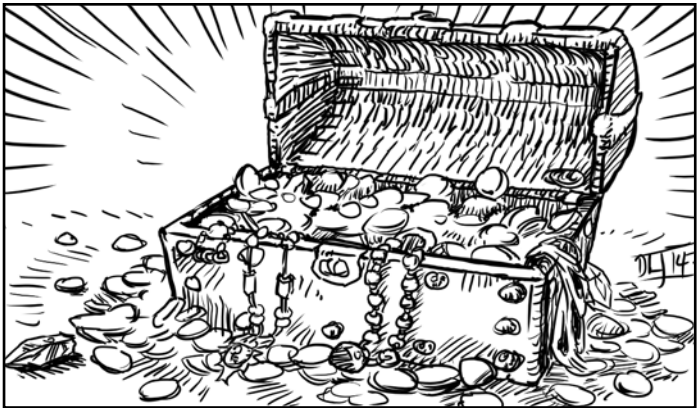


Complications

These are situations that can happen during the adventure, leaving the characters with more trouble than they had before.

1. RESOURCES	2. VICTIMS	3. PERILS
1.1 Large Treasure at Risk	2.1 Lots of Innocents Affected	3.1 Furious Storm
1.2 Low on Food and Water	2.2 Loved One in Danger	3.2 Enraged Monster
1.3 Unlimited Resources for the Enemy	2.3 Rival Asking for Help	3.3 Active Volcano
1.4 Characters' Weapons are Useless	2.4 Haughty Noble	3.4 Magical Catastrophe
1.5 Something Makes Magic More Dangerous	2.5 Innocent Monster	3.5 Perilous Plants
1.6 Party Belongings are Stolen	2.6 Supernatural Entity	3.6 Savage Beasts
4. FACTIONS	5. SUPERNATURAL	6. REVELATIONS
4.1 Rival Group of Adventures	5.1 Curse	6.1 Victims are not What They Seem
4.2 Sect Wanting to Keep Status Quo	5.2 Location is in Another Plane	6.2 Antagonist is not Who it Seems
4.3 Greedy Mercenaries	5.3 Confused Victim's Ghosts	6.3 Treason is Discovered
4.4 Fatalistic Cult	5.4 Sacred Place for a Culture	6.4 Occult Enemy is Revealed
4.5 Treacherous Noble House	5.5 Magic Protection	6.5 Enemy is Revealed to be an Ally
4.6 Antagonist Rival Wanting his Place	5.6 Lost Alien	6.6 What Seems Supernatural Isn't

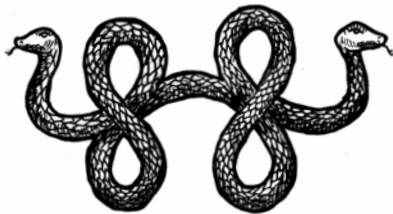




Rewards

These are the tangible and intangible things the characters can get either as a reward, stealing it from someone, or finding it somewhere.

1. TREASURE	2. MAGIC ARTIFACTS	3. POWER
1.1 Large Sum of Silver and Gold	2.1 Legendary Sword	3.1 Powerful Spell
1.2 Giant Precious Gem	2.2 Ancient Spellbook	3.2 Power over a Creature
1.3 Invaluable Sacred Idol	2.3 Alien Artifact	3.3 Immortality
1.4 Legendary Jewel	2.4 Technological Machine	3.4 Supernatural Strength
1.5 Precious Art Piece	2.5 Musical Instrument	3.5 Command over a Group
1.6 Magical Ingredients	2.6 Energy Crystal	3.6 Favor from a Powerful Being
4. KNOWLEDGE	5. INFLUENCE	6. GLORY
4.1 Truth About a Legend	5.1 In a City-State	6.1 Fame Among Thieves
4.2 Location of Legendary Treasure	5.2 In a Powerful Guild	6.2 Recognition for Bravery
4.3 True Name of an Entity	5.3 Over a Secret Society	6.3 Great Celebration by Community
4.4 State Secret	5.4 Over a Noble House	6.4 Nobility Title
4.5 Enemy's Weakness	5.5 With a Supernatural Entity	6.5 Among Their Own People
4.6 Truth About the Past	5.6 With a Savage Tribe	6.6 Among Beings from Another Plane



NAME:

ARCHETYPE:

VOCATION:

COMPLICATION:

SPECIAL
ABILITIES
& SPELLS

LEVEL



HIT POINTS

Luck Die

Adv TO LVL

PHY

AGI

Weapons

ARMOR

Equipment

Treasure

INT

WIS

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