

STONE & WOOD

FANTASY ROLE PLAYING IN “THE LAND”

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BASED ON THE
CHRONICLES OF THOMAS COVENANT
BY STEPHEN R. DONALDSON

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

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Disclaimer

This role-playing game is a tribute to Stephen R. Donaldson's Chronicles of Thomas Covenant and is not in any way intended to claim any right to the property.

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INTRODUCTION

Stone & Wood is a role-playing game set in the Land of Stephen Donaldson's Chronicles of Thomas Covenant series. The Chronicles of Thomas Covenant the Unbeliever are a series of fantasy novels of tremendous scope and a psychological depth never before attempted. Written by Stephen R. Donaldson (who later authored the *Gap* series of science fiction novels) the Chronicles reveal the existence of another Earth, and recount the otherworldly adventures and struggles of a human from our Earth, Thomas Covenant. All of the action in the First Chronicles and much of the Second takes place in *the Land*, a rich and diverse mountain-hemmed region where a powerful Enemy named *Lord Foul the Despiser* attempts to destroy or enslave the free people of the Land. These folk live in harmony with the Land through the dedication to its inherent *Earthpower* - magic that can be evoked through a long and painstaking devotion to stone, wood, water or even animals such as the mighty *Ranyhyn* horses. Led by the tiny but determined *Council of Lords* from their great keep of *Revelstone* they attempt to preserve the beauty of the Land against the remorseless armies of the *Despiser*.

Thomas Covenant, a nondescript man whose wife and son have fled after he is diagnosed with leprosy, is mystically and unwillingly transported to the Land in a time of crisis when Lord Foul's plans approach their time of fruition. Covenant wears a wedding ring of white gold - metal found nowhere else in the Land - that proves to be a talisman of indescribably powerful sorcery, making him a wild card in the war against the Despiser. His lack of control of the white gold and his bottomless well of self-loathing, confusion, cynicism and rage imperil his friends as surely as the worst travails Lord Foul unleashes at them.

Stone & Wood doesn't claim to replicate the characters and creatures of the Land exactly; it aims to convert them into role-playing terms so that you can play a game that approximates the themes and feel of Stephen Donaldson's wonderful setting. Some of the magical effects of the Earthpower differ slightly to fit them into the Swords & Wizardry magic system but I have attempted to maintain some of their differences from traditional magic-users of old

school games because they aren't exactly the same (no memorizing spells or spell books, for example). Also, whilst I'm not entirely into "game balance" just for the sake of it, the Bloodguard and Giants aren't entirely as they appear in the books else they'd overpower just about every other character class in the game. But they are pretty darned close!

References

The First Chronicles

1. Lord Foul's Bane (1977)
2. The Illearth War (1977)
3. The Power That Preserves (1977)

The Second Chronicles

1. The Wounded Land (1980)
2. The One Tree (1982)
3. White Gold Wielder (1983)

The Last Chronicles

1. The Runes of the Earth (2004)
2. Fatal Revenant (2007)
3. Against All Things Ending (2010)
4. The Last Dark (due for release 2013)

CHAPTER 1: GETTING STARTED

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

Rule Number One

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

Dice

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

Remember

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

Character Sheets

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

NAME	
STR	CLASS
INT	LEVEL
WIS	XP
CON	ST
DEX	AC
CHA	HP
	ENC
	MOVE

Attribute Scores

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

Rolling Attributes

Roll for each attribute in the above order.

Once those rolls have been made, it is often obvious which type of character best fits the abilities. Each class has certain minimum attributes to qualify, so check first that your attributes match the class you want. Other than this, the player always has the option to play any class he wants and his attributes qualify him for.

Optional: Rolling Attributes

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

Attribute Modifier

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

Table 1: Attribute Modifier

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

Strength (STR)

A high Strength lets a character carry more weight and will give him bonuses to attacks and damage when attacking with a melee weapon or his fists.

Intelligence (INT)

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

Wisdom (WIS)

Wisdom determines a character's insight, perception, good judgment and willpower.

Constitution (CON)

Constitution refers to the health and endurance of a character. A high Constitution score gives a character additional hit points per hit die.

Dexterity (DEX)

Dexterity is a combination of coordination and quickness. A high Dexterity score gives a character a bonus on their "to-hit" roll when attacking with a ranged weapon.

Charisma (CHA)

A highly charismatic character has a better chance to talk his way out of trouble and can lead more followers than a character with a lower Charisma.

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

Table 2: Charisma Bonus

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

Hit Points

Hit points (HP) represent the amount of "damage" a character can take before dying and are determined by the amount of Hit Dice (HD) a character has at their particular class level. If a Player begins the game with a 1st level Eoman (1d8 HD) he would therefore roll 1 HD (1d8) to determine his PC's starting HP. It doesn't solely represent the character's ability to absorb injury – it also represents the experience of the character to turn what might have been a mortal wound into a flesh wound, by correct positioning, general awareness, use of cover, distractions etc.

At 1st level only, a PC receives maximum HP for his class (inclusive of any CON modifier). So, in the example above the Eoman would actually begin with 8 HP, if his CON is simply average.

Each time a character advances a level, he gains extra HP. Roll the dice again and add the result to the existing HP total for the character's new HP. After around 9th level characters don't receive an extra die roll for their HP, they simply receive a set number of additional points. At this level, you do not add any further CON bonus.

Saving Throw

The Saving Throw (ST) is the number or higher the player needs to roll on a D20 to avoid something bad happening to his character. You add the character's Attribute Modifier to the roll, where an attribute is appropriate. For example, if a snake bites your character, you can attempt a save against the poison. You'd add your character's CON modifier, in this instance. The ST might also be used as the roll needed to attempt to use some of the character's class abilities – these are set out in each class description. Every class starts at 1st level with a ST of 15. Each

level thereafter, reduce this number by 1. Some classes receive a bonus to the roll for certain effects – Giants are particularly resilient to harm from fire for example at receive +4 to their roll.

Table 3: Saving Throw Examples

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

Levels

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

CHAPTER 2: CHARACTER CLASSES

There are eight character ‘classes’ in the game: *Bloodguard*, *Eoman*, *Giant*, *Gravelingas*, *Healer*, *Hirebrand*, *Lorewarden* and *Ramen*. Some of these classes are actually races (like the *Giant*) and many of them require your character to come from a particular region of the Land (like the *Ramen*).

THE BLOODGUARD

All Bloodguard are all *Haruchai*; a sturdy and highly militant people from across the *Westron Mountains*. The *Haruchai* entered the Land as an army intending to overrun *Revelstone*. However, they met *High Lord Kevin* and were astounded by his compassion. They swore an oath of service to him, the strength of which defies time. Those in service of the Lords (500 at a time) became the Bloodguard.

Almost without exception the Bloodguard are stoic, unemotional characters who hide their martial spirit extremely well. Some of this can be explained by the binding power of their extravagant Vow. They refuse to employ weapons in battle but more than make up for this with their unwavering bravery and skill at unarmed combat.



A Bloodguard isn’t interested in personal things and never amasses any belongings that he cannot carry. He will carry stuff that suits a purpose but once that purpose has been achieved he will generally dispense with it.

A Bloodguard speaks little and doesn’t elaborate; he uses minimal words to get across his point and no more. Stories do not interest a Bloodguard; just relevant information.

Bloodguard must have minimum attributes of STR 11, CON 11 and DEX 11. If all three attributes are 13 or more, the Bloodguard receives a 10% bonus on XP earned.

Table 4: Bloodguard Advancement

Level	XP	HD (d8)	To Hit Bonus	AC Bonus	Unarmed Damage
1	0	1	+0	+1	d6
2	2250	2	+1	+2	d6
3	4500	3	+2	+2	d6
4	9000	4	+2	+3	d8
5	18000	5	+3	+4	d8
6	36000	6	+4	+4	d8
7	72000	7	+4	+5	d10
8	144000	8	+5	+6	d10
9	288000	9	+6	+6	d10
10	576000	9+3	+6	+7	2d6

Bloodguard Class Abilities

Weapons & Armour: The Bloodguard use no weapons and wear no armour. However, they do receive a bonus to their AC based on their level as set out in the above table. This is due to their skill at deflecting, dodging and otherwise avoiding blows aimed at them.

Saving Throw: Bloodguard receive a +4 bonus on saving throws vs. disease, poison, death and magical compulsions like possession, charm, fear, commands and other mind-affecting powers.

Ageless: The Bloodguard do not age and never tire, needing no sleep.

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

Call Ranyhyn: The Bloodguard can summon a *Ranyhyn* to do his bidding. If the *Ranyhyn*

perishes in service of his rider, the rider cannot call a replacement.

Combat Machine: Bloodguard get one attack per level against foes of 1HD or fewer, each round.

Deflect/Catch Missiles: The Bloodguard can deflect and catch arrows, javelins and similar weapons that would otherwise have hit him. Make a DEX ST when he is struck by a missile; success means he has caught or deflected it (even if he has already acted in the round). As long as he is within 10', he can also catch missiles that would otherwise have hit the person he has been assigned to protect. This stacks with Unarmed Combat; that is they can catch up to two missiles at 5th level and three at 10th level.

Disarm: The Bloodguard can attempt to disarm his opponent instead of striking to hit. He must make a DEX ST, modified by the HD or level of opponent. This stacks with his Combat Machine and his Unarmed Combat ability.

Mind-Speak: Bloodguard can mentally speak with each other without the need for speech.

Protective: If the Bloodguard has been assigned to protect someone (usually a Lorewarden) he is exceptionally diligent in this duty. He will not leave his charge's side for any reason – even if ordered away, he will remain at all times where he can see and defend his charge from danger. He receives +1 to all attacks, damage and STs when he is specifically acting to protect his charge or carry out his duty.

Unarmed Combat: Bloodguard feet and fists are deadly weapons and therefore they cause additional damage at higher levels. The table shows the damage the Bloodguard causes in unarmed combat. He can choose whether this is subdual damage or normal damage. He can also attack twice per round at 5th level and three times at 10th level. This does not stack with Combat Machine.

Names: Bloodguard generally have short single-syllable or double syllable names. Examples are: Bann, Bannor, Brinn, Cail, Ceer, Cill, Crowl, Doar, Harn, Stell, Tull,

Shull, Sill, Vale, Cerrin, Hergrom, Porib and Runnik.

THE EOMAN (FIGHTER)

The Eoman is a fighting man (or woman) in the land's standing army, called the *Warward*, based at Revelstone. The Eoman is a trained soldier and is proficient in most fields of combat. Eoman can come from just about any of the main peoples of the Land; Plainsmen, Stonedowners or Woodhelvinnin. The former would make good scouts, the second would be superb armoured footmen and the latter would make excellent archers.

To be an Eoman, a character requires a minimum STR of 9. If STR is 13 or more, the Eoman receives a 10% bonus on XP earned.

Table 5: Eoman Advancement

Level	XP	HD (d8)	To Hit Bonus
1	0	1	+0
2	2000	2	+1
3	4000	3	+2
4	8000	4	+2
5	16000	5	+3
6	32000	6	+4
7	64000	7	+4
8	120000	8	+5
9	240000	9	+6
10	480000	9+3	+6

Eoman Class Abilities

Weapons & Armour: An Eoman can use any normal-sized weapons and any type of armour.

Saving Throw: An Eoman receives a +2 bonus on saving throws vs. death.



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

Combat Machine: An Eoman gets one attack per level against foes of 1HD or fewer, each round.

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

Names: Eoman can come from any region of the Land and therefore names are generally as listed for the other classes (except Giants & Haruchai).

THE GIANT

Giants stand about twice as tall as most humans and their strength is similarly great. Giants are very long-lived and therefore like to take their time reaching decisions and particularly love telling long tales which can last several days. Giants are naturally a race of seafarers and storytellers.

To be a Giant a character must have minimum attributes of STR 12, CON 12 and CHA 8. If all three attributes are 13 or higher, the Giant receives a 10% bonus on XP earned.

Table 6: Giant Advancement

Level	XP	HD (d8)	To Hit Bonus
1	0	2	+0
2	2500	3	+1
3	5000	4	+1
4	10000	5	+2
5	20000	6	+2
6	40000	7	+3
7	80000	8	+3
8	160000	9	+4
9	320000	10	+4
10	640000	10+3	+5

Giant Class Abilities

Weapons: Giants can use any Giantish one-handed weapons and wear any armour (except Giantish - unless a *Swordmain*).

Saving Throw: Giants receive a +4 bonus on saving throws vs. fire (including magical fire).



Even if they fail their save vs. fire they take only half damage.

Call Sea Creatures: By 8th level Giants have learned the ability to summon sea creatures to them (when they are at sea). At 8th level, the creatures summoned are 2d6+2 porpoises and dolphins. They will do whatever they can to assist the Giant (if it is within their capabilities) for up to a day. This might include carrying people on their backs or pulling a small boat. At 10th level the Giant can also summon a single Nicor – a gigantic whale-like creature, capable of pulling (or sinking) a large ship.

Giant-sized: Giants use larger heavier weapons as listed. Their fists cause d6 subdual damage rather than d3.

Gift of Tongues: Giants will automatically understand any language of any race that uses speech. This was a gift given to the Giants by the Elohim.

Inspiring Tale (CHA): A Giant can recite enthralling stories and sing rousing songs that will aid restful sleep, help a journey pass much more quickly or help others forget their worries and fears for a short while. This works exactly like the 2nd Level Lorewarden Earthpower *Inspire*. A Giant can use this ability once per day at 1st level and an additional once per day at 5th and at 10th levels.

Ship Handling (STR): Giants are natural sailors and therefore handle any water vessel with great ease.

Stone-shaping: Giants are natural stone-workers and can use the *Mending (stone)* power of the Gravelingas as a natural ability once per day at 1st level and another once per day per two full levels thereafter (so, at 3rd, 5th, 7th and 9th levels).

Swordmain: At 4th level, a Giant may elect to become a Swordmain. He receives a two-handed sword made especially for him with which he trains and practices and uses above all other weapons. Because of this focus, Giants automatically gain +1 to hit with this particular weapon. If lost, they need to find or have made a new weapon of the same characteristics. They can also wear Giantish stone armour, which is unavailable to any other character. Swordmains also gain the Combat Machine ability of the Eoman. A Giant choosing this path doesn't receive any more level advances to Stone-Shaping and Inspiring Tale abilities (i.e. they are capped at 4th level) and neither do they receive the Call Sea Creatures ability.

Names: Giants favour long names that tell a story, like Saltheart Foamfollower, Grimmand Honninscrave, Sparlimb Keelsetter, Wavenhair Haleall, Bahgoon the Unbearable, Heft Galewrath, Spray Frothsurge and Cable Seadreamer.

THE GRAVELINGAS

The Gravelingas is a master of stone-lore (*rhadamaerl*). He is a Stonedownor who has perfected his craft at the *Loresraat* (the seat of learning in *Trothgard*). His craft is to channel Earthpower through the stone and draw strength and vitality from it. The stone is not destroyed or consumed, even if fire is brought forth. A Gravelingas will never use metal tools

to carve stone – he melds it into shape using his craft. In this way, he can create tools, artefacts, weapons, utensils, furniture and even dwellings.

To be a Gravelingas a character must have minimum attributes of INT 9 and CON 9. If both attributes are 13 or higher, the Gravelingas receives a 10% bonus on XP.

Table 6: Gravelingas Advancement

Level	XP	HD (d6)	To Hit Bonus	Earthpowers by level per day			
1	0	1	+0	1	-	-	-
2	1500	2	+0	2	-	-	-
3	3000	3	+1	2	1	-	-
4	6000	4	+1	3	2	-	-
5	12000	5	+2	3	2	1	-
6	24000	6	+2	4	3	2	-
7	48000	7	+3	4	3	2	1
8	96000	8	+3	4	4	3	2
9	192000	8+2	+4	5	4	3	2
10	384000	8+4	+4	5	4	4	3

Gravelingas Class Abilities

Weapons: The Gravelingas can use only clubs, daggers, shortswords, hand axes and slings and other weapons as long as they are made predominantly of stone. They can wear leather armour but don't use shields.

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

Graveling Pot: At 1st level, the Gravelingas creates a pot of Graveling, through which he can channel his spells. It is an earthenware pot containing small stones that are kept constantly glowing, shedding both warmth and a little light (in a 5' radius). Carrying the pot will protect its wielder from fire, giving a +2 ST against damage from fire (magic or otherwise). In addition, a successful save results in no damage and a failed save results in only half damage from fire. This protection is extended in a 10' radius around the wielder at 4th level. The fact that there is a Graveling pot in a group of travellers can also boost morale and so it provides a +1 bonus to all to hit rolls and STs of the Gravelingas and his companions once per day. This bonus rises to +2 at 10th level.

Use Hurtloam: The Gravelingas is able to use *Hurtloam* to its best effect, by using the

minimum amount to gain the best results. When used by a Gravelingas, Hurtloam restores d6 HP per application, rather than the usual d3 if used by other people. In addition, the Hurtloam can be kept for up to a day per level without losing its healing effect, after being gathered, rather than having to be used straight away.

Stone Empathy (WIS): The Gravelingas can touch a stone surface and is immediately attuned to it, sensing any breaks, imperfections, how it was made etc. This reveals secret or hidden doors, traps, moveable stones, strange marks, carvings etc. within 60' of the point touched.

Earthpowers: A Gravelingas draws his magic from rock and stone so must be touching a stone surface to create his effects. He can create any of his effects using his attuned Graveling Pot.

Table 7: Earthpowers

Level 1	Level 2
Detect Corruption	Fire Stone
Heat Stone	Stone Strength
Hold Stone Portal	Resist Fire
Magic Stone	Soften Stone
Mending	
Level 3	Level 4
Meld into Stone	Earthquake
Protection from Fire	Spike Stones
Stone Shape	Stoneskin
Rock to Mud	Wall of Fire
	Wall of Stone

THE HEALER

The Healer has learned her craft at the Loesraat (the seat of learning in Trothgard). Her craft is to mend the body and mind and to give succor to the sick and injured. The Healer has learned about the Healing nature of Earthpower and is best placed to utilize the natural resources available without harming the Land.

To be a Healer a character must have minimum attributes of CHA 9 and WIS 9. If both attributes are 13 or higher, the Healer receives a 10% bonus on XP.

Table 8: Healer Advancement

Level	XP	HD (d6)	To Hit Bonus	Healings by level per day			
1	0	1	+0	1	-	-	-
2	1250	2	+0	2	-	-	-
3	2500	3	+0	2	1	-	-
4	5000	4	+1	3	2	-	-
5	10000	5	+1	3	2	1	-
6	20000	6	+1	4	3	2	-
7	40000	7	+2	4	3	2	1
8	80000	8	+2	4	4	3	2
9	160000	8+2	+2	5	4	3	2
10	320000	8+4	+3	5	4	4	3

Healer Class Abilities

Weapons: The Healer can use only quarterstaves for self-defence and they don't wear armour.

Saving Throw: The Healer receives a +2 bonus on saving throws vs. possession, poison, disease and paralysis.

Lay on Hands: The Healer can attune herself to the ills of the injured person and mend the flesh by merely placing her hands on the injury, restoring up to 2 HP per level per day.

Consonance: The Healer is able to use the restorative properties of any of the naturally occurring materials to their best effect, by using the minimum amount to gain the best results. When used by a Healer, Hurtloam and Rillinlure Dust and Treasure Berries work to the maximum of their capacity. See the description of these restoratives on page XX.

Exorcize (CHA): The Healer can attempt to force any evil spirit or Raver out of the body of the victim of a possession. The Healer must be touching the victim. A failed roll might mean the possessing entity will enter the body of the Healer instead of the original victim.

Healing Effects: The Healer is attuned to the Earthpower of the Land and has learned to channel this to create miraculous spell-like effects, mainly to do with protection and healing.

Table 9: Healing Effects

Level 1	Level 2
Cure Light Wounds	Calm Emotions
Detect Corruption	Cure Moderate Wounds
Endure Elements	Delay Poison
Purify Food & Drink	Gentle Repose
Remove Fear	Hold Person
Resistance	Remove Paralysis
Sleep Touch	Restoration, Lesser
Ward Person	
Level 3	Level 4
Cure Serious Wounds	Break Enchantment
Remove Blindness/Deafness	Cure Critical Wounds
Remove Disease	Restoration
Shield Other	Neutralize Poison

THE HIREBRAND

The Hirebrand is a master of wood-lore (lillianrill). He is a Woodhelvennin who has perfected his craft at the Loresraat (the seat of learning in Trothgard). His craft is to work the wood and draw upon the suppleness and vitality that the wood contains. A Hirebrand would never destroy wood as this is against his Oath to preserve The Land. Hirebrands can mould or shape wood into artefacts or into objects, utensils, tools, weapons, furniture or even dwellings.

To be a Hirebrand a character must have minimum attributes of INT 9 and DEX 9. If both of these attributes are 13 or higher, the Hirebrand receives an extra 10% on XP earned.

Table 9: Hirebrand Advancement

Level	XP	HD (d6)	To Hit Bonus	Earthpowers by level per day			
1	0	1	+0	1	-	-	-
2	1500	2	+0	2	-	-	-
3	3000	3	+1	2	1	-	-
4	6000	4	+1	3	2	-	-
5	12000	5	+2	3	2	1	-
6	24000	6	+2	4	3	2	-
7	48000	7	+3	4	3	2	1
8	96000	8	+3	4	4	3	2
9	192000	8+2	+4	5	4	3	2
10	384000	8+4	+4	5	4	4	3

Hirebrand Class Abilities

Weapons: The Hirebrand can use only clubs, wooden daggers, quarterstaves and other melee weapons made predominantly of wood. They can wear leather armour.

Saving Throw: The Hirebrand receives a +2 bonus on saving throws vs. magic and deception.

Wood Empathy (WIS): The Hirebrand can touch a wood surface and is immediately attuned to it, seeing any breaks, imperfections, how it was made etc. This reveals secret or hidden doors, traps, moveable wooden panels etc.

Hirebrand's Staff: At 1st level, the Hirebrand creates a Hirebrand's Staff, through which he channels many of his spell effects. It is +1 to hit in combat and always causes a slight flare when it strikes, causing an additional point of fire damage per level of the Hirebrand. The staff will protect its wielder against damage from fire, giving an extra +2 to the Hirebrand's ST vs. fire. This protection can be extended in a 10' radius around the wielder at 4th level. Once per day, at 8th level, and then once more at 10th level the Hirebrand can bash the end of his staff against the ground, creating a tremor that can knock enemies off their feet and/or cause them to drop what they are holding. The area of affect is a 30' radius around the Hirebrand, 50' (at 10th level). Alternatively, the tremor can be directed in a cone shape away from the Hirebrand, of 50' length, widening to half of the range of the tremor (+20' at 10th level). Any creature caught in the area must make a ST to avoid falling. Falling results in 2d6 damage.

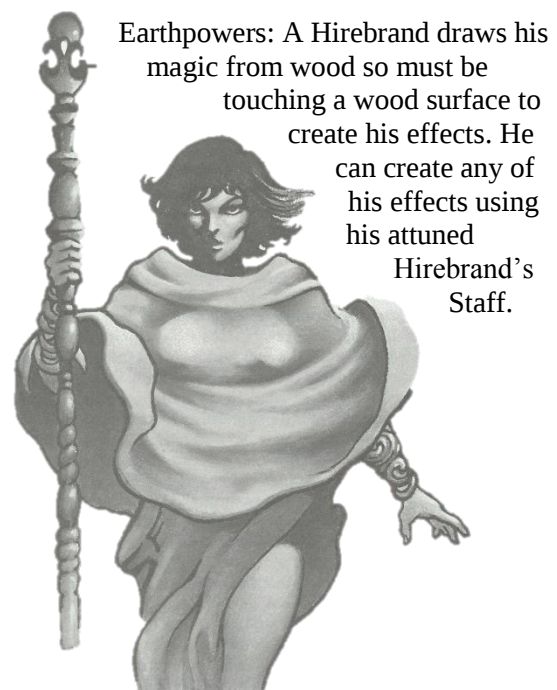


Table 10: Hirebrand Earthpowers

Level 1	Level 2
Detect Corruption	Barkskin
Burning Staff	Continual Flame
Entangle	Wood's Grace
Hold Wooden Portal	Warp Wood
Light	Wood Shape
Mending	
Level 3	Level 4
Tree Shape	Wall of Thorns
Plant Growth	Scorching Flame II
Flame Arrow	Wall of Fire
Scorching Flame I	
Wall of Wood	

THE RAMEN

The Ramen are a people that live on the Plains of Ra. Noted for their athletic grace of movement and slim statures, the Ramen typically have long black hair, the keen faces of hunters and deeply tanned skin from roaming the plains from day to day. Ramen wear very simple loose fitting shifts that enable them free unhindered movement. Their existence on the Plains of Ra has bred a fleet footed race that may travel scores of leagues in a single day. Their expertise as hunters is unrivalled. It is very rare for anyone other than a Ramen to become as skilled a hunter and tracker. Whilst Ramen serve the Ranyhyn, they never ride them.

To be a Ramen a character must have minimum attributes of CON 11, DEX 11 and STR 8. If all three of these attributes is 13 or higher, the Ramen receives a 10% bonus to XP.

Table 11: Ramen Advancement

Level	XP	HD (d8)	To Hit Bonus	AC Bonus
1	0	1	+0	+1
2	1750	2	+1	+2
3	3500	3	+1	+2
4	7000	4	+2	+3
5	14000	5	+2	+4
6	28000	6	+3	+4
7	56000	7	+3	+5
8	112000	8	+4	+6
9	224000	8+2	+4	+6
10	448000	8+4	+5	+7

Ramen Class Abilities

Weapons: Ramen can use any one-handed weapons melee and any missile weapon except crossbows; however they prefer smaller concealable ones. They do not wear armour but receive an AC bonus based on their level, as set out in the table above.

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

Cord Fighting: The Ramen are trained in the use of a special garrote-like weapon called a cord, which is tied around the waist when not in use. With her cord, a Ramen receives +1 to hit.

Cord Special Attack: Using only her cord, a Ramen can catch an opponent by surprise and, on making a successful to hit roll, causes double damage to her target. In addition, if a target charges the Ramen, the Ramen causes double damage on a successful hit in the first round after the charge.

Marrowmeld: The Ramen's understanding of nature brings forth in her the spell-like ability to sculpt bones instantly, either within a living creature or as an art form. The Ramen can form an existing piece of bone into any shape that suits her purpose. For example, she can make a bone weapon, repair a foreleg break or create a bone idol or ornament. Marrowmeld also permits her to reshape objects already sculpted from bone, whether they were shaped magically, normally or through the use of tools.

Run with the Ranyhyn: Over long distances, at 1st level the Ramen is able to run at twice normal walking speed for up to a whole day without needing rest. By 3rd level, she can run three times normal walking speed for the whole day and by 6th level she can run four times normal speed for the whole day. The Ramen is able to run at speeds capable of keeping up with the Ranyhyn for short distances; for a number of minutes equal to the level of the Ramen + her constitution bonus (if any), she can run at 10 times her normal running speed.

Stealth (DEX): When in the wilderness, the Ramen is skilled at using the terrain and

camouflage to move or hide without being noticed by her prey or his enemies.

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

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

Ramen tend to have very short single syllable names such as Gay, Rue, Rael, Lithe.

THE LORE WARDEN



Highly respected, Lorewardens have located and deeply connected with the true forces of nature. They have a solemn duty to guide and teach everyone to cherish and understand the nature of the Land, regardless of race, class or alignment. The Lorewarden does not use magic, psionics or technology to acquire or maintain her skills; she is in harmony with energies beyond the ken of most people, and it is that fact which gives her life and purpose.

To be a Lorewarden a character must have minimum attributes of WIS 11, INT 11 and CHA 9.

If all three of these attributes are 13 or higher, the Lorewarden receives a 10% bonus to XP.

Table 12: Lorewarden Advancement

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

Lorewarden Class Abilities

Weapons: The Lorewarden can use any weapon (but rarely use anything other than their staff). They don't wear armour of any sort.

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

Consonance: The Lorewarden is able to use the restorative properties of any of the naturally occurring materials to their best effect, by using the minimum amount to gain the best results. When used by a Healer, Hurtloam and Rillinlure Dust restores d6 HP per application, rather than the usual d3 if used by other people. Treasure Berries restore 2 HP per berry rather than the usual 1.

Crush Item: A Lorewarden can destroy any weapon or item of their size or smaller (even magic ones, but not artifacts) by picking it up and crushing it between her hands or using her staff.

Lorewarden's Staff: At 1st level the Lorewarden receives a special quarterstaff, which gives +1 to hit in combat and when it strikes flares a little causing an extra 1 point of fire damage per level. The Lorewarden also uses her staff as a focus for many of her Earthpowers.

Lord's Staff: At 10th level the Lorewarden becomes a Lore Lord and may establish her Lorewarden's Staff staff as her spellstaff. She may charge it with any Earthpower that she has available any time it is empty. Casting the spell does not count against the Lore Lord's allotment for the day.

Melding: Starting 6th level, Lorewardens are able speak to each other telepathically over short distances (up to 100'). This ability increases incrementally by 50' per level after 6th. Only one Lorewarden needs to have this ability to open communication, though in groups of three or more where only one Lorewarden has this ability, there is only communication to and from her; she must relay information between the other Lorewardens. The Lorewarden may use this ability once per month per level.

Set Lifespan: Lorewardens live to five centuries, unless they are slain. This is a measure of their bond with the natural forces. Lorewardens retain their youth well, appearing and having physical abilities of someone far younger than their actual age.

Earthpowers: Lorewardens are attuned to the Earthpower of the Land and can use and work with this to create wondrous spell-like effects.

Table 13: Lorewarden Earthpowers:

Level 1	Level 2
Alarm	Arcane Lock
Cure Light Wounds	Daze
Detect Corruption	Detect Thoughts
Endure Elements	Find Traps
Hold Portal	Inspire
Light	Knock
Lord's Fire I	Locate Object
Message	Lord's Fire II
Protection from Corruption	Obscure Object
Shield	Resist Vitriol
Level 3	Level 4
Cure Moderate Wounds	Cure Serious Wounds
Continual Light	Confusion
Dispel Magic	Fear
Explosive Runes	Geas
Lord's Fire III	Globe of Invulnerability
Magic Ward Against Evil	Locate Creature
Suggestion	Lord's Fire IV
	Sending
Level 5	
Break Enchantment	
Command	
Find the Path	
Hold Monster	
Lord's Fire V	
Repulsion	
True Seeing	
Wall of Force	

**CHAPTER 3:
ALIGNMENT, DESPAIR AND
CORRUPTION**

CHAPTER 4: WEAPONS AND EQUIPMENT

Starting characters in a S&W campaign can be assumed to have the following equipment:

A Bloodguard generally begins play with:

- A cloth tunic
- A Ranyhyn

A Giant generally begins play with

- Leather armour, shirt, leggings and boots
- A weapon of choice
- A satchel containing a blanket, eating utensils and a bowl
- A skin of diamondraught

A Gravelingas generally begins play with

- Leather armour, shirt, leggings and boots
- A stone dagger, club or hand axe
- A satchel containing a blanket, eating utensils and a bowl
- A waterskin
- A small stone vial containing an application of Hurtloam
- A Graveling Pot

An Eoman generally begins play with:

- A suit of plate armour and a shield or a suit of chain
- A blanket, a set of eating utensils and a good knife
- Any two weapons of choice
- A riding horse with a saddle (if chain armour chosen at outset)

A Hirebrand generally begins play with

- Leather armour, shirt, leggings and boots
- A satchel containing a blanket, eating utensils and a bowl
- A waterskin
- A small pouch containing an application of Rillinlure
- A Hirebrand's Staff

A Ramen generally begins play with:

- A cloth tunic
- A cord
- A dagger, club, shortsword or sling

A Lorewarden generally begins play with:

- A cloth robe, sandals
- A Lorewarden's Staff
- A satchel containing a blanket, eating utensils and a bowl
- A waterskin
- A riding horse with a saddle

A Healer generally begins play with:

- A cloth robe, sandals
- A quarterstaff
- A satchel containing a blanket, eating utensils and a bowl
- A waterskin
- A pouch containing Rillinlure Dust
- A pouch containing Aliantha
- A small vial of Hurtloam

Barter

There is no money in the Land; in fact trade seems largely unimportant as each community is pretty communal and fairly self-sufficient. If items are required from other people, a simple barter system would be appropriate.

Table 15: Armor

Armor Type	AC	Weight	
		Normal	Giant
Leather	12	25	50
Ring	13	40	80
Chain	14	50	100
Scale	15	60	120
Plate	16	70	140
Giantish Stone Scale Armour*	17	-	200
Shield	+1	10	20
Tower Shield	+2	25	50

*Available only to Swordmains

Table 16: Melee Weapons

Weapon	Damage		Weight	
	Normal	Giant	Normal	Giant
Axe, battle ^{1, 2}	1d8	1d10	6	12
Axe, hand ³	1d6	1d8	3	6
Club	1d4	1d6	2	4
Cord	1d6	-	½	-
Dagger	1d4	1d6	1	2
Hammer, war	1d4+1	1d6+1	3	6
Lance	2d4+1	3d4	7	14
Mace, heavy	1d6+1	1d8+1	5	10
Mace, light	1d4+1	1d6+1	3	6
Spear ^{1, 2, 3}	1d6	1d8	4	8
Staff	1d6	1d8	4	8
Sword, bastard ^{1, 2}	1d8	1d10	6	12
Sword, long	1d8	1d10	4	8
Sword, short	1d6	1d8	3	6
Sword, 2-handed	1d10	2d6	8	16

¹ Weapon can be used either one or two-handed

² When wielded two-handed, gain +1 damage bonus

³ Can be used as both a melee and a missile weapon

Table 17: Missile Weapons

Weapon	Damage		Weight	
	Normal	Giant	Normal	Giant
Arrows (20)	1d6	1d8	1	2
Axe, hand	1d6	1d8	3	6
Bolt, heavy (20)	1d6+1	1d8+1	1	2
Bolt, light (20)	1d4+1	1d6+1	1	2
Bow, long	-	-	4	8
Bow, short	-	-	3	6
Crossbow, heavy	-	-	5	10
Crossbow, light	-	-	3	6
Dart	1d3	1d4	½	1
Javelin	1d6	1d8	2	4
Sling	-	-	½	1
Spear	1d6	1d8	4	8
Stones (20)	1d4	1d6	1	2

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

CHAPTER 5: EARTHPOWER DESCRIPTIONS

Lorewardens, Hirebrands, Gravelingas' and Healers all channel the Earthpower to create their spell-like effects. Below is a description of these effects, in alphabetical order.

Alarm

Spell Level: Lorewarden 1st Level

Range: 30' radius

Duration: 2 hours per level

Alarm sounds a mental or audible alarm each time an evil creature enters the warded area or touches it. You decide at the time of casting whether the alarm will be mental or audible.

Arcane Lock

Spell Level: Lorewarden 2nd Level

Range: The object touched

Duration: Permanent

An arcane lock spell cast upon a door, chest, or portal magically locks it. You can freely pass your own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful dispel magic or knock spell.

Barkskin

Spell Level: Hirebrand 2nd Level

Range: Self

Duration: 10 mins/level

Barkskin toughens the Hirebrand's skin. The effect grants a +2 to his current armour class. This enhancement bonus increases by +1 for every two full caster levels above 3rd, to a maximum of +5 at caster level 9.

Break Enchantment

Spell Level: Healer 4th Lorewarden 5th Level

Range: 30'

Duration: Instantaneous

This spell frees victims from enchantments, transmutations and curses.

Burning Staff

Spell Level: Hirebrand 1st level

Range: Touch

Duration: 1 round per level

The Hirebrand's staff bursts into flame becoming an even deadlier weapon than it normally is. The staff gains an additional +1 to hit and doubles the fire damage normally caused by the staff. In addition it sets on fire any flammable material touched by it.

Calm Emotions

Spell Level: Healer 2nd Level

Range: 120'

Duration: 1 round per level

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

Command

Spell Level: Lorewarden 1st Level

Range: 30'

Duration: 1 round

The Lorewarden gives the subject a single one-word command, which it obeys to the best of its ability at its earliest opportunity.

Confusion

Spell Level: Lorewarden 4th Level

Range: 120'

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

Table 24: Confusion

Die Roll	Reaction
2–5	Attack caster & his allies
6–8	Stand baffled and inactive
9–12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are once again rolled. The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the spell, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until

the spell's two-hour duration has run its course.

Continual Flame

Spell Level: Hirebrand 3rd Level

Range: Touch

Duration: Permanent until dispelled

A flame, equivalent in brightness to a torch, springs forth from a wooden object the Hirebrand touches. The effect looks like a regular flame, but it creates no heat and doesn't use oxygen. A *continual flame* can be covered and hidden but not smothered or quenched.

Continual Light

Spell Level: Lorewarden 3rd Level

Range: 120'

Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120'.

Cure Critical Wounds

Spell Level: Healer 4th, Lorewarden 5th Level

Range: Touch

Duration: Immediate

A Healer cures 4d6 hit points of damage +2 per level. A Lorewarden cures just 4d6+2 points of damage.

Cure Light Wounds

Spell Level: Healer 1st, Lorewarden 1st Level

Range: Touch

Duration: Immediate

A Healer cures 1d6 hit points of damage +1 per level. A Lorewarden cures just 1d6+1 hit points of damage.

Cure Moderate Wounds

Spell Level: Healer 2nd, Lorewarden 2nd Level

Range: Touch

Duration: Immediate

A Healer cures 2d6 hit points of damage +1 per level. A Lorewarden cures just 2d6+1 points of damage.

Cure Serious Wounds

Spell Level: Healer 3rd, Lorewarden 4th Level

Range: Touch

Duration: Immediate

A Healer cures 3d6 hit points of damage +2 per level. A Lorewarden cures just 3d6+2 points of damage.

Daze

Spell Level: Lorewarden 2nd Level

Range: 120'

Duration: 1 round per level

This enchantment clouds the mind of any single creature with 6 or fewer HD so that it takes no actions for up to several rounds. It only gets a save if attacked during that time.

Delay Poison

Spell Level: Healer 2nd Level

Range: Touch

Duration: 1 hour/level

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Detect Corruption

Spell Level: All, 1st Level

Range: 60'

Duration: 20 mins

The caster detects any evil enchantments, evil intentions, evil thoughts, possession, presence, or evil auras within the spell's range. Poison is a corruption and can be detected by means of this spell.

Detect Thoughts

Spell Level: Lorewarden, 2nd Level

Range: 60'

Duration: 2 hours

The Lorewarden can detect the thoughts of other beings at a distance of 60'. The effect cannot penetrate more than two feet of stone and is blocked by metal.

Dispel Magic

Spell Level: Lorewarden, 3rd Level

Range: 120'

Duration: Instantaneous

The chance of successfully dispelling magic is based on the ST of the Lorewarden, modified by the level (or HD) of the caster of the magic to be dispelled.

Earthquake

Spell Level: Gravelingas 4th level

Range: Referee's discretion

Duration: Immediate

In an area 60x60' the Gravelingas causes a powerful earthquake. The quake topples walls,

causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Entangle

Spell Level: Hirebrand, 1st Level

Range: 30' radius

Duration: 1 hour (6 turns)

Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by taking a full round to make a STR ST.

Explosive Runes

Spell Level: Lorewarden, 3rd Level

Range: Touch

Duration: Permanent, until discharged

The Lorewarden traces these mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d6 points of fire damage. Anyone next to the runes (close enough to read them) takes the full damage with no ST; any other creature within 10 feet of the runes is entitled to a DEX ST for half damage. The object on which the runes were written also takes full damage (no saving throw).

Fear

Spell Level: Lorewarden, 4th Level

Range: 240'

Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror (if they fail the ST). There is a 60% chance that they will also drop whatever they are holding. The cone extends 240' to a base 120' across.

Find Traps

Spell Level: Lorewarden, 2nd Level

Range: 30' + 5' per 2 levels

Duration: 20 mins + 5 mins per level

The caster can perceive both magical and non-magical traps at a distance of 30' or more.

Find the Path

Spell Level: Lorewarden, 5th Level

Range: Self

Duration: 1 hour (+10 minutes/level), 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate (such as a labyrinth). In the outdoors, the spell has greater power, lasting a full day.

Fire Stone

Spell Level: Gravelingas 3rd Level

Range: 30'

Duration: 10 mins/level

You turn slingstones or thrown rocks into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Flame Arrow

Spell Level: Hirebrand 3rd Level

Range: 30'

Duration: 10 mins/level

You turn arrows or spears into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Geas

Spell Level: Lorewarden 5th Level

Range: 30 ft

Duration: Until task is completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and trying to ignore the geas causes death.

Gentle Repose

Spell Level: Healer 2nd Level

Range: 10'

Duration: One day/level

This preserves the remains of a dead body so that it does not decay nor corruption fester within it.

Globe of Invulnerability

Spell Level: Lorewarden 5th Level

Range: 30 ft

Duration: 1 round/level

This creates a faintly shimmering protective sphere of 10' radius around the Lorewarden

and his close allies. It prevents corrupt magics of 3rd level or lower (or cast by creatures of 5HD or lower) from having any effect on those protected by the globe. It can be entered and exited.

Heat Stone

Spell Level: Gravelingas 2nd Level

Range: 30'

Duration: 7 rounds

Heat stone makes stone extremely warm.

On the first round of the spell, the stone becomes warm and uncomfortable to touch but deals no damage. The same effect also occurs on the last round of the spell's duration.

During the second (and also the next-to-last) round, intense heat causes pain and 1d4 damage. In the third, fourth, and fifth rounds, the stone is searing hot, causing more damage (2d4). At this stage, it will burn through the soles of shoes or set fire to flammable materials. Creatures using stone weapons will drop them in pain.

Hold Portal

Spell Level: Lorewarden 1st Level

Range: Referee's Discretion

Duration: 2d6 turns

This spell holds a door closed for the spell's duration (or until dispelled).

Hold Stone Portal

Spell Level: Gravelingas 1st Level

Range: Referee's Discretion

Duration: 2d6 turns

This spell holds a stone door closed for the spell's duration (or until dispelled).

Hold Wooden Portal

Spell Level: Hirebrand 1st Level

Range: Referee's Discretion

Duration: 2d6 turns

This spell holds a wooden door closed for the spell's duration (or until dispelled).

Inspire

Spell Level: Lorewarden, 2nd Level

Range: 30' radius

Duration: 1 hour (6 turns)

This effect requires the Lorewarden to speak some encouraging words to those within earshot. It grants its recipients within 30' of the Lorewarden a bonus of +1 to attack and damage rolls.

Knock

Spell Level: Lorewarden, 2nd Level

Range: 60'

Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by magic.

Light

Spell Level: Lorewarden, 1st Level

Range: 60'

Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 120') produces light about as bright as a torch to a radius of 20'.

Locate Creature

Spell Level: Lorewarden, 4th Level

Range: 320' +10' per level

Duration: 10 mins/level

The Lorewarden can slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. He also knows in which direction the creature is moving, if any. The spell can locate a creature of a specific kind or a specific creature known to the Lorewarden.

Locate Object

Spell Level: Lorewarden, 3rd Level

Range: 120' +10' per level

Duration: 1 round/level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, white gold, etc.

Lord's Fire I

Spell Level: Lorewarden, 1st Level

Range: 30'

Duration: Instantaneous

The Lorewarden fires a bolt of magical fire at his enemies. It spreads to a width of 10' and any creature within the area must make its ST or take 1d6 points of damage +1 HP per level.

Lord's Fire II

Spell Level: Lorewarden, 2nd Level

Range: 60'

Duration: Instantaneous

The Lorewarden fires a bolt of magical fire at his enemies. It spreads to a width of 20' and

any creature within the area must make its ST or take 2d6 points of damage +2 HP per level.

Lord's Fire III

Spell Level: Lorewarden, 3rd Level

Range: 120'

Duration: Instantaneous

The Lorewarden fires a bolt of magical fire at his enemies. It spreads to a width of 30' and any creature within the area must make its ST or take 3d6 points of damage +3 HP per level.

Lord's Fire IV

Spell Level: Lorewarden, 4th Level

Range: 240'

Duration: Immediate

The Lorewarden fires a bolt of magical fire at his enemies. It spreads to a width of 40' and any creature within the area must make its ST or take 4d6 points of damage +4 HP per level.

Lord's Fire V

Spell Level: Lorewarden, 5th Level

Range: 360'

Duration: Immediate

The Lorewarden fires a bolt of magical fire at his enemies. It spreads to a width of 60' and any creature within the area must make its ST or take 5d6 points of damage +5 HP per level.

Magic Stone

Spell Level: Gravelingas 1st Level

Range: 30 mins

Duration: Immediate

The Gravelingas can turn as many as three pebbles, which can be no larger than sling bullets, so that they strike with great force when thrown or slung. If hurled, they have a range increment of 20'. If slung, treat them as sling bullets. The spell gives them a +1 enhancement bonus on to hit rolls. The user of the stones makes a normal ranged attack. Each stone that hits deals 1d6+1 points of damage.

Meld into Stone

Spell Level: Gravelingas 3rd Level

Range: Self

Duration: 10 mins/level

Meld into stone enables the Gravelingas to meld his body and possessions into a single block of stone. The stone must be large enough to accommodate his body in all three dimensions. When the casting is complete, he merges with the stone. If either condition is violated, the spell fails and is wasted. Any

time before the duration expires, the Gravelingas can step out of the stone through the surface that he entered.

Mending

Spell Level: Gravelingas, Hirebrand,

Lorewarden 1st level

Range: Touch

Duration: Immediate

Mending repairs small breaks or tears in objects. It will weld broken objects such as a ring, a staff, a pot, a belt, or a slender dagger.

Message

Spell Level: Lorewarden 1st level

Range: 240'

Duration: 10 mins/level

The Lorewarden can whisper messages and receive whispered replies with little chance of being overheard. He simply points his staff at each creature he wants to receive the message.

Neutralize Poison

Spell Level: Healer, 4th Level

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

Obscure Object

Spell Level: Lorewarden, 2nd Level

Range: Touch

Duration: 8 hours

This spell hides an object from location by divination effects, such as locate object and from magical far-seeing. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Plant Growth

Protection from Corruption

Protection from Fire

Purify Food and Drink

Spell Level: Healer, 1st Level

Range: Touch

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Remove Blindness/Deafness

Spell Level: Healer, 3rd Level

Range: Touch

Duration: Immediate

Cures the spell's recipient of any blindness or deafness, including magically inflicted ones.

Remove Disease

Spell Level: Healer, 3rd Level

Range: Touch

Duration: Immediate

Cures the spell's recipient of any diseases, including magically inflicted ones.

Remove Fear

Spell Level: Healer, 1st Level

Range: Touch

Duration: 10 mins

You instill courage in the subject, granting it a +4 bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove Paralysis

Spell Level: Healer, 2nd Level

Range: Touch

Duration: Immediate

Cures the spell's recipient of any paralysis effects, including those caused by corrupt magic.

Repulsion

Spell Level: Lorewarden, 5th Level

Range: 120'

Duration: 1 hour

Any creature trying to move toward the caster finds itself moving away, instead.

Resist Vitriol

Resist Fire

Resistance

Spell Level: Healer, 1st Level

Range: Touch

Duration: 1 minute

The recipient of this power gains a +2 bonus to saves for the duration of the spell.

Restoration

Spell Level: Healer, 4th Level

Range: Referee's discretion

Duration: Immediate

This spell restores levels lost to corrupt creatures like Ravens. It is exhausting to the

caster, incapacitating him for 2d10 days. This power can also restore lost points of ability scores as well as lost levels.

Scorching Flame I

Spell Level: Hirebrand, 3rd Level

Range: 30' + 5' per 2 levels

Duration: Immediate

You blast your enemy with jets of fire. The fire jet requires a ranged attack to hit and causes 3d6 damage if it hits.

Scorching Flame II

Spell Level: Hirebrand, 4th Level

Range: 60' + 5' per 2 levels

Duration: Immediate

You blast your enemy with jets of fire. The fire jet requires a ranged attack to hit and causes 6d6 damage if it hits.

Sending

Spell Level: Lorewarden, 4th Level

Range: See text

Duration: 1 round

The Lorewarden contacts a particular creature with which he is familiar and sends a short message of twenty-five words or less to the subject. The subject recognizes the Lorewarden if it knows him. It can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

Shield

Spell Level: Lorewarden, 1st Level

Range: Self

Duration: 2 turns

The Lorewarden creates invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to 17 against missile attacks and to 15 against other (melee) attacks. If the Lorewarden's armor class is already better than the spell would grant, the spell has no effect.

Shield Other

Spell Level: Healer 2nd Level

Range: 30'

Duration: 1 hour/level

This spell wards the subject and creates a mystic connection between the Healer and the subject so that some of its wounds are transferred to you. The subject gains a +1 bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks that deal hit point damage. The amount of damage not taken by the warded creature is taken by the Healer.

Sleep Touch

Spell Level: Healer, 1st Level

Range: Touch

Duration: 1 hour

This spell puts anyone touched by the Healer into an enchanted slumber (no saving throw is permitted). It affects any creature of 4HD or below, with no save.

Soften Stone

Spell Level: Gravelingas, 2nd Level

Range: Touch

Duration: 1 turn per level

Turns rock surfaces or small items to a clay-like consistency. It makes movement difficult if cast on the ground (slows movement to half speed over the area) or enables an item to be moulded by anyone (not just the Gravelingas). Other effects up to the Referee.

Spike Stones

Spell Level: Gravelingas, 4th Level

Range: 120' + 10' per level

Duration: 1 hour/level

Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the spell's area moves at half speed. In addition, each creature moving through the area takes 1d6 points of piercing damage for each 5 feet of movement through the spiked area. Any creature taking damage must make another ST or be at half move for 24 hours.

Stone Shape

Spell Level: Gravelingas, 2nd Level

Range: Touch

Duration: Instantaneous

Stone shape enables the Gravelingas to form one existing piece of stone into any shape that suits his purpose.

Stone Strength

Spell Level: Gravelingas, 2nd Level

Range: Self

Duration: 10 mins/level

Drawing Earthpower from stone, the Gravelingas becomes more powerful. The spell grants a +4 bonus to Strength, adding the usual benefits to damage, STs, and other uses of the STR modifier.

Stoneskin

Spell Level: Gravelingas, 2nd Level

Range: Self

Duration: 10 mins/level or until discharged

The Gravelingas gains resistance to blows, cuts, stabs, and slashes. Any damage taken by him is reduced by 5 (he ignores the first 5 points of damage each time he takes damage from a weapon). Once the spell has prevented a total of 5 points of damage per caster level (maximum 50 points), it is discharged.

Suggestion

Spell Level: Lorewarden, 3rd Level

Range: Shouting distance

Duration: 1 week

The Lorewarden speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

Tree Shape

True Seeing

Spell Level: Lorewarden, 5th Level

Range: Self

Duration: 1 min/level

The Lorewarden sees things or creatures as they truly are. He sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under magical hiding effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

Turn Rock to Mud

Spell Level: Gravelingas, 4th Level

Range: 120'

Duration: 3d6 days, unless reversed

This spell changes rock into mud. An area of roughly 300x300' becomes a deep mire, reducing movement to 10% of normal and other effects at the Referee's discretion (such as reduced AC or STs).

Wall of Fire

Spell Level: Hirebrand, Gravelingas, 4th Level
Range: 60'

Duration: Concentration

A wall of fire flares into being and burns for as long as the caster concentrates upon it.

Creatures with 3HD or fewer cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60' long and 20' high, or a circular wall with a 15' radius, also 20' high. The Gravelingas has to produce the fire from a rock surface; the Hirebrand can create the fire wall through his staff.

Wall of Force

Spell Level: Lorewarden, 5th Level
Range: Wall of up to 10' square/level

Duration: 1round/level

A *wall of force* spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells. The Vitriol attacks of ur-Viles are nullified by the wall.

Wall of Stone

Spell Level: Gravelingas, 4th Level
Range: 120'

Duration: Permanent until dispelled

The wall of stone created by this spell is 2' thick, with a surface area of 1,000' square. The Gravelingas might choose to make the wall 50' long (in which case it would be 20' tall), or 100' long (in which case it would be only 10' tall. It takes something of great strength to break through the wall (a Sandgorgon or Giant perhaps).

Wall of Thorns

Spell Level: Hirebrand, 4th Level
Range: 120'

Duration: Permanent until dispelled

A *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. Any creature forced into or attempting to move

through a *wall of thorns* takes slashing damage per round of movement equal to 25 minus the creature's AC. The Hirebrand can make the wall as thin as 5' thick, which allows him to shape the wall as a number of 10'-by-10'-by-5' blocks equal to twice his caster level. This has no effect on the damage dealt by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier. It can be chopped through with appropriate tools or weapon (axes etc.) at 1' per 10 mins.

Wall of Wood

Spell Level: Hirebrand, 3rd Level
Range: 60'

Duration: Permanent until dispelled

The wall of wood created by this spell is 2' thick, with a surface area of 1,000' square. The Hirebrand might choose to make the wall 50' long (in which case it would be 20' tall), or 100' long (in which case it would be only 10' tall. It can be hacked through using axes or burned down.

Ward Person

Spell Level: Healer 1st Level
Range: Touch

Duration: 1 round/level

The recipient of the spell is warded from harm and cannot be attacked for the duration, provided he does not initiate an attack himself. If the subject attacks the ward is broken but he may use non-attack spells or otherwise act.

Warp Wood

Spell Level: Hirebrand, 2nd Level
Range: 60'

Duration: Permanent until dispelled

The Hirebrand causes wood to bend and warp into a different shape. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon causes a -4 penalty on to hit rolls.

Alternatively, the Hirebrand can unwarp wood (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means.

Wood Shaping

Spell Level: Hirebrand, 2nd Level
Range: Touch
Duration: Instantaneous

Wood shaping enables the Hirebrand to form one existing piece of wood into any shape that suits his purpose.

Wood's Grace

Spell Level: Hirebrand, 2nd Level

Range: Self

Duration: 10 mins/level

Drawing Earthpower from wood, the Hirebrand becomes more graceful, agile, and coordinated. The spell grants a +4 bonus to Dexterity, adding the usual benefits to AC, STs, and other uses of the DEX modifier.

CHAPTER 6: PLAYING THE GAME

Once characters have been created, the Referee will describe where the characters are and what they can see. The game might start in Revelstone or in a Stonedown near Kevin's Watch, or lost on the Central Plains or at the Giant city of Coercri. From that point on, players describe what their characters do. Planning their next quest, searching for the Stonedown Elder, ambushing a group of ur-Viles or challenging the Giant who laughed at you, talking to other Player Characters (PCs) or Non-Player Characters (NPCs) controlled by the Referee - all of these kinds of actions are decided by the players. The Referee then describes what happens as a result. The rules below are guidelines handling events like combat, gaining experience, movement, healing, dying, and other important parts of the game.

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

Gaining Experience

Characters are awarded XP for killing monsters and succeeding in quests. Treasure is of lesser importance in S&W than it is in some other fantasy rpgs. Creatures have set XP values in their descriptions.

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

Time

There will be times when the PCs are travelling between towns or resting up somewhere and nothing much is happening. When this is the case, you don't necessarily want to play out every minute or even hour of that passing of time. In that case, the Referee will simply rule that an hour, a week or even a month (or longer) passes in the lives of the PCs. At other times, during a swordfight scene in particular, more specific rulings on the passage of time are required - the "turn" and

"combat round." A turn (lasting a minute) is used to track and measure actions, movement and resources when our intrepid adventurers are in dangerous situations. The shorter combat round (lasting about 10 seconds) is used in the midst of a swordfight or tavern brawl to allow for a faster blow-by-blow account of the action. There are 6 combat rounds in a turn.

Movement

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

Table 18: Movement Rate

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

Table 19: Movement Rate Adjustments

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

Combat

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

1. The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise - this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Determine initiative. One roll is made for each PC. The Referee rolls for a whole group of NPCs. However, important NPCs get a separate roll, just like PCs.
3. The character (or NPCs) with initiative acts first (missile fire, movement, melee attacks, etc.) and results take effect.
4. Then the next highest initiative acts and so on down the line.
5. Individuals can withhold their initiative and wait for an opportunity

to act at any time after they were due to act. NPCs can't do this.

6. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

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

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

The Attack Roll

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

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

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

20's and 1's

A "natural" roll of 20 is always a hit and always causes maximum damage for the type of weapon being used.

A "natural" roll of 1 is always a miss.

Specific Situations

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

Damage

If an attack hits, it inflicts damage. Roll the weapon's damage die (found in the equipment lists) and add any STR modifiers for melee weapons. The damage is subtracted from the defender's hit point total.

Death

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

Healing

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

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

Binding Wounds

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

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

Cover

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

Melee Attack

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

Missile Attack

Missile attacks are attacks with ranged weapons such as crossbows, slings, or thrown axes. A character's dexterity bonus for missile attacks is added to the "to-hit" roll when the character is using missile weapons. When using missiles to fire into melee, it is not

possible to choose which opponent (or friend!) will receive the brunt of the attack.

Morale

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death. The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Referee will decide when monsters abandon battle and retreat, based upon the situation and the monster's intelligence. Referees should also use morale to determine the actions and loyalty of hirelings or other companion NPCs.

Negotiation and Diplomacy

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

Earthpowers

Using Earthpowers begins at the start of the combat round. It is possible to use an Earthpower while within melee range of an opponent (10 feet) but if the caster suffers damage while doing so, this might disrupt it. Unless stated otherwise, the spell takes effect in the caster's initiative phase.

Loyalty

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

Table 20: Loyalty

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

Good treatment, respect, and a fair share of treasure earned should garner bonuses to loyalty checks, while abuse, physical or

otherwise, will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character.

Saving Throws

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character avoids a threat or lessens its effect. Each character class has a saving throw target number which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or greater than the character's saving throw target number, the saving throw is successful. Monsters can also make saving throws (their saving throw target number is their HD subtracted from 19). There are possible modifiers based on the character's attributes.

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

Remember

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