



SWORD & SPELL

**A generic fantasy role
Playing game**

Version 1.2

Introduction

Sword & Spell (version 1.2) is an alternate version of Xavier Raoult's [Warriors, Wizards and Wanderers](#) fantasy role-playing game (or FRPG). While WWW is a simple and flexible system to play, I found myself creating a lot of house rules as I went along. Eventually the rules I had downloaded and printed became a mess of black marker and footnotes. It was time to rewrite and reorganise and the result is Sword & Spell.

In keeping with the original, S&S (V1.2) is a rules-light FRPG designed to be easy to learn, fast to play and adaptable to any homebrewed or copyrighted fantasy setting with minimum fuss. It should suit an ["old school"](#) style of play and allow additional house rules with ease. The design and layout of S&S has been kept deliberately Spartan with this in mind. S&S is also available as a collection of four ["pocketmod"](#) books that allow a complete rules set to be carried in a wallet, pocket etc.

Let me know what you think at pooka_bwee@hotmail.com and please title all mail with the game's name to avoid being spammed.

Cheers,

Pooka Bwee

PS: After S&S appeared on [1km1kt](#), it received quite an amount of useful feedback. Thank you to everyone for all their comments, questions and spell checking! Especially *Thought*, *Ravensron*, *Steve Mitchell* and *Adonies*. Your contributions were much appreciated and of great help to me in creating a more coherent set of rules.

What is an FRPG?

At its most basic, an FRPG or fantasy role playing game is a version of "Lets Pretend" with rules!

A typical role-play session involves a group of at least three people, one of whom is the referee and the others are players.

Each player takes on the role of a single character (a Player Character or PC) who can act individually within the group towards a common goal, such as exploring a dungeon or participating in a great quest.

The referee "plays" the setting. He "is" every Non Playing Character (or NPC) that the group interacts with. He decides in advance the obstacles and opponents the group of PC must overcome in order to succeed. He determines the outcome of character's specific actions either through the game rules or by making a ruling (see THE BASIC RULE for suggestions on this). In creative terms, he provides a plotline and allows the players to build a story around it.

An average RPG session will probably last for a period of several hours. It can be left off and continued at a later date if required. A number of sessions using the same characters and setting are called a campaign.

Material requirements for play include a table (preferably somewhere quiet or without distractions), paper, pencils and dice. Sword & Spell uses two types of dice; ordinary six sided dice (or d6. Multiples are referred to as xd6 where x is the number of dice to be rolled) and twenty sided dice (or d20). Every participant should have his or her own dice.

S&S as a FANTASY role playing game presents a world where magic is real, monsters roam and you play an heroic adventurer in search of fame and fortune. It is a life full of risk and danger but the rewards, should you survive, are beyond imagination. It may be an exotic version of a suitable historic period, the literary creation of a fantasy novelist or made up for the occasion by your best mate but at a table with friends and dice, it is where legends are made!

EXAMPLE OF PLAY

Matthew is the referee of a game set in a traditional fantasy world (IE very similar to Tolkien's Middle Earth) of his own making. His players are Mark (playing Torog the Dwarf fighter), Luke (playing Teylos the Elf Ranger) and John (playing Soll the Human Conjurer). Deep within a dungeon the party of three adventurers arrives at an ominous iron door...

- Matthew: You find yourselves in front of a massive iron door that's twelve feet tall and set a full six inches into the granite walls.
- Mark: Are there any markings on it?
- Matthew: None, except for a few bumps and scratches.
- Luke: what about a hinge or a handle? Any keyholes?
- Matthew: Nothing.
- John: I touch the door.
- Matthew: Show me how you're doing it... (John mimics laying his hand flat against the door) ...Okay, as soon as you touch the door...it begins the twist and turn. You pull away and it forms the mask-like face of an old man. The mouth opens and you hear a loud, deep voice ask, "Who seeks to enter the Tomb of Vorrok?"
- John: I say, "Soll the Conjurer and.."
- Luke: Don't say my name! I keep quiet! ...And I make them keep quiet too!
- Mark: (Laughs) Don't worry, I won't say anything! But as a proud Dwarf, I declare my full name and title." I am Torog, heir to the throne of Stone Mountain!"
- Matthew: *(who smiles and writes Luke's PC name in his notes. He knows what's in store for any PC who doesn't give his name here but that's not going to take effect yet. Not until the party enters the actual burial chamber, which is a few rooms away...)* The voice speaks again, "Then enter, all who seek to pay their respects!" Slowly, the iron door opens by being pulled into the ceiling.
- Mark: Must be a pulley system? Any sign of a mechanism of some sort?
- Matthew: none that you can see but you can hear a grinding noise somewhere behind the walls. As the door opens you can see that it's actually quite thick, at least three or four inches and leads into a long dark corridor, ten feet wide by ten feet high. The corridor appears to be about fifty feet long and leads into a much larger room. You can see the flickering of some distant torchlight but little else.
- Mark: I walk into the corridor... slowly and with my axe raised. If anything comes near me....
- Luke: I load my bow, aim over his shoulder (Teylos is ten inches taller than his Dwarf compatriot) and follow about five paces behind him.
- John: And I follow about five paces behind him again, and to his right.
- Matthew: As Soll enters the corridor the iron door begins to close slowly behind him (waits). As it seals itself shut, you see smoke roll forth from the room ahead and it begins to take the form of a giant serpent... what do you do?
- Luke: I fire an arrow at its head.
- Mark: I charge and attack!
- John: I cast a Lightning spell.
- Matthew: It'll attack one of you randomly....(rolls)...Teylos...OK....(checks his notes for each character's DEX trait value)...Soll acts first, then Teylos, then the monster attacks Teylos and Torog acts last.
- John: OK. I'm rolling for the spell...(rolls 1d20)...a twenty...(rolls 2d6) a 3 and a 6. That's 9 points of damage.

.... And so on...

The basic rule

Whenever a Player Character (PC) attempts an action where success or failure is NOT guaranteed, then a Challenge Roll (CR) must be made.

A CR works as follows:

- Roll a d20.
- Add the relevant Trait Modifier. The descriptions of the three Traits in Player Character Creation will enable you to choose which Trait is relevant to the task at hand.
- Add and/or subtract any additional, circumstantial modifiers.

If the total is equal or greater than the Difficulty Value (DV) of the CR, then the PC has succeeded. DV can be anything from 5 (easy) to 20 or more (very hard).

EXAMPLE: In order for his PC to hold up a descending portcullis so that his fellow adventurers can escape being stuck in a dungeon room, the referee requires a player to make a STR 10 CR. The PC has a STR Trait modifier of +4 so the player must roll a 6 or more on a d20 in order to succeed.

A natural, unmodified roll of a 1 is ALWAYS a failure.

CR can be opposed with two or more PC's taking actions in direct competition with one another. In this case the highest total wins.

If circumstances (such as magical obstacles or items) demand that the CR be "halved" or "doubled", only the actual d20 roll and NOT the modifiers are halved (round down) or doubled.

EXAMPLE: In the above example of the descending portcullis, if the referee decided that the portcullis was exceptionally heavy he might decide that the CR should be halved. In this case the difficulty of the CR remains unchanged at 10 but the player would have to roll a 12 or more ($10/2=6$) in order to succeed. If the player was able to have his PC jam the portcullis mechanism or was wearing a belt that magically gave him a giant's strength, the referee might allow the CR to be doubled. Again the difficulty of the CR remains unchanged at 10 but the player only needs to roll a 3 or more to succeed because the number rolled is doubled. The PC's STR Trait modifier remains +4 in either case.

In order to prevent excessive dice rolling, a CR should NOT be made if:

- The action can be completed with ease such as walking across a room or opening an unlocked door.
- The action has unavoidable repercussions such as falling when leap off a cliff or burning horribly if you step into a lava stream.
- The action's goal requires a great deal of effort to realistically complete. The player can't just declare that he's going to build a bridge or a castle, as the outcome requires the combination of many separate items and circumstances over a period of time to achieve.

In the first two cases the referee can simply make a ruling as to what happens and continue with the game.

In the third case the player will have to provide detailed planning for every step of the process, each of which will require a ruling from the referee before moving on to the next step. This may continue over several gaming sessions or even an entire campaign depending on the magnitude of the goal.

PC creation

PC creation consists of five steps.

1. Determine a Personal Profile.
2. Choose a Character Class.
3. Roll for initial Trait values.
4. Determine initial Reserve values.
5. Equip the PC.

Personal Profile

The first step in character creation is to briefly determine who the PC is.

The player outlines a broad statement regarding his PC (such as "a female thief" or "a wizard like Gandalf" and so on) and in discussion with the referee, finds a place and/or title for him or her in the campaign world. Additional details such as age, build, looks, languages known etc are also determined at this stage. A PC's personality should be vaguely described and is best left to develop through play.

With all this settled the player can then shape the game mechanics to suit the PC he or she'll be playing.

Character Classes

There are three Character Classes, which broadly represent a PC's career, training and experience: Warrior, Wizard or Wanderer.

- A Warrior is martial hero; a fighter trained and experienced in combat and the usage of weapons and armour.
- A Wizard is a magical hero, well versed in the lore of magic and spell casting.
- A Wanderer is a general adventurer; a jack-of-all-trades who can fight (but not as well as a Warrior) and cast spells (but not as well as a Wizard).

Trait Values

Roll 3d6, total and repeat twice. Distribute these three initial values between the three Traits: Strength (STR), Dexterity (DEX) and Charisma (CHR).

- STR is a PC's active, physical strength used to hit an opponent in

hand-to-hand combat. It is also used when the character is attempting to swim, climb, jump etc.

- DEX is a PC's reactive agility required to use missile weapons accurately. It is also used when balancing, evading trap doors etc.
- CHR is a PC's persona and charm which is required to cast spells. It also reflects on his social skills (befriending, bluffing, seducing others etc., but only on NPC...Non Player Characters).

Each Trait also has a modifier that is added to relevant CR. This equals the Trait's value divided by two (round down) and then minus five. So a Trait with a value of seventeen has a modifier of plus three ($17/2 = 8-5 = 3$).

Reserves

Each PC has three reserves; Defence, Endurance and Power, which reflect secondary ability, based on his or her Trait values.

- Defence is the PC's ability to avoid being hit in combat. It equals the total of his Trait values divided by three (round down).
- Endurance (END) is the PC's ability to absorb physical harm. It equals his STR value. END lost during an adventure can only be regained through healing spells or potions.
- Power (POW) is the PC's store of "energy" that fuels spells and allows Warriors to perform great feats on the battlefield. It equals his CHR value. POW spent during an adventure cannot be regained until after the adventure.

Equipment

Each PC begins with the following equipment: a hand weapon, backpack, 2d6 coins and two mundane items (such as 50' rope, 10' pole, lantern etc.)

Each Warrior and Wanderer has a missile weapon (with ammunition) and an armour/shield combination appropriate to the campaign world.

Each Wanderer begins with one spell and each Wizard begins with two spells (see SPELLCASTING).

EXAMPLE: The referee has decided to set his campaign in eighth century Britain so I have decided to create a PC who is a grizzled Viking raider. His name is Ulf; he's a tall man in his late twenties with a greying beard and a nasty scar on his left cheek. Since Ulf will most likely be hacking down monks before stealing their gold, I make him a Warrior. I roll 3d6 three times and get totals of 16, 13 and an 8. I put the 16 on Ulf's STR, 13 on his DEX and 8 on his CHR. This gives him a Defence of 12 ($16+13+8=37/3=12$ rounded down), an END of 16 and a POW of 8. He carries a big axe, a chain mail jerkin with hood, a short bow and arrows, 50' of rope, a large water-skin and 9 coins.

NAME ulf the grey (viking raider)

LEVEL 1 CLASS warrior

STR 16 (+3) DEX 13 (+1)

CHR 8 (-1) DEFENCE 12

END 16 POW 8

EQUIPMENT big axe, chain-mail jerkin w/hood,
short bow w/arrows, 50'rope, water-skin, 9 coin,
back pack

ADDITIONAL mid twenties, tall, skinny w/
greying hair + beard, scar on left cheek

SWORD & SPELL character sheet

Combat encounters

NOTE; Sword & Spell is not a tactical war-game and combat is not played out in a precise and measured fashion. That's not to say that maps, miniatures and counters cannot be used, merely that they are optional. The rules presented here are quite deliberate in their abstract nature and lack of measurements. Simply put, it is up to the referee to decide on whether something can or cannot be struck at or reached quickly, what is or isn't within range and so on.

Actions are taken in order from the highest DEX to the lowest. If two or more combatants have the same DEX value then both should roll a d20 and the combatant with the highest roll goes before the others.

If a player wants his PC to take an action before any monster in any given round, he must declare that his PC is making a surprise move, spend 1d6 POW and then take his action.

Each PC can take one action per round. Assume each round lasts about six seconds. Any round that a PC is not engaged in hand-to-hand combat allows the PC to use a missile weapon or cast a spell.

To hit a target with a missile weapon requires a successful DEX CR using their Defence value as the DV. If the target is behind effective cover or the PC is using an improvised weapon, the CR is halved.

What is effective cover? It depends on who's-firing-what-at-whom-behind-what really! In other words, the referee should be prepared to make rulings on a case-by-case basis. A PC hiding behind a bush probably has effective cover from someone firing an arrow at him but against an 18' tall giant hurling boulders, he'd be better off behind a military stockade or castle battlements.

To hit an opponent in hand-to-hand combat requires a successful STR CR using their Defence value as the DV. If the PC is using an improvised weapon or is unarmed the CR is halved.

The damage inflicted depends on the PC's Class and reflects his/her overall skill and expertise in combat and weapon usage.

Wizard = 1d6 damage
Wanderer = 2d6 damage
Warrior = 3d6 damage

Halve the damage rolled (round down) if the PC is unarmed.

Damage is reduced (to a minimum of 1) if the opponent is wearing/using armour and/or shields. For PC's that means:

Wanderers = 1d6 damage reduction
Warriors = 2d6 damage reduction

A Wizard can, if he was to grab a shield or similar item, gain a 1d6 damage reduction by warding off blows but only if he takes no other action apart from moving at a walking/shuffling pace.

Damage is taken from the loser's END. When END is reduced to zero or less, the PC is dead.

Anyone can move out of hand-to-hand combat at any time but this gives his opponent a free attack. This does not happen to flying or mounted combatants fighting against unmounted or ground based opponents.

In addition, Warriors and Wanderers can perform feats. These represent a focused and determined attempt to perform an heroic action in combat. A feat is performed by (a) declaring the feat before a to-hit roll is made and (b) spending 1d6 POW (2d6 for a Wanderer). Only one feat may be declared by each PC per round.

- Breakaway. The PC moves away or past an opponent without harm.
- Disarm. Knocks a weapon held an opponent out of his hand and knocks it 1d6 metres away.
- Frenzied Attack. Make two attacks against the same opponent (hand weapons only).
- Full Defence. Add 2d6 to defence while taking no other action except moving.
- Parry. Add 1d6 to Defence for one round. Can still attack with a hand weapon.
- Rapid Fire. Make two attacks against a single target with a missile weapon provided that no move is made that round.
- Savage Blow. Double the damage roll (hand weapons only).
- Skilful Strike. Add 1d6 to his DEX or STR DV to-hit.



EXAMPLE: Ulf gets washed ashore on Tory Island off the northwest coast of Ireland after he is thrown overboard in a storm. As he gets his bearings he notices two man-like creatures covered in green scales and wielding spears, fomorians (MR 12 Brutes, 2d6 damage, 1d6 armour), rising out of the surf. It's on...

ROUND ONE. Ulf with a DEX of 13 acts first and aims a blow at the first fomors' head. With his STR Trait modifier of +3 he needs a roll of a 9 to hit. He rolls a 7 and misses. The two fomors attack. They have a +5 to hit and need to roll a 7 to stick Ulf. They roll a 15 and a 10. Two hits! The referee rolls 2d6 damage for each fomor and gets a 2 and a 9. As a Warrior Ulf gets 2d6 armour against each blow. The player rolls doesn't bother rolling for the 2 damage, instead reducing it to 1 point, and rolls an 8 with his second armour roll. Ulf's END is reduced by 2 points to 14.

ROUND TWO. Ulf's player declares a savage blow against the first fomor. He rolls 1d6 and reduces his POW by 3 to 5. He rolls a 14 and hits. He rolls 3d6 for damage getting a total of 11 that is doubled to 22! Since the fomor only has 1d6 armour and 12 END, he falls to ground in two pieces. The second fomor lunges at Ulf but only rolls a 4. Miss.

ROUND THREE: Ulf attacks again but fails with a roll of 6. The fomor rolls a 9 and pierces skin for 8 damage. Ulf's player rolls 2d6 for armour and gets a 10. Ulf is reduced to 13 END.

ROUND FOUR. Ulf's player declares a Frenzied Attack. He rolls 1d6 and reduces Ulf's POW from 5 to 4. Ulf swings twice; a 12 and 12 for two hits. Two 3d6 damage rolls result in a total of 9 and 13. The referee rolls two separate 1d6 armour rolls but only gets two 1s. The fomor takes 20 points of damage and collapses with a gurgle.

Leveling up

Every PC begins at Level 1 and can spend coins to train and increase their Level.

The cost for training to gain one Level is 100 times your current Level in coinage.

A PC can only ever increase by one level between adventures. Each time you level up, you can:

- Increase any single Trait by one (don't forget to recalculate your END, POW and/or Defence if needed).
- Add 1d6 to either your END value or your POW value (but not both).
- The PC gains a +1 bonus upon reaching every even level (2, 4, 6 etc.) that is added to all CR.
- Take a new mundane item or swap one mundane item for two new items.

Regardless of whether a PC can gain an additional level between adventures, his/her END and POW always return to their maximum values between adventures.

Spellcasting

You need to have learned (purchased) a spell in order to cast it. Once a spell is learnt it can never be forgotten.

Warriors can NEVER learn spells.

Casting a spell is an action that requires the expenditure of 1d6 POW for a Wizard and 2d6 POW for a Wanderer. POW spent cannot be recovered until after the adventure.

Spells cannot be cast if a PC runs out of POW but this does not prevent a spell that reduces a POW total to zero or less from being cast, even if the spell caster only had a single point of POW left.

Between adventures a Wizard (and only a Wizard) can:

- ...Store POW in a magic Focus (like a staff or an orb but not a weapon) by buying additional POW. This costs 10 coins per point of POW.
- Can also try a gruesome dark ritual to get more POW. This ritual can be done only once between adventures and give the PC 2d6 additional POW usable only to cast spells. If the PC gets a double on his roll, the ritual backfires and instead, he begins the next adventure with an END total reduced by the total of the dice (thus, if you get a double 5, you lose 10 END). This cannot reduce your END below 1 however.

The POW stored in a Focus and those given by a dark ritual are temporary. When they are spent, and they can be spent at any time, they're gone forever and the PC does not get them back between adventures.

All spells marked with an asterisk require a CHR CR against the target's Defence. If the CR fails the PC must double the amount of POW spent to cast the spell.



EXAMPLE: Cabalos the Mage casts a Lightning spell at an approaching troll. Cabalos is a level 4 Wizard with a +3 CHR Trait modifier, 7 POW and an additional 3 POW in his focus (a ruby thumb ring). The troll has an MR/Defence of 17. The player makes a CHR CR and needs to roll a 12 or more (12+2+3=17). He rolls a 10 and fails. The player then rolls 1d6 for the POW cost and rolls a 6. This would normally be all the POW he would spend, reducing his POW to 1 point with his 3 point focus reserve left untouched, but because the CHR CR failed the POW cost is doubled to 12. This spends Cabalos' 7 points of POW, his 3 points of POW from his focus and leaves him without any POW. The player then rolls 2d6 to determine the damage inflicted and hopes for a double 6....

THE SPELL LIST

1. **ANTIMAGIC SHELL.** The caster chooses an area of with a radius of 20'. For a number of minutes equal to his level, all attempts to cast spells fail and magic items cannot use their magical abilities.
2. **BLESSING/CURSE*:** The target get a 1d6 bonus to any CR he makes during the next 1d6 minutes. The caster can also choose to curse the target and lower his next roll by the same amount instead, although this requires a CHR CR.
3. **CONFUSION*:** The caster charms his target that begins to act randomly for the duration of the combat (less than 10 minutes if outside combat). The target will not harm his allies but he'll not attack the caster's allies either. The victim must make a CHR 20 CR each round in order to take a declared action.
4. **CURE:** the caster nullifies the ongoing effect of any paralysis, poison or disease in any single person.
5. **DISINTIGRATE*:** the caster chooses a single item being worn or wielded by another and destroys it completely. If the item is magical the CHR CR is halved.
6. **FIREBALL*:** The caster shoots an exploding ball of fire. Everyone in a 10' radius of the blast is potentially affected. A single CHR CR is made and compared to each creature's Defence in order to see who is and isn't hit for a 2d6 END loss. A double roll doubles the damage. Armour reduces this and cover counts as if a missile weapon is being used.
7. **HEALING:** the target recovers 1d6 END. An un-dead loses 1d6 END instead, ignoring any armour.
8. **INFLICT PAIN*:** the caster causes an opponent to lose 1d6 POW.
9. **INTANGIBLE:** the caster or target gains the ability to walk through walls, doors etc. Any even roll to hit (weapon, missile or spell) misses and does not inflict damage. The spell recipient loses this ability if he tries to harm another or casts another spell. The spell lasts for 10 minutes.
10. **INVISIBILITY:** The caster becomes invisible, halving all attack rolls against him, provided they know where he is. The spell ends after 10 minutes, whenever the caster tries to harm another or casts another spell.

11. LEVITATE: The caster can hover and fly very slowly for 10 minutes. The spell fails if the caster has a heavy load.
12. LIGHT: An item in the hand of the caster glows as bright as day within a 20' radius for a number of hours equal to his/her level.
13. LIGHTNING*: A basic attack spell. The target loses 2d6 END. A double roll doubles the damage. Armour and cover are ignored.
14. MAGIC AURA: The target can raise or must lower (caster's choice. Lowering requires CHR CR) his Armour by 1d6 for the duration of the fight. Thus, a Wizard would have 1d6 armour, a Wanderer 2d6 armour and a Warrior 3d6 armour for the duration of the fight if Magic Aura was cast on them once. Its effect stacks if the caster casts this spell multiple times on the same target. This cannot reduce a being's armour to less than zero.
15. PHANTASM: Create an illusion the size of a man for 10 minutes. The caster can choose what it looks like and how it behaves. A suspicious character can make a CHR 20 CR to see through the illusion.
16. QUIET WORDS: the caster can communicate telepathically with another intelligent creature that shares his language. This lasts for a number of rounds equal to the caster's level and does not prevent other actions.
17. SHIELDING: the target can raise or must lower (caster's choice. Lowering requires CHR CR) his Defence by 2 for the duration of the fight. It's effect stacks if the caster casts this spell multiple times on the same target.
18. SIXTH SENSE: The caster can sense magic as long as he concentrates. He knows how powerful the magic he detects is, but not what kind of magic it can be. The caster can also sense danger if he stands still and concentrates.
19. TURN THE UNDEAD*. The caster causes all un-dead in the area with a MR equal or less than his Spirit CR to move and stay away for an hour per level.
20. WARDING. The caster creates a shimmering wall of energy across a doorway. No one can pass this wall without first making a STR 20 CR. Physical objects such as arrows are also blocked. Spells can be cast through the wall but cost double the normal amount of POW. The wall lasts for 10 minutes.

In between adventures, Wizards and Wanderers can buy one new spell. This costs 50 coins for a Wizard and 100 coins for a Wanderer.

Adventuring hazards

- **EXTREME ENVIRONMENTS:** if the PC inadequately prepared for adventuring in jungles, deserts, tundras etc, he must make a STR 15 CR every hour or take 1d6 damage from exposure, thirst, snow blindness etc.
- **DISEASE:** On first contact with a disease a successful STR 10 CR is required to avoid catching it. Another CR will not be required for the same disease for 24 hours. If the disease is caught, the PC (a) must make a STR 10 CR every day or take 1d6 of permanent damage, (b) subtract 1d6 from every CR he makes while he is suffering from the disease and (c) becomes a source of spreading the disease himself for the duration. A disease will last for 2d6 days.
- **FALLING:** the PC suffers 1d6 damage for every ten feet he falls. If he falls onto a "soft" surface (water, snow, through branches etc.), every even roll is ignored.
- **POISON:** requires a STR CR to avoid its effects with a DV equal to the monster's MR. Failure results in a 1d6 penalty to ALL CR for the rest of the adventure. These penalties stack with additional poison attacks.
- **SUFFOCATION:** due to drowning, poison gas, smoke etc, the PC can survive for a number of rounds equal to STR modifier plus 1d6.

Treasure

The most common treasures are coins, magic potions and magic scrolls.

The amount of coinage found equals the MR (per individual monster) multiplied by a 1d6 roll BUT only if the creature is in its lair. Monsters found outside their lairs or encountered as a “wandering” monster carry no treasure.

Roll 1d6 for each monster faced in a single encounter. Each roll of 6 means the PC's finds magical treasure. Now roll 2d6. An odd total means that a potion has been found and an even total means that a magic scroll has been found. A double roll means that a special magic item has been found.

Anyone can drink a potion; they only affect the PC drinking them and have only one usage. A Potion will have the same (automatic) effect as the spell of the same name.

Only Wizards and Wanderers can use scrolls. A scroll is a one use only spell that does not require the expenditure of POW. You must, however, make a CHR CR to cast them if the spell would normally require it. A scroll crumbles to dust after use.

1d6 ROLL	POTION FOUND
1	HEALING
2	INVISIBILITY
3	BLESSING
4	LEVITATE
5	MAGIC AURA
6	CONFUSION

SPECIAL MAGIC ITEMS

Roll 1d20.

1. AMULET OF FORCE: the PC can double any STR CR (excluding CR to hit in hand-to-hand combat) while wearing this.
2. ARCANERING. This ring can store any single spell that the caster knows. A stored spell is cast as if a scroll but another spell may be placed in the ring between adventures.
3. BLACK SCROLL: A special scroll that can summon a number of Skeletons under your control equal to your Level. The Skeletons disappear at dawn.
4. ELF BOW: a Wizard cannot use this weapon. If the damage roll is a double/triple then damage is doubled/tripled.
5. ELIXER OF LIFE: this potion when poured on a dead person returns them to life with their full abilities.
6. FORTRESS ARMOUR: this breastplate cannot be worn by a Wizard and doubles the amount of armour dice rolled.
7. HAMMER OF DESTRUCTION: a Wizard cannot use this weapon. If the damage roll is a double/triple then damage is doubled/tripled.
8. HELM OF SPITE: the wearer of this helmet can inflict 1d6 damage on anyone who inflicts damage on him in hand-to-hand combat.
9. MAGIC WAND: The PC can double any CHR CR when casting a specific spell. Roll 1d20 on the spell list to determine what spell.
10. MAGUS STAFF: A powerful staff that can only be used by Wizards. It provides 1d6 armour and inflicts 2d6 damage.
11. POWER STONE: A gem that reduces the cost of your specific spell by 1d6 POW (to a minimum of 1) as long as it is worn. The referee should randomly determine exactly which spell by rolling a d20 and picking that number spell from the spell list.
12. RING OF EVASION: the PC can double any DEX CR (excluding CR to hit in missile combat) while wearing this.
13. SEAL OF TELEPORTATION: when broken, the PC and anyone holding on to him is instantly teleported to a place of safety within a ten-mile radius.
14. SHADOW CLOAK: increases a PC's Defence by 1d6 when worn.
15. SHELTERING SHIELD: the user of this shield always counts as behind effective cover against missile weapons.
16. SOUL KILLER: On a successful attack roll with this dagger, your target loses 2d6 POW instead of END. This does not affect POW from your Focus. If Soul Killer lowers your POW to 0 or less (ignoring the POW in your Focus or coming from dark rituals), the victim dies.
17. SPIRIT BLADE: this weapon doubles any damage rolled when used against un-dead.
18. SWIFT BLADE. The PC can make 2 attacks in the same round against a single opponent.
19. SWORD OF SHARPNESS: this blade ignores all armour.

20. TALISMAN OF CHARM: the PC can double any CHR CR (except when casting a spell) while wearing this.

Monsters

Monsters don't have a Level or Traits. Instead they have a Monster Rating (MR), END and POW. The higher the MR the tougher the monster is and the harder it is to beat.

Assume all the Monster's Traits and his Defence score is equal to his MR when you need them for a roll.

All monsters add a bonus to their CR equal to their MR divided by two (round down) before subtracting five.

Most monsters also have a specialty:

- Brutes add a third of their MR (round down) to their STR CR. Brutes will always have 1d6 Armour for every 10 MR (round down).
- Sneaks add a third of their MR (round down) to their DEX CR. Sneaks will always have a missile attack.
- Mystics add a third of their MR (round down) to their CHR CR. Mystics always have one spell plus one spell per 10 MR (round down)

A standard monster has as many END and POW as his MR.

You can choose to halve END and/or POW for a weaker/smaller monster or double them for stronger/larger ones. Very strong/huge monsters can have up to three or four times their MR as END or POW.

A monster will do on average 1d6 of damage per 5 points of MR. Thus a MR 8 monster should do around 1d6 points of damage, a MR 15 one around 3d6 and so on.

Anytime a monster wishes to use a special ability (or SA) it must spend 1d6 POW to do so. If the SA is an Attack or a Touch this is done AFTER a hit is made in hand-to-hand combat AND in addition to any damage inflicted. If the SA is a gaze, roar, song, breath weapon etc., it can be done in any round that it has not made an attack in hand-to-hand combat.

The following lists are of "standard" monsters. More powerful and/or different monsters exist so feel free to increase the MR or change the monster's speciality as required.

Assume all monsters can see in the dark.

THE UN-DEAD

- SKELETON (BRUTE). MR 10 (0/+3) 2D6 damage. 1d6 armour.
- ZOMBIE (BRUTE). MR 11 (0/+3) END=22. 2d6 damage. 1d6 armour.
- GHOUL (BRUTE). MR 12 (+1/+5) 2d6 damage. 1d6 armour. SA = Paralysis (STR-12 CR or KO'd for 2d6 rounds)
- WIGHT (BRUTE). MR 13 (+1/+5) 2D6 damage. 1d6 armour. SA = Draining Touch (STR-13 CR or lose 1d6 END permanently. This is NOT added to damage taken already but merely reduces the maximum amount of END Points a PC can have)
- WRAITH (BRUTE). MR 14 (+2/+6) 2d6 damage. 1d6 armour. SA = Draining Touch (STR-14 CR or lose 1d6 STR permanently), Incorporeal (an even to-hit roll always misses in hand-to-hand or missile combat)
- MUMMY (MYSTIC). MR 15 (+2/+7). 3d6 damage. END=15. POW=30. SA = Despair (CHR-15 CR or suffer a -4 penalty to all rolls against mummy), Rotting touch (STR-15 CR or contract disease from touch. Once contracted the victim must make a CR every day or lose 1d6 END Points to the disease). Any two spells.
- SHADOW (BRUTE) MR 16 (+3/+8) 3d6 damage. 1d6 armour. SA = Draining Touch (DEX-16 CR or lose 1d6 DEX permanently), Incorporeal (as Wraith)
- SPECTRE (BRUTE). MR 17 (+3/+8) 3d6 damage. 1d6 armour. SA = Draining Touch (CHR-17 CR or lose 1d6 CHR permanently), Incorporeal (as Wraith).

THE SAVAGE RACES

- GOBLIN (SNEAK) MR 9 (-1/+2) 1D6 damage.
- ORC SOLDIER (BRUTE) MR 11 (0/+3) 2d6 damage. 1d6 armour.
- HOBGOBLIN LEGIONAIRES (BRUTE) MR 12 (+1/+5). 2d6 damage. 1D6 ARMOUR.
- ORC RAIDER (BRUTE) MR 13 (+1/+5) 2d6 damage. 1d6 armour.
- ORC SCOUT (SNEAK) MR 13 (+1/+5) 2d6 damage.
- GOBLIN/ORC/HOBGOBLIN SHAMAN (MYSTIC) MR 12 (+1/+5) 2d6 damage. END=12. POW=12. Any two spells.
- OGRE (BRUTE) MR 15 (+2/+7) 3d6 damage. END=30. 1d6 armour.
- MINOTAUR (BRUTE) MR 15 (+2/+7) 3d6 damage. END=30. 1d6 armour. SA = Gore Attack (doubles damage)
- TROLL (BRUTE) MR 17 (+3/+8) 3d6 damage. END=34. 1d6 armour. SA = Regenerate (recover 1d6 END Points).
- HILL GIANT (BRUTE) MR-19 (+4/+10) 3d6 damage. END=57. 1d6 armour.

CLASSIC MONSTERS

- GARGOYLE (BRUTE) MR 13 (+1/+5). 2d6 damage. END =13. 2d6 armour (tough stone-like skin). Flyers.
- CENTAUR (BRUTE) MR 15 (+2/+7) 3d6 damage. END=30. 1d6 armour.

- BASILISK (SNEAK) MR 14 (+2/+6) 2d6 damage. END=14. 1d6 armour. SA = Petrifying gaze (DEX 14 CR or PC turned to stone).
- HARPY (BRUTE) MR 12 (+1/+5) 2d6 damage. END=12. 1d6 armour. SA = Beguiling song (CHR 12 CR or PC suffers as if under a Confusion spell - see MAGIC book)
- MANTICORE (BRUTE) MR 20 (+5/+11) 4d6 damage. END=40. 2d6 armour. Flyer. SA = Poisonous Attack (STR 20 CR or suffer being poisoned)
- HYDRA (BRUTE) MR 25 (+7/+15) 5d6 damage. END=50. 2d6 armour. SA = Multiple attacks (can attack 1d6 opponents or attack a single opponent 1d6 times in any given round)
- DRAGON (BRUTE) MR 30 (+10/+20) 6d6 damage. 3d6 armour (always and regardless of speciality) END=90. POW=30. Flyer. SA = Fire Breath (4D6 damage to all within 20'radius. A single missile CR is made when determining who is and isn't hit).

ANIMALS

Animals are rated according to their size.

- Small animal (dog, feral cat, killer hamster etc.) = MR 5
- Man sized animal (large dog, wolverine, giant snake etc.)= MR 10
- Large animal (wild boar, bear, lion etc.) = MR 15, END 30
- Huge animal (elephant, dinosaurs etc.) = MR 20, END 60

VERMIN

Vermin come in one of two types; aberrations and swarms.

- Aberrations are "giant" insects and spiders. Use the same ratings for animals except that they always have an extra 1d6 armour due to their chitinous bodies. Aberrations are occasionally flyers and/or poisonous.
- Swarms are large, cooperative amounts of normal insects and are treated as a single entity. Their MR is determined randomly by rolling 6d6. A swarms END is double its MR but its damage equals that of a monster with half its MR.

DEMONS/DEVILS ETC

Creatures such as these can have any MR and virtually any additional power. Treat them as creatures that have two or all three specialties.

COMMON PEOPLE

- Villagers/townfolk etc. MR 6
- Militia/town guard etc MR 10
- Mercenary/professional soldier MR 12
- Veteran/mercenary captain etc MR 14

MR	CR bonus (Normal/speciality)	DAMAGE	Armour (BRUTES only)
5	-3/-2	1d6	X
6,7	-2/0	"	X
8	-1/+1	"	X
9	-1/+2	"	X
10,11	0/+3	2d6	1d6
12,13	+1/+5	"	"
14	+2/+6	"	"
15	+2/+7	3d6	"
16,17	+3/+8	"	"
18,19	+4/+10	"	"
20	+5/+11	4d6	2d6
21	+5/+12	"	"
22,23	+6/+13	"	"
24,25	+7/+15	4d6, 5d6	"
26	+8/+16	5d6	"
27	+8/+17	"	"
28,29	+9/+18	"	"
30,31	+10/+20	6d6	3d6
32	+11/+21	"	"
33	+11/+22	"	"
34,35	+12/+23	6d6, 7d6	"
36	+13/+25	7d6	"

3/3.5/OGL conversion

The level based nature of S&S allows for 3.5/OGL materials to be used with ease.

(3.5/OGL class) CLASS CONVERSION (S&S class)

Barbarian, Fighter =	Warrior
Bard, Cleric, Druid, Monk, Paladin,	Wanderer
Wizard, Sorcerer =	Wizard

(S&S) TRAIT CONVERSION (3.5/OGL ability scores)

STR =	Strength + constitution / 2 (Round down)
DEX =	Dexterity
CHR =	Intelligence + wisdom + charisma / 3 (round down)

- Warriors add 1d6 to POW at every third level and 1d6 END at every other level.
- Wanderers add 1d6 POW at every EVEN level and 1d6 END at every odd level.
- Wizards add 1d6 to END at every third level and 1d6 POW at every other level.

Give the character one appropriate magic item per five levels.

If the character is multi-class, total his levels and assume a total level in his highest level CLASS.

For converting 3/3.5/OGL monsters to S&S:

MR

A monster's MR is equal to its total Hit Dice plus half it's total Hit Dice (round down) plus five. Thus a gnoll (HD =2d8+2) has an MR of 8 (2+1+5=8) but a 5th level gnoll fighter has an MR of 15(7+3+5=15).

END

A monster's END equals it's MR unless (a) it is bigger than normal size

and/or (b) it is any of the following creature types; aberration, construct or dragon. In both cases double the monster's END. If both apply triple the monster's END. A colossal or gargantuan monster will always have END equal to triple its MR or quadruple it if it is one of the above creature types.

POW

A monster's POW always equal it's MR unless (a) it can naturally cast spells or has spell-like abilities, (b) it is a Mystic or (c) it has an MR of 20 or more. POW is doubled in all three cases, tripled if two cases apply and quadrupled if all three cases apply.

SPECIALITIES

Most monsters are Brutes and a monster can only be a Sneak if it has or is capable of having a missile or missile-like attack.

SPECIAL ABILITIES

Each monster's special abilities will translate, with some exceptions, as a TOUCH, a REACTION or an EFFECT.

- A TOUCH requires the monster to successfully hit his opponent in hand-to-hand combat and then spend 1d6 POW to activate the ability.
- A REACTION can be activated at any time a monster is not engaged in hand-to-hand combat and costs 1d6 POW to activate.
- An EFFECT is activated as soon as the monster takes it's first action in an encounter at a cost of 1d6 POW.

If an ability allows a save to avoid it's effects then the player can make a CR with a DV equal to the monster's MR. A fortitude save equals a STR CR, a reflexes save equals a DEX CR and a will save equals a CHR CR. A successful CR completely negates any effect the ability might inflict for that round (or that encounter with regard to an actual EFFECT).

- Ability Score Loss. (TOUCH) The ability (use the Trait conversion chart above) suffers a 1d6 reduction. A temporary loss lasts until the end of the adventure. If a Trait is reduced to zero the PC dies.
- Blind-sight (EFFECT). The monster ignores invisibility.
- Breath Weapon. (REACTION) The monster breathes out a form of destructive energy (fire, acid etc.) that affects 1d6 creatures within a 2d6 yard radius of the creature. A DEX CR negates the damage. The creature is immune to it's own Breath Weapon.
- Constrict (TOUCH). The monster holds his opponent who must make a STR at the start of each additional round. Failure means the opponent can take no actions and suffers damage that ignores armour. The monster can still take actions against other opponents

while this is happening.

- Damage Reduction. (EFFECT). Unless with a listed type of attack, the monster reduces all damage by an amount equal to their speciality bonus in addition to armour.
- Energy Drain. (TOUCH) Unless the PC makes a successful CR the damage inflicted by the monster that round is permanent.
- Fast Healing. (EFFECT). At the end of any round that the monster does not take damage, it can heal 1d6 END.
- Fear. (EFFECT) a successful CHR CR is required to resist this. A PC suffering from Fear halves all his CR when attempting to attack the monster with a weapon, missile or spell. A fear cone or ray is a missile attack and is a REACTION.
- Frightful Presence. (REACTION) as Fear.
- Gaze. (REACTION). A successful DEX CR ignores this. A PC can attempt to avoid the gaze by closing or averting his eyes at the appropriate moment. This doubles his CR with regard to ignoring the monster's gaze but halves the CR of any attacks he makes against the monster that round.
- Poison (TOUCH). See ADVENTURING HAZARDS.
- Psionics (REACTION). The monster can mentally attack any being that he is aware of within 100 yards. This requires a successful CHR CR and the damage inflicted comes off POW instead of END. Any being reduced to zero or less POW in this manner must make an additional CHR CR with a DV equal to the monster's MR. Success results in the being falling unconscious for 2d6 minutes while failure results in a painful death.
- Regeneration (EFFECT). The monster heals 1d6 END at the end of every round.
- Resistance To Energy (EFFECT). The monster doubles all CR to avoid the effects of the listed energy (fire, acid etc) type.
- Scent (EFFECT). The monster ignores invisibility and can follow any PC it damages without fail unless the PC can get more than a mile away from it.
- Sonic Attack. (REACTION). A STR CR is required to avoid going deaf.
- Spells/Spell Like Abilities. (REACTION). A monster that naturally has spells or spell-like abilities has one spell per five MR in addition to spells it will have if it is a Mystic. If it is not a Mystic there is a 2d6 POW cost to casting these spells.
- Spell Resistance (EFFECT). All CR to avoid the effects of spells are doubled.
- Swallow Whole (TOUCH). The monster swallows the PC completely unless a DEX CR is successful. Once swallowed the PC suffers damage each round that ignores armour unless a successful STR is made. The PC can attempt to cut/crawl out of the creature by making an additional STR after a successful STR CR is made to resist damage but it counts as his action for the round and no other actions can be normally taken.

- Trample (TOUCH). As constrict except that a DEX CR is made instead of a STR CR.
- Turn Resistance (EFFECT). As Spell Resistance except it only works against Turn The Un-dead spell.

A monster that can summon another monster or monsters, can do once per day and at any time by (a) spending 1d6 POW and (b) making a successful CHR CR with a 20 DV.

NAME _____

LEVEL _____ CLASS _____

STR _____ (_____) DEX _____ (_____)

CHR _____ (_____) DEFENCE _____

END _____ POW _____

EQUIPMENT _____

ADDITIONAL _____

SWORD & SPELL character sheet

