DRAGON SWORD

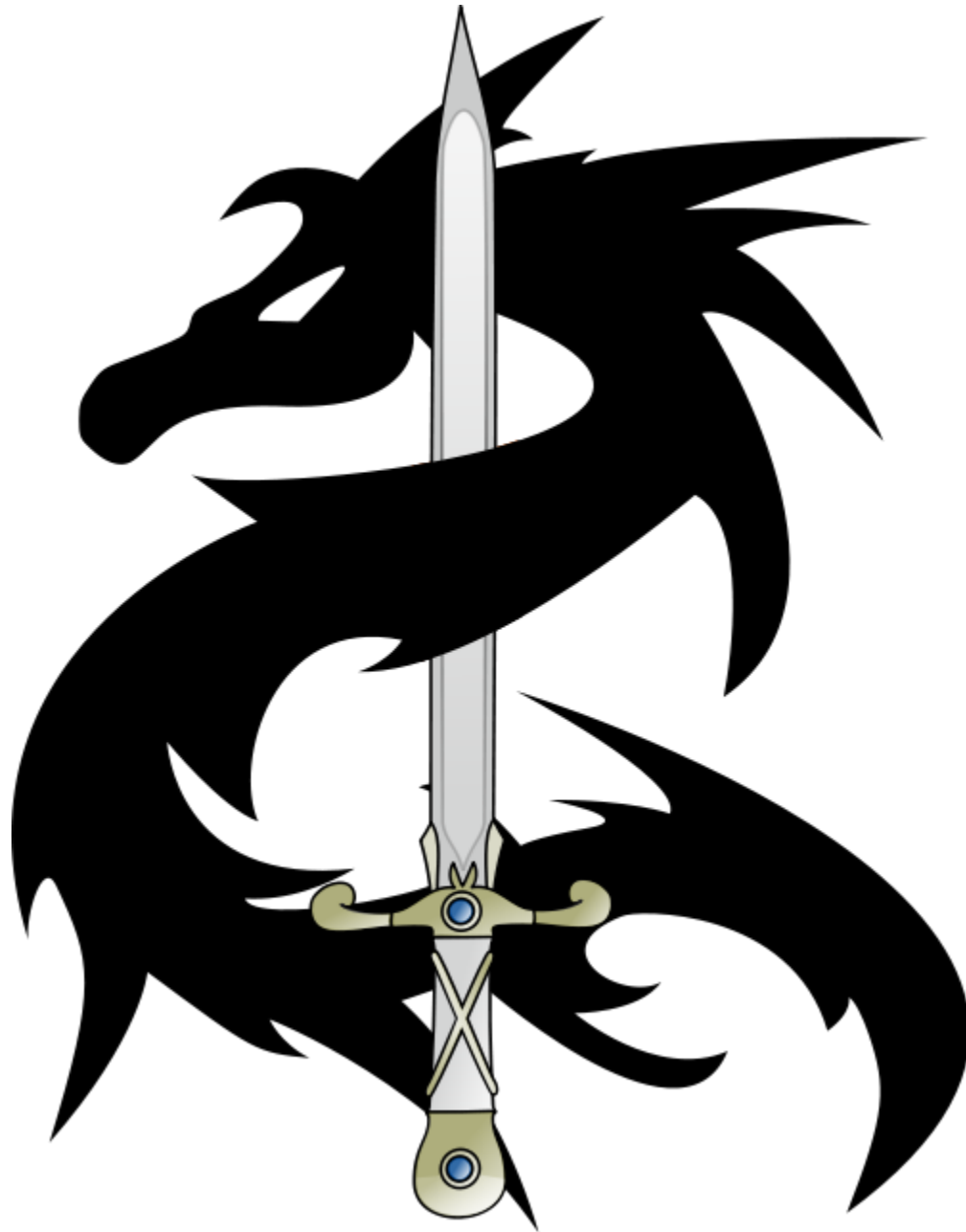**Fantasy Role-Playing Game**

By Joe Pruitt

INTRODUCTION

What is Fantasy?

Fantasy is a genre of fiction in which magic and the supernatural feature prominently. It can take many forms, from tales of brave warriors of old fighting mythical creatures and evil wizards to stories set in the modern day where magic is real. If that sounds like something you are interested in, keep reading. If not, you might be better off trying some other game.

Many fantasy stories are set in fictional worlds less advanced than our own, at levels of development similar to that of our ancient and medieval periods, such as J. R. R. Tolkien's Middle Earth or Robert Howard's Hyboria. These types of settings are the main focus of this game.

What is a Role-Playing Game?

A Role-playing Game (RPG) is like a story that all the players write together. It is like being a character in a play or movie, but instead of following a script, you make up your own lines and actions. Most players assume the role of one of the main characters in the story, deciding what their characters say and do. One player, called the Game Master (GM), acts as both narrator and referee, describing what is happening around the other players' characters and, using the rules, determining the results of the characters' actions.

How Does it Work?

The GM has the most work. They are responsible for creating the setting in which the game will take place, including all the places the Player Characters (PCs) are likely to go and the other characters (Non-Player Characters, or NPCs) they are likely to meet, as well as coming up with the plot or goal of the adventure.

The other players only have to worry about creating the characters they will play, but it still takes work on their parts. During the Character Creation process (explained in the next section), they determine the strengths and weaknesses of their characters, how skilled they are at different tasks, as well as their profession, background, appearance, personality, possessions, and other details. Each player keeps track of these details on a Character Record Sheet. A copy of this can be found on the back cover of this book, a copy of which should be printed out for each player to use.

Once the GM and players are ready, the game begins. The GM presents a situation, describing where the PCs are and what they see and hear, hopefully making the goal of the adventure clear in the process, or at least pointing them in the right direction. The players take it from there, telling the GM what their characters say and do. The GM tells them what happens as a result of their actions, and it continues on like that, with each decision by the PCs affecting where and how the game proceeds.

The game usually ends when the characters accomplish their goals (either those of their own creation or ones determined by the GM), or fail to do so beyond repair. Whether they succeed or fail, everyone "wins" if they create a compelling and interesting tale involving their characters and, most importantly, have fun doing it.

Dice

This game, like most RPGs, uses dice to randomly determine how some parts of the game are resolved. In addition to six-sided dice (the common cube-shaped dice found in many board games), dice with four, eight, ten, twelve, and twenty sides are also commonly used in many RPGs. For this game, you'll only need six-sided dice. Ideally, each player and the GM should have at least one D6 apiece, though two per person is better.

The abbreviation "nDx" is commonly used to indicate the type of dice to use, with "n" being the number of dice to roll and "x" being the number of sides on the dice. "1D6", or just "D6" (meaning "one six-sided die"), is the abbreviation used most often in this game, though "2D6" (meaning "two six-sided dice") is used occasionally.

What Exactly is a Dragon Sword?

Just a name that sounded cool. It can be whatever you want in your game, or nothing at all.

CHARACTER CREATION

There are two parts to creating a character. The first part requires only your imagination; deciding who your character is, where they come from, their background, what is important to them, what they believe in, what their personality is like. You must come up with the details of your character's life and personality. Don't forget to give them a name.

The second part is where the rules come in. Characters have scores that measure their ability to accomplish different tasks. These scores are largely dependent on choices you will make regarding your character's Race, the Culture in which they were raised, and their Class, or profession. The most important of these are **Attributes**, which measure broad, general talent, and **Skills**, which are more specific applications of Attributes.

At the end of this book is a form called a Character Record Sheet, on which you keep track of your character's scores and abilities. Over the next few pages, you will choose your character's Race, Culture, and Class. As you make these choices, you will be told to change certain parts of the Character Record Sheet. If you are instructed to add 1 or 2 to your score in one of the three Attributes (Strength, Dexterity, or Intelligence), increase the number in the box next to that Attribute on the Character Record Sheet by the appropriate amount (Note: all Attributes start with a score of 1; record that starting score for each Attribute on the Character Record Sheet now). If you are told you get a Skill, fill in the box next to that Skill on the Character Record Sheet. If you are told to note a special ability, write it in the section of the Character Record Sheet labeled "Racial Perk". Don't worry if you don't understand everything you are filling in right now; all the sections and terms will be explained once you are finished.

Race

Humans share the world of DRAGON SWORD with several other races. Choose a Race and record your choice on the Character Record Sheet.

- **Human**: Humans are the dominant (if not the most numerous) race. Their incredible ability to adapt has allowed them to survive and prosper, and they have spread to all parts of the world.
  - If you choose this Race, write *Human* in the appropriate spot on the Character Record Sheet and start with one extra skill of your choice and one extra Fate Point (refer to the sections on Skills and Fate on pages 3-4).
- **Dwarf**: Dwarves are a short but sturdy folk. Driven underground long ago when Dragons first appeared, they have dwelt in isolation in vast mountain halls for millennia, and are only now reemerging to join the rest of the world.
  - If you choose this Race, write *Dwarf* in the appropriate spot on the Character Record Sheet, add 1 to your Strength score, and note in the "Racial Perk" section that you can *See In The Dark*.
- **Elf**: Elves are relatively new race, having come from some other world steeped more deeply in magic than this one. As a result, they have a natural affinity for magic, and their longer life spans afford them greater knowledge and wisdom than other folk. They prefer to dwell in secluded forests and hills where they can live in harmony with the natural world.
  - If you choose this Race, write *Elf* in the appropriate spot on the Character Record Sheet, add 1 to your Intelligence, and note in the "Racial Perk" section that you can *Resist Magic* with a successful Intelligence Test (see "Tests" later in these rules).
- **Goblin**: Goblins are small, green-skinned folk who come from the vile, dank swamps of the world where most others have no wish to dwell. Though not strong or particularly smart, they are quick and sneaky, equally adept at skulking through dark forests or dark alleys.
  - If you choose this Race, write *Goblin* in the appropriate spot on the Character Record Sheet, add 1 to your Dexterity, and note in the "Racial Perk" section that you are *Immune to Poison and Disease*.

Culture

Your culture is the type of society in which you were raised. Choose a Culture and record your choice on the Character Record Sheet.

- **Barbarian**: Barbarians are hardy folk living in close-knit tribes struggling to survive in the wilder lands.
  - If you choose this culture, write *Barbarian* in the appropriate spot on the Character Record Sheet and add 1 to your Strength score.
- **Nomadic**: Nomads move from place to place, usually after some resource they depend on for survival.
  - If you choose this culture, write *Nomadic* in the appropriate spot on the Character Record Sheet and add 1 to your Dexterity score
- **Civilized**: Civilized folk have learned the advantages of living in large communities that serve as centers of learning and industry.
  - If you choose this culture, write *Civilized* in the appropriate spot on the Character Record Sheet and add 1 to your Intelligence score.

Class

Your Class is your occupation or profession. Choose a Class and record your choice on the Character Record Sheet.

- **Fighter**: Whatever other special skills may be needed, one who is trained in the use of arms is sure to be useful on most journeys. Whether to protect others from attack or to assault an enemy lair, most quests benefit from a strong sword arm.
  - If you choose this Class, write *Fighter* in the appropriate spot on the Character Record Sheet, add 2 to your Strength score, and

get the Skills Athletics and Combat.

- **Thief**: Though some thieves work toward self-serving and dishonest goals, the skills of moving about unseen, gaining entry into secure places, and avoiding or neutralizing the mechanical deterrents protecting those places, often prove invaluable when exploring long-forgotten ruins or infiltrating an enemy fortress.
  - o If you choose this Class, write *Thief* in the appropriate spot on the Character Record Sheet, add 2 to your Dexterity score, and get the Skills Stealth and Thievery.
- **Wizard**: Either as apprentices under the supervision of a master or as students in formal academies, Wizards study tomes of ancient wisdom and memorize the spells and incantations that call forth the arcane powers of magic.
  - o If you choose this Class, write *Wizard* in the appropriate spot on the Character Record Sheet, add 2 to your Intelligence score, and get the Skills Lore and Magic.
- **Assassin**: While some are just killers for hire, the term Assassin refers more broadly to combatants who specialize in taking their enemies unaware, a useful talent when surprise or secrecy is essential.
  - o If you choose this Class, write *Assassin* in the appropriate spot on the Character Record Sheet, add 1 to your Strength and Dexterity scores, and get the Skills Combat and Stealth.
- **Ranger**: Hunters, guides, and scouts, patrolling the wilderness and protecting those who travel through them, Rangers spend much of their time away from civilization, traveling through rough terrain and learning how to live off the land.
  - o If you choose this Class, write *Ranger* in the appropriate spot on the Character Record Sheet, add 1 to your Dexterity and Intelligence scores, and get the Skills Marksmanship and Survival.
- **Paladin**: There are some who are trained in the use of both weapons and magic. Though not as skilled in either field as those who make just one their sole focus, the ability to use both as needed is nevertheless a potent combination.
  - o If you choose this Class, write *Paladin* in the appropriate spot on the Character Record Sheet, add 1 to your Strength and Intelligence scores, and get the Skills Combat and Magic.
- **Archer:** Not all who fight do so at arm's length. Equally talented and useful are those who specialize in ranged weapons, able to strike down enemies at a distance.
  - o If you choose this class, write *Archer* in the appropriate spot on the Character Record Sheet, add 1 to your Strength and Dexterity scores, and get the Skills Athletics and Marksmanship
- **Bard:** More than entertainers and story-tellers, in a world where news travels slowly, Bards provide an important service bringing word of the happenings in other regions wherever they go. Having spent so much time traveling from place to place, they are a storehouse of useful and curious facts and knowledge, and the simple sleight of hand tricks they use to entertain crowds also lend themselves to less reputable (but useful to an adventurer) tasks.
  - o If you choose this class, write *Bard* in the appropriate spot on the Character Record Sheet, add 1 to your Dexterity score, and Intelligence scores and get the Skills Lore and Thievery
- **Druid:** There are more ways to learn the secrets of the magical arts than in schools under the tutelage of instructors or from studying dusty old tomes. There are those who live far from civilization, learning of the magical forces that permeate the world by observing nature to uncover the secrets of its raw power.
  - o If you choose this class, write *Druid* in the appropriate spot on the Character Record Sheet, add 2 to your Intelligence score, and get the Skills Magic and Survival
- **Commoner (NOTE-NPC Only):** This class is not meant for Player Characters, but is for the GM to use to create various minor NPCs who do not have the same abilities as adventurers. That being said, if a player wants to start as a weaker character type, they may (with the GM's consent) be a Commoner.
  - o If you choose this class, write Commoner in the appropriate spot on the Character Record Sheet. You do not increase any Attribute scores, and you start with only one Skill (of your choice).

Now that you have chosen your Race, Culture, and Class, it's time to explain what the scores you calculated mean and how they work.

Attributes

Every character has three Attributes: **Strength**, **Dexterity**, and **Intelligence**.

Your Strength score measures your muscle and physical power, as well as your health and stamina. Your Dexterity measures hand-eye coordination, agility, reflexes, and balance. Your Intelligence score measures most mental aspects of your character, knowledge and reason as well as willpower, common sense, perception, and intuition. Your score in these three Attributes will determine how well you perform almost every task in the game.

All Attributes start with a score of 1, and have a maximum possible score of 5. The Race, Class, and Culture you pick for your character will change one or more of these scores.

Skills

Skills, unlike Attributes, do not have a score. You are either trained in a skill or you are not. Your character's Class (and possibly their Race) will give them some skills to start with. You do not need to be trained in most skills to use them, but training will give you a better chance of succeeding at tasks requiring that skill.

There are eight skills in which your character can be trained. Any task your character might need to attempt during a game should be covered by one of these. The eight Skills are:

- **Athletics**: used for most acts of physical prowess not related to combat, including running, jumping, climbing, swimming, tumbling, and balancing.
- **Combat**: used when fighting enemies at close range, either unarmed or with melee weapons such as swords, clubs, and axes.
- **Lore**: used to remember historical, cultural, or scientific facts and other useful information of an academic nature.
- **Magic**: used to understand the laws and principles that govern the use of magic. It allows you to cast spells and detect and identify magic items. NOTE: It is the only skill that cannot be used untrained.
- **Marksmanship**: used to attack enemies at longer distances with ranged weapons such as bows, slings, throwing knives, and javelins.
- **Stealth**: used to hide, move silently, and remain unseen.
- **Survival**: used to find food in the wild, identify and track animals, navigate the wilds and avoid natural hazards.
- **Thievery**: used to pick locks and disable traps, as well as to perform sleight-of-hand feats like picking pockets or concealing small objects.

Health

Your Health score reflects how much harm you can withstand before dying. It is measured in Health Points (HP). You start with a number of HP equal to 10 + your Strength Attribute score. This is also the maximum amount of HP you can have. When you are injured or hurt, you lose HP. When you lose all your HP, you are dead.

Each time your character is injured or harmed, you will subtract a number of HP from your current total (NOT from your maximum; that remains constant). Once you have done this, roll a D6. If the number rolled is greater than the number of HP you have left, your character has been knocked out, and will remain unconscious until they regain at least 1 HP (obviously, there is no point in making this roll if you have at least 6 HP left).

You recover lost HP through rest. Each night of rest allows you to regain 1D6 HP, up to your maximum. Special equipment may be needed to recover HP when sleeping in the wild (see Tent and Bedroll, etc).

Level and Experience

Your Level and Experience represent how much time you have spent pursuing your chosen profession (Class). You start at Level 1 with 0 Experience Points (XP). Each time your character completes an adventure, increase your Experience score in the "XP" section of the Character Record Sheet. Once you have done this, roll 1D6. If the number rolled is equal to or less than the number of XP you have, your Level goes up by 1. When this happens, reduce your XP to 0 and start counting over. This means that character's Level will go up after earning a minimum of one XP and a maximum of six. Every time your Level goes up you may either learn a new Skill or increase one of your Attribute scores by 1. You may also gain certain benefits if you are a magic-using character (these are explained in the Magic section).

Fate

Each character has a number of Fate Points, which represent luck, determination, divine intervention, or some combination of the three. They allow a character to succeed where they might otherwise have failed. At the start of each game session, each character has a number of Fate points equal to their level. By spending one Fate point, a player may reroll the die or dice for any Test. Make sure you subtract one from you Fate points in the appropriate section of the Character Record Sheet each time you use one.

Be careful with Fate points, they are a limited resource. Once you have used them, you don't get them back until the next game session. It is best if you save them for situations where the success of an adventure may depend on the outcome, or for situations in which you must use an Attribute with a low score. If the GM wants to make the game more challenging, they may decide that Fate points are only restored at the end of each adventure (an adventure normally takes several game sessions to complete).

Equipment

Your Equipment consists of the weapons, armor, and other tools and gear that may be useful during the course of an adventure. A list of equipment is provided on the next page, along with the cost of each item in Gold and any special information. You can carry a maximum of twelve items in their backpacks, not counting weapons and armor. You start with 1D6 + 9 Gold Pieces (GP) with which to purchase equipment.

In addition to the items in your backpack, you can wear a suit of armor and carry up to two weapons, which are worn on the belt, strapped across the back, or carried in some other way (more than two weapons may be carried, but any weapons beyond the second must be kept in your backpack and count toward the twelve item limit). Shields act as armor, and are recorded in the Armor section on the Character Record Sheet. Shields cannot use at the same time as a two-handed weapon.

Weapons and Armor have a Damage Rating (DR) and Armor Rating (AR), respectively, numbers which represent how much damage they are capable of inflicting or preventing. Record this Rating in the appropriate space on the Character Record Sheet beside the type of Weapon or Armor. You may only use weapons and wear armor with a DR or AR equal to or less than your Strength score.

Wizards and Paladins start the game with training in the Magic Skill, which allows them to cast magic Spells. The Magic section later in this book explains how magic works, but for now it is important to note that Spells are "purchased" just like all other Equipment, and each Spell counts as one item.

EQUIPMENT LIST

WEAPONS

Weapon	Cost	DR	Notes
Small Weapons	1	1	Small, concealable weapons
One-Handed Weapon	2	2	One-Handed Weapons
Two-Handed Weapon	3	3	Two-Handed Weapons
Ammo (20)	1	-	For ranged weapon (arrows, bolts, etc); comes with bag or quiver

ARMOR

Armor	Cost	AR	Notes
Leather Jerkin	1	1	
Chain Mail	2	2	
Plate Armor	3	3	
Shield	1	1	Cannot be used with Two-Handed weapons

OTHER EQUIPMENT

Item	Cost	Notes
Rations	1	Enough food for one day
Flask	1	Holds enough water for one day
Torch	1	Burns for 1 hour
Bedroll	1	You do not regain HP if sleeping outdoors without a bedroll
Chalk	1	
Flint and Tinder	2	Necessary to light torch and start campfire
Backpack	2	Holds 12 items
Tool	2	Pick, Shovel, Hammer, Saw, etc
Animal Snare, Fishing Line and Hook, etc.	2	Used to catch food in the wild
Map/Scroll Case	2	Protects maps, scrolls, and other documents from damage
Rope	3	
Grappling Hook	3	
Paper, ink, and quill	3	
Tent	4	You must have a tent to regain HP when sleeping outdoors in bad weather
Heavy Cloak	4	Lose 1 HP per day if traveling in rain or cold weather without cloak
Saddle Bag	4	Holds 24 items
Horse	5	Moves 20 ft per round
Mirror	5	
Thief's Tools	5	Necessary for picking locks and disarming traps
Spell	5 x Circle	Spells are single-use (cost is for components) and count as 1 item
Magic Ring, Amulet, Talisman, etc	15	Can hold 3 spells (must be purchased separately); does not count toward max. item limit; only one amulet and two rings can be worn
Magic Wand	30	Can hold 6 spells (must be purchased separately)
Wizard's Staff	60	Can hold 12 spells (must be purchased separately)
Magic Scroll or Potion	10 x Circle	Holds 1 spell (spell does NOT need to be purchased separately)

RULES

Tests

A Test is where the Attributes and Skills you acquired during the character creation process come into play. It is the basic procedure that determines whether you succeed or fail at what you are attempting, and how the adventure proceeds as a result.

Any time you attempt something challenging, Test one of your three Attributes. Which Attribute you use depends on what you are trying to do. To break down a door, use Strength. To sneak past a guard, use Dexterity. To track an enemy through the forest, use Intelligence. Refer to the Attribute descriptions to determine which is most appropriate.

The procedure for Testing one of your character's Attributes is simple-roll 1D6 and compare the result to the appropriate Attribute's score. If the result is equal to or less than the Attribute's score, you succeed. If the number rolled is greater, you fail. Any roll of 1 is an automatic success.

Skills also play a role in Tests. If you have a Skill appropriate to the task you are attempting, you may roll 2D6 when Testing an Attribute, and use whichever die gets the better (i.e. lower) result. You may attempt any action covered by a Skill even if you don't have that Skill (except for Magic). Having the Skill just gives you a better chance to succeed.

Though some combinations seem more logical than others, a Skill can be paired with any Attribute if it makes sense. Use Thievery with Intelligence to notice a trap on a treasure chest, and with Dexterity to disarm the trap. Combat is usually used with Strength, but it could be used with Intelligence to spot an ambush.

Combat

Conflict is a major source of excitement in many fantasy stories, often taking the form of physical combat. Combat is resolved with a series of Tests that continues until one combatant is killed, incapacitated, or retreats, or the fight ends or is interrupted in some other way.

Combat is divided into segments called Rounds, representing a few seconds of time, just long enough for someone to move a short distance and take one action. Each combatant gets a turn each round, acting in order from highest Dexterity score to lowest. If there is a tie, whoever has the highest Intelligence score goes first. If there is still a tie, roll 1D6 for each ties combatant, with the highest roll going first.

You can move a number of feet each Round equal to 10 + your Dexterity score. You may take one action either before or after you move. Attacking an enemy is probably the most common action you will take in Combat. To attack, declare which enemy you are attacking and make a Test against either your Combat Skill or Marksmanship Skill (depending on how far away the enemy is). Combat is used when the combatants are right next to each other, and relies on your Strength. Marksmanship is used at greater distances, and relies on Dexterity. The maximum range of each ranged weapon is equal to their DR x 50 ft. The GM has the final say on whether a target is in range of a ranged weapon.

If you succeed at your attack Test, you hit your enemy and have a chance to injure or even kill them. To determine how badly the enemy is hurt, roll 1D6 and add your weapon's Damage Rating. Subtract your enemy's Armor Rating (if they are wearing armor) from your total; the result is the number of HP lost by your foe. Subtract the appropriate number of HP from the enemy's current total. If they have no more HP, they are dead. If they still have HP, check to see if they are knocked unconscious (see Health, p.4). If they survive and remain conscious, they can attack you on their turn, using the same procedure.

Other Hazards

- **Fire:** Each round you are in or on fire, lose 1 HP
- **Drowning/Asphyxiation:** For every round you are unable to breathe (whether because you are under water or in a smoke-or gas-filled environment), roll a D6. If the result is equal to or less than the number of rounds you have been in that environment, lose 1 HP
- **Falling:** When you fall more than 10 feet, you lose 1D6 HP for every 10 feet
- **Poison/Disease:** Lose 1D6 when you are poisoned. Each hour (game time, not real time) after that, roll 1D6. If the result is greater than the number of hours you have been poisoned, lose another 1D6 HP. If the result is equal to or less than the number of hours you have been poisoned, the poison has run its course and no longer affects you. Disease works the same way, but checks are made every day instead of every hour. Poison and disease may also be cured magically.
- **Hunger/Thirst:** Lose 1 HP every day without food, and 1D6 HP every day without water; in addition, you recover no HP through normal healing.
- **Fatigue:** If you do not get at least six hours of sleep in a 24 hour period, you do not recover any HP naturally. In addition, until you get at least six hours of sleep, you are penalized on all Tests; if you have an appropriate Skill, you do not get to roll 2D6 as normal, but only 1D6 as if you were not skilled, and if you do not have an appropriate Skill, you roll 2D6 and use the worse (i.e. higher) result.
- **Inclement Weather:** Lose 1 HP per day if traveling in rain or cold weather without cloak, and recover no HP through normal healing.

MAGIC

How to Use Magic

Two Classes (Wizard and Paladin) begin the game with the ability to use magic and cast spells; others may learn the secrets of magic later. Any character that wishes to use magic MUST have training in the Magic Skill.

Spells are specific applications of magic that produce a particular effect. To cast a spell requires three things:

- You must be the appropriate Level
- You must obtain the ingredients or components for the spell.
- You must pass an Intelligence/Magic Test.

Spells are divided into six Circles of increasing difficulty and power (with the First Circle being the simplest and producing the least powerful effects). To even have a chance of casting a spell, your character Level must be at least as high as the Circle of the spell. A starting Wizard at Level 1 can only cast spells of the First Circle. When the Wizard gains experience and goes up to Level 2, they could begin casting spells of the Second Circle, and so on.

All spells require certain ingredients and components to cast. This game does not require you to go around searching for specific ingredients, nor are you required to carrying around an itemized list of such ingredients. Obtaining the necessary ingredients is handled abstractly; spells are "purchased" like other equipment, at a cost of 5 Gold Pieces x the Circle of the spell. You are not actually buying the spell; this represents the cost of the necessary ingredients. Each spell you "buy" is single use, indicating that you have purchased just enough ingredients and components to cast the spell one time. Once you cast a spell, it is gone, though you may have more than one of the same spell at a time.

Casting a spell requires a successful Intelligence/Magic Test. If you pass the Test, the spell works as intended (as described below). If you fail the Test, the spell is cast incorrectly and nothing happens. In either case, the spell is gone from your inventory.

Duration

Some spells are Instantaneous; they take effect and are over with as soon as they are cast (mainly damage or healing spells). Other spells' effects last for a longer period of time. How long such a spell lasts depends on the character Level of the caster. A 1st Level caster must maintain concentration to maintain the spell; as soon as something happens that causes them to lose focus (such as taking damage or any action beyond simple movement or speech, or anything that requires a Test), the spell's effects end. At higher levels, spells can still be maintained by concentration, but can also be maintained without the caster's active attention for a period of time.

- At 2nd Level, the caster can maintain spells without concentrating for up to 1 minute.
- At 3rd Level, the caster can maintain spells without concentrating for up to 1 hour.
- At 4th Level, the caster can maintain spells without concentrating for up to 1 day.
- At 5th Level and higher, the caster can maintain spells without concentrating indefinitely, until they (or someone else with a Counter Magic spell) dispel them.

In addition, a caster must temporarily sacrifice one HP from their current and maximum HP totals for each durational spell they have active at any given time (these HP are restored once the spell is dismissed).

Enchanted Items

Objects may be magically enchanted, allowing them to hold one or more spells. This can be very useful, giving a magic-using character access to many more spells than they could normally have at one time. Typical magic items include staffs, wands, rings, talismans, weapons, potions and scrolls. Any character with the Magic Skill can sense if an item is enchanted by touching it (or being close enough to touch it). If a character with the Magic Skill knows an item is enchanted, a successful Intelligence/Magic Test can identify the magic the item contains (the spell with which it has been enchanted).

Magic items can only hold one type of spell (whatever spell they were originally created to hold). The number of spells an item can hold is given in the Equipment table. Once all spells within an item have been cast, the item must be recharged before it can be used again. To recharge a magic item, the magic user must cast that spell into the item once for each "charge". The item "holds" the cast spells until the caster is ready to release them.

Scrolls and potions are special cases. They are single-use magic items purchased with the spell already cast onto or into them. They cannot be recharged like other magic items, and are discarded after use.

Enchanted items can be used by anyone; you do not need to have the Magic Skill or roll to cast the spell (the spell has already been cast). The character must know what spell is contained in the item, however.

SPELLS

Spells of the First Circle

Alarm	*Caster can sense when someone or something hostile approaches a designated being/creature, place, or object*
Alter	*Increases or decreases an attribute by 1 per caster level (to a minimum of 1 and a maximum of 5)*
Flame	*Conjures a small fire (enough to light a torch or start a campfire), must have flammable material*
Mend	*A broken or damaged object is repaired*
Illumination	*Causes an object to glow, providing enough light to fill a room; if cast on a target's eyes, they go blind for 1D6 rounds*
Shock	*Target loses 1D6 HP; caster must be close enough to touch target; ignores armor*

Spells of the Second Circle

Animate	*Allows caster to move objects with his thoughts; these objects can follow simple commands for the spell's Duration*
Armor	*Target's AR is increased by 1*
Call Animal	*Caster summons a nearby animal to serve him (it will obey any simple commands it is able)*
Lock	*A door or container is magically locked and cannot be opened*
Heal	*1D6 HP are restored to Target (up to Target's maximum)*
Evoke	*Implants a thought, feeling, or desire in target*

Spells of the Third Circle

Cure	*Target is cleansed of poison or disease*
Far Sight	*Caster can see events taking place somewhere else*
Invisibility	*Target becomes invisible*
Magic Bolt	*Target loses 1D6 HP; must be in caster's line of sight; ignores armor*
Mist	*Creates a dense fog, concealing the area around the caster*
Shield	*Target receives an extra 1D6+(caster's level) HP (these are lost before the target's regular HP)*

Spells of the Fourth Circle

Barrier	*Creates an impenetrable wall around or across an area or target; nothing can get through unless the caster allows; if cast on a target, it moves with the target; can protect a circular area 6 feet wide or a straight line 12 ft long.*
Compel	*Target must obey the caster's commands; target's personality remains otherwise unchanged*
Illusion	*Caster creates a realistic but insubstantial image, can be used to camouflage himself or another; dispelled if touched*
Intangibility	*Target becomes insubstantial and able to pass through solid objects*
Levitation	*Target can fly through the air at their normal movement rate*
Wizard's Eye	*Caster can see things as they truly are (reveal illusions/invisibility, detect magical objects/beings, see in darkness)*

Spells of the Fifth Circle

Summon Item	*Transports an object to the caster's location; caster must either be able to see the object or know its exact location*
Communion	*Caster can communicate with another being or creature with their thoughts*
False Life	*Brings to life up to 1D6 skeletons that obey the caster*
Fireball	*Target loses 2D6 HP; <u>all</u> creatures within 10 ft of target lose 1D6 HP; target must be in caster's line of sight; ignores armor*
Shape Shift	*Target assumes the form of another creature and/or changes size (from ½ to twice current size)*
Weather	*Gives caster mastery over the weather, allowing them to create whatever conditions they desire*

Spells of the Sixth Circle

Banish	*Can destroy undead creatures or return summoned creatures to their own plane*
Counter Spell	*Negates or dispels a spell or magical effect created by another*
Gate Travel	*Creates a portal that allows passage between caster's location and any place the caster can see or has previously been*
Possess	*Gives Caster control over the mind and body of another creature; caster's own body is vulnerable during this time.*
Restore	*Restores to life a dead being or creature; must be cast within a number of minutes equal to caster's level after death*
Summon Spirit	*Summons a creature or being from another plane to the caster and binds them to the caster's will (must obey caster); on a failed casting roll, there is a 1 in 6 chance that the creature is summoned but not bound*

MONSTERS

Below you will find descriptions and scores for a small number of monsters and enemies. The Challenge Rating (CR) is a rough measure of how tough the creature is. It is also the number the creature must roll equal to or less than for any Test, replacing the three Attribute scores. HP are the same as for PCs and NPCs, Damage Rating (DR) is the same as for weapons, and Movement Rate (MR) is measured in feet per round. After this is a description and any special abilities they have or special rules that apply to them.

CREATURE	CR	HP	DR	MR	DESCRIPTION
Barracuda	2	5	2	18	Small predatory fish
Basilisk	3	9	3	6	Slow-moving reptile about the size of a man; a successful attack has a 1 in 6 chance of paralyzing a victim for 1D6 hours
Bat	1	4	1	18	Small nocturnal flying mammals that can see in total darkness
Bear	4	13	4	12	Large ferocious land animal
Bird of Prey	2	8	2	12	Hawks, eagles, falcons, and other predatory birds
Demon	4	13	4	12	Beings of pure chaos summoned from other planes; each one has 1D6 spells chosen at random (for each spell, roll 1D6 to determine which Circle, then 1D6 again to determine which spell of that circle)
Drackal	2	8	2	18	Fast reptiles that hunt in packs like wolves
Dragon	5	17	5	18	Large flying reptiles capable of breathing fire (ranged attack); Hard scales give Dragons AR 2
Dragonfly	3	6	3	12	Large stinging insect
Eel	1	4	1	12	Snake-like sea creature that stun their prey with electric shocks; a successful attack has a 1 in 6 chance of stunning a victim for 1D6 rounds
Flying Snake	2	5	2	12	Venomous snakes with wings; a successful attack has a 1 in 6 chance of poisoning a victim
Giant Spider	4	10	4	6	Much larger than ordinary spiders (about the size of a dog), these dangerous arachnids can both poison their victims (a successful attack has a 1 in 6 chance of poisoning a victim)
Griffin	4	13	4	12	Large flying creature that resembles an eagle with four legs
Imp	1	4	1	12	Small demonic creatures that act as servants and foot soldiers for Daemons
Kraken	4	16	4	12	Very large sea creatures with many long tentacles that can whip or crush their victims
Manticore	4	13	4	18	Lion-like animal larger than a bear
Naga	3	9	3	12	Large serpent with arms
Ogre	3	12	3	6	Large, brutish humanoid, utterly savage and barely intelligent
Rat	1	4	1	6	Feared not for their size or ferocity, but for the diseases they carry; a successful attack has a 1 in 6 chance of causing a victim to become diseased
Roc	3	12	3	12	Large bird capable of carrying a man
Shark	3	12	3	18	Larger predatory fish
Skeleton	1	7	1	12	Mindless undead magically animated to serve its creator
Slime	1	4	1	6	Oozing creature that envelopes its victims (after a successful attack, victim must pass Strength Test or be unable to move) and can divide into smaller versions of itself (a successful attack has a 1 in 6 chance of causing the slime to divide in two)
Snake (Constrictor)	4	13	4	6	Large serpent that squeezes its victims to death (after a successful attack, victim must pass Strength Test or be unable to move and lose 1 HP per round)
Snake (Viper)	1	4	1	6	Poisonous snake; a successful attack has a 1 in 6 chance of poisoning a victim
Spirit	3	9	3	18	The spirit of a deceased person separated from its body; can only be harmed by magic or enchanted items, but can be driven away temporarily by fire
Werewolf	2	8	2	18	Can change between normal form (human, elf, or dwarf) and wolf form at will
Wild Cat	3	9	3	18	Large predatory cat (lion, tiger, panther, etc)
Wolf	2	8	2	18	Pack animal related to dogs
Wraith	4	10	4	12	Intelligent undead creature capable of using magic; each one has 1D6 spells chosen at random (for each spell, roll 1D6 to determine which Circle, then 1D6 again to determine which spell of that circle)
Wyvern	4	13	4	12	Smaller, two-legged cousin of the dragon; they lack the ability to breathe fire
Zombie/Ghoul	2	8	2	6	The victim of a disease that causes the body to return to life after death and mindlessly attack any victim it can find; a successful attack has a 1 in 6 chance of infecting the victim, and if the victim dies from the disease they become a zombie as well; a Ghoul is a zombie that has retained some degree of intelligence

THE GAME MASTER

Running a game is a lot different than playing in one, and it can be intimidating at first. Players just have one character to worry about; you have every other person, place, and thing in the game world. How do you keep track or everything and keep from going crazy? Here are some tips to help you out.

Make a Plan

Some GMs can run a game on the spur of the moment, but most of us need at least some preparation. There are several things you may want to prepare.

- The Adventure Itself: Try to have at least a basic idea of how the adventure will play out. Obviously you can't control the choices the players make for their characters (nor should you try), but try to have at least the skeleton of a plot-the PCs start here, travel there, do this, fight this enemy, etc. It's a good idea to keep the plot flexible enough to allow the PCs to go off on side trips and detours, but make sure there is an end goal, and that the players know what it is. They may decide not to pursue it and go off in an entirely different direction, but you should at least start with a plan for the game.
- People: As mentioned above, the players only have to create one character, while you have to create every other character in the game world. This doesn't mean you have to fully flesh out every character they might meet, with attributes and full background. For most, a simple sentence or two describing who they are, what they do, and maybe a little about their personality will suffice. Important NPCs deserve a little more attention (especially the ones the PCs may have to fight). It's also a good idea to write up stats for generic enemies (and allies) the PCs may meet a lot of-soldiers, town guards, bandits, wizards. To save time, create a single generic soldier and use those attributes for every ordinary soldier they meet.
- Places: A map is very useful for keeping track of the PCs progress. You may wish to have one map for the players with only basic details, and another for yourself with enemy locations and other information marked on it that the PCs shouldn't know ahead of time. It's also a good idea to have maps or floor plans of specific sites the PCs are likely to visit-a castle, a temple, an underground cave system, the town square, etc.

It's also good to keep notes on things that may come up again-an NPCs appearance or personality, the history of a town or castle, the name of a particular inn and the street it is on, etc. Jotting down notes on this stuff both ahead of time and as it comes up during play can help maintain consistency.

Change the Plan

There is a saying common among gamers: "No plan survives contact with the players". No matter how much you plan for an encounter to go one way, some player somewhere is going to do something you didn't prepare for. Maybe they spot a weakness in your main villain's plan that provides a quick end run around the whole adventure. Maybe they decide they don't want to fight the villain at all, and they'd rather go raid the hideout of some bandits instead. Be prepared for this.

Avoid Railroading. This is a term for having your adventure plot all laid out and thwarting any attempt by the players to deviate from it-sort of like riding on a railroad, there's only one way to go. If you are too heavy-handed and refuse to let the players do anything or go anywhere you hadn't planned, they will feel (rightly so) that their choices don't matter and they shouldn't even bother trying. Remember that you are the narrator, but it's their story.

Change the Game

Make the game your own. Don't be afraid to change things up as you go along. You don't have to stick to every word of the rules. Maybe that wyvern does breathe fire. Maybe that sword was made by a master smith and it has a DR of 3 instead of 2. Maybe for some reason that dwarf can't see in the dark. It's good to change things from time to time, to keep things interesting.

At the same time, don't pull the rug out from under the players. If you make changes to the rules that could affect them and the choices they make, make sure they know ahead of time. Definitely don't change things on the spur of the moment just to thwart the players' efforts.

Rule 0 (The GM is always right)

No matter how fair or even-handed you try to be (and you should try to be fair and even-handed, favoring neither the PCs nor the bad guys), there will come a time when a player disagrees with a ruling of yours. Don't let it disrupt the game. Take a few moments to hear them out-maybe they have a point, maybe not-but just a few moments. Then make a decision, and stick to it. If they still disagree, discuss it later after the game. If at that time you decide they may have been right after all, run the game that way from then on. But don't hold up the game, and everyone's fun, by getting into an argument over the rules. It's just as important to keep the game moving along as it is to adhere to the rules.

DRAGON SWORD
CHARACTER RECORD SHEET

_____ the

Name

_____ _____ _____
Culture   *Race*   *Class*

Racial Perk: _____

Level: _____   XP: _____   HP: _____   Fate: _____

ATTRIBUTES

☐ STRENGTH

☐ DEXTERITY

☐ INTELLIGENCE

SKILLS

☐ Athletics   ☐ Marksman

☐ Combat   ☐ Stealth

☐ Lore   ☐ Survival

☐ Magic   ☐ Thievery

WEAPONS

_____ _____
Type   *Rating*

ARMOR/SHIELD

_____ _____
Type   *Rating*

GOLD

EQUIPMENT

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____
8 _____
9 _____
10 _____
11 _____
12 _____