

FOR COIN & BLOOD



ALAN BAHR

FOR COIN & BLOOD

FOR COIN & BLOOD IS AN OLD SCHOOL FANTASY
ROLEPLAYING GAME WITH A TWIST . . .

A TWIST OF THE KNIFE!

EMBRACING THE LITERARY GENRE KNOWN AS
“GRIMDARK”, AND INSPIRED BY STORIES OF
MERCENARIES, SELLSWORDS AND BLACKGUARDS,
FOR COIN & BLOOD KEEPS YOU ON YOUR TOES,
AS YOU TELL STORIES ABOUT THE TERRIBLE THINGS
THAT CAN HAPPEN TO PEOPLE, WHEN THEY HEAD
OUT IN SEARCH OF COIN, PASSION, AND REVENGE . . .

GKG-019



FOR
COIN & BLOOD

GRIMDARK OLD SCHOOL ROLEPLAYING

BY ALAN BAHR

For Coin & Blood draws heavily from the **White Box** line of supplements from **Barrel Rider Games**. We encourage you to investigate and purchase those excellent products for yourself.

And quite obviously, it's literally based on *Swords & Wizardry: WhiteBox*, but *For Coin & Blood* is a complete game.

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DISCLAIMER

While FOR COIN & BLOOD deals with mature themes, it should be vehemently noted that at no point should anyone engage in things such as rape, murder, theft or other sundry behaviors. This is a game, designed to explore and provoke, asking questions about the darker sides of human behavior. This is not an excuse for you to be a shitty person in real life. Period. If you need us to clarify this for you, put this game away and get the fuck out of the store.

INTRODUCTION

FOR COIN & BLOOD is a grimdark fantasy roleplaying game in the vein of the classic original editions of the most famous of tabletop roleplaying games.

Inspired by the writings of authors such as Kate Elliot, Joe Abercrombie, Sarah Monette, Glen Cook, Anna Smith Spark, Scott Lynch, and more, FOR COIN & BLOOD is fantasy roleplaying about antiheroes, thieves and assassins, rooted in the darkest recesses of mankind's depredations.

While most roleplaying games hide their murderers under the mantle of "hero" (I mean, what "hero" invades underground complexes in search of treasure and murders the denizens because their whole species is "evil?"), FOR COIN & BLOOD makes no pretenses about what it asks you to be. You're the villains that other campaigns fight. You're the cult leaders, assassins, fallen nobles, murderers, mercenaries, necromancers and thugs.

You are a bad person, doing bad things. For coin. For revenge. Because you can. So, shut the fuck up, grab some dice and drinks, and leave your ethics and morals at the door.

Tonight, blood runs in the streets.

— Alan Bahr, 2018



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THE PROFESSION OF VIOLENCE

BY STEVE DIAMOND

The window of the third-floor room was open, letting in a gentle breeze. Casca loved the feel of it on her face. She took a deep breath, hoping the smells of the city would push away the bitter, metallic taste of violence that clung to her senses like tar to skin. The smells didn't make things better. Instead it was more akin to an old woman who smoked cheap tobacco, then drown herself in even cheaper perfume.

Casca sighed. Occupational hazard. That was the nature of the spell.

Below, on the street filled with food vendors proclaiming the worth of their vittles, a small girl caught Casca's eye. At this distance it was impossible to tell if the child was homeless, or just off the proverbial leash. The child smiled and waved. Casca waved back, then reluctantly closed the shutters.

With the sounds of the outside world diminished, the sounds of muffled whimpering became audible once again.

Casca turned an appraising gaze to her two captives. A man and a woman, each tied to a chair, gagged but not blindfolded.

After all, where was the fun in that?

The man that was the one whimpering. The woman—his literal partner in very literal crimes—glared at him above her spit-soaked gag. Her lower lip was split, letting out a trickle of blood that mixed with her saliva. Some people just didn't know when to shut up, and Casca was more than willing to be the educator to that specific type of fool.

She made her way, slowly, behind the man and ran her fingers through his dark, tangled hair. Casca could admit to herself the man was attractive. He had that regal look to him. High cheekbones, to match his strong nose and dark eyes. His skin was just the shade of paleness she liked. He had the build of the sort of person who was naturally athletic without the effort ever have been put in.



And all of it was ruined by his muffled bleating.

She tightened her fist in his hair, eliciting an eye-rolling gasp of pain. How could this sniveling idiot be responsible for so much violence?

“Are we ready to answer some questions, now?” Casca asked in his ear. He nodded.

She pulled his gag down, and fortunately the moron retained enough intelligence to keep himself from screaming. She patted his cheek.

“There’s a good boy. Are you ready to hear the rules?”

“Yes.” A nice, simple answer. Casca approved.

“The rules are easy,” she said. “You answer my questions, and if you tell the truth, I continue letting you live. If you lie, I take you apart piece-by-piece. Do you understand?”

“Yes.”

As he said this, the woman jerked in her chair and almost fell over. Casca didn’t need a spell to read the violence in the other woman’s eyes. Casca stepped over to the woman, grabbed her by the hair, and dug her thumb into the soft place behind the gagged woman’s ear. She dug, pressed, and twisted until blood ran beneath her finger, and muffled shrieks came from behind the gag.

Casca held up her bloody thumb to the woman’s eyes. “This was just one finger. All that pain from one finger. Imagine what will happen when I decide to *really* start in on you.” She paused, then looked back at the man. “Or him. Do you want to hear your rules?”

The woman, tears and rage in her eyes, nodded.

“Every time you try and get loose, or make me angry, or do anything that bothers me, I’ll cut a piece off him. If you really piss me off, I’ll force-feed you the pieces. Do you understand?”

Now very still, the woman nodded again.

“Excellent!” Casca beamed. She returned to the man, who had gone very pale. “Give me one moment to prepare, and we can get started.”

Casca opened her small travel-pack and pulled out a small, worn book. Of everything she owned, this book was worth more than everything else combined. This small book held all the accumulated knowledge and spells she had learned and gathered since becoming a magus. It was how she had been able to trail these idiots to this home. It was how she would know if they were telling the truth.



“Do you know what this is?” she asked. The man’s eyes were suddenly very wide. Wild. Fearful. “I see that you do. A magus’ reputation is said to be overblown. I can tell you it isn’t. We are, in fact, worse in many ways.

“Did you know,” she continued, as she carefully turned the pages, “that many of my kind would rather pass their days in study? Seems like such a waste. Yes, there are times for that sort of thing, but I find the best way to learn is to practice. Wouldn’t you agree?”

The man stared at her in terror.

“I said,” Casca repeated, “wouldn’t you agree?”

He nodded frantically.

Casca smiled. “I knew you’d understand. Ah, here it is. The spell I was looking for.”

The casting of a spell was a relatively simple endeavor. For most among the magus, the only action required was the intoning of the words. For others, like Casca, a slight bit more was required. She’d learned of her abilities on the streets, in the gutters, in alleys between brothels. She thought of the girls outside. What was her trade, and how did she ply it?

Casca rolled up the sleeve on her left forearm, exposing the skin.

Scars. Scars upon scars upon scars.

Each one told a story in a language only she could read. Full of beginnings, middles, and ends. Full of tragedies, triumphs, sorrows, and horrors...sometimes all those things at once. She pulled small blade, then waited for the...correct... space on her arm to call to her. There, by a scar from a time when she’d found the man who had beaten her as child, and turned him inside-out.

She cut. Deep enough for blood to blossom, but not enough to do any real damage. She wasn’t suicidal. Never had been. But for Casca, blood was always needed.

Casca took some of the dribbling blood, rubbed it between her hands, and said the words to the spell. She stood up, walked to the man, and put one bloody hand around his throat, leaving her hand print there. Then she did the same to the woman. She said the last words of the spell then brought her hands together.

A sudden smell of burnt flesh filled the air, and both prisoners convulsed. The man was too shocked to scream as the handprint burned into his skin. It had been an oversight on her part to leave him un gagged, but luck was on her side.

“There,” Casca said. “Let’s get started.”



She looked around the room, seeing half-carved pieces of wood, and tooled leather. A good enough place to start as any.

“What is your profession?”

The man shook his head to clear away the pain and shock. *He has no idea how bad this will get*, Casca thought. “I’m...I’m a carpenter.”

She stared at the handprint on the man’s neck. Nothing happened. “Truth. Smart man. What is your name?”

“Arlen.”

“Arlen? Are you sure? That’s hardly the name of a person I’d attribute to violence.”

“Yes. Arlen is my name.”

Truth.

“The woman’s name?”

“Ralah.”

Truth again.

“Did you kill the banker?”

“No,” Arlen said. He spoke the denial too quickly, in reflex. The handprint blossomed like a smoldering coal.

“Oh dear.” Casca turned to Ralah. “Lies come so naturally to people in this city. Normally I wouldn’t care—hell, I’d approve. But I was very clear. I *was* clear, correct?” The woman nodded, and tears spilled down her cheeks. Casca sighed and turned back to Arlen. “See? She agreed that I was clear, and it was the truth.”

A carpenter. Ah. Yes.

She crossed the room to a desk and picked up a small chisel and a hammer. She took them to Arlen, shoved the gag back into his mouth, then forced his right index finger out straight on the arm of the chair to which he was tied. “I warned you,” she said.

He tried to pull his finger back, but Casca was a lot stronger than she looked. She put the edge of the chisel against the middle joint of the finger. She brought the hammer down in one, swift strike that popped the joint apart, and neatly severed the finger. The finger bounced and rolled until it lay at Ralah’s feet. Casca looked from the finger to Ralah’s face, and smiled.

Arlen screamed behind the gag, but to his credit, didn’t faint. She waited until the screaming was replaced by sobbing, then pulled the gag back down.

“Do you understand now?”

Arlen nodded.

“Did you kill the banker?”

He sobbed, then said, “Yes.”

“And Ralah helped you?”

“Yes.”

“Why did you kill him?”

“He threatened to call in all our loans unless Ralah slept with him.”

She looked down at the handprint again, waiting for it to flare in color, but it didn't. She looked back into Arlen's pleading eyes. She could set him free, if she wanted. In his place, she might have done the same thing. No, she definitely *would* have done the same thing. Only she wouldn't have stopped at beheading the bastard, which was what they had done.

But then, everyone in the city knew that murdering the wrong person risked being tracked down by a magus on the city watch's payroll. She would have expected it had she been in their boots.

Bankers helped get the city watch paid. The city watch paid their magi well. Casca was fond of being paid. Coin was her way of ensuring she could further her studies. Sometimes—often, really—to guarantee that coin came in, blood had to be spilled.

Coin and blood. Two currencies that made the world go 'round.

Hope died in Arlen's eyes as he saw her expression change.

“The banker's guild want a message sent,” Casca said. “It's nothing personal, I assure you. In fact, I sympathize. Normally, I'd promise you both the head of the man who had threatened you so. But, well, you already took that. Good job. So now, I need to do what I've been paid to do.”

“Wait,” Arlen begged, “we have money! We'll pay you. We'll leave, go to some other city where we won't ever trouble you again. Please?”

Casca looked back at Ralah who was nodding frantically. Casca watched the bloody handprints.

“Well, now,” Casca said. “Truth.”



Casca mounted their heads on pikes at the entrance to the banking quarter of the city. Beneath each of the pikes was a small wagon that held the bodies of the two criminals. *Well*, she thought, *body parts, anyway*.

She almost pitied their landlord, who would soon go to check on her tenants, and find the place a charnel house. Cutting bodies up into that many pieces, even with the aid of magic, was exceptionally messy. And tiring. Casca needed a drink.

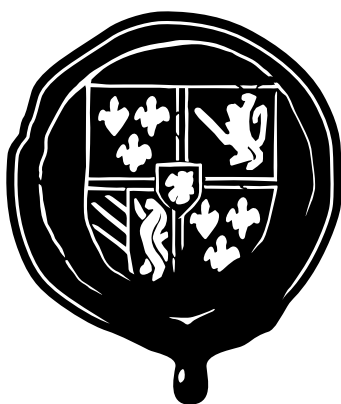
She looked up at her handiwork and nodded in self-appreciation.

Passing denizens averted their gaze from the violence, or retched into the gutters.

They got the message.

Arlen hadn't understated the money they had in their possession. It was a significant amount that was nestled in a blood-stained pouch in her travel-bag. If asked, she'd deny finding any of the banker's loaned money.

After all, coin and blood made for a hell of a retirement plan.



CHAPTER ONE

GETTING STARTED

FOR COIN & BLOOD requires two kinds of participants, The Narrator and the Player.

For Players, the first step in playing the game is to create your character, an avatar and persona you will inhabit during the game. 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 Narrator, however, you've got a bit more preparation to do—that's covered in Chapter 6.

WRIT IN BLOOD

The most important rule in FOR COIN & BLOOD is that the Narrator 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

FOR COIN & BLOOD uses several different types of dice, and they are abbreviated herein according to the number of sides they have.

FOR COIN & BLOOD assumes players are familiar with the tropes of roleplaying games to a minor degree. Based on the Old School Revival genre of roleplaying games (OSR), FOR COIN & BLOOD doesn't make efforts to institute rules for everything. There are deliberate holes in the rules here, and the game makes no effort to fill them.

That's up to the players and the Narrator. We're not here to hold your hand.



For example, a four-sided die is noted as “d4.” If this text requires a player to roll “3d4” that means to roll three (3) four-sided dice and add the results together. Other die types (six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner.

There is no die with 100 sides. When asked to roll d100, 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.”

The roll of two zeroes is treated as a result of “100,” so you cannot roll a “0” on percentile dice. The lowest result possible is a “1.”

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 Narrator and Player. In FOR COIN & BLOOD, the character sheet could be something as simple as a 3x5” index card—with equipment and spells written on the back. However, we do provide a character sheet at the back of the book (page 116) you are free to print.

We also encourage fan based character sheets.

ATTRIBUTE SCORES: THE MEASURE OF A MAN

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

FOR COIN & BLOOD introduces a special Infamy Attribute, used to measure how well known your character is.

The standard way to create attribute scores is to roll 3d6 for each attribute in the previously mentioned order. Once those rolls have been made, it is often obvious which type of character best fits the abilities—though, the player always has the option to play any class desired.

Once the player decides on a class, points from other attributes may be shifted around, but only into the “Prime Attribute” of that character class (Prime Attributes are discussed later). Shifting points around may not lower another ability score below 9, however.

Some Narrators allow more flexibility. One example is to let the players roll 3d6 a total of six times and arrange the rolls however they want. This allows the player to put the best results into abilities that best suit the type of character the player wants to be. There are several house rules that can be invented for this later on, if you choose.

▪ EXPERIENCE BONUS

Each character gets a bonus percentage to their “experience points” (XP) that will increase the amount of experience points gained during an adventure.

All characters add together the following:

- 5% if the character’s Prime Attribute is 15+
- 5% if Wisdom is 15+
- 5% if Charisma is 15+
- 5% if Infamy is 15+

A Priest with Wisdom of 15+ gets the 5% bonus twice: once because it is the Prime Attribute for a Priest, and again because it is applied to all characters. The maximum attainable bonus is 15%.

All awards of XP to the character during play will be increased by the amount of the bonus (by 0%, 5%, 10%, or 15%, whichever it is).

▪ STRENGTH

Strength represents the character’s physical power. A high Strength score (15 or more) gives a character a bonus of +1 on “to-hit” rolls when attacking with a melee weapon, and a low score (8 or less) gives a penalty of -1 to such rolls. It is the Prime Attribute for Blackguards, so when a Blackguard character has Strength of 15+, the character gets a 5% bonus to XP.

▪ INTELLIGENCE

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. Intelligence is the Prime Attribute for Magi, who will get a 5% bonus to XP if the character’s Intelligence is 15+.

▪ WISDOM

Wisdom determines a character’s insight, perception, and good judgment. Wisdom is the Prime Attribute for Priests. Any character with a Wisdom score of 15+ gets a 5% bonus to XP, and a Priest character with Wisdom 15+ gets another 5% (total of 10%) because it is the Prime Attribute for the Priest class.

▪ CONSTITUTION

Constitution refers to the health and endurance of a character. The higher a character’s Constitution, the more Hit Points they’ll start with. It is the Prime Attribute for Sellswords, so when a Sellsword character has Constitution of 15+, the character gets a 5% bonus to XP.

▪ DEXTERITY

Dexterity is a combination of coordination and quickness. A high Dexterity score (15 or more) gives a character a bonus of +1 on “to-hit” rolls when attacking with a bow or other ranged weapon, and a low score (8 or less) gives a penalty of -1 to such rolls. It is the prime attribute of Cutpurses.

▪ CHARISMA

Charisma refers to a character’s leadership ability. Any character with a Charisma of 15+ receives a 5% bonus to XP.

Charisma also determines the number of Non-Player Character (NPC) hirelings a character can acquire. These hirelings include specialists (ship captains, assassins, etc.) and non-human creatures, but do not usually include basic men-at-arms. Charisma modifies the loyalty of these NPCs (See “Loyalty”).

CHARISMA BONUS TABLE

CHARISMA	MAX HIRELINGS	LOYALTY
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

▪ INFAMY

Infamy represents a character’s notoriety, how far the knowledge of their evil deeds has spread. A character starts with d6 Infamy, and can gain more by taking actions the Narrator determines to be Infamous.

Every time a character takes an Infamous Action, they must make a Saving Throw (with the modifier indicated.) If they fail this Saving Throw, they gain the appropriate amount of Infamy.

A character with Infamy 15+ gains a 5% XP bonus, and a 10% increase to payment for jobs they undertake due to their reputation.

INFAMY MODIFIERS AND CREATION

ACTION TAKEN	SAVING THROW MODIFIER	INFAMY GAINED
Witnessing a Murder	+0	1
Theft	+1	1
Witnessing a Theft	+1	1
Blackmail	+0	2
Killing a Close Friend or Family Member	-4	4
Witnessing powerful Undead	+0	1
Witnessing powerful Demons	+0	1
Defiling a Holy Site	-1	2
Breaking a Holy Vow	-1	2
Being the Victim of Torture	-2	3
Making Demonic Pacts	-3	4
Committing Torture	-4	4
Committing Cold-Blooded Murder	-2	2
Committing Large-Scale Murder or Genocide	-8	8

HIT POINTS

Hit points (HP) represent the amount of “damage” a character can take before dying: they are determined taking the character’s Constitution score, and adding their level to that score. For example, a first level Sellsword with 13 Constitution would have 14 HP. The same character at second level would have a 15.

STARTING GOLD

Roll 3d6 and multiply the result by 10. This represents the number of gold pieces (gp) that a character possesses at the start of the campaign.

ALIGNMENT

FOR COIN & BLOOD does not use Alignment.

CHARACTER RETIREMENT

If a character reaches the highest level listed on the table for that character class, what happens? Does advancement stop? Does the character have to retire? Each group has its own play style and a preference for a given range of character levels for their games. If the Narrator wants to extend the tables to allow higher-level characters, then go for it!



CHAPTER TWO

CHARACTER CLASSES

There are seven classes in the game:

- **THE ASSASSIN:** Murder is cheap, and Assassins readily will take your gold in exchange for spilt blood.
- **THE BLACKGUARD:** A dark and twisted servant of the dark gods, a Blackguard is the anti-paladin, who seeks to snuff out good.
- **THE CUTPURSE:** Greed, theft and the long con are the hallmarks of a cutpurse.
- **THE KNIGHT:** A fallen noble wrapped in dingy armor, the Knight is an example of nobility that's gone rotten.
- **THE MAGUS:** Practitioner of Magic, the Magi are manipulative and devious, solely focused on acquiring arcane power (through magic items, or discovering and recovering spells.)
- **THE PRIEST:** A servant of the Gods, a Priest is often as much charlatan or cult leader as holy man.
- **THE SELLSWORD:** a mercenary and blade for hire, Sellswords are forged in blood, violence and death.

The Narrator is, of course, free to invent or allow other character classes in the game. The below tables will provide you details about your character.





THE ASSASSIN

The Assassin is a contract killer, a blade for hire. Not quite as deadly in a stand-up fight as a Sellsword, an Assassin excels at hit and run tactics, focused on skirmishing their opponents away.

Eventually they will become the leader of an Assassins Guild, holding sway over the lives and fates of hundreds or even thousands.

THE ASSASSIN ADVANCEMENT TABLE

LEVEL	EXP. POINTS	HIT POINTS	SAVING THROW	BASE HIT BONUS
1	0	Con+1	14	0
2	1,250	Con+2	13	0
3	2,500	Con+3	12	1
4	5,000	Con+4	11	2
5	10,000	Con+5	10	2
6	20,000	Con+6	9	3
7	40,000	Con+7	8	3
8	80,000	Con+8	7	4
9	160,000	Con+9	6	4
10	320,000	Con+10	5	5

▪ ASSASSIN CLASS ABILITIES

WEAPON & ARMOR RESTRICTIONS

Assassins are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor.

BACK STAB

Assassins prefer to catch their foes unaware and strike from positions of advantage. Any time an assassin attacks an opponent who is unaware of their presence, the assassin receives a +2 bonus to their Base Hit Bonus. If the attack is successful, the assassin may roll his weapon damage twice to calculate damage from the back stab.

DISGUISE

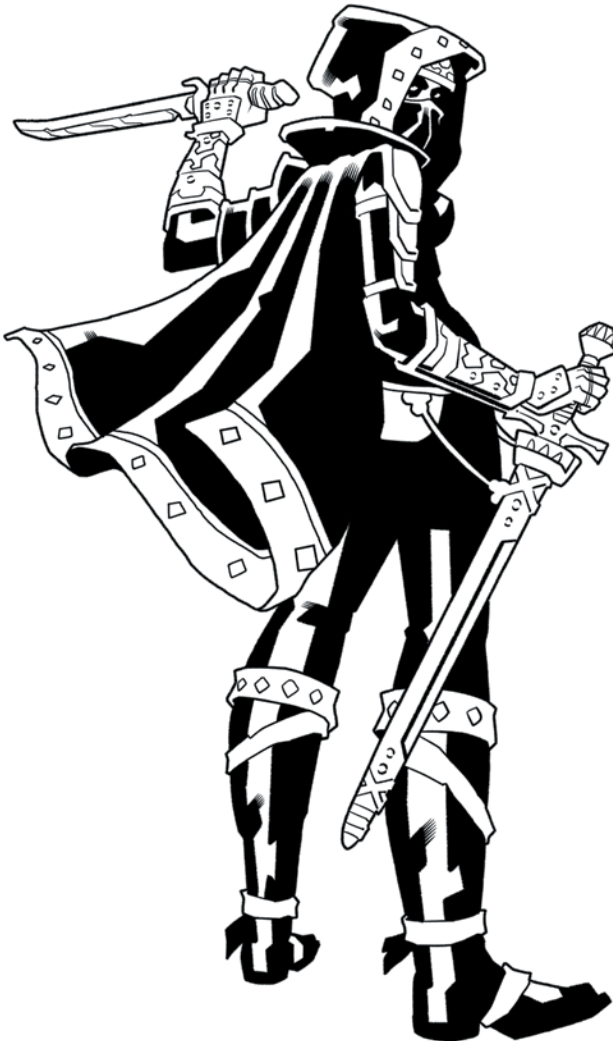
Assassin's may disguise themselves through dress and manners. A successful disguise will allow the Assassin to conceal his likeness, pass as a member of another class, or assume the guise of someone of the opposite sex.

An Assassin has a 1-19 on d20 chance of successfully disguising himself (1-18 on d20 for disguising as a member of the opposite sex). This roll must be performed 1/day for every day the Assassin wishes to remain disguised.

Victims of the disguise with an Intelligence score of 13-18 reduce the Assassin's chance of success by -1.

A Wisdom score of 13-18 also reduces the Assassin's chances by -1.

For example, a male Assassin trying to pass himself off as a high-born Lady to an astute captain of the guard (both Intelligence and Wisdom 13+) will have a chance of success of 1-16 on d20.



POISON USE

An Assassin is always knowledgeable regarding the uses of poison. If he has access to poison he can apply it to his weapons without any fear of accidentally poisoning himself and receives +2 bonus to any saving throw made to resist the effects of a poison.

SAVING THROW

Assassins receive a +2 bonus to any saving throw made to avoid detection, both magical and mundane.

ESTABLISH GUILD (9TH):

An Assassin of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a *Guild Master*, and those who arrive are members of his Assassins Guild.

In return for a cut of their earnings, the Assassin will provide these apprentices with protection from local law enforcement as much as he is able. If the Cutpurse is unable to protect these apprentices, they are likely to turn on him in hopes of finding a more capable guild master.

COST

The payment an Assassin should demand for accepting a mission is given in the table below. The amount to be paid is based on the Assassin's level.

COST TABLE

LEVEL	PAYMENT PER MISSION (GP)	LEVEL	PAYMENT PER MISSION (GP)
1	750/mission	6	2,000/mission
2	1,000/mission	7	4,000/mission
3	1,250/mission	8	8,000/mission
4	1,500/mission	9	16,000/mission
5	1,750/mission	10	32,000/mission

ADDITIONAL EXPERIENCE POINTS

Upon successful completion of a mission, Assassins receive experience points (in addition to those gained from the assassinated victim) equal to 80% of the gold paid for the mission.

THE BLACKGUARD

The Blackguard is a warrior, clad in the authority and raiment of a priest. Serving themselves and dark gods, a Blackguard is the bloodhound of evil, tracking enemies of cults and churches alike, in order to spill their blood.

A Blackguard is a minor priest, but completely trained in battle, designed to be the bulwark against good.

THE BLACKGUARD ADVANCEMENT TABLE

LEVEL	EXP. POINTS	HIT POINTS	SAVING THROW	BASE HIT BONUS	SPELLS BY LEVEL		
					1	2	3
1	0	Con+1	12	0	1	-	-
2	2,500	Con+2	11	1	2	-	-
3	5,000	Con+3	10	2	3	1	-
4	10,000	Con+4	9	2	4	2	-
5	20,000	Con+5	8	3	4	2	1
6	40,000	Con+6	7	4	4	2	2
7	80,000	Con+7	6	4	4	3	2
8	160,000	Con+8	5	5	4	3	3
9	320,000	Con+9	4	6	4	4	3
10	640,000	Con+10	3	6	4	4	3

▪ BLACKGUARD CLASS ABILITIES

WEAPON & ARMOR RESTRICTIONS

Blackguards are highly trained combatants and have no restrictions regarding weapons and armor or shields.

CORRUPTING TOUCH

Once per day a Blackguard may touch a wounded individual and damage them for a number of hit points equal to his current level x2.

RELENTLESS FOE

A Blackguard has a 1-18 on a d20 chance of successfully tracking prey (animal, monster, or humanoid) outdoors. The chance of success decreases by 2 for each day old the tracks or signs are.

Blackguards may use their tracking ability to track prey indoors as well (including in dungeons). In order to track a prey indoors, the Blackguards must have observed the prey no more than 6 turns previously. The chance of successfully tracking the prey (on a d20) depends on the action the monster takes.

TARGET'S ACTION	CHANCE TO TRACK (D20)
Goes down a passage	1-13
Goes through a door	1-11
Goes through a trap door	1-10
Goes through a secret door	1-6
Goes through a chimney	1-8

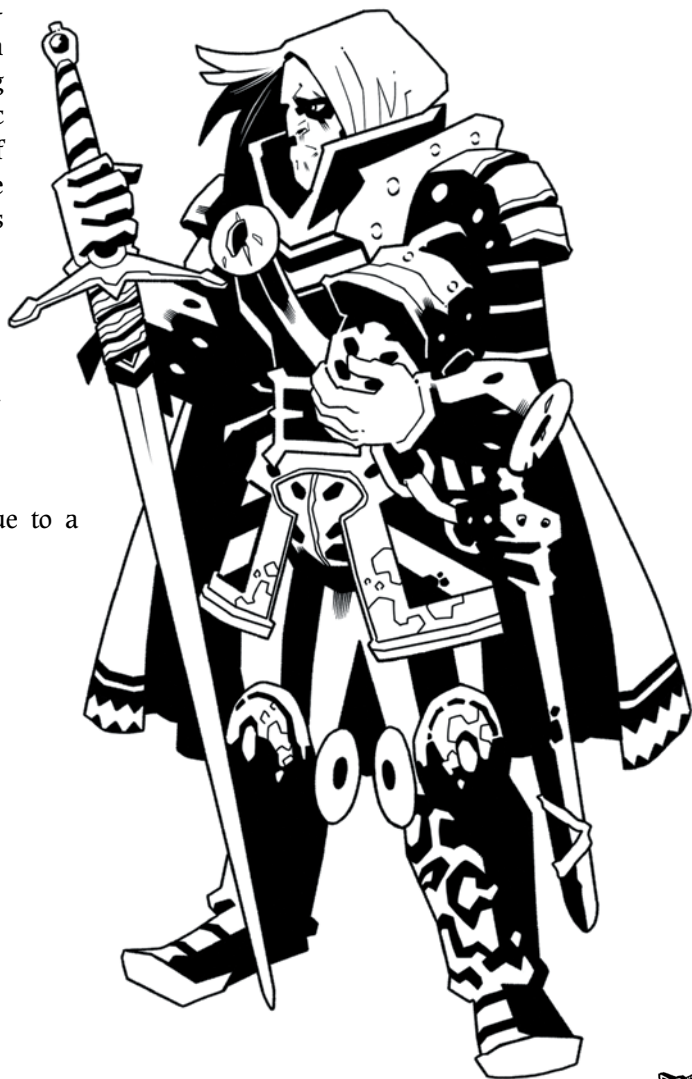
SPELL CASTING (4TH)

When a Blackguard reaches fourth level they may cast divine spells from a specific list as per the Blackguard Advancement Table.

Each day the Blackguard prays for a certain set of spells, choosing any spells from the cleric spell list. Blackguards of specific gods might have entirely different sets of spells as determined by the Narrator, but the standard Blackguard has the standard cleric spell list.

EXPERIENCE BONUS FOR STRENGTH

This class bonus is due to a high Strength attribute.



THE CUTPURSE

A thief par excellence, a Cutpurse is a rogue, thief, and scoundrel who excels in acquiring goods and coin through unsavory means.

A Cutpurse eventually learns to lead a Thieves Guild, guiding others in the acquisition of wealth, and eventually ruling the underworld of a city.

THE CUTPURSE ADVANCEMENT TABLE

LEVEL	EXP. POINTS	HIT POINTS	SAVING THROW	BASE HIT BONUS	THIEVERY
1	0	Con+1	14	0	1
2	1,250	Con+2	13	0	1
3	2,500	Con+3	12	0	2
4	5,000	Con+4	11	1	2
5	10,000	Con+5	10	1	3
6	20,000	Con+6	9	2	3
7	40,000	Con+7	8	2	4
8	80,000	Con+8	7	3	4
9	160,000	Con+9	6	4	5
10	320,000	Con+10	5	5	5

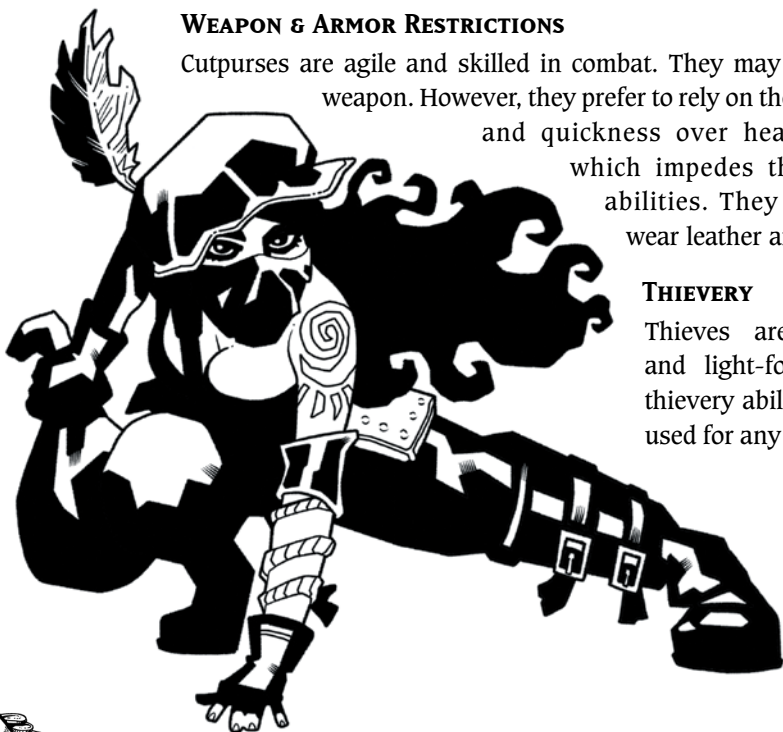
▪ CUTPURSE CLASS ABILITIES

WEAPON & ARMOR RESTRICTIONS

Cutpurses are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor.

THIEVERY

Thieves are stealthy and light-footed. The thievery ability may be used for any number of



clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls freehanded – these talents are reflected in the ability of thievery. The Narrator has the final say as to whether an action falls under the purview of thievery or not.

When the Cutpurse attempts to use this ability, the Narrator rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the Cutpurse is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail, and the Cutpurse always *believes* he is successful.

When a Cutpurse fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

SAVING THROW

Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

PROFICIENT CLIMBER

A Cutpurse is more skilled at free-handed climbing than at other uses of the Thievery ability. The Cutpurse is considered to be 4 levels higher when Thievery checks are made to climb in this fashion, to a maximum effective level of 10.

READ LANGUAGES (3RD)

At 3rd level a Thief may read most languages (1-4 on d6).

ESTABLISH GUILD (9TH)

A Cutpurse of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a *Guild Master*, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the Cutpurse will provide these apprentices with protection from local law enforcement as much as he is able. If the Cutpurse is unable to protect these apprentices, they are likely to turn on him in hopes of finding a more capable guild master.

USE SCROLLS (10TH)

Upon reaching 10th level Thieves are able to use arcane scrolls. Spells above 6th level carry a 2 in 20 chance (1-2 on d20) of being miscast resulting in the scroll's reverse effect

EXPERIENCE BONUS FOR DEXTERITY

This class bonus is due to a high dexterity attribute.



THE KNIGHT

A fallen noble, the Knight is part combatant, part politician, and part Warlord. Having left behind their noble life, either by choice or by force, a Knight is capable of holding their own in battle, while still handling themselves in polite company.

Some Knights will find a lord to swear fealty to, in exchange for protection, riches, and safe haven.

THE ASSASSIN ADVANCEMENT TABLE

LEVEL	EXP. POINTS	HIT POINTS	SAVING THROW	BASE HIT BONUS
1	0	Con+1	15	0
2	2,500	Con+2	14	0
3	5,000	Con+3	13	0
4	10,000	Con+4	12	1
5	20,000	Con+5	11	1
6	40,000	Con+6	10	2
7	80,000	Con+7	9	2
8	160,000	Con+8	8	3
9	320,000	Con+9	7	4
10	640,000	Con+10	6	5

▪ KNIGHT CLASS ABILITIES

WEAPON & ARMOR RESTRICTIONS

Knights are trained in all forms of weapons and armor – as well as shields. They have no restriction in what weapons they may wield in combat, though they do not regularly use ranged weapons.

ARMS & EQUIPMENT

Knights may begin play with the following equipment for free: chain mail, dagger, mace, riding horse, and a long sword. These represent his knightly gifts before his fall. They are never magical.

HOSPITALITY

When a Knight travels to the realm of another lord and announces themselves, it is expected that they will be granted hospitality. This includes a place to rest in the local lord's hall or castle, as well as attending meals and feasts. He can also expect that his horse will be attended and that basic accommodations will be provided to those in the Knight's retinue.

There is no promise of safety in the lands of enemy lords however, as chivalry only binds so tight.

BATTLE HARDENED

Knights are only surprised on a roll of 1 on 1d6 when rolling for surprise at the beginning of combat.

MASTER SWORDSMAN

Knights receive +2 to their “to-hit” and damage rolls when wielding a long sword or short sword.

SQUIRE (4TH)

Beginning at 4th level, the Knight attracts the service of a 1st level fighter to serve as his squire. The squire will tend to his steed, weapons, and armor, as well as prepare his meals.

ESTABLISH STRONGHOLD (9TH)

At ninth level, a Knight who chooses to build a castle is considered to have reached the rank of “Lord”, and control a segment of the surrounding countryside. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

SAVING THROWS

Knights receive a +2 bonus to all saving throws made to resist fear.



The Knight has a strong advantage on other characters out of the gate, what with the free gear and strong abilities. To this end, they gain no XP bonus from a Prime Attribute.

THE MAGUS

The Magus is a mysterious figure, a student of arcane powers and spell casting. They can be devastating opponents. However, at lower levels, they are quite vulnerable and must be protected by the other party members. As Magi progress, they generally become the most powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

THE MAGUS ADVANCEMENT TABLE

LEVEL	EXP. POINTS	HIT POINTS	FORSAKEN LORE	SAVING THROW	BASE HIT BONUS	SPELLS BY LEVEL				
						1	2	3	4	5
1	0	Con+1	2	15	0	1	-	-	-	-
2	2,500	Con+2	2	14	0	2	-	-	-	-
3	5,000	Con+3	2	13	0	3	1	-	-	-
4	10,000	Con+4	3	12	0	4	2	-	-	-
5	20,000	Con+5	3	11	1	4	2	1	-	-
6	40,000	Con+6	3	10	1	4	2	2	-	-
7	80,000	Con+7	4	9	2	4	3	2	1	-
8	160,000	Con+8	4	8	2	4	3	3	2	-
9	320,000	Con+9	4	7	3	4	4	3	2	1
10	640,000	Con+10	5	6	3	4	4	3	2	2

▪ MAGUS CLASS ABILITIES

WEAPON & ARMOR RESTRICTIONS

Magi tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Magi may only wield daggers or staves, and are not allowed the use of armor.

SPELL CASTING

Unlike the Priest, the Magus owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Magus presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magus’s mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Magus’s memory. If the Magus finds spell scrolls during an adventure, he can copy them into his spell book.

FORSAKEN LORE

Magi have studied folklore, forgotten history and all manner of dark texts and from these words they have gleaned keen insights. This ability may be used to



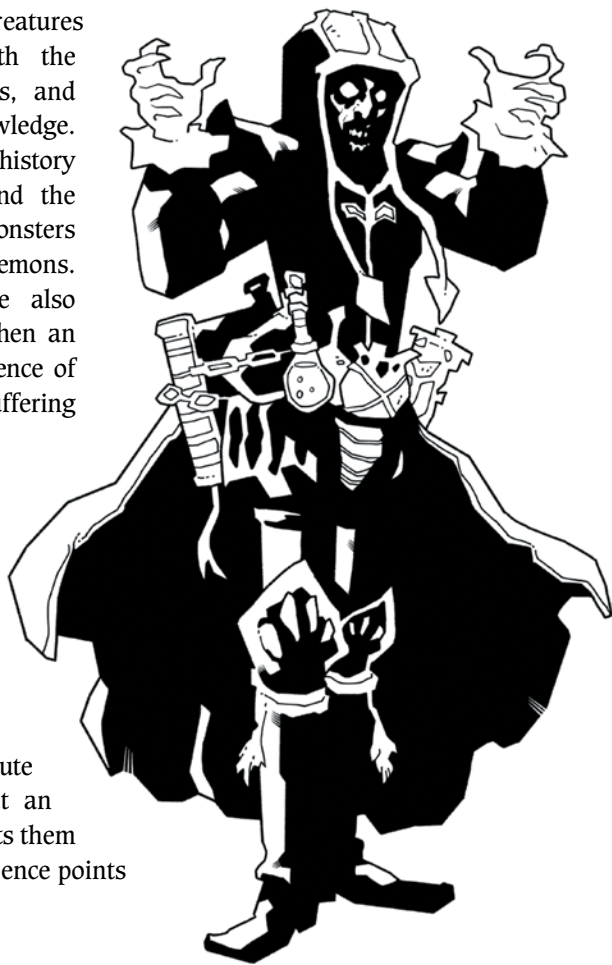
achieve several different effects. Whenever the Magus wishes to use Forsaken Lore the Narrator rolls 1d6. If the number rolled is equal to or under the number indicated on the Magus Advancement table, then the attempt is successful. The Magus is then able to recall the lore and history surrounding creatures and objects associated with the undead, the infernal, curses, and other forms of forbidden knowledge. This includes identifying the history of certain magical items and the characteristics of some monsters such as vampires and demons. In addition, Forsaken Lore also allows a Magus to notice when an individual is under the influence of mind-affecting magic or suffering from a curse.

SAVING THROW

Magi receive a +2 bonus on saving throws vs. spells—including those cast from wands and staves.

EXPERIENCE BONUS FOR INTELLIGENCE

Intelligence is the Prime Attribute for Magi, which means that an Intelligence score of 15+ grants them an additional 5% to all experience points awarded.



NECROMANCER

There are wizards who focus their arcane studies on the undead. These necromancers may Banish Undead just like a cleric of equal level. Undead who are banished in this fashion are brought to heel as minions and servants.

However, because of these studies they may only learn a limited number of 5th and 6th level spells. The only 5th and 6th level spell they are capable of learning are Animate Dead, Magic Jar, and Death Spell.

THE PRIEST

Priests are armored priests who serve a particular religion, or patron deity. Players may make up the details if the Narrator doesn't use a particular mythology for the campaign. Mythologies and other details of a campaign world often come later if the Narrator is just starting.

Regardless of the details, the Priest is a champion of his faith and/or moral alignment. The character might be a sinister witch-hunter, an exorcist (or Cult Leader serving demons), a dark knight of the faith, or a secret agent of some temple hierarchy. Since many of the Priest's abilities are oriented toward healing, punishing and protecting, they tend to play a support role during combat. However, they are able to stand shoulder-to-shoulder with the party's Sellswords if need be—at least for a while.

THE PRIEST ADVANCEMENT TABLE

LEVEL	EXP. POINTS	HIT POINTS	SAVING THROW	BASE HIT BONUS	SPELLS BY LEVEL				
					1	2	3	4	5
1	0	Con+1	15	0	-	-	-	-	-
2	1500	Con+2	14	0	1	-	-	-	-
3	3000	Con+3	13	0	2	-	-	-	-
4	6000	Con+4	12	1	2	1	-	-	-
5	12000	Con+5	11	1	2	2	1	-	-
6	24000	Con+6	10	2	2	2	1	1	-
7	48000	Con+7	9	2	2	2	2	1	1
8	96000	Con+8	8	3	2	2	2	2	2
9	192000	Con+9	7	4	3	3	3	3	2
10	384000	Con+10	6	5	3	3	3	3	3

▪ PRIEST CLASS ABILITIES

WEAPON & ARMOR RESTRICTIONS

Because Priests are forbidden the shedding of blood, they may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Priests have no armor restrictions.

SPELL CASTING

Priests cast divine spells from a specific spell list, as per the Priest Advancement table. Each day, the Priest prays for a certain set of spells, choosing any spells from the standard list. Priests of specific gods might have entirely different sets of spells as designed by the Narrator, but the standard Priest uses the standard spell list.

SAVING THROW

Priests receive a +2 bonus on saving throws vs. poison and paralysis.

BANISHING UNDEAD

Priests can use their holiness to “Turn” the undead, causing them to flee (See Turning Undead, page 50).

HEALER OR WAR-PRIEST

Each Priest must decide how they wish to pursue their agenda, by winning hearts and souls, or through the force of violence.

If they choose **HEALER**, they gain the following:

- While Priests are holy warriors at some level by nature, there are some who are more dedicated to easing the suffering of others and tending the wounded in pursuit of their goals. These healers may, once per day, touch a wounded individual and heal them for a number of hit points equal to twice the cleric's current level. However, because they are not as focused on martial abilities, healers suffer a permanent -1 penalty to their Base Hit Bonus.

If they choose **VIOLENCE**, they gain War-Priest:

- Some clerics are dedicated to martial deities that require bloodshed. At character creation a cleric may elect to forgo their ability to ever cast 5th level cleric spells for their entire adventuring career. Though their spell casting abilities are diminished, they are permitted to wield any melee or ranged weapon they choose.

ESTABLISH CULT (10TH)

At tenth level, a Priest who chooses to build and dedicate a temple to a deity may attract a body of loyal cultists who swear fealty to the character.

EXPERIENCE BONUS FOR WISDOM

Wisdom is the Prime Attribute for Priests. Priests with Wisdom of 15 or higher receive a 10% to experience, 5% as normal, and 5% because it is the Prime Attribute for the class.



THE SELLSWORD

The Sellsword is a warrior, trained in battle and in the use of armor and weapons. Your character might be a ferocious raider, a roaming brigand, or a peerless duelist for hire. Because they are the best equipped of all the character classes to dish out and absorb damage, Sellswords often end up on the front lines, going toe-to-toe with dragons, goblins, and rival cultists. If you are the party's Sellsword, the down-and-dirty work is up to you.

THE SELLSWORD ADVANCEMENT TABLE

LEVEL	EXP. POINTS	HIT POINTS	SAVING THROW	BASE HIT BONUS
1	0	Con+1	14	0
2	2000	Con+2	13	1
3	4000	Con+3	12	2
4	8000	Con+4	11	2
5	16000	Con+5	10	3
6	32000	Con+6	9	4
7	64000	Con+7	8	4
8	128000	Con+8	7	5
9	256000	Con+9	6	6
10	512000	Con+10	5	6

▪ SELLSWORD CLASS ABILITIES

WEAPON & ARMOR RESTRICTIONS

Sellswords are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

COMBAT MACHINE

Sellswords get one attack per 5 levels (2 attacks at level 5, 3 attacks at level 10.)

SAVING THROW

Sellswords receive a +2 bonus on saving throws vs. death and poison.

WEAPON SPECIALIZATION

At character creation a fighter may elect to specialize one weapon type such as long bow, long sword, or battle axe – but not broad groups like “swords,” “bows” or “axes.”

When wielding their specialized weapon, they receive a +1 bonus to their base hit bonus and damage.

UNWAVERING DEDICATION (4TH)

A Sellsword's dedication to defeat their enemies and their desire to survive is nearly boundless. At 4th level and beyond, when actively engaged in battle, they may remain up and fighting without penalty until they reach a number of negative hit points equal to their level. If they exceed this limit the Sellsword immediately drops dead. After the battle is over, the Sellsword will die in 1d6 rounds unless he receives immediate healing to restore him to at least one hit point.

ESTABLISH MERCENARY COMPANY (9TH)

At ninth level, a Sellsword who chooses to build a castle is considered to have reached the rank of "Captain" and have founded a mercenary company. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

EXPERIENCE BONUS FOR CONSTITUTION

Constitution is the Prime Attribute for Sellswords, which means that a Constitution score of 15+ grants an additional 5% experience.





CHAPTER THREE

ITEMS AND EQUIPMENT

Each character starts with some gold pieces (3d6x10) at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces. The Narrator is encouraged to include additional items and equipment.

EQUIPMENT WEIGHT

A “normal” level of miscellaneous equipment is assumed to weigh 10 pounds. If treasure is added to this, each coin and gem is assumed to weigh 0.1 pound.

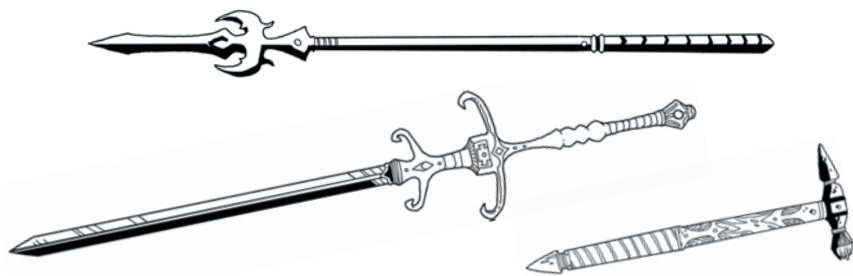
ADVENTURING GEAR

GEAR	COST (GP)	GEAR	COST (GP)
Backpack (30 lb. capacity)	5	Oil (lamp), 1 pint	2
Bedroll	2	Pole, 10 ft.	1
Belladonna, bunch	10	Rations, trail (day)	1
Bottle (wine), glass	1	Rations, dried (day)	3
Case (map or scroll)	5	Rope (50 ft.), hemp	1
Crowbar	5	Rope (50 ft.), silk	5
Flint and Steel	5	Sack (15 lb. capacity)	1
Garlic (1 lb.)	10	Sack (30 lb. capacity)	2
Grappling Hook	5	Shovel	5
Hammer	2	Spell book (blank)	100
Helmet	10	Spikes (12), iron	1
Holy Symbol, wooden	2	Stakes (12), wooden	1
Holy Symbol, silver	25	Tent	20
Holy Water, small vial	25	Torches (6)	1
Lantern	10	Waterskin	1
Mirror (small), steel	5	Wolfsbane, bunch	10



TRANSPORTATION

TRANSPORTATION TYPE	COST (GP)	TRANSPORTATION TYPE	COST (GP)
Armor, horse (barding)	320	Horse, light riding	40
Bags, saddle	10	Mule	20
Boat	100	Raft	40
Cart	80	Saddle	25
Galley, Large	30,000	Ship, sailing (large)	20,000
Galley, Small	10,000	Ship, sailing (small)	5,000
Horse, draft	30	Wagon, small	160



MELEE WEAPONS

WEAPON	DAMAGE	NOTE	WEIGHT	COST (GP)
Axe, battle	1d6+1	Two-handed	15	7
Axe, hand	1d6	Throw	5	3
Club	1d6-1	-	10	-
Dagger	1d6-2	-	2	3
Flail	1d6	-	15	8
Mace	1d6	-	10	5
Morning Star	1d6	-	15	6
Polearm	1d6+1	Two-handed	15	7
Spear	1d6	Throw, Versatile	10	2
Staff	1d6	Two-handed	10	1
Sword, long	1d6	-	10	10
Sword, short	1d6-1	-	5	8
Sword, two-handed	1d6+2	Two-handed	15	15
Warhammer	1d6+1	-	10	5

A **THROW** weapon can be used as either a melee or missile weapon.

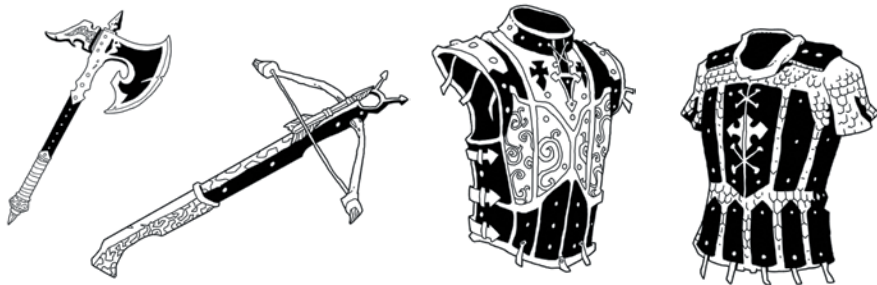
A **VERSATILE** weapon can be used as either a one-handed or two-handed weapon.

MISSILE WEAPONS

WEAPON	DAMAGE	RATE OF FIRE	RANGE	WEIGHT	COST (GP)
Arrows, (20)	-	-	-	1	5
Arrow, Silver	-	-	-	1	5
Axe, hand	1d6	1	10 ft.	5	3
Bolt, crossbow (30)	-	-	-	5	5
Bow, long	1d6	2	70 ft.	5	40
Bow, short	1d6-1	2	50 ft.	5	25
Case (30 bolts)	-	-	-	1	5
Crossbow, heavy	1d6+1	½	80 ft.	5	25
Crossbow, light	1d6-1	1	60 ft.	5	15
Pouch (20 stones)	-	-	-	1	1
Quiver (20 arrows)	-	-	-	1	5
Sling	-	1	30 ft.	1	2
Spear	1d6	1	20 ft.	10	2
Stones (20)	1d6	-	-	1	1

RATE OF FIRE is the number of projectiles than can be fired per combat round (the heavy crossbow can only fire once per two combat rounds).

RANGE: There is a +2 “to-hit” bonus for missile weapons utilized at short range (x1), a +1 “to-hit” bonus at medium range (x2), and no bonus or penalty for long range (x3) attacks.



ARMOR

ARMOR	[AAC]	DAC	WEIGHT	COST (GP)
Chain mail	[+4]	-4	50	30
Leather	[+2]	-2	25	15
Plate Mail	[+6]	-6	75	50
Shield	[+1]	-1	10	10

At the Narrator’s discretion, **MAGICAL ARMOR** weighs either half of its normal weight or nothing at all.



HIRING ASSISTANTS

Many characters, particularly when first starting an adventuring career, are in need of hirelings to assist in carrying loot or fighting monsters.

Characters are free to create advertisements and inquire at local establishments to find available hirelings. The table below assumes that a typical adventure lasts roughly one week. Prices are in gold pieces.

HIRING ASSISTANTS

HIRELING TYPE	COST (GP)	HIRELING TYPE	COST (GP)
Alchemist	250	Engineer	200
Animal Trainer	125	Horseman	3
Armorer	25	Non-combatant (servant, torchbearer)	2
Assassin	(see assassin job table)	Sage	500
Blacksmith	5	Soldier	5
Captain, ship	75	Spy	125

These rates are for humans only. Demi-humans cost more to hire—and it may take more than just the promise of gold coins.



CHAPTER FOUR

PLAYING THE GAME

Once characters have been created, the Narrator will describe where the characters are and what they can see. The game might start in a rural peasant village, a vast and teeming city spiked with towers and minarets, a castle, a tavern, or at the gates of an ancient tomb. From that point on, Players describe what their characters do. Going down stairs, attacking a dragon, talking to other Player Characters (PCs) or Non-Player Characters (NPCs) controlled by the Narrator—all of these kinds of actions are decided by the players. The Narrator then describes what happens as a result: the stairs lead down to a huge tomb, the dragon attacks the characters, etc. 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 Narrator work together, with the Narrator handling the details of a dangerous fantasy 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 Narrator's world.

GAINING EXPERIENCE

Characters are awarded Experience Points (XP) for killing enemies and accumulating treasure. Enemies have set Experience Point values in their descriptions, and one gold piece acquired is equal to one XP. Experience is awarded for accumulating treasure because every gold piece gained by a character is an index of his player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight—it fails to reward characters that operate by intelligence, stealth, trickery, and misdirection.

Each character class has a Prime Attribute listed in its description, and the character creation process details how to determine the character's total XP bonus. There are two different ways of doing it, but each one results in a percent





bonus. If a character's bonus is 10%, for example, and the Narrator awards 1000xp to each character, that particular character would get 1100xp (10% of 1000 is 100, so the character gets a bonus of 100xp).

TIME

The Narrator will be required to make general rulings on the passage of time during the course of a campaign (e.g. "A few hours later...") and should be governed by common sense. There are, however, two important time measurements that merit brief definitions--the "turn" and "combat round." A turn (lasting ten minutes) is used to track and measure actions, movement and resources when our intrepid adventurers are in dangerous places. The shorter combat round (lasting one minute) is used in the midst of battle to allow for a faster blow-by-blow account of the action.

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.

MOVEMENT RATE		MOVEMENT RATE ADJUSTMENTS	
WEIGHT CARRIED (LB.)	MOVEMENT RATE	MOVEMENT TYPE	ADJUSTMENT
0-75	12	Careful	Half of Rate
76-100	9	Normal	Average Rate
101-150	6	Running	2x Average Rate
151-300	3		

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

The Narrator determines if one side or the other is entitled to a free attack or move as a result of surprise--this is either a judgement or a die roll of some kind, depending on the circumstances. Normally, anyone is surprised if they roll a 1 or a 2 on a d6.

- Determine initiative. One roll is made for each side, not for each individual in combat.
- Party with initiative acts first (missile fire, casting spells, movement, melee attacks, etc.) and results take effect.
- Party that lost initiative acts; results take effect.

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

HOW INITIATIVE WORKS

At the beginning of the first combat round, each side rolls initiative on a d6—high roll wins. The winning side acts first, casting spells, moving, and attacking. The other side takes damage and casualties, and then has its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Narrator may handle this situation in any way he chooses—with one caveat. The damage inflicted by the combatants during any 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. If you want to play things more simply, just re-roll initiative if there is a tie until one side or the other wins the initiative.

CALCULATING ARMOR CLASS

To calculate a character's Armor Class, you must decide which system to use. The two systems have the same numbers, but in one of them a high armor class is better, and in one a low armor class is worse. Just decide which you prefer:

▪ PREFERRED: ASCENDING AC SYSTEM

For the ascending system, an unarmored person has an AAC of [10]. AAC means “ascending armor class,” and it is used in brackets as a reminder of which system is in use. Your armor adds to your AAC, so the higher your AAC, the harder it is for your enemies to hit you.

To calculate your Ascending Armor Class, look at the Armor table page 39, in the [AAC] column. For whatever type of armor, you bought, add the number shown in brackets to your base AAC of [10]. That's your new Armor Class.

▪ ALTERNATE: DESCENDING AC SYSTEM

In this system, an unarmored human has an AC of 9. The armor you buy lowers your AC and the lower the AC, the harder you are to hit. To calculate your Armor Class, look at the Armor table page 39, in the DAC column. For whatever type of armor, you bought, subtract the number shown from your base AC of 9. That's your new Armor Class.

▪ CONVERTING ARMOR CLASS SYSTEMS

To translate between the Ascending and Descending AC systems, the ascending armor class (AAC) and descending armor class (AC) values should add up to 19. Thus, AC 7 is the same as AAC [12] ($19-7=12$).

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 most frequently come from classes.

FOR COIN & BLOOD prioritizes [AAC] over DAC, so our chapter here deals with that first and foremost.

PREFERRED: ASCENDING AC COMBAT – QUICK METHOD

If you’re using the Ascending AC system, it may be easier to calculate your “to-hit” rolls according to a simple formula. The numbers are the same as the Descending AC tables—this is just a different way of calculating the results. Here’s how it’s done:

- 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 Advancement tables in Chapter 1, 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 Ascending AC, the attack hits.

In order to use this system, you’ll need to write down your Base “to-hit” Bonus, and adjust it as you gain levels, but after doing that, you won’t have to check the table to see if you score a hit. All you need to know is whether the total result was equal to or higher than the target’s armor

ALTERNATE: DESCENDING AC COMBAT

If you’re using DAC, the attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number on the table, the attack hits.

If an attack hits, it inflicts damage (as determined by the weapon’s damage die). The damage is subtracted from the defender’s hit point total (See “Damage and Death”).



ASSASSIN, CUTPURSE OR PRIEST ATTACK ROLLS

TARGET DAC	9	8	7	6	5	4	3	2	1	0	-1	-2
TARGET [AAC]	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
♣ LEVEL	Attack Roll (d20) Required to hit Opponent's Armor Class											
1-3	10	11	12	13	14	15	16	17	18	19	20	21
4-5	9	10	11	12	13	14	15	16	17	18	19	20
6-7	8	9	10	11	12	13	14	15	16	17	18	19
8	7	8	9	10	11	12	13	14	15	16	17	18
9	6	7	8	9	10	11	12	13	14	15	16	17
10	5	6	7	8	9	10	11	12	13	14	15	16

BLACKGUARDS, KNIGHT OR SELLSWORD ATTACK ROLLS

TARGET DAC	9	8	7	6	5	4	3	2	1	0	-1	-2
TARGET [AAC]	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
♣ LEVEL	Attack Roll (d20) Required to hit Opponent's Armor Class											
1	10	11	12	13	14	15	16	17	18	19	20	21
2	9	10	11	12	13	14	15	16	17	18	19	20
3-4	8	9	10	11	12	13	14	15	16	17	18	19
5	7	8	9	10	11	12	13	14	15	16	17	18
6-7	6	7	8	9	10	11	12	13	14	15	16	17
8	5	6	7	8	9	10	11	12	13	14	15	16
9-10	4	5	6	7	8	9	10	11	12	13	14	15

MAGUS ATTACK ROLLS

TARGET DAC	9	8	7	6	5	4	3	2	1	0	-1	-2
TARGET [AAC]	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
♣ LEVEL	Attack Roll (d20) Required to hit Opponent's Armor Class											
1-4	10	11	12	13	14	15	16	17	18	19	20	21
5-6	9	10	11	12	13	14	15	16	17	18	19	20
7-8	8	9	10	11	12	13	14	15	16	17	18	19
9-10	7	8	9	10	11	12	13	14	15	16	17	18
11-12	6	7	8	9	10	11	12	13	14	15	16	17
13-14	5	6	7	8	9	10	11	12	13	14	15	16
15-16	4	5	6	7	8	9	10	11	12	13	14	15

SPECIFIC SITUATIONS

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

▪ DAMAGE AND DEATH

When a character (or creature) is hit, the amount of damage taken is deducted from his hit points. When hit points reach 0, the character dies.

CRITICAL HITS

When your attack roll shows a “20” (called a “natural 20”), you have achieved a critical hit. Your damage dice for the attack are maxed out and that maxed out number is doubled. A critical hit will often drop a foe.

CRITICAL FUMBLES

When your attack roll shows a “1” (called a “natural 1”), you have fumbled and your weapon is dropped and has a 1-2 chance of breaking (on a d6.)

▪ HEALING

In addition to the various magical means of restoring HP, a character will recover 1 full Hit point per day of uninterrupted rest. Four weeks of rest will restore all of a character’s HP—regardless of how many the character lost.

BINDING WOUNDS

Narrators can allow characters to bind 1d4 HP worth of wounds following a battle. This is of particular use in low-magic campaigns or in adventures where none of the Players has chosen to run a Priest.

Note that the character can only recover HP lost during this particular battle. Recovered HP cannot cause a character to have more hit points than normal.

▪ INVISIBLE OPPONENTS

An invisible opponent can only be attacked if its general location is known, and the attack suffers a -4 penalty “to-hit.” Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 6 HD) will frequently be able to detect invisible opponents; the Narrator should determine the chance of this based on the creature and the situation.

▪ MELEE ATTACK

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. Two combatants within ten 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. 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 Narrator will decide when monsters abandon battle and retreat, based upon the situation and the monster's intelligence. Narrators 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.

MANIPULATION

In a game like FOR COIN & BLOOD, Manipulation of others (through lies, deception or misdirection) is essential.

When a character attempts to lie to someone, the target of the lie must make a Saving Throw. If they fail, they believe the lie. The Narrator should require some roleplaying around the lie so there's some context for what's occurring.

INTIMIDATION

Much like Manipulation, Intimidation is essential to a good FOR COIN & BLOOD campaign.

When a character attempts to Intimidate a foe, it takes their action. Their target must make a Saving Throw. If they fail, they suffer -4 on all rolls until they can no longer see the individual who intimidated them.

▪ **SPELLS**

Spell casting begins at the start of the combat round. It is possible to prepare a spell while within melee range of an opponent (10 feet) but if the caster suffers damage while preparing a spell, the spell is lost. Unless stated otherwise, the spell is cast (takes effect) in the caster's initiative phase. Note that in the Alternative Sequence of Combat (described above), spell casting works differently. In that system, it takes a full round to prepare a spell, the spell is cast at the beginning of the round before anything else happens, and the caster may spend the rest

of the round preparing a new spell (or doing something else such as moving or even fighting).

▪ LOYALTY

The Narrator 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.

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.

LOYALTY TABLE

ROLL (3d6)	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



▪ 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).

▪ TURNING THE UNDEAD

Priests (only) have the ability to “turn” the undead, causing them to flee or destroying them outright. When a turning attempt is made, roll 3d6 and consult the Turning Undead table (see below) for the result.

If the result on the dice is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds (or cower helplessly if they are unable to flee).

For Priests, if the table indicates a “D” then the undead creature is destroyed automatically and will crumble to dust.

TURNING UNDEAD TABLE

UNDEAD HD	EXAMPLES	CLERICAL LEVEL									
		1	2	3	4	5	6	7	8	9-13	14+
1	Skeleton	10	7	4	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D	D
5		-	17	15	13	10	7	4	D	D	D
6	Mummy	-	-	17	15	13	10	7	4	D	D
7	Specter	-	-	-	17	15	13	10	7	4	D
8	Vampire	-	-	-	-	17	15	13	10	7	4
9-11		-	-	-	-	-	17	15	13	10	7
12-18	Lich	-	-	-	-	-	-	17	15	13	10
varies	Demon	-	-	-	-	-	-	-	17	15	13



REMEMBER

FOR COIN & BLOOD is a free-form roleplaying game, meaning that there aren't very many rules.

The Narrator 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 Narrator, even though the Narrator 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 Narrator cooperate with each other to create a fantasy epic, with the Narrator 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 Narrator's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.





CHAPTER FIVE

SPELLS AND MAGIC

Priests, Blackguards and Magi can cast spells, but Sellswords, Assassins, Cutpurses and Knights cannot.

Spells have three phases:

- First, they are **MEMORIZED** (a character can only memorize a certain number of spells to bring along on an adventure – see the description of the character classes to find out how many, and what level).
- Second, they are **PREPARED**, which is the process of saying the magic words and making the magic gestures.
- Third, the spell is **CAST**, which means it takes effect and the magic happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever his/her side has the initiative

PRIEST (& BLACKGUARD) SPELL LIST

LEVEL 1

- Cure (Cause) Light Wounds
- Detect Magic
- Light (Dark)
- Protection from Violence
- Purify (Putrefy) Food and Drink

LEVEL 2

- Bless (Curse)
- Find Traps
- Hold Person
- Speak with Animals

LEVEL 3

- Cure (Cause) Disease
- Light (Dark), Continual
- Locate Object
- Remove Curse

LEVEL 4

- Cure (Cause) Serious Wounds
- Neutralize Poison
- Protection from Violence, 10 ft. radius
- Speak with Plants
- Sticks to Snakes

LEVEL 5

- Commune
- Create Food and Drink
- Dispel Violence
- Insect Plague
- Quest
- Raise Dead



MAGUS SPELL LIST

LEVEL 1

- Charm Person
- Detect Magic
- Hold Portal
- Light
- Protection from Violence
- Read Languages
- Read Magic
- Sleep

LEVEL 2

- Detect Violence
- Detect Invisibility
- Detect Thoughts (ESP)
- Invisibility
- Knock
- Levitate
- Light, Continual
- Locate Object
- Phantasmal Force
- Web
- Wizard Lock

LEVEL 3

- Alter Time
- Crystal Ball
- Darkvision
- Dispel Magic
- Fireball
- Fly
- Hold Person
- Invisibility, 10 ft. radius
- Lightning Bolt
- Protection from Violence, 10 ft. radius
- Protection from Normal Missiles
- Water Breathing

LEVEL 4

- Charm Monster
- Confusion
- Dimension Portal
- Hallucinatory Terrain
- Massmorph
- Plant Growth
- Polymorph
- Remove Curse
- Wall of Fire or Ice
- Wizard Eye

LEVEL 5

- Animal Growth
- Animate Dead
- Cloudkill
- Conjure Elemental
- Contact Other Plane
- Feeblemind
- Hold Monster
- Magic Jar
- Passwall
- Telekinesis
- Teleport
- Transform Rock-Mud
- Wall of Stone or Iron

LEVEL 6

- Anti-Magic Shell
- Control Weather
- Death Spell
- Disintegrate
- Invisible Stalker
- Move Earth
- Move Water
- Project Image
- Quest
- Reincarnation
- Transform Stone-Flesh

SPELL DESCRIPTIONS

Contained herein are all of the Priest and Magus spells, in alphabetical order.

▪ ALTER TIME

SPELL LEVEL: M3

RANGE: 240 ft.

DURATION: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60-foot radius area of effect:

As a Haste spell, as many as 24 creatures may move and attack at double normal speed.

As a Slow spell, as many as 24 creatures failing a saving throw may only move and attack at half speed.

▪ ANIMAL GROWTH

SPELL LEVEL: M5

RANGE: 120 ft.

DURATION: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal.

▪ ANIMATE DEAD

SPELL LEVEL: M5

RANGE: Narrator's discretion

DURATION: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per level of the caster above 8th). The corpses remain animated until destroyed or dispelled.

▪ ANTI-MAGIC SHELL

SPELL LEVEL: M6

RANGE: Caster

DURATION: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

▪ BLESS (CURSE)

SPELL LEVEL: P2

RANGE: Target PC or NPC (out-of-combat)

DURATION: 1 hour

The caster must announce which of the two options is being cast. The recipient of this spell cannot be in combat when it is cast.

As a Bless spell, the recipient is granted a +1 bonus to all attack rolls and, if the target is not a Player Character, improves overall morale.

As a Curse spell, the recipient is cursed with a -1 penalty to all attack rolls and, if the target is not a Player Character, suffers a decrease to morale.

▪ CHARM MONSTER

SPELL LEVEL: M4

RANGE: 60 ft.

DURATION: Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. Up to 3d6 monsters of fewer than 3 HD are affected.

▪ CHARM PERSON

SPELL LEVEL: M1

RANGE: 120 ft.

DURATION: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

▪ CLOUDKILL

SPELL LEVEL: M5

RANGE: Close

DURATION: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 or fewer HD.

▪ COMMUNE

SPELL LEVEL: P5

RANGE: Caster

DURATION: 3 questions

Higher powers grant answers to three questions the caster poses. Higher powers don't like being constantly interrogated by mere mortals, so the spell should be limited to one casting per week or so. The Narrator may rule that a caster may cast a double strength Commune spell composed of six questions once per year.

▪ CONFUSION

SPELL LEVEL: M4

RANGE: 120 ft.

DURATION: 2 hours

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

CONFUSION REACTION TABLE

ROLL (2d6)	REACTION
2-5	Attack the caster (and his allies)
6-8	Stand baffled and inactive
9-12	Attack each other



The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th.

Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately.

Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes a number of minutes equal to 1d12 minus the caster's level.

These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

▪ CONJURE ELEMENTAL

SPELL LEVEL: M5

RANGE: 240 ft.

DURATION: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day.

The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack.

▪ CONTACT OTHER PLANE

SPELL LEVEL: M5

RANGE: None

DURATION: See table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how deeply the caster wishes to delve into the planes of existence.

CONTACT OTHER PLANE TABLE

PLANE	INSANITY	RIGHT	WRONG
1	1-2	3-11	12-20
2	1-4	4-13	14-20
3	1-6	7-16	16-20
4	1-8	9-17	18-20
5	1-10	11-18	19-20
6	1-12	13-19	20

The **PLANE** value is the "depth" at which the caster chooses to seek the truth: it is the number of Yes/No questions asked.

Temporary **INSANITY** lasts for as many weeks as the depth of the plane where the caster's sanity failed.

WRONG represents the possibility of being misled or misinterpreting an answer.

▪ CONTROL WEATHER

SPELL LEVEL: M6 **RANGE:** Narrator's discretion **DURATION:** Narrator's discretion

The caster can summon or stop rainfall, tornadoes, create unusually high or low temperatures, clear the sky of clouds or summon clouds into being.

▪ CREATE FOOD AND DRINK

SPELL LEVEL: P5 **RANGE:** Close **DURATION:** Instantaneous

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

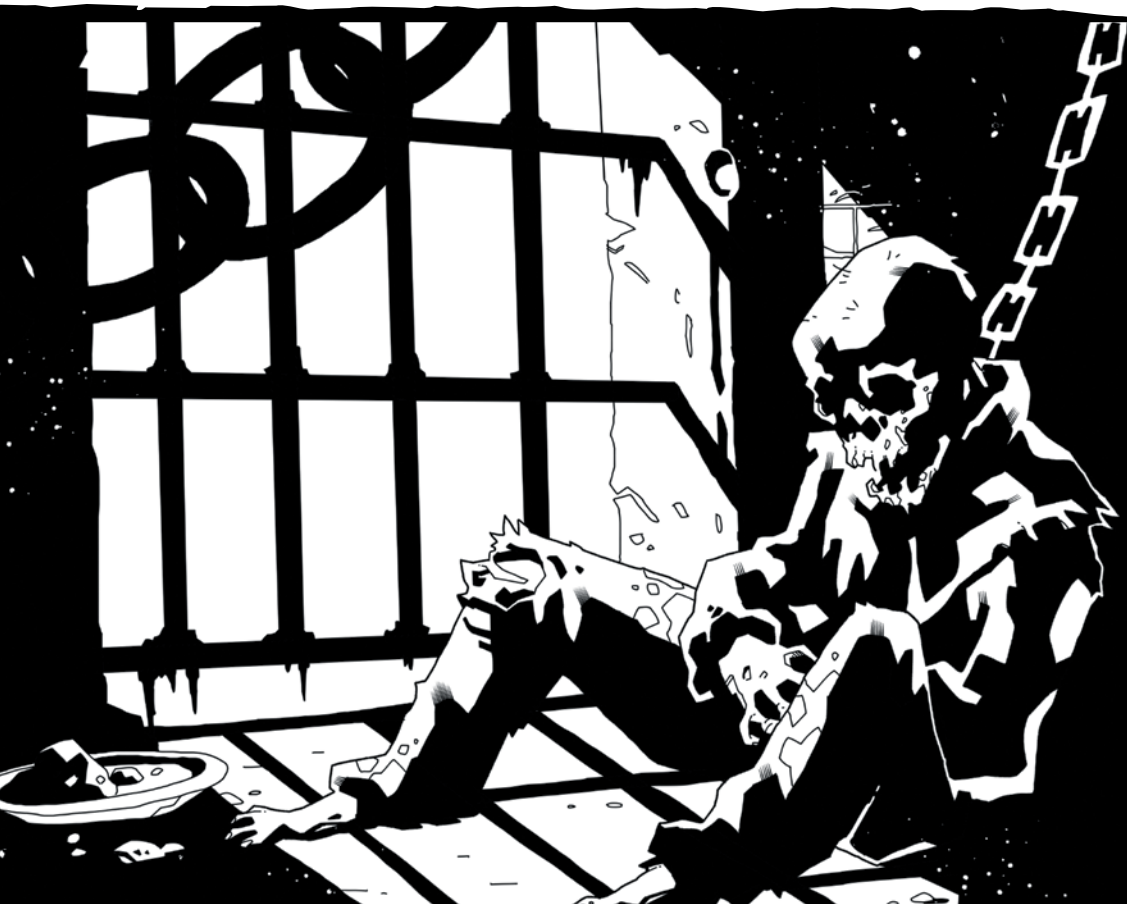
▪ CRYSTAL BALL

SPELL LEVEL: M3 **RANGE:** 60 ft. **DURATION:** 2 hours

The caster must announce which of the two options is being cast. A two-foot thickness of solid stone or a thin layer of lead blocks both options.

As a Clairaudience spell, the caster can hear through solid obstacles.

As a Clairvoyance spell, the caster can see through solid obstacles.



▪ CURE (CAUSE) DISEASE

SPELL LEVEL: P3

RANGE: Touch

DURATION: Instantaneous

As a Cure Disease spell, the recipient is cured of all diseases— including those magically inflicted.

As a Cause Disease spell, the recipient is inflicted with a disease to be determined by the Narrator.

▪ CURE (CAUSE) LIGHT WOUNDS

SPELL LEVEL: P1

RANGE: Touch

DURATION: Instantaneous

As a Cure Light Wounds spell, the caster cures 1d6+1 HP.

As a Cause Light Wounds spell, the caster causes 1d6+1 damage.

▪ CURE (CAUSE) SERIOUS WOUNDS

SPELL LEVEL: P4

RANGE: Touch

DURATION: Instantaneous

As a Cure Serious Wounds spell, the caster cures 3d6+3 HP.

As a Cause Serious Wounds spell, the caster causes 3d6+3 damage.

▪ DARKVISION

SPELL LEVEL: M3

RANGE: Touch

DURATION: 1 day

The recipient of the spell can see in total darkness. The recipient should roll 1d6 on the table on the following page to determine the range of his vision.

DARKVISION RANGE

ROLL (d6)	RANGE OF VISION (FT.)
1-2	40
3-4	50
5-6	60

▪ DEATH SPELL

SPELL LEVEL: M6

RANGE: 240 ft.

DURATION: Permanent

Within a 60-foot radius, up to 2d8 creatures with fewer than 7 HD perish.

▪ DETECT VIOLENCE

SPELL LEVEL: P1, M2

RANGE: 120 ft. (P),
60 ft. (M)

DURATION: 1 hour (P),
20 min. (M)

As a Detect Violence spell, the caster detects those with violent enchantments, intentions, thoughts, or auras within the spell's range. Poison is not inherently violent and cannot be detected by means of this spell.

▪ DETECT INVISIBILITY

SPELL LEVEL: M2**RANGE:** 10 ft./caster level**DURATION:** 1 hour

Caster can perceive invisible creatures and objects.

▪ DETECT MAGIC

SPELL LEVEL: P1, M1**RANGE:** 60 ft.**DURATION:** 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

▪ DETECT THOUGHTS (ESP)

SPELL LEVEL: M2**RANGE:** 60 ft.**DURATION:** 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead.

▪ DIMENSIONAL PORTAL

SPELL LEVEL: M4**RANGE:** 10 ft. casting,
360 ft. teleport**DURATION:** Instantaneous

Dimensional Portal is a weak form of the Teleport spell that can be managed by lesser magicians. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range.

▪ DISINTEGRATE

SPELL LEVEL: M6**RANGE:** 60 ft.**DURATION:** Permanent

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw. The Disintegrate spell cannot be dispelled.

▪ DISPEL VIOLENCE

SPELL LEVEL: P5**RANGE:** 30 ft.**DURATION:** 10 min.

As a Dispel Violence spell, the spell is similar to the arcane spell Dispel Magic, but works against items, spells, or agents of violence. However, unlike Dispel Magic, this spell also functions against violent sendings, possibly including dreams or supernatural hunting-beasts.



If a living being with violent intentions is targeted with this spell, they just make a saving throw with a -4 penalty. If they fail, they must abandon those violent intentions for 24 hours.

▪ **DISPEL MAGIC**

SPELL LEVEL: M3

RANGE: 120 ft.

DURATION: 10 min.

Dispel magic can be used to completely dispel most spells and enchantments. As an example of how one might Narrator this spell, the chance of dispelling magic could be a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic.

Thus, a 6th level Magus attempting to dispel a charm cast by a 12th level Magus has a 50% chance of success ($6 / 12 = 1/2$). If the 12th level Magus were dispelling the 6th level Magus's charm, the dispelling caster's chance of success would be 200% ($12 / 6 = 2$).

▪ **FEEBLEMIND**

SPELL LEVEL: M5

RANGE: 240 ft.

DURATION: Permanent until dispelled

Feeblemind is a spell that affects only Magi. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magus becomes feebleminded until the magic is dispelled.

▪ **FIND TRAPS**

SPELL LEVEL: P2

RANGE: 30 ft.

DURATION: 20 min.

Find Traps can allow the caster to perceive both magical and non-magical traps at a distance of 30 feet.

▪ **FIREBALL**

SPELL LEVEL: M3

RANGE: 240 ft.

DURATION: Instantaneous

A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

▪ **FLY**

SPELL LEVEL: M3

RANGE: Touch

DURATION: 1d6 turns + 1 turn/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Narrator rolls for the duration of the spell in secret and does not disclose this information to the Player.



▪ HALLUCINATORY TERRAIN

SPELL LEVEL: M4

RANGE: 240 ft.

DURATION: Until touched by an enemy or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

▪ HOLD MONSTER

SPELL LEVEL: M5

RANGE: 120 ft.

DURATION: 1 hour + 10 min./level

The caster can target either 1d4 creatures (saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

▪ HOLD PERSON

SPELL LEVEL: P2, M3

RANGE: 180 ft. (P),
120 ft. (M)

DURATION: 90 min. (P),
1 hour + 10 min./level (M)

The caster can target either 1d4 persons (with the same parameters as Charm Person; saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.



▪ HOLD PORTAL

SPELL LEVEL: M1**RANGE:** Narrator's discretion**DURATION:** 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

▪ INSECT PLAGUE

SPELL LEVEL: P5**RANGE:** 480 ft.**DURATION:** 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 × 20 feet, with roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no saving throw).

▪ INVISIBILITY

SPELL LEVEL: M2**RANGE:** 240 ft.**DURATION:** Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to Darkvision. If the Narrator is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

▪ INVISIBILITY, 10 FT. RADIUS

SPELL LEVEL: M3**RANGE:** 240 ft.**DURATION:** Until dispelled or an attack is made

Identical to the Invisibility spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10-foot radius) around the recipient, which moves along with the target.

▪ INVISIBLE STALKER

SPELL LEVEL: M6**RANGE:** Near Caster**DURATION:** Until mission is completed

This spell summons an Invisible Stalker with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic; it must be killed in order to deter it from its mission.

▪ KNOCK

SPELL LEVEL: M2**RANGE:** 60 ft.**DURATION:** Instantaneous

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

▪ LEVITATE

SPELL LEVEL: M2

RANGE: 20 ft./level

DURATION: 10 min./level

This spell allows the Magus to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

▪ LIGHT (DARK)

SPELL LEVEL: P1, M1

RANGE: 120 ft.

DURATION: 2 hours (P),
1 hour + 10 min./level (M)

As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.

As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

▪ LIGHT (DARK), CONTINUAL

SPELL LEVEL: P3, M2

RANGE: 120 ft.

DURATION: Permanent until dispelled

As a Light, Continual spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.

As a Dark, Continual spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

▪ LIGHTNING BOLT

SPELL LEVEL: M3

RANGE: 60 ft.

DURATION: Instantaneous

A nearly ten-foot-wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

▪ LOCATE OBJECT

SPELL LEVEL: P3, M2

RANGE: 90 ft. (P),
60 ft. + 10 ft./level (M)

DURATION: 1 min./level

This spell gives the caster the correct direction (as the crow flies) toward an object the caster 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, gold, etc.



▪ **MAGIC JAR**

SPELL LEVEL: M5

RANGE: See below

DURATION: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magus's soul is within, the soul is lost. The Magus can return from the jar to his own body whenever desired, thus ending the spell.

▪ **MASSMORPH**

SPELL LEVEL: M4

RANGE: 240 ft.

DURATION: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

▪ **MOVE EARTH**

SPELL LEVEL: M6

RANGE: 240 ft.

DURATION: Permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 feet per minute for 1 hour.

▪ **MOVE WATER**

SPELL LEVEL: M6

RANGE: 240 ft.

DURATION: See below

The caster must announce which of the two options are being cast:

The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 10 turns.

Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 6 turns.

▪ **NEUTRALIZE POISON**

SPELL LEVEL: P4

RANGE: Narrator's discretion

DURATION: 10 min.

This spell counteracts poison, but does not bring the dead back to life.



▪ PASSWALL

SPELL LEVEL: M5**RANGE:** 30 ft.**DURATION:** 30 min.

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized man.

▪ PHANTASMAL FORCE

SPELL LEVEL: M2**RANGE:** 240 ft.**DURATION:** Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it.

▪ PLANT GROWTH

SPELL LEVEL: M4**RANGE:** 120 ft.**DURATION:** Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Narrator's decision) would allow the spell to affect an area of 300 × 300 feet, for a total of 90,000 square feet.

▪ POLYMORPH

SPELL LEVEL: M4**RANGE:** See below**DURATION:** See below

The caster must announce which of the two options are being cast:

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Narrator might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Narrator to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.

Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

▪ PROJECT IMAGE

SPELL LEVEL: M6**RANGE:** 240 ft.**DURATION:** 1 hour

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.





▪ PROTECTION FROM VIOLENCE

SPELL LEVEL: P1, M1 **RANGE:** Caster only **DURATION:** 2 hours (P), 1 hour (M)

As a Protection from Violence spell, the caster creates a magical field of protection around himself to block out all violent intent, who suffer a -1 penalty “to-hit” against the caster, and the caster gains +1 on all saving throws against such attacks.

▪ PROTECTION FROM VIOLENCE (LAW), 10 FT. RADIUS

SPELL LEVEL: P4, M3 **RANGE:** 10 ft. radius around caster **DURATION:** 2 hours

As a Protection from Violence spell, the caster creates a magical field of protection around himself to block out all violent intent, who suffer a -1 penalty “to-hit” against the caster, and the caster gains +1 on all saving throws against such attacks.

In this version its effect covers an area rather than an individual.

▪ PROTECTION FROM NORMAL MISSILES

SPELL LEVEL: M3 **RANGE:** 30 ft. **DURATION:** 2 hours

The recipient becomes invulnerable to small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

▪ PURIFY (PUTREFY) FOOD AND DRINK

SPELL LEVEL: P1

RANGE: Close/Touch

DURATION: Instantaneous

As a Purify Food and Drink spell, the caster causes enough food and water for up to a dozen people to be made pure, removing spoilage and poisons.

As a Putrefy Food and Drink spell, the caster causes enough food and water for up to a dozen people to be made putrid, creating spoilage and poisons.

▪ QUEST

SPELL LEVEL: P5, M6

RANGE: 30 ft.

DURATION: Until completed

If the victim fails his saving throw, the caster may set a task for him. If a Magus casts this spell the victim will die if he ignores the Quest altogether. If a Priest casts this spell the victim's failure to obey will result in a curse to be determined by the Narrator.

▪ RAISE DEAD

SPELL LEVEL: P5

RANGE: Line of sight

DURATION: See below

Raise Dead allows the Priest to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for Player Characters (i.e., "human-like").

▪ READ LANGUAGES

SPELL LEVEL: M1

RANGE: Reading distance

DURATION: 1 or 2 readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

▪ READ MAGIC

SPELL LEVEL: M1

RANGE: Caster only

DURATION: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

▪ REINCARNATION

SPELL LEVEL: M6

RANGE: Touch

DURATION: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body of the same alignment as the deceased.



▪ REMOVE CURSE

SPELL LEVEL: P3, M4

RANGE: Close/Touch

DURATION: Instantaneous

This spell removes one curse from a person or object.

▪ SLEEP

SPELL LEVEL: M1

RANGE: 240 ft.

DURATION: Narrator's discretion

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It can affect a number of creatures based on their hit dice.

SLEEP TABLE

VICTIMS HD	NUMBER AFFECTED
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4	1d6

▪ SPEAK WITH ANIMALS

SPELL LEVEL: P2

RANGE: 30 ft.

DURATION: 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

▪ SPEAK WITH PLANTS

SPELL LEVEL: P4

RANGE: 30 ft.

DURATION: 1 hour

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

▪ STICKS TO SNAKES

SPELL LEVEL: P4

RANGE: 120 ft.

DURATION: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

▪ TELEKINESIS

SPELL LEVEL: M5

RANGE: 120 ft.

DURATION: 1 hour

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.



▪ TELEPORT

SPELL LEVEL: M5**RANGE:** Touch**DURATION:** Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

If the caster has only indirect experience of the destination (known only through a picture or map) there is a 25% chance of success— with failure resulting in death.

If the caster has seen but not studied the destination there is a 20% chance of failure. Half of failures will place the traveler $1d10 \times 10$ feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler $1d10 \times 10$ feet above the targeted location, possibly resulting in a deadly fall.

If the caster is familiar with the location or has studied it carefully there is a 5% chance of failure, with 1 in 6 failures arriving below and 5 in 6 arriving above the targeted location. In either case, the arrival is $1d4 \times 10$ feet low or high.

▪ TRANSFORM ROCK-MUD

SPELL LEVEL: M5**RANGE:** 120 ft.**DURATION:** 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300×300 feet becomes a deep mire, reducing movement to 10% of normal.

▪ TRANSFORM STONE-FLESH

SPELL LEVEL: M6**RANGE:** 120 ft.**DURATION:** Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue.

▪ WALL OF FIRE OR ICE

SPELL LEVEL: M4**RANGE:** 60 ft.**DURATION:** Concentration

The caster must announce which of the two options are being cast:

As a Wall of Fire spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice 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 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high.



As a Wall of Ice spell, the caster conjures up a 6-foot-thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15-foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

▪ WALL OF STONE OR IRON

SPELL LEVEL: M5 **RANGE:** 60 ft. **DURATION:** Permanent (stone) or 2 hours (iron)

The caster must announce which of the two options are being cast:

As a Wall of Stone spell, the caster conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.

As a Wall of Iron spell, the caster conjures an iron wall from thin air. The wall is 3 feet thick, with a surface area of 500 square feet.

▪ WATER BREATHING

SPELL LEVEL: M3 **RANGE:** 30 ft. **DURATION:** 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

▪ WEB

SPELL LEVEL: M2 **RANGE:** 30 ft. **DURATION:** 8 hours

Fibrous, sticky webs fill an area up to 10 × 10 × 20 feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3 to 4 turns or longer at the Narrator's discretion.

▪ WIZARD EYE

SPELL LEVEL: M4 **RANGE:** 240 ft. **DURATION:** 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn.

▪ WIZARD LOCK

SPELL LEVEL: M2 **RANGE:** Close **DURATION:** Permanent until dispelled

As with a Hold Portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magus three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).



CHAPTER SIX

RUNNING THE GAME

Running a game of FOR COIN & BLOOD is a lot easier than running most other role-playing games, simply because there are not as many rules and your own discretion overrides them anyway. Most situations are handled by making “common sense” decisions concerning what happens next.

For example, if there are a bunch of zombies around the next corner and the Players decide not to go around that corner, it’s up to the Narrator to determine whether or not it makes sense for the zombies to rush around the corner and attack—or whether their orders are to simply stay where they are. If a Player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it’s up to the Narrator to determine whether or not they explode.

This means “making up” a lot of stuff on the spot. If you’re not a good storyteller or if you’re not up to doing a lot of creative thinking on the fly, it might be better that you try a different game—one that provides more rules and guidance for every little situation that might arise.

But if you’re a good storyteller, creative and fair, FOR COIN & BLOOD’s small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

FOR COIN & BLOOD also frees up your creativity in terms of customizing the game. Unlike a more complex game, you can add house rules wherever you want to without accidentally messing up something else buried in the rules.

DESIGNING AN ADVENTURE

Basically, the “adventure” is just the setting for the game—usually a map and then notes about certain locations on that map. As the Players tell you where their characters go and what they do, you’re referring to the map and your notes to describe what happens as a result. Don’t try to plan for all contingencies—it’s



guaranteed that the players will do something unexpected during the adventure and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the Players with adventure, they challenge you to keep up with their collective creativity.

CREATING A CAMPAIGN

A campaign is the world beyond the adventure—the cities, forests, coastlines, and kingdoms of the fantasy world. The players will almost certainly want their characters to explore the wilderness, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as the starting point) and some of the surrounding area. (The location of the first adventure—a dark forest, perhaps) As the players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world with the continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy stories. Most of these have maps and the author has already created the details and feel of the world for you. For example, the worlds of Conan's Hyboria (Robert E. Howard), of Elric and the Eternal Champions (Michael Moorcock), and of the Dying Earth (Jack Vance) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of these examples.

EXPERIENCE POINTS

Experience Points are awarded to Players for gaining treasure and killing monsters, as an earlier Player's section has described. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (Player) was in getting them. The gold pieces are not the source of the experience—they are the measurable product of it.

That being said, there are many alternative ways for Narrators to award XP. For example, active participation in the campaign might warrant experience for each hour of real-time play, as could solving puzzles and aiding allies. A particularly clever solution or epic victory might warrant double the normal XP amount awarded, while an abysmal failure might merit half.



Some Narrators make all earned Experience Points a part of a community total to be divided evenly, since not all the characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishments.

If you find that whatever system you're using leads the players toward bad decisions—seeking out unnecessary combat or looking for traps to spring—you might consider adjusting your system. This is true for the “official” system of awarding experience as well. Remember, the Narrator is the ultimate judge of what works best for a game and any rule can be changed to fit the group.

SCALE OF ADVANCEMENT

Narrators all have their own style of campaign, and it would be silly for one author to impose needless restrictions on anyone playing the game. However, it is worth noting that this rules set was designed with the notion that 4th level characters are “heroic” and thus the tables were capped at level 10. A Narrator who wishes to extend the tables to higher levels is encouraged to do so if it fits the style of the campaign.





CHAPTER SEVEN

TREASURE

The amount of treasure available for plunder is determined by the Narrator. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much.

As a general guideline, the monetary value of a treasure ought to be about 2–3 times the encounter value in experience points, and keep in mind that hunting and patrolling enemies likely won't be carting their treasure around with them. If the characters can't find the enemy stronghold, they may get none of the treasure.

Here is a table a Narrator can use as a guideline to help create a treasure:

TREASURE VALUES TABLE

ROLL (D6)	POSSIBLE TREASURE VALUE (GP)	CP	SP	GP
1	XP × 1	50%	30%	20%
2–3	XP × 2	20%	50%	30%
4–5	XP × 3	10%	40%	50%
6	XP × 4	–	25%	75%

The total **VALUE OF TREASURE** is expressed in terms of gold coins. If the total value of treasure was 100 XP on a roll of 1, the recipient would receive 20 gp, 300 sp, and 5,000 cp

Remember that coins found are not always gold pieces—there might be a mixture of copper (cp) and silver pieces (sp) in the treasure as well. The treasure breakdown given in the prior Treasure Values table is a suggested guideline to how you might consider breaking up the treasure. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).



TREASURE ITEMS

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures should be interesting—an endless series of “another treasure worth 100 gp in total” is a sure-fire recipe for boring your players.

- For every 5,000 gp in value, there is a 10% chance of trading out 5,000 gp for an item on either the Major Gem/Jewelry or Major Magic table.
- For every 1,000 gp in value, there is a 10% chance of trading out 1,000 gp for an item on either the Medium Gem/Jewelry or Medium Magic table.
- For every 100 gp in value, there is a 10% chance of trading out 100 gp for an item on either the Minor Gem/Jewelry or Minor Magic table.

Calculate the total percentage of treasure that can be traded out and roll a d100 to see if you can roll for an item on one of the following tables. It is suggested that the Narrator begin with the 5,000 gp values and work down to the 100 gp values. “Jewelry” refers to a single item of jewelry.

Always remember that these tables are merely guidelines—if you desire the placement of a particular item or treasure type, go ahead and do it! If you don’t wish to include gems, jewelry, or magic items, then leave the treasure at coins. These tables are here only to help when wanted.

MAJOR GEM/JEWELRY TABLE

ROLL (D6)	GEM OR JEWELRY VALUE	ROLL (D6)	GEM OR JEWELRY VALUE
1	1d1,000 gp	4-5	1d1,000 (x12) gp
2-3	1d1,000 (x8) gp	6	1d1,000 (x20) gp

MAJOR MAGIC ITEM TABLE

ROLL (D6)	GEM OR JEWELRY VALUE
1	Roll 6 times on the Potions table
2-3	Roll 1d6+12 on the Scrolls table
4-5	Roll 1d6+12 on the Weapons & Armor table
6	Roll 1d20+40 on the Miscellaneous table (includes Rings & Staves)

1,000 GP TRADE OUT

A roll of 1–19 on a d20 means a roll on the Medium Gem/Jewelry table. A roll of 20 results in rolling on the Medium Magic Item table.

MEDIUM GEM/JEWELRY TABLE

ROLL (D6)	GEM OR JEWELRY VALUE	ROLL (D6)	GEM OR JEWELRY VALUE
1	1d100 gp	4-5	1d1,000+750 gp
2-3	1d1,000+250 gp	6	1d10,000 gp



MEDIUM MAGIC ITEM TABLE

ROLL (D6)	GEM OR JEWELRY VALUE
1	Roll 3 times on the Potions table
2-3	Roll 1d6+6 on the Scrolls table
4-5	Roll 1d6+6 on the Weapons and Armor table
6	Roll 1d20+20 on the Miscellaneous (includes Rings and Staves)

100 GP TRADE OUT

A roll of 1-19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in rolling on the Minor Magic Item table.

MINOR GEM/JEWELRY TABLE

ROLL (D6)	GEM OR JEWELRY VALUE	ROLL (D6)	GEM OR JEWELRY VALUE
1	1d6 gp	4-5	1d100+75 gp
2-3	1d100+25 gp	6	1d1,000 gp

MINOR MAGIC ITEM TABLE

ROLL (D6)	GEM OR JEWELRY VALUE
1	Roll once on the Potions table
2-3	Roll 1d6 on the Scrolls table
4-5	Roll 1d6 on the Weapons and Armor table
6	Roll 1d20 on the Miscellaneous table (includes Rings and Staves)

MAGIC POTIONS TABLE

ROLL (D100)	MAGIC POTION	ROLL (D100)	MAGIC POTION
1-3	Animal Control	34-36	Heroism
4-6	Clairaudience	37-39	Invisibility
7-9	Clairvoyance	40-42	Invulnerability
10-12	Diminution	43-45	Levitation
13-15	Dragon Control	46-48	Plant Control
16-18	Ethereality	49-55	Poison
19-21	Fire Resistance	56-58	Slipperiness
22-24	Flying	59-61	Treasure Finding
25-27	Gaseous Form	62-64	Undead Control
28-30	Giant Strength	65-75	Extra Healing
31-33	Growth	76-00	Healing

POTIONS have a duration of 1d6+1 turns.



▪ MAGIC POTION DESCRIPTIONS

ANIMAL CONTROL: Results as per the spell Charm Monster.

CLAIRAUDIENCE: Results as per the spell.

CLAIRVOYANCE: Results as per the spell.

DIMINUTION: Imbiber shrinks and becomes 6 inches tall for 2d6 hours.

DRAGON CONTROL: 1d3 dragons of a specific type (determined randomly by the Narrator) are affected as per the spell Charm Monster.

ETHEREALITY: The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

EXTRA HEALING: Cures 3d6+3 HP worth of damage.

FIRE RESISTANCE: Grants immunity to normal fire, +2 saving throws against fire attacks, and half damage to magic fire attacks that do not permit saving throws.

FLYING: Results as per the spell Fly.

GASEOUS FORM: The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

GIANT STRENGTH: Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 "to-hit".

GROWTH: Character grows and becomes 30 feet tall.

HEALING: Cures 1d6+1 HP worth of damage.

HEROISM: +2 to attacks and damage.

INVISIBILITY: Results as per the spell.

INVULNERABILITY: +2 saving throws, opponents attack at -2.

LEVITATION: Results as per the spell.

PLANT CONTROL: Results as per the spell Charm Monster.

POISON: Save or die.

SLIPPERINESS: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

TREASURE FINDING: Character can detect hordes of treasure within 400 feet of their current location.

UNDEAD CONTROL: 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the Charm Monster spell.



▪ SCROLLS

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

Roll 1d6 for type (1–3 scrolls are for Magus, 4–6 are for Priests). Remember that there are no 6th level Priest spells, so re-roll for spell level on a result of 6

SCROLLS TABLE

ROLL	NUMBER OF SCROLLS	SPELL LEVEL
1	1	1
2	1	1d3
3	2	1d2 per scroll
4	3	1
5	Cursed Scroll	
6–7	Protection Scroll (normal duration)	
8	2	1d4
9	2	1d6 per scroll
10	1	1d4+2
11	5	1d3 per scroll
12	Cursed Scroll	
13–14	Protection Scroll (double duration)	
15	5	1d6 per scroll
16	6	1d6 per scroll
17	7	1d6 per scroll
18	8	1d6 per scroll
19	Cursed Scroll	
20	Protection Scroll (triple duration and double effects)	

PROTECTION SCROLLS TABLE

ROLL (D8)	SCROLL OF PROTECTION FROM...
1	Demons
2	Drowning
3	Elementals
4	Lycanthropes
5	Magic
6	Metal
7	Poison
8	Undead

■ PROTECTION SCROLL DESCRIPTIONS

DEMONS: Everyone within a 10-foot radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

DROWNING: Everyone within a 10-foot radius of the reader gain the ability to breathe underwater for 1 full day.

ELEMENTALS: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

LYCANTHROPES: All within a 10-foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

MAGIC: Anti-magic shell surrounds and moves with the reader for 1 hour, having a radius of 10 feet. Spells cannot pass in or out of the shell.

METAL: Metal cannot harm the reader for a duration of 1 hour.

POISON: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

UNDEAD: All within a 10-foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4-5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.



▪ MAGICAL WEAPONS AND ARMOR

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

MAGICAL WEAPONS AND ARMORS TABLE

ROLL	ITEM	ROLL	ITEM
1	Cursed Armor or Shield	13	+2 Armor
2	+1 Missile Weapon(s)	14	+1 Melee Weapon with Minor Ability
3	+1 Shield	15	+3 Missile Weapon(s)
4-6	+1 Melee Weapon	16	+3 Melee Weapon
7-8	+1 Armor	17	+3 Shield
9	Cursed Weapon	18	+3 Armor
10	+2 Missile Weapon(s)	19	Unusual Weapon (optional) or Re-roll
11	+2 Shield	20	Unusual Armor (optional) or Re-roll
12	+2 Melee Weapon		

CURSED ARMOR AND SHIELDS TABLE

ROLL (D6)	CURSED ITEM	ROLL (D6)	CURSED ITEM
1-3	-1 Weapon or Armor	5	-3 Weapon or Armor
4	-2 Weapon or Armor	6	Attracts Missiles

CURSED ITEMS cannot be laid down without the aid of the spell Remove Curse.

ATTRACTS MISSILES means this item attracts missile fire (even those fired at others nearby) and grants a +1 “to-hit” bonus to attack on such missiles.

MAGIC MELEE WEAPONS TABLE

ROLL (D12)	WEAPON	ROLL (D12)	WEAPON
1	Axe, battle	7	Spear
2	Axe, hand	8	Staff
3	Dagger	9	Sword, long
4	Lance	10	Sword, short
5	Mace, heavy	11	Sword, two-handed
6	Mace, light	12	War Hammer

MAGIC MISSILE WEAPONS TABLE

ROLL	WEAPON	ROLL	WEAPON
1-8	2d6 Arrows	12-15	2d4 Darts
9-10	1d10 Stones	16-20	2d6 Bolts, crossbow
11	Spear		

MINOR ABILITIES FOR MELEE WEAPONS TABLE

ROLL (D6)	MINOR ABILITY	ROLL (D6)	MINOR ABILITY
1-4	Additional damage (+1)	6	Sheds light, 30 ft. radius
5	Sheds light, 15 ft. radius		

UNUSUAL WEAPONS TABLE (OPTIONAL)

ROLL (D10)	UNUSUAL WEAPON
1	+1 Blunt weapon that destroys undead
2	+1 Thrown weapon that returns to hand
3	+1 Weapon, grants 1 additional attack/day
4	+1, +2 vs. particular type of foe
5	+1, +4 vs. particular type of foe
6	+2, +3 vs. particular type of foe
7	Weapon flames
8	Weapon freezes
9	Dancing weapon
10	Intelligent weapon

■ UNUSUAL WEAPON DESCRIPTIONS

BLUNT WEAPON THAT DESTROYS UNDEAD: Blunt weapons are the mace, sling, staff, and war hammer. Lesser undead types don't get a saving throw; more powerful ones do.

THROWN WEAPON RETURNS TO HAND: These weapons are the hand axe, spear, and war hammer.

BONUS VS. PARTICULAR TYPE OF FOE: Examples include dragons, giants, orcs, lycanthropes, undead, etc.

WEAPON FLAMES: Additional 1d6 fire damage: roll 1d4-1 for "to-hit" bonus.

WEAPON FREEZES: Additional 1d6 cold damage: roll 1d4-1 for "to-hit" bonus.

DANCING WEAPON: Fights in the air after 3 rounds, as a +1d3 weapon.

INTELLIGENT WEAPON: Roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

UNUSUAL ARMOR TABLE (OPTIONAL)

ROLL (D4)	MINOR ABILITY	ROLL (D4)	MINOR ABILITY
1	Armor of Arrow Deflection	3	Ethereal Armor
2	Demonic Armor	4	Fiery Armor

▪ UNUSUAL ARMOR DESCRIPTIONS

ARMOR OF ARROW DEFLECTION: +2 against missile fire.

DEMONIC ARMOR: Possessed by a spirit or demon, with effects to be determined by the Narrator.

ETHEREAL ARMOR: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

FIERY ARMOR: +1 armor that is surrounded by flames. These flames deal 1d6 damage to melee attackers.

▪ MISCELLANEOUS ITEMS TABLE

Roll 1d20 and add +0, +20, or +40, depending on whether the treasure is minor, medium, or major.

MISCELLANEOUS ITEMS TABLE

ROLL (D20)	ITEM	ROLL (D20)	ITEM
1	Lesser Wand	26	Greater Ring
2	Lesser Ring	27-40	Misc. Medium Magical Item
3-20	Misc. Lesser Magical Item	41-42	Greater Wand
21-22	Lesser Wand	43-44	Greater Ring
23	Greater Wand	45	Staff
24-25	Lesser Ring	46-60	Misc. Greater Magical Item

LESSER WANDS TABLE

ROLL (D6)	WAND
1-3	Level 1 spell, holds 10 charges
4-5	Level 2 spell, holds 5 charges
6	Level 3 spell, holds 2 charges

GREATER WANDS TABLE

ROLL (D10)	WAND
1	Level 3 spell, holds 10 charges
2	Level 4 spell, holds 10 charges
3	Wand of Detection (enemies)
4	Wand of Detection (metal)
5	Wand of Detection (magic)
6	Wand of Detection (traps and secret doors)
7	Wand of Polymorph
8	Wand of Fear
9	Wand of Cold
10	Wand of Paralyzing

WANDS become useless with 0 charges. A wand can be recharged by casting a spell into it. There is a 5% chances per recharge that the wand will be destroyed.

▪ GREATER WAND DESCRIPTIONS

WAND OF DETECTION (ENEMIES): Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

WAND OF DETECTION (METAL): Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

WAND OF DETECTION (MAGIC): Functions as a Detect Magic spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

WAND OF DETECTION (TRAPS AND SECRET DOORS): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

WAND OF POLYMORPH: Casts either Polymorph (self) or Polymorph (other), carries 10 charges.

WAND OF FEAR: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be recharged).

WAND OF COLD: Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges and cannot be recharged).

WAND OF PARALYZING: Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges and cannot be recharged).

LESSER RINGS TABLE

ROLL (D6)	LESSER RING	ROLL (D6)	LESSER RING
1	Fire Resistance	4	Poison Resistance
2	Invisibility	5	Protection, +1
3	Mammal Control	6	Protection, +2

▪ LESSER RING DESCRIPTIONS

FIRE RESISTANCE: +5 to saving throws vs. magical fire and grants immunity to normal fire.

INVISIBILITY: Turns wearer invisible.

MAMMAL CONTROL: The wearer controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

POISON RESISTANCE: +5 to saving throws vs. poison.

PROTECTION: Grants bonus to armor class and saving throws.

GREATER RINGS TABLE

ROLL (D10)	GREATER RING	ROLL (D10)	GREATER RING
1	Human Control	6	X-ray Vision
2	Three Wishes	7	Telekinesis
3	Regeneration	8	Spell Turning
4	Djinn Summoning	9	Spell Storing (Magus)
5	Shooting Stars	10	Spell Storing (Priest)

▪ GREATER RING DESCRIPTIONS

DJINN SUMMONING: The wearer of this ring can summon a djinn.

HUMAN CONTROL: Allows the wearer to cast Charm Person once per day and maintain the charm on up to 3 individuals at a time.

REGENERATION: The wearer regenerates 1 HP/round and thus cannot die unless the ring is removed or the body burned.

SHOOTING STARS: Once per day, this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target.

SPELL STORING (MAGUS): The ring contains 1d6 Magus spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Magic-user) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

SPELL STORING (PRIEST): The ring contains 1d6 Priest spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Priest) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

SPELL TURNING: Any spell (other than from a wand, etc.) directly aimed at the wearer of this ring is partially reflected back at the caster. Roll a d100 to determine how much of the spell's power bounces back; the exact determination of what happens is up to the Narrator.

TELEKINESIS: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

THREE WISHES: Grants the wearer 3 wishes; outrageous wishes backfire.

X-RAY VISION: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, though solid metals (other than lead) is 1 foot, and through lead is 1 inch.



STAVES TABLE

ROLL (D10)	STAFF	ROLL (D10)	STAFF
1	Healing	6	Power
2	Command	7	Wizardry
3	Snake, the	8	Beguiling
4	Striking	9	Absorption
5	Withering	10	Lordly Might

▪ STAFF DESCRIPTIONS

ABSORPTION: Absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

BEGUILING: Casts Charm Person in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour.

COMMAND: A charge can be used to control humans (as per Charm Person), plants, or animals.

HEALING: Cures 1d6+1 hit points of damage per charge.

POWER: Casts Light (no charge used), casts Fireball (4d6 damage), cold as a Wand of Cold, Lightning Bolt (4d6 damage), acts as a ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

LORDLY MIGHT: These staves only carry 10 charges, but a charge may be used to cast Raise Dead.

SNAKE, THE: +1 “to-hit” and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only Priests can employ a Staff of the Snake.

STRIKING: Inflicts 2d6 points of damage with a successful hit (does not use charges).

WITHERING: Adds ten years of physical aging with a successful hit.

WIZARDRY: The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d4 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell, or Fly.

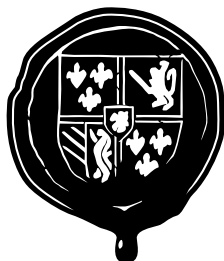


LESSER MISCELLANEOUS MAGIC ITEMS TABLE

ROLL (D20)	MAGIC ITEM	ROLL (D20)	MAGIC ITEM
1	Arrow of Direction	12	Dust of Sneezing and Choking
2	Bag of Holding	13	Gauntlets of Swimming and Climbing
3	Boots of Elven kind	14	Horseshoes of Speed
4	Boots of Speed or Leaping (50%)	15	Luck stone (+1 to saving throws and "to-hit" rolls)
5	Bracers of Defense, AC 6 [13]	16	Manual of Beneficial Exercise
6	Chime of Opening	17	Pipes of the Sewers
7	Cloak of Elven kind	18	Rope of Climbing
8	Cloak of Protection, +1	19	Rope of Entanglement
9	Cursed Item	20	Spade of Excavation
10	Decanter of Endless Water		
11	Dust of Appearance or Disappearance (50%)		

MEDIUM MISCELLANEOUS MAGIC ITEMS TABLE

ROLL (D20)	MAGIC ITEM	ROLL (D20)	MAGIC ITEM
1	Amulet Against Scrying	11	Hole, portable
2	Boots of Flying	12	Horn of Valhalla, bronze
3	Bracers of Defense, AC 4 [15] or 2 [17]	13	Horn of Valhalla, iron
4	Carpet of Flying	14	Jug of Alchemy
5	Cloak of Displacement	15	Manual of Quickness
6	Cloak of Protection, +2 or +3	16	Medallion of Detect Thoughts (ESP)
7	Deck of Many Things	17	Mirror of Mental Scrying
8	Figurine of the Onyx Dog	18	Robe of Blending
9	Gauntlets of Ogre Power	19	Robe of Eyes
10	Helm of Read Magic and Languages	20	Robe of Wizardry



GREATER MISCELLANEOUS MAGIC ITEMS TABLE

ROLL (D20)	MAGIC ITEM	ROLL (D20)	MAGIC ITEM
1	Amulet of Demon Control	11	Helm of Teleportation
2	Beaker of Potions	12	Horn of Blasting
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals	13	Horn of Valhalla, iron
4	Crystal Ball	14	Lenses of Charming
5	Efreeti Bottle	15	Libram, magical (level gain)
6	Figurine of the Golden Lions	16	Manual of the Golems
7	Gauntlets of Dexterity	17	Manual of Intelligence
8	Gem of Seeing	18	Manual of Wisdom
9	Girdle of Giant Strength	19	Necklace of Fireballs
10	Helm of Fiery Brilliance	20	Symbol—Scarab of Insanity

■ MISCELLANEOUS MAGIC ITEM DESCRIPTIONS

AMULET AGAINST SCRYING: Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball. **Usable by:** All Classes.

AMULET OF DEMON CONTROL: Functions as a Protection from Chaos spell, and allows the wearer to attempt to cast Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. **Usable by:** Magus and Priests.

ARROW OF DIRECTION: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week. **Usable by:** All Classes.

BAG OF HOLDING: The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. **Usable by:** All Classes.

BEAKER OF POTIONS: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as it can create potions. **Usable by:** All Classes.

BOOTS OF ELVEN KIND: The wearer moves with complete silence. **Usable by:** All Classes.

BOOTS OF LEVITATION: These boots allow the wearer to Levitate (as per the spell) with unlimited duration. **Usable by:** All Classes.

BOOTS OF SPEED OR BOOTS OF LEAPING (50%): Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make



prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest a after using them. **Usable by:** All Classes.

BRACERS OF DEFENSE, AC 4 [15] OR AC 2 [17] (50% CHANCE): These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. **Usable by:** All Classes.

BRACERS OF DEFENSE, AC 6 [13]: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. **Usable by:** All Classes.

CARPET OF FLYING: The carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. **Usable by:** All Classes.

CENSER, BOWL, BRAZIER, OR STONE OF CONTROLLING ELEMENTALS: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. **Usable by:** Magus.

CHIME OF OPENING: Sounding this small chime opens any door, even if the door is barred or Wizard Locked. **Usable by:** All Classes.

CLOAK OF DISPLACEMENT: The wearer appears to be in a slightly different location than he really is. His AC improves by 2, and he gains a +2-saving throw against any targeted attack upon him. **Usable by:** All Classes.

CLOAK OF ELVEN KIND: The wearer is almost, but not quite, invisible. **Usable by:** All Classes.

CLOAK OF PROTECTION, +1: This cloak improves the wearer's AC by 1, and grants a bonus of +1 on saving throws. **Usable by:** All but Sellswords.

CLOAK OF PROTECTION, +2 OR +3 (50%): This cloak improves the wearer's armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. **Usable by:** All but Sellswords.

CRYSTAL BALL: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. **Usable by:** Magus.

CURSED ITEM: (See Cursed Items, Page 97)

DECANTER OF ENDLESS WATER: This jug pours out one gallon of water per minute when unstopped. **Usable by:** All Classes.

DECK OF MANY THINGS: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per card in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results are as follows:

♥ THE HEARTS

Ace: Gain 50,000 xp.

King: Gain a magic item from the Misc. Magic Items (Greater) table. **Queen:** Gain 1d3 wishes

Jack: Gain the ability to summon an 8 HD warrior with +3 sword, shield, to serve for a total of 1 hour.

♣ THE CLUBS

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Quest (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

♠ THE SPADES

Ace: Lose a level of experience

King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

♦ THE DIAMONDS

Ace: Gain a map to a very significant treasure

King: Gain 5d6 items of jewelry

Queen: Gain a scroll of seven spells, all 2nd level or higher

Jack: Add one point to a single attribute of the player's choice

✠ **THE JOKER:** Gain 25,000 XP or choose to draw two more cards.



DUST OF APPEARANCE OR DISAPPEARANCE (50%): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10-foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. **Usable by:** All Classes.

DUST OF SNEEZING AND CHOKING: Pouches containing this dust ordinarily contain only enough for one “dose.” When scattered in a radius of 10 feet, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. **Usable by:** All Classes.

EFREETI BOTTLE: The Efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. **Usable by:** All Classes.

FIGURINE OF THE GOLDEN LIONS: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. **Usable by:** All Classes.

FIGURINE OF THE ONYX DOG: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. **Usable by:** All Classes.

GAUNTLETS OF DEXTERITY: When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). **Usable by:** All Classes.

GAUNTLETS OF OGRE POWER: These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer's existing strength bonus, if any). **Usable by:** all but Magus.

GAUNTLETS OF SWIMMING AND CLIMBING: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. **Usable by:** all but Magus.

GEM OF SEEING: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. **Usable by:** All Classes.

GIRDLE OF GIANT STRENGTH: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). It does not increase “to-hit” probability. **Usable by:** All Classes.

HELM OF FIERY BRILLIANCE: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a Wall of Fire himself. Sellswords wearing the helm may command a weapon in hand to flame (+1d6 damage). Magus wearing the helm can add +1 to each die of damage inflicted by a Fireball spell. Priests wearing the helm can ignite objects within 30 feet at will, and may cast two Light or Continual Light spells for each one actually prepared. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. **Usable by:** All Classes.



HELM OF READING MAGIC AND LANGUAGES: The wearer can read all languages, including magic script. **Usable by:** All Classes.

HELM OF TELEPORTATION: When the wearer casts a Teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a Teleportation spell on anyone other than the wearer. **Usable by:** Magic- users.

HOLE, PORTABLE: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.” **Usable by:** All Classes.

HORN OF BLASTING: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long, and widens to a base of 20 feet (the “point” of the cone, at the horn’s mouth, is 10 feet wide). **Usable by:** All Classes.

HORN OF VALHALLA, BRONZE: Summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. **Usable by:** Sellswords and Priests only.

HORN OF VALHALLA, IRON: Summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. **Usable by:** Sellswords.

HORN OF VALHALLA, SILVER: Summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. **Usable by:** All Classes.

HORSESHOES OF SPEED: Double a horse’s movement rate. **Usable by:** Horses.

JUG OF ALCHEMY: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. **Usable by:** All Classes.

LENSES OF CHARMING: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a Charm Person spell). The saving throw against the power of the lenses is made at -2. **Usable by:** All Classes.

LIBRAM, MAGICAL (LEVEL GAIN): Magical librams grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.



LUCK STONE: This stone grants +1 to saving throws and “to-hit” rolls. **Usable by:** All Classes.

MANUAL OF BENEFICIAL EXERCISE: Reading this tome increases the reader’s strength by 1 point (to a maximum of 18). **Usable by:** All Classes.

MANUAL OF GOLEMS: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Magus class, enchanted to inflict damage or even the loss of a level. **Usable by:** Magus only.

MANUAL OF INTELLIGENCE: Reading this tome increases the reader’s intelligence by 1 point (to a maximum of 18). **Usable by:** All Classes.

MANUAL OF QUICKNESS: Reading this tome increases the reader’s dexterity by 1 point (to a maximum of 18). **Usable by:** All Classes.

MANUAL OF WISDOM: Reading this tome increases the reader’s wisdom by 1 point (to a maximum of 18). **Usable by:** All Classes.

MEDALLION OF DETECT THOUGHTS (ESP): Functions as a Detect Thoughts (ESP) spell within 30 feet (75%) or 90 feet (25%). **Usable by:** All Classes.

MIRROR OF MENTAL SCRYING: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast Clairaudience, Clairvoyance, and Detect Thoughts (ESP), with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. **Usable by:** All Classes.

NECKLACE OF FIREBALLS: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). **Usable by:** All Classes.

PIPES OF THE SEWERS: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). **Usable by:** All Classes.

ROBE OF BLENDING: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand



formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. **Usable by:** All Classes.

ROBE OF EYES: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. **Usable by:** Magus only.

ROBE OF WIZARDRY: This robe grants the wearer the ability to cast Charm, Polymorph, and Hold Person with a 95% chance of success. The robes may be tied to specific alignments. **Usable by:** Magus only.

ROPE OF CLIMBING: A 50-foot length of rope that leaps magically upward and can tie and untie itself upon command. **Usable by:** All Classes.

ROPE OF ENTANGLEMENT: This rope, on command, twines itself around as many as $2d4+1$ human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. **Usable by:** All Classes.

SPADE OF EXCAVATION: This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard (27 cubic feet) per ten minutes. **Usable by:** Sellswords.

SYMBOL—SCARAB OF INSANITY: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Narrator, it might be recharged but with a 5% chance per charge that the item will be destroyed. **Usable by:** All Classes.

CURSED ITEMS

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Narrator is encouraged to create his own cursed items, the samples on the following page should prove useful guidance:



CURSED ITEMS TABLE

ROLL (D10)	STAFF	ROLL (D10)	STAFF
1	Bag of Devouring	6	Flask of Stopped Curses
2	Censer of Hostile Elementals	7	Horn of Collapse
3	Cloak of Poison	8	Medallion of Projecting Thoughts
4	Crystal Ball of Suggestion	9	Mirror of Opposition
5	Dancing Boots	10	Robe of Feeble-mindedness

▪ CURSED ITEM DESCRIPTIONS

BAG OF DEVOURING: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

CENSER OF HOSTILE ELEMENTALS: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

CLOAK OF POISON: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

CRYSTAL BALL OF SUGGESTION: Does not function as a crystal ball, but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a Quest.

DANCING BOOTS: These boots function as boots of Elven kind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

FLASK OF STOPPERED CURSES: This flask releases a curse of some kind when its seal is broken.

HORN OF COLLAPSE: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

MEDALLION OF PROJECTING THOUGHTS: The wearer's thoughts can be "heard" by all nearby.

MIRROR OF OPPOSITION: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

ROBE OF FEEBLEMINDEDNESS: Anyone donning this cloak has his intelligence reduced to that of a garden snail.



CHAPTER EIGHT

ORGANIZATIONS AND GANGS

Dark Fantasy has an obsession with criminal gangs and organizations. Here are the rules for managing them.

Characters can join an existing gang, or start their own. To start their own, they must have a combined Infamy of 5x the number of members between all characters who are founding the gang.

EARNING MEMBERSHIP

Membership in a gang or criminal organization is earned. Any character, regardless of class, their background, or past deeds can join a gang. Usually a gang will have some sort of test or rite that the pledge must pass through, something focused around the theme or area of expertise the gang maintains.

To determine if a character can join a gang, roll a d20 and add the appropriate Reputation Modifiers below. The total of the roll after modifiers must be 20 or higher to allow for entry into a gang. A roll of a natural 20 will always allow entry to a gang.

A character with Infamy 15+ will be sought out by gangs to join, and offered a position.

A character should write down their Reputation modifier on their character sheet. It will come up frequently when dealing with their gang. A Reputation Rating represents both how much the gang will provide for the character, and how they're regarded by others in the gang.

RANDOM GANG FOCUSES

ROLL (D6)	FOCUS
1	Theft
2	Extortion
3	Assassination
4	Protection Racket
5	Smuggling
6	Roll Twice and Combine



REPUTATION MODIFIER

CHARACTER INFAMY	MODIFIER
0-5	+0
6-10	+1
11-15	+2
15+	+3
CHARACTER CLASS	MODIFIER
Knight	-5
Priest	-2
Cutpurse	+0
Assassin	+1
Sellsword	+1
Blackguard	+2
Magus	+3
CHARACTER REPUTATION	MODIFIER
Character is known as a brutal, effective criminal	+2
Character is known for a Code of Honor or Conduct	-4
DEEDS	MODIFIERS
Deeds are hidden or unknown	-2
Deeds are known by some	+0
Deeds are well-known	+2

Once a character has joined an organization, they gain bonuses based on their total Reputation Rating. This rating will determine what benefits they are provided by the organization, and what they can gain.

A character gains all the bonuses they qualify for upon entry based on their roll.

GANG BONUSES

REPUTATION RATING	BENEFITS
20-25	-2 to all saving throws for those the character decides to Intimidate. 100 gold pieces.
26-30	A +1 Magic Weapon, or +1 Armor. 100 gold pieces.
31-35	1000 gold pieces.
36-40	1D6 1st level characters who will work under the character. 100 gold pieces.
41+	A small safe house somewhere of the character's choice. 100 gold pieces.



REFUSING MEMBERSHIP

A character can refuse membership in an organization, but they're unlikely to take it well, and the character should tread carefully thereafter. They will always have a Charisma of 3 when dealing with that gang and its members in the future.

BENEFITS OF MEMBERSHIP

Once a character is a member in a criminal organization, they are expected to train, donate their earnings (in part), and keep quiet about the secrets of the organization.

Organization members are expected to tithe 50% of their earnings to the Organization. This is used to pay for protection, bribes, safe houses and more.

Characters are also required to spend experience gaining new abilities they learn from their allies in the organization. They must invest 25% of their experience into these new abilities. This experience does not count for leveling up or calculating your new level.

A character must train in all of these that they do not already have (from class or other abilities.) Once they've acquired all of them, they gain +d3 to their Reputation Rating and +1 Infamy.

GANG TRAINING

TRAINING	XP COST	BENEFIT
Sword Training	500	Character can wield a sword without penalty
Dagger Training	500	Character can wield a dagger without penalty
Crossbow Training	500	Character can wield a crossbow without penalty.
Leather Training	750	Character can wear leather armor.
Chain Mail Training	1000	Character can wear chain mail armor.
Manipulation Training	500	Saving Throws to avoid Manipulation from this character are made a -2.
Stealth Training	1000	Character can successfully hide on a 1-5 (on a d6.)
Thieves Cant	250	Character Speaks Thieves Cant
Street Tactics Training	1000	All hirelings, thugs and servants gain +1 to all "to hit" rolls.



ORGANIZATIONAL POSITIONS

After they've completed their training, gang members can choose to focus on particular roles inside the organization. They simply choose a role inside the gang, and then they must invest 25% of their experience into these new abilities. This experience does not count for leveling up or calculating your new level. Some Roles have requirements a character must fulfill.

Once a Role has been completed they may choose another role, or cease to invest.

Each time a character completes a Role, they gain +d3 Reputation, and +1 Infamy.

▪ ENFORCER

You are the brute muscle that makes sure your streets remain under your control.

1000 XP: +1 to all "to-hit" rolls.

2500 XP: -2 [+2] to Armor Class.

5000 XP: If you successfully hit an opponent with a critical hit, they're automatically knocked prone.

▪ ROVER

Your job is to roam the streets, looking for opportunities, targets, and potential jobs for the gang.

1000 XP: When traveling through your city, you can never get lost.

2500 XP: When out of your gang's territory, you gain -3 [+3] Armor Class.

5000 XP: When only moving on your turn, you gain +3 Movement.

▪ FACE

Your job is to do the talking. Get the job, negotiate the pay, make a good impression. You're the silk clad socialite of the gang.

1000 XP: +1 to Loyal for all hirelings in your gang.

2500 XP: You can cast Charm Person once per day, but it only lasts for 1 hour.

5000 XP: Permanently increase your Charisma by 1 point. It can not be increased past 18.

▪ REAVER

You're the muscle that is used to threaten. When they tell children stories of the monsters in the street, that's you.

1000 XP: +1 to all damage rolls.

2500 XP: All Intimidation checks you make impose a -4 on their Saving Throws.

5000 XP: After you successfully drop an opponent to 0 HP, you may make an immediate attack.

▪ BODYGUARD

Your job is to keep your allies alive. Make sure they keep moving and get the job done.

1000 XP: You gain -1 [+1] to your Armor Class when fighting alongside an ally.

2500 XP: You may cast Cure Light Wounds once per day.

5000 XP: Once per day, grant one ally you can see -2 [+2] Armor Class bonus for d6+2 rounds.

▪ SPYMASTER

You keep tabs on everyone. You make sure they stay focused, alert, and ready for what's coming.

1000 XP: +2 to the Loyalty of your spy hirelings.

2500 XP: Twice per day, you can find someone who can give you a minor piece of information on something that occurred in the city.

5000 XP: When you meet someone for the first time, they must make a Saving Throw. If they fail, you can know one secret about them (you may decide what it is, or the Narrator can. Work it out.)

TITLES AND REPUTATION

As your title and reputation increases, you gain more benefits in the gang. These are in addition to your starting benefits you gain.



CRITICAL HITS CHART

The goal of these few pages is to provide a flavorful ruleset to make critical hits a bit more “splatter-y”. These tables are graphic and violent, and should be used with care if folks at the table have concerns about these sorts of things. These effects replace the usual “maxed out and doubled” damage of the standard critical hit.

If a critical hit occurs, roll to see where on Table 1.

After you’ve determined where the character was hit, roll on the appropriate table below to determine the effects.

TABLE 1: CRITICAL HIT LOCATION

ROLL (D6)	CRITICAL HIT LOCATION
1	Head (Table 2)
2-3	Torso (Table 3)
4-6	Limbs (Tables 4a & 4b)

TABLE 2: HEAD

ROLL (D10)	CRITICAL HIT EFFECT
1	Decapitation! Blood sprays everywhere, as the target of the attack instantly dies.
2	Severed Artery. The target has an artery severed. They will die in d3 rounds unless subject to healing magic.
3	Missing Face. The targets face is mostly erased by the attack, leaving them horrible scarred. They forever suffer a -4 to all social checks and loyalty tests for those they hire. However, they impose a -4 penalty on the Saving Throws of anyone they try to Intimidate.
4	Lost Eye. An eye is horribly gouged out. The target suffers a -2 on all checks related to sight and all Ranged Attacks (no penalty on Melee.)
5	Scarred Visage. Normal Damage, but the target has a deep and vicious scar.
6	Missing Ear. The target loses an ear, causing them to permanently suffer -2 on all checks related to hearing.
7	Blood in the Eyes. The target suffers a -2 on all actions they take until they are healed.
8	Concussion. The target suffers a concussion, leaving them unable to act for d4 rounds.
9	Shattered Jaw. The target’s jaw is shattered or removed completely. While they don’t die, they are forever mute.
10	Slashed Throat. The target dies immediately as their throat is slashed, emptying their body of blood.

TABLE 3: TORSO

ROLL (D10)	CRITICAL HIT EFFECT
1	Heart Shot. The Target dies immediately as their heart is pierced or stopped by the blow.
2	Pierced Lung. The target will die in d8 rounds unless they receive healing magic.
3	Broken Ribs. Until the target receives healing, they will have a 1 in 10 chance of dying every time they take a strenuous action (attacking, casting magic, etc.). Walking and staggering home is not strenuous.
4	Internal Bleeding. The target takes d3 damage every turn (on their turn) for the next d6 turns unless they receive healing.
5	Ruptured Spleen. The target takes 1 damage every time they take an action until they are healed.
6	Cracked Ribs. The target suffers a -2 to any rolls they make until they are healed.
7	Flayed Flesh. The skin over the torso is flayed and stripped, causing intense pain. Until healed, every time the target takes an action, they must roll a d6. On a 1, they can't take the action.
8	Lasting Wound. Even after healed, any more critical hits against the torso add +1 to the d10 roll on this chart. This effect can stack.
9	Lost Breath. No extra damage, but the target loses their next action.
10	Gutted. The target is split open from throat to groin, killing them instantly as their ribcage empties its contents all over the ground.

LACK OF RULES?

Some of the options here don't provide full rules (what happens if you lose a limb, etc.) because it's up to the players and the Narrator to determine the long-term ramifications of some of these options. Be creative and allow these results to help you tell a cool and dramatic story!



TABLE 4A: WHICH LIMB?

ROLL (D4)	LIMB	ROLL (D4)	LIMB
1	Left Arm	3	Left Leg
2	Right Arm	4	Right Leg

TABLE 4B: LIMBS

ROLL (D10)	CRITICAL HIT EFFECT
1	Severed Limb: The target loses the limb in question, with all the attendant issues. They will die in d3 rounds without treatment.
2	Shattered Bones: The limb is useless until healed and anything held in that limb is dropped. The target takes d3 extra damage.
3	Crippled: The target immediately falls prone, clutching that limb and losing the use of it until healed. Anything held in that limb is dropped.
4	Deep Gash. The target takes double damage.
5	Lingering Pain. Even after healed, any rolls that utilize this limb primarily suffer a -2.
6	Crushed. The target drops whatever they were holding in that limb. If it's a leg, they fall prone.
7	Permanent Nerve Damage. The target loses 1 Strength and 1 Dexterity permanently.
8	Slashed Flesh. The target takes double damage.
9	Sprain. No permanent damage, but the target suffers -2 to appropriate rolls for the rest of the combat.
10	Severed Limb: The target loses the limb in question, with all the attendant issues. They will die in d3 rounds without treatment.

UNIQUE MAGIC ITEMS

CREATED BY JAMIE VANN, ADDITIONAL WRITING BY ALAN BAHR

FOOL'S COIN

This gold piece is engraved with a smiling theater mask but a keen eye reveals a sad theater mask instead whenever the coin is flipping in the air.

A Fool's Coin is a single gold piece that looks just like its beneficial sibling, a Fortune's Coin, complete with the smiling Theater Mask stamped onto its face. And indeed, a Fool's Coin not only identifies to appraisals & spells as a Fortune's Coin initially but also provides the same benefits as a Fortune's Coin the first time it's used. However, after that first use, a Fool's Coin begins drawing unluck to the bearer. It still provides its once per day reroll as if it were a Fortune's Coin but now also increases the odds of a critical failure (a critical miss now happens on both a 1 & 2, rather, than just a 1). **Every time you use the daily reroll ability, the critical fumble range increases by 1 (from 1-2 to 1-3, and after another reroll to 1-4).**

Once gained, a Fool's Coin cannot be simply discarded. Any attempts to do so result in the coin appearing on the bearer's person the next dawn with its curse worsened (critical failures now happen on a 1, 2, or a 3; or a 1, 2, 3, and a 4; etc.). The only way to break the curse is for another person to willingly relieve you of it. And if you know it is a Fool's Coin, the person accepting it must also believe that the Fool's Coin is, in fact, a Fortune's Coin.

SERPENT'S BOW

This finely crafted bow looks like a snake, with the string as its forked tongue extending between mouth and tail.

A Serpent's Bow is a +1 Longbow worth 100gp due to being made of fine materials. When first grasped, the owner hears a voice in their mind asking them if they're willing to pay the price for power. If the owner say no, the snake's tongue lashes out, dealing 1d8 damage and forcing them to drop the bow. If the owner says yes, the snake's eyes flash an emerald poison green and the bow becomes attuned to the bearer.

Thereafter, whenever used to shoot an enemy, a Serpent's Bow deals an extra 1d4 poison damage to the target but also deals half that same amount to the user (minimum 1), as the venom used by the snake's arrows drips from the snake's mouth down the string.



When used to attack an ally, a Serpent's Bow deals no damage to the wielder, but deals double the normal amount of poison damage, as the snake spirit is pleased by the betrayal.

BOOTS OF TSK-TSK-TSK

These boots, seemingly aged and worn from use, are midnight black and make almost no sound when walking.

These boots provide a +2 bonus to any checks made to sneak past or hide from others. However, if the wearer should try to do something without the target's permission (e.g. pick a locked chest, steal keys from the oblivious guard), a voice bellows from the boots berating the wearer for what they are doing. This voice, which sounds to each listener as if their own individual grandmother, makes anyone within 30ft aware of exactly where the wearer is.

BROKEN PROMISE KEY

This Skeleton Key looks like any other but a close inspection shows that the Skeleton's fingers can move.

This Skeleton Key not only provides the usual +2 bonus to picking locks but once per day it can automatically open any non-magical lock, no roll required. However, if this once per day power is used, the lock that was opened re-locks 1 minute later, with the relevant object closing before locking if it was left open (e.g. a door). This drawback is not apparent at first, not even to magic, but once the curse has activated the Skeleton crosses its fingers, allowing visual confirmation of its true nature and magic to reveal its curse.

Once triggered, the Skeleton slowly uncrosses its fingers such that by dawn of the next day, it again looks like any other Skeleton key and magic/appraisals once again fail to identify it as a cursed item.

RING OF CONFLICT

This ring is made of iron and is adorned with the image of two people wrestling one another.

Once per day, the wearer of this ring can focus on two people within 30 feet and whisper a command word. The targets must each make a successful saving throw or fall under the charm of a Hate Person spell, with the other victim as their target. The Hate Person effect lasts for one minute.

When casting this spell, the ring's wearer can instead speak openly to his two targets, explaining why they should be opposed to one another. The reason can be as simple as "Doesn't his helmet look funny?" or "She's wearing red you know". The ring's targets suffer a -2 penalty to their saves against this effect if the wearer speaks openly but the targets will know that the ring wearer caused their conflict once the effects end or if they successfully save against it. Whether anyone else will believe them is another story.

RATIONS OF LIFE STEALING

This simple leather pouch somehow contains delicious bread and meal every day.

Rations of Life Stealing are simple rations which magically regenerate every day, allowing the wearer to have an infinite supply of food. However, this pouch produces the food by stealing life from its surroundings. Flowers wilt, animals grow sick, and if the wearer should find themselves in a desolate locale, they'll find that the rations even steal from them. Someone who spends at least one day with Rations of Life Stealing in an inhospitable region (desert, wasteland, etc.) can still eat heartily but will become weaker by the day as the pouch knows of no one to steal from but themselves. (In effect, dealing 1d6 damage each meal to the user.)

EVERFULL MUG

This stout tavern mug is somehow always full of the finest local ale.

When first set on the table, an Everfull Mug is empty. But when filled to the brim with alcohol, it can thereafter be re-filled with that same alcohol with the command word of "Another!" This refill of alcohol is in fact stealing, though, as the mug's magic allows it to drain the nearest supply of that same alcohol in order to refill the mug. Anyone with sight to such a source of alcohol (e.g. the barkeep overlooking the barrel tap) and who has also seen the Mug's owner use it can make a saving throw to realize what is happening. A simple *Detect Magic* spell will also reveal the thievery, with magical lines drawn between the Mug and the source it is draining from.

The Mug can "remember" up to three different brews at a time and names the drink currently being consumed at the bottom of the empty tankard, allowing anyone to know what they're drinking (someone who is able to see this text gains a bonus to the saving throw).

BELT OF OPPRESSION

Cruel tyrants have been known to wear this belt as a visible sign of their dominion of the land.

This belt provides a -2 penalty to anyone who is the target of the bearers Intimidation checks and on any saving throws for *Dominate* effects the bearer casts. If the target is or has ever been enslaved, or is part of an oppressed class then this penalty increases to -4.

This bonus becomes a single reroll (allowing the bearer to choose the better of the scores) on rolls made to tame a non-magical animal or force it to accept the wearer as a rider.

PRIEST'S ZUCCHETTO

This symbol of religious rank fits snugly on one's crown.

When donned by the devious, this headpiece allows the wearer to disguise themselves (as per the Assassin class ability.) If the wearer is an assassin, they gain a single reroll on each disguise attempt.

If worn by a true believer, however, this hat additionally provides a +1 bonus on Saving Throws.

SCROLL OF REVELATION

This single sheet of rolled parchment has buried more rebellions than a thousand armies.

To anyone viewing this Scroll it appears as an old map detailing the grounds of some castle or village. A successful Saving Throw shows that the property detailed in the Scroll is accurate.. However, the power of this item is that the owner of the grounds detailed on this scroll can use the as the focal point for scrying, as though it were through a Crystal Ball at-will by focusing on a sliver of paper cut from the scroll when it was created.

In this way, numerous Crowns and Nobles have quashed nascent threats to their power by feeding their rivals the very information those plots needed to proceed.

A *Detect Magic* spell reveals only that the Scroll is a magical item of the Divination school and that a piece of it appears to be missing...

Burning the piece of parchment cut from the Scroll (and used as the focus) destroys the companion Scroll as well.

BACKPACK BASTION

This densely stuffed pack seems to almost burst as the seams.

This military-style pack is quite large, even for its class of use, and contains nearly every tool imaginable for constructing a camp, but is still capable of being worn by a single Medium-sized humanoid.

When the proper command word is spoken the Backpack magically unfolds and lays itself out, then neatly begins digging trenches, setting up tents, and performing all the necessary work to establish a defensible camp as if an invisible army of laborers had appeared to pick up the tools in the Backpack and set to work. Construction takes two hours and when finished, the camp can house up to 20 soldiers comfortably or 50 in tight company, with a wooden palisade surrounding the grounds and illumination out to 30 feet from the walls.

While the Camp has been constructed the Backpack is inert inside the owner's quarters. Speaking the same command word that built the Camp begins the process of taking it down, which only requires an hour. Taking the Backpack further than 100 meters away from an active Camp causes the magic inside the Backpack to collapse, bringing the Camp down with it immediately.

SWORD OF CONVENIENT TRUTHS

This longsword's pommel is stylized as Lady Justice carrying the Scales of Balance. This Lady Justice, however, is not wearing a blindfold.

The Sword of Convenient Truths is a +1 longsword that, when wielded, can cast *Detect Thoughts* 3 times per day. However, the wielder of this Sword is not subject to the *Detect Thoughts* or other scrying attempts. Blatant lies will obviously stand out but otherwise, anyone using *Detect Magic* or similar divination to track who is being affected by the *Detect Thoughts* or *scrying* will find that the wielder seems to be affected normally.

INESCAPABLE MANACLES

These steel handcuffs are magically reinforced, tightening further the more a prisoner struggles.

These Manacles are magically crafted to actively resist attempts to escape them. The initial check slip out of them or simply break them is saving throw but on a failed check the saving throw permanently suffers a -5 penalty for the wearer. These failure penalties stack, meaning that an unfortunate soul struggling endlessly against the Manacles will find themselves hopeless in escaping.



Even a casual glance at these handcuffs reveals that they do not have a lock. Rather, they are opened and closed via a Command word that only works when spoken from directly behind the wearer.

The Manacles do have one flaw. If the Manacles are brought in front of the wearer for any reason, the wearer counts as “behind” the Manacles for the purposes of using the Command word to open and close them.

LANTERN OF WARNING

This lantern's candle burns brightly, its flame moving as if blown by an unfelt wind.

The Lantern of Warning functions as your normal Lantern, providing illumination out to 30ft and dim light out to 60ft. However, the true use of a Lantern of Warning is that the candle's flame bends towards anyone who bears hateful thoughts against whoever carries it. The Lantern's detection power functions out to 100ft, allowing bearers to know of potential danger before the threats are visible. The candle cannot be put out by normal means if the bearer does not wish it but this protection is lost if the lantern is dropped.

Due to its powers, Lanterns of Warning are found in most noble caravans and many of the richer merchant caravans as well.

CULTIST'S PRAYER BOOK

This font of foul worship serves as the meat and drink for countless followers across the land.

A Cultist's Prayer Book functions as a +1 divine magical focus for followers of the God the book is keyed to. Any character not following that God takes 1d4 damage per round simply for handling the book.

Furthermore, followers of the Dark Power keyed to the book may cast *Cause Light Wounds* 3 times per day without consuming a spell slot.

Survivors of these evil followings speak in hushed tones of a Head Cultist's Prayer Book, though surely no such volumes exist. If by some terrible luck they did, such tomes might instead have the following abilities:

- At will - Inflict Light Wounds
- 3/day - Inflict Serious Wounds
- 1/day - Death Spell

Additionally, the head priest of an area's cult can open a High Cultist's Book to a specific page and, through following a vile and terrible ritual, leave it on proud, unholy display in a target area. If the ritual is cast successfully (and the

relevant God is pleased), the book is consumed after a month's display, resulting in the target area becoming *Desecrated*. The head priest is marked thereafter by a token of his unholy patron's blessing, though how this priest deals with the consequences is another matter entirely...

ASSASSIN'S DART

This arrow may appear shorter and thinner than normal but the doom it portends is far greater.

An Assassin's Dart is a +1 arrow whose tip is agreeable to being coated in poison. Moreover, a user can key themselves to an Assassin's Dart via ritual (see below).

If a Dart hits and damages a target, it becomes lodged in their body. Attempts to pull it out cause the wounded to have to make a Saving Throw with failure leaving the arrow tip inside the victim, preventing normal natural healing. Even magic healing does not eject the arrow tip; only allowing the target to make a new Saving Throw.

While the tip of an Assassin's Dart is still inside a target, the person keyed to the Dart can cast *Locate Object 3* times per day and *Detect Thoughts* once per day, with the victim (or arrow tip) as the target of both spells. The ability to cast either of these spells ends when the arrow's tip is extracted successfully.

LENS OF THE SUN

This monocle is thinner than you expected and seemingly fragile but is greatly treasured by magistrates in the crown city for some reason...

Should the bearer of a Lens of Seeing close one eye, they can use the other to see through the Lens. This inflicts a -2 penalty to Perception checks but allows the user to see all things through the Lens as if they were perfectly illuminated. The Lens is usable at-will, though using it for more than 3 rounds at a time results in the user being disoriented for 1 round after stopping its use.

CROWN OF COMMAND

This impressive headpiece clearly denotes authority and power.

The wearer of a Crown of Command provides a +1 bonus to attacks, AC, and saving throws for everyone under his or her command. Moreover, the wearer can inspire their followers to the heights of effort and zeal - in game terms, once per day the wearer of the Crown can grant a number of followers equal to his Charisma modifier a bonus action for the turn.

This +1 bonus becomes a -1 penalty if the wearer of the Crown is slain. Furthermore, if the wearer is slain on the same turn they used the once-per-day power, those provided a bonus action are instead stunned from the terrible turn of events unless they make a Saving Throw.

BLADE OF HERO'S BANE

This masterfully crafted sword seems to hunger for the blood of the daring and righteous.

When first gripped, the sword whispers the following to the bearer:

“When they step up, I will help you cut them down”

A Blade of Hero's bane is a masterwork sword that provides a +1 attack and damage bonus against most targets, but against Officers, Champions, or anyone who could be perceived as a noteworthy Leader it is a +2 sword.

Every kingdom has its savior; every prophecy, its chosen one. Against this one person, the Blade of Hero's Bane magnifies its cruelty, instead becoming a +3 sword that somehow seems to anticipate the Chosen One's attacks, providing a +1 bonus to AC. Should the Chosen One attack the wielder of the Blade of Hero's Bane and miss by 1 (e.g. scored an 18 against the wielder's 19), the wielder of the Blade may immediately make an attack of opportunity against the Chosen One.

In addition, once per day the Blade of Hero's Bane can allow its wielder to automatically ignore a successful attack roll against themselves, with the sword magically blocking the blow on its own.

Should the Chosen One defeat the wielder of the Blade of Hero's Bane in single combat, the Blade shatters into a thousand shards, killing its wielder if they were not already slain from the duel.

ROD OF REBELLION

This ruby rod, capped with a raised fist, is the nightmare of Kings across the land.

Cut from a single ruby, the Rod of Rebellion is a foot-and-a-half long source of powerful Illusion and Enchantment magic.

First off, the Rod of Rebellion allows the wielder to cast *Suggestion* 3 times per day (as though it were a Crystal Ball of Suggestion.) If the same person is targeted by this *Suggestion* power all three times in the same day and fails all three saves, the wielder of the Rod is provided a special 4th *Suggestion* casting, with the target having a -5 on the saving throw. On failing this 4th save, the

target comes to believe that the idea Suggested to them on this casting is one they truly believe in and that they came up with themselves.

Second, anyone who fails all three *Suggestion* saves in one day is affected by a permanent *Charm Person* spell favoring the Rod's owner, regardless of how the 4th *Suggestion* casting goes.

Third, the Rod of Rebellion allows the wielder to at-will see the thoughts of anyone influenced by a 4th casting of *Suggestion* (see above) and know their exact location (as if seen through a *Scry* spell) by holding the Rod and concentrating on the person in question.

Fourth, the wielder of a Rod of Rebellion can focus on the idea of all the people they've influenced with a 4th casting of *Suggestion* and, once per month, use a special *Suggestion* power to command them all towards a singular goal. This power is often used to overthrow local powers once enough people have been influenced by the Rod, earning it its name.

Lastly, a Rod of Rebellion can be used one per day to cast *Metamorph*, making a crowd appear much larger than it really is. This power is often used to foment riots or intimidate local militias into thinking they are outnumbered.

The Rod of Rebellion's mass influence can only be broken by convincing a crowd gathered by its 4th power (see above) that its current course of action is self-damaging. Simply killing the wielder of the Rod of Rebellion or even snapping the Rod itself causes all of its victims to suffer a psychic backlash as the subtle mental link between them all is severed, dealing 4d6 damage to all affected, making violence a terrible option for solving this artifact's abuse.



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