



SHARP SWORDS & SINISTER SPELLS

APPENDUM

OPTIONAL RULES AND TOOLS FOR
YOUR SWORD & SORCERY CAMPAIGN



OLD SKULL
PUBLISHING





SHARP SWORDS & SINISTER SPELLS

APPENDUM

*Optional Rules and Tools for
your Sword & Sorcery Campaign*



*For use with Sharp Swords & Sinister Spells
and other Sword & Sorcery RPGs*



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*Dedicated to my brave wife, who has been
my adventuring companion for many long and perilous journeys.*

*May you always find treasures even in
the darkest of dungeons.*

Introduction

It is said that the extensive library inside the Order of Chroniclers in Mezzanthia holds all the tomes ever written in this world and others, but that is a lie, for there are many volumes hidden in ancient citadels, forgotten temples, forbidden tombs and other strange places that possess secrets and mysteries capable of changing not only the course of history but also the very laws of our reality.

Sharp Swords & Sinister Spells is a rules light Role Playing Game, and the core book has just the essential to create and live adventures in a world of swords and sorcery. *SS&SS* is easily customizable and its underlying system is ripe for use with modifications.

This *Addendum* brings a variety of additions and options that can be implemented in your games to make it more “complete” or aligned with the tastes of whoever is playing. These rules do not exhaust the possibilities for play, and every group is encouraged to make the game their own in unique ways.

In addition, this tome also contains several tools and generators to help Referees and players create game elements and story seeds.

In the tradition of our hobby, take what you like and modify what you do not. Make the game your own.





Expanded Vocations

Loktar was tired of being called a 'barbarian'. Yes, he had come from the frozen north and fought beside many companions that would be proud to be called that, but not him. He was a skald- a guardian of ancient lore, a storyteller, a man with more wisdom than any of those who were calling him a 'barbarian'.

Characters' **Vocations** tell a lot about them, but they can tell even more. When we say a **Warrior** has *Barbarian* as his **Vocation**, we know a few things about him, like his skill in surviving in the wilderness and his savage instincts. If we expand the **Vocation** to something like *Impulsive Barbarian from the Frozen North*, however, we gain more information to use in our interactions with fellow PCs and NPCs during the game, both to help the character as well as to hinder him.

CLAIMING ADVANTAGE

This works the same way as you normally invoke a **Vocation**. Whenever a character performs an action positively related to his **Vocation**, he receives a **Positive Die** in the related **Attribute Test**.

DETERMINING DISADVANTAGE

Whenever the Referee determines that the **Vocation** implies some form of disadvantage in the situation, the character receives a **Negative Die** in the related **Attribute Test**.

ACCEPTING A SETBACK

If the consequences of a failed test seem interesting, the Referee can offer the player a 1 step raise on his **Luck Die** for an automatic failure on the **Attribute Test** related to a negative aspect of his **Vocation**, creating a setback that needs to be dealt with.

Multi-Archetype Characters

Grabam couldn't remember the last time he'd practiced his few arcane spells, but he did not have much time to refresh his memory. The creature from the depths was drawing nearer with every heartbeat. It was time to try that spell he'd never really mastered.

Sharp Swords & Sinister Spells presents three character **Archetypes**, representing the most common styles of protagonists in sword and sorcery tales. Combined with the **Vocation** mechanic, the game allows the creation of an almost infinite array of characters. But what if we combine different **Archetypes** in just one character?



To do so, choose which **Archetypes** to combine and follow these steps:

- Calculate **Progression Cost**: For each point paid, the character will need one extra adventure to level up each time a level is gained.
- Determining **HD**: The character's **HD** will be the smallest of the chosen **Archetypes**. To increase the **HD** 1 step in the dice chain, the player must pay 1 point of **Progression Cost**.
- Determining **Luck Die**: The character's **Luck Die** will be the smallest of the chosen **Archetypes**. To increase the **Luck Die** 1 step in the dice chain, the player must pay 1 point of **Progression Cost**.
- Choosing **Prime Attributes**: The Player must choose two **Prime Attributes** among those of his chosen **Archetypes**.
- Choosing **Special Abilities**: The player must choose 4 **Special Abilities** among those of his chosen **Archetypes**. To obtain more **Special Abilities**, the player must pay 1 point of **Progression Cost** for each.

Nonhuman Characters

Humankind is not alone in this ancient world. Other intelligent races inhabit the remote regions and ruins of lost ages. Some of them with knowledge we will never understand- some will simply never be completely accepted by the limited minds of the City-States.



Sharp Swords & Sinister Spells

assumes that all characters are humans and leaves the nonhuman races to the Referee as they see fit (usually as mysterious inhabitants of far away lands and ruins, though sometimes friendly and usually following alien purposes that put them against humankind). It may be the wish of the group to allow the creation of characters belonging to fantasy races. The simplest way to accomplish this is using the above rules of **Expanded Vocations** and **Multi-Archetype Characters**. To indicate that a character isn't human, all it takes is including his race in his **Vocation**

(*lizard man gladiator, pterus shaman, lemurian mentalist*). This way, whenever he would benefit or be hindered by his heritage, just apply the **Expanded Vocations** rules. If the group feels it is necessary to specify any additional **Special Abilities**, simply impose a **Progression Cost** as explained above. For example, if a nonhuman character takes the ability to see in the dark, she will need 1 extra adventure to level up each time.



Knowledge and Languages

In that moment, Horelus thanked his father for the years the old man had made him travel with the merchants' caravans. If it wasn't for that, he would never have learned the language of the Ungawa and could not have clarified the misunderstanding that had been created by the acts of his companions in front of the tribe's shaman.

Some games are detailed enough to determine every single detail of the characters, including which languages they speak, which specific knowledges they possess, etc. *Sharp Swords & Sinister Spells* chooses a more flexible and open approach. It is assumed that characters have the appropriate knowledge and skills according to their **Archetypes** and **Vocations**, without the need to list every single one of them. The same approach is taken with the languages they know. In case there is any doubt, the Referee can ask for an **Intellect** test to determine whether the character possesses that knowledge or not.



Zero Level Characters

They couldn't believe what was happening. They were only peasants. Their jobs were the most mundane and the safest they could get, but that night they had to grab any weapons they could find and enter the Forbidden Caverns. Whatever laid there and was taking their friends and family members was going to pay!

In *Sharp Swords & Sinister Spells*, characters start as capable and skilled adventurers. It is possible to begin the game with more inexperienced characters, common people who will leave their mundane lives to embark on perilous adventures!

The character creation process is essentially the same, with the following exceptions:

- Players do not choose an **Archetype** for their characters.
- Players still create a **Vocation** for their characters, but they must be mundane occupations like farmer, merchant, scribe, soldier, etc.
- Characters do not start with a **Complication**. They will acquire one through their first adventure, usually a consequence of what happens during the game. The players and the Referee should work together to come up with a **Complication** at the end of the first adventure.
- All Zero Level characters begin with 1d4 **Hit Points**.
- All Zero Level characters begin with a d4 as their **Luck Die**.
- All Zero Level characters begin with a simple weapon and a trade good related to their mundane **Vocation**, in addition to 3d6 sc.

As Zero Level characters are fragile, players should create 3 or 4 of them since most of them will suffer painful and horrible deaths in their first adventure. Those brave and fortunate souls that survive their first enterprise become 1st level characters, choosing an **Archetype** and a new **Vocation**.

Learning New Abilities

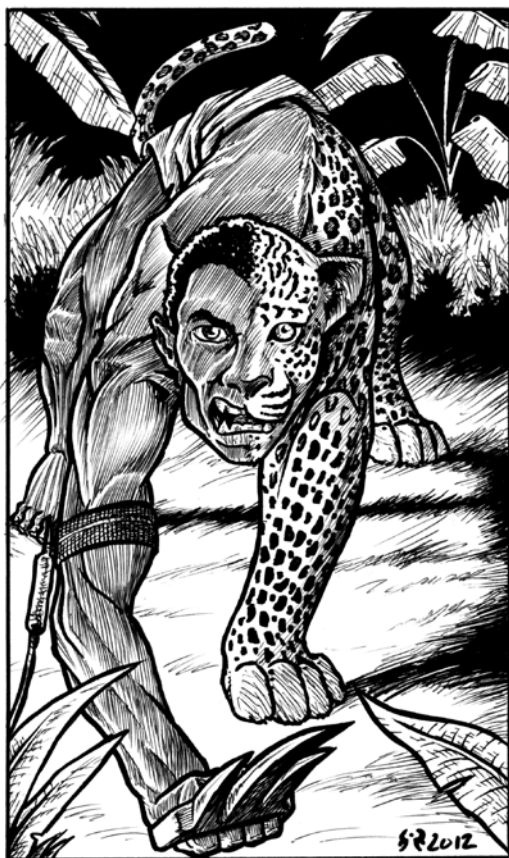
Lamar never imagined that someday the ancestral spirits would give him such a blessing. Assuming the form of his totemic spirit was a power he thought was only possible in the ancient legends of his people.

Sharp Swords & Sinister Spells does not possess a detailed list of all the abilities a character may have or learn during the game. It also does not regulate how the characters can learn these abilities. Simply giving new powers to characters once they level up seems too simple and boring. In this game, characters should acquire new **Special Abilities** through adventuring! Does your Viking from the cold north want to become a berserker? He must find and dominate the ancient spirit of rage in the highest peak of the Frozen Mountains. Does the party warlock wish to bind a shadow demon to serve him? He must find and take the black heart of a demon in the Shadow World to complete the ritual. There is no limit or defined rule to the almost infinite number of abilities characters can obtain. Nevertheless, they all should require great effort of the players and an exciting adventure to conquer! Here are a few examples:



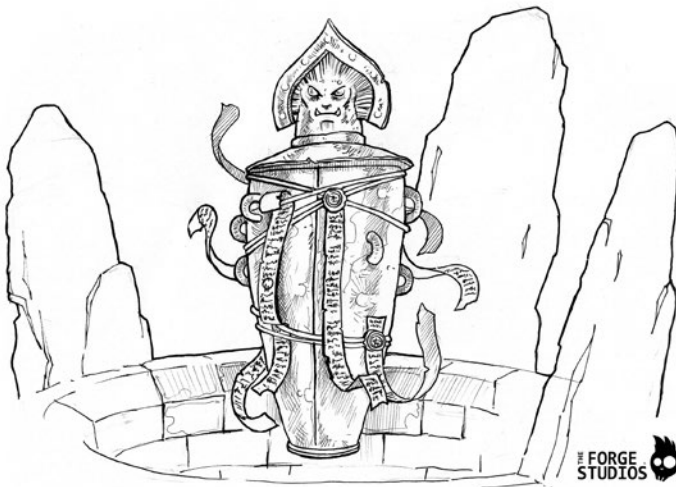


- **Berserker Fury:** The character becomes capable of entering a state of savage frenzy once per day per level. When in this state, all damage inflicted by him is increased by 1 step of the dice chain and all damage taken is also reduced by 1 step. This frenzy lasts for a full **turn**, in which the character needs to take a violent action every **round** (even when there aren't enemies around). To resist this impulse, the character needs to make a **Willpower** test. If the character wants to interrupt this rage, he needs to pass 3 consecutive **Willpower** tests. To obtain this ability, the character needs to travel to the most remote and savage areas of the world until he finds the avatar of the Spirit of Primordial Rage and dominate it with his will. Only after this accomplishment will he be able to control and harness his inner fury.
- **Shadow Servant:** A sinister spirit from the Shadow World serves the character, spying and performing tasks that only a living shadow could. It is immune to physical attacks and possessess the same amount of **HD** as the character. To obtain the services of a Shadow Servant the character needs to travel to the Shadow World and find his shadowself. Once he bests it in a duel, it becomes his to instruct as he sees fit.
- **Loyal Mount:** A supernatural mount, an ancestral and noble spirit, allies with the character to achieve common goals. It is faster and more vigorous than mundane mounts and possesses quasi-human intelligence. Furthermore, the character and the mount develop a mystical bond, being capable of communicating telepathically over **nearby** distances. The Loyal Mount has the same amount of **HD** as the character. To obtain this mount, the character needs to find a primordial and rare specimen of his chosen mount and perform an ancient ritual in which he will need to prove his worth to the mount's spirit.
- **Animal Form:** The character can assume the form of a specific animal a number of **turns** equal to his **Level**. In this Animal Form, he acquires a **Vocation** related to the animal besides his own. He also possesses all the natural abilities of the animal and, if the animal has natural attacks, he receives those with a **Damage Die** relative to its size (small, medium or large). To obtain this ability, the character needs to go to the original habitat of the creature and perform an ancient ritual to enter the spirit world and contact the totem



spirit of the animal. There, he will be put to a series of tests to prove his honor and affinity with the animal spirit.

- **Vision Beyond Shadows:** The character becomes capable of seeing normally even in dark and shadowy places. In total darkness, his vision is limited to **nearby** range, however. To obtain this ability, the character must journey to the Shadow World and swallow the dark flame, a rare magical fire protected by malevolent shadows.
- **Sense Sorcery:** The characters can sense the foetid smell of sorcery up to **nearby** range. Once per level per day, he can make an **Intellect** test to sense the presence of magic in his surroundings. The character needs to have a traumatic experience with sorcery to acquire this ability, having dedicated himself to the hunting and elimination of warlocks and sorcerers for at least 2 levels.
- **Stone Skin:** The character can make his skin assume a rocky texture and become more resistant to physical attacks. In game terms, he acquires a **Damage Reduction** of -1d on the dice chain. To acquire this ability, the character needs to swallow a diamond heart from an earth elemental lord.
- **Supernatural Patron:** The character becomes a servant of a powerful supernatural being and earns the favor of said entity. He gains a **Positive Die** on all actions related to the patron's portfolio and can reduce his **Luck Die** voluntarily by 1 step to invoke a favor from his patron in dire situations. In this case, the patron will want something in exchange (which will probably lead the character to a new adventure). To acquire this ability, the character needs to discover the ritual that will forge a pact with the desired patron and make that being a worthy offering. If he survives the meeting with the entity, he can strike a bargain.
- **Fear Immunity:** The character is immune to any fear effect and does not need to make **Willpower** tests to resist similar effects. To gain this ability, the character must travel to the Dreamlands to face his greatest fear and best it.
- **Rewrite Destiny:** The character's **Luck Die** is increased by 1 step permanently and he can modify his **Vocation** as he wishes. To do this, he must steal the Book of Destiny from the Sisters of Fate and rewrite his birthstars.





Blood

Loktar knew these could be his last steps. The battle with the Daemon from the Abyss left him with grievous wounds, and his lifeblood was running down his body. A scarlet trail marked his path into the woods.

Sharp Swords & Sinister Spells uses the classics system of **Hit Points** of the original fantasy game. This makes characters very vulnerable in the early levels, while those with more experience become quite resistant to death. Don't fret- things can be different!

With the **Blood** rule, characters have a fixed amount of **HP** equal to their Physique score. This stat, now called **Blood**, is modified if their basic Physique score is also altered. This way, characters begin the game with more resilience, but they do not get much tougher. All other rules remain the same, including the rules for resting. **Hit Dice** now controls how fast they regain **Blood** points.

Sanity and Madness

Six months have gone since Onkb'Argban had studied the spellbook of Arkbia Von, the Sorcerer-King, but the images and voices that were imprinted upon his mind wouldn't stop haunting his dreams. They spoke of things no mortal mind was made to hear!

This game treats monsters and other terrible creatures as if they truly existed. They are inhuman, bizarre and totally alien to our nature. As an adventure game, the system assumes that even though the characters may be scared of these creatures, they do not suffer mentally by confronting them.

Inspired by the works of Lovecraft, Machen, Barron, and others, the Referee may implement a **Sanity and Madness** rule, making it possible for characters to suffer psychological consequences when meeting such bizarre creatures. In game terms this rule works as follows:

- **Sanity:** All characters begin with a **Sanity** score equal to their **Intellect**.
- **Losing Sanity:** Every time a character meets a creature or witnesses a scene that disrupts the normal state of his mind and reality, he must make a **Willpower** test with a **Difficulty** determined by the Referee (based on how alien the encounter is). If he fails, the character loses a die of **Sanity** points according to the severity of the encounter: 1d4 for **weird** encounters, 1d6 for **bizarre** ones, 1d8 for those that are **terrible**, and 1d10 for **mind shattering** ones.
- **Acquiring Madness:** When the character's **Sanity** score reaches zero, he acquires a **Madness**. His **Sanity** points are restored and the cycle begins anew. This can happen 4 times.
- **Madness:** When acquiring a **Madness** for the first time, the player and the Referee must specify how it manifests. The **Madness** begins slowly and is quite manageable, manifesting as little quirks. The second time it is acquired, its presence is more constant and it is harder to hide. By the third time the



Madness is acquired, it affects the character almost all the time and is a constant difficulty he must face. The fourth time it is acquired the character becomes almost dysfunctional as the **Madness** eternally dominates all his thoughts. If his **Sanity** reaches zero again, he is completely insane and no longer capable of being a PC. Some **Madness** examples: Phobia, Paranoia, Psychosis, Schizophrenia, Amnesia, Multiple Personality Disorder.

Treasure Points and Resource Dice

There was so much gold, so many precious gems and pieces of jewelry that it was impossible to count them all. They had found the legendary hoard of the Zartarian Sorcerer-King. The adventurers could live good lives with that, but, as usual, they were after more in a few months!

The **Usage Die** mechanic is a quick and easy way to track resources without all the note keeping of recording every single unit. Therefore, it makes sense to use a similar system to track wealth and treasure instead of the usual recording of coins. This facilitates gameplay and lets the players focus on adventuring instead of accounting. Combining this with the **Quick Equipment** rule below, *Sharp Swords & Sinister Spells* becomes an even quicker and more dynamic game. This mechanic also stimulates characters to always be on the lookout for more adventures as their resources are constantly dwindling.

RESOURCE DICE

Every character begins with a d4 **Resource Die**. He rolls a **Resource Die** every time he tries to buy something or when he is spending money. This works like the **Usage Die** except with the addition of **Price Modifiers**, which allow the Referee to subtract from the die result when it is more likely that the resource is going to be depleted. The higher the price, the higher the modifier (usually varying from -1 to -5).



TREASURE POINTS

Instead of recording treasure by the amount of coins it is worth, down to every copper coin, we use **Treasure Points**. The more valuable an object is, the more points it is worth. Usually, each **Treasure Point** occupies the space of an object in terms of **Encumbrance**, but the Referee may determine some objects are so valuable they occupy less points of **Encumbrance**. This way, the Referee can present any piece of

treasure and ascribe an abstract **Treasure Point** value to it without worrying about exact coin value. The table below can be used to determine the nature of the objects found. Roughly, 1 **Treasure Point** is equivalent to 100 sc.

1. COINS AND GEMS	2. JEWELRY	3. WEAPONS AND ARMOR
1.1 Of Platinum	2.1 Richly Detailed	3.1 Of Tremendous Quality
1.2 From an Ancient Empire	2.2 With Precious Gems	3.2 Of Valuable Materials
1.3 Larger than Normal	2.3 Made by Famous Artisans	3.3 Richly Decorated
1.4 Has Animal Shapes	2.4 Made with Rare Materials	3.4 Of a Famous Person
1.5 Shiny and Polished	2.5 Of an Important Person	3.5 Made of Star Metal
1.6 Artistic Details	2.6 Of Alien Origin	3.6 Enchanted / Cursed
4. GOODS	5. ART OBJECTS	6. UNCOMMON OBJECTS
4.1 Rare Spices	5.1 Valuable Paintings	6.1 Magical Ingredients
4.2 Raw Minerals	5.2 Statues	6.2 Technological Artifact
4.3 Valuable Beverages	5.3 Musical Instrument	6.3 Spellbook
4.4 Well Crafted Utensils	5.4 Rare Sheet Music	6.4 Masks of Rare Materials
4.5 Drugs	5.5 Ancient Objects	6.5 Star Metal Cube
4.6 Valuable Textiles	5.6 Decorated Utensils	6.6 Important Scroll

USING TREASURE POINTS

Each **Treasure Point** can be spent to increase the **Resource Die** 1 step on the dice chain. This represents an influx of money due to the sale of a valuable treasure or possession.

Where Did My Gold Go?

Keeping with the traditions of sword and sorcery tales, characters in *Sharp Swords e3 Sinister Spells* never hold on to their wealth for long. The treasure they acquire during their adventures disappears quickly in their hands, be it by reckless spending with parties, pleasures, luxuries or buying special materials for their research and training. Sometimes, other individuals may take away the characters' money, collecting old debts or even robbing them. In game terms, characters need to reduce their **Resource Die** 2 steps between adventures, and they also lose 1d6 **Treasure Points**. Players can come up with their own reasons for how this money disappears or they can roll on the table below in order to receive some inspiration.

D20 WHERE DID MY GOLD GO?

1. After a night of partying and drinking in the dirtiest tavern in the City-State, you wake up in a filthy alley, surrounded by rats, without any coin and with a thank you note. Who is it from?
2. Betting on how strong/agile/wise/intelligent you are, you were bested by someone you never imagined could defeat you. How did she do that? Did she cheat?
3. Involved in some controversy with local authorities, you had your possessions confiscated. What happened?
4. Accused of a crime you did not commit, you are pursued through the City-State and have to abandon your possessions to flee. What are you being accused of?
5. You have spent all you had, and didn't have, in an enormous party that ended with dozens of people naked and unconscious. An ancient spirit was accidentally summoned during the festivities and is now free. What will it do?
6. After a night of drinking of which you can barely remember, you wake up aboard a ship at sea. Apparently, you hired the crew to take you to a mysterious island. What is there?
7. You get married while drunk and find out that your new spouse isn't someone you would like to spend time with. It costs you a lot to undo this mess and you get a new enemy. Who is this person?
8. A strange old man convinces you to buy a weird artifact, which after a few days just disappears. Where did it go?
9. Returning from a meeting in which the other party did not show up, you discover you've been robbed. Who planned this?



10. You are not sure how this happened but you are now a member of a secret cult or secret society and had to give them a large sum of gold. How did they make you join?
11. An old acquaintance appears, asking for a lot of gold, and he knows exactly what to say to get it from you. What's the gold for?
12. Someone you owe coins to shows up and you don't have any option but to pay him. However, he says he will be back for more. Why do you owe him money?
13. While traveling on a ship that carries your wealth, a sea monster sinks it and you survive only with what you can carry. Where do you go to escape the creature?
14. Coming back drunk after a decadent party, you're surrounded by bandits that beat you up and take your gold. The strange thing was that they knew your name. Who were they?
15. You spent a lot of coins to impress someone who had awakened a love interest in you. However, it looks like she has chosen someone else. Who is this person?
16. You acquire an old treasure map from a strange man that disappears moments after you pay him. Where does the map lead?
17. You have a dream of an ancient and beautiful queen who is very angry with you for taking her riches. When you wake, a good part of your wealth is gone. To where did it disappear?
18. You gamble away all your gold in a gambling den and you still owe a good sum to a local crime lord. When will he collect this debt?
19. Believing to be cursed for some reason, you resort to a witch doctor to free you from the curse. He charges you a lot for his work and makes you complete a strange ritual. Did it really work?
20. You hid your treasure somewhere you thought to be safe but when you came back to get it, all you found was a scroll with a strange sigil on it. What does it mean?



Quick Equipment

'I do not have time to waste with this useless talk!'

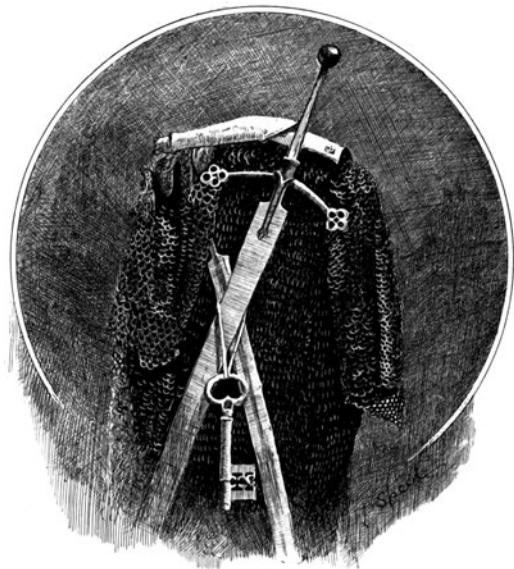
— the barbarian, while he fetched his sword and headed to the Desert of Purple Desolation.

Sharp Swords & Sinister Spells is a fast and exciting game, designed to make players spend the least amount of time outside their adventures. In this context, to speed up character generation even more, the group can adopt the following method to determine initial equipment for their characters.

Each character begins with a set list of equipment according to his **Archetype**.

WARRIORS

- 2 weapons of their choosing.
- **Light** or **Medium** armor.
- A shield or 1 additional weapon.
- Backpack.
- 2 small sacks.
- Adventuring gear of their choice (rope, torches, lantern, grappling hook, iron spikes, rations).
- 3d6 sc or 1d4 as **Resource Die**.

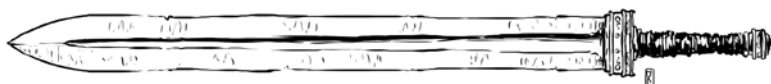


SPECIALISTS

- 2 weapons of their choosing.
- **Light** armor.
- A set of tools according to their **Vocation**.
- Backpack.
- 2 small sacks.
- Adventuring gear of their choice (rope, torches, lantern, grappling hook, iron spikes, rations).
- 3d6 sc or 1d4 as **Resource Die**.

MAGIC USER

- A weapon of their choosing.
- A spellbook appropriate to their **Vocation**.
- Ingredients and amulets necessary to their **Vocation**.
- Backpack.
- 2 small sacks.
- Adventuring gear of their choice (rope, torches, lantern, grappling hook, iron spikes, rations).
- 3d6 sc or 1d4 as **Resource Die**.





Drunken Luck

When they said that the Fate Sisters guarded the drunk, Corbian didn't believe it, but the night he left the Bloody Lobster after starting drinking at dawn and was attacked by the thugs of Lord Elatbar, he quickly changed his mind. Certainly, Fate was at his side that evening.

Characters can spend a few minutes drinking beer or wine from their flasks between encounters to recover their breath. Besides that, meetings in taverns with a good amount of drinking are a staple in sword and sorcery literature. Thus, characters will get drunk sooner or later.

Every time a character ingests an alcoholic beverage, he must make a **Physique** test with a **Difficulty** equal to the number of drinks he has imbibed in the last two hours. Failure indicates that the character is drunk and now receives a **Negative Die** to all **Attribute** Tests (except those related to courage, which gain a **Positive Die**).

However, once drunk, the character's **Luck Die** is improved by 1 step and it is only reduced if the roll results in a "1". This lasts for two hours after the last drink- everything returns to normal after this interval.

Adventuring Companion

Loktar and Graham were inseparable unless they were disputing a common romantic interest. The two adventurers met when they both tried to rob the Overlord's manor at the same time in Mezzanthia and were attacked by the Thieves' Guild, who insisted this was their monopoly. United against a common enemy, they realized how valuable this alliance could be, and soon became friends and companions.

The life of an adventurer is not easy- having to be away from family and friends, abandoning everything you have, risking your life on a daily basis. For all that, many end up forging strong ties with other members of their party. Each player may choose an **Adventuring Companion** for his character, signifying a strong friendship, trust and companionship between them. No one is forced to choose an **Adventuring Companion** though, since this brings advantages and hindrances.

ADVANTAGES OF HAVING AN ADVENTURING COMPANION

- The character may use his **Luck Die** with his **Adventuring Companion** as he would for himself, including downgrading it to receive a **Positive Die** in **Attribute** Tests and other effects.



- If the character assumes great risk for himself in an attempt to help his **Adventuring Companion** in a dire situation, his **Luck Die** increases by 1 step until the end of the adventure. This can only happen once per adventure.

HINDRANCES OF HAVING AN ADVENTURING COMPANION

- If the character's **Adventuring Companion** is reduced to zero HP, the character's **Luck Die** is reduced 1 step until the end of the Adventure.
- If the character's **Adventuring Companion** dies, the character's **Luck Die** is reduced 1 step for 4 adventures. After this, he may choose another **Adventuring Companion**.

Journeys and Travels

When the adventurers bought the map from the mysterious old man at the Great Bazaar of Mezzanthia, they never imagined that the most perilous part of the adventurer would be getting to the Lost Observatory of Ogh'OID alive.

In a violent and savage world inhabited by ancient beasts and monsters spawned in the deepest abysses, traveling is a feat in which few people regularly engage. Going from one City-State to the next is an adventure all on its own.

Many dangers can befall travelers on their journeys, not only monsters and bandits, but many other hazards such as storms, wildfires and foetid swamps. Additionally, when adventurers explore savage and unknown lands, any raging river, steep mountain and tortuous trail can become an obstacle.

In game terms, each character needs to make a **Luck Roll** for each leg of the journey. If the majority of the group succeeds, nothing bad happens. However, if most of them are unlucky, something unfortunate befalls the group. When this happens, roll on the table below.



D20 TRAVEL HAZARDS

1. Mundane animals of the region are strangely agitated and act in weird and disturbing ways during the night. The group cannot sleep well and everyone receives a **Negative Die** during the next scene, unless they pass a **Physique** test.
2. 1d4 days of rations are lost due to insects or other creatures that seemed strangely attracted to the party's food stock.
3. The trail ahead is blocked and the party needs to make a detour, increasing the travel time by 1 day.
4. Bad weather reduces visibility drastically, forcing the party guide to make an **Intellect** test or lose 1 day of travel time to make sure they do not deviate from their trail.
5. After a good night of rest, the party wakes up to find out they've been robbed. They lost 1d6 x 100 sc (or 1d6 **Treasure Points**) divided amongst them.
6. The landmarks the guide was using as reference have disappeared. She now has to make an **Intellect** test or the party will follow the wrong path.
7. A group of untrustworthy merchants is met on the road and tries to take advantage of the party. Each character must pass an **Intellect** test or lose 1d6 x 50 sc (or 1d4 **Treasure Points**).
8. Having to flee from a terrible threat (a creature or hazard), each character loses one random item of equipment.
9. A traveling warlock curses the group, reducing their **Luck Dice** 1 step until they perform a task for him. The curse can be resisted by passing a **Willpower** test.
10. A ghost appears to haunt the party until they help it finish its final mission.
11. The party's scout needs to pass an **Intellect** test or the adventurers will fall for a trap or ambush set by bandits or viler creatures.
12. Something or someone is following the group. The watcher can test **Intellect** to detect the pursuer. What might it be?
13. The party crosses the territory of a powerful individual or creature and now needs to negotiate passage, be it by combat or more civilized ways.
14. Strange nightmares take hold of the adventurers' dreams, disturbing their sleep. Each character needs to make a **Willpower** test to decipher the prophetic signs hidden in their vision. If they fail, when they confront the situation the dream was based upon, they will receive a **Negative Die** for all actions. Those who succeed will receive some information that might help them with their adventure.
15. A perilous obstacle needs to be surpassed (a cliff, a ravine, a raging river). Characters need to make a **Physique** or **Agility** test. Failure indicates that they suffer 1d8 points of damage.



16. Predators from the region are following the adventurers. To escape confrontation, they need to shake them off (Intellect test) or be quicker than their pursuers (Agility test).
17. The food consumed today travel was poisoned. The characters need to pass a **Physique** test or suffer 1d4 points of damage to that **Attribute**.
18. A fanatical warrior from a local community challenges one of the characters to a fight to the death. He doesn't seem to be willing to take no for an answer.
19. The party is exposed to the radiation emitted by an ancient civilization's technological artifact. All characters need to make a **Physique** test or suffer 1d6 points of damage to **Physique** or **Agility**.
20. A supernatural entity casts an illusory spell on the party. The adventurers need to pass an **Intellect** test to realize the reality they are seeing is false. Only one test can be made per day.





Lost Tomes

Ludagrim spent years trying to locate the resting place of the warlock Hazzak'Khan's spellbook, and now that he had it in his hands he feared even glancing at its pages- he knew how ancient sorcerers went to any lengths to secure their secrets from their rivals and other prying eyes.

The search for lost spells and forbidden knowledge must be one of the prime motivations for adventurers, especially for **Magic Users**. The acquisition of spells should be something dangerous and adventurous. Spellbooks are valuable and powerful treasures, but also potentially perilous.

This section has 20 new spells for *Sharp Swords e³ Sinister Spells*, in addition to a table to generate strange effects when dealing with ancient sorcerers' spellbooks.

Strange Effects of Ancient Spellbooks

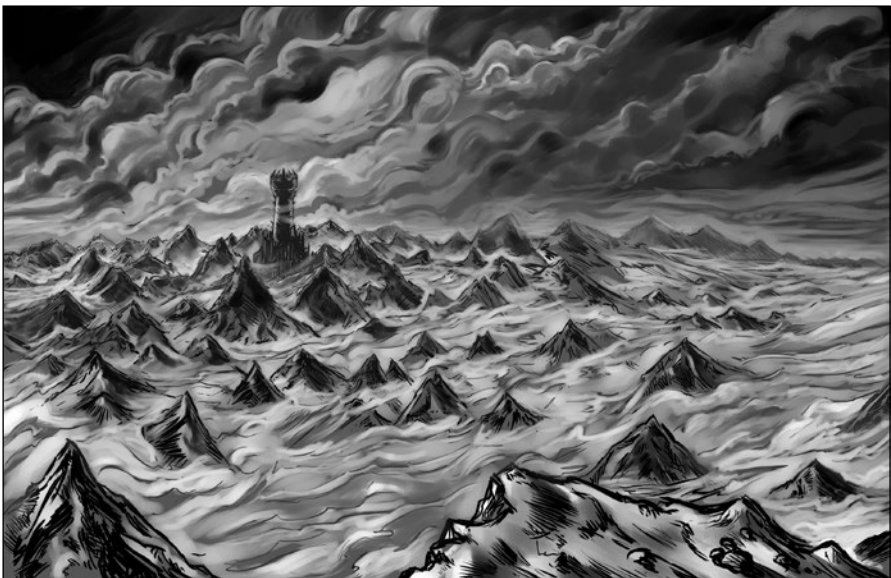
When the characters find a spellbook that once belonged to an ancient warlock or sorcerer, accessing its secrets should not be simple. Sometimes learning new spells can be an adventure all to itself. The Referee is encouraged to create peculiar situations and effects for each spellbook. The table below can be used as inspiration.

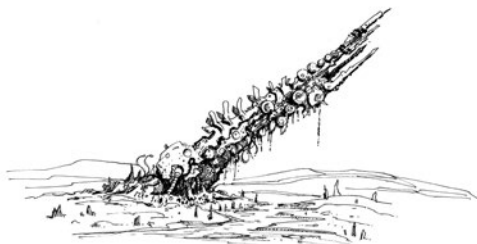
D20 STRANGE EFFECTS OF ANCIENT SPELLBOOKS

1. The author's writing is confusing and has been enchanted to cloud the mind of whoever tries to decipher its secrets. The **Magic User** who tries to read this tome must pass an **Intellect** test or have a curse placed upon his mind. If he fails, he will receive a **Negative Die on Intellect** tests until he can lift the curse.
2. The pages of this tome were written by a powerful necromancer and can only be read by the cold lights of the Obsidian Tower in the Shadow World. The journey to that place is a perilous one.
3. Whoever tries to decipher the secrets of this ancient tome risks losing himself inside of it. When a character tries to learn a spell written in this spellbook, he must make a **Willpower** test or have his mind captured by the book. When this happens, he also needs to make a **Luck Roll**. If unlucky, the mind of another prisoner is released into his body.
4. In order to trick his rivals, the sorcerer wrote the true spells on invisible ink. False spells were written over them with normal ink. If the **Magic User** doesn't use a magic formula to reveal the true spells, the spells he learns will have their **Difficulty** doubled.
5. This spellbook was completely written in an alien language, making it impossible to read by mortals. However, in the page borders are scribbled a ritual to contact an alien entity. Maybe this being can help translate the tome, but most assuredly at a high cost.



6. The spells written in this spellbook are more powerful than normal. The **Difficulty** of casting them is reduced by half, but they also require a **Physique** test with the same **Difficulty** to cast them successfully.
7. The spellbook is actually a channel of communication with a sorcerer from another plane of existence. This sorcerer is willing to teach some of his spells to whoever is in possession of the tome, but he charges a price for every lesson- he wants strange deeds done and stranger items to be recovered from the ruins of old civilizations.
8. The soul of the warlock who has written this tome is imbued in the spells written in it. For each spell learned, the **Magic User** needs to make a **Willpower** test with a **Difficulty** equal to the total number of spells learned from the spellbook. If he fails the test, the character is possessed by the antediluvian sorcerer's spirit. This happens six months after the study of the tome.
9. The spells transcribed in this spellbook carry the cosmic weight of all the atrocities committed by the warlock. Every time the **Magic User** uses a spell learned from this tome, he must make a **Luck Roll** at the end of the day. If he fails, his dreams will be disturbed by the spirits of the hoary sorcerer's enemies.
10. This book was written by a warlock from the Mirror Dimension and can only be truly comprehended if studied in front of a mirror created on that plane. Rumors say that one of these artifacts exists inside the tower of a sinister sorcerer. Is it worth trying to get to it?
11. The sorcerer who wrote this spellbook is still alive on another world, and he realizes his secrets are being violated. Once per adventure the **Magic User** must make a **Luck Roll**. If he is unlucky, the sorcerer will use his cosmic influence to make the character's life more difficult, sending monsters his way or making unfortunate coincidences happen to him.





12. The sorcerer who wrote this tome still lives in another plane and realizes that someone is studying his work. He sees the **Magic User** as his apprentice and heir to his legacy. Once per adventure the character can make a **Luck Roll** to have a prophetic dream of the ancient sorcerer where he offers counsel and cryptic messages. The Referee can use this effect to introduce adventure hooks and small tips.
13. Every time the **Magic User** casts spells learned from this spellbook he receives glimpses of the past, scenes where the same spells were used by the ancient sorcerer who wrote the tome. The visions seem to be trying to convey a message, but what do they mean?
14. Every time the **Magic User** casts spells learned from this spellbook he receives glimpses from the future. A terrible catastrophe is about to happen, affecting a large quantity of people. What will happen? Can it be stopped?
15. There are interesting notes on the page borders of this spellbook. If deciphered, the **Magic User** can learn an ancient ritual that can make his mastery of spells stronger (+1 to **Willpower**) at the cost of some of his life force and constitution (-1 to both **Physique** and **Agility**).
16. The spells transcribed in this spellbook are particularly charged with chaotic energies. While learning them the **Magic User** has acquired an arcane corruption, inflicting a -1 on **Physique** and **Agility**. On the other hand, the character always rolls a **Positive Die** when casting these spells.
17. The warlock who wrote this spellbook used the vitality of inhabitants of another plane to fuel his sorcery. At the end of each day in which the **Magic User** uses spells from this tome, he must make a **Luck Roll**. If unsuccessful, the character receives visions of an alien Sorcerer-King promising revenge against the cruelty of the character, and this revenge will come soon!
18. The sorcerer who wrote this tome did not take the needed precautions when manipulating the threads of reality. After casting spells learned from this spellbook, the chances of **Random Encounters** are doubled for 2 hours.
19. The warlock who wrote this spellbook used subterfuge to assure his immortality. Each time a spell learned from this tome is cast, the ancient sorcerer has a 1% cumulative chance of being resurrected to begin the rebuilding of his lost empire.
20. This spellbook is a trap meant to imprison the enemies of the ancient sorcerer. For each spell learned, the **Magic User** receives a -1 modifier to the **Luck Roll** he will have to make a month after the end of his studies. If the character fails, he and everyone near him (up to **far** range) are taken to an extra-dimensional prison.

New Spells

There isn't a definitive list of spells in the world of *Sharp Swords & Sinister Spells*. The Rule Book presents 49 spells that can work in hundreds of situations and scenarios (especially if you consider how each **Vocation** affects each spell). Below we present 20 additional spells to insert into your adventures as rewards or goals for the completion of epic quests.



SPELLS	EFFECTS
51. Oneiric Message	A group of people in an area of far range within a distant range receives a vision in their dreams of up to PL minutes. This can be resisted.
52. Prismatic Illusion	PL targets up to far range are mesmerized and paralyzed by the spectacle of colors and light for PL rounds. During this time, the targets automatically fail any perception tests and receive a Negative Die to resist spells that affect their minds. Can be resisted.
53. Gift of Arac'Narob	For PL turns, the Magic User acquires the limbs of a spider and can climb vertical walls and ceilings, no matter how smooth they are.
54. Arcane Lock	The Magic User magically locks PL doors or portals for PL years. The Difficulty to open these passages is increased by the PL and all non-magical attempts to open them receive a Negative Die .



55. Kthulhu's Monolith

The **Magic User** summons Kthulhu's Monolith up to **far** range for **PL rounds**. All creatures who see the monolith become temporarily insane (roll 1d6: 1-3 they mumble incoherently for the whole **round**; 4-5 they attack the nearest creature in the most violent way they can; 6 they act normally this **round**). Can be resisted. If a **Critical Failure** is rolled trying to resist this spell, the victim acquires a permanent **Madness**. However, a **Critical Failure** on the part of the caster causes her to have a **Madness** inflicted upon her instead!

56. Elemental Body

The **Magic User's** body acquires the characteristics of an element of his choice for **PL turns**. Besides the obvious aesthetic changes, the character acquires certain abilities according to the chosen element:

- **Fire:** Attackers in **close** range suffer 1d3 points of damage per **round**. The character may hurl flame projectiles that do 1d6 points of damage to targets up to **nearby** range as a normal missile attack. The character's equipment is not immune to these flames.
- **Earth:** The character's skin becomes stone, giving him a **Damage Reduction** of -2d and his unarmed attacks cause 1d6 points of damage. However, the **Magic User** must choose between acting or moving each **round**.
- **Air:** The **Magic User** becomes immaterial, making it impossible for him to carry any equipment heavier than what a wind current could. He can fly with the same movement he possessed and can enter places where only a breeze could. He also becomes immune to mundane physical attacks but cannot physically interact with objects, at least no better than how a gust of wind can.
- **Water:** The **Magic User's** body becomes liquid, allowing him to swim with the same movement he possesses on land and making it possible for him to enter any place a drop of water could. Mundane physical attacks have their damage reduced by -1d and the character receives a **Positive Die** to maneuvers in which he tries to push his enemies. However, fire damage is increased by +1d against the character.

57. Song of Seduction

A target up to **far** range becomes enamored with the **Magic User** for up to **PL** days. Can be resisted.

58. Open Void

An area up to **nearby** range within **far** distance is affected for **PL turns**, having all its air drained into the Void, creating a vacuum. Additionally, the affected area becomes extremely cold, causing 1d3 points of damage to anyone inside it.





59. **Strangulation** PL targets within **nearby** range start to suffocate, suffering 1d4 points of damage per **round** as well as a **Negative Die** to all actions. This lasts for as long as the **Magic User** concentrates.
60. **Boiling Blood** PL targets that possess blood within **far** range suffer 1d8 points of damage per **round**. This effect lasts as long as the **Magic User** concentrates.
61. **The Thousand Eyes of Ogh'Oid** The **Magic User** can see in 360° for **PL turns** and receives a **Positive Die** for all tests regarding perception.
62. **Death Cloak** The **Magic User** and up to **PL** targets within **nearby** range acquire the appearance of the undead for **PL** hours.
63. **Vision of Death** When touching a recently deceased corpse, the **Magic User** can see the last **PL** hours of its life, including the moment of its demise.
64. **Evil Eye** A target within **far** range receives a **Negative Die** to all **Saving Throws** for **PL** days. Only one target can be under this spell at the same time. Can be resisted.
65. **Pestilence** **PL** targets within **nearby** range are infected with a contagious wasting disease that weakens them and can lead to death. For **PL** days, the victims lose 1 point of **Physique** and **Agility** unless they pass a **Willpower** test. They need to pass 3 consecutive tests to be cured of the disease.

- 66. Song of Serenity** PL targets within **nearby** range are compelled to cease all violent actions as long as the **Magic User** continues to sing. Can be resisted.
- 67. Death Flower** This curse condemns a victim of up to **PL HD** to death. Every day the target loses 1 **HD** until he reaches zero **HD**, when he dies. Additionally, the victim receives a **Negative Die** to all physical actions while under the effects of this spell. On the place he falls dead, a black rose blossoms the next day. Can be resisted.
- 68. Last Breath** A target of up to **PL HD** who has died within **NP rounds** is brought back to life with the only purpose to finish the last task it was performing when it died. The target returns with half its total **HP** and can die again. After finishing the task it was brought back to complete it returns to the world of the dead.
- 69. Cannibalize** The **Magic User** recovers 1 **HD** for each **HD** of human flesh he devours. Up to **PL HD** can be recovered this way.
- 70. Venomous Blood** The **Magic User** turns his blood venomous for **PL** hours. Any creature that ingests his blood suffers 1d4 points of damage per **PL**. Additionally, the **Magic User** can inflict 1d4 points of damage on himself to poison his weapons with his blood to inflict **PL** additional damage while attacking.

True Name

The daemonic creature came straight toward the group, with its eyes blazing and wings stretching in the form of a challenge, demonstrating all the hubris typical of the Lords of the Abyss. Luckily Ludagrim had already discovered its true name in an ancient tome of Zartar, so the party would surely have a decisive advantage over the diabolical creature!

Names have power. Not the common names we use every day, but those written in the Book of Destiny when souls are awakened, the **True Names**.

When someone possesses the knowledge of a creature's **True Name**, she obtains a tremendous advantage over that creature. All the **Attribute Tests** made directly to affect it receive a **Positive Die** if the character invokes its **True Name** out loud. However, this usually attracts the attention of said creature and, consequently, its fury!

Additionally, a creature not normally affected by mundane attacks or even by sorcery performed by mortals becomes vulnerable when the attacker invokes its **True Name** aloud.





True Sorcery

Duzzarb'Rbor knew that the spells he conjured all his life were merely imperfect imitations of the true spells used by the ancient warlocks of Zartar. For decades, he searched for a single true spell and now that he found one in an ancient and ominous tome, he was afraid to use it. He knew that such great power would have an equally great cost.

The sorcerers of the current age are merely tricksters, naïve imitators of the true sorcerers of yore. Even so, the spells they cast are capable of altering reality in fantastic and perilous ways. Imagine, then, the works of power and awe of which the true sorcerers were capable.

Called **True Sorcery**, the art of ancient warlocks is much more powerful than the one usually practiced by the characters. Thus, its use in the game should be episodic and happen only in extraordinary situations. The nature of these spells themselves favors this type of use, and the acquisition of the tomes in which they are recorded should be the focus of their own adventures.

LEARNING A TRUE SPELL

All spells of the game have a **True Sorcery** version in which their effects are increased by amazing proportions (affecting hundreds of targets, having a permanent duration, causing catastrophic disasters, affecting gods and demons as if they were mere mortals, etc). To learn such versions, the character needs to discover an original source of the spell, which can be the tattered spellbook of a Sorcerer-King of a past age or an ancient and undying entity who will trade its secrets for favors and tasks in the mortal world- everything has a price! With the formula in her hands, the **Magic User** needs the interval between 2

TRUE SORCERY

adventures and an **Intellect** test with a **Negative Die** to impress the right rituals in her mind. If she fails the test, she will need to gain an additional level to try again.

CASTING TRUE SPELLS

True Spells are not as easily and quickly cast as normal spells. To cast one, the **Magic User** needs to perform a ritual lasting **PL** hours and make a **Blood Sacrifice** of 1 point of Attribute per **PL** (1 point of each **Attribute** sacrificed is permanently lost). The **Willpower** test is also made with a **Negative Die** and any failure results in a **Magical Catastrophe**. In addition, a natural 20 will invariably attract the attention and ire of supernatural entities and ancient sorcerers who don't look kindly on mortals trying to manipulate such powers. Referees are thus free to exercise their evil creativity.

TRUE SPELLS EXAMPLE

True Spells should be used as plot elements and adapted by Referees according to the needs of their campaigns. There isn't a perfect formula for how they should be created or used, but we present a few examples below.

True Summoning

The **Magic User** summons an entity of up to twice **PL** in **HD** to his location. For each **HD** of the creature summoned, a sentient being must be sacrificed. The spell duration is permanent but the entity is not placed under the control of the caster, who must instead bargain with it for favors.



True Project Consciousness

The **Magic User** can project his consciousness to any place he has ever been or can visualize for up to **PL turns** and can cast spells through his consciousness as if he were there.

True Somnolence

Up to **PL** targets within sight are put to sleep for **PL** years. A fulfillable condition must be given in which the targets will wake up. Can be resisted.

Arcane Corruption

They knew they were in front of a powerful sorcerer- the marks of Chaos left on his body made that clear. Power, as they say, corrupts not only the mind and soul, but the body as well.

Sorcerers can be extremely powerful, but they pay a steep price for this. The chaotic energies that are manipulated at each conjuration are not meant to be used by mortals and can corrupt bodies and souls.

In game terms, whenever a **Magic User** learns a spell, he has to roll a **d12**, add the total number of spells known and consult the table below. The result indicates a form of **Arcane Corruption** he has suffered during his studies.

D12 + SPELLS KNOWN	ARCANE CORRUPTION
2	Symbols and signs indicating that the character is a sorcerer appear on a part of the caster's body that is easily covered.
3	Symbols and signs indicating that the character is a sorcerer appear on a part of the caster's body that is not easily hidden.
4	The skin over a part of the character's body is deformed (animal hair grows, scales appear, skin melts).
5	A part of the character's body elongates or shrinks 1d6 x 10%, becoming disproportionate to the rest of their body.
6	The character's eyes acquire a supernatural aspect in accordance to their Vocation .
7	The character acquires wounds on parts of his body that never heal completely, reducing his total HP by 1d3 permanently.
8	Part of the character's body acquires a feral aspect.
9	The character acquires a cadaverous appearance and loses 1 point of Physique .
10	The character feels uncomfortable while in daylight, receiving a Negative Die while under it.
11	The character cannot keep his body's warmth as before, receiving a Negative Die to resist cold effects.
12	The character ages 1d12 years.



- 13 The character's face is completely transformed in accordance to his **Vocation** or the type of magic he most usually casts.
- 14 The character now sees his conscience as a separate being and constantly talks to it.
- 15 The character's presence makes animals agitated and uncomfortable, announcing his proximity.
- 16 The character's presence makes plants within **close** range wither and die.
- 17 The character is weakened and acquires a beaten appearance, losing 1 point of **Physique** and **Agility** permanently.
- 18 A daemon's face appears on a part of the character's body and councils him constantly and vociferously to do evil things.
- 19 Chaotic energies consume the character's vitality, making him lose 1d4 points of **Physique** or **Agility**.
- 20 The abundance of chaotic energies inflates the character's body, making him acquire a morbidly obese appearance.
- 21 Chaotic energies begin to emanate from the character's body, making anyone maintaining skin contact with him for more than a few seconds suffer 1d3 points of damage per **round**.
- 22 A part of the character's body acquires the aspects of daemons (forked tail, goat horns, cloves, claws).
- 23 The character has constant nightmares, disturbing and hindering his rests. The character now recovers **HP** with the die reduced by 1 step.

- 24 A necrosis starts to spread on the character's body, who loses 1 point of either **Physique** or **Agility** per adventure.
- 25 Part of the character's soul is taken by a supernatural entity, reducing his **Luck Die** by 1 step.
- 26 The character now needs to drink human blood daily and loses 1 **HD** each day he doesn't do so.
- 27 Once per adventure the Referee can ask the character for a **Luck Roll**. If he is unlucky, his character acquires a split personality with opposing morals. The character needs to pass a **Luck Roll** in order to make his original personality assume control again.
- 28 An exact copy of the character sprouts from his body. The copy is exactly like the character, but hates him and wants to assume his place.
- 29 The character is impregnated with the embryo of a supernatural entity. If at any moment his **Luck Die** is reduced below a d4, the embryo is born and the character dies.
- 30 The character is transported to the Plane of Chaos to be questioned about the usage of his spells, potentially having to fight for the right to use them.

Rare Ingredients

Undoubtedly Szalay was a powerful elemental, but one of his most guarded secrets was the possession of an Ethera Crystal aligned to each Elemental Plane.

Sharp Swords & Sinister Spells magic system does not require note keeping of ingredients and components for common spells. **Magic Users** are assumed to possess the materials needed for their craft, unless some spell states otherwise. However, when the **Magic User** acquires a special and rare ingredient for a specific spell, he can obtain certain advantages when casting that spell.

In game terms, these **Rare Ingredients** should give **Positive Dice** when casting certain spells and are spent using a **d4 Usage Die**. Some even rarer ingredients can increase the spell's **PL** or have higher **Usage Dice**.

There isn't a definitive list of these ingredients. The Referee should use them as special rewards and objectives for adventures, according to the needs of the campaign. These ingredients should never be found being sold as common trade goods. What follows are a few examples of **Rare Ingredients**.





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SOMNOLENCE SAND

Acquired by trading a pure dream with the Sandman on the Oneiric World, this sand grants a **Positive Die** to castings of *Somnolence* when blown over the target's eyes.

ABYSSAL EMBER

An ember originating from the ruins of Flarmah, the realm of flames, in the Elemental Plane of Fire. This grant a **Positive Die** and 2 additional **PL** when casting any fire based spell.

FLASK OF SHADOW

When spilled over a target, grants a **Positive Die** when casting *Shadow Cloak*. The **Usage Die** varies according to the amount of Living Shadow captured in the Shadow World.

OGH'OID'S TEAR

Obtained from one of Ogh'Oid's infinite eyes spread around the cosmos, this tear grants a **Positive Die** to castings of *Glimpse Future* while also increasing the duration of the spell for **PL turns** when used as eye drops.

Drugs and Other Preparations

Gheray knew he didn't have enough coins, but he needed to talk to the Guild lord anyway. He needed just one more dose. Who knows, maybe he could offer his services as a form of payment.

In the literature that inspires *Sharp Swords & Sinister Spells*, drugs and other substances sometimes appear. These preparations usually alter not only the mental state of the user but also their physical metabolism, allowing them to perform almost magical deeds, but at a steep price.

These substances invariably have side effects in the form of weakness, hallucinations, dizziness, etc. Additionally, the repeated usage of such substances can make the character addicted, making their life miserable when not under the effects of the drug.

In game terms, using these preparations grants temporary advantages in certain circumstances (lasting for **1d4 turns**), while also imposing certain side effects (which last for **1d4 hours**). Repeated use (more than one dose within one week) can cause dependency. The character must make a **Willpower** test with a **Difficulty** equal to the number of doses used in this period. If he fails, he becomes addicted and receives a **Negative Die** to all test for 1 month when not under the effects of the drug. After this month, he can make a **Willpower** test to overcome his addiction. If he fails, he can try again after a week.

Below we present some examples of substances for sword and sorcery campaigns. The acquisition of them should not be so simple as spending some coins. Instead, they should be the subject of adventures and perilous encounters. The commerce of drugs and other substances can involve much gold, backstabbing, intrigue and adventuring in foreign and exotic lands.

PURPLE LOTUS DUST

The purple lotus is the rarest specimen among its kind and could be found only in the most cared for gardens of Zartar's Sorcerer-Kings. Finding a single flower in this current Age is extremely rare. The dust from its dried petals is an invaluable treasure for spell casters. When inhaled, this dust doubles the benefits of **Blood Sacrifice** for **1d4 turns**. However, its collateral effect makes all **Physique** and **Agility** tests be made with a **Negative Die** for **1d4 hours**.

SCARLET LOTUS SMOKE

This Lotus flourishes in the heart of the exotic jungles of Ungawa and is used in ritual combat by the native tribes of the region. When inhaling the smoke from the burned roots, the warrior enters a frenzy for **1d4 turns**, during which he receives a **Positive Die** to all attacks, and has his damage dice increased by 1 step. However, for the next **1d4 hours** the user has a hard time trying to concentrate for long periods, receiving a **Negative Die** to all actions requiring concentration. Additionally, after each dose, he takes 1 point of damage to his **Physique**.

DEATH'S CINDER

The cinders of necromancers burned alive. When inhaled, these grant the user the ability to communicate with the dead for **1d4 turns**. Only spirits residing in the vicinity can be contacted. The user has terrible nightmares with the tormented spirits involving the dead for the next **1d4 days**.

ALBINO LOTUS ROOT TEA

Found in the highest mountains in the Frozen Wastes of the north, the roots of this flower are used to make a tea capable of accelerating the metabolism for a brief period of time. For **1d4 turns** the user gains an extra action **per round** and can move to a distant location in only **2 rounds**. Afterwards, the character becomes extremely tired, receiving a **Negative Die** to all physical actions for **1d4 hours**.

GOLDEN ROSE ESSENCE

Cultivated by the Monks of Tomorrow in their secret monastery, the petals of this rose, when ground and used as eye drops, allow the user to glimpse the future of up to **1d4 days**, during which the character enjoys a boost of 1 step on his **Luck Die**. However, the character hallucinates during this same period. The Referee can introduce complications based on this side effect and the character can make an **Intellect** test to see through the hallucinations.





Monster Generator

The room was full of metal tables and large crystalline tubes banging from chains in the ceiling. Most of them were damaged and shattered, while a viscous liquid had spilled on the floor. Ludagrim knew they were in an ancient Zartarian laboratory, where the Sorcerer-Kings played gods and created aberrations.

Sharp Swords & Sinister Spells doesn't present a full bestiary of creatures to be used by Referees in their campaigns. Instead, this game focuses on inventiveness and encourages the creation of unique monsters molded to the needs of each campaign.

In order to help Referees in this endeavor, we present a monster generator that will work as a starting point for ideas and creative adventures. With a few dice rolls, the Referee will have plenty of information about the new creature, such as its nature, appearance, special powers, and weaknesses. There isn't an exact formula for creating monsters and Referees are encouraged to experiment and mix things up to create weird and exciting creatures!

ABOUT STATISTICS

As *Sharp Swords & Sinister Spells* has a light and flexible system, especially regarding monsters, the tables won't always refer to game stats. The Referee is free to create these based on the entries. For example, a creature with *Reinforced Carapace* can have a **Damage Reduction** of -1d or have his carapace work as a shield, depending on the needs of the Referee. The entries are inspirations for creativity, not a closed system.

Monster's Nature

The first step to creating a monster is defining its nature. Is it originally from the World of the Dead? Is it an alien from another dimension? Is it an automaton created by the Ancient Ones? The nature of the creature will help Referees define its general configuration, appearance, powers and weaknesses. Hybrid creatures are also possible and are a great way to surprise players who are used to the same old stuff.

D12 MONSTER'S NATURE

- | | |
|----|----------------------------------|
| 1 | Humanoid |
| 2 | Beast |
| 3 | Plant |
| 4 | Prehistoric |
| 5 | Undead |
| 6 | Magical |
| 7 | Technological |
| 8 | Alien |
| 9 | Aberration |
| 10 | Mythological |
| 11 | Daemonic |
| 12 | Amalgamation (mix 1d3+1 natures) |



Humanoid

Humanoid creatures have an appearance similar to humans, having usually a trunk, a head, two legs and two arms. Given the origins of their ancestors, these creatures can present almost alien characteristics and astonishing powers that set them apart from humanity.

When creating a humanoid monster, roll as many times as feels necessary on the **Humanoid Appearance** table and once on the **Humanoid Culture** table. Some humanoids may have **Powers** and **Weaknesses** and the Referee might want to roll on those tables as well.

D20 HUMANOID APPEARANCE	
1	Elongated Limbs (can make melee attacks to opponents within nearby range)
2	Giant Head
3	Shortened Limbs (slow movement)
4	Elastic Limbs (can make melee attacks to opponents within nearby range)
5	Extra Pair of Arms (can act one more time per round)
6	Extra Pair of Legs (can move twice per round)
7	Extra Heads (receives a Positive Die to mental actions)
8	Scaly Skin (-1d of Damage Reduction)
9	Colorful Skin (1d8 : 1 – Yellow; 2 – Orange; 3 – Red; 4 – Purple; 5 – Blue; 6 – Emerald; 7 – Gray; 8 – Transparent) – Color may indicate resistance to certain types of damage
10	Without Body Hair
11	With flashy hair or fur
12	Small body (Positive Die to hide)
13	Large Body (Positive Die to physical actions)
14	No distinction between genders (or without genders)
15	Skeletal Body
16	Corpulent Body
17	Protruding Bones
18	Extra Eyes (Positive Die on perception tests)
19	Eyeless (augmented senses)
20	Traits of other nature (roll again on the Monster's Nature table, ignoring the Humanoid result)

D20 HUMANOID CULTURE	
1	Praises brute strength above all else and dominates inferior races.
2	The search for knowledge moves this race through the cosmos.
3	Carnal pleasures are all that matters.
4	The search for spiritual growth is the most noble quest of an individual .
5	Hoards riches at any cost, even taking it from weaker races.

HUMANOID

- 6 To reproduce and spread to all corners of the cosmos.
- 7 Dominate intellectually all other cultures.
- 8 To produce art is the greater deed an individual can accomplish.
- 9 Technological development is the most noble cause to pursue.
- 10 Sorcery is a stain that must be cleaned from the world.
- 11 The accumulation of magical power is the only way to secure our superiority.
- 12 To bring our god to this world is our main task.
- 13 To remain isolated from other races is our main safety guarantee.
- 14 Hunt the most powerful beast to prove your worth.
- 15 Never suppress your primal instincts as savagery is the purest state of being.
- 16 The quest for the promised land is the main task of our people.
- 17 To obey all the wishes and desires of the Queen-Mother, whatever they may be.
- 18 Only by the end of the world as we know it we can build a better one .
- 19 Life has no meaning and is empty, nothing and no one can alter this truth.
- 20 Transformation and constant change are essential to save Chaos from the tyranny of Order.



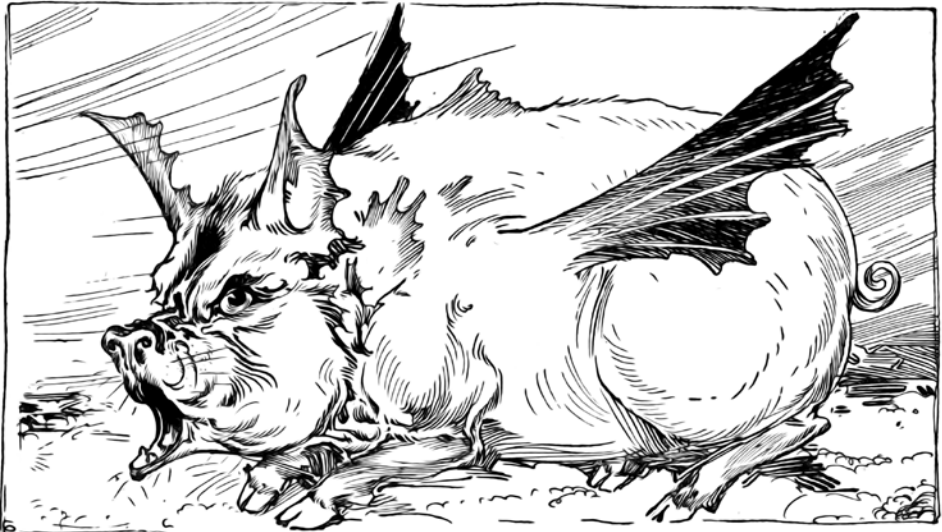
Beast

Animals and bestial creatures are common opponents in sword and sorcery tales. A pack of hungry wolves or a gigantic snake are still a threat to even the most seasoned adventurers.

The tables below are meant to create bestial creatures based on mundane animals. Since *Sharp Swords & Sinister Spells* has simple and easy to use monster statistics, we did not find it necessary to provide a generator for common species, and instead focused on the unnatural bestial creatures. When creating an animal monster, the Referee first determines the **Bestial Form** of it, and then rolls on the **Animals** table to determine the components of the creature. They can also have **Powers** and **Weaknesses** as other monsters.

D12 BESTIAL FORM

- 1 Torso of one animal and legs of another.
- 2 Head of an animal, limbs of another and the body of a third.
- 3 Multiple animal heads with the body of another.
- 4 Humanoid body with an animal head.
- 5 Body of an animal, tail of another and wings of a third.
- 6 Headless animal with many mouths of second animal around his body.
- 7 Winged head of an animal.
- 8 Body of an animal and extra arms of another.
- 9 Animal body with a humanoid head.
- 10 Animal with 2 torsos of different animals and no lower body.
- 11 Humanoid torso and lower body of an animal.
- 12 Animal mixed with other creature (roll to determine the second **Monster's Nature**).



BEAST



DIOO ANIMALS



1	Bee	39	Alligator	77	Fox
2	Jellyfish	40	Jaguar	78	Frog
3	Eagle	41	Boar	79	Rat
4	Spider	42	Boa Constrictor	80	Deer
5	Baboon	43	Centipede	81	Rhinoceros
6	Whale	44	Caterpillar	82	Nightingale
7	Cockroach	45	Gecko	83	Salamander
8	Beetle	46	Lizard	84	Manta Ray
9	Goat	47	Lobster	85	Serpent
10	Buffalo	48	Lion	86	Anteater
11	Hound	49	Leopard	87	Turtle
12	Crab	50	Snail	88	Armadillo
13	Chameleon	51	Dragonfly	89	Badger
14	Horse	52	Wolf	90	Tiger
15	Snake	53	Worm	91	Mole
16	Owl	54	Squid	92	Bull
17	Crocodile	55	Monkey	93	Shark
18	Dromedary	56	Moth	94	Bear
19	Elephant	57	Earthworm	95	Vulture
20	Scorpion	58	Bat	96	Moose
21	Squirrel	59	Fly	97	Mule
22	Starfish	60	Adder	98	Maggot
23	Falcon	61	Oyster	99	Wasp
24	Seal	62	Urchin	100	Zebra
25	Ant	63	Sheep		
26	Rooster	64	Panther		
27	Ferret	65	Duck		
28	Grasshopper	66	Peacock		
29	Goose	67	Swordfish		
30	Heron	68	Penguin		
31	Cat	69	Piranha		
32	Giraffe	70	Octopus		
33	Dolphin	71	Pigeon		
34	Gorilla	72	Pig		
35	Raccoon	73	Hedgehog		
36	Hyena	74	Sloth		
37	Hippopotamus	75	Protozoan		
38	Iguana	76	Lynx		



Plant

Normally plants and other vegetables do not offer immediate threat to adventurers. However, in a world where the forces of Chaos exhibit a strong influence, some plants have acquired monstrous characteristics, becoming as dangerous as a starving two headed lion.

In order to create a truly terrifying plant monster, the Referee will need some creativity. Use the **Plant Form** and **Plant Attacks** tables as well as the **Powers** and **Weaknesses** tables. Creating amalgams with other types of monsters will make these creatures even weirder and more alien, leaving the players even more astonished.

D12	PLANT FORM
1	Mushroom
2	Mold
3	Vines
4	Grass
5	Roots
6	Tree
7	Flower
8	Fruit
9	Shrubbery
10	Leaf
11	Algae
12	Amalgam between Plant Form and other Monster's Nature

D12	PLANT ATTACKS
1	Sharp Thorns
2	Bladed Leaves
3	Poisonous Spores
4	Crushing Branches
5	Strangling Roots
6	Explosive Fruits
7	Blood Sucking Roots
8	Acid Sap
9	Scorching Pollen
10	Inserting a Seed Inside a Victim's Heart
11	Scorching Sun Ray reflected by Flowers
12	Hypnotic Perfume



Prehistoric

Prehistoric monsters are a staple of sword and sorcery tales. Primitive and savage men, ravenous dinosaurs and beasts from past ages that awoke to spread chaos are frequent opponents in the paths of adventurers.

As with mundane animals, normal prehistoric creatures should be easy enough to create. Following the simple **HD** and damage table and being minimally creative with **Special Abilities** (like giving double damage for a triceratops when charging) should be enough. The table below gives **Prehistoric Characteristics** that can be used together with another **Monster's Nature** to create a prehistoric creature.

D8 PREHISTORIC CHARACTERISTICS

1	Reptilian
2	Gigantic with Small Head
3	Protruding Bones
4	Highly Muscular with Small Brain
5	Unicellular
6	Protruding Teeth and Claws
7	Amphibious
8	Reinforced Carapace



Undead

Undead are nefarious creatures that challenge nature by simply existing. They remain in a stage between life and death, refusing to follow the natural circle of life and usually feed on mortals in various ways.

Undead creatures are created from living beings that, for some reason, stop the natural process of death and remain in a stage of undeath. When creating an undead monster the Referee starts with a normal living monster and then rolls on the following tables to generate its undead version. Later, he can add **Powers** and **Weaknesses** as usual.

D10 UNDEAD FORM

1	Incorporeal, appearing as it was when alive
2	Incorporeal, cadaverous appearance
3	Incorporeal, gaunt appearance
4	Incorporeal, foggy or deformed appearance
5	Shadow
6	As alive, with cold skin and white eyes
7	Appearance as the moment it died, wounds still bleeding
8	Appearance as a rotting corpse
9	A floating head with incorporeal body
10	Skeletal

D12 FEEDS UPON

- | | |
|----|-------------------|
| 1 | Blood |
| 2 | Flesh |
| 3 | Brains |
| 4 | Vitality |
| 5 | Will to Live |
| 6 | Dreams |
| 7 | Memories |
| 8 | Anger |
| 9 | Fear |
| 10 | Beauty |
| 11 | Eyes |
| 12 | Time Left to Live |

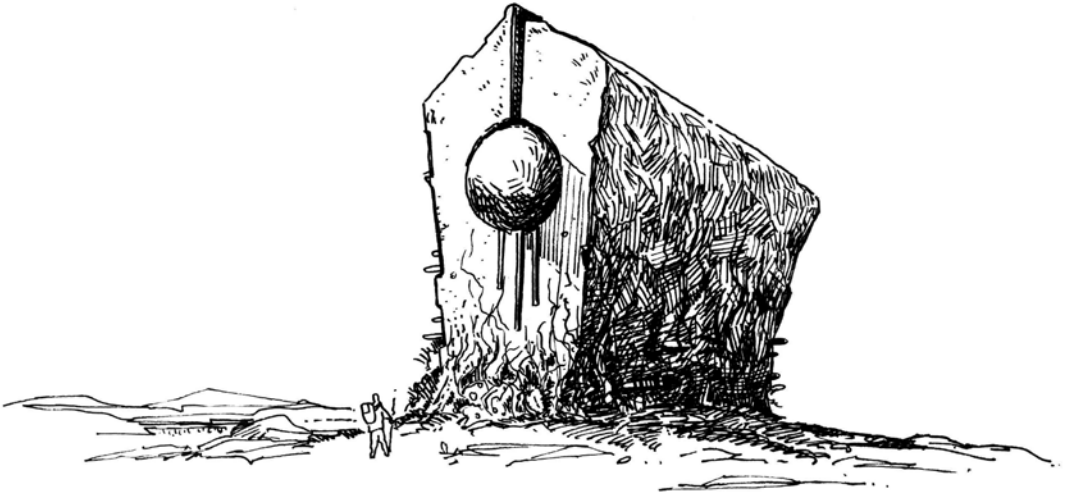
**Magical**

Magical creatures are born from the chaotic energies that empower spells and other effects and can assume many forms. Some of them blend in with mortal creatures from our world, hiding their enigmatic nature. Others, proud of their heritage, reveal themselves in all their splendor, attracting the attention of mortals in the form of admiration, fear, worship and other emotions.

The tables below can be used to grant **Magical Traits** to creatures of other natures, or to generate a magical creature with the **Magical Form** table. These monsters can have many **Powers** and **Weaknesses**, since the Chaos that originated them follows no pattern.

D12 MAGICAL TRAITS

- | | |
|----|---|
| 1 | Static energy radiates from the creature, lightly shocking whoever comes close. |
| 2 | The creature levitates just above ground, having a supernatural lightness. |
| 3 | The creature's hair or body hair is always under the influence of elements (on fire, wet, blown by the wind, full of dirt). |
| 4 | The creature's skin emanates a soft glow. |
| 5 | The creature's eye reflects the soul of whoever gazes at it. |
| 6 | Little energy crystals are scattered throughout the creature's body. |
| 7 | The creature's skin changes color according to its humor. |
| 8 | Translucent body. |
| 9 | Small energy spheres orbit around the creature. |
| 10 | The creature appears different for every person who looks at it. |
| 11 | Strange runes and symbols cover the creature's body. |
| 12 | Tree branches grow from the creature's body. |



D12 MAGICAL FORM

- | | |
|----|---|
| 1 | Sphere |
| 2 | Cube |
| 3 | Concentric Rings |
| 4 | Giant Eye with Bloody Veins |
| 5 | Living Energy |
| 6 | Living Fog |
| 7 | Constant Changing Geometric Figure |
| 8 | Floating Pyramid |
| 9 | Living Weapon |
| 10 | Flying Crystal |
| 11 | A Horde of Glass Insects with Collective Intelligence |
| 12 | An Amalgam of 1d4+1 Monster's Natures |

Technological

Ancient and advanced civilizations, travelers from other times and dimensions, aliens from other worlds and even people much ahead of their time are capable of creating constructs or other artificial beings. For a simple mortal in the world of Sharp Swords & Sinister Spells these technological creations are as magical as faeries and the Referee may opt to treat them as such.

The tables below can be used to generate the **Technological Form** of a creature as well as its **Material** (which could grant special characteristics). As always, these creatures could have extra **Powers** and **Weaknesses** like others.



D20 TECHNOLOGICAL FORM

- | | |
|----|--|
| 1 | Artificial Human Form |
| 2 | Artificial Animal Form |
| 3 | Flying Computer |
| 4 | Brain Inside Translucent Sphere |
| 5 | Sphere with many Monitors and Mechanica Arms |
| 6 | War Tank |
| 7 | Wheeled Vehicle |
| 8 | Flying Saucer |
| 9 | Helicopter |
| 10 | Oven |
| 11 | Meat Grinder |
| 12 | Rubik's Cube |
| 13 | Bulldozer |
| 14 | Concrete Mixer |
| 15 | Tripod |
| 16 | Monocycle |
| 17 | Millions of Nanobots |
| 18 | Lamp |
| 19 | Telescope |
| 20 | Bundles of Wires and Cables |

D12 MATERIAL

- | | |
|----|-------------|
| 1 | Plastic |
| 2 | Iron |
| 3 | Mercury |
| 4 | Steel |
| 5 | Wood |
| 6 | Glass Fiber |
| 7 | Glass |
| 8 | Acrylic |
| 9 | Gold |
| 10 | Leather |
| 11 | Textile |
| 12 | Copper |

**Alien**

Humans were not the first sentient beings to walk the worlds of Sharp Swords & Sinister Spells. Before them came other beings who built entire civilizations and unveiled the mysteries of the planets.

Creatures from other planets can actually be from any other **Monster's Nature**. What makes alien monsters different is their **Technological Level**, **Means of Travel** and their **Specific Purpose** to be on another world.

D12 TECHNOLOGICAL LEVEL

- 1 Stone Age (prehistory and before)
- 2 Bronze Age (3500 B.C).
- 3 Iron Age (1200 B.C).
- 4 Middle Ages (600 B.C).
- 5 Age of Discoveries (1450 A.D).
- 6 Industrial Revolution (1730 A.D).
- 7 Mechanical Age (1880 A.D).
- 8 Nuclear Age (1940 A.D).
- 9 Digital Age (1980 A.D).
- 10 Microtechnology Age (Nanotechnology and other amazing advances)
- 11 Space Age (Space travel and colonization)
- 12 Time Age (Time travel)

D12 MEANS OF TRAVEL

- 1 Meteor
- 2 Black Hole
- 3 Portal opened by Sorcerer-King
- 4 Dimensional Storm
- 5 Astral Projection
- 6 Cavern Complex with Extra-Planar Connections
- 7 A Bridge Extending to Another World
- 8 Magical Ship Sailing on Cosmic Currents
- 9 Winged Creatures that Ride the Cosmos
- 10 Space Ship
- 11 Teleporting Device
- 12 Intersecting Planet

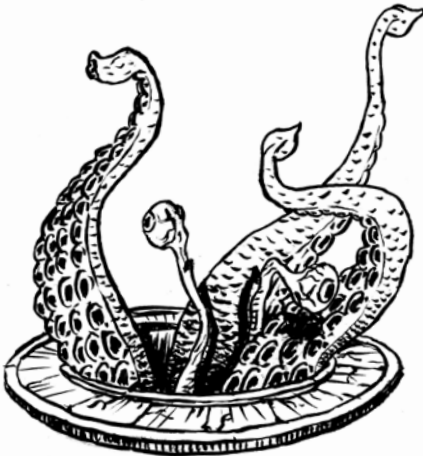
D12 SPECIFIC PURPOSES

- 1 Harvest natural resources.
- 2 Colonize a new world.
- 3 Escape the destruction of their original world.
- 4 Search for ancestors that visited this world.
- 5 Dominate this new world.
- 6 Conduct scientific experiments.
- 7 Warn natives of an incoming doom.
- 8 Eat all that it can find.
- 9 To reproduce with another species.
- 10 Gather slaves for an important task.
- 11 To learn and collect information.
- 12 To prevent a catastrophic event they have foreseen.

Aberration

Aberrations are creatures that defy existence and potentially leave anyone who glimpses their form insane. No one knows exactly where these creatures hail from, if they are ancient beings, the creations of mad wizards that went wrong or beings from other dimensions completely opposed to our own.

To create an aberration, the Referee determines its **Basic Form** and then adds **Aberrant Characteristics**. Additional **Powers** and **Weaknesses** are common in these creatures, as well as a completely alien mind.



D12	BASIC FORM
1	Amorphous
2	Oval
3	Sphere
4	Conical
5	Cylinder
6	Pyramid
7	Ring
8	Icosahedron
9	Bidimensional
10	Tetradimensional
11	Similar to another Monster's Nature
12	Mixture of 1d+1 Monster's Nature

D12 ABERRANT CHARACTERISTICS

- 1 Hundreds of eyes of different types and sizes cover the creature's body.
- 2 Hundreds of mouths of different sizes and shapes cover the creature's body and spew a disgusting goo.
- 3 Body covered by irregular thorns that inject hallucinogenic poison.
- 4 Body covered with small lips that keep pronouncing alien poetry which drives listeners insane.
- 5 Several tentacles cover the creature's body.
- 6 Faces of several different beings in agonizing expressions cover the creature's body.
- 7 Bubbles expelling nauseous smells forms all over the creature's body.
- 8 Hundreds of clawed hands form and dissipate over the creature's body.
- 9 Hundreds of genitalia cover the creature's body.
- 10 The creature's body is covered with holes expelling feces.
- 11 Gelatinous and transparent body, exposing all the bizarre organs inside.
- 12 Roll 1d4 times.

Elemental

These are creatures composed of a singular element, having acquired life through magic or the act of a powerful entity that gave them sentience. Their forms can be as varied as any other monster.

To create an elemental monster, start with a monster from any other nature and then assign a unique element of which it is composed according to the table below. Additional **Powers** and **Weaknesses** should be added as well.

D20	ELEMENT	D20	ELEMENT
1	Earth	11	Steam
2	Water	12	Blood
3	Fire	13	Metal
4	Air	14	Mucus
5	Rock	15	Acid
6	Magma	16	Poison
7	Ashes	17	Lightning
8	Sand	18	Light
9	Wood	19	Glass
10	Mud	20	Diamond



Daemonic

Daemons are supernatural entities hailing from the depths of the Abyss, a plane of shadow, pain, suffering and death. The majority of them feed off of these feelings and travel the cosmos to incite them in others.

To create a daemon, the Referee starts with another **Monster's Nature** and then applies some **Daemonic Characteristics**. These creatures usually have several **Powers** and a few **Weaknesses**.

D20	DAEMONIC CHARACTERISTICS	D20	DAEMONIC CHARACTERISTICS
1	Goat horns	11	Crawling with insects
2	Shadow body	12	Morbid obesity
3	Goat legs	13	Incredible filthy
4	Empty eye sockets	14	Mucus covering the body
5	Flame eyes	15	Body covered with dark thorns
6	Forked tail	16	Crawling with serpents
7	Fangs	17	Extremely beautiful
8	Bat wings	18	Horrendous
9	Skeletal wings	19	Guttural voice
10	Blood covered body	20	Melodic voice



Powers

Here is a list of 100 **Special Abilities** that can be assigned to any monster. How they manifest in each creature will depend on its nature and the Referee's creativity.

D100 POWERS

- 1 *Acid Attack*: Acid deals a die of damage 1 step below normal for the creature's **HD** for **HD rounds**.
- 2 *Acid Blood*: When an attacker inflicts damage in **close** range to the creature they must make an **Agility** test or suffer a **Damage Die** 1 step below the normal for the creature's **HD**.
- 3 *Cause Blindness*: Blinds a target for 1d4 **rounds** per **HD**. The target receives 2 **Negative Dice** for any action that relies on vision.
- 4 *Imprison*: The creature imprisons a target in a viscous substance, requiring the victim to make a **Physique** test to escape.
- 5 *Earthquake*: Causes an earthquake up to **far** range, collapsing buildings and causing other damage. Creatures in the area must make an **Agility** test or are knocked to the floor.
- 6 *Tunneling*: Can move through solid earth as normal.
- 7 *Destroy Metal*: Metal objects that touch the creature's body are damaged and become useless. When an attacker hits the creature, he must make a **Luck Roll** to see if his weapon is ruined.
- 8 *Destroy Wood*: Wooden objects are destroyed if they come into contact with the creature's skin. When an attacker hits the creature, he must make a **Luck Roll** to see if his weapon is ruined.
- 9 *Lacerate*: After the attack, the target receives a **Negative Die** to all physical actions for **HD rounds**.
- 10 *Corrode Minerals*: Rocks and other minerals can be dissolved by the creature, allowing it to pass through walls.
- 11 *Animate Object*: Gives life to inanimate objects, transforming them into monsters under the creature's command. The creature can animate a number of objects equal to its **HD**.
- 12 *Suffocation*: Drains the air from its victims' lungs.
- 13 *Repulsion*: Makes it hard for creatures of a certain type (Referee's discretion) to approach. Characters can resist with a **Willpower** test.
- 14 *Bleeding*: In addition to normal damage, this attack causes bleeding, making the target lose a **Damage Die** 1 step below normal for the creature's **HD** per **round** until the wound is treated.
- 15 *Necrosis*: This attack causes necrosis and the victim loses 1 point of **Physique** or **Agility** per day until a cure is found.
- 16 *Disease*: Causes grave and potentially deadly disease (Referee may impose **Attribute** damage, **Negative Dice** and loss of **HP**). Victims can make a **Willpower** test to resist it.

- 17 *Incubation:* An egg or seed is inserted inside the target and it will generate another monster in a set amount of time, leading to the victim's death.
- 18 *Drain Attribute:* Victim loses 1d4 points of a specific **Attribute**. The target can usually resist with an appropriate **Attribute** test.
- 19 *Power Vortex:* Summons an energy storm that affects all creatures in **nearby** range who suffer a **Damage Die** 1 step lower than normal, unless they make an **Agility** test for half damage. The storm lasts for **HD rounds**.
- 20 *Confusion:* Makes victim confused and disoriented, receiving a **Negative Die** to all actions for a number of **rounds** determined by the creature's **Damage Die**.
- 21 *Freezing Attack:* In addition to normal damage, targets must make **Physique** tests or are frozen, imprisoned and incapable of moving for **HD rounds**.



- 22 *Command Plants or Animals*: Can command a number of plants or animals up to the creature's **HD**.
- 23 *Curse*: Curses a victim who can resist with a **Willpower** test. The Referee will come up with the curse effect (which can have mechanical and narrative effects). Additionally, the target's **Luck Die** is lowered by 1 step until the curse is broken.
- 24 *Create Barrier*: Creates a barrier to hinder or stop movement. Barriers can also inflict damage with thorns or blades. To overcome a barrier, characters will need to make a **Physique** or **Agility** test.
- 25 *Instant Death*: Kills target instantly unless it passes an appropriate **Attribute** test.
- 26 *Slow Death*: Target acquires a malady that kills him slowly. He suffers a **Damage Die** or loss of **Attribute** points daily and cannot heal this unless a cure is found.
- 27 *Drain Life*: Causes a **Damage Die** 1 step lower than normal but the creature regains the same amount of **HP**.
- 28 *Dimensional Confinement*: Imprisons a target in an extra-planar space. The victim can only be freed by killing the creature.
- 29 *Multidimensional*: The creature exists in multiple planes, hopping from one to another in the blink of an eye. Every time the creature is hit, the attacker makes a **Luck Roll** to determine if the creature did not hop to another dimension the moment it was being hit, avoiding damage.
- 30 *Drain Memories*: Target loses memories, making it harder to remember information. A **Luck Roll** is made to determine if a particular subject or spell was forgotten. One memory is forgotten per attack. This effect is permanent.
- 31 *Electric Damage*: When hitting a target with this ability, creatures within **close** range must make a **Luck Roll** or suffer a **Damage Die** 1 step below normal.
- 32 *Electric Creature*: Electricity runs through the creature's body and those carrying metal objects that touch it must make a **Luck Roll** or take a **Damage Die** 1 step below normal.
- 33 *Magnetic Field*: Weapons and armor made of metal that make contact with the creature can become stuck unless the attacker makes a **Physique** test.
- 34 *Scare*: Forces targets that see the creature to make a **Willpower** test or suffer a **Negative Die** on all tests against it.
- 35 *Dominate*: Can dominate the minds of a number of creatures equal to its **HD**. Victims can resist with a **Willpower** test.
- 36 *Induce Rage*: Targets within **nearby** range must make a **Willpower** test or be driven into a rage, attacking anyone within **close** range in the most violent way they can for a number of **rounds** equal to the creature's **HD**.
- 37 *Cause Apathy*: Causes apathy in up to **HD** targets (who can resist with a **Willpower** test). Those affected must make a **Willpower** test to act each **round**.
- 38 *Cause Ecstasy*: The creature's touch causes ecstasy, paralyzing victims with pleasure for **HD rounds**, unless they pass a **Physique** test.

- 39 *Sleep*: Can put to sleep all opponents within **nearby** range. Targets can resist with a **Physique** test.
- 40 *Incendiary Attack*: This attack can set a target on fire, causing the same amount of damage on the following **rounds** unless the victim makes an **Agility** test to dampen the flames.
- 41 *Flaming Body*: Anyone within **close** range receives a **Damage Die** 2 steps below normal for the creature's **HD**.
- 42 *Explosion*: Causes an explosion that deals **1d6** points of damage per **HD** to anyone within **close** range. An **Agility** test can reduce this damage to half.
- 43 *Hallucination*: Alters the target's perception, making him believe in things that are not there. Targets can resist with an **Intellect** test. This lasts for **HD turns**.
- 44 *Project Illusion*: Affects an area up to **far** range, creating an illusion that affects all senses. Can be resisted with a **Willpower** test.
- 45 *Freezing Aura*: Affects an area up to **nearby** range, dropping the temperature to a level below freezing. Targets need to make a **Physique** test to avoid being frozen into place.
- 46 *Crush*: Target is crushed by the creature and can make a **Physique** test per **round** to escape or suffer a **Damage Die** 1 step lower than normal.
- 47 *Immobilize*: Targets within **nearby** range must make an appropriate **Attribute** test or cannot move for **1d4 rounds** per creature's **HD**.
- 48 **Induce Insanity**: A target up to **far** range must make an **Intellect** test or acquire a madness relating to the creature. To cure himself, the character will need a number of years equal to the creature's **HD**.
- 49 *Cause Stupidity*: Affects one target per creature's **HD** if they fail an **Intellect** test. The affected become stupid and unlearned, incapable of taking intelligent actions, remembering languages and spells. This usually lasts for **HD hours**.
- 50 *Spread Shadows*: An aura of shadows extends up to **nearby** range, blocking the vision of anyone within this space.
- 51 *Shadow Step*: The creature can travel through shadows, covering great or small distances.
- 52 *Ethereal Form*: Can assume an ethereal form, becoming immune to physical attacks and can enter hard to reach places.
- 53 *Augmented Senses*: The creature has sharp senses, sensing slight changes in its surroundings. Character's receive a **Negative Die** when trying to deceive it.
- 54 *Extra Senses*: The creature has an additional sense like thermal vision, sonar, E.S.P., aura vision, etc.
- 55 *Multiple Attacks*: Can make additional attacks per **round** up to their total number of **HD**.
- 56 *Bad Luck*: Double the chances of **Random Encounters** for up to **HD** creatures who fail a **Willpower** test for **HD days**.



- 57 *Drain Magic:* Up to **HD** targets within **nearby** range become unable to cast spells if they fail a **Willpower** test. This lasts for **HD turns**.
- 58 *Telekinesis:* The creature can move objects or beings (**Physique** test to resist) with its mind and can make attacks with this power.
- 59 *Steal Memories:* Steal the memories of up to **HD** targets, becoming able to assume their personalities. Can be resisted with a **Willpower** test.
- 60 *Duplicate Appearance:* Can assume the appearance of a touched target for up to **HD** days.
- 61 *Fly:* The creature can move through the air with freedom, avoiding obstacles and hazards.
- 62 *Scale Surfaces:* Can move over walls, ceilings and other non-horizontal surfaces like a spider.
- 63 *Amphibious:* Can live and act freely on land and water.
- 64 *Impair Movement:* A target up to **nearby** range needs twice as much effort and actions to move unless they pass an appropriate **Attribute** test. This lasts for **HD turns**.
- 65 *Open Portal:* Open portals to other places and planes that can last for up to **HD turns**.
- 66 *Poison:* The creature's attack is poisoned with a substance with an **Intensity** equal to its **HD**.



- 67 *Animate Dead*: Can animate up to 2 times its **HD** of undead minions. They last until killed again.
- 68 **Enlarge or Reduce**: The creature can increase or decrease its size, improving or reducing its **HD** and **Damage Die** 1 step. Some creatures can use this power on other targets. Can resist with a **Physique** test. Lasts for **HD turns**.
- 69 *Reproduce Sound*: Can imitate any sound heard in the last **HD** days.
- 70 *Sonic Attack*: Can emit a specific frequency capable of damaging living beings and/or structures within **nearby** range. Those who fail an **Agility** test suffer the normal damage for the creature's **HD**. Success indicates half damage.
- 71 *Spell Casting*: Can cast spells as a **Magic User**. Treat as having a **Willpower** of 10 + **HD** and knowing a number of spells equal to its **HD**.
- 72 *Regenerate*: Regenerates a number of **HP** per **round** equal to its **HD**.
- 73 *Cause Deformity*: A target touched by the creature is deformed unless it passes a **Physique** test. The deformity can have various effects, from social rejection to **Attribute** damage.
- 74 *Animal Form*: Can assume up to **HD** different animal forms.
- 75 *Energy Ray*: The creature can fire an energy ray that does 1d6 points of damage per **HD** to a target up to **far** range that fails an **Agility** test.
- 76 *Reinforced Carapace*: Grants **Damage Reduction** of -1d or -2d on the dice chain.
- 77 *Invisibility or Camouflage*: The creature can become invisible or can use camouflage, requiring an **Intellect** test with a **Negative Die** to be detected.

- 78 *Immunity to Mundane Attacks:* The creature can only be harmed by magical attacks and weapons.
- 79 *Magical Immunity:* The creature is immune to magical attacks and weapons.
- 80 *Variable Immunity:* The creature is immune to a certain type of attack (fire, metal weapons, electricity, etc.).
- 81 *Magical Resistance:* Receives a **Positive Die** to resist magical effects.
- 82 *Divide:* The creature can divide itself into several copies, splitting its total **HD** between them. The copies keep all other stats normally and attack as if having its total **HD**.
- 83 *Reflect Attacks:* Can reflect a number of attacks per **round** equal to its **HD**. The creature makes an attack against the **Attribute** used in the original one to hit the target.
- 84 *Invoke Ally:* Can summon a similar creature of the same amount of **HD**. A character can make a **Luck Roll** to avoid this effect.
- 85 *Immortal:* The creature cannot die naturally and a condition must be met for the creature to be truly killed.
- 86 *Teleport:* The creature is capable of moving through space with just its thoughts, changing locations instantly. This can be used a number of times equal to its **HD** per day.
- 87 *Thorns:* The creature has thorns over its body, making everyone within **close** range make an **Agility** test to avoid taking **HD** points of damage. Some of these creatures can expel these thorns up to **nearby** range, causing normal damage according to its **HD**.
- 88 *Read Minds:* Can read the minds of everyone within **far** range, making it impossible to surprise this creature in combat. Additionally, it receives a **Positive Die** in its attacks and imposes a **Negative Die** on attacks against it.
- 89 *Absorption:* Can absorb the energy of a specific type of attack (kinetic energy, magic, fire), transforming the potential damage into healing.
- 90 *Swallow:* On a critical hit (or by taking the target to its mouth with another attack), the creature swallows the victim, who will suffer the normal damage of the monster per **round** automatically. The target can escape if he inflicts the number of **HD** the creature has in damage in a single attack.





- 91 *Disintegrate*: Can disintegrate matter within **far** range with a ray up to **HD** times per day. If used as an attack, the ray kills any creature who fails an **Agility** test. Those who succeed suffer **1d6** points of damage per **HD**.
- 92 *Duplicate*: Can generate up to **HD** illusory copies of itself. Copies can be distinguished with an **Intellect** test.
- 93 *Improved Damage*: The normal damage of the creatures **HD** is increased by 1 step on the **HD** table.
- 94 *Psychic Attack*: All enemies within **nearby** range must make a **Willpower** test or suffer a **Damage Die** 1 step lower than normal and receive a **Negative Die** for all actions for **HD rounds**.
- 95 *Silence*: A point affecting an area with **nearby** range has all the sound silenced. This lasts for up to **HD rounds**.
- 96 *Turn to Stone*: Victims that look into the creature's eyes must make a **Physique** test or be turned to stone.
- 97 *Create Matter*: Generates matter of a specific type (wood, stone, gold, crystal) of a volume equal to a cubic foot per **HD** per day.
- 98 *Time Travel*: The creature can travel to the past or the future of its location.
- 99 *Foresee Future*: The creature can see into the future up to **HD** decades.
- 100 Combine two abilities into one.

Weaknesses

Some monsters have weaknesses that makes them more vulnerable. These flaws are not usually common knowledge, but driven players can discover them through rumors, research and by trial and error.

D20	MONSTER'S WEAKNESS
1	Vanity
2	Stupidity
3	Vulnerable special part
4	Can't distance itself from specific place
5	Need to feed constantly
6	Life depends on a specific item
7	Vulnerable to certain type of attack
8	Aversion to some substance or object
9	Methodic compulsion
10	Honor code
11	Circumstantial weakness
12	Powerful enemy
13	Addiction
14	Obsession
15	Vulnerability in another dimension
16	Simply knowing its True Name makes it weak
17	Weakness after a ritual
18	Fears its own reflection
19	Hubris
20	True beauty



Mobs

Grabam was sure none of the thugs of the Overlord were a match for him. With a few moves, he could knock each one of them to the ground and inflict a fatal wound to each of their chests. Alas, now they had surrounded him in an alley in the Daggers district. They had strength in numbers.

Inexperienced adventurers are challenged by individual soldiers. The more experienced ones need to be challenged by whole battalions. *Sharp Swords e3 Sinister Spells* was designed to keep the game challenging even for higher level characters, even when facing creatures of 1 or 2 HD.

Since the character's **Agility** can't go above 18 and opponents just have to roll above it to hit them, it is never impossible for even the weakest of opponents to do so. However, characters with high **Agility** can prove to be quite unbeatable.

This is not something that a mob of opponents cannot fix! Instead of putting 5 opponents of 1 HD each to face a character, the Referee can combine these 5 enemies into a single mob. This makes them more challenging and makes combat more manageable. When doing this, the mob is considered to be a creature with HD equal to the combined number of HD of its member. All other statistics remain the same, including number of attacks and damage. The mob has as many HP as the combined value of HP of its members. The damage suffered by the mob is applied individually to one member at a time. This way, as the individuals die, the mob becomes weaker. The Referee can likewise join two weakened mobs to make a stronger one.

Rumors

The rumors they heard in the isolated villages from that region were true- the Obsidian Tower of Stars changed its resting place every night. On the previous day, the party had set camp just a few miles from its shadow, hoping to be able to reach it the following afternoon. Despite their best laid plans, the tower was nowhere to be seen on the morrow.

Rumors are imprecise information, many times exaggerated, fanciful versions of something that exists or is believed to exist. Traditionally, RPG adventures use rumors as a way to provide useful information about places, events, creatures or characters without, necessarily, giving the characters complete information. Here, however, we propose the use of rumors to create setting and game elements in a collaborative way, making players more invested in the game.

As is the nature of rumors, not everything the players create will be true. In this way, if the group creates a set of rumors collaboratively, relating to the next adventure, no one but the Referee will know for sure if they are true or false.





HOW DOES IT WORK?

At the end of each adventure (or right after character creation) the Referee asks each member of the group (varying the person who begins each round) to create a rumor, inspired or not by the events of the campaign so far. After that, in turn, each player can add another rumor based on the last or in relation to some other event, place, creature or character. The Referee can also include rumors if they so desire.

After two or three turns, the group should have about 12 to 15 rumors, which will be known by the characters. The Referee will use those to inspire his adventures, making some of them true, and some of them false. He can even create some secret rumors that can be discovered by the players during game play.



This method allows for more collaborative campaign building without taking away the mystery of discovery from the players. They have a role in the creation of the world, but their characters don't really know what is true or not. This is also a great source of inspiration for Referees, who can pick the minds of their players to help create a richer campaign tapestry.



Forgotten Artifacts

Aliana feared even touching the orb her master had left her. She knew how powerful the artifact was but she also knew that power always comes with a price, a price she wasn't sure she was ready to pay.

As explained in the *Sharp Swords & Sinister Spells* rulebook, there are no generic magic items giving simple bonuses to some abilities, and they cannot be simply created or sold as if they were mundane goods. Each magical object is a unique artifact with its own history, purpose and power, which also has a price the user must pay to use.

In order to help inspire Referees in the creation of such objects, we present the following tables. The first indicates the possible creator of the magic item, giving some context to its origin. The second has some sample powers and their associated “prices”, which can be combined to create more powerful and dangerous objects. The Referee can and should create and add other powers and “prices” in addition to the ones presented here. The last table can be used to determine a specific purpose for the magic item. In conjunction, these tables allow the creation of artifacts that can drive the story forward.

D20 WHO CREATED THE ARTIFACT?

- 1 A god long thought to be dead that still lives in the artifact.
- 2 An alien sorcerer.
- 3 A mad Sorcerer-King.
- 4 A guardian spirit.
- 5 A sorcerer who came from the future.
- 6 A scientist from another dimension.
- 7 A serpent-man warlock.
- 8 The hive mind of a nation of mushroom men.
- 9 An alliance of demigods.
- 10 A jealous god.
- 11 A vengeful witch.
- 12 The imagination of a sleeping child.
- 13 The spilled blood of hundreds of people.
- 14 The artifact's own will to exist.
- 15 Magic beings' song of creation.
- 16 A powerful entity living in the ocean's depths.
- 17 A cunning demon.
- 18 The primal spirit of a volcano.
- 19 The living energy of Chaos.
- 20 The collective madness of a destroyed world.



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FORGOTTEN ARTIFACTS

D20	POWER	PRICE
1	Devastating attacks (increases the Damage Die by one step).	Character becomes violent and sees insults in even minor disagreements (Willpower test to resist).
2	Assumes the appearance of others (Intellect test to mime specific person's mannerism).	The user becomes confused and can assume the personality of those he impersonates (Intellect test to resist).
3	Can cast fire based spells and the user becomes immune to fire damage.	User becomes a pyromaniac (Willpower test to resist).
4	Can bring a dead person back to life.	Another person's life must be offered in return.
5	Can cast <i>False Friendship</i> with a Positive Die .	User becomes authoritarian and intolerant (Willpower test to resist).
6	Can use an academic Vocation as if the user had it.	User becomes arrogant and ignores other people's opinions (Willpower test to resist).
7	Can return 1d6 turns in time.	User ponders his past actions and its possible infinite ramifications (Willpower test to be able to act).
8	User gets an extra action per round .	User ages quicker, each year counting as ten.
9	Can speak with the spirit of a recently deceased corpse.	Attracts spirits looking for help or vengeance.
10	Can glimpse the future (Willpower test to see desired moment).	User becomes obsessed with maintaining his visions truthfulness (Willpower test to resist).
11	Stops aging effects on the user.	User becomes extremely vain.
12	True vision, seeing through illusions and disguises.	User becomes extremely perfectionist and sees flaws in everything (Willpower test to resist).
13	Allow the user to be in two places at once.	User has amnesia and can't figure out where he is (Willpower test to resist).
14	Telepathy with any known target (Intellect test to concentrate).	User listens to strange voices bearing cryptic messages that confuses him (Willpower test to resist).
15	Regenerates 1 HD per hour.	User becomes reckless and imprudent (Willpower test to resist).
16	Invisibility at will.	User is gradually ignored and people start not noticing him normally (Willpower test to resist).
17	Animates objects.	User values the life of others less and less (Willpower test to resist).
18	Controls a type of animal (Willpower test to force the animal to take actions against its nature).	User acquires traces of the animal he controls and surrounds himself with these animals.
19	Imprisons a creature in the artifact (Willpower test to resist).	Another creature is released from its prison.
20	Animates and controls plants.	User avoids cities and other civilized communities and defends nature at any cost (Willpower test to resist).

1. ATTACK, KILL, DESTROY		2. FIND, RECOVER	3. STEAL, CAPTURE
1.1 Powerful Person	2.1 A Way to Another World	3.1 Enemy	
1.2 Organization	2.2 Individuals	3.2 Magical Energy	
1.3 Culture	2.3 Promised Land	3.3 Knowledge	
1.4 Artifact	2.4 Other Artifact	3.4 Powerful Creature	
1.5 Old God	2.5 Rare Resource	3.5 Resources	
1.6 Location	2.6 Magical Place	3.6 Dreams	
4. WATCH, PROTECT		5. EXPLORE, DISCOVER	6. SURVIVE, ESCAPE
4.1 The World from Chaos	5.1 Enemy Weakness	6.1 Cruel Tyrant	
4.2 Culture	5.2 New World	6.2 Prison	
4.3 Important Individual	5.3 A Way Back	6.3 Assassins	
4.4 Supernatural Entity	5.4 New Ritual	6.4 Cult	
4.5 Secret	5.5 New Dimension	6.5 Imminent Disaster	
4.6 Organization	5.6 Truth About Something	6.6 Enemy God	

Random Life Events

A long time had passed since Grabam saw Loktar. Life had taken them upon different paths. While he had inherited a great manor in the south coast of Mezzanthis, time wasn't so generous to his old friend.

Incredible things happen in *Sharp Swords & Sinister Spells* adventures, but a lot of things can happen in the life of an adventurer between adventures, too. Mundane, amazing and terrible things can happen, and some of those can inspire new adventures and new paths for the campaign.

The table below can be used to generate random life events for characters between adventures. To stimulate players, the Referee can offer a temporary (1 adventure) boost of 1 step to the **Luck Die** for the character whose player develops these events into a good adventure hook or other campaign element.

D100	LIFE EVENT
1	Character is poisoned by an enemy and almost dies. Who did this? Why?
2	A fortune teller seeks the character to tell him about his prophetic dreams. What are those dreams?
3	The character acquires an apparently worthless object that attracts the attention of the Thieves' Guild. What is its secret?
4	Parts of the character's memory disappears. What did he forget? Who is responsible for this?
5	An person important to the character forgets who he is. Who is that person? How did it happen?
6	The character is thrown into the local dungeon. Why?



- 7 Something the character said or did makes him the laughing stock of the city. What was it?
- 8 The character is invited to join a strange cult after being watched by its members. What cult is it and what do they want?
- 9 A person the character cares for is affected by a disaster such as fire or landslide and it doesn't look accidental. What really happened?
- 10 The character's home is invaded and searched thoroughly. A valuable object was taken. What was it?
- 11 The character's pet is found dead. What happened?
- 12 An untrustworthy character's relative appears asking for favors. What do they want?
- 13 A character's relative is arrested for a crime he says he didn't commit and asks for help to prove his innocence. How do you do this?
- 14 Tax collectors want to collect a big debt from the character. How far are they willing to go?
- 15 The character's home is destroyed in a suspicious way. What really happened?
- 16 A baby is left at the character's door with an enigmatic note. What does it say?

- 17 A character's elder makes a wish in his death bed. What did he ask for?
- 18 A person the character cares for decides to keep their distance from them, but their reason doesn't seem honest. What's behind that?
- 19 Dozens of people start approaching the character for suspicious reasons. What do they want?
- 20 A person the character cares for dies and appears in his dreams. What message is she trying to transmit?
- 21 The character inherits a debt and the loaner isn't happy about the lack of payments. What is this debt?
- 22 The character has insomnia and hasn't slept for days. What's keeping him awake?
- 23 The character has been betrayed by a former ally. Why?
- 24 A friend becomes an enemy. What happened?
- 25 The character is accused of a crime he did not commit. Who's behind that?
- 26 The character gets romantically involved with an important individual and appears in a scandal. What happened?
- 27 A character's relative is exiled and shows up at his doorstep asking for help. What did he do?
- 28 Someone the character cares about is murdered in mysterious circumstances. What's really happening?
- 29 A crime the character committed a long time ago resurfaces and authorities are after him again. What did he do?
- 30 The character is being blackmailed for a secret he keeps. What is this secret?



RANDOM LIFE EVENTS

- 31 A person who bullied the character in his infancy comes back asking for help. What does he want?
- 32 The character loses something important or valuable. What is it?
- 33 An annoying and distant relative decides to accompany the character. What is he looking for?
- 34 The character's family home is attacked. Who is responsible for this?
- 35 A younger character's sibling ran away from home. Where did they go?
- 36 The house where the character lived has collapsed and a tunnel is found underneath it. Where does it lead to?
- 37 Terrible nightmares haunt the character's dreams for weeks. What are they about?
- 38 A ghost is haunting the character, appearing in the worst possible moments. What does he want?
- 39 An old rival shows up and wants to settle things once and for all. Who is he?
- 40 The character's favorite tavern closes and becomes a strange cult's base of operations and its members try to recruit him. What is that about?
- 41 The character's home is infested with rats and insects that seem to possess a sentient hive mind. What do they want?
- 42 An influential noble takes offense at something the character did or didn't do and uses his power to hinder him. What's he doing?
- 43 The character receives a disturbing letter. What does it say?
- 44 Someone the character cares about is being blackmailed and she asks for help. Who's behind this?
- 45 The character discovers a terrible secret about his past. What is he going to do?
- 46 Someone is impersonating the character around town. What are their intentions?
- 47 A jealous rival shows up and wants to take everything the character cares about. What will he do?
- 48 Someone the character cares about snaps and tries to attack him. Clues indicate he was under sorcerous influence. Who is behind this?
- 49 A stranger delivers a message to the character, telling him mysterious secrets about his past he wanted to forget. Who is this stranger?
- 50 Someone the character cares about is kidnapped and he receives a ransom note. Who is behind this?
- 51 The character is declared a traitor by his people. Why?
- 52 The character's home is broken into and ransacked but nothing is taken. What were they looking for?
- 53 An inconvenient law is passed and hinders the character in some way. What law is that?
- 54 A group of activists protest against the character's actions. What did he do?

- 55 The character is conned by a trickster who steals something valuable. What did he take?
- 56 A tavern keeper invites the character to share his tales. What does he want to know?
- 57 The character is invited to a secret society. What society is that?
- 58 The character is mistaken as someone else and is invited to a party. What party is this?
- 59 A nosy neighbor starts frequenting the character's home. Who is this neighbor?
- 60 A character's friend becomes a religious fanatic. What cult has he joined?
- 61 A character's young relative joins the army and is being sent to war. What war is that?
- 62 A character's relative's baby is cursed. What curse is this?
- 63 The character receives a marriage proposal. From whom?
- 64 A strange and enigmatic person joins the character's family by marriage. Who is this person?
- 65 A letter arrives with an invitation for a family reunion. What's going to happen?
- 66 Someone the character cares about becomes addicted to gambling and acquires a huge debt. Who is going to collect it?
- 67 Someone the character cares about becomes a drug addict. What is he doing to afford his drugs?
- 68 A man shows up saying he is the character's true father and that he has something important to tell him. What is it?
- 69 The character is followed by a fanatic fan. What does he want?
- 70 A local aristocrat is fascinated by the character and tries to attract and please him. Why?
- 71 An influential noble becomes enamored by the character and won't take no for an answer. What does he do?
- 72 The character meets an old friend after long years. Who's that friend?
- 73 The character's family is torn apart by a giant conflict, affecting his life. What caused this conflict?
- 74 The character's mentor asks money from him. Why does he need money?
- 75 A desperate mother pleads with the character to take his son. What's going on?
- 76 A previously unknown relative shows up offering the character an inheritance if he performs a task. What is that task?
- 77 Someone the character cares about is attacked by cultists. What did they do to him?
- 78 Someone the character cares about disappears mysteriously. What has happened?
- 79 A character's young relative offers himself as an apprentice to another character of the party. What does he want?

RANDOM LIFE EVENTS

- 80 A couple the character cares about splits and now he must choose a side. Which side does he choose and why?
- 81 A character's mentor is killed by an old enemy. Who is this enemy?
- 82 The character finds out he has a long lost twin brother. Where is he?
- 83 The character is chosen to occupy an authority seat in his community. What are his duties?
- 84 A notoriously problematic person begs to become the character's apprentice. What happens?
- 85 An influential person spreads compliments about the character in town. Why?
- 86 An influential noble invites the character for a dinner at his manor. What does he want?
- 87 The character inherits the family business. What business is this?
- 88 The character receives an award for something she doesn't remember doing. What was that?
- 89 The character has a secret admirer. What does he do?
- 90 A street animal, which is actually a supernatural entity, follows the character around. What does it want?
- 91 An old rival shows up and asks the character for forgiveness and gives him a gift. What is this gift?
- 92 The character stumbles upon a valuable or important object in an unlikely place. What is it?
- 93 The character receives a gift accompanied by a plea of help. What do they need?
- 94 An old enemy becomes an ally. What happened?
- 95 Someone who owed the character favors or money shows up to pay his debt with a strange artifact. What is this weird object?
- 96 Someone shows up to pay the character for a debt with a deceased character's relative. What does this person give him?
- 97 Some young person asks to become the character's apprentice. Does she accept?
- 98 The character finds scrolls containing secrets pertaining to a rich and famous person. What use will he make of it?
- 99 A group of admirers follows the character and does small favors for him. How loyal are they?
- 100 The character inherits a valuable property that is rumored to be haunted. Is it true?



What Has Changed Since We Left?

Sak'Anar had no idea how long they had been away, for time usually passed differently inside Zartatian ruins. When he and his companions got back to the small village on the shores of the Sea of Blood, they found it deserted. It was as if all of the villagers had simply disappeared.

The world of Sharp Swords & Sinister Spells is alive and dynamic. It doesn't only exist in the presence of the players' characters, and a lot of things can happen away from their eyes.

In order to help the Referee in portraying this dynamic in game play, we present a sample table of events that can happen in communities the characters visit in their travels.

D20 WHAT HAS CHANGED?

- 1 Someone the characters trusted has disappeared without a trace. What happened?
- 2 False information regarding the characters is being spread throughout town. What are they saying?
- 3 A natural disaster took many souls in the community. What happened?
- 4 A mysterious disease has been killing many people in the community. What's causing it?
- 5 A crime spree is running through the city. Who is behind it?
- 6 A great number of families and refugees arrive in the community? What has driven them there?
- 7 A mysterious organization is forming in the community. What do they want?
- 8 Famine is killing the population. What is happening?
- 9 An authoritarian ruler has taken control of the community and is abusing the population. What is he doing?
- 10 Someone innocent is arrested and is soon to be executed. Only the player's characters can save him. How?
- 11 The local lord raise the taxes steeply and the tax collectors are acting with cruelty. What's the purpose?
- 12 People are rebelling against the local lord. What has happened?
- 13 A large group of pilgrims arrive in the community, attracting attention to themselves with their strange practices. Who are they?
- 14 Many families are leaving the community with fear. What's causing their fear?
- 15 The community is running low on resources, making goods more expensive. What's causing this?
- 16 The community is under attack. Why? By whom?
- 17 A huge bazaar is set up in town, with goods from all over the world. What interesting things are there?
- 18 A terrible monster is hiding in the community. What's he doing there?
- 19 A terrible spell is affecting the life of the inhabitants. What spell is it?
- 20 The community has grown with new buildings and people. What's causing this growth?



Adventure Title Generator

Some of the most attractive features of pulp literature are the titles and names used in the stories. These evocative short phrases make you think about innumerable possible adventures and scenes while using very few words. They create images, stories, and fictional in-world elements that help to establish the very characteristic tone of this literary genre, that of 'Pulp.' These titles can be used as a tool for referees to build story and world elements for their games. Titles like "The Emerald Palace", "The Scarlet Sorcerer of the Desert" and others can be sources of inspiration for the creation of adventures as well as locations, NPCs, events and much more.

The tables below can be used for such purposes. First, the Referee rolls on **Table I** to determine the Title Format. After that, he generates the elements randomly on **Table II**, according to each column heading. The Referee can, of course, ignore this procedure and use the tables as he sees fit, creating names for places, characters, years and other things in his game world.

Notes on the use of this generator: When generating a title randomly, some adjustments and creativity might be needed to make it usable and better sounding. Sometimes the preposition must be changed or removed, or the Quality slightly altered to fit the noun (*of Immortality* instead of *Immortal*, for example). The names can and should be altered to other genders (*Queen* instead of *King*). This generator is a springboard to your creativity, use it as you see fit and without restraint.

TABLE I

1D12	TITLE FORMAT
1	The QUALITY LOCATION
2	The QUALITY CHARACTER
3	The QUALITY OBJECT
4	The LOCATION of the QUALITY CHARACTER
5	The OBJECT of the QUALITY CHARACTER
6	The LOCATION of the QUALITY OBJECT
7	The LOCATION in the QUALITY LOCATION
8	The OBJECT of the QUALITY LOCATION
9	The CHARACTER of the QUALITY LOCATION
10	The EVENT in the QUALITY LOCATION
11	The EVENT of the QUALITY CHARACTER
12	The EVENT of the QUALITY OBJECT



ADVENTURE TITLE GENERATOR

TABLE II

D%	LOCATION	OBJECT	CHARACTER	QUALITY	EVENT
01	Abbey	Amulet	Alchemist	A Thousand Eyed	Abduction
02	Abode	Archway	Alien	Abyssal	Accident
03	Abyss	Ark	Amazon	Alive	Arrival
04	Academy	Axe	Ambassador	Ancestral	Ascension
05	Archipelago	Bell	Android	Ancient	Assault
06	Asylum	Book	Ape	Artificial	Attack
07	Barracks	Boots	Assassin	Batrachian	Awakening
08	Basement	Bowl	Astrologer	Bewitched	Ball
09	Bazaar	Bracers	Astronaut	Bizarre	Battle
10	Beach	Brain	Automaton	Bloody	Birthing
11	Bridge	Brooch	Avenger	Broken	Blessing
12	Brothel	Cauldron	Barbarian	Cannibal	Cataclysm
13	Carnival	Censer	Bard	Chaotic	Ceremony
14	Castle	Chalice	Baron	Colorless	Choice
15	Cathedral	Chest	Beast	Cosmic	Conquest
16	Cavern	Claws	Beetle	Crawling	Conspiracy
17	Chamber	Cloak	Blacksmith	Cruel	Construction
18	Channel	Clock	Bride	Crystal	Conversion
19	Chapel	Cocoon	Captain	Damned	Corruption
20	Church	Coin	Champion	Dark	Creation
21	Circle	Compass	Clone	Depraved	Crisis
22	Citadel	Corset	Collector	Destiny	Curse
23	City	Crown	Colossus	Divine	Damnation
24	Coliseum	Cube	Concubine	Draconic	Dance
25	Council	Dagger	Conqueror	Dying	Dawn
26	Court	Dice	Creator	Emerald	Deal
27	Crag	Earrings	Cultist	Enigmatic	Death
28	Crater	Egg	Cyclops	Eternal	Defeat
29	Crypt	Elixir	Demon	Ethereal	Defense
30	Demiplane	Eyes	Destroyer	Extraplanar	Descent
31	Desert	Fangs	Devourer	Flaming	Desolation
32	Dimension	Flower	Diabolist	Floating	Destruction
33	Domain	Forge	Dreamer	Flying	Discovery
34	Dome	Fountain	Druid	Forbidden	Dive
35	Dungeon	Fruit	Dryad	Forgotten	Doom
36	Dwelling	Gauntlet	Elder	Fortunate	Dreaming
37	Farm	Gem	Emperor	From Another World	Duel

SHARP SWORDS & SINISTER SPELLS - ADDENDUM

38	Forest	Generator	Envoy	From the Deep	Dusk
39	Fort	Globe	Frog	From the Future	Eclipse
40	Fortress	Gloves	Gardener	From the Stars	Enchantment
41	Foundry	Hammer	General	Frozen	Escape
42	Galleon	Harp	Geneticist	Ghastly	Expedition
43	Gallery	Heart	Giant	Gluttonous	Extermination
44	Garden	Helm	God	Golden	Fall
45	Graveyard	Horn	Guardian	Howling	Festivity
46	Halls	Icosahedron	Gypsy	Immense	Fire
47	Harbor	Idol	Herald	Immortal	Heresy
48	Haven	Jewelry	Hermit	Immovable	Imprisonment
49	Hills	Key	Hound	Ineffable	Infestation
50	Hive	Lake	Inquisitor	Inhuman	Intrigue
51	Hostel	Lamp	Jeweler	Invisible	Invasion
52	Hovel	Lens	Judge	Iridescent	Journey
53	Hut	Letter	King	Last	Judgment
54	Incubator	Lock	Knight	Lawful	Lamentation
55	Island	Lotus	Lich	Legendary	Liberation
56	Jungle	Lyre	Lord	Loathsome	Massacre
57	Laboratory	Machine	Man	Lost	Memory
58	Labyrinth	Mantle	Marauder	Macabre	Metamorphosis
59	Lair	Map	Master	Malevolent	Murder
60	Library	Mask	Mentalist	Mechanical	Murder
61	Lighthouse	Mirror	Merchant	Metallic	Passage
62	Manor	Mold	Messenger	Misty	Pilgrimage
63	Marshes	Monocular	Minstrel	Mortal	Premonition
64	Mausoleum	Monument	Monk	Mutant	Prophecy
65	Mines	Necklace	Monster	Mysterious	Quest
66	Monastery	Orb	Necromancer	Obsidian	Raid
67	Mount	Pillars	Nymph	Occult	Rebellion
68	Mountain	Receptacle	Observer	Of Death	Recreation
69	Necropolis	Reliquary	Oracle	Of the Dead	Rescue
70	Nest	Ring	Orator	Oneiric	Restoration
71	Obelisk	Rose	Phantom	Primeval	Resurrection
72	Observatory	Sandals	Pharaoh	Prismatic	Return
73	Outpost	Sarcophagus	Pirate	Profane	Reunion
74	Palace	Scale	Priest	Psychic	Revelation
75	Pavilion	Scarab	Prince	Pulsing	Revenge

ADVENTURE TITLE GENERATOR

76	Pits	Scepter	Prophet	Relentless	Revolution
77	Plains	Scroll	Raider	Reversed	Ritual
78	Plane	Sea	Scribe	Sadistic	Salvation
79	Planet	Shield	Seer	Savage	Scream
80	Pool	Skeleton	Sentinel	Scarlet	Separation
81	Prairie	Skull	Serpent	Scorching	Shattering
82	Prison	Spear	Shaman	Secret	Sinking
83	Pyramid	Spellbook	Slaver	Sentient	Storm
84	Rift	Spyglass	Soldier	Shadow	Summoning
85	Ruins	Staff	Son	Shattered	Tales
86	Sanctuary	Star	Sorcerer	Silent	Theft
87	Sepulcher	Statue	Spider	Silver	Torment
88	Shelter	Statuette	Spirit	Sluggish	Tourney
89	Ship	Sword	Telepath	Space	Transformation
90	Shrine	Symbol	Thief	Starving	Travel
91	Spiral	Tea	Titan	Strange	Treason
92	Swamp	Tentacles	Traveler	Terrible	Trickery
93	Temple	Throne	Trickster	Towering	Triumph
94	Tomb	Tiara	Vampire	Undead	Twilight
95	Tower	Tome	Wanderer	Underground	Victory
96	Tunnels	Totem	Warlock	Unforgiving	Vigilance
97	Valley	Tree	Warlord	Unfortunate	Vision
98	Wall	Trumpet	Warrior	Unknown	War
99	Windmill	Urn	Watcher	Unpredictable	Wedding
100	Woods	Vase	Wizard	Unthinkable	Whispers



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It is said that the extensive library inside the Order of Chroniclers in Mezzanthis holds all the tomes ever written in this world and others, but that is a lie, for there are many volumes hidden in ancient citadels, forgotten temples, forbidden tombs and other strange places that possess secrets and mysteries capable of changing not only the course of history but also the very laws of our reality.

Sharp Swords & Sinister Spells is a rules light Role Playing Game, and the core book has just the essential to create and live adventures in a world of swords and sorcery. SS&SS is easily customizable and its underlying system is ripe for use with modifications.

This Addendum brings a variety of additions and options that can be implemented in your games to make it more "complete" or aligned with the tastes of whoever is playing. These rules do not exhaust the possibilities for play, and every group is encouraged to make the game their own in unique ways. In addition, this tome also contains several tools and generators to help Referees and players create game elements and story seeds.

In the tradition of our hobby, take what you like and modify what you do not. Make the game your own.



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