

Mark's Olde Swords Rules for Swords & Wizardry Complete Revised

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Table of Contents

Table of Contents	2
Mark's Olde Swords Rules	3
License	3
Meta Rules	3
Reading List	3
Characters	4
Species (Ancestry)	4
Stats	4
Simple Skills	4
Class	5
No Clerics	5
Multiclass	5
Maximum Level	5
Hit Points	6
Experience	6
Alignment	6
Equipment	7
General Goods	7
Starting Equipment	7
Alchemy	7
Encumbrance & Movement	7
Weapons	8
Armor	8
Materials	8
System	10
Stat Checks	10
Hazards	10
Saving Throws	10
Wilderness Adventures	10
Dungeon Adventures	10
Combat	11
Martial Talents	11
Magic	12
Modified Spells	13
New Spells	13
Light Spells	13
Green Spells	13

Mark's Olde Swords Rules

This is a swords & sorcery use of S&W Complete Revised, to be like Dave Arneson's Braunstein & Adventures in Fantasy, OD&D, and Holmes Basic D&D.

- S&W Book of Options

Meta Rules

Every group should work out their own social contract (table rules, as opposed to rules affecting characters), these are mine:

- Beer or other drinks or drugs are OK in moderation, but don't get drunk or stoned at the table.
- If you say it, your character does it or says it. If you have to discuss rules, say "out of character" first.
- This is a game for adults. Some situations, both humorous and serious, will not be appropriate for children. If some subject bothers you, discuss it first, but I tend towards chaotic permissive.
- I don't mind jokes or quotes at the table (Monty Python is relevant to every gaming situation), but keep it on-topic. "I don't want to get on the cart!" is fine when the players are dragging your mostly-dead body around, singing the Philosopher Song is probably not, talking about TV is right out.
- No party infighting. Unless I have replaced your character with a doppelganger, you don't fight other PCs. Making new PCs, getting them back to the adventure, it's a total waste of time.
- No nuisance characters. If what you're doing annoys other players, don't do it. In particular, Bards must read & emulate the Book of Taliesin, or perhaps Manly Wade Wellman's Silver John, not Elan/Nale from Order of the Stick.
- Every problem I present can be solved with at least two options of violence, sneakiness, puzzle-solving, and politics. Try not to use violence first all the time.
- Don't dare me to kill your character, because I will.

Reading List

- Asprin, Robert Lynn: Myth Adventures, Thieves' World anthologies
 - Burroughs, Edgar Rice: Barsoom, Pellucidar, Tarzan
 - Cook, Glen: Black Company, Dread Empire
 - Howard, Robert E.: Conan, Kull
 - Leiber, Fritz: Fafhrd & the Gray Mouser
 - Lovecraft, H.P.: Dream Cycle, "The Nameless City", etc.
 - Moorcock, Michael: Elric saga, The Eternal Champion
 - Pini, Wendy & Richard: ElfQuest
 - Smith, Clark Ashton: Zothique, Averroigne
 - Spenser, Edmund: The Faerie Queene
 - Vance, Jack: Dying Earth, etc.
 - Wagner, Karl Edward: Kane
 - Zelazny, Roger: Amber Chronicles, Jack of Shadows, Lord of Light
 - Quick Primer for Old-School Gaming
 - D&D, 1978, ed. Eric Holmes
- See also my [Inspirational Media for Fantasy Games](#)

License

Olde Swords Rules, version 2025-07-06

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Characters

If you have not played OD&D, Holmes, or Swords & Wizardry specifically before, your first character must be a Human single-class Fighter or Thief. If you want to play a spell-casting class, you must fully read the magic rules, including my rules below. If you want to play a Species or Class not listed here, you must encounter them in-game as allies first.

Stats

Roll 3d6 six times in order (S,I,W,D,C,Ch, or whatever's on your character sheet) for Stats ("attributes"). You may then choose one stat, reroll, and take the better roll.

OR assign these scores in any order: 7, 9, 10, 11, 12, 14.

- **Strength:** Bonus To-Hit & Damage only applies to melee attacks. Bonus up to +1 applies to any class, higher only to Fighters (strictly, not sub-classes!)
- **Intelligence:** Ignore the crazy Greyhawk table entirely. If INT is 10+, you are Literate. INT-based magic classes, with INT 15+ gain +1 1st Level spell/day.
- **Wisdom:** WIS-based magic classes, with WIS 15+ gain +1 1st Level spell/day.
- **Dexterity:** Bonuses apply to any class.
- **Constitution:** Standard.
- **Charisma:** Add morale bonus to NPC reaction rolls, if dialogue is possible. Languages known are CHA 3-8: 1 (native only), 9-12: 2 (native & Common), 13+: CHA-10 (native, Common, & choice).

Simple Skills

These are abilities anyone has some chance at, and training would improve. Currently there are only a few. To use a skill, make a Stat Check, with the listed bonus. If you don't have the skill, it's usually one difficulty harder.

Starting characters, assign a bonus of +2 to one, +1 to two more. Add +1 to one skill every other Level (if we had more skills, we'd add +1 every Level), up to maximum +6 bonus.

- **Carting** (INT): Handling a beast-drawn cart in difficult situations.
- **Climbing** (DEX): Climbing ropes, trees, rough ladders, not sheer surfaces.
- **Crafting: subject** (DEX): Making something professionally. With a workshop and supplies, you may be able to make one kind of equipment cheaper than retail.
- **Fishing** (DEX): Catching fish with line, net, or pot trap.
- **Healing** (INT): Use of common herbs, poultices, bandages, etc., but not advanced medicine like leeches or bleeding.
- **Horsemanship** (CHA): Handling a horse in difficult situations.
- **Lore: subject** (INT): Knowledge of some esoteric subject, in as much accuracy as a medieval scholar can manage. Typical ones are Human/Elf/Dwarf History (3 subjects), Geography, Cosmology, Mathematics, Natural Philosophy, Occultism, Forest Bestiary, etc.
- **Sailing** (INT): Handling a sailing ship in difficult situations.
- **Survival** (WIS): Gathering food & water, finding or making simple shelter.
- **Swimming** (STR): Staying afloat & moving, holding breath, minimal diving.

Species (Ancestry)

- **Human:** Any class, maximum Level is 15th. EP Bonus +10%.
 - **Rural:** As is. Few are Assassin, Illusionist, or Thief.
 - **Urban:** +1 CHA, -1 STR (min 3, max 18). Few are Ranger.
 - **Barbarian:** +1 STR, -1 INT (min 3, max 18). Most are Fighter or Ranger.
- **Dwarf:** Requires CON 10+. Generally Lawful.
 - Fighter maximum Level is 6th (7th with STR 17+, 8th with STR 18+).
 - Thief maximum Level is 8th.
- **Wood Elf:** Requires INT 10+, CHA 10+. Generally Neutral. Does not have Darkvision.
 - Fighter maximum Level is 4th (5th with STR 17+, 6th with STR 18+).
 - Thief maximum Level is 8th.
 - Magic-User maximum Level is 8th (9th with INT 18+).
 - Illusionist maximum Level is 6th (7th with INT & DEX 17+, 8th with INT & DEX 18+).
 - **High Elf, Aquatic Elf, Dark Elf, etc.:** Not playable characters.
- **Half-Elf:** Requires CHA 8+. Does not have Darkvision.
 - Fighter maximum Level is 6th (7th with STR 17+, 8th with STR 18+).
 - Thief maximum Level is 8th.
 - Magic-User maximum Level is 6th (7th with INT 17+, 8th with INT 18+).
 - Illusionist maximum Level is 8th (9th with INT & DEX 18+).
 - Necromancer maximum Level is 8th (9th with WIS & INT 18+).
 - Roll d6 for appearance: 1-2: Very Elfin, -1 reaction from Humans, 3-4: Mixed, 5-6: Very Human, -1 reaction from Elfs. Other non-Humans don't care.
- **Halfling:** Does not exist.
- **Other:** Once any humanoid species has been met and allied with, Referee may allow them as PCs. If they start with more than 1 HD, their first few class HD are replaced.

Class

- **Assassin:** Requires STR 12+, DEX 12+, INT 12+, must be Neutral or Chaotic.
 - Thief skill bonuses as Thief (below).
 - Usually belongs to an Assassin's Guild, and tithe at least 10% of earnings. Provides target lists, black market goods, poisons, and some protection from the law. Some fencing of stolen goods is handled, but don't step on Thieves' Guild bounds.
- **Bard** (Book of Options): Requires INT 12+, CHA 12+. Player must be able to recite from memory at least 16 lines of a poem from the Book of Taliesin.
- **Fighter:**
 - Parrying (errata): Only applies to one enemy per round, facing and aware of their attacks.
 - Martial Talent: Single-class Fighters at Levels 3, 6, 9, 12, 15. can pick one Martial Talent (see later).
- **Illusionist** (Book of Options): Requires INT 12+, must be Neutral or Chaotic.
 - Starting & additional spells as Magic-User.
 - Usually belongs to Mage's Guild.
- **Magic-User:**
 - Uses a Grimoire (spell book). Starting spells are Detect Magic, Read Magic, and a number of player's choice depending on INT:
3-12: 1, 13-14: 2, 15-16: 3, 17-18: 4.
 - At each new Level, learn 1 spell of choice, of each available Spell Level.
 - Usually belongs to Mage's Guild, and tithe at least 10% of earnings. They provide many services & library access in exchange.
- **Monk:** Requires STR 12+, WIS 15+, DEX 15+, must be Neutral.
 - Monk Temple requires absolute obedience, and will often send them on secret missions.
- **Necromancer** (Book of Options): Requires INT 12+, CHA 12-, must be Neutral or Chaotic.
 - Reduce CHA by 1 point each even-numbered Level, down to minimum 3.
 - Starting & additional spells as Magic-User.
 - Rarely belongs to Mage's Guild.
- **Ranger:** Requires STR 9+, INT 12+, WIS 12+, CON 15+.
 - Behavior must protect the wilds, Heroic is Ranger, Villainous is Reaver. Extreme violation becomes Fighter.
 - **Hit Dice** are d8, 1 per Level to 9th, then +2 HP/Level.
 - All spells are Magic-User, and cast as if (Level-8)x2 (i.e. 9th: MU 1x1st cast as 2nd Level, 10th: MU 3x1st, 1x2nd cast as 4th Level). Uses a Grimoire, learns as MU, but rarely takes it with them on adventures.
 - Usually belongs to Order of Rangers, listed "charity" requirements. Reavers can do as they please, but get no support.
- **Thief:** Must be Neutral or Chaotic
 - Add DEX score to Acrobatics, Delicate Tasks & Traps, Hide in Shadows, Move Silently, Open Locks scores. Beastfolk have bonuses as Elfs.
 - **Climbing Walls** (errata): One roll is made per 100' maximum, and failure typically happens halfway up.
 - **Acrobatics:** Chance is 30% + 5% per Level over 1st, bonuses as Climb Walls. This allows tightrope walking, pole vaulting, breakfall (1/2 damage, +1 save), limbo dance, and increases jump distance by percentage.
 - Usually belongs to a Thieves' Guild, and tithe at least 10% of earnings. Guild provides fences, black market goods, and some protection from the law. Killing targets belongs to the Assassins' Guild.

No Clerics

There is no divine magic. There are non-magical "Clerics" but they have only temporal power, and are not good PCs.

Multiclass

Creates a new class with combined EP totals of both classes, advances at the same time. If one class has a lower maximum Level, it stops contributing anything except HP. *For example, an Elf with 67,000 EP is Fighter 4/Magic-User 6, has HP (6d8 + 6d4)/2, but only makes 4 multiple attacks, and +2 to hit is the same for F4 and MU6.*

Average the experience bonus for each class. *For example, the Elf has INT 14, all other stats 12 or less, thus EP bonus is a mere 2.5%.*

Maximum Level

After maximum Level, which Non-Humans reach sooner than Humans, characters continue advancing by Ranks, not Levels. For every 300K EP over the final EP total, gain 1 Rank. Gain +2 HP for Fighter & subclasses, +1 HP for all others. At Ranks 3 & 6, add +1 Base Attack Bonus and -1 Save. Racial abilities may be gained.

For example, a Human Fighter reaches max Level 12 at 550K EP, Rank 1 at 850K EP, gaining +2 HP. An Elf Thief/Magic-User reaches max Level 8/8 at 135K, so Rank 1 at 435K, gaining +1 HP.

Hit Points

PCs can always reroll "1" on Hit Dice, and at 1st-Level cannot roll lower than HD size/2. When averaging dice for multiclass, round up. There are events in the world which allow rerolling all Hit Dice, and taking the better total.

At 0 to -Level HP, character is unconscious but alive, and bleeding 1 HP per round. Make CON roll, on success bleeding stops. Bandaging by another character will also stop bleeding. If you survive, ask Referee for **Near Death Side Effects**.

Below -Level HP, character dies.

HP recover 1 per day of rest. Most sources of healing can only apply once per day; one Healing Poultice and one Healing Potion (of any rank) can combine.

Alignment

Alignment has nothing to do with Human morality, "good" or "evil". Majority of people are Neutral, fanatics are Lawful or Chaotic. There is no "alignment language".

Violation of your Alignment may cause EP loss, Level drain, Stat drain, and change to a more appropriate Alignment.

A party should typically be of one major Alignment, with at most a couple of another; all three is a recipe for infighting and disaster.

- **Lawful:** On the side of civilization, feudalism, repression of all who do not conform. Led by Archons.
- **Neutral:** On the side of nature, balance, tolerance of the quiet. Led by Faerie.
- **Chaotic:** On the side of freedom, do as you will, ravaging hordes. Led by Demons.

Experience

There is much less cash treasure, so experience is given by several sources, Referee has details.

In the Arduin Universe, the ability to advance to higher Levels is based on earned merit and not on acquisition of treasure. Therefore, points are given for many reasons, but NOT for gold or other treasure. After all, it is the act of robbery, not the amount stolen, that gives the thief his experience.

—David A. Hargrave, 1977

- **Completing a Quest Objective**
- **Explore an Unknown Area Completely**
- **Defeating an Enemy**
- **Adventuring:** Various awesome actions.
- **Expending Wealth**
- **Gaining a Magical Item**
- **Major Magic Use or Exposure**
- **Blue-Booking:** Writing a character journal, side stories, background, etc. between sessions, can earn 1-300 x Level. Typically 2-16 pages. These are not necessarily canon, but Referee and interested players may read them, and Referee may harvest them for character beats.

Training time is not needed to Level up, but you can only gain one Level and 1 EP short of next Level per session.

At Levels 3, 6, 9, 12, 15, PCs may choose one Stat and roll 3d6; if they roll **HIGHER** than the current score, add +1 to the score.

Equipment

The world is on a more medieval (post-Imperial, pre-Renaissance), impoverished, silver standard economic base. For practical purposes we'll mostly deal in GP, just less of them. Peasants make 1+ CP per day, Citizens & Soldiers make 1+ SP per day, Merchants & Aristocrats make 1+ GP per day. 1 CP = \$1, 1 SP = \$10, 1 GP = \$100.

- Villages (under 1,000) rarely have any items over 4 GP value, except perhaps Riding Horse, Mule, Cart, Rowboat, Short Bow, Shield, Leather Armor.
- Towns (1,000 to 9,999) will usually have items up to 20 GP, and a slim chance of more expensive items.
- Cities (10,000 up) will usually have items up to 100 GP, and a good chance of rare items.
- Caravans will have some higher-value items, but only pass through villages or towns every 2-6 weeks in good weather, not at all in winter.

Starting Equipment

PCs start with 3d6 GP, Bedroll, 2 Sacks, 3 days Rations, Waterskin, 6 Torches or 12 Candles; one of Club, Staff, Dagger, or Spear; and one Healing Potion or Antidote (Rank d6).

- **Fighter:** Shield & Chain Mail.
- **Ranger:** Leather & Short Bow.
- **Assassin, Thief:** Leather & Lockpicks.
- **Bard:** Leather & a rack of books.
- **Magic-User, Illusionist, & Necromancer:** Grimoire, and 1 Scroll of a known spell.
- **Monk:** no additional gear, nor potions.
- **Dwarf:** double starting GP.
- **Multiclass** pick one class's starting gear (x/MU must take the Grimoire!)

You have 5 minutes to shop for anything else with your few coins.

Encumbrance & Movement

In most cases, you don't need to worry about encumbrance. I do not use weight measures of every item. If you have a lot, we'll do this:

You have item slots equal to STR, +1 for each of 2 Belt Pouches, +3 for one Sack or Quiver, +6 for a Backpack. Most items take one slot. Arrows are 10 per slot; coins are 100 per slot; armors are 2 slots for leather, 3 for chain, 4 for chain; weapons are 1 slot for small, 2 for medium, 3 for large 2-handed.

Worn armor does not count against slots, but reduces base movement:

Armor	BMR
None, Leather	12
Chain Mail	9
Plate	6

At half your slots full, halve your movement.

Other movement is as listed. Combat rounds are 10 seconds, but rate remains the same.

General Goods

New items on next page.

- **Holy Symbols, Holy Water:** Removed. No magical priests.
- **Lanterns:** Removed. Not invented yet.
- **Candle:** Lights 10' r. for 1 hour. Wind blows it out 1-3 on d6.
- **Crowbar:** +1 chance to open doors. Can be used as a Club. Base 2 SP model is wood & bronze, breaks 1 in 6. For 2 GP, iron does d4+1 damage, will only break 1 in 20. For 10 GP, steel does d6 damage, won't break.
- **Lamp, Bronze:** Lights 20' r. for 4 hours per pint of oil. Very strong wind blows it out 1 on d6. Lamp Oil is not napalm-like.
- **Mirror:** Listed 20 GP is silver, may detect vampires or werewolves 1-3 on d6 (only one test per being), useful to spy around corners. For 5 GP, steel mirror is cheap, can't detect monsters.
- **Torch:** Lights 20' r. for 2 hours. Very strong wind blows it out 1 on d6.

Alchemy

Typically available only in the largest cities, but there are some rural witches and alchemists who sell a few potions, or more often offer them as rewards for quests.

Alchemy	Cost	Notes
Alchemical Fire	80 GP	Burning sticky oil. See Hazards, Fire
Poison, Blade, Rank 1	80 GP	See Hazards, Poison
Poison, Blade, Rank 2	320 GP	See Hazards, Poison
Potion, Antidote, Rank 1	40 GP	Neutralizes Rank 1 poison
Potion, Antidote, Rank 2	160 GP	Neutralizes Rank 2 poison
Potion, Healing, Rank 1	50 GP	Heals d8+1 HP, usable 1/day
Potion, Healing, Rank 2	200 GP	Heals d8+2 HP, usable 1/day
Poultice, Healing	10 GP	Herbalism. With a Healing (INT) check, restores d4 HP over next hour, usable 1/day.
Scroll, Magic-User	varies	200 GP per spell Level; Guild or friends may sell 10-40% off, never more. Those above Spell Level 3 are almost never for sale.

Other potions, ask Referee.

Weapons

- **Crossbow:** Only available to Dwarfs, cost & ammo is 4x listed. Ignores 2 AC points.

Armor

- AC is ascending from AC 9[10] (none). We always write both armor types for compatibility, but only use the one in brackets.
- **Chain & Plate:** Chain costs 150 GP, Plate costs a minimum of 300 GP, and often much more if fitted & decorated. CHA bonus depends on quality.
- **Helmet, Gauntlets, Greaves, Boots/Sabatons:** each 10 GP, 5 lbs. Protect against location damage, all 4 adds AC -1[+1] .
- **Wizard Hat:** 10 GP minimum, 5 lbs. Conical hat, often decorated with glitter & patches, or gilding & embroidery. Counts as a Helmet for stopping crits, Magic-Users claim it makes them more powerful, and disrespect any not wearing one, the gaudier the better. CHA bonus depends on quality.

Materials

- **Normal** weapons & armor (metal) are made with high iron or low steel, but can be upgraded. Mostly wood & leather items cannot.
- **Bone or Stone** weapons & armor are 10% cost, but do half damage or AC bonus, and break 1 on d6 each hit given or taken.
- **Bronze or Cold Iron** weapons & armor are full cost, have normal effect, but break on a natural 1 on attack or 20 on defense. Wood Elfs much prefer bronze. Cold iron may be effective against some monsters.
- **High Steel** weapons & armor are 500% cost, do +1 damage or AC, can only be purchased in Dwarf cities.
- **Silvered** weapons (normal iron core with plating) cost 10x, **Gilded** weapons cost 100x, increases weight, both do normal damage but may be effective against some monsters.

Weapon	Damage	ROF	Range	Weight	Cost	Notes
Blowgun	—	1	30	1	5 GP	
Cudgel, Iron-Bound	d4+1	1	—	5	2 GP	
Cudgel, Spiked	d4+1	1	—	5	3 GP	+1 damage against unarmored foe
Darts (blowgun), 20	d3	—	—	1	3 GP	May be coated in poison
Shots, Lead (sling), 20	d4+1	—	+5	5	5 GP	
Main Gauche	d4+1	1	—	3	8 GP	Use for Dual Wield OR -1[+1] AC
Net	d4	1	10	10	5 GP	Entangles target
Staff, Ringed	d6+1	1	—	10	6 GP	Ceremonial, but effective at thumping
Stiletto	d4	1	10	1	12 GP	+1 bonus to called shots, or ignores 1 AC point.
Sword, Arming	d6	1	—	5	5 GP	Militia, novice army weapon
Sword, Peasant	d6-1	1	—	3	6 SP	Very cheap, breaks on 1
Sword, Rapier	d6+1	1	10	3	30 GP	+2 bonus to called shots, or ignores 1 AC point.
Whip	d4	1	10	2	1 GP	Can entangle instead of damage

Gear	Cost	Notes
Lighting		
Lantern	1 GP	Holds a candle, but cannot be blown out by wind
Equipment		
Blanket	5 SP	Bulky, warm
Book, 64 pages	10 GP	Parchment pages, blank, more for hand-scribed text
Caltrops, 12	1 GP	Covers a 5' r., save to avoid (+AC bonus, +3 for greaves, +2 for hard boots, +1 for soft boots), does d4 damage, 1/2 MV
Clock, Mechanical	200 GP	Dwarven make. Weighs 5 lbs and is fragile
Clock, Water	20 GP	Large and heavy, accurate to ~10 minutes
Firestarter	1 SP	Coal kept burning in a clay pot, reeds or matches to start fires in 1 round
Hourglass	25 GP	Delicate
Lodestone	200 GP	Bulky. Black rock on a thin chain, always points North
Navigation charts	100 GP per region	
Papyrus, 10 sheets	2 SP	Less sturdy than parchment, but cheap
Pick, Miner's	3 GP	Bulky. Usable as Battle Axe
Ram, Portable	10 GP	Bulky. +2 chance to open doors
Saddle	15 GP	New style with stirrups, +1 to riding. Old style is 5 GP. Most people use a blanket, -1 to riding
Soap, 1 lb	5 SP	Regular use may reduce chance of disease, increase reaction
Spyglass	120 GP	Bulky, delicate. See details at 5x distance
Thief's Tools	25 GP	Adds +10% to Open Locks & Delicate Tasks with traps
Toolkit (varies)	5-100 GP	Bulky. Allows practice of a crafting profession
Trap, small	2 GP	Save to avoid (+1 for metal armor or hard boots), does d4 damage, 1/4 MV
Trap, large	4 GP	Save to avoid (+1 for metal armor or hard boots), does d8 damage, 1/4 MV
Twine, per 3 yards	1 CP	Holds 20 lbs per strand
Containers		
Bucket	5 SP	5 gallons, 40 lbs if filled with water
Pouch, Belt	1 GP	5 lb capacity
Quiver	2 GP	20 arrow capacity
Sack, Burlap	1 SP	20 lb capacity, delicate
Saddlebags	4 GP	30 lb capacity
Scabbard	5 SP	Basic weapon cover, fancier ones are expensive, may give reaction bonus
Fashion		
Belt, leather & straps	2 GP	Holds several items, pouches
Boots, Hard	4 GP	Solid foot protection, noisy. Prevents some location-based damage
Boots, Soft	2 GP	Moderate foot protection
Cloak	5 SP	Good against hard weather
Clothing, Peasant	1 SP	-2 reaction when persuading anyone above Peasant
Clothing, Traveller	1 GP	-1 reaction when persuading anyone above Citizen. Good against hard weather
Clothing, Winter	8 GP	Good against cold winter weather
Clothing, Craftsman	5 GP	-1 reaction when persuading anyone above Citizen
Clothing, Merchant	20 GP	+1 reaction when persuading
Clothing, Noble	75 GP	+2 reaction when persuading. Legal penalties for impersonation
Sandals	1 CP	Minimal foot protection
Shoes	5 SP	Poor foot protection
Provisions		
Ale, per pitcher	1 CP	
Food, Poor	1 CP	Rots after d6 days. May need a CON check to keep it down. Halves natural healing rate for the day
Food, Common	1 SP	Rots after d6 days
Food, Feast	1 GP	Rots after d6 days. Doubles natural healing rate for the day
Liquor, per shot	1 SP	
Salt	1 GP	2 lbs. Preserves food, may repel some monsters
Wine, Cheap, per jug	2 CP	
Wine, Good, per jug	1 SP	
Accommodations		
Housing, Shack	1 GP per month	
Inn, Common Room	1 CP per night	
Inn, Shared Room	1 SP per night	
Inn, Private Room	1 GP+ per night	
Stable	1 SP per day	

Stat Checks

Any uncertain action relying on natural talent can call for a Stat check. Typically the Stat is unmodified, optional skills add their rating to the Stat, some situations modify the Stat.

Roll 2d6 for Easy, 3d6 for Average, 4d6 for Hard, 5d6 or more for Improbable. Rolling all 6's adds another d6.

Roll less than or equal to the (modified) Stat to succeed, higher fails.

Saving Throws

Saving Throws mostly represent Level, with minor influence from Stats.

When throws against a specific type are given, there may be additional bonuses.

Stat bonuses are 3-8: -1, 9-12: +0, 13-18: +1.

Saving Throw	Bonus	Stat
Poison & Death Ray	varies	CON
Wands, Fear, & Mind Control	+2	WIS
Paralysis & Petrification	+1	STR
Dragon Breath	+0	DEX
Spells, & Staves	+0	WIL

Wilderness Adventures

- **Scale:** World is typically mapped in 6 mile (10km) hexes or grids.
- **Random Encounters:** Checked every hex entered, or 8 hours camped. Travel at night or in Evil areas is +1 encounter chance or more.
- **Food:** Hunting, gathering, finding water takes 4 hours (this can be done after 8 hours normal march). Each character can try. Make a Survival or Fishing roll for terrain, on success you get d6 Common Food (half in Mountain, Desert, Underworld), refill all water. Common Food can be salted & dried over a fire in 24 hours, preserving them indefinitely, but doing this increases the encounter chance by 1.
- **Weather:** Referee has a weather system and is not afraid to use it.

Dungeon Adventures

- **Scale:** Dungeons are typically mapped in 10' (3m) grids.
- **Darkness:** Light sources fully illuminate their radius, and give dim outlines out to double, ranged attacks into this area are at -2 to hit. Targets in full darkness are at -4 to hit, if the general area is known.
- **Wandering Monsters:** Typically checked at 1 in 6 per 1-3 turns, depending on activity in the dungeon.

Hazards

- **Falling:** Characters who fall more than 5' take d6 damage per 10' to a maximum of 20d6 (terminal velocity). If fallen 20' or more, make a Save vs Paralysis, + DEX bonus, -1 per 10' past the first, on failure roll d6 to see what you landed on:
 1. Head. Instant death. You needed that, roll a new character.
 2. Left arm. Broken, cannot hold shield or 2-handed weapon, or cast spells.
 3. Right arm. Broken, cannot hold weapon, or cast spells.
 4. Torso. Broken ribs, half STR, CON.
 5. Left leg. Broken, cannot move.
 6. Right leg. Broken, cannot move.

Cure Serious Wounds or Restoration will repair all but the head, otherwise takes 2d4 weeks recovery.

- **Fire:** A torch-sized fire inflicts d6 damage and on 4-6 it sets flammable materials aflame. A bonfire-sized fire inflicts 2d8 damage for the first round of lighting, 1d8 per round thereafter. Alchemical Fire can quickly create a bonfire-sized fire, 5' diameter, lasting only 3 rounds.
- **Jumping:** Leaping over obstacles and chasms requires a DEX check, on success can clear normal distance, failure falls short by 10% per point missed by: Your height upwards, 1.25x height from standing start, 3x height across with running start. Thief Acrobatics skill increases these distances.
- **Poison & Venom:** Each poison has a Rank from 1 to 20, often equal to the monster's HD or dungeon Level, but may be more or less. Make a Poison saving throw with CON bonus (-1 to +1), and Rank penalty. On success, take 1 HP damage for Rank turns. On failure, take d6 damage for Rank turns. Some poisons are faster-acting or have specific effects. Antidotes have a specific Rank, if taken they neutralize any poison of that Rank or less. Only Assassins know how to use Blade Poisons safely, others must make a DEX check when applying them or inject themselves.
- **Salt:** Zombies and some other supernatural entities take damage from salt, which makes them wither up. A successful DEX roll will hit and do d8 damage. A large (2 lb) bag is good for 6 uses.
- **Swimming:** Swimming speed is 1/4 BMR. Requires a STR check if encumbered or in rough water. Unarmored is Easy, Leather is Average, metal armor is Hard, bad weather one difficulty harder. Failing a swimming roll once is dangerous, twice starts drowning and taking d6 damage per minute.

Combat

- **Armor Class:** Ascending from 10, AAC = 19 - DAC. Note when converting from Basic Fantasy to subtract 1 AAC. When converting from AD&D, subtract 1 DAC first.
- **Time:** Combat rounds are 10 seconds as in Holmes. Combat "Turns" are 10 rounds, non-combat Turns are 10 minutes.
- **Initiative:** Method 2, Holmes. Spells for the next round are declared in phase 2, after casting any spell of previous round. If the caster is struck in the mean time, the spell cannot be cast (it is not "lost", however). On the first round of combat, if not surprised, a spell may be readied and cast in phase 2.
- **Critical Hit & Fumble:** On natural 20, or modified 25+, attack is critical, roll d12. On natural 1, or modified 0 or less, attack fumbles, roll d6. Ask Referee for results.
- **Dual-Wield:** Off-hand weapon must be small (Club, Dagger, Hatchet, Short Sword if STR 15+, Long Sword if STR 19+), attacks at -2 to hit. Fighters usually use a Shield instead, Thieves often dual-wield.
- **Grenade-Like Missiles:** Flasks of acid, alchemical fire, poison, and other substances can be thrown at some distance, 10' short, 20' long, but they only need to hit AC 9[10] .
- **Mounted Combat:** Anyone on horseback is at -2 to be hit. Non-Fighters have a -2 to hit with any weapon from horseback, Fighters & subclasses without Jousting Martial Talent are at +0 to hit.
Warhorses will stay in a fight, other horses require a Horsemanship (CHA) check every round or they throw the rider and flee.
Jousting: In a fair competition, in each pass, each combatant secretly picks weapon: Mace (-1 attack, +1 defense), Sword (even), or Lance (+2 attack, -2 defense), and stance: High (+2 attack, -2 defense), Center (even), Low (-2 attack, +2 defense). Jousting Martial Talent adds +1 to attack & defense.
Each combatant makes a normal to hit roll plus attack, against target's AC plus defense. On a hit, score 1 point, and target takes d6 damage, and must make a Horsemanship (CHA) roll to stay mounted. If one combatant is still mounted and the other is not, they get a bonus point.
A joust is usually done to 3 points, or tie breaker if both reach 3.
- **Multiple Attacks:** Fighters Multiple Attacks gives their Level in attacks if only striking 1 HD or lower targets. All multiple attacks from this, Haste, or other sources, are resolved at once for convenience, but could be spaced out through lower DEX ranks if Referee wants.
- **Retreating:** If a party flees an encounter, they can distract enemies from pursuing by dropping items. Food will distract animals & beasts 1-3 on d6, while treasure will distract intelligent foes 1-3 on d6.
- **Stun:** Stunned combatants cannot move or act for the duration, but are aware and can defend themselves to some extent (AC & saves are not affected).
- **Swarm:** Large groups of sub-1 HD foes (rats, weasels, orphans, etc.) can be annoying to run. Every group of up to 10 is treated as one "stack", each hit kills one creature (don't track HP), +1 To Hit and Damage per 2 creatures. AOE attacks kill an entire stack.

Martial Talents

- **Animal Friend:** May tame & train natural animals to be combat-capable pets, taking 1 month per HD. No more than your Level in HD can be kept tamed.
- **Armor Mastery:** Pick one specific armor, when worn you move as if one category lighter.
- **Berserker:** Level/3 times per day, you can go Berserk. You cannot Parry, use any items except melee weapons & armor, cannot use a Shield or ranged weapon, or carry a burden (even backpack), you must throw them down. You gain +2 To Hit & Damage, and +2d6 temporary Hit Points, and must charge to fight all foes until none remain. 2d6 rounds later, it ends. Any damage taken in excess of the temporary remains.
- **Guardian:** Level/3 times per day, when an ally within 10' is targeted, you can make a DEX check to interpose yourself and take the hit instead.
- **Jousting:** Gain extra benefit from fighting from horseback, +2 melee to hit against ground targets, and +1 when Jousting (a big deal when encountering other knights). Gains +2 bonus to Horsemanship (CHA).
- **Knighthood:** Swear fealty to a Lord of the same Alignment and become a Squire, earning some social advantages & obligations. At 6th-Level, may be Knighted, which often includes a small tract of land, peasants, and the like.
- **Rogue:** Can take a few Thief Skills, one when taken, another at Levels 5, 10, 15. Initial skill is as a 1st-Level Thief, and increases 1 Level per Level.
- **Sailor:** From elite deckhand at 3rd-Level, to artillery master at 6th-Level, to master pilot and navigator by 9th-Level. Referee will determine what specifically happens in naval combat and long-distance travel and trade (often using a separate wargame), but a skilled Sailor is at a huge advantage over poorly-trained swabbies.
- **Weapon Mastery:** Pick one specific weapon type* to master; this talent can be taken again only for different weapons. When using the mastered weapon, gain non-magical +1 Attack & Damage. If it is melee, make 2 attacks per round, against the same or different foes (does not stack with Multiple Attacks).
If it is a bow, crossbow, or sling, increase range by 20; thrown missile weapons increase range by 10. Missiles other than crossbows may make 2 attacks per round.
May be easier to do "stunts" (disarming, throwing, scarring, etc.) at Referee's whim.
* "specific" can be a little loose. Short Sword and Long Sword both include Arming Sword, Peasant Sword, but not each other. Long Sword includes Rapier. Dagger includes Main Gauche. Club, Mace, and Cudgel include each other. Most polearms are the same thing.

"The tomes which held Turjan's sorcery lay on the long table of black steel or were thrust helter-skelter into shelves. These were volumes compiled by many wizards of the past, untidy folios collected by the Sage, leather-bound librams setting forth the syllables of a hundred powerful spells, so cogent that Turjan's brain could know but four at a time.

Turjan found a musty portfolio, turned the heavy pages to the spell the Sage had shown him, the Call to the Violent Cloud. He stared down at the characters and they burned with an urgent power, pressing off the page as if frantic to leave the dark solitude of the book.

Turjan closed the book, forcing the spell back into oblivion. He robed himself with a short cape, tucked a blade into his belt, fitted the amulet holding Laccodel's Rune to his wrist. Then he sat down and from a journal chose the spells he would take with him. What dangers he might meet he could not know, so he selected three spells of general application: the Excellent Prismatic Spray, Phandal's Mantle of Stealth, and the Spell of the Slow Hour."

—"Turjan of Miir", Jack Vance

- **Grimoire:** Magic-Users and some others use a spell book, which contains all spells which have been learned or researched, in the Magic-User's own idiom. Lost Grimoires can be replaced, or backups made, by buying a blank tome (25 GP), then scribing each spell at scroll-writing cost.
- **Memorization:** No more than one "copy" of a spell may be memorized at once. Spells cast are not forgotten, but dormant until the next day. Re-memorization, which requires the Grimoire and takes a turn per spell Level, is only needed to change memorized spells.
- **Aura:** Any spell that affects a being also affects their clothing & items carried, such as Enlarge, Invisibility, etc., items cannot be singled out except if specified (Heat Metal), things cannot be summoned inside a being (Create Water).
- **Evil/Good -> Supernatural:** These spells only affect supernatural beings, items, and hostile magic, alignment doesn't matter.
- any **Touch:** On an unwilling target, requires an attack ignoring target's armor; most targets are AC 9[10], those with high Dexterity may be AC 8[11], displaced or otherwise untouchable targets get normal AC.
- **Reversed:** Any caster can use normal or reversed spells, as long as it is in service of their cult.
- **Identifying Magic Items:** Either consult a Sage, chance of knowledge determined by Referee. Or use Contact Other Plane, hope some outer being or god can help you.
- **Subtle Casting:** Magic-Users can eventually modify some known spells to cast instantly, without incantation or gestures. For example, a MU 5 has made Charm Person, Protection from Evil, and Mirror Image subtle.

	Spell Level				
Level	1	2	3	4	5
3-4	1				
5-6	2	1			
7-8	3	2	1		
9-10	4	3	2	1	
11-12	5	4	3	2	1
13+	6	5	4	3	2

Modified Spells

- **MU 6th-Level and up:** See Referee book.
- **Animate Dead** (MU 5th, C 3rd): Spell requires sacrifices of blood, flesh, and bone, either from the corpse or another. Heroic characters will not use this spell without exceptionally good reason, but others are free to do so. Skeletons have base HD of their species, +1 HD for zombies with most of their flesh. Dice rolled are the total HD (bonus HP count as next higher HD) which will be animated. *For example, a 10th Level Necromancer rolls 2d6 (5,4)=9 HD, raising 9 humanoid Skeletons, or 4 Zombies+1 Skeleton, or a single 8+2 HD Hill Giant skeleton.*
- **Charm Person** (MU 1st): Target considers caster a trusted friend, above most other loyalties, but any abusive behavior will give a save to dispel. "Kill those jerks you were with!" is fine, "Kill yourself!", "Kill your family!", or "Bend over!" is abusive. They are not automatons. Make a new save every: INT 1-6: 4 weeks, 7-9: 3 weeks, 10-11: 2 weeks, 12-15: 1 week, 16-17: 2 days, 18+: 1 day.
- **Charm Monster** (MU 4th): Affects a single target monster with HD up to the caster's Level. Victim makes a Save vs Magic every given interval, and on success the charm is broken. Charm Monster affects all living creatures, not plants, demons, undead, or constructs. Make a new save every: HD 1 or less: 4 weeks, 2-4: 3 weeks, 5-7: 2 weeks, 8-10: 1 week, 11 or more: 1 day.
- **Continual Light** (MU 2nd): Requires & consumes 10 SP of silver dust for candle equivalent, 10 GP of gold dust for torch equivalent, 10 PP of platinum dust for moonlight equivalent (with effects on lycanthropes), or 100 GP of diamond, emerald, or ruby dust for sunlight equivalent (with effects on undead and subterranean creatures).
- **Dispel Evil** (C 5th), **Dispel Magic** (D 4th, MU 3rd), **Remove Curse** (C 3rd, MU 4th): Chance is $50\% + 5\% \times (\text{Caster's Level} - \text{Target's Level})$. *For example, a 12th Level dispelling 6th is 80% likely, 6th Level dispelling 12th is 20% likely.*
- **Massmorph** (MU 4th): Anyone affected, who remains stationary, gets AC 2[17].
- **Magic Missile** (MU 1st): Option 1, roll to hit as a +1 arrow.
- **Monster Summoning I-VII** (MU 3-9): Duration 1 Turn/Level.
- **Purify Food & Drink** (C 1st): **Reverse: Putrefy Food & Drink:** Makes food & water for up to a dozen people toxic. Anyone ingesting must Save vs Poison, Beastfolk get +4. On failure, take d6 damage and incapacitate for 4d6 hours.
- **Read Magic** (MU 1st): Allows identification of magic scrolls (without casting them), magic-writing maps and documents, and other wizard marks. Once a scroll has been identified, it can be learned (1 day of study per Spell Level) or cast by the Magic-User at any time.
- **Sleep** (MU 1st): AOE is 10' radius. Possible HD total is 2d8. All targets in order from lowest to highest HD (maximum 4+1) get a saving throw; only those who fail count against the HD total. Sleeping targets will wake at loud sounds or touch.
If you dislike this, I'm happy to TPK your party with Sleep a few times until you agree.
- **Wizard Lock** (MU 2nd): Can only be removed by Knock, and passed (not destroying it) by Magic-Users, or by beings with Magic Resistance, in which case the chance is $50\% + 5\% \times (\text{attacker's Level} - \text{Locker's Level})$.

New Spells

- **Dancing Lights** (MU 1st): Range: 120', Duration: 2 Turns. Creates 1-6 lights that resemble torches, casting the same light. The lights can be moved by word or gesture from the caster, out to the range, but must follow within that range at all times.
- **Enlarge** (MU 2nd): Range: 30', Duration: 1 Turn/Level. Affects a single object or creature of medium size or less, including all items worn or carried. Target grows, doubling height, gaining 8x volume & mass. Physical attacks do +d6 damage. Attacks against target are at +2 to hit.
 - **Reverse: Diminish:** The object shrinks, quartering height, 1/16th volume & mass. Physical attacks do 1 damage maximum. Attacks against target are at -4 to hit.
- **Featherweight** (MU 1st): Range: 10'/Level, Duration: 1 round/Level, Area: 1 target/Level, maximum total 200 lbs/Level. Can be cast instantly with no preparation or more than a second's time. Requires & consumes a bird's wing feather. When cast, the creatures or objects affected assume the mass of a feather. Falling is reduced to a rate of 60'/round, and no damage is sustained by landing. Missiles affected do no damage. Creatures affected may jump up to 10x normal distance. Gusts of wind will pick up and blow the targets along.
- **Message** (MU 1st): Range: 50'/Level, Duration: 1 Turn/Level. Caster can point at any creature visible in range, and speak privately to them, and hear their responses.
- **Silent Step** (MU 1st): Range: Self, Duration: 2 Turns/Level. Makes target's movements and actions utterly silent.
- **Ventriloquism** (MU 1st): Range: 60', Duration: 1 Turn/Level. Caster points at an object or creature in range, and their words seem to emanate from that target.

Light Spells

These "Cleric" spells can be researched as new Magic-User spells. In some cases the Spell Level will change. Other Cleric spells cannot be recreated.

- Purify Food & Drink (1st)
- Find Traps (2nd)
- Silence, 15' Radius (2nd)
- Snake Charm (2nd)
- Speak with Animals (3rd)
- Speak with Dead (3rd)
- Create Water (4th)
- Neutralize Poison (4th)
- Speak with Plants (4th)
- Sticks to Snakes (4th)
- Create Food (5th)
- Insect Plague (5th)
- Animate Object (MU 4th)
- Blade Barrier (6th)
- Conjurment of Animals (6th)
- Find the Path (6th)
- Speak with Monsters (6th)
- Aerial Servant (7th)
- Control Weather (7th)
- Earthquake (7th)
- Part Water (7th)

Green Spells

Most "Druid" spells can be researched as new Magic-User spells.

- Remove Level 2: Cure Light Wounds
- Remove Level 3: Cure Disease
- Remove Level 4: Cure Serious Wounds

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