

SIMPLE FANTASY ADVENTURE

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Simple Fantasy Adventure 2017 Winter Star Games

WHAT IS SIMPLE FANTASY ADVENTURE?

Simple Fantasy Adventure is a rules-light fantasy game that aims to replicate the rules and feel of a classic fantasy adventure game, while being more open and adaptable. It adapts some concepts from the world's most popular fantasy roleplaying game in the style of that classic adventure game to create a fast, flexible and easy-to-use set of rules guidelines.

Simple Fantasy Adventure uses two six-sided dice (2d6) for task resolution.

LEGAL AND LICENSE INFORMATION

Simple Fantasy Adventure belongs to a class of games often called “retro-clones”. It reproduces algorithms and formulas conceived by other authors, but presents them in new ways. Some changes have been made to achieve the goal of making ***Simple Fantasy Adventure*** a “generic” rules-light fantasy game. All IP from the license associated with the original game has been removed and, at need, replaced with original material.

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CHARACTER CREATION

Creating a character in *Simple Fantasy Adventure* is a simple process of a few easy steps. The stages of character creation are:

1. *Name, description and background.* These are your character's personal details.
 2. *Choose a race.* Your character will be a human, elf, dwarf or halfling. Record the bonuses and penalties associated with your chosen race.
 3. *Choose a class.* This is your character's profession and way of life. Your character may be a fighter, a rogue, a ranger or a mage. Record the bonuses and penalties associated with your chosen class.
 4. *Customize your character.* You may distribute six points among your characteristics, with certain restrictions. You may also use these points to acquire spells.
 5. *Spend starting money on equipment.* Buy weapons, armor, provisions and miscellaneous items to help you on your adventure.
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RACES

HUMANS are people just like you. They are men and women of many different cultures, with many different appearances, languages and traditions. Humans are known for their ability to adapt to new circumstances, their determination and their creativity.

Bonus: Humans receive +1 to the player's choice of two of Strength, Dexterity, Intelligence, Wisdom or Speed. These two bonuses may be combined into a single +2 to one characteristic.

Penalty: Humans receive -1 to the player's choice of Strength, Dexterity, Intelligence, Wisdom or Speed. This -1 must be applied to an characteristic to which the player did not assign one of the +1 human bonuses.

DWARVES are a race of stocky, muscular people closely tied to the earth. They are highly proficient in stone- and metal-working and are known for their bellicose and blunt natures. Dwarf crafts are idolized throughout the world.

Bonus: Dwarves receive +1 to Strength. They also receive 10 additional Vitality, no matter their class.

Penalty: Because of the shortness of their legs, dwarves receive -1 to Speed. Dwarves prefer melee combat, and receive -1 to Ranged.

ELVES are a mysterious race of willowy, ethereal people storied in song and legend for their ancient power. Generally reserved, their passions for knowledge and beauty run deeper than many know. Like dwarves, elves are crafters, often working with nature instead of reshaping it.

Bonus: Elven grace grants them +1 Dexterity and +1 Speed.

Penalty: Elves are somewhat more frail than others, and receive 5 less Vitality, no matter their class.

HALFLINGS are a race of agile, tiny folk with surprising resilience of body and character. They love growing things and quiet life, but are capable of mighty deeds. Halfling culture is largely agricultural, and they maintain an impressive body of lore and history.

Bonus: Because of their nimbleness and size, halflings receive +2 to Dexterity, +2 to Ranged and +1 to Defense. Halflings also receive 5 additional Vitality, no matter their class.

Penalty: The downside to halflings' small stature is that they receive -2 to Strength and -3 to Speed.

CLASSES

FIGHTERS are skilled with the use of weapons, armor and combat tactics. They are also known as warriors and soldiers.

Bonus: Fighters receive +2 to the player's choice of either Melee or Ranged. Fighters also receive +1 to Defense because of their training.

Base Vitality: 50

ROGUES rely on nimbleness, stealth, misdirection and slight of hand. They are also known as scouts and sometimes thieves.

Bonus: Rogues receive +1 to Wisdom, +2 to Subterfuge and +2 to Defense because of their reliance on avoidance to protect themselves from harm.

Base Vitality: 40

RANGERS are trained in woodcraft and independent operation in the wilderness. They are sometimes called woodsmen and skirmishers.

Bonus: Rangers receive +2 to Physical, +1 to Subterfuge and +1 to both Melee and Ranged, as they make use of a variety of tactics and weapons.

Base Vitality: 40

MAGES call on the esoteric forces collectively called magic. They are also known as wizards and sorcerers.

Bonus: Mages receive +2 to Intelligence, +1 to Wisdom and +2 to Arcana. They also receive two spells for free during character creation.

Base Vitality: 35

CHARACTERISTICS

There are twelve *characteristic scores* in **Simple Fantasy Adventure**. They measure both innate capabilities (sometimes called "attributes") and skills acquired through training and experience. Your character's total bonus for a characteristic comes from a combination of your character's race, class, customization picks and experience. The characteristic's bonus is added to a roll of 2d6 to get a total whenever that characteristic comes into play.

An characteristic's bonus begins at +0, before modifications for race, class and customization.

The characteristics are as follows:

ATTRIBUTE CHARACTERISTICS

STRENGTH measures your character's muscle and physical power. It is a description of your character's might and endurance. Strength is used whenever your character wants to lift, move or carry something and in other tests that involve raw muscle.

DEXTERITY measures hand-eye coordination, agility, reflexes, and balance. It describes how well your character controls his or her body movements. Dexterity is used whenever your character's nimbleness is in question.

INTELLIGENCE determines how well your character learns and reasons. It is also a measure of memory and learned knowledge. Intelligence is used whenever your character's mental power comes into play.

WISDOM describes a character's empathy, common sense, perception, and intuition. It is used whenever a character is interacting with the environment or with people, measuring his or her ability to obtain information and know what others want to hear.

SPEED is the character's raw ability to move. It tells how fast the character is and is used whenever that speed is in question, such as movement in combat.

SKILL CHARACTERISTICS

PHYSICAL covers physical skills like climbing, jumping, hunting, riding and tracking.

SUBTERFUGE rates the character's ability with skills of stealth and misdirection, like hiding in darkness, moving quietly, slipping bonds and picking pockets.

ARCANA is the measure of the character's ability with and knowledge of esoterica. It is used for casting spells and to learn or remember information about magic and arcane beasts and items.

MELEE is the character's ability to fight in hand-to-hand combat with weapons like swords, spears, axes and daggers.

RANGED measures your character's ability to fight with thrown, launched or shot weapons like bows, slings, crossbows and thrown spears and daggers.

DEFENSE represents the character's training in avoiding blows, minimizing impact and absorbing punishment without getting seriously hurt. It is usually used in opposition to Melee and Ranged during combat.

VITALITY is the raw measure of your character's capacity to take damage. The more Vitality you have, the tougher you are and the more abuse the character can handle before succumbing.

CUSTOMIZING YOUR CHARACTER

Once you have recorded the bonuses and penalties associated with your character's race and class, you receive six points to use to make your character unique. Depending on how you distribute these points, your character may also have weaknesses, reflected by penalties.

You may spend these customization points on any characteristic. For each point you spend on one of these characteristics, you receive a +1 bonus to that ability. You may spend a maximum of two points total among the five "attribute" characteristics (Strength, Dexterity, Intelligence, Wisdom and Speed). You may spend as many points as you like among the "skill" characteristics, except Vitality (Physical, Subterfuge, Arcana, Melee, Ranged and Defense).

If you wish, you may spend more than one point on an characteristic. Each additional point increases the bonus by +1, to a maximum of +3. For example, if you wish to boost your Physical characteristic by a great deal, you could spend two points to receive +2.

You may spend one point to purchase two spells for your character. These are in addition to the spells you receive for free if your character is a mage. You may purchase as many spells as you wish in this manner.

If you do not spend any points on one of the "skill" characteristics, this means your character is not trained in the use of the skills associated with that characteristic. The character receives a -2 penalty to any of those characteristics you did not spend points on. This is called "being untrained", or the "untrained penalty". If no other bonus or penalty further modifies the characteristic, the value is recorded as "-2". You may make a note that this is because of the untrained penalty.

Because there are multiple characteristics to spend these points on, if you spend more than one point on any particular ability, or if you wish to buy spells with these

points, your character will have a weakness somewhere else due to being untrained in at least one of the “skill” characteristics. This can actually be useful for helping develop your character’s story. Your race or class modifiers factor in, meaning they can either counteract or intensify this penalty. For example, a Halfling Rogue with no customization points spent on Defense would be at a total of Defense +1 (+1 for race, +2 for class, -2 for untrained). A Dwarf Fighter with no points spent on Ranged would have a total of Ranged -3 (-1 for race, -2 for untrained).

EQUIPMENT

Starting characters receive 100 gold pieces to spend on weapons, armor and miscellaneous items. You do not need to spend all this money now. If you have any left over after purchasing your character’s equipment, you may keep the rest as cash on hand (or in some other form, such as valuable gems) for spending later in-game. Consult the Equipment Prices list for costs.

Your character can carry only so many things at once. A character’s carrying capacity is equal to three times his or her Strength bonus, plus six (or [Str bonus x3]+6) if the character has a backpack (with a minimum of 6). Without a backpack, carrying capacity is half that (minimum of 3). A character may reasonably carry and keep ready at most three weapons, such as a dagger, sword and bow; the character may carry more weapons, but they will not be easily available when a fight starts.

USING CHARACTERISTICS

Most of the time, you will narrate your character’s actions to the gamemaster and the story will continue based on what you do. When there is no chance of failure, or when your character is obviously skilled enough to perform an action without having to check, you do not need to roll any dice.

However, when success is not certain, in

such dramatic events as combat, you will roll dice to see if your character succeeds at an action. **Simple Fantasy Adventure** uses two six-sided dice (abbreviated 2d6) for checks or tests of this nature.

The gamemaster will tell you what characteristic your character is using. Roll 2d6 and add the character’s bonus with that ability to (or subtract any penalty from) the dice roll to get a total. This total will be compared with another number. If your total matches or exceeds that number, your character succeeds.

For most non-combat actions, your total will be compared with a Target Number or TN. A TN is a static target number based on how hard the action your character is attempting is judged to be. Sometimes the TN will be predetermined; other times the GM will make it up on the fly. A predetermined TN is written as characteristic @number (for example, Subterfuge @8). The number given is your TN, the number you must meet or exceed with your characteristic check.

Here is a list of Target Numbers based on descriptions of how tough a particular action will be for your character:

Routine	@4
Simple	@5
Very Easy	@6
Easy	@7
Moderate	@8
Difficult	@9
Very Difficult	@11
Extremely Difficult	@13
Almost Impossible	@15
Epic	@18

The typical TN for an average action difficulty is @8.

The GM may apply modifiers to the TN. Favorable conditions may lower the TN by 1 or sometimes 2; unfavorable conditions may raise the TN by 1 or 2. Particularly well-described actions or plans may also lower the TN.

COMBAT

Conflict between characters and opponents takes place in 10-second units of game time called rounds. Each round, a character may normally take one action. The actions are:

Movement: The character may walk, run or move and attack. In all cases, remember that a character with a negative Speed will move slower than the base value.

Walk: The character may move up to 50', plus 10' times Speed.

Run: Roll $2d6 + \text{Speed}$. On a total of 6 or less, the character stumbles and may only move up to 10'. Otherwise, the character may move up to 10' times the total rolled (for example, a total of 8 means the character may move up to 80').

Move and Attack: The character may move up to 25' plus 10' times Speed, and then attack any enemy within 5' of the new position. The character's Melee is counted as half (round down) for this attack. If the character has a negative score already, use that instead (in other words, do not divide Melee if it is -1 or lower).

Melee Attack: The character may attack a foe within reach (5', unless otherwise indicated by the weapon) with a melee weapon. See Attacks.

Ranged Attack: The character may attack any visible foe within range with a ranged weapon, such as a bow or thrown weapon. See Attacks.

Spellcasting: The character may cast a spell on a viable target. Most spells must be cast on someone the caster can touch; some may be cast on a target the caster can see at range. See Spellcasting.

Miscellaneous: The character may perform an action involving a skill or other characteristic roll, such as climbing a tree, picking a lock, deciphering text, and so on. See Using characteristics.

The order of actions within a combat round can be determined in one of two ways: the phased method and the initiative roll

method. The phased method is more regular and allows players to know immediately when they will be able to act. The initiative roll method introduces some variability for suspense.

In the phased method, actions take place in the following sequence:

1. *Spellcasting.* If multiple characters or enemies are casting spells, the caster with the highest Int goes first, and then in decreasing order. Two casters with equal Int scores cast simultaneously.
2. *Ranged Attacks.* These attacks take place at the highest Dexterity first, and then in decreasing order. Attackers with the same Dexterity attack simultaneously.
3. *Melee Attacks.* These attacks take place at the highest Dexterity first, and then in decreasing order. Attackers with the same Dexterity attack simultaneously.
4. *Movement.* Moves take place at the highest Dexterity first, and then in decreasing order. Moving characters with the same Dexterity move simultaneously, but characters moving shorter distances will arrive first.
5. *Miscellaneous.* Actions take place at the highest Dexterity first, and then in decreasing order. Acting characters with the same Dexterity act simultaneously.

In the initiative roll method, each player rolls 2d6 and adds Dexterity (or Intelligence, if casting a spell). The GM can either roll for each enemy, or roll once for the enemies as a group. The highest total acts first, and then in decreasing order, with ties acting simultaneously.

ATTACKS

When a character makes an attack, subtract the opponent's Defense from the relevant Attack Bonus characteristic (Melee or Ranged). Then roll 2d6 and consult the Combat Chart.

A result of “0” means the character has missed or otherwise failed to inflict damage.

A numeric result higher than “0” means the character has successfully inflicted damage on the enemy. Add any weapon bonuses to this number, and subtract the total from the target’s Vitality. If the target’s Vitality is reduced to zero or less, the target is knocked out, unable to continue fighting.

A result of “C” is a Critical Hit. A Critical Hit does damage equal to ten plus the result of the dice roll. For example, a Critical Hit on a roll of 9 would do 19 damage (10 + 9).

A result of “C+” is a Double Critical Hit. A Double Critical Hit does damage equal to ten plus twice the result of the dice roll. For example, a Double Critical Hit on a roll of 11 would do 32 damage (10 + [11x2]).

		ROLL										
		2	3	4	5	6	7	8	9	10	11	12
AB-DEF	+6	0	3	5	7	8	9	C	C	C	C+	C+
	+5	0	2	4	6	7	8	9	C	C	C	C+
	+4	0	1	3	5	6	7	8	9	C	C	C+
	+3	0	1	2	4	5	6	7	8	C	C	C+
	+2	0	1	2	3	4	5	6	7	8	C	C
	+1	0	0	1	2	3	4	5	6	7	C	C
	0	0	0	0	1	2	3	4	5	7	8	C
	-1	0	0	0	0	1	2	3	4	6	8	C
	-2	0	0	0	0	0	2	2	3	5	7	C
	-3	0	0	0	0	0	1	2	2	4	6	C
	-4	0	0	0	0	0	0	1	2	3	5	C

If the total of (Attack Bonus - Defense) is greater than +6, treat it as +6 and add 1 damage for every additional point of difference. For example, if (Attack Bonus - Defense) is +8, roll on the +6 row and add 2 to damage.

If the total of (Attack Bonus - Defense) is less than -4, treat it as -4.

DAMAGE, HEALING AND DEATH

A character’s Vitality total represents how much damage he or she can take and still remain able to act. The Vitality total listed on the character sheet is the character’s maximum total, which can change over time with experience. A character’s current Vitality total can normally never exceed this maximum total. Some spells or items might grant temporary excess Vitality over the character’s maximum.

When a character takes damage, that

damage is subtracted from the character’s current Vitality total. When a character is reduced to zero Vitality or less, the character is down, unable to continue fighting (called knocked out). It is recommended that you keep track of current Vitality separately.

Characters heal lost Vitality at a rate of one per hour spent resting (including being knocked out), or one per three hours if remaining active. Certain herbs and spells can either provide instant restoration of lost Vitality, or increase the rate of normal healing.

A character who is reduced to -20 Vitality is dead. No healing magic can resurrect a dead character.

SPELLCASTING

Your character may cast any spell he or she knows at any time, with a few exceptions (such as being engaged in melee combat). Casting a spell involves the following steps:

1. *Pick which spell you want to cast.* Note any special restrictions, such as line of sight or which targets may be affected. Unless the spell description says otherwise, the caster must touch the target of the spell.
2. *Roll 2d6 and add the character's Arcana bonus.*
3. *If the total is less than 7, the character fails to cast the spell.*
4. *If the total is equal to or greater than 7, the character succeeds in casting the spell.* The effects take place immediately.
5. *Whether the character successfully casts the spell or not, the spell uses part of the character's life force to power its effects.* The character immediately takes the Drain damage listed in the spell's description.
6. *If the Drain damage knocks out the spellcaster, the spell takes place first, and then the character is knocked out.*

Simple Fantasy Adventure uses a basic list of spells covering a range of effects and purposes. With enough time and experience it is possible for a character to learn all these spells. GMs are encouraged to create new spells to add to the list to suit their campaigns.

ANIMAL CHARM

This spell will enchant one normal animal. It will follow the caster and fight on the caster's behalf for one battle, after which it will leave (but may be charmed again). The caster may only charm one animal at a time. The caster must be able to see the animal to be charmed, but need not touch the animal.

Drain: 5

BLUR

The target of this spell receives a +2 bonus to Subterfuge for five minutes.

Drain: 3

CALM

The target of this spell becomes calm, and will not attack or fight unless attacked by another. This spell may only target humanoids (humans, elves, dwarves, halflings, humanoid monsters). The caster does not need to touch the target, but the target must be visible.

Drain: 4

ENHANCE DEXTERITY

The Dexterity bonus of this spell's target increases by +2 for five minutes.

Drain: 3

ENHANCE STRENGTH

The recipient of this spell doubles melee damage dealt for three rounds.

Drain: 5

ENHANCE WISDOM

The Wisdom bonus of the recipient of this spell increases by +2 for five minutes

Drain: 3

FORETELL

When faced with multiple choices, this spell may be used to learn the most likely outcome of each choice. The GM will choose what information to give. The spell need only be cast once.

Drain: 5

FORTIFY

This spell magically sustains the recipient as if the character had eaten and drunk a full day's worth of food and water.

Drain: 2

FORTUNE

The caster may use this spell immediately after making a dice roll. The caster may roll the dice again, but must accept this second result.

Drain: 5

HASTEN

The recipient of this spell may perform an additional combat action per round for the next two rounds.

Drain: 4

HEAL

When this spell is cast on a resting character, that character will heal one point of Vitality every five minutes, instead of one Vitality per hour. If the character ceases resting, the spell ends. This spell may instead be cast to restore 4 Vitality immediately.

Drain: 4

IDENTIFY

The caster of this spell may analyze an item and learn if it has any special or magical properties. The caster must touch the item involved.

Drain: 3

MAGIC BARRIER

The Defense of the target of this spell increases by +2 for five rounds. The target of this spell may not be using a mundane shield.

Drain: 4

MAGIC BOLT

This spell works as a magical ranged attack. If successfully cast, its damage is equal to 2d6 plus twice the character's Arcana bonus (2d6+[Arcana bonus x2]). Its range is 100 feet. The caster does not need to touch the target, but the target must be visible.

Drain: 6

NULLIFY SPELL

The character may cast this spell in response to another spell being cast, as a counterspell. If successful, the character's Arcana bonus is subtracted from the Arcana dice roll of the opposing spellcaster. The caster does not need to touch the opposing caster, but the opponent must be visible.

Drain: 4

EXPERIENCE AND ADVANCEMENT

Characters receive experience points as they progress through adventures. XP can be awarded for combat, use of skills/characteristics, successful spellcasting and overcoming challenges.

When a character accumulates 150 XP, that character receives an advancement. The player may choose one of the four following advancements:

BASIC TRAINING

Change one -2 “untrained penalty” to a +1 bonus. Choose a “skill” characteristic (Physical, Subterfuge, Arcana, Melee, Ranged or Defense) for which the character has an “untrained penalty”. The character is no longer untrained with that characteristic, and receives a +1 bonus to it.

ADVANCED TRAINING

Add +1 to the character’s bonus for one characteristic. This may be applied to any characteristic that does not have an “untrained penalty”.

INCREASED VITALITY

Add 2d6+2 to the character’s maximum Vitality.

SPELL KNOWLEDGE

The character learns two more spells.

The following chart tracks XP awards for skill and spell use and combat.

TYPE	AWARD	
Characteristic Use		
Routine	@4	0
Simple	@5	1
Very Easy	@6	2
Easy	@7	3
Moderate	@8	5
Difficult	@9	10
Very Difficult	@11	15
Extremely Difficult	@13	20
Almost Impossible	@15	30
Epic	@18	50
Spells		
Successful casting	= Drain of spell	
Combat		
Attacking	= Damage dealt	
“C” result	12	
“C+” result	15	
Receiving damage	= Damage taken	
Ideas and Challenges		
Important or creative idea	3-20	
Successful completion	50-500	

EQUIPMENT PRICES

These are basic lists of weapons, armor and equipment for adventuring. They are by no means exhaustive. These lists are here to give players and GMs an idea of the general costs of adventuring gear. GMs can use the prices listed here to judge the costs of just about any item the players may wish to buy.

Melee Weapons

Item	Effect	Cost
Sword	+1 damage	15 gp
Mace	+2 damage vs. chain or plate armor	12 gp
Dagger	-1 damage, -1 Ranged	2 gp
Spear	-1 Ranged	2 gp
Warhammer	+2 damage, -1 Melee	12 gp
Battleaxe	+2 damage	10 gp
Quarterstaff	+1 damage	n/a
Greatsword	+3 damage, -1 Melee	50 gp
Unarmed	-3 damage, -2 Melee	n/a

Ranged Weapons

Item	Effect	Cost
Short Bow		30 gp
Long Bow	+2 damage	70 gp
Crossbow	+2 damage	35 gp
Sling		1 gp

Ammunition

Item	Cost
Arrows	1 gp for 20
Bolts	1 gp for 10
Bullets	1 sp for 10

Armor

Item	Effect	Cost
Leather	+1 Defense, -1 Speed, -1 Subterfuge	10 gp
Chain	+2 Defense, -2 Speed, -2 Subterfuge, -2 Arcana	40 gp
Plate	+3 Defense, -3 Speed, -3 Subterfuge, -3 Arcana	75 gp
Shield	+1 Defense, -1 Arcana	9 gp

Mounts

Item	Cost
Dog, Riding	10 gp
Horse, Light	30 gp
Horse, War	50 gp
Pony	20 gp

Transportation

Item	Cost
Cart	15 gp
Coracle, Halfling	10 gp
Keelboat	5,000 gp
Rowboat	50 gp
Wagon	35 gp, horse not included
Galley	30,000 gp

Miscellaneous Items

Item	Cost
Backpack	2 gp (to replace)
Bedroll	1 sp
Bell	1 gp
Blanket	5 sp
Candle	1 sp for 10
Chain	30 gp for 10'
Flask of Oil	2 gp
Flint & Steel	1 gp
Hammer	2 gp
Metal Spikes	1 gp for 1 dozen
Lantern	10 gp
Hand Mirror	5 gp
Rations	5 gp for 1 person/week
Rope	1 gp for 50'
Torches	1 gp for 6
Water Skin	1 gp
Wooden Pole	1 gp for 10'

WEALTH AND TREASURE

Simple Fantasy Adventure uses a simple decimal system of coins made from various precious metals. The most common coin is the copper piece, which is worth the least. A few copper may get you an inexpensive meal at tavern. The next most valuable coin is the silver piece, which is worth ten copper pieces. A silver piece will buy lodging for a night in a reasonable respectable inn. Above that is the gold piece, which is worth ten silver (or one hundred copper). Gold pieces are most often used for buying crafted items. Rarely, one may see a platinum piece, which is worth ten gold pieces (or one hundred silver, or one thousand copper). Platinum coins are used by nobility and royalty for large cash transactions; commoners rarely see gold and may never see platinum at all.

1 platinum piece (pp) = 10 gold pieces (gp) = 100 silver pieces (sp)
= 1000 copper pieces (cp)

Value can also be held in gems, jewelry, trade goods and art objects. Barter of goods and services is common even in cities.

Treasure captured and held by monsters can come from many sources. Intelligent monsters can willingly acquire valuables (including enchanted items). Unintelligent beasts can accidentally amass treasure hoards by defeating adventurers carrying loot and powerful equipment. Sometimes monsters will be set by others to guard a treasure. Other times, they may be drawn to it by arcane forces.

MAGIC ITEMS

Deathward Pendant: An inch-wide golden sunburst pendant on a silver chain. May be activated once per day to cast Deathward (Drain 4): All allies within 10' of the user take half damage from undead energy drain (ghosts, specters, wights).

Goggles of Sight: Shiny brass eyewear with smoky quartz lenses. For 1 hour each day, the wearer may see invisible objects, characters and creatures, and attacks them with +2 to Melee or Ranged. Does not have to be used continuously.

Life Bullets: Small greenish marble-like sling bullets. When used against undead, double total damage inflicted. Each bullet's magic works for one successful hit.

Ordom's Lockpicks: Silver-plated lockpicking tools with a magic rune. Add +2 to Subterfuge rolls when used to pick a lock.

Blessed Sword: One-handed blade inscribed with mystic symbols of purity. +2 Melee and +2 damage against undead.

Suncutter: Battleaxe with a sturdy oak haft. The blade shines golden in direct sunlight. +2 Melee and +3 damage against undead.

Shadowstabber: Dagger with a dull, dark gray blade. +1 Melee and +1 damage when wielded by a rogue.

Horn of the Hunter: Leather and sinew-bound horn with a brass mouthpiece. May be blown 3 times per day. When blown, all allies within hearing receive +1 to Melee and +1 to Ranged for 5 rounds. May not be blown while the bonus is in effect.

Far Thorn: Longbow of a strange snowy white wood laced with silver designs, with a range of 200'. +1 to Ranged and +1 to damage.

Belt of Giant's Might: Broad steel-studded leather belt. +3 to wearer's Strength and +2 to wearer's Melee for 6 rounds, 3 times per day.

MONSTERS

The following list gives examples of threats adventuring characters may face. The list includes other humanoids, wild animals and fantastic beasts.

BEAR

Speed +2, Defense +2, Vitality 75, Melee Attack +4, Melee Damage bite +3 or slam +3, Ranged Attack n/a

Black bears will not usually attack unless threatened or startled, or their cubs are approached. Larger and more powerful bears (grizzlies and polar bears, for example) will have higher stats.

DRAGON

Speed +4, Defense +5, Vitality 120, Melee Attack +4, Melee Damage bite +5 or claw +4, Ranged Attack +3

The classic fantasy beast. This represents a small dragon, still capable of devastating a town or swatting errant adventurers if they aren't careful. Its thick scaly hide provides it with tough but flexible protection and its sword-like claws and teeth can punch through armor. The dragon can fly at twice its speed. Its ranged attack is a gout of searing flame which it can use three times per day (as the Magic Bolt spell, but using its Ranged instead of Arcana). Dragons almost always have substantial treasure hoards.

GIANT CENTIPEDE

Speed +0, Defense +0, Vitality 15, Melee Attack +0, Melee Damage bite +0 and poison, Ranged Attack n/a

Massive versions of normal centipedes, these arthropods are tough for their size (12 to 18 inches in length) and can deliver a vicious bite. A character bitten by a giant centipede must immediately succeed on a Strength @8 roll or be sickened by the centipede's poison. A sickened character's ability to move and fight is reduced (-2 to Speed, Melee and Ranged) for 24 hours.

GIANT RAT

Speed +2, Defense +2, Vitality 15, Melee Attack +1, Melee Damage bite +1, Ranged Attack n/a

These oversized rats (three feet long) are somewhat more aggressive than normal rats and may attack those nearby instead of fleeing. They can appear in groups of up to 10 at a time.

GOBLIN

Speed +1, Defense +1, Vitality 32, Melee Attack +0, Melee Damage by weapon, Ranged Attack +1, Ranged Damage by weapon.

Goblins are small evil humanoids that often plague outlying villages. They stand 3 to 3-1/2 feet tall and weigh from 40 to 45 pounds. They often make use of leather armor and stolen weapons and small shields. They prefer to use tricks, numbers and ambushes instead of straight-up fights.

KOBOLD

Speed +1, Defense +2, Vitality 30, Melee Attack -1, Melee Damage by weapon, Ranged Attack +1, Ranged Damage by weapon.

Kobolds are short, quick reptilian humanoids with cowardly and sadistic tendencies. They are 2 to 2-1/2 feet tall and weigh 30-35 pounds. They often use poorly-constructed weapons and armor and attack with overwhelming odds and from ambushes.

MINOTAUR

Speed +3, Defense +4, Vitality 65, Melee Attack +5, Melee Damage slam +3 or gore +3 or by weapon, Ranged Attack +2, Ranged Damage by weapon

A minotaur is a large muscular humanoid with the head of a bull. They are a violent and proud race who use their strength to intimidate and smash smaller opponents. They are proficient in the use of their horns and bare hands as well as weapons. When they use weapons, they prefer large (two-handed) versions.

OOZE

Speed -1, Defense +3, Vitality 50, Melee Attack +2, Melee Damage slam +2, Ranged Attack n/a

Oozes are large mobile puddles of a thick, gelatinous slime. Their touch dissolves flesh and organic matter. Pointed or bladed weapons (arrows, spears, daggers, swords and axes) are treated as having a damage bonus of +0 when used against an ooze.

SKELETON

Speed -2, Defense +3, Vitality 30, Melee Attack +1, Melee Damage by weapon, Ranged Attack -1, Ranged Damage by weapon.

Skeletons are the bony animated remains of the dead, brought to unlife by foul magic. They are often clad in scraps of rusty armor and their nature makes them hard to damage. Skeletons tend to use whatever weapons are to hand, often those they held in death. They are surprisingly strong, but slow and stiff.

WIGHT

Speed +4, Defense +6, Vitality 82, Melee Attack +5, Melee Damage slam +0 and drain, Ranged Attack n/a

These horrific reanimated corpses lurk in tombs and barrows. Besides their unnatural toughness, they possess the ability to drain the life force of those they strike; they regain Vitality equal to half the damage they inflict with each blow.

WOLF

Speed +7, Defense +3, Vitality 55, Melee Attack +2, Melee Damage bite +1, Ranged Attack n/a

Wolves do not normally attack unless threatened, cornered or extremely hungry, or they have been raised and trained to do so. They run in packs, making them much more dangerous to their prey.

SAMPLE CHARACTERS

This section contains a sample character for each combination of race and class, for a total of sixteen characters. A player may choose one of these characters to play, and will only need to pick equipment and gear. If the character has spells, the player may swap those spells for different ones.

RACE: Human

CLASS: Fighter

Strength +1
Dexterity +0
Intelligence +0
Wisdom -1
Speed +1
Physical +2
Subterfuge +1
Arcana -2
Melee +2
Ranged +2
Defense +2
Vitality 50

RACE: Human

CLASS: Ranger

Strength +1
Dexterity +0
Intelligence -1
Wisdom +1
Speed +0
Physical +3
Subterfuge +2
Arcana -2
Melee +2
Ranged +2
Defense +2
Vitality 40

RACE: Dwarf

CLASS: Fighter

Strength +1
Dexterity +0
Intelligence +0
Wisdom +0
Speed -1
Physical +2
Subterfuge -2
Arcana -2
Melee +4
Ranged -3
Defense +3
Vitality 60

RACE: Dwarf

CLASS: Ranger

Strength +1
Dexterity +0
Intelligence +0
Wisdom +0
Speed -1
Physical +2
Subterfuge +2
Arcana -2
Melee +2
Ranged +2
Defense +2
Vitality 50

RACE: Human

CLASS: Rogue

Strength -1
Dexterity +1
Intelligence +0
Wisdom +1
Speed +1
Physical +2
Subterfuge +2
Arcana +1
Melee +1
Ranged +1
Defense +2
Vitality 40
Spells: Blur, Fortune

RACE: Human

CLASS: Mage

Strength -1
Dexterity +1
Intelligence +2
Wisdom +1
Speed +1
Physical -2
Subterfuge +1
Arcana +3
Melee -2
Ranged +1
Defense +2
Vitality 35
Spells: Animal Charm, Augur, Identify, Magic Bolt

RACE: Dwarf

CLASS: Rogue

Strength +1
Dexterity +0
Intelligence +0
Wisdom +1
Speed -1
Physical +2
Subterfuge +2
Arcana -2
Melee +2
Ranged +1
Defense +2
Vitality 50

RACE: Dwarf

CLASS: Mage

Strength +1
Dexterity +0
Intelligence +2
Wisdom +1
Speed -1
Physical +1
Subterfuge -2
Arcana +2
Melee +1
Ranged +0
Defense +3
Vitality 45
Spells: Enhance Strength, Heal

RACE: Elf
CLASS: Fighter

Strength +0
Dexterity +1
Intelligence +0
Wisdom +0
Speed +1
Vitality 45
Physical +2
Subterfuge +1
Arcana +1
Melee +1
Ranged +2
Defense +1
Spells: Enhance
Strength, Magic
Barrier

RACE: Elf
CLASS: Rogue

Strength +0
Dexterity +1
Intelligence +0
Wisdom +1
Speed +1
Physical +2
Subterfuge +3
Arcana -2
Melee +1
Ranged +1
Defense +3
Vitality 35

RACE: Elf
CLASS: Ranger

Strength +0
Dexterity +1
Intelligence +0
Wisdom +0
Speed +1
Physical +2
Subterfuge +2
Arcana -2
Melee +2
Ranged +2
Defense +3
Vitality 35

RACE: Elf
CLASS: Mage

Strength +0
Dexterity +1
Intelligence +2
Wisdom +1
Speed +1
Physical -2
Subterfuge -2
Arcana +2
Melee -2
Ranged +1
Defense +2
Vitality 30
Spells: Animal
Charm, Calm,
Hasten, Heal,
Magic Bolt,
Nullify Spell

RACE: Halfling
CLASS: Fighter

Strength -2
Dexterity +2
Intelligence +0
Wisdom +0
Speed -3
Physical +2
Subterfuge +2
Arcana -2
Melee +2
Ranged +4
Defense +2
Vitality 50

RACE: Halfling
CLASS: Rogue

Strength -2
Dexterity +2
Intelligence +0
Wisdom +1
Speed -3
Physical +2
Subterfuge +3
Arcana -2
Melee +2
Ranged +2
Defense +4
Vitality 40

RACE: Halfling
CLASS: Ranger

Strength -2
Dexterity +2
Intelligence +0
Wisdom +0
Speed -3
Physical +2
Subterfuge +2
Arcana +1
Melee +2
Ranged +3
Defense +3
Vitality 40
Spells: Animal
Charm, Blur

RACE: Halfling
CLASS: Mage

Strength -2
Dexterity +2
Intelligence +2
Wisdom +1
Speed -3
Physical -2
Subterfuge +2
Arcana +3
Melee -1
Ranged +2
Defense +3
Vitality 35
Spells: Augur,
Fortify, Magic
Barrier, Magic Bolt