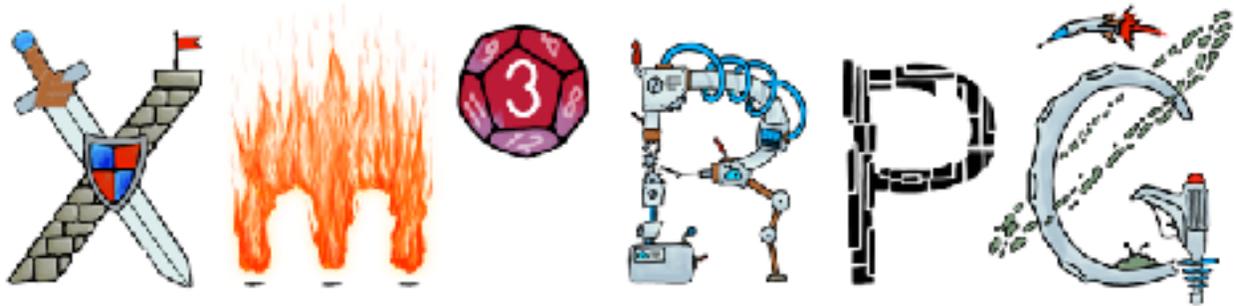




Geek & Dad's



eXpandable Modifiable Modular Multi-Genre Role Playing Game

Swords & Sorcery Worldbook

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Attributes: Strength, Dexterity, Constitution*, Intelligence, Wisdom, Charisma

Attribute Points: 18

Skill Points: 36

Archery (B)	Climbing
Swordfighting (B)	Wilderness Survival
Thrown Weapons (B)	Riding
Large Weapons (B)	Sailing
Light Weapons (B)	Perception
Longbow	Bluff
Shortbow	Combat Leadership
Crossbow	Diplomacy
Broadsword	Lore
Hand-and-a-half Sword	Dodge
Longsword	Persistence
Shortsword	Arcana (B)
Long Knife	Warding
Dagger	Blasting
Battleaxe	Deceiving
Greataxe	Transmuting
Throwing Axe	Binding
Warhammer	Animating
Throwing Hammer	Divining
Greatclub	Channel Faith (B)
Javelin	Channel Light
Spear	Channel Darkness
Sling	Channel Order
Staff	Channel Chaos
Lance	Channel Balance
Unarmed Combat	Wild Magic (B)
Thievery (B)	Flame Magic
Picking Pockets	Earth Magic
Picking Locks	Iron Magic
Trap Use/Deactivation	Water Magic
Stealth	Life Magic
Assassination	
Disguise	

Special Rules

Magic Rules

There are three kinds of magic:

- Arcana - uses the Arcana, Warding, Blasting, Deceiving, Transmuting, Binding, Animating, and Divining skills; Intelligence; and Charisma.
- Divine Channeling - uses the Channel Faith, Channel Light, Channel Darkness, Channel Order, Channel Chaos, and Channel Balance skills; Wisdom; and Charisma.
- Wild Magic - uses the Wild Magic, Flame Magic, Earth Magic, Iron Magic, Water Magic, and Life Magic skills; Charisma; and Wisdom.

Arcana users have a mana pool equal to 10 plus twice their level, plus five times the number of points they spent on Charisma. Casting an Arcana spell requires a roll of Intelligence + Arcana + the relevant narrow skill, against a TN from Table 1, and costs 1 point of mana per level of the spell. For every 5 points you exceed the TN by, reduce the mana cost by 1 to a minimum of 0. If you have insufficient mana to pay the cost, you take 5 points of unreducible damage for each excess; this damage cannot be healed magically, but only restores at 1 point per day. Being reduced to 0 or less Health by this effect does not kill the spellcaster, but instead knocks them unconscious for 1 day per point of Health below 0. Mana fully regenerates with a night's sleep (or eight hours of meditation, if your character does not need sleep for some reason).

Channelers of divine power cast spells by making rolls of Wisdom + Channel Faith, possibly adding a relevant narrow skill. Whenever a divine spellcaster casts a spell, they gain 1 point of channel fatigue per level of the spell. A divine spellcaster's exhaustion threshold is equal to 2 + the number of points they spent on Charisma. Each time they accumulate that much channel fatigue, they gain a point of channel exhaustion. For example, a divine spellcaster who spent 2 points on Charisma would gain a point of channel exhaustion at 4 fatigue, a second at 8, a third at 12, and so on. For every point of channel exhaustion, calculate the TN to cast divine spells as if those spells were 1 level higher. Channel fatigue and exhaustion reset to 0 with a night's sleep plus an hour of meditation or prayer.

Wild Magic users cast spells by making a roll of Charisma + Wild Magic + the relevant narrow skill. If casting a spell of level II or greater, a number of turns must be spent gathering power for the spell equal to the level of the spell; this does not require your action for those turns, but you must declare at the start of your turn that you are gathering power. Doing so gives you one level of gathered power. Gathered power is physically visible in a manner you can decide on; perhaps your hair turns to flames, your tattoos of vines writhe on your face, your fingernails turn to iron spikes, small stones whirl around your head, or your skin turns a frostbitten blue. Gathered power is specific to one of the Wild Magic narrow skills, and is not transferable. If you have some gathered power, you can keep that power as long as you please; however, if you take damage while you have gathered power, you must roll Wisdom + Wild Magic + the relevant narrow skill against the damage taken plus twice the number of turns of power gathered. On a failure, you lose control; see below. You cannot gather more than a fifth-level charge of

power. You cannot gather multiple charges of power at once, but casting level I spells does not expend your gathered power. As long as you have gathered power, you may make ranged attacks using the physical manifestation of the gathered power — puffs of flame, showers of thorns, shards of metal, stone projectiles, or blasts of frost. These attacks are treated as a weapon that adds the number of turns you spend gathering power to its damage on a hit, and uses your Charisma + Wild Magic + relevant narrow skill to attack. If you store more power than is necessary to cast a spell, the roll required to cast it increases in TN as if that spell's level was the highest level spell you could cast with the power you gathered. When you fail to cast a spell by 5 or more, or when you lose control as a result of taking damage, the power you gathered is released as an explosion, dealing damage to you and everyone within 10 feet per level of charge equal to 5 times the level of charge.

If you have ranks in the same magic skill that another character is using to cast a spell, you can attempt a Counterspell, an attack against the magical structure of the spell. The Counterspell is an opposed action of magic skill versus magic skill. If the Counterspell is successful, the spell fails. If the Counterspell is not successful, then the original spell operates normally, and the Counterspelling character may not attempt to dodge or resist that spell. It is also sometimes possible to counter a spell with a different skill; Channel Light and Channel Darkness can counter each other, and Channel Order and Channel Chaos can counter each other. Flame Magic can counter Iron Magic, which can counter Life Magic, which can counter Earth Magic, which can counter Water Magic, which can counter Flame Magic. *(Note to GMs: The Wild Magic skills, and this cycle of countering, are based on the Wu Xing of Chinese philosophy. GMs may prefer to use a different collection of elements, such as the classical Earth, Air, Fire, Water, and possibly Aether or Quintessence; Paracelsus' three principles of Sulphur (combustion/soul), Mercury (change/mind), and Salt (solidity/body); or the Indian system of Earth, Water, Fire, Air, Light, Totality, and Emptiness.)*

The spells listed in the following section are only examples of what can be done with each magic skill at a given level; players are strongly encouraged to use spells not listed in the section. The GM should determine the level of the spell and relevant skill by comparison to the spells listed.

Optional Rule: Magic and Armor

If armor-wearing wizards does not fit well with the GM's ideas of the fantasy world, they may choose to extend the armor penalty to Dexterity-based rolls to also apply to some or all magic rolls (see Money & Equipment). Players, ask your GM before equipping your wizard. GMs, it's up to you. GMs who use this should certainly waive the penalty for Iron Magic users, and potentially also for divine Channelers.

Assassination

When attacking while successfully using stealth, make a Dexterity + Thievery + Assassination vs. Dexterity + Dodge opposed roll. If successful, the target of your attack defends only with a Dexterity roll; they may not add any skills to their defense roll.

Spell List

Warding

Mage Armor (I)

Reduce all damage from attacks by 7. This does not stack with armor, and counts as armor for the purposes of attacks that ignore armor.

Resistance (II)

Choose fire, cold, electricity, acid, sound, poison, life-draining effects, divine channelling, or mental attack. You and up to six other creatures take half as much damage from the chosen source for ten minutes.

Spell Shield (III)

Create a ward around yourself or another character that entirely absorbs one or more spells. The ward absorbs five levels worth of spells before shattering; the caster can make an opposed roll at a -10 penalty, their relevant magic skill vs. your Warding skill, to shatter the ward with any spell regardless of level. They can also make such a roll to affect the target with a spell that shatters the ward. If they wish to do both, they must make one opposed roll with a -20 penalty. When a ward is shattered, resonant vibrations remain that prevent Spell Shielding the target again for 1 minutes. The ward lasts 24 hours unless shattered.

Circle of Protection (IV)

Define a circle on the ground, up to 10 feet in radius, that cannot be entered or left; attacks made across the circle fail. The circle must either be centered on yourself, or else be a carefully inscribed magic circle pattern that takes at least four hours to prepare.

Sphere of Invulnerability (V)

Conjure a sphere of 5 foot radius around yourself. While in the sphere, you are immune to all magical and physical effects originating outside of it; you cannot move, but can take other actions; and you hover off the ground, exactly centered in the sphere. The sphere lasts for one minute, and cannot be teleported into or out of.

Blasting

Mana Bolt (I)

Make an opposed roll of Intelligence + Arcana + Blasting vs. Dexterity + Dodge against a single target within sight. If you succeed, deal 5 damage to the target ignoring armor and other damage-reducing effects.

Shatter (II)

Destroy a rigid nonmagical object no larger than yourself within 30 feet of you. If the object is attended, you must make an opposed roll of Intelligence + Arcana + Blasting vs. Dexterity + Dodge (or weapon skill, if applicable).

Lightning Bolt (III)

Fire a bolt of lightning 1 foot wide and 60 feet long. Make an opposed roll of Intelligence + Arcana + Blasting vs. Dexterity + Dodge against each creature in the path (you roll only once). Deal 15 electricity damage to each target who fails.

Wave of Force (IV)

Make an opposed roll of Intelligence + Arcana + Blasting vs. Dexterity + Dodge against each creature in a 30 foot radius around you. Deal 20 damage to each target that fails and knock them down. Targets that failed by 5 or less may retain their footing.

Disintegrate (V)

Fire a ray at a single target within 1000 feet. Make an opposed roll of Intelligence + Arcana + Blasting vs. Dexterity + Dodge against the target. On a success, deal 30 damage to the target. Targets reduced to 0 Health this way crumble to dust. Nonmagical objects up to ten times your size hit with the ray are automatically disintegrated with no need to roll.

Deceiving

Facechange (I)

Change your appearance to exactly match that of any individual you have seen; a successful Perception roll detects the illusion. The illusion lasts up to 24 hours.

Illusory Image (II)

Create an illusory creature or object no larger than four times your size. The creature acts only if you use your action controlling it, and all damage it deals is illusory; illusory damage disappears if the target recognizes it as illusory with a successful Perception roll. Targets reduced to 0 Health by illusory damage simply faint. The creature uses your Intelligence and Arcana + Deceiving or its normal attributes and skills, whichever are lower. The illusion will persist for up to an hour, even if you are not controlling it.

Invisibility (III)

You or a willing target touched becomes undetectable by sight for five minutes or until three seconds after the target attacks. The target is not made silent, only invisible.

Mirage (IV)

In a radius around you of up to 1000 feet, change the appearance only of the terrain as you please. The effect lasts 24 hours, and cannot be recognized by a Perception roll unless actually interacted with.

Control Perception (V)

Choose a single target within sight. Make an opposed roll of Intelligence + Arcana + Deceiving vs. Wisdom + Perception against the target. On a success, you control exactly what the target sees and hears. Every time you show the target something implausible, or once every minute in any case, the target gets another roll to break free, rolling at a cumulative +2 for each implausible thing shown.

Transmuting

Prestidigitation (I)

Make minor changes to a small object: Heating, cooling, mending, breaking, cleaning, or changing color or scent.

Corrode (II)

Splash a cone in front of you of up to 20 feet in size with a corroding agent. Make an opposed roll of Intelligence + Arcana + Transmuting vs. Dexterity + Dodge against each creature in the cone (you only roll once). Creatures that succeed avoid taking damage from the corrosion. The agent eats through metal at a rate of six inches per minute, wood at a rate of two feet per minute, and does 4 acid damage per round to affected creatures.

Steelcloth (III)

Make a piece of fabric or string — silk works best, but any will do — as hard and strong as steel. This can turn a scarf into a blade, a coat into armor, or string bindings into near-inescapable cables. The effect lasts for 1 hour or until dismissed.

Flesh to Stone (IV)

Turn a living creature with 40 Health or less to stone by touching their bare skin. The effect is permanent unless dispelled.

Polymorph (V)

Change up to 100 cubic feet of anything nonmagical into anything else nonmagical; if the target is living and unwilling, you must make an opposed roll of Intelligence + Arcana + Transmuting vs. Wisdom or Constitution + Persistence. The change can last as long as you please, even permanently, if the change is to a similar object — metal to metal, plant material to plant material, person to person. It can last up to a year or until a certain condition is met if to a vaguely similar object — animate creature to animate creature, living plants to wood and vice versa, metal to stone and vice versa. Otherwise, the effect lasts up to 24 hours. If applicable, the result has exactly the memories, mind, and skills of its old form, but any instincts of its new form.

Binding

Spectral Fetters (I)

Touch a target's wrists to each other to bind them together. Against a target capable of resisting, this may require an Unarmed Combat roll. The binding lasts up to 24 hours.

Astral Conjuring (II)

Conjure a creature of level at most one-third yours from the astral plane (or similar setting-appropriate location) to aid you. The creature obeys your commands for one minute, then return to the astral plane.

Immobilize (III)

A single target cannot move or act, except to, once per turn, roll their Strength or Wisdom against your Intelligence to escape. If the target is attacked, this effect ends.

Planar Conjuring (IV)

Conjure a creature of at most two-thirds your level from any other plane. The creature is not compelled to obey you, but will bargain for service. The creature returns to its home plane if it completes the task or after 24 hours, whichever comes first.

Soul Trap (V)

Touch a target and make an opposed roll of Intelligence + Arcana + Binding vs. Wisdom + Persistence. If you succeed, bind their soul in one of the following ways. You must specify a plausible means for the target's release, and each form of binding also has a maximum duration.

- The target sleeps for up to 100 years.
- The target is imprisoned in an extra dimensional maze for up to 10 years. An entrance to the maze appears where the target was.
- The target is trapped inside a massive crystal for up to 100 years.
- The target is immobile and intangible, but still visible and audible, for up to 100 years.
- The target is shrunk down to minuscule size and trapped in an iron sphere an inch across for up to 10 years.

In all cases, the target does not age and has no need for sleep, food, drink, or air.

Animating

Telekinesis (I)

Move unattended objects. Not enough force can be applied to usefully attack, but levers can be pulled, locks can be picked (with sufficient skill), and so forth.

Unseen Servant (II)

Create an entity of pure force that can move objects, but does not participate in combat. The entity lasts for 8 hours and has an effective strength of 1d12.

Animate Dead (III)

Raise a corpse as a zombie or a skeleton as an animated skeleton. The zombie or animated skeleton serves you faithfully but mindlessly, up to a limit of your Animating skill plus your Arcana skill total minions.

Scrap Warrior (IV)

Form small metallic and wooden objects around you into a construct, which has Strength, Dexterity, and Constitution equal to your Intelligence; makes attacks with one-half your Arcana + Animating skill; and has Health equal to 10 plus twice the number of points you spent on Intelligence. The scrap warrior obeys your instructions precisely. You may have a limit of your Animating skill plus your Arcana skill total minions.

Raise Greater Dead (V)

Raise a slain creature as a ghost, vampire, revenant, or shade. The undead creature obeys you but has an intelligence of its own. You may have up to a limit of your Animating skill plus your Arcana skill total minions.

Divining

Identify Magic (I)

Make an opposed roll of Intelligence + Arcana + Divining vs. relevant magic skill against the creator of a magical object, effect, or entity. On a success, know all relevant magical properties of the object, effect, or entity. Sentient entities can oppose the roll themselves if they so choose.

Locate Object (II)

Know the distance and direction, with up to 10% error, to any object you have seen before.

Read Thoughts (III)

Make an opposed roll of Intelligence + Arcana + Divining vs. Charisma + Bluff or Wisdom + Persistence against any sentient creature within 30 feet of you. On a success, observe the surface thoughts and emotions of the target.

Scry (IV)

Given an object, person, or place you have seen before, view (and show others, if you wish) a vision of its current surroundings. Additionally, you and any other viewers hear all sound in the scried location.

Future Sight (V)

Receive a vision of the very near future, if you do not change your actions based on the vision received.

Channel Faith

Bolster (I)

Choose a target. That target gets +5 on one roll it makes before the end of your next turn.

Lesser Miracle (II)

Request a minor miracle or blessing from your deity of choice. The miracle or blessing must be appropriate for the deity. Examples of minor miracles include:

- Create enough fish to feed a village.
- Have a corpse speak the name of its killer.
- Protect crops from a blight.

This spell may take an extended period of prayer to cast, depending on the miracle.

Miracle (III)

Request a significant miracle or blessing from your deity of choice. The miracle or blessing must be appropriate for the deity. Examples of significant miracles include:

- Provide a wind to move a ship where none exists.
- Ask three questions of an ancient, long-dead sage.
- Seal a gate so that it cannot be battered down.

This spell may take an extended period of prayer to cast, depending on the miracle.

Divine Ally (IV)

Call a servant of your deity (angel, archon, muse, demon, etc.) to your aid. The being does not obey your commands, but will provide what aid and/or protection your deity sees fit. The being will be of level up to 2/3 yours.

Greater Miracle (V)

Request a truly mighty miracle or blessing from your deity of choice. The miracle or blessing must be appropriate for the deity. Examples of these miracles include:

- Bring an entire fleet through a hurricane swiftly, unharmed, and on course.
- Receive safe passage through the underworld for yourself and your allies.
- Complete the construction of a building overnight.

This spell may take an extended period of prayer to cast, depending on the miracle.

Channel Light

Illuminate (I)

Light an area of up to 60' radius with a light source centered on yourself or an object you touch. Lasts up to an hour.

Lay on Hands (II)

Restore 10 Health to a touched target.

Luminous Smite (III)

Make an attack. On a hit, add 5 additional damage that ignores armor, and mark the target with light. The target sheds bright light in a 10' radius, and all attacks against them roll at +1.

Soulfire Aura (IV)

Your eyes and hands glow with white fire for one minute. For that time, your movement speed is doubled, you can heal 3 damage with a touch, and your unarmed strikes ignore armor and add 5 fire damage on a successful hit.

Resurrection (V)

Restore to life at 1 Health someone who has been dead 1 week or less, provided they are willing and their corpse is available.

Channel Darkness

Darken (I)

Remove all light from an area of up to 60' radius. Lasts up to an hour.

Touch of Blight (II)

Deal 10 damage to a touched target, ignoring armor. That target gets -2 to all rolls until the start of your next turn.

Shadow Blade (III)

Make an attack. On a hit, add 5 additional damage that ignores armor, and blanket the target in shadows. The target takes a -3 penalty to Perception rolls, and all damage dealt to them is increased by 3.

Drain Soul (IV)

Touch a living creature to steal 12 Health from it.

Shadows of Death (V)

Choose any number of creatures within 60 feet of you that cast shadows. Animate each target's shadow as a shade that relentlessly attacks the target. If the target is slain, the shade disappears. If the shade is slain, the target casts no shadow for 24 hours.

Channel Order

Mend (I)

Repair a broken object, with a damaged portion no larger than a foot in any direction.

Shield of Faith (II)

Prevent the next 20 damage, from any sources, a touched target would take over the next five minutes. If all the damage-prevention is expended, the shield cannot be replaced until its original duration ends. The effect applies before armor, if any.

Thread Fate (III)

Make an attack. On a hit, add 5 additional damage that ignores armor, and the target's next roll takes the minimum result.

Pattern Cage (IV)

Construct a collection of faintly visible walls of ordered energy, of total length not more than 100 feet. The walls must not separate two locations from each other, but the routes may be made as circuitous as you please, as long as you leave five feet between walls.

Geas (V)

Touch a creature, then make an opposed roll of Wisdom + Channel Faith + Channel Order vs. Wisdom + Persistence. On a success, you may give the target one quest that they must complete if able.

Channel Chaos

Phase (I)

Teleport up to 10 feet; no line of sight is necessary.

Blur Form (II)

You or a touched target gains a +4 bonus to all Stealth and Dodge rolls for five minutes.

Sunder State (III)

Make an attack. On a hit, add 5 additional damage that ignores armor, and teleport the target up to 30 feet.

Break All Barriers (IV)

Remove all restricting effects on yourself, then move up to 30 feet, passing through any obstacles. You leave a wake behind you that allows others following your path to pass through those obstacles in the same direction for up to 1 minute. Whenever a living being is passed through this way, deal 15 damage to it.

Madness (V)

Make an opposed roll of Wisdom + Channel Faith + Channel Chaos vs. Wisdom + Persistence against each creature in a 30 foot cone (you roll only once). Each target who fails is driven mad by your shout, and flies into a berserk rage, attempting to destroy the nearest creature or structure to them; the madness lasts for an hour. If attacked, the mad creatures attempt to destroy the attacker instead.

Channel Balance

Center Thought (I)

You or a touched target gets +10 to all rolls to resist mental effects for 1 minute, and can immediately make an opposed roll to break free of all currently active mental effects.

Purify (II)

End all active magical effects on yourself or a touched willing target.

Equilibriate (III)

Make an attack. On a hit, add 5 additional damage that ignores armor, and remove all active magical effects from the target. Add 1 additional damage for each effect removed this way.

Balance Prowess (IV)

Touch a creature, then make an opposed roll of Wisdom + Channel Faith + Channel Balance vs. Wisdom + Persistence. On a success, for as long as you remain within 100' of the creature, whenever either of you would make a roll with an attribute that's better than the other's, it uses the other's attribute instead.

Word of Dispelling (V)

For each magical effect within earshot, make an opposed roll of Wisdom + Channel Faith + Channel Balance vs. relevant magic skill against its creator; on a success, end the effect. For each summoned creature within earshot, banish that creature to its plane of origin. For five minutes thereafter, no spells can be cast in a 60' radius centered on where you spoke the Word unless their caster makes an opposed roll of relevant magic skill vs. Wisdom + Channel Faith + Channel Balance against you.

Flame Magic

Ignite (I)

Set an unattended flammable object on fire; or make an opposed roll of Charisma + Wild Magic + Flame Magic vs. Dexterity + Dodge to catch a target's clothes or equipment on fire, and dealing 1 fire damage per turn until extinguished.

Heat Metal (II)

Make an opposed roll of Charisma + Wild Magic + Flame Magic vs. Dexterity + Dodge to heat a metallic object such as a weapon, forcing the target to drop it or take 10 fire damage. If used on an unattended object, no opposed roll is necessary.

Fireball (III)

Fill a 10' foot radius sphere centered up to 60 feet away from you with fire. Make an opposed roll of Charisma + Wild Magic + Fire Magic vs. Dexterity + Dodge against each creature in the sphere (you roll once). Each target who fails takes 15 fire damage.

Body of Flame (IV)

Transform into pure fire for up to 1 minute. While in this form, you and your equipment are immune to fire, your unarmed strikes deal fire damage and add 5 additional fire damage on a hit, and you deal 5 fire damage to each enemy that strikes you in melee.

Firestorm (V)

Fill an area of up to 100 feet on a side with clouds of fire. Every turn for 5 turns, the clouds expand 10 feet in every direction, then deal 10 fire damage to everyone caught inside and ignite all flammable objects in the area.

Earth Magic

Stone Parry (I)

Casting this spell takes no action; make a Charisma + Wild Magic + Earth Magic roll to oppose a ranged attack made against you. This replaces the normal Dexterity + Dodge roll.

Dig (II)

Move up to a 10 foot cube of earth a distance of up to 10 feet.

Encase in Stone (III)

Make the ground beneath a target briefly stop being solid, allowing them to sink 1 foot into the ground. This immobilizes them in place until they are dug out — a much harder proposition in stone than in soil. The spell requires an opposed roll of Charisma + Wild Magic + Earth Magic vs. Dexterity + Dodge.

Stonewalk (IV)

For up to 1 hour, you can move through dirt and stone freely, traveling in all directions (including vertically) at normal speed. You may bring any number of willing creatures with you as long as they remain in contact with you.

Reshape Terrain (V)

Freely adjust the heights of terrain within 100 feet of you; any increases in height must be met with compensating decreases elsewhere in the area and vice versa. The effects are permanent.

Iron Magic

Rusting Touch (I)

Touch an iron or steel nonmagical object to rust it to near-uselessness; this can be used on an enemy's weapons or armor with a successful touch.

Ironskin (II)

Reduce all damage to a touched target from physical sources by 5, stacking with all armor and shields, for 5 minutes.

Wall of Iron (III)

Create a wall of iron up to 10 feet high and 100 feet long in either a straight line or a circular arc. The wall is 3 inches thick, and persists for 1 hour.

Storm of Blades (IV)

A cloud of sharp metal objects whirls around you. While the spell is active, you defend against physical attacks with Charisma + Wild Magic + Iron Magic, and a melee attacker who fails to overcome your roll takes damage equal to twice the difference in your rolls, exactly as if you had been the attacker and they the defender. You can take no action each turn other than to make an opposed roll of Charisma + Wild Magic + Iron Magic vs. Dexterity + Dodge against either a single target within 60 feet or every target

within 10 feet (you roll once). Each target who fails takes 10 damage from the slashing blades. The spell can be maintained indefinitely as long as you remain still and take no other actions.

Reforge (V)

Touch any metal object to change it into another metal object of similar size, although not necessarily similar composition. If the object has any magical properties, they are preserved if applicable, or else adjusted to the most similar applicable properties. For example, a suit of magically unbreakable steel armor might be transformed into magically unbreakable golden restraints. A shield that bursts into flame when struck might become a sword that sets whatever it hits on fire. The effect is permanent.

Water Magic

Create Water (I)

Create up to 10 gallons of water, anywhere except inside of a creature. For example, this spell can provide fresh, clean drinking water; disrupt enemies by dropping water on their heads; flood rooms with repeated casting; or extinguish fires.

Icy Javelins (II)

Make an opposed roll of Charisma + Wild Magic + Water Magic vs. Dexterity + Dodge against a target within 30 feet. On a success, deal 3 damage to the target. Repeat this process twice more with the same or different targets.

Wall of Frost (III)

Create a wall of ice up to 10 feet high and 500 feet long in a collection of either straight lines or circular arcs. The wall is 2 feet thick, and persists for 1 hour unless melted.

Crashing Wave (IV)

A wall of water up to ten feet wide appears in front of you, then rushes forward up to 60 feet. Make an opposed roll of Charisma + Wild Magic + Water Magic against each creature in the area (you roll once). Each creature in the area who fails and each unattended object is pushed to the end of the area, knocked down, and takes 18 damage.

Parch (V)

Create a field around you that saps the water from everything in 20 feet. Plants wither and die, pools of water dry up, and dirt dries and cracks. Creatures lose 2 Health the first round they are within the field, 4 Health the second round, 6 Health the third round, and so on. Creatures killed this way leave dried-out

and mummified corpses. You may persist this field for up to one minute, but it ends if you cast another spell.

Life Magic

Entangle (I)

If an enemy is next to any form of vegetation, make an opposed roll of Charisma + Wild Magic + Life Magic vs. Dexterity + Dodge. On a success, knock them prone, disarm them, or trap them in place.

Restore Health (II)

Choose a target within 30 feet. That creature regains 5 Health. No creature can regain more than their maximum Health from this spell each day.

Lash of Thorns (III)

Create a whip of thorny vines, which is a weapon only you can use, allowing you to make melee attacks at creatures up to 15 feet away, adding 10 damage on a successful attack. Make attacks using Dexterity + Wild Magic + Life Magic or Strength + Wild Magic + Life Magic.

Tree Sentinel (IV)

Animate a tree into a treant, which obeys your every order but does not move more than 100 feet from its original location. After 24 hours, the tree re-roots and becomes an ordinary tree. If this spell is cast on the same tree daily for a year and a day, it becomes permanent. You may only have one tree animated this way at a time, permanent sentinels excepted.

Overgrow (V)

Plants in a 100' radius around you grow as you direct, up to doubling each plant's size. If you wish the suddenly growing plants to interact with an unwilling target in any way — entangling them in brambles, or trapping them in the trunk of a tree as it grows around them — you must make an opposed roll of Charisma + Wild Magic + Life Magic vs. Dexterity + Dodge. The effects are permanent, but the growth is instantaneous and does not continue.

Money and Equipment

Starting Wealth

The types of coin are the copper piece(cp), silver piece (sp), gold piece (gp), and platinum piece (pp).

10 cp = 1 sp

25 sp = 1 gp

50 gp = 1 pp

You begin with 120 gp of initial currency, unless the GM states otherwise.

The character uses this accumulated wealth to purchase their initial weapons, armor, and adventuring equipment, using the price lists in the tables below.

Weapons

Here is the format for weapon entries (given as column headings on the table below).

Cost: This value is the price for purchasing the weapon. The cost includes miscellaneous gear that goes with the weapon.

Range: The maximum range without penalties for an average character who is reasonably skilled with the weapon. Twice this range is acceptable with a small penalty (-2 suggested).

Max Range: The maximum range for a character who is incredibly fit and has spent years mastering the weapon. Heavy penalties recommended.

Effects: Special effects of using the weapon. +2 Damage means the weapon does 2 additional damage on a hit. ND means that you cannot effectively use the weapon to oppose an attack.

Weapon	Cost	Range	Max Range	Effects
Light One-Handed Weapons (May be wielded in the off hand.)				
Axe, throwing	4 gp	15 ft.	50 ft.	+1 Damage
Dagger	3 gp	15 ft.	50 ft.	
Hammer, throwing	5 gp	20 ft.	100 ft.	+1 Damage; ND

Long-knife	5 gp	–	–	+1 Damage
Sword, short	8 gp	–	–	+2 Damage
One-Handed Weapons				
Battleaxe	10 gp	–	–	+4 Damage; ND
Sword, hand-and-a-half	35 gp	–	–	+3 Damage; May be used two-handed. If so, it has +5 Damage.
Sword, long	15 gp	–	–	+3 Damage
Warhammer	10 gp	–	–	+4 Damage; ND
Two-Handed Weapons				
Broadsword	50 gp	–	–	+6 Damage
Greataxe	20 gp	–	–	+7 Damage; ND
Greatclub	5 gp	–	–	+5 Damage; ND
Lance	10 gp	–	–	+6 Damage; ND; +10 Damage on horseback
Quarterstaff	3 sp	–	–	+1 Damage; +3 when opposing attacks
Spear	2 gp	20 ft.	100 ft.	+3 Damage; ND
Ranged Weapons				
Crossbow	35 gp	325 ft.	800 ft.	+4 Damage; Takes an action to reload
Javelin	1 gp	100 ft.	300 ft.	+1 Damage
Longbow	75 gp	250 ft.	1000 ft.	+3 Damage
Shortbow	30 gp	150 ft.	600 ft.	+2 Damage
Sling	3 sp	125 ft.	500 ft.	

Armor & Shields

Here is the format for armor entries (given as column headings on the table below).

Cost: This value is the price for purchasing the armor.

Effects: The effects of the armor on your character.

Armor	Cost	Effects
Light Armor		
Leather	10 gp	take 1 less damage from attacks
Studded Leather	25 gp	take 2 less damage from attacks

Medium Armor

Scale Mail	50 gp	take 5 less damage from attacks, -1 on all Dexterity-based rolls
Chainmail	150 gp	take 8 less damage from attacks, -2 on all Dexterity-based rolls

Heavy Armor

Banded Mail	200 gp	take 10 less damage from attacks, -3 on all Dexterity-based rolls, requires 1d6 or better Strength
Half-plate	450 gp	take 12 less damage from attacks, -4 on all Dexterity-based rolls, requires 1d10 or better Strength
Full Plate	1000 gp	take 15 less damage from attacks, -5 on all Dexterity-based rolls, requires 3d4 or better Strength

Shields

Shield, light	3 gp	take 1 less damage from attacks
Shield, heavy	7 gp	take 2 less damage from attacks, requires 1d8 or better Strength
Shield, tower	30 gp	take 5 less damage from attacks, -1 on all Dexterity-based rolls, requires 3d4 or better Strength

Common Adventuring Equipment

Here is the format for equipment entries (given as column headings on the table below).

Cost: This value is the price for purchasing the desired equipment.

Equipment	Cost
Acid (flask)	10 gp
Antitoxin (vial)	50 gp
Backpack (empty)	2 gp
Bedroll	3 sp
Bucket (empty)	12 sp
Caltrops	1 gp
Candle	2 cp

Disguise Kit	50 gp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	11 sp
Healer's Kit	50 gp
Holy Symbol, wooden	1 gp
Holy Symbol, silver	25 gp
Holy Water (flask)	25 gp
Horse	80 gp
Ladder, 10 ft.	18 cp
Lantern, hooded	5 gp
Mirror, small steel	10 gp
Oil, pint flask	2 sp
Paper (sheet)	10 sp
Pen and ink	1 gp
Piton	2 sp
Pole, 10 ft.	5 sp
Pouch, belt (empty)	1 gp
Rations, trail (per day)	10 sp
Rope (100 ft.)	2 gp
Signal Whistle	21 sp
Spyglass	900 gp
Tent	8 gp
Thieves' Tools	32 gp
Torch	2 cp

Villain Volume

A variety of villains for the XM3RPG Swords & Sorcery worldbook.

Animals

Dire Rat

Rats are kind of scary when they're a foot tall.

Level 0

Bite: 1d12+8 Stealth: 1d12+6
Dodge: 1d12+7 Perception: 1d6+6

Strength: 1d10 (8) Dexterity: 1d12 (8) Constitution: 1d6 (1)
Intelligence: 1d1 (-1) Wisdom: 1d6 (1) Charisma: 1d1 (-1)
Health: 15

Bite: 8 (8) Stealth: 6 (6) Dodge: 7 (7)
Perception: 6 (6) Climbing: 4 (4)

Giant Eagle

Giant eagles are a rare sight, and very impressive.

Level 2

Beak: 1d12+10 Talons: 1d12+9
Flight: 1d12+14 Dodge: 1d12+5

Strength: 1d12 (8) Dexterity: 1d12 (8) Constitution: 1d8 (3)
Intelligence: 1d1 (-1) Wisdom: 1d8 (3) Charisma: 1d1 (-1)
Health: 29

Beak: 10 (10) Talons: 9 (9) Flight: 12 (14)
Dodge: 5 (5) Perception: 8 (8)

Panther

Panthers are nearly invisible when in the shadows.

Level 3

Bite: 1d8+5 Claws: 1d8+7 Dodge: 2d8+9
Dodge: 2d8+9 Stealth: 2d8+15

Strength: 1d8 (3) Dexterity: 2d8 (16) Constitution: 1d10 (5)
Intelligence: 1d1 (-1) Wisdom: 1d4 (0) Charisma: 1d1 (-1)
Health: 41

Bite: 5 (5) Claws: 7 (7) Dodge: 9 (9)
Stealth: 15 (20) Assassination: 5 (5) Perception: 5 (5)

Drakes

Spined Drake

The weakest of the drakes, but still formidable.

Level 2

Claws: 1d12+8

Bite: 1d12+12

Spiked Tail: 1d12+7

Dodge: 1d10+6

Strength: 1d12 (8)

Dexterity: 1d10 (5)

Constitution: 1d12 (8)

Intelligence: 1d1 (-1)

Wisdom: 1d4 (0)

Charisma: 1d1 (-1)

Health: 54

Claws: 8 (8)

Bite: 12 (14)

Spiked Tail: 7 (7)

Stealth: 4 (4)

Dodge: 6 (6)

Perception: 5 (5)

Desert Survival: 2 (2)

Armor: Natural Scales (-3 damage)

The Spined Drake's bite and tail each deal 2 additional damage on a hit.

Ice Drake

When fighting this drake, be careful of its chill breath.

Level 3

Ice Breath: 3d4+15

Bite: 1d8+10

Claw: 1d8+8

Dodge: 1d10+4

Strength: 1d8 (5)

Dexterity: 1d10 (8)

Constitution: 3d4 (11)

Intelligence: 1d1 (-1)

Wisdom: 1d4 (0)

Charisma: 1d1 (-1)

Health: 76

Ice Breath: 15 (20)

Bite: 10 (10)

Claw: 8 (8)

Arctic Survival: 6 (6)

Dodge: 4 (4)

Stealth: 3 (3)

Armor: Natural Scales (-2 damage)

The Ice Drake's bite deals 2 additional damage on a hit, and the ice breath deals cold damage and deals 4 additional damage.

Extraplanar Beings

Lost Soul

Some souls drift endlessly in the Astral Plane after death, too weak to manifest as ghosts.

Level 0

Chill Touch: 1d12+9

Diplomacy: 1d8+6

Dodge: 1d12+6

Lore: 1d8+10

Strength: 1d1 (-1)

Dexterity: 1d12 (8)

Constitution: 1d1 (-1)

Intelligence: 1d8 (3)

Wisdom: 1d6 (2)

Charisma: 1d8 (3)

Health: 5

Chill Touch: 9 (9)

Lore: 10 (10)

Dodge: 6 (6)

Diplomacy: 6 (6)

The Lost Soul's chill touch deals no bonus damage, but all its damage is negative energy damage.

Damned

Souls bound to the Abyss, belonging to mortals forsaken by their gods.

Level 0

Bluff: 1d10+11

Claws: 1d12+9

Dodge: 1d6+8

Stealth: 1d6+3

Strength: 1d12 (8)

Dexterity: 1d6 (1)

Constitution: 1d8 (3)

Intelligence: 1d4 (0)

Wisdom: 1d1 (-1)

Charisma: 1d10 (5)

Health: 25

Bluff: 11 (12)

Claws: 9 (9)

Dodge: 8 (8)

Stealth: 3 (3)

Persistence: 2 (2)

Lore: 2 (2)

Astral Strider

These insect-like creatures are native to the Astral Plane. Their ecological niche is entirely unknown, as is the purpose of the axe-shaped crests on their backs.

Level 1

Bite: 3d4+9

Perception: 1d8+7

Stealth: 3d4+8

Dodge: 3d4+8

Strength: 1d1 (-1)

Dexterity: 3d4 (11)

Constitution: 1d10 (5)

Intelligence: 1d6 (1)

Wisdom: 1d8 (3)

Charisma: 1d1 (-1)

Health: 37

Bite: 9 (9)

Stealth: 8 (8)

Persistence: 4 (4)

Dodge: 8 (8)

Perception: 7 (7)

Armor: Carapace (-1 damage)

Flame Elemental

A creature made of pure flame from a plane filled with more flame.

Level 1

Flame Magic: 1d6+10 Burning Touch: 1d8+10
Dodge: 1d12+6 Perception: 9

Strength: 1d8 (3) Dexterity: 1d12 (8) Constitution: 1d12 (8)
Intelligence: 1d1 (-1) Wisdom: 1d1 (-1) Charisma: 1d6 (1)
Health: 52

Flame Magic: 10 (10) Burning Touch: 10 (10) Dodge: 6 (6)
Perception: 8 (8) Persistence: 2 (2)

The Flame Elemental's burning touch deals 3 additional damage on a hit, as fire damage.
(Similar stats can be used for other elementals.)

Imp

Tiny fiends bent on the corruption of all they survey.

Level 1

Bluff: 3d4+9 Sting: 1d6+5
Deceiving: 1d10+13 Lore: 1d10+6

Strength: 1d1 (-1) Dexterity: 1d6 (1) Constitution: 1d6 (1)
Intelligence: 1d10 (5) Wisdom: 1d6 (1) Charisma: 3d4 (11)
Health: 17
Mana: 67

Bluff: 9 (9) Sting: 5 (5) Deceiving: 13 (16)
Lore: 6 (6)

Malakhim

The lowest order of angels.

Level 2

Longsword: 1d6+10 Diplomacy: 1d8+9
Dodge: 1d4 Channel Light: 1d12+10

Strength: 1d6 (1) Dexterity: 1d4 (0) Constitution: 1d4 (0)
Intelligence: 1d4 (0) Wisdom: 2d8 (16) Charisma: 1d8 (3)
Health: 14

Diplomacy: 9 (9) Longsword: 10 (10) Channel Light: 7 (7)
Dodge: 4 (4) Channel Faith: 3 (9) Persistence: 2 (2)
Armor: Luminous Half-Plate (-12 damage, -4 Dexterity, no Strength minimum)

Hellhound

Dogs of war from the gates of the Abyss.

Level 3

Bite: 3d4+10

Fire Breath: 1d10+10

Dodge: 1d12+9

Persistence: 8

Strength: 3d4 (11)

Dexterity: 1d12 (8)

Constitution: 1d10 (6)

Intelligence: 1d1 (-1)

Wisdom: 1d1 (-1)

Charisma: 1d1 (-1)

Health: 41

Bite: 10 (10)

Fire Breath: 10 (10)

Dodge: 9 (9)

Perception: 7 (7)

Persistence: 7 (7)

Stealth: 3 (3)

The Hellhound's bite deals 2 additional damage on a hit, and its fire breath deals fire damage in a 15 foot cone.

Goblins

Horde Goblin

The only purpose of these Goblins is to soften up the enemy a little before the spearmen attack.

Level 0

Spear: 1d12+7

Sling: 1d10+7

Dodge: 1d10+8

Stealth: 1d10+6

Strength: 1d12 (8)

Dexterity: 1d10 (5)

Constitution: 1d8 (3)

Intelligence: 1d4 (0)

Wisdom: 1d4 (0)

Charisma: 1d4 (0)

Health: 25

Spear: 7 (7)

Sling: 7 (7)

Dodge: 8 (8)

Stealth: 6 (6)

Perception: 3 (3)

Goblin Spearman

The main troops in the Goblin army; they're dumb as dirt and even uglier.

Level 1

Spear: 1d12+9

Javelin: 1d10+8

Dodge: 1d10+8

Stealth: 1d10+3

Strength: 1d12 (8)

Dexterity: 1d10 (5)

Constitution: 1d10 (5)

Intelligence: 1d4 (0)

Wisdom: 1d4 (0)

Charisma: 1d4 (0)

Health: 37

Thrown Weapons: 3 (9)

Spear: 9 (9)

Javelin: 5 (5)

Stealth: 3 (3)

Dodge: 8 (8)

Perception: 2 (2)

Armor: Leather (-1 damage)

Goblin Archer

Not even Goblins are stupid enough to fight a major battle without ranged backup.

Level 1

Shortbow: 1d12+11

Dagger: 1d12+2

Dodge: 1d12+10

Stealth: 1d12+2

Strength: 1d8 (3)

Dexterity: 1d12 (8)

Constitution: 1d8 (3)

Intelligence: 1d6 (1)

Wisdom: 1d8 (3)

Charisma: 1d4 (0)

Health: 27

Archery: 3 (9)

Shortbow: 8 (8)

Stealth: 4 (4)

Dodge: 10 (10)

Perception: 5 (5)

Dagger: 2 (2)

Armor: Leather (-1 damage)

Goblin Blood Acolyte

In order to become an acolyte of the Lord of Blood, Goblins must undergo many dark rites. The survivors are left horribly scarred in mind, body, and soul.

Level 2

Channel Darkness: 3d4+16 Dodge: 1d6+4
Dagger: 1d6+3 Stealth: 1d6+3

Strength: 1d4 (0) Dexterity: 1d6 (1) Constitution: 1d8 (3)
Intelligence: 1d4 (0) Wisdom: 3d4 (11) Charisma: 1d10 (5)
Health: 29

Dagger: 3 (3) Channel Faith: 4 (12) Stealth: 3 (3)
Dodge: 4 (4) Perception: 5 (5) Channel Darkness: 12 (14)
Armor: Leather (-1 damage)

Goblin Axeman

Some Goblins are, contrary to popular belief, smart enough to use an axe effectively in combat. Those that aren't but do anyway are even more terrifying.

Level 2

Battleaxe: 3d4+13 Throwing Axe: 1d10+8
Stealth: 1d10+3 Dodge: 1d10+10

Strength: 3d4 (11) Dexterity: 1d10 (5) Constitution: 1d8 (3)
Intelligence: 1d4 (0) Wisdom: 1d6 (1) Charisma: 1d4 (0)
Health: 29

Battleaxe: 13 (16) Throwing Axe: 8 (8) Stealth: 3 (3)
Dodge: 10 (10) Perception: 4 (4)
Armor: Studded Leather (-2 damage)

Goblin Swordsman

Goblin Swordsmen are some of the more intelligent Goblin warriors. That is, if Goblins wore shoes that tied they would be among the few that could tie them.

Level 3

Longsword: 1d12+17 Throwing Axe: 1d10+3
Dodge: 1d10+7 Stealth: 1d10+2

Strength: 1d12 (8) Dexterity: 1d10 (5) Constitution: 1d10 (5)
Intelligence: 1d8 (3) Wisdom: 1d6 (1) Charisma: 1d4 (0)
Health: 41

Swordfighting: 3 (9) Longsword: 14 (16) Dodge: 8 (8)
Stealth: 3 (3) Throwing Axe: 4 (4) Perception: 4 (4)
Armor: Scale Mail (-5 damage, -1 dexterity)

Goblin Rogue

Some Goblins, surprisingly intelligent for their kind, realized that there was a much easier alternative to killing people and taking their money. These Goblins realized that if you take their money when they're still alive, it saves you the trouble of killing them first.

Level 3

Dagger: 3d4+6

Dodge: 3d4+4

Stealth: 3d4+10

Picking Pockets: 3d4+9

Strength: 1d8 (3)

Dexterity: 3d4 (11)

Constitution: 1d8 (3)

Intelligence: 1d6 (1)

Wisdom: 1d6 (1)

Charisma: 1d8 (3)

Health: 31

Dagger: 6 (6)

Dodge: 4 (4)

Thievery: 6 (25)

Picking Pockets: 3 (3)

Stealth: 4 (4)

Picking Locks: 2 (2)

Disguise: 2 (2)

Armor: Leather (-1 damage)

Goblin Blood Knight

Religious warriors who fight for the cause of the Lord of Blood.

Level 3

Battleaxe: 1d12+10

Channel Faith: 1d12+5

Combat Leadership: 1d8+10

Dodge: 1d4+3

Strength: 1d12 (8)

Dexterity: 1d4 (0)

Constitution: 1d8 (3)

Intelligence: 1d4 (0)

Wisdom: 1d12 (8)

Charisma: 1d8 (3)

Health: 36

Battleaxe: 10 (10)

Channel Faith: 5 (15)

Combat Leadership: 10 (10)

Stealth: 3 (3)

Dodge: 4 (4)

Perception: 4 (4)

Armor: Scale Mail (-5 damage, -1 dexterity)

Kobolds

Kobold Lackey

Flunkies, toadies, sycophants - all words for the same concept, exemplified by Kobold lackeys.

Level 0

Spear: 1d10+6
Dodge: 1d12+5

Thievery: 1d12+4
Stealth: 1d10+7

Strength: 1d10 (5)
Intelligence: 1d1 (-1)
Health: 25

Dexterity: 1d12 (8)
Wisdom: 1d4 (0)

Constitution: 1d8 (3)
Charisma: 1d6 (1)

Spear: 6 (6)
Thievery: 4 (12)

Stealth: 2 (2)
Bluff: 6 (6)

Dodge: 5 (5)

Kobold Spearman

An average Kobold warrior.

Level 1

Spear: 1d12+6
Stealth: 1d10+7

Javelin: 1d10+5
Dodge: 1d10+5

Strength: 1d12 (8)
Intelligence: 1d1 (-1)
Health: 37

Dexterity: 1d10 (5)
Wisdom: 1d4 (0)

Constitution: 1d10 (5)
Charisma: 1d6 (1)

Spear: 6 (6)
Dodge: 5 (5)
Armor: Leather (-1 damage)

Javelin: 5 (5)
Thievery: 4 (12)

Stealth: 3 (3)
Bluff: 5 (5)

Kobold Slinger

Kobolds prefer slings over bows; they are smaller and lighter, and rocks are everywhere, unlike arrows.

Level 1

Sling: 1d12+7
Stealth: 1d12+5

Dagger: 1d12+3
Dodge: 1d12+3

Strength: 1d6 (1)
Intelligence: 1d4 (0)
Health: 27

Dexterity: 1d12 (8)
Wisdom: 1d4 (0)

Constitution: 1d8 (3)
Charisma: 1d4 (0)

Sling: 7 (7)
Dodge: 3 (3)
Armor: Leather (-1 damage)

Dagger: 3 (3)
Perception: 1 (1)

Stealth: 3 (3)
Thievery: 2 (6)

Kobold Dragon Warrior

Powerful Kobold knights in the service of their dragon goddess, they are often found leading the charge.

Level 2

Longsword: 1d12+10 Dodge: 1d6+3
Stealth: 1d6+5 Combat Leadership: 1d10+8

Strength: 1d12 (8) Dexterity: 1d6 (1) Constitution: 1d8 (4)
Intelligence: 1d4 (0) Wisdom: 1d4 (0) Charisma: 1d10 (5)
Health: 34

Longsword: 10 (10) Swordfighting: 3 (9) Dodge: 4 (4)
Perception: 4 (4) Combat Leadership: 8 (8) Stealth: 6 (6)
Armor: Scale Mail (-5 damage, -1 dexterity)

Kobold Wyrmpriest

A Kobold priest of the dragon-goddess, he is a leader both spiritually and in combat.

Level 2

Channel Faith: 1d12+7 Staff: 1d6+2
Dodge: 1d6+2 Combat Leadership: 1d12+8

Strength: 1d6 (1) Dexterity: 1d6 (1) Constitution: 1d6 (1)
Intelligence: 1d6 (1) Wisdom: 1d12 (8) Charisma: 1d12 (8)
Health: 24

Channel Faith: 7 (25) Staff: 2 (2) Stealth: 2 (2)
Dodge: 2 (2) Combat Leadership: 8 (8) Perception: 2 (2)
Armor: Studded Leather (-2 damage)

Kobold Trapmaster

A Kobold master of mechanical devices. They design and build the traps defending the Kobold lairs.

Level 2

Trap Use: 1d12+18 Dagger: 1d12+2
Dodge: 1d12+2 Picking Locks: 1d12+7

Strength: 1d6 (1) Dexterity: 1d12 (8) Constitution: 1d8 (3)
Intelligence: 1d12 (8) Wisdom: 1d1 (-1) Charisma: 1d6 (1)
Health: 24

Trap Use: 13 (16) Dagger: 2 (2) Thievery: 5 (15)
Picking Locks: 2 (2) Stealth: 2 (2) Dodge: 2 (2)
Perception: 2 (2)
Armor: Leather (-1 damage)

Kobold Apprentice-Sorcerer

Although these sorcerers are only half-trained, they are still dangerous.

Level 2

Flame Magic: 3d4+10

Water Magic: 3d4+9

Staff: 1d4+6

Dodge: 1d6+6

Strength: 1d4 (0)

Dexterity: 1d6 (1)

Constitution: 1d6 (1)

Intelligence: 1d6 (1)

Wisdom: 1d12 (8)

Charisma: 3d4 (11)

Health: 19

Flame Magic: 10 (10)

Water Magic: 9 (9)

Bluff: 9 (9)

Stealth: 6 (6)

Staff: 6 (6)

Dodge: 6 (6)

Armor: Leather (-1 damage)

Kobold Sorcerer

Kobolds have impressive natural talent for elemental magic. Their sorcerers are formidable opponents.

Level 3

Flame Magic: 1d12+16

Water Magic: 1d12+15

Staff: 1d4+3

Dodge: 1d6+5

Strength: 1d4 (0)

Dexterity: 1d6 (1)

Constitution: 1d8 (3)

Intelligence: 1d6 (1)

Wisdom: 1d8 (8)

Charisma: 1d12 (11)

Health: 26

Wild Magic: 6 (20)

Flame Magic: 10 (10)

Water Magic: 9 (9)

Staff: 3 (3)

Dodge: 5 (5)

Stealth: 4 (4)

Armor: Studded Leather (-2 damage)

Kobold War-chief

The leader of a Kobold tribe, he has formidable battle skills.

Level 3

Longsword: 1d12+13

Dodge: 1d6+5

Perception: 1d4+5

Combat Leadership: 1d12+11

Strength: 1d12 (8)

Dexterity: 1d4 (0)

Constitution: 1d10 (5)

Intelligence: 1d6 (1)

Wisdom: 1d4 (0)

Charisma: 1d12 (8)

Health: 41

Longsword: 10 (10)

Swordfighting: 3 (9)

Combat Leadership: 13 (16)

Dodge: 6 (6)

Stealth: 5 (5)

Perception: 5 (5)

Armor: Scale Mail (-5 damage, -1 dexterity)

Undead

Zombie

Rotting flesh given the semblance of life.

Level 0

Smell Life: 1d4+9

Bite: 3d4+11

Dodge: 1d4+5

Rend: 3d4+5

Strength: 3d4 (11)

Dexterity: 1d4 (0)

Constitution: 1d10 (7)

Intelligence: 1d1 (-1)

Wisdom: 1d4 (0)

Charisma: 1d1 (-1)

Health: 35

Bite: 11 (12)

Smell Life: 9 (9)

Dodge: 5 (5)

Rend: 5 (5)

Skeleton

Old bones given the semblance of life.

Level 0

Shortsword: 1d10+7

Shortbow: 1d10+7

Dodge: 1d10+5

Perception: 1d4+7

Strength: 1d10 (8)

Dexterity: 1d10 (8)

Constitution: 1d8 (4)

Intelligence: 1d1 (-1)

Wisdom: 1d4 (0)

Charisma: 1d1 (-1)

Health: 30

Shortsword: 7 (7)

Shortbow: 7 (7)

Dodge: 5 (5)

Perception: 7 (7)

Stealth: 5 (5)

The Silver Isle

A sample adventure for 2-4 characters of level 1-2

Using the XM3RPG Swords & Sorcery Worldbook

Quest: Dragon Cultists

There is a group of dragon cultists who are planning to conquer the northern marches. They are rumored to be based on the Silver Isle, an island in the northern ocean. Why exactly anyone would *want* to conquer the northern marches is a mystery to you, but you have been hired by Margrave Nemsen to go to the Silver Isle to stop this threat. She will pay 100 gp upon delivery of proof that the plot has been stopped, such as the War-chief's silver circlet.

If you wish to use this adventure as part of an existing campaign, simply replace the Northern Marches and Margrave Nemsen with a suitable frozen coast and its ruler.

Silmarn

Situated on the far northern coast, Silmarn is a tiny fishing village. There is nearly nothing of interest in Silmarn.

Places

- The Silver Dragon Inn is the only inn in the region, and it is well-maintained but small. The innkeeper, Salia Kerdin, is a short, taciturn woman who is unlikely to be a good source of information. However, Keth Telsern, an old man who is fond of storytelling, can often be found drinking in the corner, and he is knowledgeable about the region.
- A small temple, with only one priest, the half-elf Kelren Everswift.
- A smithy and general store, run by the dwarf Dalgon Flameheart, where basic equipment can be bought.
- An assortment of huts scattered around the village.
- A dock at the beach, where the fishing boats are moored. There are many boats at the dock, but most of the sailors are superstitious and will refuse to take the characters to the Silver Isle. However, there is a small sloop, the *Lore Rider*, captained by a young, adventurous man named Ebron Melent; he will be willing to provide transportation.

Notes

- The Silver Isle is considered cursed by the locals.

Area 1: Landing

The *Lore Rider* lands at a beach, and the PCs disembark. Above the beach is a black stone cliff with stairs cut into it. When they reach the top of the cliff, they see a watchtower to the north, mountains to the west, and tundra to the south. If they investigate the watchtower, go to Area #2. If they go to the mountains, go to Area #3. If they go to the tundra, go to Area #10.

Area 2: Watchtower

Watchtowers have been placed around the island by both the kobolds and the goblins. This is a kobold watchtower. There are 3 Kobold Lackeys and a Kobold Slinger here. When the players are within range of the tower, the Slinger will begin attacking. The door to the tower is unlocked. When the players open the door, one Lackey will charge down the stairs and attack. When the players reach the upper level, the two remaining Lackeys will attack them, while the Slinger provides ranged support. The Slinger has 10 sp, as well as a deck of marked cards. The Lackeys have nothing; they gambled all of their pay away to the Slinger.

Area 3: Foothills

The players are in the area controlled by the goblins, and a border patrol has spotted them. If they can talk quickly and convince the goblins that they are not enemies, they will be taken to the crater (Area #4). Otherwise, the goblins, 2 Goblin Spearmen and 4 Horde Goblins, attack the players with an intent to capture them. The Horde Goblins charge, and try to overwhelm a player. The Spearmen follow them and attack. When one Spearman dies, the other goblins attempt to flee. Each Spearman has 5 sp.

If the players are allied with the goblins, the border patrol waves them on their way. If the players have already encountered a border patrol, but are not allied, the goblins attack immediately.

Area 4A: Crater Guards

Two Goblin Axemen are stationed here as guards. If the goblins are on full alert, there will be an additional Axeman. If the players are accompanied by the border patrol or are allied, the guards wave them through. Otherwise, the guards question them. Again, they can convince the goblins that they are not enemies, they can leave, or they can fight their way in. If they fight their way in or if a goblin

survived from the border patrol, all goblins are on full alert from here on. The Axemen will attack with throwing axes first, then move in for the kill. They each have 5 sp, and one has a flask with a red liquid inside. The flask is a healing potion, which any character may drink to heal them by up to 20 HP.

Area 4B: Blood Temple

This is the goblin fortress' temple. There are two Blood Acolytes inside, as well as two Axemen guarding the door outside. If the fortress is on full alert, the Axemen will attack immediately. Otherwise, they will ignore the PCs unless threatened. When the Axemen attack, the Blood Acolytes will appear to find out what is wrong, and attack as well, using magic to heal and strengthen the Axemen. Inside are 50 gp worth of religious items, as well as two more healing potions.

Area 4C: Goblin Headquarters

This is where the leaders of the goblins are. If the goblins are on full alert, the guards outside, two Goblin Axemen, will attack immediately. Otherwise, they will tell the players to go away (even if they are allied). If the PCs are accompanied by the border patrol, they will enter the headquarters.

Inside are two Swordsmen, a Blood Knight, and an Acolyte. The Blood Knight is the leader of the goblins here, and he is named Krag. He wishes to wipe out the kobolds and gain control of the island, but has no ambitions for conquest of the world (or even the northern marches), and just wants to rule this one island. If the players are willing to help and convince him of this, he will give them one Amulet of Defense, which will decrease all damage from attacks by one and grant a +1 bonus to dodging or resisting spells. Otherwise, if they are at least friendly, he will order them to leave. If they are rude, he will attack them. If he dies, all the goblins will hate and fear the PCs.

Area 5: Foothills

The players are in the area controlled by the goblins, and a border patrol has spotted them. If they can talk quickly and convince the goblins that they are not enemies, they will be taken to the crater (Area #4). Otherwise, the goblins, 3 Goblin Spearmen and 2 Horde Goblins, attack the players with an intent to capture them. The Horde Goblins charge, and try to overwhelm a player. The Spearmen follow them and attack. When one Spearman dies, the other goblins attempts to flee. Each Spearman has 5 sp.

If the players are allied with the goblins, the border patrol waves them on their way. If the players have already encountered a border patrol, but are not allied, the goblins attack immediately.

Area 6: North Forest

The players are in kobold territory, and they are hiking through a snowy pine forest. Have the players make an Wilderness Survival + Wisdom or Perception + Wisdom roll (TN 15). If any player succeeds, they notice the snow about to fall on them in time to warn the others. Otherwise, have the players make a Dodge + Dexterity roll (TN 10). All players who fail cannot act on the first round of combat. The players are ambushed by a pair of Spined Drakes, who attack until death. Make up similar encounters if the players pass through this area repeatedly.

Area 7: Northern Wastes

It is very cold here, and mostly bare rock. Have the players make an Wilderness Survival + Constitution roll (TN 6) to see if they are affected adversely. Characters who fail take damage equal to the amount they failed by.

Area 8: Outside the Dragon Tower

There are kobolds patrolling here. They attack on sight, and there are two Spearmen, a Slinger, and two Lackeys. The Spearmen and Lackeys stand in front, and the slinger hangs back and tries to pick off obvious mages, followed by ranged attackers. Each lackey has 2 sp; the others have 5 sp.

Area 9A: Gates of the Dragon Tower

The tower is guarded by two Dragon Warriors and two Spearmen. They announce, “You are not welcome here!” when the players come within view. They will attack if the players do not immediately leave. They each have 5 sp, and the dragon warriors have a healing potion each. There are windows on each side of the tower, and the guards only care about the front, so the players could climb up the sides (TN 15) or back (TN 11). The windows on the front and back are on the second floor, but the side windows are on the third and highest floor.

Area 9B: Entry

This room is meant to be a place to keep visitors waiting while the Kobold War-Chief decides how to get rid of them. The carpets are red, and there is a small side table on one wall. There are two doors at the back of the room, and a spiral staircase, guarded by an obsequious Kobold Lackey, who will not permit them to go further into the tower, but will otherwise toady to them as much as possible. He has 2 sp.

Areas 9C & 9D: Supply Rooms

These rooms are where the supplies for the Kobolds are kept; mostly food, alcohol, etc.

Area 9E: Drake Room

This is where the drakes are kept, a Spined Drake and an Ice Drake locked in the cage at the back of the room. They are guarded by two Kobold Spearmen. The lever near the cage will open the cage door, and the spearmen will pull it immediately, then take cover behind the drakes. The spearmen have a total of 10 sp lying on the floor where they were gambling with it, as well as a deck of cards. The floor of the cage is covered with bones.

Area 9F: Sorcerer's Classroom

This room is set up as a classroom for teaching magic. A Kobold Sorcerer and two Apprentice-Sorcerers are here, sitting at the tables. A cauldron of something that will explode when ignited (roll an attack, 1d6+4 vs. all nearby creatures, and add 5 damage on a hit) is on the teacher's table. The chalkboard behind him says, "Homework: Kill three goblins this weekend with the new fireball spell you learned." In the supply cabinet at the back of the room are a variety of flasks and mysterious ingredients. Players can roll to identify them with Lore or any magic skill. Of note are two healing potions (TN 6), three volatile mixtures that will explode when exposed to air (TN 10), and a ring of sorcery, giving the player who wears it a +1 to any magic-related rolls (TN 12). Other, less useful items are here as well. If the cabinet is knocked over, it will explode (roll an attack, 1d12+2 vs. all nearby creatures) and destroy the healing potions, the explosives, and most of the junk. If the players use the explosives, they attack a 10 foot radius, and add. The kobolds will try to keep the tables between themselves and the players at all times, and will cast a fire spell into the cauldron if only players are nearby. When the players enter the room, the Sorcerer will shout, "Twelve points of extra credit for each one you kill!" and throw a bolt of fire at the players (as the Ignite spell). The sorcerer has 30 sp and a flame wand (+1 to the Flame Magic skill), and the apprentices have 15 sp each.

Area 9G: Temple of the Dragon Goddess

This is the temple of the dragon goddess. The War-chief is here with his bodyguards (two Dragon Warriors) and the Wyrmpriest. The War-chief shouts, "You will not interfere with my plans for world conquest!" The Dragon Warriors will charge, the War-chief follows, using his Combat Leadership and shouting orders, and the Wyrmpriest hangs back and heals and buffs them. The altars give a +1 bonus to all rolls for a Kobold standing next to them, but the pool is just normal water. The statue of a dragon above the pool is actually a trap (see stats below). The War-chief has a magic longsword, which gives the wielder +1 to attack with it and +1 to the Combat Leadership skill. He also has 20 gp and a silver

circlet, the Wyrmpriest has 30 sp, and the bodyguards have 5 sp each. If the players kill the War-chief, they have accomplished a major objective and they all gain a level. Hooray!

Dragon Statue Trap

- Attack: 1d12+2, adding 5 damage on a hit
- HP: 50 to break off head.
- Defense: 1d6+1
- Counters:
 - If a player uses Water Magic or Transmutation to freeze its head, then the statue will not attack for five rounds.
 - If its head is broken off, then it will no longer attack.
 - If its attack is counterspelled using Flame Magic or Water Magic, then the statue will explode, make an attack, 1d12+4 vs. all creatures in range, and add 5 damage on a hit.
 - If a player puts the explosives from area 9F in its mouth, it will explode when it attacks, make the attack above.
 - If a player puts a fireproof object in its mouth, it will have a weaker attack or stop attacking, depending on the size of the object.
 - Use similar reasoning for anything else the players come up with.

Area 10: Tundra

The players are hiking through the tundra. They spot an Ice Drake off to the north, but it doesn't get close to them unless they specifically chase after it.

Area 11: South Beach

This is a possible alternate landing site for the players, if they don't want to land at area 1. There is a forest to the north and a glacier to the west.

Area 12: Forest Watchtower

Watchtowers have been placed around the island by both the kobolds and the goblins. This is a goblin watchtower. There are 2 Horde Goblins and a Goblin Archer here. When the players are within

range of the tower, the Archer will begin attacking (unless the players and goblins are allied). The door to the tower is unlocked. When the players open the door, one Horde Goblin will charge down the stairs and attack. When the players reach the upper level, the remaining Horde Goblin will attack them, while the Archer provides ranged support. The Archer has 5 sp.

Area 13: Watchtower

Watchtowers have been placed around the island by both the kobolds and the goblins. This is a kobold watchtower. There are 3 Kobold Lackeys and a Kobold Slinger here. When the players are within range of the tower, the Slinger will begin attacking. The door to the tower is unlocked. When the players open the door, one Lackey will charge down the stairs and attack. When the players reach the upper level, the two remaining Lackeys will attack them, while the Slinger provides ranged support. The Slinger has 5 sp. The Lackeys have 2 sp each.

Area 14: Glacier's Edge

The players are at the edge of the glacier. They should be strongly discouraged from going on the glacier, unless nobody has any ranks in Wilderness Survival. If they do go on the glacier against all sense or reason (or if they're just too clueless), then they should take a -2 penalty to all physical actions, and if they fail, they will slip on the ice and fall. They also should make an Wilderness Survival + Constitution roll (TN 15) every hour and take damage equal to the margin they failed by if they fail. There are Ice Drakes scattered around the glacier; the players may encounter them.

Area 15: Silverstone Cliffs

The players are at the edge of the glacier. If they look over the side, they will see a cliff of silver rock, with lots of handholds for easy climbing (TN 6). If they climb down, they find an abandoned kobold shrine. The altar has 50 gp worth of religious items on it. There are also two healing potions here. If the players take the religious items (the potions are irrelevant), the players who take them feel a chill run down their backs; they take a -2 penalty to all actions for the rest of the day.

Area 16: Southwest Forest

The players are in the area controlled by the goblins, and a border patrol has spotted them. If they can talk quickly and convince the goblins that they are not enemies, they will be taken to the crater (Area #4). Otherwise, the goblins, 3 Goblin Spearmen and 2 Horde Goblins, attack the players with an intent to capture them. The Horde Goblins charge, and try to overwhelm a player. The Spearmen follow them and attack. When one Spearman dies, the other goblins attempts to flee. Each Spearman has 5 sp.

If the players are allied with the goblins, the border patrol waves them on their way. If the players have already encountered a border patrol, but are not allied, the goblins attack immediately.

Area 17: Watchtower

Watchtowers have been placed around the island by both the kobolds and the goblins. This is a goblin watchtower. There are 3 Horde Goblins and a Goblin Archer here. When the players are within range of the tower, the Archer will begin attacking (unless the players and goblins are allied). The door to the tower is unlocked. When the players open the door, one Horde Goblin will charge down the stairs and attack. When the players reach the upper level, the two remaining Horde Goblins will attack them, while the Archer provides ranged support. The Archer has 5 sp.

Area 18: Rocky Cliff

It is very cold here, and mostly bare rock. Have the players make an Arctic Survival + Constitution roll (TN 6) to see if they are affected adversely. Characters who fail take damage equal to the amount they failed by.

Area 19: Watchtower

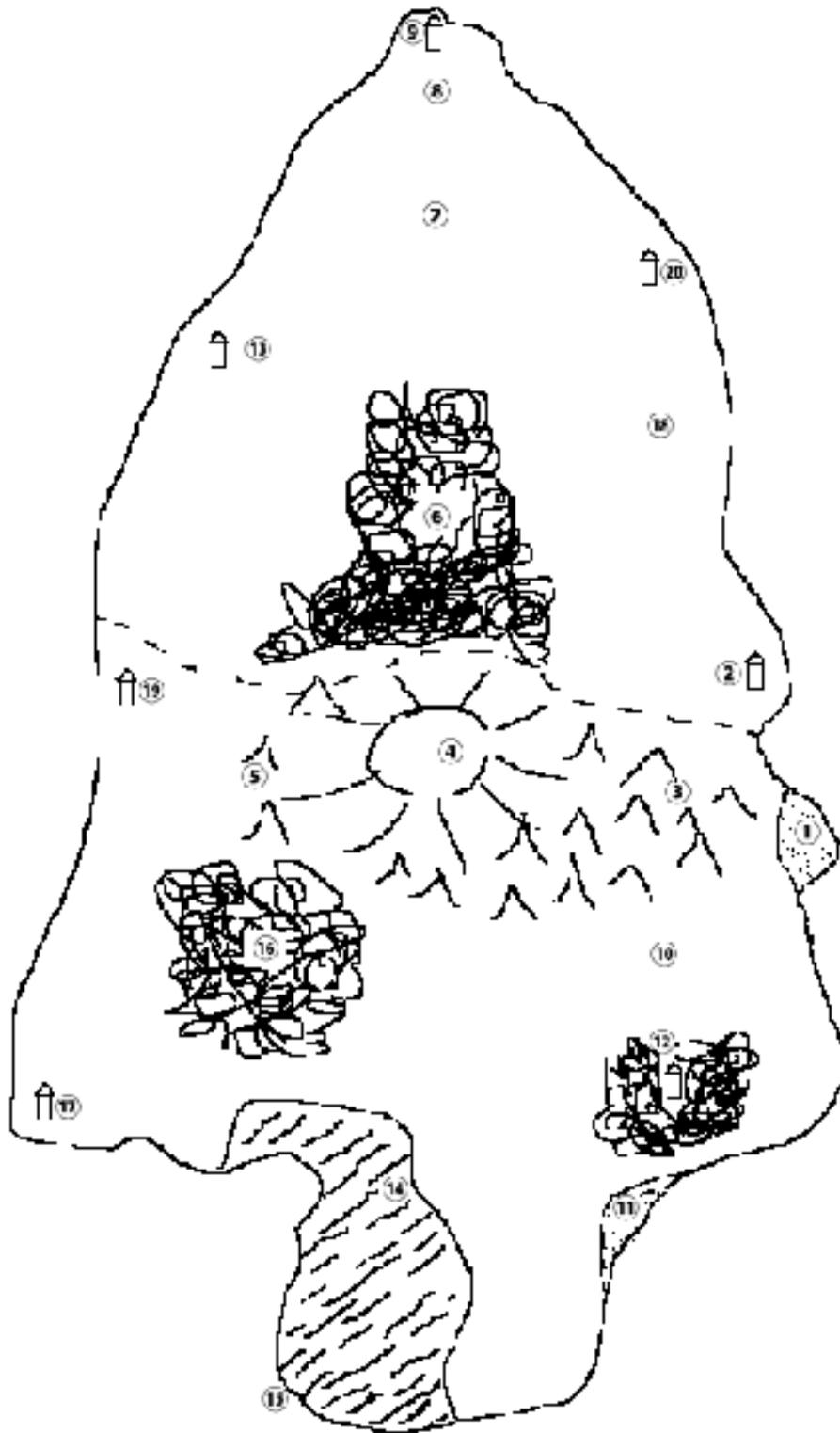
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Area 20: Watchtower

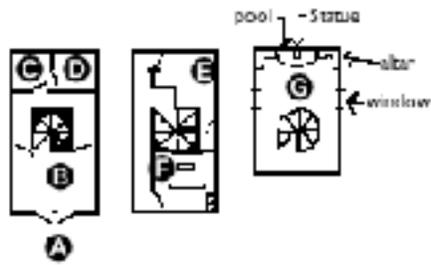
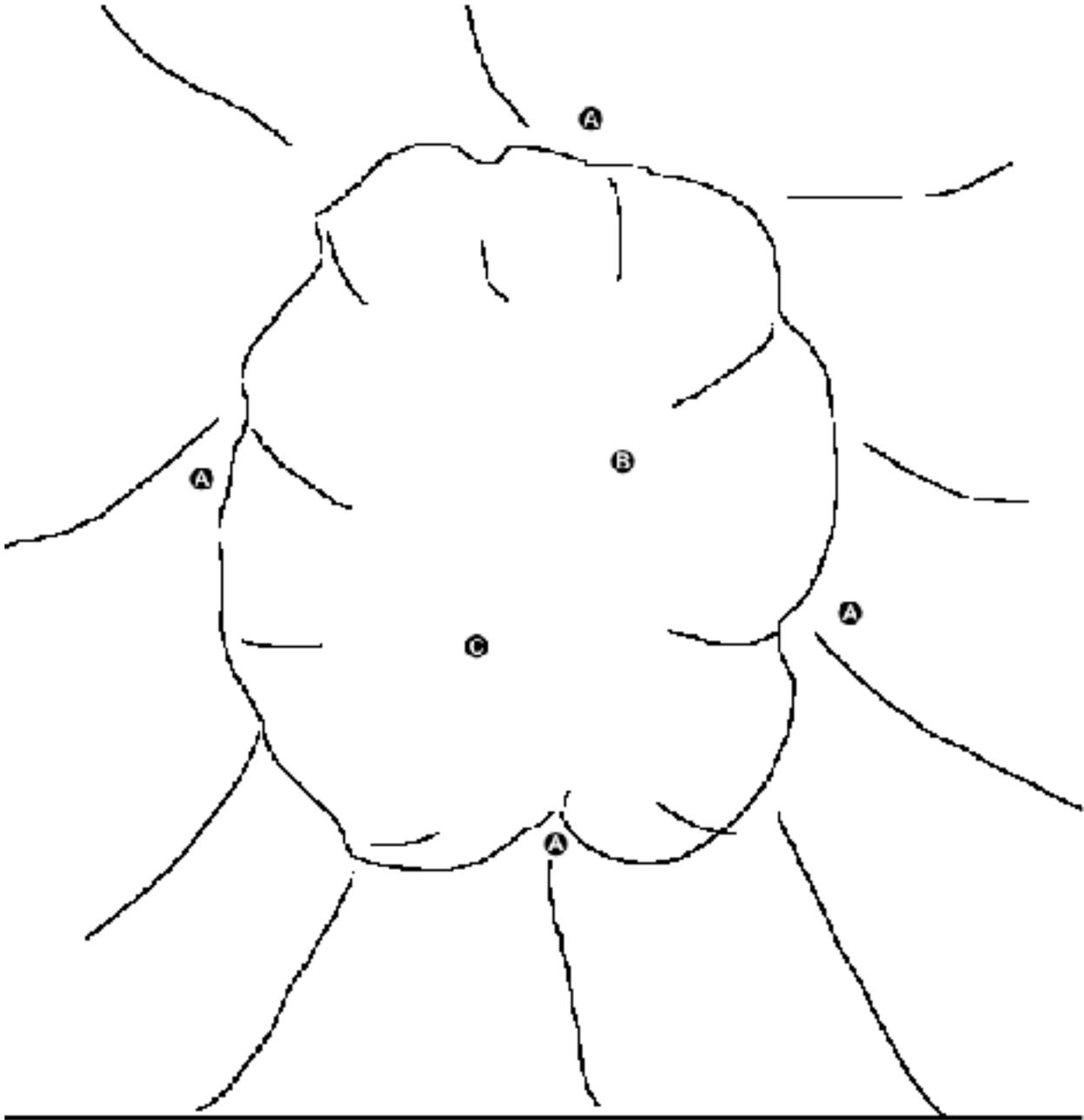
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Coda

The players return to Margrave Nemsens's castle with news of their success. She will give them 100 gp for proof that the War-chief is dead.



The Silver Isle



The Silver Isle - Details of Crater (4) and Kobold Tower (9)

Sample Characters

On the following pages, you can find four sample level 1 characters. They are complete and ready to play, except for equipment.

Basics

Player Name _____

Character Name *Sural Lónarm*

Level 1

Worldbook *Swords & Sorcery*

Health /52

Attributes

Name : Die (Pts. Spent)

Strength : 1 d 10 (5)

Dexterity : 1 d 8 (3)

Constitution * : 1 d 12 (8)

Intelligence : 1 d 1 (-1)

Wisdom : 1 d 8 (3)

Charisma : 1 d 4 (0)

_____ : ___d_____()

_____ : ___d_____()

_____ : ___d_____()

_____ : ___d_____()

Attribute Points 0

Skills

Name : Rank (Pts. Spent) Brd.

Large Weapons : 1 (3) (B)

Broadsword : 7 (7) ()

Greataxe : 10 (10) ()

Throwing Axe : 2 (2) ()

Wilderness Survival : 8 (8) ()

Life Magic : 5 (5) ()

Sailing : 1 (1) ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

Skill Points 0

Character Picture



Notes:

Sural Lionarm is a barbarian from a far northern tribe. His skill with huge swords and axes is legendary.

Equipment:

Basics

Player Name _____

Character Name *Neuramal the Silver*

Level 1

Worldbook *Swords & Sorcery*

Health /12

Attributes

Name : Die (Pts. Spent)

Strength : 1 d 1 (-1)

Dexterity : 1 d 6 (1)

Constitution * : 1 d 4 (0)

Intelligence : 2 d 8 (16)

Wisdom : 1 d 1 (-1)

Charisma : 1 d 8 (3)

_____ : ___d_____()

_____ : ___d_____()

_____ : ___d_____()

_____ : ___d_____()

Attribute Points 0

Skills

Name : Rank (Pts. Spent) Brd.

Arcana : 4 (12) (B)

Deceiving : 4 (4) ()

Divining : 4 (4) ()

Perception : 2 (2) ()

Stealth : 4 (4) ()

Hand & 1/2 Sword : 4 (4) ()

Bluff : 2 (2) ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

Skill Points 0

Character Picture



Notes:

Neuramal is a master of illusion and invisibility.

Mana: /27

Equipment:

Basics

Player Name _____

Character Name *Aralia Moonbrow*

Level 1

Worldbook *Swords & Sorcery*

Health / 27

Attributes

Name : Die (Pts. Spent)

Strength : 1 d 8 (3)

Dexterity : 3 d 4 (11)

Constitution * : 1 d 8 (3)

Intelligence : 1 d 6 (1)

Wisdom : 1 d 1 (-1)

Charisma : 1 d 6 (1)

_____ : ___d____()

_____ : ___d____()

_____ : ___d____()

_____ : ___d____()

Attribute Points 0

Skills

Name : Rank (Pts. Spent) Brd.

Thievery : 5 (15) (B)

Dodge : 2 (2) ()

Dagger : 2 (2) ()

Stealth : 3 (3) ()

Archery : 2 (6) (B)

Wilderness Survival: 4 (4) ()

Trap Use : 2 (2) ()

Perception : 2 (2) ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

Skill Points 0

Character Picture



Notes:

Aralia is a wood elf who left the forest she grew up in for a life in a human city. She discovered that she was unable to do much without human money, and was quickly adopted by a gang that found her sleeping in an alley. She has become quite an expert thief.

Equipment:

Basics

Player Name _____

Character Name *Sara Golden*

Level 1

Worldbook *Swords & Sorcery*

Health / 27

Attributes

Name : Die (Pts. Spent)

Strength : 1 d 10 (5)

Dexterity : 1 d 6 (1)

Constitution * : 1 d 8 (3)

Intelligence : 1 d 4 (0)

Wisdom : 1 d 12 (8)

Charisma : 1 d 6 (1)

_____ : ___d____()

_____ : ___d____()

_____ : ___d____()

_____ : ___d____()

Attribute Points 0

Skills

Name : Rank (Pts. Spent) Brd.

Staff : 7 (7) ()

Lance : 6 (6) ()

Channel Light : 8 (8) ()

Combat Leadership : 3 (3) ()

Riding : 4 (4) ()

Dodge : 2 (2) ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

_____ : _____() ()

Skill Points 0

Character Picture



Notes:

Sara is a paladin of the Order of Roses.

Channel Fatigue:

Channel Exhaustion:

Exhaustion Threshold: 3

Equipment:

