

Dead Simple Fantasy Roleplaying Game Rules – Seventh Edition

0.0 Introduction

Welcome to Dead Simple, a set of generic heroic fantasy roleplaying rules.

I believe that roleplaying is more important than rules-playing. Therefore, I have condensed these rules into just a dozen or so pages. The cardinal rule is: if there isn't a rule for it then make it up as you go along. Have fun!

This does not mean that you cannot run complex and challenging games with these rules, only that the rules themselves do not get in the way and allow the game to flow more easily.

In addition to these core rules there are several short supplements on such topics as; how to run adventures in cities, the wilderness and, dungeons; and the evil denizens of such forsaken places

0.1 Acknowledgements

The following fine people helped proofread this edition:

Gary Pilkington, Sean Jensen, Sean Bisset-Powell and Joe McLaren.

1.0 Adventurer Creation

All players create an Adventurer using the rules in this section. This really should not take more than a few minutes.

1.1 Attributes

New Adventurers have twelve points to divide between the five attributes below:

Strength [STR], Dexterity [DEX], Agility [AGI], Intellect [INT] and, Spirit [SPT].

Each attribute must be given between one & four points. This will be modified by the Adventurer's race (see 1.4 Race).

1.2 Skills

Skill Level = Aptitude + Training + any Professional Modifier.

Skill	Aptitude*	Professional modifiers	Examples
Craft	DEX	Thief +2	Make, Repair, Invent
Defence	AGI		Avoid attacks
Fighting	[STR + INT]/2	Fighter +3, Monk +2, Amazon +2	Kill, Maim
Knowledge	INT	Wizard +3	Lore, Magic
Manhandle	STR		Lift, Push, Drag
Mobility	[STR + AGI]/2	Ranger +2, Monk +2	Climb, Leap, Run, Swim
Perception	[INT + SPT]/2		Spot, Hear, Smell
Persuasion	SPT	Priest +3	Charm, Con, Haggle, Preach
Shooting	[DEX + INT]/2	Ranger +2, Amazon +2	Throwing, Firing
Stealth	[DEX + SPT]/2	Thief +2	Sneak, Hide, Stalk
Toughness	[STR + SPT]/2	Barbarian +3	Grit, Courage

* Round down any fractions

1.3 Training

New Adventurers are Competent in one skill, Trained in two skills & Familiar with three others of their choice. The remainder are Untrained.

Training level	Bonus
Untrained	-1
Familiar	+0
Trained	+1
Competent	+2
Experienced	+3
Mastered	+5

1.4 Race

There are many intelligent races in the world. For the purposes of this game we are describing just the six who can pass unquestioned through most civilised societies. If you want to play a different race talk to your GM (and take chocolate).

Note that these races are the classic fantasy stereotypes.

1.4.1 Human

"Big, ugly & everywhere."

The dominant race amongst the civilised races, and quite a few of the less civilised ones also. They are well-organised, innovative, adaptable and, confident. That said, they also squabble like ten weasels in a sack, so there is always an inter-human war going on somewhere.

All human Adventurers get a bonus of +1 to their Spirit attribute. They can take up any profession. Regardless of the restrictions of their profession, all humans are trained in the use of the spear and shield.

1.4.2 Elf

"Ancient, wise and bored to death."

Elves can die of accidents, wars and, ennui, but they do not age. So, their once great civilisation has decayed and now they live amongst or, close to, the many human kingdoms and republics. Most elves who become Adventurers do so for the rush of combat and the thrill of adventure.

All elven Adventurers get a bonus of +1 to their Intellect attribute. They can only take up the Fighter, Monk, Ranger or Wizard professions. Regardless of the restrictions of their profession, all elves are trained in the use of the longbow.

1.4.3 Dwarf

"Stout, greedy & tough."

Not all dwarves are miners or live in their great subterranean mountain kingdoms. Many have escaped to make their fortunes in the human lands. Most have continued being master smiths and stonemasons but, a few have become Adventurers and are looked on with considerable suspicion by their kin.

All dwarven Adventurers get a bonus of +1 to their Strength attribute. They can only take up the Fighter, Thief or, Priest professions. Regardless of the restrictions of their profession, all dwarves are trained in the use of the crossbow.

1.4.4 Gnome

"Short, crafty and charming."

Masters of fine art and craftsmanship, the gnomes fill all those niches untouched by human and dwarven masters. Gnomes are cultured, snobbish and very fond of their own brand of sarcastic humour. Some become Adventurers to recover lost artefacts and learn new secrets.

All gnomish Adventurers get a bonus of +1 to their Dexterity attribute. They can only take up the Priest, Thief or, Wizard professions. Regardless of the restrictions of their profession, all gnomes are trained in the use of the hand crossbow.

1.4.5 Half-orc

"Large, aggressive and often stupid."

Half-orcs are simple creatures. They like fighting, carousing, singing heroic opera, marching and, digging. Indeed, everything a soldier likes. Their discipline and basic sense of honour has made them quite popular in the human kingdoms, where good soldiers are always in short supply.

All half-orc Adventurers get a bonus of +2 to their Strength attribute. They can only take up the Barbarian, Fighter or, Monk professions. Regardless of the restrictions of their profession, all half-orcs are trained in the use of throwing axes.

1.4.6 Hobbit

"Little, larcenous & lucky."

Civilised hobbits are a lot like those immigrant communities that move in, undercut the competition, take over entire industries and, are almost impossible to budge once they do (unless you want a goat's head in your bed, capiche?). Uncivilised hobbits are savage cannibals with no sense of hygiene and, an ability to multiply that makes even the goblins jealous.

All hobbit Adventurers get a bonus of +1 to their Agility attribute. They can only take up the Amazon, Barbarian or Thief professions. Regardless of the restrictions of their profession, all hobbits are trained in the use of the sling and the cast iron skillet.

1.5 Profession

A player may only select a single profession for their Adventurer. There are currently seven to choose from. If you want to play a different profession to these, talk to your GM (and take more chocolate).

Note that all these professions are the classic fantasy stereotypes.

1.5.1 Barbarian

A barbarian is a complete maniac from the savage tribes of the far north, who lives to hunt and kill monsters. He does this to amass wealth and create a fearsome reputation.

Barbarians begin with a bonus of +3 to their Toughness. Because of their training and, the way they fight, they can use any weapons but only use light armour and shield.

A barbarian starts the game with 25 ducats, leather tunic & hood, a battleaxe and, heavy furs.

Professional Abilities

All barbarians start the game with two of the following professional abilities. The others may be obtained as the Adventurer develops (see 1.7).

Ability	Effects
Beast Speaker	The Barbarian can ask three short questions of a beast (mammal, reptile or, bird only), who shall answer truthfully 'yes', 'no' or 'do not know' to each. The beast will never answer that Savage again. This takes an entire round to perform. Other people observing this cannot understand what the beast means. This ability cannot be used on a beast that is attacking or being attacked.
Hard as nails	Ignores the first wound in any encounter.
Sweeping Blow	If a Barbarian wounds or kills an opponent, then they may make a second attack at another adjacent opponent. They cannot then carry onto a third. The second attack is resolved in the same action as the first.
Survival	They can use the Perception skill to track animals or enemies They can use the Knowledge skill to find food, shelter, or water in the wilderness.
Transmogrification	The Barbarian temporarily doubles their strength, but reduces all their other attributes to 1. It takes an action to transmogrify and lasts for three turns. At the end of it all attributes return to normal. This ability can be used only once in a battle.

1.5.2 Fighter

Well-armed & armoured the Fighter is often the leader of a party of Adventurers. Their role is to defend their friends & kill monsters. Unlike Barbarians they are trained and disciplined soldiers and, often former mercenaries.

Fighters begin with a bonus of +3 to their Fighting skill. Because of their training, they can use any type of weapon or armour.

A fighter starts the game with 20 ducats, padded/leather tunic and hood, a wooden shield, and either a sword, an axe or, a spear.

Professional Abilities

All fighters start the game with two of the following professional abilities. The others may be obtained as the Adventurer develops (see 1.7).

Ability	Effects
Disarm	The Fighter can choose to attack their opponent's weapon or shield instead of their body (choose which before attacking). If they hit the two make opposed STR checks. If the Fighter wins the opponent loses their weapon or shield.
Double Trouble	Can attack twice in a turn, if they have not moved, against any adjacent enemy.
Face Many Foes	Opponents that outnumber a fighter get no bonus to their attacks.
Lunge	The Fighter can attack an opponent who is not immediately adjacent to them, but one more square away. There can be no-one else between them.
Two-weapons	The fighter can fight with a one-handed weapon in each hand. During combat, they can choose which one to use. Also, the threat of the second weapon distracts the opponent giving the Fighter +1 to attack them.

1.5.3 Priest

A powerful ally against the Undead & the only Adventurer who can heal wounds. A priest can just be a roaming preacher or choose to follow a specific deity (see 3.0 The Gods).

Priests begin with a +3 to their Persuasion skill. Because of their training, they can use light or medium armour, a shield and any blunt weapon.

A priest starts the game with 25 ducats, padded tunic and hood, a mace and, a silver holy symbol.

Professional Abilities

All priests start the game with two of the following professional abilities. The others may be obtained as the Adventurer develops (see 1.7).

Ability	Effects
Exorcise	The Priest can make an opposed Spirit check against a being possessing a victim. If the Priest succeeds the being must depart. If the Priest fails, they cannot try again until the next day. This takes an entire turn to perform and the Priest must be in physical contact with the victim.
Healing	A Priest's touch makes an incapacitated Adventurer just seriously wounded, a seriously wounded one just wounded, or a wounded one whole. This requires a successful Knowledge task check.
Holy Light	If a Priest stands still & holds up their holy symbol this light prevents Undead approaching closer than 10'. This requires a successful Persuasion task check.
Holy Ward	The Priest can imbue himself with a Holy Ward. This adds two to their armour value against the attacks of evil beings for three turns. It takes one action to set the ward.
Speak to the Dead	The Priest can ask three short questions of a corpse, which shall answer truthfully 'yes', 'no' or 'do not know' to each. The corpse will never answer another question again for anyone. This takes an entire turn to perform. Note that by 'corpse' we mean the mortal remains of a sentient humanoid.

1.5.4 Ranger

Those brave Adventurers who scout the wilderness to protect civilisation from the enemies beyond.

Rangers start with a +2 to their Shooting and Mobility skills. Because of their training, they can use any weapons, light armour and shield.

A ranger starts the game with 25 ducats, leather tunic and hood, wooden shield and, a spear.

Professional Abilities

All rangers start the game with two of the following professional abilities. The others may be obtained as the Adventurer develops (see 1.7).

Ability	Effects
Aimed Shot	If they don't move in a turn they get +2 on the attack roll.
Double-shot	They can fire or throw two missiles at once at separate targets that must adjacent to one another. You cannot combine Aimed Shot with Double-shot.
Hawkeye	If the target is in range and they have a line of sight, a Ranger ignores penalties to their shot from any cover the target is in.
Marksman	They can shoot into a combat with no fear of hitting their friends.
Survival	They can use the Perception skill to track animals or enemies They can use the Knowledge skill to find food, shelter, or water in the wilderness.

1.5.5 Thief

This is the burglar of the party. They stop their friends getting killed by traps, and can open locked or barred doors and windows.

Thieves start with a +2 bonus to their Craft and Stealth skills. Because of their training, they can use only light armour, one handed fighting weapons and thrown shooting weapons.

A thief starts the game with 50 ducats (but don't ask how), a dagger and, a set of burglary tools

Professional Abilities

All thieves start the game with two of the following professional abilities. The others may be obtained as the Adventurer develops (see 1.7).

Ability	Effects
Burglary	The Thief can use their Craft skill to attempt to pick locks or disarm traps. They can use their Perception skill to find traps.
Evasion	If the Thief has moved at least half his maximum distance this turn enemies shooting at them are at -3 to hit him.
Parkour	The Thief can climb at full speed and safely drop to the ground from heights of up to 15'.
Shadow	The Thief can move at full speed while still being stealthy.
Sleight of Hand	The Thief can attempt to pick pocket or, steal and hide any item he can fit in his fist. This requires a successful Stealth check

1.5.6 Wizard

The master of magic, these adventurous scholars travel everywhere researching new spells and experimenting with them on the world.

Wizards start with a +3 bonus to their Knowledge skill and three spells of his choice in his spell book. Because of their training, they cannot use any form of armour or shield. The only weapons they can use is the staff, sword and, dagger.

A wizard starts the game with 25 ducats, a staff, a pointy hat and, his spellbook.

Professional Abilities

All wizards start the game with one of the following professional abilities. The others may be obtained as the Adventurer develops (see 1.7).

Ability	Effects
Magic Circle	The Wizard takes a turn to mark a circle around themselves. If they do not step out of the circle all task checks to use spells gain a +3 bonus.
Spell Ward	The Wizard chooses one spell they know and makes themselves immune to its effects for a day. It takes one turn to set the ward and only one such ward can be in place at any one time.
Spontaneous caster	The Wizard can choose to memorise three spells from their spell book and cast them without having to read from it. The Wizard must decide at the beginning of each day which three spells these are.
Alchemist	A Wizard can concoct up to the three potions per week (see 7.5). They must buy and use up materials equal to half the listed price. Unfortunately, such potions do not last more than a few days. So, they usually prepare them when the Wizard knows that they are going on an adventure.

1.5.6 Monk

These practitioners of mysterious arts come from the ancient monasteries of the Tsing-Tsong mountains. All monks must travel amongst ordinary people for seven years to improve their skills before returning to become masters.

Monks start with a +2 bonus to their Fighting and Mobility skills. Because of their training, they cannot use any form of armour or shield. The only weapons they can use are the staff, the sling and, their bare-handed fighting techniques. These techniques make their hands count as light fighting weapons.

A monk starts the game with 5 ducats, a staff, a begging bowl and, some robes.

Professional Abilities

All monks start the game with two of the following professional abilities. The others may be obtained as the Adventurer develops (see 1.7).

Ability	Effects
Ancient Mystery	The monk can learn and use a single Wizard Spell without the need for a spellbook. This ability can be taken up to three times in their lives, each time learning a different spell.
Block	If fighting barehanded the monk counts as if they have a light shield.
Deflect Missile	The monk can make a fighting attack against any missile weapon fired at them. If their score exceeds that of the shooter they deflect the missile. This does not include giant missiles like boulders, catapult stones etc.
Dragon Strike	The monk's barehanded attacks now count as medium weapons.
Parkour	The monk can climb at full speed and safely drop to the ground from heights of up to 15'.

1.5.7 Amazon

An Amazon is a legendary female warrior from the southern isles. They live to quest and fight. By nature they tend to be fierce in combat, but honourable.

Amazons begin with a bonus of +2 to their fighting and shooting skills. Because of their training and, the way they fight, they can use any weapons but only use light armour and shield.

An amazon starts the game with 25 ducats, leather tunic and hood, wooden shield, a spear and, a bow with 12 arrows.

Professional Abilities

All amazons start the game with two of the following professional abilities. The others may be obtained as the Adventurer develops (see 1.7).

Ability	Effects
Double-shot	They can fire or throw two missiles at once at separate targets that must adjacent to one another. You cannot combine Aimed Shot with Double-shot.
Evasion	If the Amazon has moved at least half his maximum distance this turn enemies shooting at them are at -3 to hit him.
Heroic Leap	During a move, they can somersault over any obstacle not taller than themselves.
Hoplite	An Amazon can use a long spear one-handed in combination with a steel shield.
Lunge	An Amazon with a spear can attack an opponent who is not immediately adjacent to them, but one more square away. There can be no-one else between them.

1.6 General Abilities

In addition to their professional abilities a new Adventurer may choose three abilities from the list below:

Ability	Description/effects
Agile	The Adventurer is a natural acrobat and gets +3 when making task checks related to this ability.
Artisan	The Adventurer gets +3 to task checks to make or repair objects using a specific craft. Choose a craft from the following list: <i>Blacksmith, Carpenter, Leatherworker, Locksmith, Mason</i> . Others may be available, talk to your GM. This ability can be taken multiple times, but each time for a different craft.
Assassin	The adventurer gets +3 to fighting attacks if their opponent is outnumbered.
Cavalryman	A mounted Adventurer with this ability gets +2 when attacking opponents on foot in close combat.
Clever	The Adventurer has a sharp mind and gets +3 when making task checks related to this ability.
Combat Shooting	An Adventurer with a ranged weapon can use it in close combat.
Courageous	The Adventurer gets +3 to task checks to resist fear-based attacks.
Desert-born	The Adventurer is inured to heat and gets +3 to task checks to resist its effects. Note that this does not include fire or flaming attacks.
Dextrous	The Adventurer has nimble fingers and gets +3 when making task checks related to this ability.
Fast	The Adventurer is very quick and gets +3 to movement speed and initiative rolls.
Fortitude	The Adventurer can take three wounds instead of the usual two before becoming incapacitated, and being on their last wound does not reduce their number of actions.
Globardier	The Adventurer is adept in arming and hurling alchemical globes. They get +3 to task checks to hit their targets.
Horseman	The Adventurer is skilled with horses and gets +3 when making task checks related to this ability.
Literate	The Adventurer can read and write any language they can speak.
Lore	The Adventurer gets +3 to know stuff in a specific field. Choose from: <i>Arcane, City, Divine, Dungeon, Fauna, Flora, Legal, Marine, Mercantile, Military, Noble, Rural or Woodland</i> . Others may be available, talk to your GM. This ability can be taken multiple times, but each time for a different lore.
Mariner	The Adventurer can handle small boats and can swim well.
Northman	The Adventurer is inured to cold and gets +3 to task checks to resist its effects.
Sixth sense	The Adventurer cannot be taken by surprise and the Assassin ability does not work against it.
Steady	The Adventurer is unaffected by unstable ground or earth tremors.
Swashbuckler	An Adventurer with this ability ignores movement penalties for clearing obstacles up to their own height such as walls, fences, tables, tombs, wagons/carts, animals such as horses and cattle etc. They cannot use this ability if they are wearing other than light armour.
Two-weapon fighting	An Adventurer with two close combat weapons can attack with either, but not both at the same time. In addition, they may use one to parry incoming close combat attacks giving them +1 to their armour rating. Obviously, this is of little use to an Adventurer using a shield.

1.7 Improving Adventurers

After an adventure the Adventurers are often given Destiny points by the GM. They begin with three Destiny points each. These can be spent to get an immediate reroll of a task check or save, or saved up and used to improve skills and attributes through training.

Adventurers can also spend their hard-won Ducats (silver coins) to buy training instead.

The cost in Destiny points or Ducats is shown in the table below.

Destiny	Ducats	Improvement
20	1000	Improve an Attribute by one
5	250	Improve a Skill by one training level
10	500	Learn a new Magic Spell (Wizard only)
10	500	Choose a new professional or general ability

Training takes one full day per five destiny points or 250 ducats spent. While training, an Adventurer can't go adventuring.

1.8 Basic Kit

All new Adventurers begin with a set of suitable clothes, a hooded cloak and a free Adventurer's backpack (see 5.2).

In addition, a new Adventurer will have other equipment based upon both their profession.

New Adventurers can sell some or all their basic kit for half its list price.

1.9 Adventurers' Companions

Every adventurer may start out with a companion. This is a person who assists them on adventures. They are not as tough or skilled as the adventurer they follow, but they will grow as the adventurer does.

When creating a companion, they have only nine points to divide between the five attributes. They are trained in two skills and familiar with two others of their choice.

They can be of any race, but are usually the same race as their adventurer. They can be of any profession. Adventurers often choose companions whose skills and profession complement their own.

A new companion gets the equipment listed for his race and profession, and an adventurer's backpack, but no money. The adventurer is responsible for providing extra or new equipment.

As they adventure a companion automatically receives destiny points equal to half that received by their adventurer. The GM may award them their own destiny points if they act intelligently or bravely.

A companion will do pretty much as his adventurer directs, but will not do anything obviously suicidal. Treating a companion cruelly or with contempt will cause them to leave the adventurer at the first safe opportunity to do so.

A companion that is well-treated and rewarded by his adventurer shall be loyal unto death. If they should die, the manner in which they were treated in life and the circumstances of their death will affect how easy it is to find a new companion.

If an adventurer dies it is not unusual for the player to promote his companion to the position of adventurer. From this point on the former companion gets full destiny points for his actions and can take on their own companion. He may also inherit the dead adventurer's equipment.

2.0 Wizard Spells

A new wizard can choose three of the spells below to put in their Spellbook. They may later buy new spells (see 1.7).

Spell	Effects
Befriend	One person likes the Wizard for 5 minutes. They will help & defend the Wizard, but not do anything suicidal. They will remember afterwards what they did. If the Wizard attacks them it breaks the spell.
Berserk	The Wizard can touch a person to give them +2 to Fighting, but they cannot cast spells or use other skills. Lasts 2 turns.
Blind	One chosen enemy is blinded for 3 turns. Range 30'
Blunt	One chosen enemy's weapon is at -2 on Fighting or Shooting checks for 3 turns. Range 30'.
Countermagic	This disrupts a spell targeted at the Wizard & nullifies it. This is the only spell that can be cast as an immediate reaction and not on the Wizard's turn. It can only be cast once per turn.
Cover of Night	The target gets a +1 bonus on all Stealth checks for 5 turns.
Daze	Enemy cannot attack for a turn. He can still move & defend himself. Range 30'.
Demoralize	One chosen enemy will retreat from the Wizard for 2 turns. If attacked it will stop and defend itself. Range 30'.
Detect Enemy	Gives the location of the nearest creature who intends to harm the Wizard within 60'. Instant.
Detect Magic	Gives the location of the nearest magical item/creature or active spell within 60'. Instant.
Detect Silver or Gold	Gives the location of the nearest silver or gold, not on the Wizard, within 60'. Instant.
Dodge	Increase the Wizard's Defence skill by +3 for 3 turns.
Enchant Weapon	Touch a Weapon to give it +2 to Fighting/Shooting skill for 3 turns. A weapon can only have one such enchantment.
Extinguish	This spell puts out a single, non-magical fire of no more than 6' in any dimension. Instant. Range 30'.
Fire Bolt	A magical shooting attack that ignores target's armour, but not their defence. It may also be used to set inflammable objects alight. Instant. Range 30'
Float	The Wizard touches a person to let them float up or down 30' per turn. Lasts 1d6 turns (GM rolls this die in secret).
Hasten	The Wizard touches a person or casts on themselves to increase their speed by +2 for 5 turns.
Identify	Reveals any magical properties of an object, enchantment or, creature. Instant.
Ignite	This sets fire to a single flammable object that is touched by the Wizard. Instant.
Invisibility	Wizard cannot be seen for 3 turns unless they attack an enemy or cast a spell. They can still be heard.
Light	The Wizard touches an object to make it to illuminate a 20' diameter area for 10 turns.
Lock & Bar	The Wizard's touch holds a door shut against anything except an <i>Open Says I</i> spell. Lasts for 3 turns.
Mist	Surrounds caster with a 10' radius, 10' high mist. This lasts for 3 turns and moves with the caster. You cannot see anyone in the mist and visibility inside it is just 5'.
Open Says I	The Wizard's touch opens a locked door or lid. Instant.
Silence	If cast on an object. Everything within 10' of the object is in a zone of utter silence for 3 turns.
Summon Imp	This small demonic creature shall serve the caster for an hour during which time it will scout, spy and carry small loads. It can fly and turn invisible. It can talk the common tongue. This can only be cast once per day.
Teleport	The Wizard disappears & reappears at any point he can see within 60'. Instant.
Terrify	Enemy must pass a Toughness skill check to attack wizard. Lasts 3 turns.
Twelve words	The Wizard sends a short message of up to twelve words to up to six other people they know within a mile. Instant.

3.0 The Gods

Priests may choose a patron God or Goddess from the list below to receive their divine blessings. Note that these are just typical fantasy stereotypes, so your GM should devise and use ones to suit their campaign world.

3.1 Gods & Goddesses

3.1.1 Argh - The God of War

This deity revels in strife and open conflict. Most Fighters have a charm, amulet or, tattoo to this God upon their person.

Temples to Argh appear throughout the City States and his festivals are a dangerous time to wander about unarmed. His temples are large affairs that often look like small castles. Many feature a fighting ground at their centre.

Many Goblins follow Argh.

Priests of Argh get +1 to their Fighting skill.

3.1.2 Babdh - The Goddess of treachery and betrayal

Widely attributed with teaching humankind how to be cunning and sly, Babdh is the patron of all Thieves.

Shrines to Babdh are hidden where only the faithful (or unlucky) may find them. They are often in the backrooms or cellars of taverns.

Babdh is Argh's sister/wife/concubine and as such hates him bitterly.

Priests of Babdh get +1 to their Stealth Skill.

3.1.3 Snogra - The Goddess of hatred and spite

Snogra was born of the bile of the great worm, Crom Cruach, and with her came all the malice in the world. She loves to spread dismay and despair, and feeds the maniacal dreams of bullies and tyrants.

Her few temples in civilised lands tend to be in the backstreets of the less salubrious parts of town.

Most evil hags and witches are followers of Snogra.

Priests of Snogra get +1 to their Perception skill.

3.1.4 Bobh - The God of craft

Despite all their faults humans are an industrious and inventive race. This ability comes from Bobh, who is a fallen, lesser dwarven deity - though no Bobhian will ever admit it.

Most crafts-guilds have a well-appointed shrine in their guild house.

Bobh is the son of Danu and Khodh.

Priests of Bobh get +1 to their Craft skill.

3.1 5 The Lady - The Goddess of Fate

No one knows where The Lady came from, even her priests. But came she did, and saved the human race. For from her comes the humans' incredible luck. All human gamblers call upon her, though she frequently doesn't listen and is quite fickle in her affections.

There are often shrines to the Lady in gambling houses, and a few more formal temples in larger cities.

Priests of The Lady are naturally lucky and may re-roll one die roll per day, but must accept the new result.

3.1.6 Crom Cruach

The great worm is in fact a Troll deity widely respected by Adventurers.

All Gods acknowledge the great worm as their ancestor, so worship is widespread. Many evil serpents and dragons trace their ancestry to Crom Cruach, and the barbarians of the Wild Lands often worship it.

The Trolls have several large temple complexes in their lands dedicated to this foul deity.

Priests of Crom Cruach may cast the Firebolt spell once per day per point of SPT.

3.1.7 Danu - The Earth Mother

A commonly worshipped Goddess amongst farmers and others who revere nature and the land. Many elves also follow Danu.

There are numerous sacred groves and glades dedicated to Danu, especially in the elven forests.

She is the wife of Khodh and mother of Bobh.

Priests of Danu may ignore the first wound they suffer in a day, if their feet are on the ground.

3.1.8 Khodh - The father of the Dwarves & Lord under the Mountains

He is the husband of Danu and father of Bobh. He and his wife share considerable enmity and this frequently causes poor relations between Dwarves and Elves.

The dwarves have constructed fine temples to Khodh in all their holds.

Priests of Khodh get +1 to their Toughness.

3.2 Saints, Heroes and, Spirits

Many people also revere various saints, heroes and, spirits.

In the case of Saints these are often associated with a specific God or Goddess, and may have chapels and an organised priesthood.

Examples include the Saints Ethelberkh, Agnes, Cuthbert, Plutarchus and Fred.

Heroes are men or women who died for their faith or countrymen who were not priests. You will often find shrines to these within the churches and chapels of gods, goddesses and, saints.

Spirits are natural divine creatures who can possess and protect features such as mountains, caves, lakes, forests etc. Local people revere them and may call upon them in times of trouble. Hermits occasionally serve them

The worship of a saint, hero or spirit brings no divine benefits, but may well stand you in good stead with fellow worshippers.

4.0 Languages

All adventurers can speak Guilder, the trade tongue of the human kingdoms and city states. They may also choose to learn other languages. Non-humans can automatically know their mother tongue without cost, in addition to Guilder.

Typical other tongues chosen by new adventurers include:

- Ironspeech – this is the common tongue of those living underground such as dwarves & goblins.
 - Elvin – Elves & many woodland creatures speak versions of this language.
 - Sibilant – the tongue of the reptilian & amphibian races. It is a debased form of Dragon Rhyme, the language of dragons.
 - Bestiar – Centaurs, Minotaurs & Satyrs speak this language (note that it has no written version).
 - High Guilder – also called 'Noblesse'. This is a formal version of Guilder used by the Nobles of the Petty Kingdoms & the Guild Masters of the City States. It is very popular amongst court poets.
 - Low Guilder – the common tongue of the peasantry & city labourers. It is full of slang words that vary by region.
 - Diabolar - the tongue of devils & their followers.
 - Troll – the sing-song language of the Trolls is believed to be one of the oldest in the Known World. It is strange in that it has no terms or tenses that relate to time. It also employs ultrasonic tones that mean only Elves have the vocal range to be able to choose this as an additional tongue. The written version of Troll is pictographic.
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5.0 Rules of Play

Because of the simplicity of these rules there are not abilities for every situation. It is intended that the GM allows the players to roleplay through many situations and tasks without ever needing to make a die roll.

5.1 Task checks

This game is based around a single, very simple task resolution mechanic:

- You roll 1d20 and equal or exceed 15.
- You can add suitable bonuses from skills, abilities and, equipment to the roll.
- The GM may also add positive or negative modifiers dependent upon the situation and the enemies the character may be facing.
- A natural roll of 1 is always a failure and a natural roll of 20 is always a success.

5.2 Action Turns

When things become hazardous, and especially if an enemy gets actively involved, then play is organised into action turns during which all the Adventurers get an opportunity to act (if they survive that long).

5.2.1 Initiative

At the beginning of an encounter you need to determine who goes when and in what order.

- Each Adventurer rolls 1d20 (and adds +3 if they have the Fast ability). The GM rolls for their opponents.
- Action proceeds from highest to lowest (reroll any ties against each other).
- The initiative order stays the same until the end of the current engagement.
- An Adventurer can choose to hold their action to a point lower in the initiative order. If they then act this becomes their new place in the order. If they do not act at all then their place remains where it is was for subsequent turns.

An optional system is to deal cards to each player and one for their enemies. A character with the Fast ability gets two cards and discards one. Anyone getting a Joker may choose at what point in the turn they act. At the end of a turn in which a Joker is dealt the deck must be shuffled.

5.2.3 Actions

Upon their turn, each Adventurer can take up to two actions from the list below and use them in any order:

- Move.
- Hit someone (an opponent in an adjacent square or base contact).
- Shoot at someone (in range and line of sight).
- Cast a spell.
- Use a non-combat ability.
- Draw or change weapon.
- Reload a shooting weapon.
- Take a potion or activate a magic device.

Note that only the move action may be taken twice, except for fighters who can hit someone twice with the double trouble ability and, similarly rangers with double shot.

An Adventurer can speak a short sentence for free. If they choose to give long-winded information, or detailed tactical advice, the GM may decide this takes an action to achieve.

An Adventurer that has taken its last wound before incapacitation gets only a single action.

5.2.4 Movement

Ordinary Adventurers may move five squares (or inches if you are not using a gridded surface), or eight if they have the Fast ability.

During a move an Adventurer can cross any obstacle no higher than the Adventurer's waist with no penalty. For example, tables, chairs, chests, low walls or, fences etc.

An obstacle no taller than the character can be crossed but costs 2 squares/inches of movement.

A figure may move through a square occupied by a friend, but not one occupied by an opponent.

Anything taller than that must be climbed. Determine the vertical distance and double it for the purposes of movement rate. Each action spent climbing requires a task check. Failure means the Adventurer falls and sustains one wound for each 10', or part thereof, fallen. So, if an Adventurer falls 15' that is two wounds. Wound task checks apply.

An Adventurer with the Swashbuckler or Parkour abilities have special rules related to the above.

Wading through water or swimming is carried out at normal speed less the base armour rating (ignore the shield). Note that an Adventurer with the Mariner ability adds 3" to their speed through water. The Fast ability does not apply to movement through water. So, an Adventurer in a Mail Tunic will move at $5'' - 2'' = 3''$. If they have the Mariner ability you add 3" to this.

5.2.5 Attacks & Damage

Attacking an opponent requires the appropriate task check, modified by their weapon of choice plus any appropriate skills and abilities. They must equal or exceed 15 + their enemy's Defence skill level + their armour rating.

To engage someone in close combat the Adventurers must be in base contact or the adjacent square.

To shoot at someone they must be in range and there must be a clear line of sight to the target. A target may benefit from poor visibility or cover. The GM shall determine how this affects the shooter's task check.

If a figure is hit they make a Toughness Task Check. If they succeed it was a mere scratch and they can ignore it.

If they fail, then they take a wound. Most Adventurers can only take two wounds and on the third they become incapacitated. Note that some Adventurers, especially monsters, have more wounds than this, and some may even have less.

Each wound applies a cumulative -3 modifier to all future task rolls. So, an Adventurer that has taken two wounds is at -6.

An incapacitated Adventurer falls to the ground, drops anything they are holding and can no longer carry out any actions.

A wound can be healed by a successful Heal Wounds spell, a Wound Salve or three days' rest & recuperation.

5.2.6 Using Magic

A Wizard can cast one spell from his Spell book in a turn. To cast a spell on an enemy you must be able to see him.

The same spells can be cast again on subsequent turns but each requires a successful Knowledge check. An unmodified roll of one means that the Wizard cannot use that spell again until the next dawn.

The Wizard cannot cast a spell if he is in a square next to an enemy - even diagonally.

An enemy will resist a spell cast upon him so deduct the enemy's SPT from the Wizard's skill check.

5.3 Saving Throws

Sometimes a character faces danger that is not a combat attack. For example; stepping in quicksand, being under a rock or roof fall, falling off a log, touching a poisonous plant, trying not to breath bad air or gas, running through a burning building and so on.

In such circumstances, and because they are heroes, the GM may allow the player to make a suitable skill check for their Adventurer. Typically, if you're trying to avoid a physical calamity you could dodge this might be a Mobility skill check. If it's something that might damage you anyway a Toughness skill check might be more in order.

The GM will apply such modifiers as they see fit.

6.0 The Marketplace

6.1 The Horse Trader

A reliable steed can be the difference between life & death out in the wilderness.

Mount	Cost
Donkey; small & slow pack animal. Very obedient & will even go underground.	25
Mule, Pack; the most reliable & hardy pack animal available. Can be ridden. Might go underground.	50
Pony, Mountain; small, but tough riding animal. Has limited carrying capacity. Might go underground.	75
Courser; a swift riding horse, much favoured by wealthy travellers. Will not go underground.	250
Destrier; a trained war horse, capable of wearing barding and fighting in combat. Underground? Are you mad?	500

Any steed will also need equipment:

Riding Equipment	Cost		Cost
Saddle	25	Saddle Blanket	3
Cavalry Saddle	50	Saddlebags	10
Pack Saddle	15	Quilted Barding (light armour) *	100
Bit & Bridle	1	Brigandine Barding (medium)*	300
		Caparison (decorated horse coat)	30

* Barding is armour for horses.

6.2 The Adventurer's Backpack

If bought new this costs 10 ducats & includes the following:

A Backpack, Bedroll, Cord (hemp – 50'), Fish-hooks & line, Flint & Steel, Knife, Lamp oil (1 pint flask), Lantern, Small Sack, Three Sea Shells and a Water-flask (2 pints).

6.3 The Armourer

The Armourer is a master craftsman and one of the few traders who does not haggle. You might be able to get a better price if you can find a Merchant handling second-hand goods.

Weapon	Hands	Type	Range	Cost
Club, Cudgel or Cast-iron Skillet	1	Light +1	-	Free*
Dagger	1	Light +1	-	5
Sword or Scimitar	1	Medium +2	-	50
Axe, Mace or, Warhammer	1	Medium +2	-	20
Spear	1	Medium +2	-	15
Long Spear	2	Heavy +3	-	30
Quarterstaff	2	Medium +2	-	Free*
Hunting Spear/Throwing Axe	1	Medium +2	20'	10
Maul/Military Flail	2	Heavy +3	-	50
Great Sword	2	Heavy +3	-	200
Great Axe	2	Heavy +3	-	175
Sling	1	Light +1	50'	Free*
Hand Crossbow / 20 bolts	1	Light +1	30'	25/5
Throwing daggers/darts	1	Light +1	20'	3
Bow / 12 Arrows	2	Medium +2	75'	30/5
Crossbow / 10 Quarrels	2	Heavy +3	75'	150/5
Longbow / 12 Arrows	2	Heavy +3	100'	100/5

* Free weapons can be made by the Adventurers themselves.

Armour	Rating	Cost
Padded/Leather Tunic & Hood	Light: 1	30
Ring/Scale Mail Tunic & Pot Helmet	Medium: 2	200
Open Helm, Breast Plate, Greaves & Vambraces	Heavy: 3	300
Full Helm, Breast Plate, Greaves and Vambraces.	Very Heavy: 4	850
Wooden or Wicker Shield	Light: +1	10
Steel Shield	Heavy: +2	50

6.4 The Chandler

These are general merchants who sell a range of useful tools and equipment for travellers and Adventurers.

General Equipment	Cost				
		Ladder	5	Saddle, blanket & tack	2
Backpack	3	Lamp oil (1-pint flask)	1	Satchel	1
Bedroll	1	Lantern	3	Saw	3
Belt pouch	1	Mirror, polished silver	10	Spade	2
Candles (per dozen)	1	Oilcloth (10' square)	1	Spikes (Iron per 6)	1
Chisel (masonry)	1	Oilstone	1	Spoon, pewter	¼
Cook pot, iron	5	Parchment (6 sheets)	1	Tent (1 man)	3
Crowbar	1	Pick	3	Tent (3 man)	7
Fish-hooks & line	½	Pole (stout - 8')	½	Toolkit	25
Flint & Steel	½	Rations (dried - 1 day)	1	Torch, Pitch	¼
Grapnel	3	Rope (Hemp - per 10')	2	Trivet	1
Hammer (masonry)	2	Rope (Silk - per 10')	5	Water-flask (2 pints)	1
Holy Symbol (silver)	25	Sack	¼	Waterskin (1 gallon)	2
Ink & Quills	3	Saddle bags	4		

There is plenty more equipment that can be found or made for the Adventurers and their henchmen in the towns and cities. If there is something you want which is not here talk to your GM.

6.5 The Alchemist

These skilled chemists brew a few valuable potions and oils that many Adventurers desire. These are provided in small, sealed vials that should last a year before going off.

Products	Cost	Notes
Aqua Vitae	200	Cures all the wounds on one person. It must be drunk.
Balefire*	50	This burns through anything, and causes an automatic wound to anyone it touches.
Cure-all	100	This cures any one poison or disease. It must be drunk.
Fairy Dust	100	One pinch of this snuff will allow the user to float like the spell for one hour.
Goldeneye	25	Allows a person to see in dark up to 60' for one hour. These drops must be applied to the eyes.
Holy Water*	25	Causes an automatic wound to undead and demons.
Mermaid's Tears	50	Allows a person to breathe under water for 1 hour. It must be drunk.
Pixie Dust	100	User shrinks to 1/10 th their normal size for ten minutes.
Purgative	25	This cures an ingested poisons. It must be drunk.
Purifier Tablet	5	Turns up to a gallon of dirty, infected water into pure drinkable water.
Troll Mucus	25	Smear around the nostrils it allows the user to ignore toxic fumes and gases for one hour.
Wound Salve	25	This cures a single wound. It is a paste that must be smeared on the wound.
Wyvern Venom	100	This is a deadly poison that can coat a single blade or three arrows/darts/bolts.

* These can be bought in glass globes that can be thrown as weapons.

6.6 The Tailor

Every Adventurer begins with a suitable set of clothes. When they want to replace or upgrade them here are some ideas.

Clothing	Cost*	Notes
Adventurer's Outfit	25	A woollen shirt, trews or kilt, thick leather coat or tunic, and sturdy walking boots.
Priests Vestments	50-500	Ceremonial Robes for use in the religious act of worship of a God.
Townsmen's Outfit	5-25	A woollen shirt, trews or kilt, light cloth tunic and shoes.
Peasant's Outfit	2	A loose woollen shirt, leather trews and boots or sandals.
Merchant's Outfit	25-200	A cloth shirt, trews or hose, embroidered tunic or robe, and shoes.
Noble's Outfit	100-500	A silk shirt, cloth trews or hose, silk embroidered tunic or robe, and shoes.
Hooded Cloak	5	A full-length leather or cloth cloak that can be fastened against the weather.

* Note that many of the costs above have a range of costs that reflect the craftsmanship and materials a tailor may employ.

6.7 Encumbrance

There are no weights for the equipment above. This is because:

- a. this is heroic fantasy, and
- b. the GM will apply common sense to your load-out and modify your abilities accordingly.

So, if you stand up and the GM says you collapse in a heap you may well have overdone it.

6.8 Other things of worth

6.8.1 A Promise

In the general chaos that is the known world one of the most valuable things a person may give is his promise.

A promise is an open-ended obligation that pledges the allegiance and assistance of that man at some future date. It should neither be given nor redeemed lightly.

Men and women of honour will die to fulfil a promise made.

6.8.2 Your Reputation

Little is of more value to a man or a woman than their reputation. In an uncertain world it is the thing that sails before you and opens doors.

A reputation that is bright and honourable will gain you the ears and promises of the wise and powerful. A reputation that is dark and dangerous may bring you fear and respect.

To impugn a person's reputation is a deadly game to play. People will fight to maintain their reputation, they may even kill to do so.

6.9 Currency and economics

Across most of the human kingdoms and republics a standard currency has evolved. Many of the non-human nations also use this currency because it is just easier to do so. All coins are minted by the dwarves, who have special squads who hunt down and 'dispose' of counterfeiters.

The Ducat is a silver coin and is the basic unit of this currency.

A Ducat is worth twelve bronze shillings, and a shilling is worth twelve copper pennies. Thus, the term 'a penny-gross' means a ducat.

In some kingdoms and republics other coins also exist such as:

- The bronze threepenny and sixpenny pieces.
- The silver crown, which is worth six shillings and the silver half-crown which is worth three.
- The lead farthing, of which there are four in a penny.

It is worth noting that the further you are from a centre of production, such as a town or city, the more you shall pay for common and uncommon goods. So, a small knife might cost you a half-crown in a city, but a full ducat in a frontier village. That is economics folks.

Wherever you are though a one pound loaf of bread, half a pound of dried beans or a pint of small beer costs a penny. This is called 'the Beer Standard' and is observed by all nations so that even the poorest shall always have enough to eat on their standard wage of three pence a day.