

WHITE BOX COMPENDIUM

Player & Referee Options

for

Use With Swords & Wizardry White Box

Spahn



Published by
Barrel Rider Games

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Player & Referee Options for use with *Swords & Wizardry WhiteBox*

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Introduction

When I first started writing supplements for *Swords & Wizardry WhiteBox*, I did so on a lark. Here was a game that seemed to have fallen into obscurity in the OSR community. So I figured I'd compile my ideas and release a few supplements. Little did I suspect the success that came with the *White Box Omnibus*. That's one of the beautiful things about *Swords & Wizardry WhiteBox* – its full of surprises if you take the tools given in Matt Finch's brilliant product and run with it.

White Box Compendium is a book full of surprises. While that might seem like a disingenuous claim given that the *Compendium* is primarily a compilation, the rules, options and adventures you'll find in these pages were certainly a surprise for me when I wrote them. A tweak here, an idea there and *viola* something new was born!

But these new creations often found their basis in long-standing fantasy gaming traditions that had been absent from the original *Swords & Wizardry WhiteBox* rules. Fresh, yet familiar. Simple, yet stylish. That's always my aim when I sit down to write something for the *White Box* line of products.

I sincerely hope that the *White Box Compendium* continues to bring familiar surprises to your gaming table for years to come. Thanks for all the love and affection you've shown both *Swords & Wizardry WhiteBox* and the Barrel Rider Games *White Box* line of products.

-James M. Spahn
Barrel Rider Games

Table of Contents

Section I: Class Options	5
Section II: Psychic Talents	26
Section III: Accolades & Chivalry	34
Section IV: Concerning Smoke-Leaf	45
OGL	49

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Section I

CLASS OPTIONS



New Classes

Acrobat

Whether daredevils, thrill-seekers, or physical performers, the acrobat is able to accomplish physical tasks that are unbelievable for other humans. Acrobats are agile, strong and have honed their bodies to accomplish amazing things. They are capable of walking the width of a rope, tumbling from high buildings without injuring themselves and leaping distances that most would believe impossible.

Acrobats take up the call to adventure in order to test their skills and hone their bodies. They often desire both fame and fortune, which can be found in a life of exploring the forgotten places of the world. The risks associated with exploring dark, forgotten places of the world are not so terrifying to a man who can leap from the apex of a castle tower and disappear into the night without tools, noise or injury to himself.

Acrobats may advance to 10th level.

Table 1-1: Acrobat Advancement

Level	XP	HD	BHB	ST	Acrobatics
1	0	1	+0	14	1
2	1,250	1+1	+0	13	1
3	2,500	2	+0	12	2
4	5,000	2+1	+1	11	2
5	10,000	3	+1	10	3
6	20,000	3+1	+2	9	3
7	40,000	4	+2	8	4
8	80,000	4+1	+3	7	4
9	160,000	5	+4	6	5
10	320,000	5+1	+5	5	5

Weapon/Armor Restrictions: Acrobats are agile, traveling lightly. They prefer to avoid combat. They may use the club, dagger, quarterstaff, short bow, shot sword, and sling and may wear leather armor. They do not use shields.

Acrobatics: Acrobats are capable of amazing physical feats. When using this ability they roll 1d6. If the roll is equal to or below their rating in Acrobatics

they are successful. This ability can be used to make a standing jump at a distance or height of five feet, plus their level or a running jump twice that distance. When using a ten foot pole to assist in these jumps they add an additional ten feet to distance. This ability also allows them to walk along narrow ledges or tightropes when used successfully, as well as scale sheer surfaces without the aid of tools. Finally a successful Acrobatics roll allows them to reduce damage from a fall of up to 50 feet to a mere 1d6 points.

Saving Throw: Acrobats receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

XP Bonus for Dexterity: This class bonus is due to a high dexterity.

House Rule: Thief-Acrobat

With the referee's permission, acrobats may also be skilled thieves and may use their Acrobatics skill to accomplish any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden – these talents are reflected in the ability of Acrobatics. The referee has the final say as to whether an action falls under the purview of acrobatics or not. Acrobats are not often aware of when their attempts to remain stealthy fail, and the Acrobat always *believes* he is successful. When an Acrobat fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

Barbarian

Barbarians are savage warriors who have not been softened by the civilized world. They are fearsome warriors with a particular distrust of magic and those who wield it. They know no fear in battle, cleaving enemies in two with their swords and axes, leaving woe and carnage in their wake.

A barbarian serves as a front line combatant in an adventuring party, forgoing any attempts at subtlety – the only solution they see lay on the sharpened edge of their axe. They typically shun villages and hate urban cities and formal religious temples, instead longing to dwell in the wild places of the world where they have only the strength of the arm and the mettle of their mind to tame the land.

Barbarians may advance to 10th level.

Table 1-2: Barbarian Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	15
2	2,500	2+1	+1	14
3	5,000	3+1	+2	13
4	10,000	4+1	+2	12
5	20,000	5+1	+3	11
6	40,000	6+1	+4	10
7	80,000	7+1	+4	9
8	160,000	8+1	+5	8
9	320,000	9+1	+6	7
10	640,000	10+1	+6	6

Weapon/Armor Restrictions: Barbarians shun the use of ranged weapons, seeing them as coward's tools. They can wield any melee weapon but may only wear leather armor. They can use shields.

Keen Instincts: Barbarians can detect and concealed doors easier than other humans. They are able to discover secret and hidden doors on a 1-4 on 1d6 and may even notice such a door simply by passing near it if they roll 1-2 on 1d6. They cannot be surprised.

Savage Blows: Barbarians receive +2 to all damage rolls made in melee combat.

Swift Runner: Barbarians move quicker than other humans and have a movement rate of 15 instead of the standard 12.

Wilderness Survival: Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain themselves when in the wilderness.

Saving Throws: Barbarians receive a +2 bonus to all saving throws made to resist spells and magical effects.

XP Bonus for Constitution: Barbarians with a Constitution of 15 or higher receive a +5% bonus on all earned Experience Points..

House Rule: Defiler of Magic

Barbarians have a natural distrust or even hatred of magic items. At the referee's discretion, whenever a Barbarian encounters a magic item while adventuring he has a natural urge to destroy it and must make a saving throw to resist this urge.

Black Widow Elf

It is said that long ago there was a group of elves who turned away from the light of the sun and the beauty of the forest to worship death and darkness. They fled all that was good upon the earth and lived instead in the deepest places beneath the world where they built great and terrible cities.

Worshiping foul gods and goddesses, they gained dark power and sought to use these terrible gifts against their ancient kin. They are the Black Widow Elves and they combine martial prowess and unholy magic with deadly efficiency.

Black Widow Elves may advance to 8th level.

Table 1-3: Black Widow Elf Advancement

Level	XP	HD	BHB	ST	1st Level Spells	2nd Level Spell	3rd Level Spells
1	0	1	+0	12	-	-	-
2	3,000	1+1	+1	11	1	-	-
3	6,000	2	+2	10	2	-	-
4	12,000	2+1	+3	9	2	1	-
5	24,000	3	+3	8	2	2	-
6	48,000	3+1	+4	7	2	2	1
7	96,000	4	+4	6	2	2	2
8	192000	4+1	+5	5	3	2	2

Weapon/Armor Restrictions: Black Widow Elves relish in warfare and slaughter. They are not prohibited in their choice of weapons or armor. They can wield any melee weapon or ranged weapon. They can also wear any armor or use any shield without inhibiting their spell casting abilities.

Spell Casting (2nd): Beginning at 2nd level Black Widow Elves cast divine spells from a specific spell list per the Table 1-3: Black Widow Elf Class & Spell Advancement table. Each night, the Black Widow Elf prays for a certain set of spells from the standard Cleric list. Black Widow Elves of specific gods may have entirely different sets of spells as designated by the Referee, but the standard Black Widow Elf uses the standard Cleric spell list.

Hereditary Foes: Black Widow Elves gain an extra +1 “to-hit” and to damage when fighting against elves who are native to the surface world.

Keen Detection: Black Widow Elves are good at spotting hidden and concealed doors (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Saving Throw: Black Widow Elves suffer a -2 penalty to all saving throws when exposed to natural sunlight.

Languages: For campaigns that give each race its own dialect, Black Widow Elves should be able to speak with dwarves, giants, goblins, and orcs.

Cavalier

Cavaliers are knights in shining armor. Astride great chargers with their banners caught high in the morning breeze, they are the incarnation of chivalry in the world. They are masters of mounted and personal combat, usually serving a liege lord and seeking to bring justice and valor to the world.

When part of an adventuring company Cavaliers serve as front-line warrior, diplomat and moral compass. They are bound by a code of fealty and honor, expecting no less from those who fight beside them.

Cavaliers may advance to 10th level.

Table 1-4: Cavalier Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	15
2	2,500	2	+1	14
3	5,000	3	+2	13
4	10,000	4	+2	12
5	20,000	5	+3	11
6	40,000	6	+4	10
7	80,000	7	+4	9
8	160,000	8	+5	8
9	320,000	9	+6	7
10	640,000	10	+6	6

Weapon/Armor Restrictions: Cavaliers are trained in all weapons and armor – as well as shields. They have no restriction in what weapons they may wield in combat, though they do not regularly use ranged weapons.

Hospitality: When a Cavalier travels to the realm of another lord and announces themselves it is expected that they will be granted hospitality. This includes a place to rest in the local lord's hall or castle, as well as attending meals and feasts. He can also expect that his horse will be attended and that basic accommodations will be provided to those in the Cavalier's retinue.

Tournament Fighter: Cavaliers are masters in all forms of tournament combat. They receive a +1 bonus to all “to-hit” rolls when wielding a mace, sword, or lance. When fighting with a lance from horseback, they receive +2 to damage rolls. A lance has all the qualities of a spear, except that it cannot be used as a ranged weapon.

Squire (4th): Beginning at 4th level, the Cavalier attracts the service of a 1st level fighter to serve as his squire. The squire will tend to his steed, weapons, and armor, as well as prepare his meals.

Saving Throws: Cavaliers receive a +2 bonus to all saving throws made to resist fear.

XP Bonus for Charisma: Cavaliers with a Charisma of 15 or higher receive a +5% bonus on all earned Experience Points.

House Rule: Fealty

At the referee's discretion, a Cavalier must swear fealty to a noble lord who holds a castle and large tract of land. The Cavalier is expected to follow the command of his liege lord and if he breaks his vow of service, he cannot make use of his Hospitality ability.

House Rule: Arms & Equipment

With the referee's permission Cavaliers may begin play with the following equipment for free: chain mail, dagger, mace, riding horse, and a long sword. These are either gifts from his liege lord or prizes won in a previous tournament. They are never magical.

Dagonite

It is said there is a great and terrible empire beneath the sea. One where a nameless god is worshiped in a court of madness. Deep beneath the waves, these aquatic abominations engage in secret rites and rituals, believing they shall one day rise from the waters and reclaim whole of the world. Some men are said to be carry the taint of these creatures in their blood. Their eyes bulge slightly. Their skin has a sickly pallor to it and glistens with a thin wetness. They feel unnatural and their presence sends a shudder up the spine of goodly folk. They are the dagonites, reviled and forced to wander for the legacy of their blood.

Dagonites may progress to up to 7th level.

Table 1-5: Dagonite Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+3	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+5	8

Weapon/Armor Restrictions: Dagonites can wield any weapon and wear any armor, as well as make use of shields.

Aquatic Vision: Dagonites can see as clearly underwater a normal human can see on the surface.

Breathe Water: Dagonites can breathe water as easily as air.

Keen Detection: Dagonites are good at spotting hidden and concealed doors (1-4 on 1d6 when searching, 1-2 on 1d6 if just passing by).

Saving Throw: Dagonites are naturally resilient and receive a +2 bonus on saving throws to resist disease and poison.

Languages: For campaigns that give each race its own dialect, Dagonites should be able to speak with lizard men and water elementals.

Deepstone Dwarves

This obscure sub-race of dwarves dwell in mines deep and dark. Most Deepstone Dwarves never see the surface world and in their culture it is regarded by some as a mere myth. They are smaller and slighter in size than normal dwarves, though still doughty. Unlike Black Widow Elves, Deepstone Dwarves are not malicious, but they are very xenophobic and rarely interact with other races – even other dwarves. Living in their winding subterranean cities, they seek to commune with earth and stone. Unlike other dwarves they are not combative by nature, but instead use stealth and innate magic as they dig deeper and deeper into bowels of the earth in search of precious jewels and veins of ore.

Deepstone Dwarves may advance to 5th level.

Table 1-6: Deepstone Dwarf Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+3	11
5	16,000	5	+3	10

Weapon/Armor Restrictions: Like other dwarves, Deepstone Dwarves have no restriction on what weapons or armor they may use.

Dark Vision: Deepstone Dwarves can see in total darkness at a range of 40 feet.

Keen Detection: Deepstone Dwarves are good at spotting traps, slanting passages, and construction while underground.

Saving Throw: Deepstone Dwarves do not use magic, are are some what resistant to it. They receive a +2 bonus on saving throws vs. magic.

Underground Invisibility: When Deepstone Dwarves are underground and not engaged in combat they can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Languages: For campaigns that give each race its own dialect, Deepstone Dwarves should be able to speak with gnomes, goblins, orcs and kobolds.

Duelist

Armed with only a sword and wearing the lightest of armor, a Duelist relies on lightning reflexes and skill to bring him victory in battle. Duelists are master swordsmen who forgo the use of armor or ranged weapons and instead choose to master a single weapon. They are often arrogant, though possesses the skill to back up their bravado. With only a sword in their hand they are as deadly as any warrior in heavy armor wielding a battle axe or polearm – and often twice as fast.

Duelists serve a similar purpose as a fighter in most adventuring parties, literally living and dying by their sword. Their focused training grants them unmatched ability with a blade, but can leave them unable to defend themselves if they find themselves without a sword.

A duelist may advance to 10th level.

Table 1-7: Duelist Advancement

Level	XP	HD	BHB	ST	AC
1	0	1+1	+0	15	0
2	2,500	2	+1	14	1
3	5,000	3	+2	13	1
4	10,000	4	+2	12	2
5	20,000	5	+3	11	2
6	40,000	6	+4	10	3
7	80,000	7	+4	9	3
8	160,000	8	+5	8	4
9	320,000	9	+6	7	4
10	640,000	10	+6	6	5

Weapon/Armor Restrictions: Duelists are very narrowly trained when it comes to weaponry and armor. They are only able to wield clubs, daggers, long swords and short swords in combat and may only wear leather armor. They do not use shields.

Armor Class Bonus: Duelists are agile and light-footed, receiving a bonus to their armor class based on their level as denoted on Table IV: Duelist Advancement.

Lightning Reflexes: Duelists are only surprised on a roll of 1 on 1d6 when rolling for surprise at the beginning of combat.

Master Swordsman: Duelists receive +2 to their “to-hit” and damage rolls when wielding a long sword or short sword.

Saving Throw: Duelists receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

XP Bonus for Dexterity: Duelists with a Dexterity of 15 or higher receive a +5% bonus on all earned Experience Points.

House Rule: Florentine Fighter

With the referee's permission, a Duelist may fight with short sword or dagger in their off hand. This grants him a second attack each combat round, with the damage inflicted determined by the weapon wielded.

Goblin

Goblins are small creatures who stand between three and three and a half feet tall. They have beady eyes of red and yellow that allow them to peer deep into the darkness and wicked snaggle-toothed grins. Their skin ranges in color from yellow, brown, or even deep red. They of wear dark clothing or poorly tanned animal hides that are drab and stained with blood. Their weapons are equally poor in quality and they favor wielding curved, notched swords of dubious craftsmanship.

Goblins may advance to 4th level.

Table 1-8: Goblin Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+1	14
3	2,500	3	+2	13
4	5,000	3+1	+2	12

Weapon/Armor Restrictions: Goblins have a love of warfare and carnage and do not limit themselves in their choice of weapons or armor.

Coward's Advantage: Goblins inflict double damage when attacking a surprised foe, a target who is unaware of the attack, or a victim who is unable to defend themselves (such as being bound or restrained).

Play Dead: Any time a goblin is suffers damage in battle they can choose to fall over and pretend to be slain. Anyone observing the must make a saving throw or they will believe the goblin is dead until he moves or takes action.

Sharp-Eyed: Goblins see easily in low light and can even see to a distance of 40 feet in total darkness. However, when exposed to sunlight they suffer a -1 penalty to all "to-hit" rolls.

Saving Throw: Goblins receive a +2 bonus to all saving throws made to avoid traps.

Languages: For campaigns that give each race its own dialect, Goblins should be able to speak with giants, goblins, orcs and hobgoblins.

Greenleaf Elves

Greenleaf Elves are a type of elf who lives in the deepest parts of the forest. They build no cities, but instead live in harmony with nature. Ever-wandering tribes of them move with the seasons, live by the land, and are masters of woodland stealth and archery. They are less magical than other elves, instead focused on hunting and maintaining a deep connection with the forests they love so deeply.

Greenleaf Elves may advance to 8th level.

Table 1-9: Greenleaf Elf Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,500	2	+1	13
3	5,000	3	+2	12
4	10,000	4	+2	11
5	20,000	5	+3	10
6	40,000	6	+4	9
7	80,000	7	+4	8
8	160,000	8	+5	7

Weapon/Armor Restrictions: Greenleaf Elves are capable of wielding any weapon in combat, though they favor short and long bows. Because they travel lightly they only wear leather armor, though are able to use shields.

Animal Harmony: Natural animals are not hostile towards a Greenleaf Elf and will not act aggressive towards them or attack unless provoked.

Camouflage: As long as Greenleaf Elves are not engaged in combat they are very difficult to spot and almost impossible to hear while in an above ground wilderness environment.

Forage: Greenleaf Elves are always able to find food, water and shelter in any above ground wilderness area.

Master Archer: Greenleaf Elves receive a +2 “to hit” when firing missile weapons in combat.

Keen Detection: Greenleaf Elves are good at spotting hidden and concealed doors (1-4 on 1d6 when searching, 1-2 on 1d6 when just passing by).

Languages: For campaigns that give each race its own dialect, Greenleaf Elves should be able to speak with gnolls, goblins, orcs and hobgoblins.

Jester

Call them fools, call them pranksters, call them buffoons – the jester is most often found in the courts of kings to serve as entertainment. But their unique skill set can be put to unique use and more than one jester has found himself in an adventuring party after making a particularly sharp jape at a noble who will suffer no fools in their presence.

Jesters are often regarded as a nuisance or liability to an adventuring party, but their ability to enrage and distract foes can turn the tide of battle and they are welcomed by downtrodden peasants who are long overdue for a bit of mirth and merriment.

A jester may advance to 10th level.

Table 1-10: Jester Advancement

Level	XP	HD	BHB	ST	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	Foolery
1	0	1	+0	13	-	-	-	1
2	2,000	1+1	+0	12	1	-	-	1
3	4,000	2	+0	11	2	-	-	2
4	8,000	2+1	+1	10	2	1	-	2
5	16,000	3	+1	9	2	2	-	3
6	32,000	3+1	+2	8	2	2	1	3
7	64,000	4	+2	7	2	2	2	4
8	128,000	4+1	+3	6	3	2	2	4
9	256,000	5	+3	5	3	3	2	5
10	512,000	5+1	+4	4	3	3	3	5

Weapon/Armor Restrictions: Jesters are not suited for combat. They may use clubs, daggers, light crossbows, slings, and short swords in combat. They may wear leather armor but do not use shields.

Foolery: Jesters are trained physical performers. They may use their foolery ability to perform acts of sleight of hand (such as palming a small object and picking pockets), climbing sheer surfaces without tools, tumbling, and even catching or juggling objects which are thrown at them (like daggers or hand axes). When a Jester uses this ability he rolls 1d6 and if the result is equal to or lower than his Foolery rating, he is successful.

Lucky: Jesters have an uncanny luck. They are only surprised on a 1 on 1d6 when rolling for surprise at the beginning of combat and receive a -1 [+1] bonus to their Armor Class at all times.

Spells: Jesters are able to cast spells in a manner similar to a magic-user. They own a book of spells which does not necessarily contain all of the spells on the magic-user spell list. Reading from this book, the Jester presses select spell formula into his mind, effectively “preparing” it to cast. Once a prepared spell is cast, the spell formulae disappears from the Jester's mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Jester's memory. If a Jester finds spell scrolls during an adventure he can copy them into his spell book.

Taunt: A Jester can taunt his opponents. When a Jester uses this ability, all enemies within 60' of the Jester who can understand what he is saying become so infuriated that they suffer a -2 penalty on all “to-hit” rolls for the remainder of combat unless they make a successful saving throw. If the Jester is slain during that combat, this effect ends.

Saving Throws: Jesters receive a +2 bonus to all saving throws made to resist mind-affecting spells like *Charm Person* or *Confusion*.

XP Bonus for Charisma: Jesters with an Charisma of 15 or higher receive a +5% bonus on all earned Experience Points.

House Rule: Mind of Madness

With the referee's permission, it may be ruled that Jesters are immune to any spells or effects that would cause insanity due to their already slightly fractured minds.

River Halfling

While most halflings live in small communities nestled in rolling fields and little streams, there are a small number of the small folk who leave beneath deep woodland canopies and along the banks of roaring rivers. Living as fishermen who build their in both the great roots and bows of the forest, they are shy of outsiders – even other halflings. As such they are rarely encountered, though some take up the life of adventure if they are particularly bold or curious.

River Halflings may advance to 4th level.

Table 1-11: River Halfling Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	13
2	2,000	2	+1	12
3	4,000	3	+2	11
4	8,000	4	+3	10

Weapon/Armor Restrictions: River Halflings are able to wield any weapon they choose, as well as use any armor or shield.

Fighting Giants: Giants, ogres and similar giant-type creatures such as trolls are not good at fighting small creatures like halflings and inflict only half the normal damage against them.

Deadly Accuracy with Spears: River Halflings are skilled at spear fishing and have spent years training with the weapon. They receive a +2 “to-hit” (whether attacking in melee or at range) and +2 to damage when attacking with a spear.

Near Invisibility: When not engaged in combat, River Halflings can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Skilled Swimmer: River Halflings live on the river and are excellent swimmers. They only run risk of drowning in the absolutely worst conditions and are able to swim 50% faster than other halflings. They can also hold their breath for twice as long as other halflings.

Saving Throw: River Halflings are resistant to magic and receive a +2 bonus to saving throws vs. magic.

Languages: For campaigns that give each race its own dialect, River Halflings should speak with creatures that fit with the style of the referee's campaign

Sidhe

Sidhe, also known as True Fey, are creatures of immortal beauty and inhuman grace. They range between six and six-and-a-half feet tall with fair skin, hair and eyes. They have pointed ears and almond eyes, similar to an elf – but their features are even more refined and chiseled. They are proud, cold, and detached from the affairs of the world – which they consider to be beneath them. It is said they come from a land beyond the horizon called Avalon where they are kings and queens, lords and ladies, knights and nobles – and that this realm is one of eternal beauty. The Sidhe never reveal the location of their beloved Avalon and most who take up the call to adventure claim that they do so in an effort to understand what they call “the imperfect world,” where other creatures live.

Sidhe may advance to 8th level.

Table 1-13: Sidhe Advancement

Level	XP	HD	BHB	ST
1	0	1+1	+0	14
2	3,000	2	+1	13
3	6,000	3	+2	12
4	12,000	4	+2	11
5	24,000	5	+3	10
6	48,000	6	+4	9
7	96,000	7	+4	8
8	192,000	8	+5	7

Weapon/Armor Restrictions: Sidhe have are able to wield any weapon (ranged or melee) in combat, and may make use of any armor or shields.

Detect Magic: Because of their natural connection to the arcane, all Sidhe are able to cast *Detect Magic* at will.

Glamour (2nd): Beginning at 2nd level, the Sidhe are able to weave some minor enchantments and illusions. They may cast each of the following spells once per day: *Charm Person*, *Invisibility* and *Phantasmal Force*.

Inspiring Presence: Witnessing a Sidhe in battle is a like watching a legend unfold before one's eyes. Allies are heartened and rallied by their majesty, while enemies cower in fear. While a Sidhe is in combat all his allies receive a +1 bonus to all "to-hit" rolls and all enemies suffer a -1 penalty to their saving throws.

Keen Detection: Sidhe are good at spotting hidden and concealed doors (1-4 on 1d6 when searching, 1-2 on 1d6 when just passing by).

Saving Throw: The Sidhe receive a +2 bonus to all saving throws made to resist magic.

Languages: For campaigns that give each race its own dialect, Sidhe should be able to speak with elves.

Sprite

These tiny fairies stand between twelve and eighteen inches tall, with glittering gossamer wings and elfin features. In most cases, they go about their own business deep in the wild places of the world and are content to ignore the outside world. They wear clothing crafted from leaves and spider-silk. Sprites are merry pranksters, often seeking adventure for its own sake and using their plethora of tricks and fey magic for acts of jest and mockery.

Sprites may advance up to 4th level.

Table 1-14: Sprite Advancement

Level	XP	HD	BHB	ST	1 st Level Spells	2 nd Level Spells
1	0	1	+0	12	1	-
2	2,000	1+1	+1	11	2	-
3	4,000	2	+2	10	2	1
4	8,000	2+1	+2	9	2	2

Weapon/Armor Restrictions: Sprites are not martial by nature and their tiny size prohibits them from using any weapon, except for daggers and their own unique bows – known as elf-shot bows. They may not wear armor or use shields.

Elf-Shot Bow: Sprites who spend a day foraging in a forest can gather the necessary materials to craft a tiny bow suited to their size and 20 arrows.

Table 1-15: Elf-Shot Bow

Weapon	Damage	Rate of Fire	Range	Weight	Cost
Elf-Shot Bow	1d6-2	2	30 ft.	1	15 gp

Flight: Sprites can both fly at a base speed of 12 and walk at a base speed of 9. They cannot, however, carry more than 10 lbs of equipment and fly.

Near Invisibility: When not engaged in combat, sprites can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Spell Casting: Sprites own a tiny book of spells of woven leaves and threads of twig – which does not necessarily include all of the spells on the Magic-User Spell List. Reading from this book, the Sprite presses a select spell formula into their mind, effectively “preparing” it to be cast. Once a spell is cast, the spell formula disappears from the Sprite's mind, and it must be prepared again before another attempt can be made to cast it. However, it is possible to prepare multiple a spell multiple times using the available “slots” in the Sprite's memory. If the Sprite finds spell scrolls during an adventure, they can copy them into their tiny spell book.

Languages: For campaigns that give each race its own dialect, Sprites should be able to speak with elves.

Tomb Robber

While many would-be heroes venture into the dark and dangerous places of the world in an effort to protect civilization from the dangers that lurk in the deep places of the world, the Tomb Robber chooses to risk life and limb for little more than fortune and glory. While some are honorable explorers hoping to discover relics of the past, most are more interested in finding long forgotten riches. Using a unique combination of scholarly knowledge and lightning reflexes, they face traps, monsters and the monsters that dwell in the shadows to unveil the mysteries of the past.

A Tomb Robber may advance to 10th level.

Table 1-16: Tomb Robber Advancement

Level	XP	HD	BHB	ST	Academia	Decipher Device
1	0	1	+0	15	1	-
2	1,500	2	+0	14	1	1
3	3,000	3	+0	13	2	1
4	6,000	3+1	+1	12	2	2
5	12,000	4	+1	11	3	2
6	24,000	5	+2	10	3	3
7	48,000	6	+2	9	4	3
8	96,000	6+1	+3	8	4	4
9	192,000	7	+4	7	5	4
10	384,000	8	+5	6	5	5

Weapon/Armor Restrictions: Tomb Robbers can use any melee or missile weapon, but only wear leather armor for protection. They may use shields.

Academia: Tomb Robbers are often well versed in matters of history and lore, including extensive linguistic knowledge. Academia can be used to translate texts, decipher writing or reveal the meaning of heroglyphics that are often found in dungeons and abandoned ruins. When the Tomb Robber attempts to use this ability they referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Academia ability, the Tomb Robber is successful in their attempt. Whether they glean the general meaning of the text or decipher it whole cloth is up to the referee. If the Tomb Robber fails in their attempt to use this ability, they must wait until they gain one level of experience before attempting to decipher that specific document or writing again.

Decipher Device (2nd): Tomb Robbers of second level or higher may use this ability to examine mechanical devices often used to protect tombs and dungeons. Decipher Device is used to understand and disarm traps, architectural puzzles, and mechanical devices, as well as to pick locks. The Tomb Robber must be aware of the presence of such a device to use this ability. When the Tomb Robber attempts to use this ability they referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Decipher Device ability, the thief is successful in their attempt. Failure

means they are unable to understand the device they are examining and may, at the referee's discretion, potentially activate a deadly trap.

Saving Throw: Tomb Robbers receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

XP Bonus for High Intelligence: Tomb Robbers with an Intelligence of 15 or higher receive a +5% bonus on all earned Experience Points.

House Rule: Arcane Academia

At the referee's discretion the Tomb Robber's Academia ability can be used to identify magical items and cast spells written on scrolls normally restricted Clerics and Magic-Users. If the Tomb Robber fails to identify a magical item, they may not attempt to identify the same item again until they have gained one level of experience.

If the Tomb Robber is unsuccessful in their attempt to cast a spell written on a scroll, the scroll's magic is expended and the spell is lost. The referee is also encouraged to come up with magical backlash or complications as a result of the botched casting.

Section II

PSYCHIC TALENTS



Psychic Talents

Many classic fantasy settings feature characters with extraordinary mental powers. *Wild Minds* introduces new rules usable with *Swords & Wizardry: WhiteBox*, or any other classic fantasy role playing game which allow characters to mimic these types of characters in their own campaigns. These abilities, called *Psychic Talents* are not magical in nature and do not detect as such. Instead they are come from a unique mental focus that the character has either harnessed through training or somehow mastered as an exceptionally rare mental gift.

If the referee is using the rules presented in this supplement a player may choose to determine if their character possesses a psychic talent – though they can automatically decide that their character has no such gift. The presence of a psychic talent can only be determined at character creation – either a character is born with this gift or they are not.

All characters have a 1% chance of possessing a psychic gift. Characters with high Intelligence, Wisdom, and Charisma may have an increased chance of having a psychic gift, as shown on Table 2-1: Psychic Potential. A character only receives one modifier per attribute when determining the presence of psychic talents. This means that a character with an Intelligence of 17 receives a +2% bonus to their roll, not +1% for an Intelligence between 13 and 15 and another +2% for their Intelligence of 17. Dwarves, elves and halflings actually have a reduced chance of having a psychic talent, though this likelihood can never be reduced below 1%

Once a character's psychic potential has been determined the player rolls 1d100 (d%). If the result is equal to or below their psychic potential, they then roll 1d20 and consult the Table 2-2: Psychic Talents to determine what psychic talent they possess. This must always be determined randomly and should not simply be selected on player preference.

Whenever a character with a psychic talent attempts to use their ability they must roll a saving throw. If that saving throw is successful, the character is able to use their psychic talent. Psychic talents grant bonuses or special abilities in specific situations and have a specific duration which are listed in each individual description. Attempting to activate a psychic talent is considered an action, whether successful or not, if done during combat – though it cannot be interrupted. If a character fails in their attempt to use a psychic talent they cannot attempt to use it again for twenty four hours. A character may also not have more than one psychic talent active at any given time.

House Rule: Saving Throw Matrix

For *Swords & Wizardry* games using the saving throw matrix rules, all saving throws made regarding psychic talents are considered to be saving throws vs. spells and staffs. This includes activating and resisting psychic talents, where applicable.

Table 2-1: Psychic Potential

Base Potential	1%
Intelligence 13 - 15	+1%
Intelligence 16 - 17	+2%
Intelligence 18+	+3%
Wisdom 13 - 15	+1%
Wisdom 16 - 17	+2%
Wisdom 18+	+3%
Charisma 13 - 15	+1%
Charisma 16 - 17	+2%
Charisma 18+	+3%
Dwarf	-3%
Elf	-5%
Halfling	-2%

Chart 2-2: Psychic Talents

Roll (1d20)	Psychic Talent
1	Accelerate Healing
2	Amplify Hearing
3	Calm Animal
4	Charming Aura
5	Danger Sense
6	Dark Vision
7	Detect Deception
8	Direction Sense
9	Project Thoughts
10	Read Thoughts
11	Regulate Metabolism
12	Regulate Breathing
13	Sense Evil
14	Sense Extraplanar Being
15	Sense Life
16	Sharpen Vision
17	Stasis
18	Strengthen Resolve
19	Unnerve Target
20	Roll twice

Psychic Talents

Accelerate Healing

Duration: 24 hours

The character gains no additional benefit from magical healing, but instead character's natural healing rate is doubled for the next twenty-four hours.

Amplify Hearing

Duration: 1 Hour

The character is able to hear even faint noises with particular clarity. Characters who have a "Hear Noise" or similar ability may roll twice when using this ability and take the more favorable of the two rolls. Characters who do not have the "Hear Noise" ability are instead able to hear faint noises on a 1-3 on 1d6.

Calm Animal

Duration: Ten Minutes

Whenever the character encounters a natural beast that is hostile they may active this ability in an attempt to calm the creature, though it may only be used to target a single creature. The target must make a saving throw vs. spells or immediately cease being hostile towards the character. While not friendly, it regards them with a benign disinterest for the duration of this psychic talent.

Charming Aura

Duration: 1 Hour

The character is able to project an aura of charm and amiability if they successfully activate this ability. Once activated, the character using this ability receives a +2 bonus to all reaction or social rolls made when interacting with NPCs who speak a shared language and are able to communicate with the character. This is not a *Charm Person* or magical effect and if the character is caught acting in an obviously hostile or antagonistic manner the benefits of this talent immediately end.

Danger Sense

Duration: 1 Hour

The character has a kind of sixth sense making them aware of danger a split second before it strikes. When this ability is active the character can only be surprised on a 1 on 1d6, regardless of any stealth measures taken by an opponent. This ability only applies to danger to the individual character, and not to his allies or those nearby.

Dark Vision

Duration: 1 Hour

Once active, the character can see perfectly, even in pitch darkness. They can, however, still be blinded and suffer the normal penalties associated with that condition if they are rendered blind.

Detect Deception

Duration: Ten Minutes

This ability allows the character to sense when an individual is knowingly deceiving them. Once active, the character has a 1-4 on 1d6 chance of detecting when anyone within 60' of them is attempting to lie to or deceive them.

Direction Sense

Duration: Instant

The character who successfully activates this talent can immediately sense which direction is North as well as sense their distance from the ground, whether above or below it.

Project Thoughts

Duration: 1 Round

A character who successfully activates this ability may send a brief mental message to the mind of any intelligent creature within 360 feet. They do not need to see the target to use this ability, though they do need to have a general sense of their location. This message cannot be more than one sentence and comes into the target's mind as the character's voice speaking to them.

Read Thoughts

Duration: 1 Round

The character is able to read the surface thoughts of a single target within 60 feet if they successfully use this ability. They must be able to see the target. If the character and the target do not speak the same language then the character only gets a vague sense of the target's mental state and intentions.

Regulate Metabolism

Duration: 24 Hours

The character is able to regulate their body to such a degree that while this ability is active they suffer no penalties from lack of food or water. They also receive a +1 to all saving throws made to resist poison while Regulate Metabolism is active. Once this ability wears off, the character

immediately suffers all the effects that would be applicable from a lack of food and water. A character who would die from such things immediately drops dead when they reach that point, even if this talent is active.

Regulate Breathing

Duration: 1 Hour

Once activated the character can hold his breath for the duration of this ability. This means they do not risk drowning, nor can they be effected by gas, odors, or poisons which must be inhaled to be effective.

Sense Evil

Duration: Instant

When activated the character is able to detect the presence of any evil characters or items which are enchanted through evil sorcery within 120 feet. They do not know the nature of the evil detected, only that it is present and mildly unnerving.

Sense Extraplanar Being

Duration: Instant

When activated the character is able to detect the presence of any extraplanar beings within 120 feet. This includes any such beings which are masquerading in other forms or concealed. They do not know the nature of these creatures, nor to what plane they are aligned – only that they are present.

Sense Life

Duration: Instant

The character is able to detect the presence of any living creature within 120 feet. This does not include plant life and only detects mundane insects when they are present in vast quantities.

Sharpen Vision

Duration: 1 Hour

When active, the character is able to see twice as far as normal. In addition, they receive +1 to all “to hit” rolls with ranged weapons.

Stasis

Duration: 1 Week

The character enters a deep meditative state when this talent is activated. To the casual observer they will appear dead in this coma-like condition. However, while in stasis they do not need food or water to survive, though as soon as they exit the condition they immediately need to

consume a day's worth of food and water. A character who suffers damage while in stasis is immediately awakened, though he is not otherwise aware of his surroundings.

Strengthen Resolve

Duration: 1 Hour

The character steals his mind against fear and doubt. Once this talent is active, the character receives a +4 bonus to resist all mind-influencing spells, such as *Confusion* or *Feeblemind*.

Unnerve Target

Duration: 5 Rounds

By projecting an aura of menace, the character is able to sow fear and doubt in a single target's mind. The target of this ability suffers a -1 penalty to all attacks against the character and a -1 penalty to all saving throws made to resist spells cast by the character as terror gnaws at them from their subconscious mind.

Psychically Attuned Items

Items that effect psychic talents are exceedingly rare, though the referee is encouraged to use the following examples to develop other items to suit their individual campaigns.

Amulet of the Focused Mind

This item only functions for characters who have psychic talents. Such a character may attempt to use their psychic talent twice per day in the event that they fail their saving throw when attempting to activate their psychic talent. Usable by: All classes.

Headband of the Iron Mind

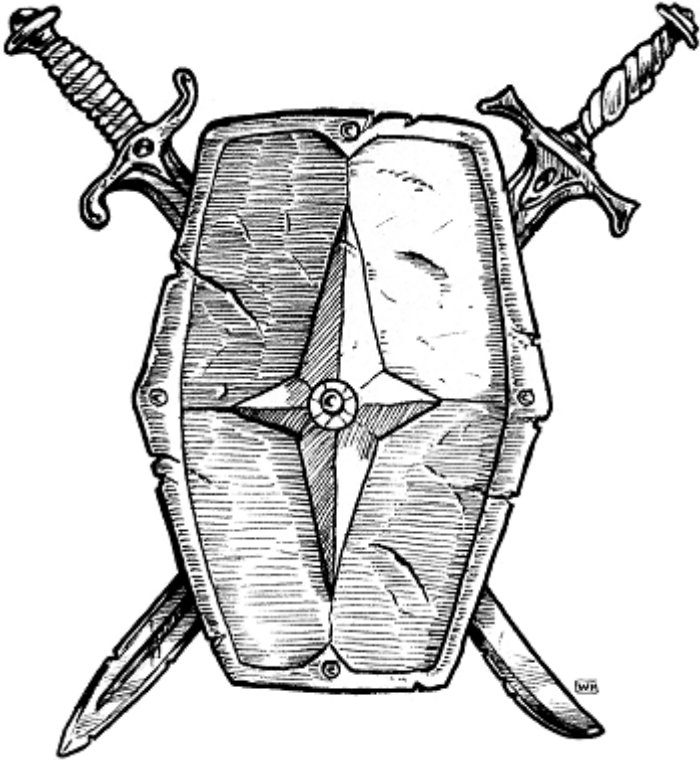
The wearer of the iron circlet is immune to all psychic talents used against him. They simply do not function and the character cannot be targeted. Usable by: All classes.

Psychic Stone

This oddly colored stone radiates no magic, but a character carrying one is considered to possess one additional psychic talent, even if they do not already have one. Usable by: All classes.

Section III

ACCOLADE & CHIVALRY



Knighthood

The iconic image of the knight in shining armor astride his powerful steed has permeated our society for centuries. From Arthurian myth to pop culture, these noble warriors are ever-present in our consciousness and have been a part of fantasy gaming from the beginning. In traditional fantasy role-playing games this role was reserved for fighters,, but this chapter presents rules which allow any character, regardless of race or class, to become a knight and earn this noble title by drawing upon the historic basis of knighthood.

Knights are loyal servants and vassals of a noble lord who are called to their lord's banner in times of war and strife. They serve in whatever capacity they were able – whether by providing gold, resources or soldiers. These rules allow PCs to earn knighthood by performing great deeds for a noble lord – in return they receive training, resources and soldiers to command. But should they betray their lord, they will find all of that and more taken away and be left as paupers and exiles – if they're lucky.

Earning Knighthood

Any character, regardless of their class, can be knighted. Normally knighthood is inherited from father to son, but it is possible for a player character to earn such a status. This is most often done as reward for a great deed done in service of a noble lord - or in some cases to a holy order with significant political influence. When a character receives their accolades and is knighted, they are expected to provide loyal service to their lord and in return they are given food, lodging and the protection of their newly sworn liege. In many cases they are also provided a small fiefdom and keep to defend these lands and the peasants who work it.

When a player character has performed a great service for a noble lord or church official, there is a chance that the character will be offered a knighthood by that noble. Typically, such deeds include defending and protecting a lord's land or family from great threats. In rare cases knighthood can be granted at a lord's whim for political reasons. Knighthood is rarely granted to peasants or serfs, except in circumstances where such a low-born character's service is both particularly heroic or public.

To determine whether or not a noble lord will offer a character knighthood, the referee should roll 1d20 after a player character has committed a great act in service of a noble lord. This is often known as a the Deed of Service. The total rolled is the character's *Accolade Rating*. The potential knight may add their level to this roll and apply any of the appropriate modifiers shown on Table 3-1: Accolade Modifier. The modifiers are then added up. If, after applied modifiers, the Accolade Rating is 20 or

higher – then the character is offered a knighthood. If a natural, unmodified 20 is rolled then the character is offered a knighthood regardless of other modifiers. The player should make note of the character's Accolade Rating, as it will be important in regards to both what the character is provided and how they are regarded by their liege lord and those under their protection.

Table 3-1: Accolade Modifier

Character Race	Modifier
Character is a Human	+0
Character is an Elf	-2
Character is a Dwarf	-3
Character is a Halfling	-4
Character Alignment	Modifier
Character is Lawful	+2
Character is Chaotic	-2
Character Social Class	Modifier
Character is a Peasant or Serf	-5
Character Class	Modifier
Character is a Cleric	+1
Character is a Fighter	+2
Character is a Magic-User	-4
Character is a Thief	-6
Deed Performed	Modifier
Deed of Service was Witnessed by Many	+2
Deed of Service was Particularly Heroic	+2
Deed of Service Won a Great Battle	+2
Deed of Service Saved the Lord's Life	+4
Character Reputation	Modifier
Character is Known as Heroic & Honorable	+2
Character is Known as Dishonorable	-4

Accepting Knighthood

When a character accepts knighthood their Accolade Rating determines what benefits they are initially provided by their new liege lord. Regardless of modifiers, no character may start with an Accolade Rating of higher than 41. See Table 3-2: Gifts of Service for these benefits.

Table 3-2: Gifts of Service

Accolade Rating	Benefits
20-25	Chain mail armor, shield, spear (or lance), sword, mace, riding horse.
26-30	Plate mail armor, shield, spear (or lance), sword, mace, riding horse, horse barding, 0 th level Squire, 100 gold pieces.
31-35	Plate mail armor, shield, spear (or lance), sword, mace, warhorse, horse barding, 1 st level Fighter squire, 500 gold pieces.
36-40	Plate mail armor, shield, spear (or lance), sword, mace, warhorse, horse barding, 1 st level Fighter squire, a small keep (with staff), 1000 gold pieces.
41+	Plate mail armor, shield, spear (or lance), sword, mace, warhorse, horse barding, 4 th level Fighter squire, a small keep (with staff), 5000 gold pieces.

Refusing Knighthood

If a player character is offered a knighthood and refuses it, such an act is considered a great insult. The character will likely be told to leave the Lord's domains and be considered to have a Charisma of 3 when interacting with them in the future.

Becoming a Knight

Once a character has been knighted and received their accolades, they will be expected to train in the arts of warfare, horsemanship, courtly etiquette and heraldry.

All knights are expected to be able to wield the following weapons in combat: sword (or long sword), mace, lance, and spear (or lance). In addition, they must be able to wear both chain and plate armor in battle as

well as wield a shield and ride a horse. Some classes (such as fighters) might already be skilled with these weapons, but this is the rare opportunity for classes such as magic-users to gain proficiency in the tools of warfare. Smaller species, such as halflings and dwarves who are incapable of wielding long spears or lances have no obligation to wield such weapons – but they are rarely knighted. Clerics are not expected to violate their holy vows against using bladed weapons.

In addition to being skilled warriors, knights are expected to know how to interact with other nobles when at court, learn basic military tactics, and recognize the banners of other noble houses. These will aid them in matters of diplomacy and large scale warfare. It is assumed that no character class or race is assumed to have extensive knowledge in these areas and must train.

A newly knighted character is expected to invest 25% of all experience points earned in learning these new abilities – no more, no less. These experience points are then invested in one of the areas of training listed on Table 3-3: Knightly Training. This invested experience *is not* added to a character's experience points for purposes of gaining experience levels. Once that area of training is completed, the character receives the benefit listed. Classes that are already able to wield the weapons or wear the protective items listed in the training are not required to spend these experience points. After a character completes all required areas of training they may increase their Accolade Rating by one point.

Table 3-3: Knightly Training

Training	XP Cost	Benefit
Sword Training	750	Character can wield swords without penalty
Mace Training	500	Character can wield a mace without penalty
Spear/Lance Training	500	Character can wield a spear/lance without penalty
Chain Mail Training	750	Character can wear chain mail armor*
Plate Mail Training	1000	Character can wear plate mail armor*
Shield Training	500	Character can make use of a shield*
Courtly Etiquette	1000	Character receives a +2 to all Reaction Rolls at Court
Heraldry	250	Character recognizes all regional coats of arms on sight
Military Tactics	1000	All hirelings, retainers and squires receive a +1 to all "to-hit" rolls.

**Magic-users cannot cast spells when wearing chain mail, plate mail or using shields.*

Knightly Style

After completing their training as a Knight, a character can choose to focus their knightly activity and take a Knightly Style – though a character can only have one Knightly Style and once it is chosen it cannot be changed.. They simply declare to the referee that they are beginning their training. They then invest 25% of their earned XP into their Knightly Style and may earn up to three benefits as listed below. Some Knightly Styles have requirements.

Blackguard

You are a dark warrior who uses fear and intimidation as your weapons of choice. You follow a twisted code of honor, if any at all.

Requirements: Must be of Chaotic alignment.

1000 XP: Character no longer has a minimum Accolade Rating to retain knighthood.

2500 XP: Cast *Remove Fear* (reversed only), once per day.

5000 XP: +1 to damage when making a melee attack.

House Knight

You are more at home at court than on the battlefield, enjoying the poison of politics and the dance of thrones and clash of crowns.

Requirements: None.

1000 XP: +1 Loyalty to all allies at court

2500 XP: Cast *Charm Person*, once per day – but the duration is only 1 hour.

5000 XP: Permanently increase your Charisma by 1 point. It cannot be increased above 18.

Low Templar

You are a simple mercenary who earned his knighthood with coin and blood. Though you now serve a liege lord, gold and glory are your true cause.

Requirements: You may not be Lawful alignment.

1000 XP: You may fight dishonorably without losing Accolade Points.

2500 XP: You pay Hirelings, Henchmen and Retainers at 1/2 the normal cost.

5000 XP: You inflict double damage when attacking a surprised foe in melee.

Knight Errant (Free-Rider)

You hold no lands, and serve your liege lord by traveling across the width and length of his land to protect his subjects.

Requirements: You may not own a keep.

1000 XP: When traveling in your land of service, you never get lost.

2500 XP: Any steed you ride receives a -3 [+3] bonus to its armor class.

5000 XP: Any steed you ride receives a +3 bonus to its Movement.

Knight Protector

You have sworn to protect those you serve, whether king, lord or ward. You have shield and sacrifice over the sword and the lance.

Requirements: Must be of Lawful alignment.

1000 XP: You receive a -1 [+1] bonus to your Armor Class when wearing Plate Mail and using a Shield

2500 XP: Cast *Cure Light Wounds* once per day.

5000 XP: Once per day, grant one adjacent ally a -2 [+2] bonus to Armor Class for five rounds.

Peasant Knight

You rose up from the dirt and salt of the earth to become a noble knight – but you have not forgotten your roots and still hold a great love for the downtrodden of the world.

Requirements: Must have been a commoner before being knighted.

1000 XP: +2 to the Loyalty of all commoner and peasant Hirelings, Henchmen and Retainers you keep in your service.

2500 XP: You are able to find basic food and shelter in any village you visit.

5000 XP: Commoners and peasants you keep as Henchmen, Hirelings and Retainers receive a +1 bonus to all attack rolls rolls.

Tournament Knight

You are the legendary knight in shining armor. You travel from festival to festival, jousting tournament to jousting tournament to show off your skills as a jousting and swordsman.

Requirements: None.

1000 XP: +1 to all “to-hit” rolls with swords, spears and lances.

2500 XP: Any horse you ride receives a -2 [+2] bonus to its Armor Class

5000 XP: If you successfully perform a charge attack your target is automatically knocked prone.

Accolade Rating

A character must maintain at least a 20 to maintain their knighthood, with the exception of the Blackguard. The deeds and actions of a character can increase or decrease their Accolade Rating, but only if there are witnesses. An Accolade Rating is *not an abstract representation of a character's honor*. It is a measure of the character's reputation with the liege lord who knighted them.

That being said, acting in an honorable fashion does often lead to an increase in the character's Accolade Rating, simply by the fact these types of actions reflect well on a knight's liege lord. These actions must often be seen by the vassals and subjects of the liege lord. Actions, regardless of how honorable or dishonorable, must be witnessed or proven to affect a character's Accolade Rating.

Should a knight's Accolade Rating drop too low, he could be of his knighthood and branded a traitor and criminal to his liege lord. As a knight's Accolade Rating increases, they receive additional rewards and gifts for their loyal service as shown on the table below.

If a character's Accolade Rating drops below 20 their liege lord revokes their land and holdings and orders a new noble be placed in command of these resources. In addition, it is likely that the liege lord will (at the very least) exile the former knight from their realm, if not call for the dishonored warrior's head be brought before them. The former knight *does not* lose any of the training they previously received, only the tangible resources and servants provided to them by their ex-liege lord.

Blackguards who have invested at least 1000 XP in their Knightly Style do not lose their knighthood status shoulder their Accolade Rating drop below 20.

When rolling to determine an increase or decrease in a knight's Accolade Rating, the results cannot be less than 1. A knight always either gains or loses at least one point of Accolade Rating for their deeds, both loyal and traitorous.

Table 3-4: Accolade Bonus

Deed	Accolade Bonus
Petty Crimes Against the Liege Lord's Vassals (minor theft, etc)	-1
Major Crimes Against the Liege Lord's Vassals (destruction of property, etc)	-1d6-3
Cruelty, Brutality and Murder of the Liege Lord's Vassals	-1d6-2
Cowardice in Battle	-1d6-4
Speaking Ill of a Noble Loyal to the Liege Lord	-1
Speaking Ill of the Knight's Liege Lord	-1d6-3
Unduly Striking a Noble or Lady	-1
Bravery in Battle	+1
Protecting the Liege Lord's Vassals from a Minor Threat (bandits, etc)	+1d6-4
Protecting the Liege Lord's Vassals from a Major Threat (Monstrous Horde, etc)	+1d6-3
Protecting the Liege Lord's Vassals from a Deadly Threat (Dragon, invading army, etc)	+1d6-2
Leading a Successful Military Campaign Against an Enemy Nation	+1d6
Tithing Revenue to the Liege Lord (typically per 1000 gold pieces)	+1
Protecting or Defending the Assets of a Noble loyal to the Liege Lord	+1d6-3
Protecting or Defending the Assets of the Liege Lord	+1d6-2

Knights and “Name Level” Characters: Characters who have reached fulfilled the necessary requires of their class to attract followers still attract them in addition to any benefits they have received from their knighthood. These followers are expected to be incorporated into their existing holdings and duties required by their knighthood.

Accolade Rewards

As the character's Accolade Rating increases, they gain new rewards and benefits from their liege lord determined by Table 3-5: Accolade Rewards. These rewards are cumulative.

Table 3-5: Accolade Rewards

Accolade Rating	Reward
26-30	Plate armor, barding a 0th level Squire and 100 gold pieces.
31-35	Warhorse, Squire is trained into a 1st level fighter or a new 1st level fighter is provided as a squire, 400 gold pieces.
36-40	A small keep (with staff), 500 gold pieces.
41-45	Squire is trained into a 4th level fighter or a new 4th level fighter is provided as a squire, 4000 gold pieces.
46-50	A 3rd level Cleric or 3rd level Magic-User is provided to serve as an adviser at the small keep the knight now maintains.
51-55	The liege lord commissions carpenters and masons to upgrade the knight's keep into a full blown castle along with the staff to maintain it.
56-60	The liege lord sends a contingent of 20 - 120 (2d6x10) Human Soldiers (armed with short swords, spears, leather armor, and shields), 10 - 60 (1d6x10) Human Soldiers (armed with spears, leather armor, short bow, and dagger), and 10 - 60 (1d6 x10) Human Sergeant-at-Arms horsemen (armed with long sword, spear, chain mail, shield, riding horse) to aid the knight in protecting his realm.
61+	The liege lord bestows upon the knight at magical weapon of significant power. The exact details of this weapon should be defined by the referee and should be considered a great boon to suit the knight's abilities.

Section IV

CONCERNING SMOKE-LEAF



Smoke-Leaf

Halflings are known far and wide for their love of smoking tobacco, which they call smoke-leaf. The crafting of wooden pipes used to smoke this leaf is considered an art among them and many halflings have spent long hours of free time carving beautiful wooden pipes with ornate designs and detailed carvings.

Pipes carved by famous and skilled halflings are often of particular value among the small folk. A halfling of at least 4th level may craft one Halfling's Pipe every three months. It costs the halfling one thousand gold pieces in fine wood and precise tools to create the pipe. At the end of this three month period the halfling has a 15% chance of failing to craft the item and wasting the resources. Once completed, the pipe may be used by anyone who enjoys fine smoke-leaf.

However, halflings and magic-users may use a Halfling's Pipe in combination with Enchanted Smoke-Leaf to mimic the effects listed below. Elves do not partake of smoke-leaf and therefore may not use Enchanted Smoke-Leaf.

Enchanted Smoke-Leaf

Halflings (and often magic-users) grow many exotic fields of tobacco and smoke-leaf, weaving enchantments into the soil to produce magical effects from these plants when they are dried and smoked. A halfling or magic-user who has established a stronghold may dedicate a part of their lands to growing enchanted smoke-leaf, if this land is suitable for farming. Only one crop of enchanted smoke-leaf may be grown in a single year, yielding one of the effects detailed below. Each crop of enchanted smoke-leaf must be tended to carefully and only yields 25 doses of enchanted smoke-leaf.

The cost of planting, harvesting and curing the smoke-leaf is 5000 gold pieces and there is a 1 in 1d6 chance the crop will fail and the resources are lost without any results. (These results may be modified by the referee, based on weather conditions or other circumstances).

In order for enchanted smoke-leaf to be effective, it must be smoked from a Halfling's Pipe by a halfling or magic-user, though the level of the halfling or magic user does not matter. It takes one turn (10 rounds) of uninterrupted smoking to generate enough smoke to gain the effects listed below. If this time is disturbed by combat, the effect is lost and the dose of smoke-leaf is wasted. Otherwise these magical clouds and their effects disperse after one hour.

Enchanted Smoke-Leaf: *Charm Person*

Often called “Sweet Hills”, this fragrant pipe tobacco makes a single target more amiable to the smoker. They are affected by a Charm Person spell as if it were cast by the pipe-smoker and must make a saving throw to resist the effects.

Enchanted Smoke-Leaf: *Levitate*

Known as “Valley Fog”, this pipe tobacco generates a large, dense cloud of smoke that pools at the pipe-smoker's feet and can lift him into the air as a Levitate spell.

Enchanted Smoke-Leaf: *Phantasmal Force*

Called “Enchanter's Mist” by most halflings, this smoke-leaf generates a large multicolored smoke that can be willed into very detailed shapes and forms by the smoker just as if the smoker were casting a Phantasmal Force spell.

Enchanted Smoke-Leaf: *Protection from Chaos, 10 ft. Radius*

Known as “Halfling's Luck”, this smoke-leaf creates a large cloud of thin, airy smoke centered around the smoker. This cloud of smoke acts as a Protection from Chaos 10 ft. Radius cast by the pipe-smoker.

Enchanted Smoke-Leaf: *Sleep*

This blend is simply called by most “After Dinner.” The smoker blows the heady, heavy smoke into the air towards their targets just as if they were casting a Sleep spell.

The Wizard's Pipe

Halflings are not the only people of the world to appreciate the fine art of smoking a pipe. Magic-Users also have taken up the past time of smoking because they find it clears their mind and makes their studies more fruitful. Some wizards have even taken to crafting their own pipes and placing enchantments upon them to improve their studies.

A magic-user who smokes a Wizard's Pipe while memorizing their spells each day may, depending on the enchantment on the pipe, can memorize one additional spell each day. Each individual Wizard's Pipe is designed to benefit with a specific spell level and may not be used to memorize any other spell level than that listed below. A Wizard's Pipe of any level may be used by a magic-user to partake of enchanted smoke-leaf, however a magic-user may not use more than one Wizard's Pipe per day.

Magic-Users of at least 9th level may craft a Wizard's Pipe. Crafting takes one month per level of bonus spell granted by the Wizard's Pipe and a

magic-user may not craft a Wizard's Pipe to gain a bonus spell level that he is not already able to cast. So, for example, a 9th level magic-user cannot craft a Wizard's Pipe that would grant them a bonus 6th level spell because they are have not yet learned to cast that level spell. Due to the complex nature of the crafting and enchantment there is an increased chance of the crafting attempt resulting in a failure, thus wasting the components and time.

Table 4-1: Crafting a Wizard's Pipe

Level of Bonus Spell Granted	Crafting Cost	Chance of Crafting Failure
1st	1000gp	None
2nd	2500gp	1 on 1d6
3rd	5000gp	1-2 on 1d6
4th	10,000gp	1-3 on 1d6
5th	20,000gp	1-4 on 1d6
6th	40,000gp	1-5 on 1d6

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