

MONSTERS & MAGIC

ROLEPLAYING GAME

Old School Fantasy
New School Play

by Sarah Newton



MONSTERS & MAGIC

OLD SCHOOL FANTASY NEW SCHOOL PLAY

Welcome to *MONSTERS & MAGIC*, an “Old School Renaissance” fantasy roleplaying game with a difference! Combining the atmosphere of classic fantasy games with modern RPG mechanics, *Monsters & Magic* lets you use old school fantasy gaming material with little or no conversion with a new and innovative set of rules. Battle giants, defeat dragons, explore deadly dungeons and mysterious wilderlands – and bring your favourite adventures, supplements, spellbooks, and bestiaries to brilliant new life!

In this book you’ll find a full-featured fantasy roleplaying game, including:

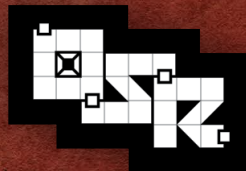
- * the *Effect Engine*, a modular open-license rules system
- * action-packed adventure from 1st to 20th level and beyond
- * rules for castles, kingdoms, guilds, and warships
- * *Silvermoon*, an introductory adventure for levels 1-4
- * new rules for alignment, hazards, encounters, treasures, epic and mythic gaming, and more!

Dust off your spell book, polish that suit of +1 plate armour, and unsheath your vorpal blade. Adventure awaits!

Monsters & Magic is a complete fantasy roleplaying game – you need nothing else to play.



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MONSTERS & MAGIC

Fantasy Roleplaying Game



OLD SCHOOL FANTASY – NEW SCHOOL PLAY

by Sarah Newton

MONSTERS & MAGIC

Monsters & Magic written and developed by
Sarah Newton

Cover Art by
Jason Juta

Interior Art by
Jennell Jaquays, Linda Jones, Eric Lofgren,
Bradley McDevitt, Gillian Pearce

Layout and Graphic Design by
Michal E. Cross

Edited by
Sarah Newton & Michal E. Cross

Maps by
Rich LeDuc

OSR Logo courtesy of Stuart Robertson

Proofreading by
Michal E. Cross, Chris Dalgety, Chris McWilliam, Adam
Minnie, Sarah Newton, Gianni Vacca

***Monsters & Magic* Working Group:**
Michal E. Cross, Declan Feeney, Tim Gray, Brian Isikoff,
Ben Monroe, Mike Olson, Pookie, Graham Spearing,
Colin Speirs, Gianni Vacca, Paul Weimer, Tom Zunder

Playtesters:
Tim Gray, Chris McWilliam, Ben Monroe,
Graham Spearing, Colin Speirs, Gianni Vacca

Published by
Chris McWilliam & Sarah Newton

Enquiries:
info@mindjammer.com

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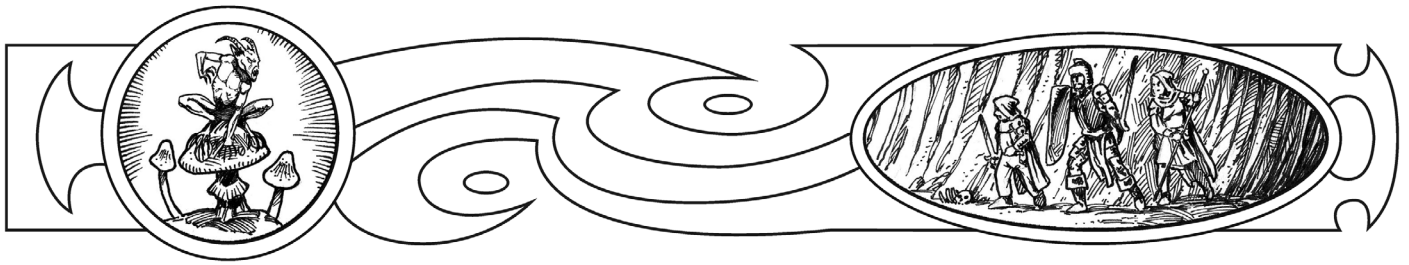
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Sarah Newton would like to thank: my ever patient husband and sword brother, Chris, for letting me bounce all my ideas for *Monsters & Magic* off him and playtesting and peer reviewing every step of the way; Michal E. Cross, for doing a superb job with the layout; to a truly great team of artists, who've made this book look so gorgeous; the *Monsters & Magic* Working Group for all their support, advice, feedback, and commentary, including: Ben Monroe, for inspiring the treasure system; Colin Speirs, for coming up with the concept of stances; Gianni Vacca, for endless refinements and some very cool tweaks to the hero point system; Pookie, for pushing the system and asking *those* questions; Tim Gray and Graham Spearing, for hammering the core system and terminology into shape during playtesting. Thanks also to: Rich LeDuc, for jumping in at short notice and crafting some beautiful maps; Chris Dalgety and Adam Minnie, for the help with proofing; Stuart Robertson, for kindly providing the awesome OSR Logo; Stuart Marshall and Matt Finch of OSRIC for their permission to use and adapt the OSRIC Open License for the Effect Engine; Angus Abranson of Chronicle City, for stepping up to the plate to do the print version of *Monsters & Magic*; James "Grim" Desborough for letting me bounce the Effect Engine license off him; to the whole open gaming community, for making a game like this possible in the first place; and the folk of the Old School Renaissance, for having the appetite for games which hearken back to days of sublime sandboxing and deadly dungeon delves. This game would not exist without all of you. Thank you!

Michal would like to thank: Fransje, as always, for being a consistent part of my gaming life and for forcing me away from the computer during my late-night work-a-thons; Chris and Rita Birch for giving me a chance, without which I wouldn't have enough mad skillz for this book; and of course Sarah for having faith to let me work on the *Monsters & Magic* project. Cheers!

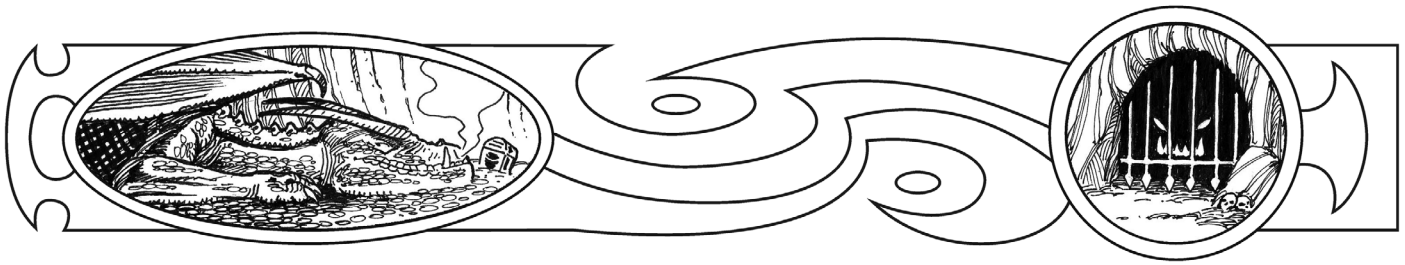
DEDICATION

To Gary Gygax, Dave Arneson, Dave Hargrave, Bob Bledsaw, and all the pioneers. And to all of us who follow after — may our swords be ever sharp and our spells never fail!



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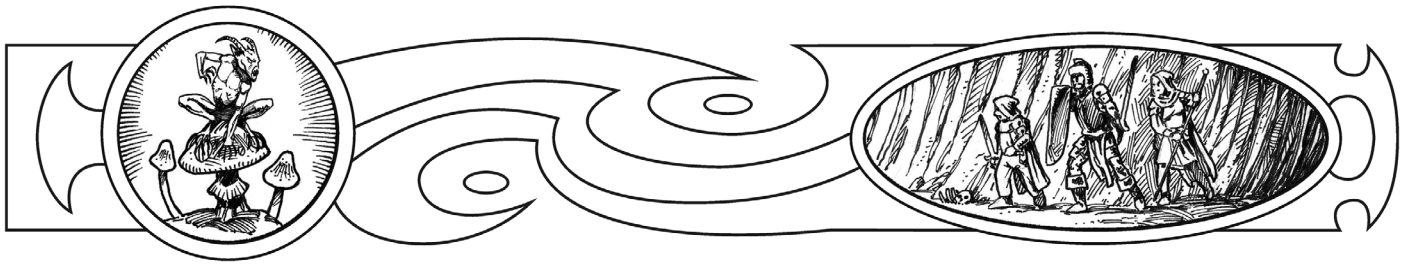
FOREWORD

THE IDEA FOR this game began at Christmas 2012, during one of my periodic nostalgic re-reads of the treasured classic fantasy supplements, scenarios, and campaign packs which stack my gaming shelves. I'd been reading through some Old School Renaissance games, trying to find a rules set to scratch that itch. I was looking for something which oozed with classic fantasy atmosphere, was easy to play, yet which extended its playability into areas usually covered by more modern games — personality conflicts, playing with scenic and thematic aspects, exploiting the narrative tropes of classic swords and sorcery adventure. More than anything, I wanted to use the many supplements and scenarios I'd collected over the years — to play them again, without having to laboriously convert them to this or that ruleset. Try as I might, I couldn't find a game to suit.

It was a lightbulb moment. Why not write one? I'd been toying with a rules system for a year or two — something which gave players a stack of points they could spend to do cool in-game stuff. Not just whittling away an opponent's endurance, but changing the world, doing genre-specific acts of heroism and amazing feats. Was there a way I could use those rules here, to play these ancient dungeons and much-loved wilderlands, without having to do loads of work?

The game you hold in your hands is the fruit of that Christmas nostalgia. For the past six months, I've been writing, playing, and testing with a group of friends, many of whom are games designers in their own right — Ben Monroe, Graham Spearing, Gianni Vacca, Tim Gray, Colin Speirs, Mike Olson, and many others — and their respective playtest groups, to craft our own homage to the grand-daddy of all roleplaying games. This is it — *Monsters & Magic*. You'll see all kinds of echoes in these pages — I'm a huge fan of games like Fate and HeroQuest, and you'll see their influence; but also I love those original, first edition games, with their bestiaries, grimoires, and encounter tables, their progression from humble 1st level to the dizzy heights of world-shattering 20th level and beyond. We've enlisted some wonderful artists, including Jennell Jaquays, whose work in the early 1980s helped define the very meaning of "old school" for many of us, as well as splendid industry artists such as Jason Juta, whose gorgeous cover inspired us all, Eric Lofgren, Linda Jones, Brad McDevitt, and Gill Pearce — beautiful artwork richly laden with that old school feel. With these rules, we've opened up new worlds, and visited some old ones. Around my table we've fought giants, tunnelled beneath city states, had sea battles with vikings, and run (not always successfully!) from enormous dragons. We hope you'll have as much fun with *Monsters & Magic* as we've had.

Sarah Newton
Normandy, May 2013



- Chapter I -

INTRODUCTION

WELCOME TO *MONSTERS & MAGIC*, a complete fantasy roleplaying game combining the atmosphere of classic fantasy games with innovative modern mechanics. In these pages you'll find rules for playing fierce warriors, mighty wizards, holy clerics, and cunning thieves, exploring trackless wildernesses, mysterious labyrinths, and ancient cities, in search of treasure, secrets, and adventure!

This book contains all the rules you need to play. You'll also want pencils and scratch paper, and at least one of each type of the polyhedral hobby dice — four-sided, six-sided (ideally at least three of these), eight-sided, ten-sided, and twelve-sided, abbreviated d4, d6, d8, d10, and d12 respectively. Additionally, you'll want at least two or three players — one to play the role of **game master** (or GM), the referee and story teller of *Monsters & Magic*, and at least one or two (preferably more) **players**, to take on the roles of the heroes in the fantasy world you're about to enter.

Roleplaying

WE'RE ASSUMING YOU have at least a passing familiarity with roleplaying games; you probably have a lot more. Even if you've not played a tabletop roleplaying game before, chances are you've played one on a games console or online. Or you've heard of the concept from the media and mass culture. If none of the above applies, and you're standing with this book in your hand, wondering what you've got yourself into — welcome! We have a treat for you... But before you go any further, find yourself a computer connected to the internet and google "What is Roleplaying?" Read a bit about this amazing hobby, and when you feel like you've got a handle on it, come back and carry on reading. We'll wait.

The Old School Renaissance

MONSTERS & MAGIC is proud to belong to the "Old School Renaissance" ("OSR" for short) — a broad school of roleplaying games dedicated to preserving and re-assessing the original, first, and second editions of the classic fantasy roleplaying game, focussing on their lightweight rules, fast pace of play, and short preparation times.

If you're familiar with those games, you'll feel right at home here: *Monsters & Magic* consciously tries to re-create the atmosphere of those early games. In some ways it's a reaction against today's rules-heavy, complex games, in favour of a looser, more free-form, and less rules-oriented style of play. Its rules are intended to be familiar, flexible, and easy to remember.

Modern Roleplaying Games

ROLEPLAYING AS A hobby is forty years old, and over its history — since the "old school" days — there have been many innovations. These include: unified mechanics; rules for addressing character personality, social themes, and even plot and narrative structure; and an emphasis on flexible, collaborative, and improvisational play. Roleplaying games have their roots in tabletop miniatures gaming, and early rules systems emphasised tactical movement and combat. Since the original classic fantasy games, roleplaying games have matured, and now offer many more avenues for exciting and challenging play.

What's Special About This Game?

MONSTERS & MAGIC is the child of these two parents, with two specific goals. First, to allow you to use your classic fantasy gaming material, of any edition, with little or no conversion. Once you've learned the simple yet flexible rules in this book, we believe you'll be able to run any classic fantasy module (and even some of the newer adventures) or use any classic fantasy supplements, on the fly. And, most importantly, you'll be able to do things with those materials you never could with their original rules, using the *Monsters & Magic* system.

That's where our second goal comes in. With *Monsters & Magic*, we didn't just want to update, streamline, or reorganise the classic fantasy rules; we wanted to create a game incorporating the latest cutting edge RPG concepts, allowing you to do all manner of cool things, while remaining backwards compatible with classic fantasy and OSR material.



CHAPTER 1

A MODULAR RULESET

Monsters & Magic is a modular ruleset. You don't have to use all the rules: if you have a favourite old school rule you want to use instead (say, different experience levels, or rules for treasure), then go ahead and use it — you won't break the game.

Here are some of the gaming concepts which differentiate Monsters & Magic from the original classic fantasy rules:

- Narrative freedom. Interpersonal mechanics. Teamwork and leadership.

Monsters & Magic incorporates many other roleplaying concepts, as well as a few innovative tweaks you may not have seen before.

The Basics

MONSTERS & MAGIC uses a simple ruleset we've called the Effect Engine. This section introduces its core concepts.

CHARACTERS

Characters are the heart of roleplaying games: the fictional vessels players use to explore the world described by the game master.

Monsters & Magic characters look like traditional classic fantasy characters, and are created in much the same way.

USE YOUR FAVOURITE CLASSIC FANTASY SUPPLEMENTS AND ADVENTURES...

While Monsters & Magic is a standalone game, we anticipate you'll use it with your favourite classic fantasy RPG books — bestiaries, spell books, equipment, magic items, and adventures.

race (like human, dwarf, or elf), a character class (like fighter, magic user, or thief), and six attributes (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma) with scores usually between 3 and 18, either determined randomly using dice or by allocating a pool of points.

Characters have two kinds of hit points — physical hit points and mental hit points — which measure their resilience and ability to withstand harm in physical and mental conflicts.

Chapter 2: Character Creation explains these concepts in detail, and guides you through creating your own character.

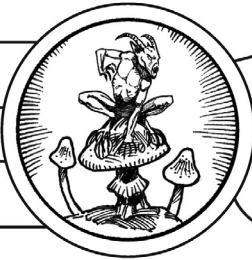
THE EFFECT ENGINE

The Effect Engine rules are designed around a system of action checks. These are usually 3d6 dice rolls, modified by a bonus or penalty derived from one of your attribute scores (and maybe also your level), compared to a resistance, which may be a static number or also rolled on 3d6.

Anything you can describe your character doing can be an action, from swinging a sword, to drawing on your hatred of orcs to persuade a king to declare war.

The Effect Engine uses traits — single words or short phrases describing part of your character's personality, ranging from knacks, training, and abilities, to beliefs, fears, and prejudices, and on to natural physical talents (like being able to see in the dark).

When you make an action check, the points by which you exceed the resistance determine how well you succeed, and are called effect points. If you roll a total of 14 against a resistance of 10, you get 4



INTRODUCTION



IMPORTANT ROLEPLAYING GAME TERMS

If you're familiar with roleplaying games, you'll know many terms in *Monsters & Magic* already. Here's an overview of the most important.

Advancement: a single instance of improvement for your character, either adding a new ability or improving an existing one. You begin play with one or two advancements.

Adventure: another word for *scenario* (see below).

Armour Class: the classic fantasy term for a character's ability to defend himself in physical combat. In *Monsters & Magic*, armour class is a static resistance check based on your Dexterity attribute, modified by the armour you're wearing; see page 35.

Attribute: one of six indicators describing your character's physical and mental characteristics. These are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma, and usually have values between 3 and 18. Your attribute gives you the base value of a static action or resistance check, and also determines your *attribute modifier*.

Attribute Modifier (aka ATT Modifier): a numeric modifier (between -4 and +4 for human characters) added to dice rolls when making action and resistance checks pertaining to that attribute.

Campaign: the term used to describe a game of *Monsters & Magic* when it extends over many *sessions* and numerous *scenarios*. Campaigns can continue for many years.

Check: a way of determining whether you succeed or fail at an action, or at resisting someone else's action. Checks can be static, or rolled on 3 6-sided dice.

Conflict: an encounter between two or more sides which is resolved by violence. Conflicts can be physical or mental.

Consequence: a negative result which occurs to you when you fail an action check, or when an opponent succeeds in an action check against you.

Consequence Points: the number of points your action check is below the resistance. Usually your opponent gets to spend your consequence points to say what happens to you.

(CONTINUED ON NEXT PAGE...)

effect points. Effect points can be negative — such as when you fail a check, getting a lower result than you need: these are sometimes called **consequence points**. Rolling 7 against a resistance of 10 nets you 3 consequence points.

You use effect points to buy **effects**, defining exactly what your success means. An effect can be as simple as physical harm in a melee, or mental harm in a war of words; or as complex as leading a warband into battle or knocking back your opponent and skewering their fellow. If you apply an effect to an opponent (like a wound, or knockback), that's called a **consequence**. The more powerful the effect, the more effect points it costs. Usually you choose your own effects.

Effects describe the game-level bonuses, penalties, and modifications to your situation which reflect the results of your actions. Perhaps you impress a crowd with your oratory, or gain a superior tactical position in battle, gaining a bonus to subsequent action checks. Effects can be **minor**, **major**, and **extreme**.

You can also suffer a **consequence** if you fail one of your own checks. Its seriousness depends on the consequence points generated by your failure — how much you missed the resistance by. Some consequences are

minor — perhaps you lose balance — while others are **major**, or even **extreme**, like striking your ally in combat. Usually, when you fail a check badly, your opponent gets to choose the consequence you face.

That's the **Effect Engine** in a nutshell. The following chapters expand on these basics.

OTHER TERMS

Here are some other *Monsters & Magic* concepts which it's helpful to understand before you go further.

Hero Points

Monsters & Magic players have one or more **hero points** which they can spend to make greater or lesser interventions in the flow of the game. These may be “in character”, allowing a player to decide how his character rolls with a blow inflicted by an opponent; or they may be “out of character”, allowing a player to declare how a monster usually under the GM's control reacts to his character's action.

Some uses of hero points are **optional**, but taken together allow for a variety of play styles.





(...CONTINUED FROM THE PREVIOUS PAGE.)

Effects: properly refers to both the positive and negative results of an action check, although it's usually used to refer to only the positive result.

Effect Points: properly refers to the number of points your action check is above or below the resistance, although it's usually used to refer to the points above. You spend effect points to create effects.

Hit Die: the type of die you roll to generate your *hit points* at level 2 and above, ranging from a d4 to a d10 and sometimes higher. Monsters roll d8 for both physical and mental hit points.

Hit Points: a numeric indicator of the physical or mental damage a character can sustain. There are two types: physical hit points and mental hit points. Your hit points increase when you level up.

Level Up: the process of moving up from one level to another (so, from level 1 to level 2). You level up by accumulating *experience points*, or XP. Your character improves in power and ability when he levels up, and gains *advancements*.

Monster: a kind of NPC (non-player character) which isn't human or a character race. **Chapter 8: Monsters** gives several examples.

NPC: a non-player character. A character, often with a level, race, and character class just like a player character (PC), but controlled by the GM. They can be allies or enemies of the PCs.

Round: a one-minute period. Usually the amount of time for a group of combatants to land at least one good blow on their opponents.

Scenario: also known as an *adventure*, a scenario is a single story line built around a common theme or location, usually played in one or at most a handful of sessions. *Silvermoon*, on page 112, is an example *scenario*.

Scene: an informal term referring to a period of play structured around a single location or interaction between two or more characters, monsters, or NPCs. There will likely be several scenes in a game *session*, and many scenes in a *scenario*.

Session: the time taken for a single period of playing *Monsters & Magic*. Usually between 2 to 6 hours, or sometimes more.

Stance: an optional way of making action checks in combat, based on different offensive or defensive techniques.

Statistics: a collective term for the hit points, levels, and other information describing an NPC or monster. The short version is called a stat strip; the long version is a stat block.

Trait: a single word or short phrase describing something crucial about your character, like an ability, background story detail, or personality aspect.

Trait Bonus: the bonus you add to your action or resistance check as a result of describing how your trait or traits affect your action. Equal to your level, +1 for each additional trait described after the first.

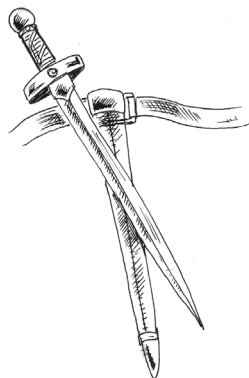
Turn: a ten-minute period (comprising ten one-minute *rounds*). Often used for tracking movement at small scales such as in a dungeon.

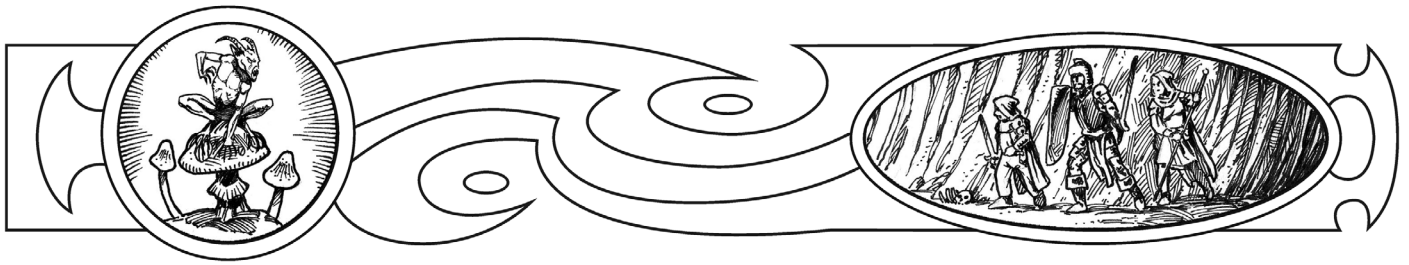
Static Checks

You don't have to roll the dice for every action or resistance check. In fact, for resistances, you don't usually roll the dice at all. For action checks, maybe you have all the time you need and can work in safety, or maybe you want to play it safe and avoid the vagaries of random chance. *Monsters & Magic* provides rules for using **static checks** instead of dice rolls to determine the results of your actions.

Scale

Monsters & Magic defines several **scales** of play for the power levels your character can act within. All characters start at the **adventure scale**, interacting with their fellows and battling individual foes. As they grow more powerful, they reach incrementally greater scales, becoming able to sway groups of people, command strongholds, domains and kingdoms, and even affect whole worlds.





- Chapter 2 -

CHARACTER CREATION

AS A PLAYER, the first thing you'll need to do in *Monsters & Magic* is to create one or more **characters** with which to play the game. This chapter shows you how.

The Character Creation Checklist

THERE'S NO ONE true way to create your character, although some things usually happen in the same order each time. First, decide whether you want to create a character of a specific race and class (like an elven magic user, or a human cleric), or whether you want to work out how strong, intelligent, and wise you are first (your **attributes**), and then choose the best class and race combination to fit.

Once you've decided, follow the checklist below to create your character.

1. Generate your **attributes** (see below), and select your **race** and **character class** (pages 10 and 14). Use your **character concept** (see box), if you have one, to help you do this.
2. Make any **racial adjustments** to your attributes indicated by your racial write-up (like a +2 Dexterity, etc).
3. Write down your character's **racial traits** (pages 10-13), or use the appropriate **racial traits card** from the appendices (page 127).
4. Write down your **ATT modifiers** (page 8). Double the ATT modifier for your character's **prime attribute**, determined by his class (page 14).
5. Write down your character's **level**: characters begin at level 1.
6. Write down your character's **physical hit points**, calculated by adding your character's Constitution score to the maximum possible die roll on your character's physical hit die (determined by his character class).
7. Write down your character's **mental hit points**, adding your character's Wisdom score to his maximum possible mental hit die score (again, determined by character class).
8. Write down your character's **class traits** (pages 15-24), or use the appropriate **class traits card** from the appendices. Don't write down any advancements yet.
9. Write down any **class restrictions** your character has.
10. If your character can cast **spells** (ie is a magic user or cleric), work out how many spell levels he has, and choose his spells from

Chapter 7: Magic, as indicated in his character class write-up.

11. Roll the dice to determine your character's **starting money** in gold pieces (gp), as indicated in his character class write-up.
12. **Finalise your character** (page 24), choosing his alignment, goal, first (and possibly second) advancement, hero points, starting equipment, and armour class; and also by filling in his age, height, weight, sex, weight carried, and maybe a physical description.
13. You're ready to play!

THE CHARACTER SHEET

When you create a character, write the details down. How you do this is up to you; some people write everything longhand, others use a type of form called a **character sheet**. Some people even design their own.

We've provided a *Monsters & Magic* character sheet on page 126. Feel free to photocopy or print this sheet for your personal use.



Attributes

MONSTERS & MAGIC characters have six **attributes**: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. For normal humans, these attributes have a score between 3 and 18; exceptional humans, and other races and animals, may have higher or lower scores.

You determine your attribute scores in one of several ways. The traditional way is to randomly generate them by rolling 3 six-sided dice (3d6) for each, or 4 or 5 dice and taking the 3 highest. If that's too random, you can assign fixed values: say, take the values 8, 10, 12, 12, 15, and 16, and assign them to your six attributes in any order you wish (useful if you have a specific character class or race in mind). Finally, you can use a "point distribution" method: assume each attribute has a base score of 7 points, then distribute 30 points among them, with no single attribute being higher than 18 before racial adjustments (see below) are applied.

These methods give you starting characters better than the run-of-the-mill. To create less powerful characters — the average inhabitants of your fantasy world — simply distribute 24 points among your attributes instead of 30. To create more powerful characters, distribute 36 points for a heroic, larger-than-life feel, and even 42 points for characters who are approaching superhuman levels (in this case, ignore the 18 maximum score restriction).

YOUR CHARACTER CONCEPT

Monsters & Magic favours bold character archetypes — elven wizards, dwarven warriors, noble knights, sneaky halfling thieves. However, with the eleven classes and subclasses and six races, the variability in the six attributes and the customisation possible using traits, alignments, and goals, there's a huge variety in the characters you can play.

If you like, before you start character creation, think about the kind of character you'd like to play. Are you honest, or devious? Do you use magic, or do you bash things with a big axe? What's the coolest thing you want your character to do? Maybe jot down a sentence or two to help you visualise your character — you can change it as you go, but it's good to begin somewhere. Especially if you're playing in a group — it might be cool to play a backstabbing half-orc thief, but if **everyone** wants to be one, then you might find your group lacks essential skills in play. Talk it through with your GM and other players to ensure your group has a good mix of abilities.

You don't have to do any of this, of course. If you like, you can let the dice decide; roll up your attributes first, then choose the character race and class combination that would be most effective — or most fun to play!

Attribute scores are frequently used in-game. Additionally, we use a **modifier** derived from your attribute which is added to dice rolls. This modifier is a bonus if your attribute score is good, and a penalty if it's bad.

Calculate your modifiers using the table below. Modifiers are referred to by capitalised three-letter abbreviations; so, "WIS" refers to your Wisdom attribute modifier. Attribute scores are referred to using the full attribute name; so, "Constitution" refers to your Constitution attribute score.

Each **character class** (fighter, magic user, cleric, etc) has one attribute which is particularly important, known as its **prime attribute**. For example, the fighter character class's prime attribute is Strength. When you calculate your ATT modifier for your character's prime attribute, you **double** the bonus in the table below. If your prime attribute modifier is **negative**, for any reason, increase it by +2 instead, or to +0, whichever is lower. Character **sub-classes** (page 14) also have **secondary attributes** — more on that below.

The following descriptions indicate the things you can do with attributes.

STRENGTH

Strength represents muscle and the ability to apply physical force. Use Strength to make more effective melee attacks, smash down doors, bend bars, lift heavy weights, and succeed at challenges like arm-wrestling and throwing things great distances. Strength is the prime attribute for **fighters**, and the secondary attribute for **assassins**.

DEXTERITY

Dexterity represents agility and manual dexterity. Use it for climbing walls, sneaking about, hiding, balancing, dodging, jumping, and throwing things at targets and shooting bows and crossbows. Dexterity is the prime attribute for **thieves**, and the secondary attribute for **rangers** and **illusionists**.

TABLE 1: ATTRIBUTE SCORE MODIFIERS

<i>Attribute Score</i>	<i>Attribute Modifier</i>	<i>Prime Attribute Modifier</i>
3	-4	-2
4-5	-3	-1
6-7	-2	+0
8-9	-1	+0
10-11	+0	+0
12-13	+1	+2
14-15	+2	+4
16-17	+3	+6
18	+4	+8



CHARACTER CREATION



USING MY CLASSIC FANTASY CHARACTER

If you're like us, you probably still have your favourite characters from previous classic fantasy campaigns. Maybe you're still playing one now, or would like to bring one back for new adventures.

In *Monsters & Magic*, that's easy; you can use your character mostly without change. Here's what to do:

1. Keep your attributes, character race and class, alignment, level, spells, equipment, languages, unchanged.
2. Make sure your ATT modifiers tally with those on page 8. Be sure to **double** the ATT bonus for your prime attribute (determined by your character class — see page 8).
3. Check your hit points: these are called **physical hit points** (PHP) in *Monsters & Magic*. Add your Constitution score to your old hit points to get your PHP score.
4. Using your level, and your hit die as indicated in your character class description, calculate your **mental hit points** (MHP) as shown on page 14.
5. Recalculate your **armour class** (page 35); it may not be that different.
6. Jot down on your character sheet your racial and character class **traits**, or use the trait cards from the appendices (page 127).
7. Select an **advancement** (page 56) for your character, or 2 if he's human.
8. If you're higher than 1st level, select one advancement for **each additional level**. Be sure to choose advancements which reflect how you imagine your character.
9. If you have any magical or significant items (even strongholds if your character is high enough level), check with your GM to see if there's anything specific you need to describe about them. For example, if you have a castle, your GM might decide to give it hit points, an armour class, and even some traits.
10. Test your character out in play — if anything seems out of focus or inappropriate, change it (with your GM's approval). Otherwise, play on — adventure awaits!

CONSTITUTION

Constitution represents your endurance, stamina, and overall health. Use it for running distances, staying awake, resisting poisons and diseases, and figuring out how many physical hit points you have (page 14). Constitution is the secondary attribute for **monks**.

INTELLIGENCE

Intelligence represents your reasoning ability, memory, and ability to make sense of the world. Use it to figure out puzzles, remember information, know an obscure fact or item of lore, read and write, and cast magical spells. Intelligence is the prime attribute for **magic users**.

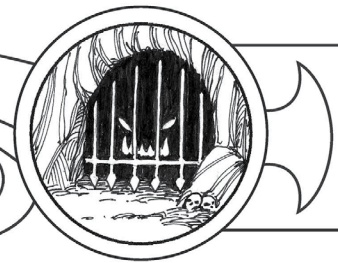
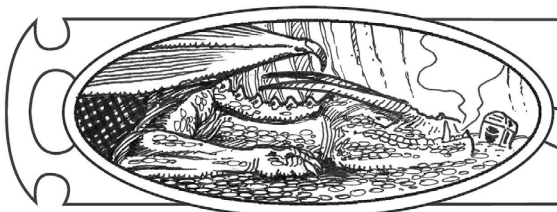
WISDOM

Wisdom represents your judgement, willpower, and perception. Use it to see hidden things and hear noises you'd otherwise miss, make judgements, resist attempts to deceive you or sway your mind (including magic), see through illusions, use clerical magic, and figure out how many mental hit points you have (page 14). Wisdom is the prime attribute for **clerics**.

CHARISMA

Charisma represents the force of your personality. Use it to charm and persuade, intimidate and terrify, lead warriors in battle, calm a crowd, and generally make yourself attractive, imposing, or impressive. Charisma is the prime attribute for **bards**, and the secondary attribute for **paladins** and **druids**.





THE CHRONICLES OF HIGH FANTASY

Throughout this book we refer to an example *Monsters & Magic* game to show you how things work. We've called it "The Chronicles of High Fantasy"; it's a classic fantasy campaign of deadly dungeons, unexplored wilderlands, and teeming cities. We think you'll recognise the place...

There are five player characters in our game, all beginning first-level characters:

- ❖ **Felix Pook**, aka Pook i'the Hood, a male halfling thief.
- ❖ **Gramfive the Grim**, a male human fighter.
- ❖ **Guido of Gramarye**, a male human bard.
- ❖ **Shamira Sunfire**, a female human cleric.
- ❖ **Xiola Zenwaith**, a female elven magic user.

In this chapter, we'll focus on a couple of them to illustrate how to create characters.

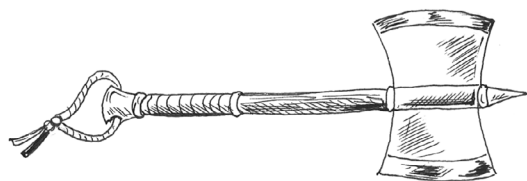
XIOLA'S STORY

Xiola's player has decided in advance the kind of character she wants to play, with an "unworldly elven sorceress" character concept. She opts to assign points to her attributes as follows: Strength 8, Dexterity 12, Constitution 12, Intelligence 16, Wisdom 15, and Charisma 10.

GRAMFIVE'S SAGA

Gramfive's player doesn't have a character concept, so opts to roll his attributes. He gets: Strength 16, Dexterity 13, Constitution 15, Intelligence 8, Wisdom 9, and Charisma 12.

Looking over the available character races and classes, he decides he's rolled a human fighter.



WHAT NEXT?

You'll now either have a set of 6 numbers, ready to assign to your attributes, or you'll have assigned them already and be looking for a character class to best suit them. Before that, though, you'll need to select your character's **race**.

Character Races

IN *MONSTERS & MAGIC*, the term **race** refers not to your character's ethnicity, but to which of the traditional fantasy species he belongs to. In this section, we present character creation details for humans, elves, dwarves, halflings, gnomes, half-elves, and half-orcs.

Each race has **racial traits**: these are things you can describe your character doing because he's a member of that race (like seeing in the dark, or finding secret doors). When you create a character, write these traits down on your character sheet, or photocopy or print out the appropriate **racial trait card** from the appendices (page 127).

You don't have to write your racial traits out *exactly* as written — you can customise the wording to more closely fit your character. Try to capture the essence of the trait, and not to add any features. For example, you could re-word the *Highly Adaptable* trait to something like *Loves Trying New Things*, but not *Great At Everything He Does*. If in doubt, check with your GM, or just use the traits as given.

Races often give bonuses or penalties to your attributes; some also limit your choice of character class, unless your GM approves otherwise. These are called **racial adjustments**. Modify the attribute scores and their ATT modifiers on your character sheet as appropriate.

HUMANS

Humans are the baseline from which other character races are measured. They're the "common folk" — most people in your game will probably be human.

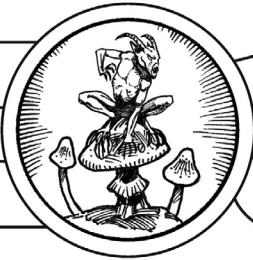
Within the human race, your game world may contain many cultural and ethnic backgrounds, with different appearances, beliefs, and attitudes. Humans are the most variable and adaptable of the *Monsters & Magic* races.

Human Traits

- ❖ *Highly Adaptable*.
- ❖ a **cultural trait**, such as *Open-Minded*, *Warlike*, *Cosmopolitan*.
- ❖ a background trait, such as *Herbalist*, *City Boy*, *Apprentice*.
- ❖ *Quick Learner*.

Human Adjustments

- ❖ gain an **additional bonus advancement** at 1st level (see page 24). You don't have to choose this right now — in fact, you'll probably want to wait until you've selected your race and class.



CHARACTER CREATION



ELVES

Elves are an ancient and noble race, with magical natures. Called the “fair folk”, they have young faces and ageless, wisdom-filled eyes. There are several different types of elf, including wood elves, grey elves, and high elves. Legend also speaks of a race of evil elves dwelling deep beneath the earth — the dark elves, or *drow*.

Elven Traits

All elves get the following traits:

- ❖ *Graceful and Mysterious*: you're slender and almost magically attractive.
- ❖ *Excellent Perception*: easily spot hidden things like secret doors and people hiding, and hear small sounds and see at great distance.
- ❖ *Speak Elven*: in addition to the Common tongue. You may learn one additional language per point of INT bonus.
- ❖ *Extremely Long-lived*: you live hundreds of years, and may be immortal. Your character may still be young, but older than any human.
- ❖ *Infravision*: see in the dark up to 60ft.
- ❖ *Resist Charm*: you're highly resistant to Sleep and Charm spells.
- ❖ *Elf Weapons*: you have a natural ability with long-swords and bows.

Wood elf characters get the following additional traits:

- ❖ *Forest Child*: you're at home in forests.
- ❖ *Find Healing in Beauty*: recover from wounds by contemplating beauty.

High elf characters get the following additional traits:

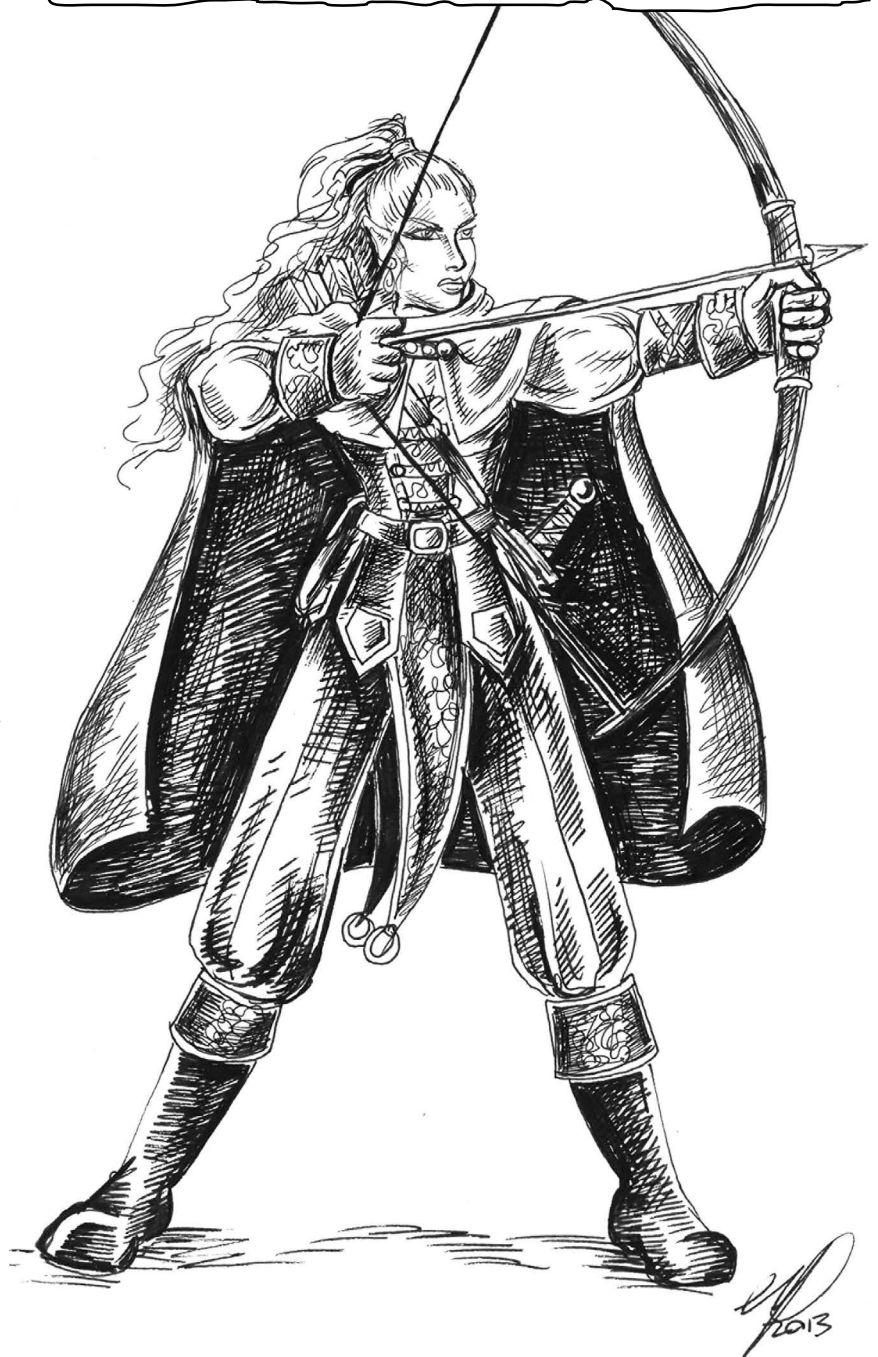
- ❖ *The Rising of the Dark*: you're troubled by the rising evil you see all around.
- ❖ *From an Ordered Society*: you like things to be structured and disciplined.

Elven Adjustments

- ❖ +2 bonus to Dexterity.
- ❖ -2 penalty to Constitution.

DESCRIBING WHAT YOU'RE DOING

Monsters & Magic lets you describe what your character's doing any way you like. There's no set of fixed “actions” or “moves” you must select when it's your character's turn to act. Instead, you describe what you're doing, then work out how to represent that in the rules. If you can justify why your character can do something, then your GM will let you try that as an action.





CHAPTER 2

DWARVES

Dwarves are the Stonefolk; short, stocky, massively powerful and with enormous beards. They're longer-lived than humans, and have an affinity with all things to do with stone. Many dwarves have an ancient enmity with elves.

Dwarven Traits

- ❖ *Stonecraft*: understand mining, hewing stone, and building stone structures.
- ❖ *Stonesense*: instinctively know how far underground you are, whether you're going up or down, and identify pit-traps and falling masonry.
- ❖ *Speak Dwarven*: in addition to the Common tongue. You may speak one additional language from Orcish, Goblin, and Kobold per point of INT bonus.
- ❖ *Hard as Granite*: you're highly resistant to poison and magic.
- ❖ *Hammer Kenning*: you have a natural proficiency with hammers.
- ❖ *Infravision*: see in the dark to 60ft.
- ❖ *Drawn to Treasure*: you love — often covet — gold and gems, and have an uncanny ability to find them.

Dwarven Adjustments

- ❖ +2 Constitution.
- ❖ -2 Charisma.
- ❖ may not become a magic user.



HALFLINGS

Halflings are the “little people” — diminutive pastoral folk living peaceably in the quiet corners of the world. Great lovers of comfort and domesticity, halflings nevertheless sometimes head off into the wider world on perilous adventures, when their natural stealthiness and small size stand them in good stead.

Halfling Traits

- ❖ *Small and Stealthy*: adept at sneaking, hiding, eavesdropping, and being inconspicuous — the big folk often treat you as a child!
- ❖ *Hardy*: naturally resistant to poisons, charms, influence, and magic.
- ❖ *Speak Halfling*: in addition to the Common tongue. You may speak one additional language per point of INT bonus from: Elven, Dwarven, Orcish, Goblin.
- ❖ *Homeloving*: you have a natural understanding of gardens, cooking, livestock, and pipeweed.
- ❖ *Prodigious Appetite*: yes, you *do* eat that many breakfasts.

Halfling Adjustments

- ❖ +2 Dexterity.
- ❖ -2 Strength.
- ❖ may not be a magic user, cleric, or bard.

GNOMES

Gnomes are woodland folk, dwelling in forested hill country. Though kin to dwarves, they have a reputation for being tricky, and some say they're faerie folk. They display an affinity for illusion magic, but equally may be tinkerers, armourers, and makers of devious traps and mechanisms. They are great foes of goblinkind.

Gnomish Traits

- ❖ *Diminutive*: you're smaller than the Big Folk.
- ❖ *Speak Gnomish*: as well as Dwarven and the Common tongue.
- ❖ *Woodland Lore*: know the woodland and its denizens.
- ❖ *Communicate with Snuffling, Burrowing Creatures*.
- ❖ *Resistant to Poisons and Magic*.
- ❖ *Affinity with Deceitful Magic and Mechanisms*.
- ❖ *Infravision*: see in the dark to 60ft.
- ❖ *Feeling for Underground Places*: as dwarves.
- ❖ *Skilled Miner*: understand mines and minerals.
- ❖ *Hate Evil Humanoids*: you're especially effective when fighting or working against orcs, goblins, trolls, bugbears, etc.

Gnomish Adjustments

- ❖ +2 Constitution.
- ❖ -2 Strength.
- ❖ may not be a cleric or magic user (except for illusionist).



CHARACTER CREATION



CHARACTER TRAITS

Your traits indicate the things you're good at (or sometimes bad at). When you describe your character doing something that's supported by one of his traits, you add a bonus to your checks, usually equal to your level. Traits are a vital part of defining your character.

Cultural Traits

Selecting a cultural trait lets you say something interesting about the place your character grew up. Maybe he was a nomad, raiding settled lands and always on the move; maybe he was from a coastal village, and could swim before he could walk. Check with your GM, who may have suggestions for your character's culture, or come up with a society or culture you think would be interesting to play.

Here are some example cultural traits:

Always on the Move
Passionate and Musical
We're the Rightful Rulers of the World
The Chosen People of Ra the Sun God!
Distrustful and Conniving
Expert Seafarer
Born to the Saddle

Character Background

Every character has a background — his history, what he's spent his life doing before he was swept up in death-defying adventures. Some characters — particularly humans — take their background as a **trait**.

When you do this, think of something from your character's history that might be useful in play. It could be an occupation — maybe he was a *Herbalist*, or a *Farmer Boy from the Dales of Koth*, or a *Yeoman of the Guard*; maybe it's a social class or cultural background — maybe your character was a *Nomad of the Plains of Wheels*, a *Darnishi Noble*, or a *Raider on the Sea of Emeralds!*

Your **background trait** is useful when you want to describe something related to your former life. If you're a *Darnishi Noble*, you know how to behave in high society; if you're a *Raider on the Sea of Emeralds*, maybe you know about ships, or the weather; if you're a *Farmer Boy from the Dales of Koth* or a *Herbalist*, maybe you can find food in the wild or identify what's safe to eat.

Here are some example background traits:

Dragged Up in the Gutters of Zaramanga
Scion of a Merchant House of Jadis
Exiled Apprentice of the Wizards of Gramarye
Beautiful Fugitive of a Noble Family
Forest Child
Farmer Boy from the Dales of Koth
Healing Hands

See page 34 for more on traits.

HALF-ELVES

Half-elves share characteristics with both their human and elven parents, being a long-lived, handsome, and magical folk. They are found most frequently in mixed or human communities; those among the elves tend to emphasise their "elvishness". Their versatile natures mean half-elves are frequently multi-class characters like fighter / magic users or even fighter / magic user / clerics (see page 59).

Half-Elven Traits

- ❖ *Two Kin But No Home*: torn between your human and elven natures, you find no peace with either.
- ❖ *Resist Charm*: you're especially resistant to Sleep and Charm spells.
- ❖ *Speak Elven*: in addition to the Common tongue. You may speak one additional language from Gnollish, Gnomish, Goblin, Halfling, Hobgoblin, and Orcish per point of INT bonus.
- ❖ *Infravision*: see in the dark up to 60ft.
- ❖ *Spot Hidden Things*: particularly secret doors.

HALF-ORCS

The human side of your mongrel ancestry lets you appear sufficiently non-orcish to be accepted in human societies. Nevertheless, you're rough-looking: strong, twisted, and likely very ugly, and wracked with rage and dark bestial urges. Half-orcs are frequently multi-class characters like fighter / thieves or cleric / assassins.

Half-Orcish Traits

- ❖ *Torn Between Two Natures*.
- ❖ *Speak Orcish*: as well as the Common tongue.
- ❖ *Infravision*: see in the dark up to 60ft.
- ❖ *Brutish and Strong*.
- ❖ *Savage and Intimidating*.

Half-Orcish Adjustments

- ❖ +2 Strength.
- ❖ -2 Intelligence.
- ❖ -2 Charisma vs non-orcs.
- ❖ may not be a magic user or bard.



CHAPTER 2

GRAMFIVE’S SAGA

As a human, Gramfive doesn’t have any racial adjustments to his attributes. So they’re now fixed, together with their ATT modifiers, as follows:

Strength 16 (+3), Dexterity 13 (+1), Constitution 15 (+2), Intelligence 8 (-1), Wisdom 9 (-1), and Charisma 12 (+1).

He writes *Highly Adaptable* and *Quick Learner* in the “Traits” section of his character sheet, and chooses *Brash and Boastful* as his cultural trait, and *Ex-member of the City Guard of Koth* as his background trait, figuring both might come in handy when browbeating locals in outlying villages.

XIOLA’S STORY

Xiola’s player decides she’s a high elf from distant Helewend, the City of Splendours. She applies the +2 Dexterity and -2 Constitution adjustments, ending up with the following attribute scores and ATT modifiers:

Strength 8 (-1), Dexterity 14 (+2), Constitution 10 (+0), Intelligence 16 (+3), Wisdom 15 (+2), and Charisma 10 (+0).

She writes down the general elven traits, and adds *The Rising of the Dark* and *From an Ordered Society* as her high elf traits.

THE CHARACTER SHEET CUSTOM BOX

The character sheet on page 126 contains a single box with a blank space instead of a header. This is your *custom box*, which you can use for annotating different things, depending on your class. It may contain special effects and stances if you’re a fighter, spells if you’re a magic user, etc. The write-ups below include suggestions for using this part of the character sheet.

Character Classes

WHEN YOU CREATE a character, you must select a **character class**, and optionally a sub-class. Character classes represent broad fantasy archetypes — fighter, cleric, magic user, thief, bard — and help determine the things your character can do.

When you select a character class, the sections below will tell you what hit dice you roll for your character’s physical and mental hit points at each level. Note that **at 1st level**, when you create your character, you don’t roll at all, but simply **take the maximum hit points** you might have rolled, and add your **Constitution score** (for physical hit points) or your **Wisdom score** (for mental hit points). At each level after 1st, roll your hit die and apply your CON or WIS modifier (as appropriate, with a minimum of 1pt), and add that to your total.

Your character class may also have **restrictions**: perhaps you must belong to a certain alignment, or commit to certain behaviours. Note those on your character sheet.

Your class also determines your **class traits** and **class advancements**. These indicate the activities you are (or may be) good at because you’re a member of that class. You get **all** of the class traits immediately at 1st level, and may pick from the class advancements as you level up (you get one or two advancements at 1st level anyway — see page 24). So, if you’re a 1st level fighter, you’ll be good at fighting,

using weapons and armour, and will be strong, breaking down doors and bending bars. As with racial traits, you can customise the wording of these traits to suit your character (page 10). You can write the class traits on your character sheet, or use the appropriate class trait card from the appendices (page 128).

Some class advancements are only available after you’ve reached a certain level — what we call a **scale**. You begin play at the **adventurer scale**, and may advance to **heroic** (5th level), **epic** (10th level), **legendary** (15th level), and **mythic** (20th level). See page 62 for more.

We also provide a list of **other advancements**: these are freely available advancements which any character class can take, but which are particularly appropriate to your class.

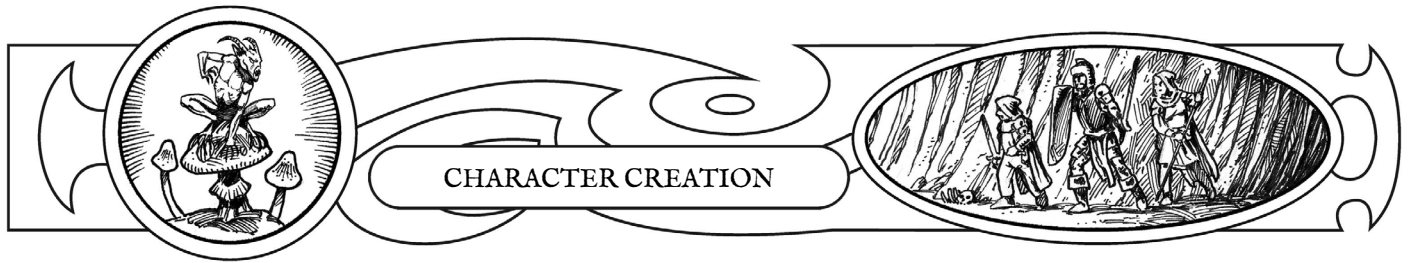
Finally, your class indicates your **prime attribute** (page 8), your **secondary attribute** (if applicable — see below), and your **starting money** for buying equipment (page 27). A character must have a minimum prime attribute score of 9 to belong to a given character class; if it’s 15 or higher, you get a +10% increase in any experience points you earn (page 56).

SUB-CLASSES

As well as a character class, you can also select a **sub-class**. A sub-class is a specialised character class, and is based on one of the five character classes. For example, sub-classes of the fighter class include **paladins** (holy warriors) and **rangers** (outdoor and woodland specialists).

Sub-classes have the same hit dice and prime attributes as their “parent” character class, but differ in starting money and class traits, restrictions, and advancements. This means sub-classes have different lists of traits and advancements from the parent class. Sub-classes also have a **secondary attribute**, required for some of their specialist abilities. A sub-classed character must have a minimum secondary attribute of 9, and 15 in order to get the +10% experience bonus. Sub-classes may also have other restrictions or requirements.

The ATT bonus of a sub-class’s primary attribute is doubled, as usual; the ATT bonus of the secondary attribute is **not**. A character needs a good secondary attribute score to function well as a member of that sub-class.



CHARACTER CREATION

CLERIC

Prime Attribute:	Wisdom
Physical Hit Points:	1d8
Mental Hit Points:	1d6
Starting Money:	3d6 x 10gp

Clerics are the priests of the world's deities, channelling their powers and working miracles. You protect your flock, heal the sick, and carry out your god's will. You can also banish the undead and other unquiet spirits by brandishing your holy symbol, or perhaps work other miracles specific to your god. Evil clerics command undead instead of turning them, and cause harm instead of healing.

Restrictions: you may be any alignment except Neutral (but see "Druid", below).

Cleric Traits

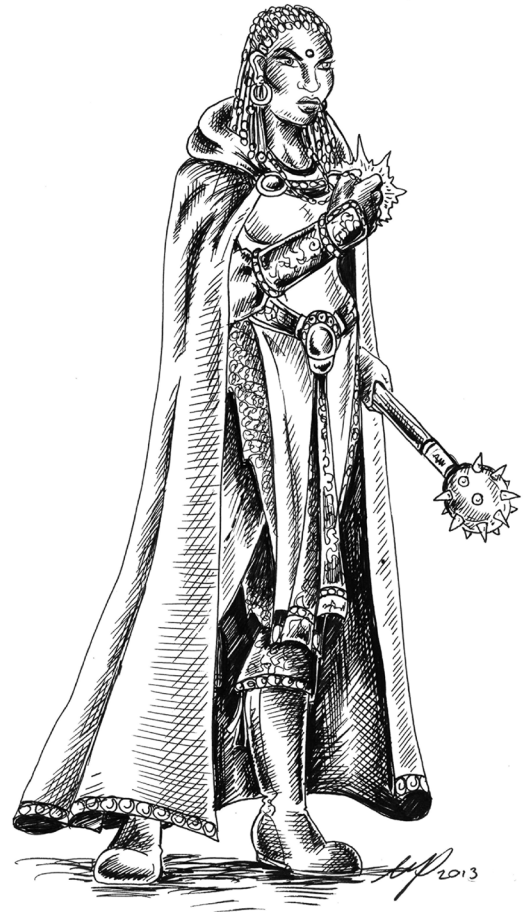
- ❖ *Turn Undead:* see below.
- ❖ *Religious Lore:* you're schooled in temple matters and the affairs of the gods.
- ❖ *Clerical Magic:* cast clerical spells and counterspells. See below.
- ❖ *Use Temple Weapons:* use the weapons espoused by your temple.
- ❖ *Wear Light and Medium Armour and Use Shields.*
- ❖ *Devotion to Deity:* acquire a specific trait representing the beliefs and attitudes of your deity's worshippers. See "Gods and Demigods" below.

Cleric Advancements

- ❖ *Perform Ceremonies:* see below.
- ❖ *Temple Traits:* gain additional traits associated with your deity's worship. See "Gods and Demigods".
- ❖ *Followers (heroic scale):* attract a number of followers of your religion (page 70).
- ❖ *Place of Worship (epic scale):* build and preside over a temple or other place of worship (page 62).
- ❖ *High Priest (legendary scale):* become the leader of your deity's temple in your land, using your temple as a construct in legendary actions (page 62).
- ❖ *Cult Hero (mythic scale):* become your deity's representative in mortal form, using your religion as a construct in mythic actions (page 62).

Other Advancements

- ❖ *Exhort the Faithful:* use WIS instead of CHA to encourage and inspire others. Affects a single target, although you can spend an advancement to make it an area effect (page 59).
- ❖ *Healer:* you're skilled at all types of healing.
- ❖ *Stalwart Defence stance.*
- ❖ *Signature Item:* you possess a special holy symbol or weapon with 1 advancement (page 56), perhaps containing a temple spirit or other power.



Turn Undead

You can use *Turn Undead* in a mental attack using WIS against undead; they usually resist using Wisdom, plus their level. On a success, you cause effects like knockback, dazed, knockdown, or mental hit point damage. This is an **area attack** (page 59), and pretty much the only way you can do mental damage to most undead.

Clerical Magic

You can pray for and cast clerical spells, each of which is a given level in power (1st level spells, 2nd level spells, etc). Depending on your level, you may cast a number of spells of a given level per day, as shown on the table below. You must select which spells you can cast each day in the hour of preparation and prayer after you wake. You may select any spell available to worshippers of your deity of your level. Once you cast a spell, it's gone, until you pray for it again, usually after another night's rest.

In addition to the spells indicated on the table, you may cast a number of **bonus spells** equal in total spell level to your WIS modifier. If you have a WIS modifier of +6, you may pray for 6 additional 1st level spells, or 3 2nd level spells, or a combination. You must be able to cast at least 1 spell of a level to prepare bonus spells of that level.



CHAPTER 2

TABLE 2: CLERIC SPELLS

Level	Number of 1st level spells*	Number of 2nd level spells*
1	1	—
2	2	—
3	2	1
4	3	2

*Plus bonus spells equal to your WIS modifier in spell levels.

The above table shows how many spells you can cast, up to the 4th level of experience; for higher levels, see “High-Level Play” on page 62. You can use any classic reference for clerical spells: a selection of 1st and 2nd level spells is provided in **Chapter 7: Magic**.

Spellcasting Checks

To cast a spell, make a spellcasting check. This may be a rolled or static check, depending on the GM’s decision and the circumstances in which you’re using your magic. Clerical spellcasting is a class trait using a WIS action check. On a success, you cast the spell and lose the use of it until the next time you pray after your next rest period (usually overnight). On a spellcasting failure, a minor consequence or less means you still remember the spell and may cast it again; a major consequence or higher may mean you incur your deity’s disfavour and may no longer cast the spell until after your next rest period.

Spellcasting includes **counterspells**, allowing the cleric to pray to resist magic, adding his trait bonus to his resistance (page 41).

Ceremonies

In a ceremony, a number of clerics work together, providing helping bonuses (page 39) to a single ceremony leader making a spellcasting check. This allows large numbers of effect points to be generated, at the cost of more time and greater organisation. When you’re a ceremony leader, you receive a helping bonus from other participants; you may only have as many helpers as your level, and none of them may be higher level than you (or, if they are, they may not act above that level). The difficulty (page 37) of all checks is increased by +1 for each helper. Ceremonies take a minimum of 1 hour per level of spell, +1 hour per helper. Only the ceremony leader need have prepared the spell in question; the helpers need not even know it.

For example: Gramfive the Grim was reduced to 1 PHP in a battle with a troll in the Shamish Marshes. Shamira Sunfire enlists the help of an acolyte of her temple in a healing ceremony. The ceremony takes 2 hours; the acolyte rolls 11 +6 +1, 18, against a difficulty of 11 (Average (10) +1), giving a +7 helping bonus to Shamira’s Cure Light Wounds spellcasting roll of 10 +7 +5, for a total of 29 vs difficulty 12. After the 2-hour ceremony, Gramfive is healed up to 18 PHP.

AN ALTERNATIVE SPELL LOSS SYSTEM

The rule that a magic spell may be cast once and is then forgotten until you prepare it again is a trope of classic fantasy gaming, and the one *Monsters & Magic* uses by default. However, we also offer an optional system which only causes spellcasters to lose access to their spells when they incur consequences. It makes spellcasters a bit more powerful, but also ties spellcasting more closely into the *Effect Engine* system. See page 44 for more.

CLERIC SUB-CLASS: THE DRUID

Secondary Attribute: Charisma
Starting Money: 1d6 x 10gp

Druids are a special kind of priest, revering the gods and spirits of nature, the woodlands, and the outdoors. Like a cleric, your calling is to heal and protect, but you do so as part of your sacred duty to “the Natural Balance”. You cast nature-oriented spells using WIS like clerics.

Sub-class Restrictions: You must be Neutral alignment; your alignment focus is something like *Preserve the Balance* or *Protect Trees, Plants, and Animals*. At epic scale and higher, there may be limited numbers of druids protecting a given campaign area, and you may have to engage in druidic “duels” to oust and replace others to assume their level or scale.

Druid Traits

- ❖ *Sylvan Sympathy:* you’re attuned to nature, trees, and woodlands.
- ❖ *Resist Fire and Lightning.*
- ❖ *Druidic Magic:* cast druidic spells and counterspells. See “Cleric”, above.
- ❖ *Use Leather Armour and Wooden Shields.*
- ❖ *Druidic Weapons:* you’re skilled with daggers, darts, scimitars, shillelaghs, and staves.
- ❖ *Revere Trees:* revere all trees, and oak and ash in particular.
- ❖ *Revere the Sun and Moon:* revere the sun and moon as deities.
- ❖ *Nature Lore:* identify plants and animals, and know their natures and habits; find food and water in the wild.

Druid Advancements

- ❖ A trait from a Sacred or Totem Animal.
- ❖ *Animal Companion:* attract a woodland creature as a sidekick (page 70). Uniquely, you may take this at any level.
- ❖ *Shapechange (heroic scale):* change your shape to that of any reptile, bird, or mammal. This is an action, requiring a minor effect on a WIS action check. You gain the creature’s natural abilities; any



CHARACTER CREATION



additional effect points can heal damage you've sustained on a one-for-one basis, subject to the usual restrictions (page 50). A similar action check is required to change back.

- ❖ *Followers (heroic scale)*: attract a number of woodland creatures as followers (page 70).
- ❖ *Immunity to Woodland Charms (heroic scale)*: automatically achieve a simple success (page 42) when resisting charm attempts by woodland denizens.
- ❖ *Sacred Grove (epic scale)*: establish and preside over a druidic place of worship in a sacred grove of trees (page 62).

Other Advancements

- ❖ *Identify Pure Water*: identify pure, untainted, drinkable, or holy water, or water that is tainted.
- ❖ *Speak a New Sylvan Tongue*.

CLERIC SUB-CLASS:

THE MONK

Secondary Attribute: Constitution

Starting Money: 5d6gp

The monk is a mystic fighter. An ascetic forged by rigorous self-discipline, you're attached to a temple like a cleric, but have no spellcasting abilities. Instead, your meditations and privations give you superhuman abilities. You're the hidden shock troops and secret agents of your temple, and greatly feared. You have a wide choice of advancements, including abilities mimicking those of other classes.

Restrictions: You must be lawful alignment, otherwise you lose all your abilities. You may not wear armour, or use shields. You must give away treasure and possessions beyond the bare minimum you need.

Monk Traits

- ❖ *Martial Artist*: use martial arts weapons (including staves and agricultural tools like rakes, scythes, and chains, and other more exotic weapons), and make unarmed attacks whose damage increases with level (see Table 3: Monk Unarmed Damage).
- ❖ *Active Defence*: add your rolled unarmed damage to your armour class or rolled defence when fighting without weapons.
- ❖ *Improved Move*: add your trait bonus to MOV and Movement checks (page 53).
- ❖ *Dodge Missiles*: add your trait bonus to defend against missiles and missile-like spells.
- ❖ *Avoid Surprise*: use your AC against surprise attacks, and make an active defence. If the surprise attack fails, you may automatically use the consequence points as effect points in a counterattack.
- ❖ *Fall Distance*: add your trait bonus to checks to avoid falling damage (page 79).
- ❖ *Hide and Sneak*: as thief (below).
- ❖ *Climb*: as thief (below).

GODS AND DEMIGODS

You may select a **patron deity** for your cleric character. This can provide religious traits, and suggests your character's alignment and the weapons he uses. Optionally, it can provide an alternative cleric power to *Turn Undead*.

EXAMPLE PATRON DEITY: RA, GOD OF THE SUN, WARMTH, AND GROWTH

Temple Trait(s): *Protect the Living World, Ensure the Dead Stay in the Underworld*

Alignment: Lawful Neutral

Worshippers' Alignment: Lawful Good, Lawful Neutral, Lawful Evil

Temple Weapon(s): Flail

Sphere of Activity: Fire and life; ruler of the sky, earth, and underworld.

Power: Sunbolt (smite unbelievers and enemies using WIS at short, medium, and long ranges).

Holy Symbol: The Sun Disk.

Ra is the sun god, life-giver, lord of warmth and growth. He travels through the sky in his chariot by day, and through the underworld by night.

Monk Advancements

- ❖ *Open Locks*: as thief (below).
- ❖ *Detect and Disarm Traps*: as thief (below).
- ❖ *Stun (special effect)*: on a successful unarmed attack, if you impose a minor effect (page 45), your target loses their next action; on a major effect, two actions; and on an extreme effect, three actions.
- ❖ *Mask Mind*: resist mind probes, detect life and alignment spells, etc.
- ❖ *Speak with Animals*: communicate with animals as the druid spell (page 96) as often as you want.
- ❖ *Sidekick (heroic scale)*: attract an apprentice or student as a sidekick — see page 70.
- ❖ *Followers (heroic scale)*: attract followers of your religion — see page 70.
- ❖ *Feign Death (heroic scale)*: appear totally dead for 1 turn per effect point (page 43), not registering on attempts to detect life.
- ❖ *Heal Self (heroic scale)*: heal 1 hit point per effect point on a healing check, requiring 1 turn to heal 1 hit point.
- ❖ *Speak with Plants (heroic scale)*: similar to *Speak With Animals*, except you communicate in a rudimentary fashion with plants.
- ❖ *Monastery (epic scale)*: establish and preside over a monastic place of worship — see page 62.
- ❖ *Resist Charms (epic scale)*: you're highly resistant to charm attempts.



TABLE 3: MONK UNARMED DAMAGE

Level	Open Hand Damage
1	1d3
2	1d4
3	1d6
4	2d3

- ❖ *Resist Mind Attacks (epic scale)*: you're highly resistant to mental attacks such as mind blasts, intimidation, and fear attacks.
- ❖ *Immunity to Poison (epic scale)*: automatically achieve a simple success (page 42) when resisting poisons.
- ❖ *Resist Geases (legendary scale)*: you're highly resistant to attempts to place a geas on you.
- ❖ *Quivering Palm (mythic scale special effect)*: on a successful attack action with sufficient effect points, place a *Quivering Palm* mythic consequence (page 63) on a target. At any moment thereafter, no matter how long, as long as the quivering palm is still in effect, you may will the target to die; at which point the target must make a check to throw off the mythic effect, or die immediately.

Other Advancements

- ❖ *Hear Noise*: develop sharpened hearing.
- ❖ *Resist Disease*: you have an increased ability to resist disease.

FIGHTER

Prime Attribute: Strength
Physical Hit Points: 1d10
Mental Hit Points: 1d6
Starting Money: 5d4 x 10gp

The fighter is the archetypal combat specialist: soldier, warrior, fighter of battles, defender of home and family. If you want your character to wield mighty weapons, wear heavy armour, and excel at physical combat, choose this class.

Fighter Traits

- ❖ *Armour Training*: wear all types of armour and shields.
- ❖ *Weapons Training*: use all types of weapons.
- ❖ *Fighting Lore*: know about weapons, styles of fighting, famous warriors, battles, and foes.
- ❖ *Feats of Strength*: break down doors, lift heavy objects, etc.

Fighter Advancements

- ❖ *Leadership in Battle*: give helping bonuses (page 39) to multiple people in battle, dividing your effect points between them.

CHAPTER 2

- ❖ *Followers (heroic scale)*: attract a number of followers (page 70).
- ❖ *Sidekick (heroic scale)*: attract a sidekick (page 70).
- ❖ *Stronghold (epic scale)*: build and rule a stronghold like a castle (page 62).

Other Advancements

- ❖ All-Out Attack stance.
- ❖ Damage Focus stance.

Fighter Character Sheets

Use the custom box to list your stances and special effects.

FIGHTER SUB-CLASS:

THE PALADIN

Secondary Attribute: Charisma
Starting Money: 5d4 x 10gp +100gp

The paladin is the holy warrior, the noble knight who defends the temple and protects the innocent from evil. You belong to a temple, like a cleric, facing religious restrictions on your behaviour. In return, your temple supports you and gives you good equipment. Unlike a cleric, your holiness is a feature of your force of personality — your **Charisma** — rather than your Wisdom; you may resemble a *holy fool*, who gains supernatural powers simply by virtue of his goodness.

Restrictions: You must be Lawful Good alignment (page 25), and must be human; you lose your paladin status if you drift from that alignment, instead becoming a fighter. You only associate with characters of good alignment through choice, although you may work with non-evil neutral characters for a single mission, quest, or adventure. You must tithe 10% of any treasure you receive to your temple, and give away any gold you do not need to the poor.

Paladin Traits

- ❖ *Armour Training*: as fighter.
- ❖ *Weapons Training*: as fighter.
- ❖ *Lay On Hands*: make a CHA check to perform first aid (page 38); on any consequence, you lose the ability until the next day.
- ❖ *Protection From Evil*: your goodness wards you and allies in a 10-foot radius from physical attacks by evil-aligned creatures, like a static check (page 35) of the cleric spell (page 94) constantly in effect. Add your Charisma and level: on a 12-15, gain a +1 momentary advantage (page 43) to resist evil opponents; on a 16-20, a minor effect (+2); on a 21-25, a major effect (+4); and so on.
- ❖ *Detect Evil*: as the cleric spell (page 93), using CHA instead of WIS. Do this as often as you like, but it requires an action check.
- ❖ *Cure Disease*: Lay on hands to remove a disease (page 78) from a victim once per week; twice a week at the heroic scale (page 62); three times at the epic scale; and so on.



CHARACTER CREATION



MAKING YOUR OWN SUB-CLASSES

Sub-classes are a great way of expanding character classes to include types of character you'd like to play. You can also create your own; see page 60.

Paladin Advancements

- ❖ *Leadership in Battle*: as fighter.
- ❖ *Turn Undead*: as a 1st level cleric, +1 level per level thereafter, except you use CHA instead of WIS. This may optionally be another holy power bestowed by your deity (see "Cleric" above).
- ❖ *Warhorse (heroic scale)*: any time after reaching 5th level, you may summon your paladin's war horse. This is a sidekick (page 70) with 1d8 hit points instead of 1d4; you may have a warhorse in addition to a normal sidekick.
- ❖ *Clerical Magic (epic scale)*: begin to acquire clerical spells as a 1st level cleric (page 15), increasing by 1 level per level thereafter. This is **not** multi-classing (page 59). This time, you **do** use WIS instead of CHA to cast spells.
- ❖ *Stronghold (epic scale)*: you may build and rule a stronghold like a fortified temple (page 62).

Other Advancements

- ❖ All-Out Attack stance.
- ❖ *Fighting Lore*: as fighter.
- ❖ *Feats of Strength*: as fighter.
- ❖ *Devotion to Deity*: as cleric.
- ❖ *Other Traits from Deity*: as cleric.
- ❖ *Squire (heroic scale)*: take a squire as a sidekick.

Paladin Character Sheets

Use the custom box to list special effects, clerical spells, and other advancements.

FIGHTER SUB-CLASS: THE RANGER

Secondary Attribute: Dexterity
Starting Money: 2d6+2 x 10gp

The ranger is a woodland and outdoor specialist, skilled in tracking and pursuit, a master of hunting and the bow. You have an affinity with elves and woodland creatures, and at high levels may cast magic user and druid spells. You're an enemy of goblins, orcs, and other humanoids, and of giant-kind.

Restrictions: You must be any good alignment, and lose your ranger status if you drift to a different alignment, instead becoming



a fighter. Rangers are solitary folk, almost never working with other rangers, and have few belongings. You may keep only the treasure and equipment you and a mount can carry.

Ranger Traits

- ❖ *Use Light and Medium Armour and Shields.*
- ❖ *Use 1-handed Swords and Bows.*
- ❖ *Enemy of Humanoids and Giant-kind.*
- ❖ *Follow the Trail*: you're skilled at tracking and hunting.
- ❖ *Solitary*: you work best on your own.
- ❖ *Woodcraft*: you're skilled in natural lore, survival skills, and living off the land.
- ❖ *Scouting and Spying*: you're an expert at stealthy reconnaissance.

Ranger Advancements

- ❖ *Infiltration*: infiltrate enemy camps.
- ❖ *Followers (heroic scale)*: attract a number of followers — see page 70.
- ❖ *Companion Animal (heroic scale)*: attract a natural woodland animal as a sidekick — see page 70.
- ❖ *Druidic Magic (epic scale)*: begin to acquire druid spells as a 1st