

# NIGHTWICK ABBEY

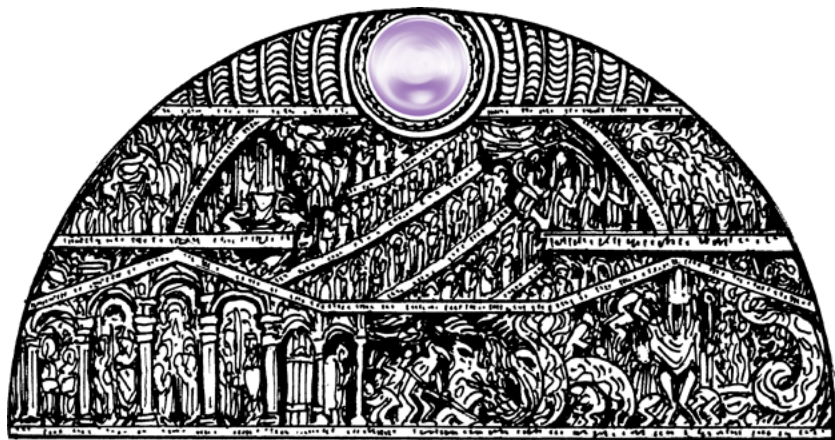
PLAYER'S HANDBOOK

RULES COMPILATION

version 0.9

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# THE CHURCH OF LAW



## HISTORY

In time out of time, before there was time, the God of Law came to be. Whether this was an act of self-creation or random chance — or, more heretically, the creation of some kind of hidden deity — is still subject to much debate and is ultimately beside the point. The God of Law Is and because He Is so is everything else. Like the clang of a great bell his thrum passed through the unmade cosmos and rendered all things into being. This thrum is the fundamental frequency of the universe.

Angels, demons, and perhaps the Old Gods were aware of this thrum for some time, and the dwarves claimed to have heard it in the dawn of things before man walked the World. The Church of Law (and its various subcults and heresies), however, is predicated on the idea that the first mortal to have heard the thrum is a figure known only as the Lady. She, the Church teaches, was the wife of the man who would go on to become the First Emperor, and that the Empire was founded because of her counsel to her husband. Thus it was through her guidance and his actions, the Church claims, the first organized society of man was born. (How this relates to ancient Acheron is the kind of unasked question common to all ideologies.)

The Lady, according to Church tradition, was illiterate. Before her death she allegedly appointed a confessor to write down what he could of her understanding of the Law. This man was St. Gax, and for the sadly patriarchal Church he is often a more important figure than the Lady herself. His Book of the Law translated her feverish visions into a form Gax believed was more comprehensible, complete, and followable. The current Church of Law sometimes acknowledges that the book contains his own accommodations meant to make the Law easier to follow for mortals, and sometimes claims that it wholly the same as the inerrant thrum itself.

Many centuries after the time of St Gax, the Empire fell into ruin. Cults dedicated to the various princes of the Pit sewed division among the peoples of the Empire and poisoned the minds of its rulers. The collapse happened rapidly. The west fractured into squabbling, petty kingdoms. The east's cities were overrun and sacked by armies of the creatures known as the Lazarenes. Only the island metropolis of Zenopolis

managed to repel their siege. But in the west and in Zenopolis Gax's Book of the Law was preserved, and so, centuries later, it served as the founding document for the Realm of Man.

The Realm of Man sought to unite the west and restore the old Empire, though countries like Averois and Karse pay homage to it only nominally. It sent crusading knights to retake cities from the Lazarenes in the east, and for a time even warred with Zenopolis. One of the orders of crusading knights took the lucre of the plundered eastern cities and sought to tame the Dark Country. This was the group known as the Sword Brothers, and their fate serves as a warning to all the servants of Law.

Today the Church of Law is found throughout the lands of the west, with all there looking to the guidance of the High Pontiff of Konigsburg. Zenopolis has its own autocephalous Church of Law — the chief doctrinal dispute between the Konigsburg and Zenopolis being over the shape of the God of Law. In the Realm, He is held to be a sphere but Zenopolitans hold that He is a cube. Other heretical sects dispute this, but they are discussed elsewhere.

## THE DOCTRINES OF THE WESTERN CHURCH

- Everything is, and should be, part of the divine thrum of the God of Law. However, distance from the summit of the Mountain of Heaven (the summit being the most proximate to Law) causes dissonance among the beings of the World.
- One should strive to find their place in all things, in order to be in accord with the perfect frequency of the thrum and to thus amplify it.
- Mankind is divided into classes that determine their role in life. At least four such classes exist, but some theologians maintain that there exist other classes and subclasses. Metaphysicians dispute whether these classes are to be known by the person's essential being, or by the trappings they possess.
- Strict time records are to be kept at all times. (St. Gax, particularly, stresses the necessity of this in the living of a meaningful life.)
- The power of clerics comes directly from the God of Law (sometimes mediated through His saints) and any able to wield this power are clearly in accord with the Law — even if to the unsubtle peasants it may seem otherwise.
- However, the minions of the Pit (the dread anticlerics) can mimic these powers, and one must be ever vigilant against them.
- The proof of the superiority of the God of Law over the pagan Old Gods is the puissance of miracles against the enemies of man.

# CHANGELING

**Requirements:** CHA less than 8  
or more than 13

**Prime Requisite:** WIS

**Hit Dice:** 1d6

**Maximum Level:** 10

**Armour:** Any, including shields

**Weapons:** Any

**Languages:** Common, 2 in 6  
chance of Elfish

Changelings are humans who have been warped by the influence of the Old Gods or their fairy servitors. Often these beings are marked from birth, appearing with strange beauty or deformities out of the very womb, growing to adulthood quickly but remaining strangely youthful thereafter. Others are affected later than life and undergo a strange metamorphosis which leaves the marks of the fairy upon them. Those who transform thusly lose interest in their old life and throw themselves into their new vocation of wonder and magic. The nature of their appearance varies, and players should consult with their referee for something suitable.

## ABILITIES

**Ancestral Memory:** A party with a changeling only has a 1 in 6 chance of getting lost in any land that is within the purview of an old god.

**Beloved of Fairies:** Changelings always use the absolute value of their charisma bonus as positive when interacting with fairies, elves, and other servants of the Old Gods.

**Caul:** In games where druids or other servants of the Old Gods can cast the Reincarnate spell, the resulting being is always a changeling.

**Combat:** Changelings may use any armor, including shields, and wield any weapon. However, they may only use magic swords intended for elves and other fairies since those made for man will not deign to be held by them.

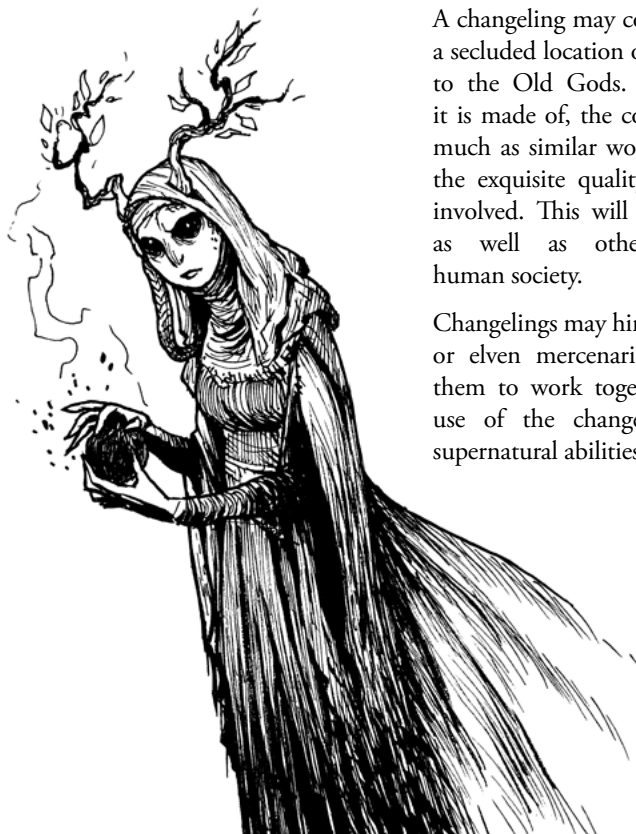
**Detect Secret Doors:** Changelings have keen senses that allow them a 2 in 6 chance to detect hidden doors.

**Fairy Magic:** Changelings utilize a magic that is inherent to their very being. It functions differently than the magic of clerics or magicians, even though many of its spells resemble those of those classes.

**Spell Casting:** The level progression table shows the number of spells a changeling knows as well as the number they may cast. Changelings do not memorize spells and can cast any of the spells they know using as many of their spell slots as they like. (Thus, a level two changeling may cast each of its three spells once, one of its three spells three times, or one spell twice and one spell once without having to decide which until the spell is needed.) Changeling spells known are always determined randomly from the changeling spell list (see below). At the referee's discretion, changelings which have performed mighty deeds for the Old Gods may be rewarded by them with additional spells known beyond those allowed by the table.

**Infravision:** Changelings have infravision up to 60'.

**Listening at Doors:** Changelings have a 2 in 6 chance of hearing noises.



### AFTER REACHING 9TH LEVEL

A changeling may construct a retreat in a secluded location or one that is sacred to the Old Gods. Whatever material it is made of, the construction costs as much as similar work in stone, due to the exquisite quality of craftsmanship involved. This will attract changelings as well as other outcasts from human society.

Changelings may hire dwarven, human, or elven mercenaries, though getting them to work together often requires use of the changeling commander's supernatural abilities.

### LEVEL PROGRESSION

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [0]	12	13	13	15	15
2	4,000	2d6	19 [0]	12	13	13	15	15
3	8,000	3d6	19 [0]	12	13	13	15	15
4	16,000	4d6	17 [+2]	10	11	11	13	12
5	32,000	5d6	17 [+2]	10	11	11	13	12
6	64,000	6d6	17 [+2]	10	11	11	13	12
7	120,000	7d6	14 [+5]	8	9	9	10	10
8	250,000	8d6	14 [+5]	8	9	9	10	10
9	400,000	9d6	14 [+5]	8	9	9	10	10
10	600,000	9d6+2*	12 [+7]	6	7	8	8	8

\*Modifiers for CON no longer apply.

SPELLS

Level	1	2	3	4	5	Level	1	2	3	4	5
1	2	-	-	-	-	6	4	3	2	-	-
2	3	-	-	-	-	7	4	3	3	-	-
3	3	-	-	-	-	8	4	4	3	2	-
4	3	2	-	-	-	9	4	4	4	3	-
5	3	3	-	-	-	10	5	4	4	4	2

CHANGELING SPELL LIST

Spells in bold are from the druid spell list while those in italics are from the illusionist spell list. See *OSE Advanced Fantasy* for spell descriptions.

1d10	1st Level	2nd Level	3rd Level
1	Animal Friendship	Obscuring Mist	Growth of Nature
2	<b>Faerie Fire</b>	<b>Warp Wood</b>	<b>Hold Animal</b>
3	<b>Speak with Animals</b>	<i>Blindness/Deafeness</i>	<b>Protection from Poison</b>
4	<i>Auditory Illusion</i>	<i>Blur</i>	<b>Tree Shape</b>
5	<i>Glamour</i>	<i>Hypnotic Pattern</i>	<b>Water Breathing</b>
6	<i>Hypnotism</i>	Phantasmal Force	<i>Fear</i>
7	<i>Spook</i>	Invisibility	<i>Invisibility 10' Radius</i>
8	<i>Wall of Fog</i>	<i>Whispering Wind</i>	<i>Suggestion</i>
9	Charm Person	Knock	<i>Wraith Form</i>
10	Sleep	Web	Hold Person

1d10	4th Level	1d12	5th Level
1	Dispel Magic	1	Commune with Nature
2	Speak With Plants	2	<b>Control Weather</b>
3	<b>Summon Animals</b>	3	<b>Pass Plant</b>
4	<b>Temperature Control</b>	4	<b>Protection from Plants and Animals</b>
5	Confusion	5	<b>Wall of Thorns</b>
6	<i>Emotion</i>	6	<i>Illusion</i>
7	<i>Massmorph</i>	7	<i>Maze of Mirrors</i>
8	<i>Improved Invisibility</i>	8	<i>Projected Image</i>
9	Charm Monster	9	<i>Seeming</i>
10	Remove Curse (Curse)	10	<i>Shadowcast</i>
		11	<i>Shadowy Transformation</i>
		12	<i>Visitation</i>

# CLERIC

**Requirements:** None

**Prime Requisite:** WIS

**Hit Dice:** 1d6

**Maximum Level:** 14

**Armour:** Any, including shields

**Weapons:** Any blunt  
weapons and whips

**Languages:** Common, Dwarfish

Clerics in World of Nightwick are servants of the God of Law, whether they be the zealous witch hunters of the West, the philosophical pedants of Zenopolis, or the strange ascetics of distant Cathay and Noppin. Clerics venturing into Nightwick are likely either members of the Western Church of Law (which is very strict, hierarchical, and believes God to be a sphere) or strange mystics of the Eastern Church (who are much more egalitarian, much more esoteric, and believe God to be a cube).





Anti-clerics also exist. They use the same class but serve the demons of the pit in diabolic parody of the Church of Law's rituals, hierarchies, and rituals. They often use their ability to cast both reversed and regular versions of cleric spells to hide among the Church of Law and corrupt its members. It is recommended that the referee generally not allow players to play Anti-clerics in Nightwick Abbey to avoid characters who are working *for* the Abbey.

## COMBAT

Clerics can use all types of armor. Strict holy doctrine prevents clerics' use of weapons that have a sharp, cutting edge or stabbing point. They may use the following weapons: club, mace, sling, staff, war hammer, and whip.

## ALIGNMENT

Clerics must be of Lawful (Church) or Chaotic (Anti-church) alignment. Referees using the alternate Nightwick Abbey alignment system may allow clerics of the Church to be lawful, good, neutral, or even evil in alignment while clerics of the Anti-church must be evil or chaotic.

## DIVINE MAGIC

**Memorizing Spells:** Clerics memorize spells through prayer to either the God of Law or the diabolic peerage of the Pit. When praying for spells, clerics may choose any spells in the cleric spell list that they are of high enough level to cast.

**Reversing Spells:** Members of the Anti-church can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast. Lawful clerics may do this but they will incur the disfavor of the God of Law.

**Holy symbol:** A cleric must carry a holy symbol.

**Saintly Devotion:** Individual clerics

may devote themselves especially to one particular Saint revered by the Church of Law, gaining the benefits of their disciplines. Clerics so devoted gain access to a bonus 1st-level spell, which always counts as memorized.

- **The Lady:** *Read Languages*
- **St. Gax:** *Cause Light Wounds*
- **St. Toad:** *Hypnotism\**
- **St. Richard the Prior:** *Light*
- **St. Simon:** *Charm Person*
- **St. Santa Claus:** *Resistance to Cold*

\* Illusionist spell. See *OSE*

*Advanced Fantasy* for details.

**Disfavor of Law:** Clerics must be faithful to the tenets of the Church. If the character ever knowingly trafficks with the forces of the Pit, penalties (determined by the referee) may be imposed. Typically this renders them unable to cast spells except in direct service of some great deed for their church, for example: donating magic items or gold, constructing a temple, converting many people to the religion, vanquishing a powerful demon, etc. Alternatively, they may choose to become an anti-cleric.

**Using Magic Items:** As spell casters, clerics can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).



# TURNING UNDEAD

Hit Dice of Monster Type									
Level	1	2	2*	3	4	5	6	7-9	
1	7	9	11	—	—	—	—	—	
2	T	7	9	11	—	—	—	—	
3	T	T	7	9	11	—	—	—	
4	D	T	T	7	9	11	—	—	
5	D	D	T	T	7	9	11	—	
6	D	D	D	T	T	7	9	11	
7	D	D	D	D	T	T	7	9	
8	D	D	D	D	D	T	T	7	
9	D	D	D	D	D	D	T	T	
10	D	D	D	D	D	D	D	T	
11+	D	D	D	D	D	D	D	D	

\* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

## TURNING UNDEAD

Clerics of the Church can invoke the power of Law to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table below, comparing the roll against the HD of the type of undead monsters targeted.

Clerics of the Anti-church may also invoke this power, but they do so by appealing to the undead's master, the demon Armadeus.

### Successful Turning

If the turning attempt succeeds, the player must roll 2d6 to determine the number of HD affected (turned or destroyed).

**Turned Undead:** Will leave the area, if possible, and will not harm or make contact with the cleric.

**Destroyed Undead:** Are instantly and permanently annihilated.

**Excess:** Rolled Hit Dice that are not sufficient to affect a monster are wasted.

### Turning Table Results

—: The turning fails.

**Number:** If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

**T:** The turning succeeds.

**D:** The turning succeeds; the monsters are destroyed, not simply caused to flee.

At the referee's option, the table may be expanded to include more powerful types of undead monsters.

**Minimum Effect:** At least one undead monster will always be affected on a successful turning.

**Mixed Groups:** If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

## AFTER REACHING 9TH LEVEL

A cleric may establish or build a stronghold. So long as the cleric is currently in favour with their god, a stronghold may be bought or built at half the normal price, due to divine intervention.

Once a stronghold is established, the cleric will attract followers (5d6 × 10 fighters of level 1–2). These troops are completely devoted to the cleric, never checking morale. The referee decides which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

# CLERIC LEVEL PROGRESSION

Level	XP	HD	THAC0	D	Saves					Spells				
					W	P	B	S	1	2	3	4	5	
1	0	1d6	19 [0]	11	12	14	16	15	—	—	—	—	—	
2	1 500	2d6	19 [0]	11	12	14	16	15	1	—	—	—	—	
3	3 000	3d6	19 [0]	11	12	14	16	15	2	—	—	—	—	
5	6 000	4d6	19 [0]	11	12	14	16	15	2	1	—	—	—	
5	12 000	5d6	17 [+2]	9	10	12	14	12	2	2	—	—	—	
6	25 000	6d6	17 [+2]	9	10	12	14	12	2	2	1	1	—	
7	50 000	7d6	17 [+2]	9	10	12	14	12	2	2	2	1	1	
8	100 000	8d6	17 [+2]	9	10	12	14	12	3	3	2	2	1	
9	200 000	9d6	14 [+5]	6	7	9	11	9	3	3	3	2	2	
10	300 000	9d6+1*	14 [+5]	6	7	9	11	9	4	4	3	3	2	
11	400 000	9d6+2*	14 [+5]	6	7	9	11	9	4	4	4	3	3	
12	500 000	9d6+3*	14 [+5]	6	7	9	11	9	5	5	4	4	3	
13	600 000	9d6+4*	12 [+7]	3	5	7	8	7	5	5	5	4	4	
14	700 000	9d6+5*	12 [+7]	3	5	7	8	7	6	5	5	5	4	

\* Modifiers from CON no longer apply.

# DWARF

**Requirements:** CON 9

**Prime Requisite:** STR

**Hit Dice:** 1d6

**Maximum Level:** 12

**Armour:** Any, including shields

**Weapons:** Small or normal sized

**Languages:** Common, Dwarfish

Dwarfs in the World of Nightwick are a fairy race, and thus are fickle creatures known for mercurial moods — though by fairy standards they are fairly predictable. They are shorter than a man, and typically thinner, though some famously barrel-chested ones are recounted in legend. They love gold, jewels, and the other treasures of the earth more than all other things. Due to their constant toil in search of wealth, their skin is often covered in soot and their hands black and calloused, though strangely delicate. Their noses are universally large and knobby, their ears pointed, and their beards long and spindly.

The last dwarf kingdom in the world lies in the Bald Mountains, which lie in the heart of the Dark Country. It has, even before the time of the Sword Brothers, been under siege by a great dragon. Most dwarfs in the World of Nightwick are wanderers without a mountainhome who move about the world of men seeking work as artisans and guides. This is permitted by the Church of Law since dwarfs, unlike most of their fairy kin, worship the God of Law — though they do so in a form that is somewhat alien to human practitioners.

## ABILITIES

**Combat:** Dwarfs can use all types of armour. Due to their short height, dwarfs can only use small or normal-sized weapons. They cannot use longbows or two-handed swords.

**Detect Construction Tricks:** As expert miners, dwarves have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

**Detect Room Traps:** Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical room traps when searching.

**Green Eyes:** Dwarfs are only able to see in tones of black, white, and grey. This allows them 60' of dark vision, but they may not distinguish color in either light or darkness. The exception is gold, silver, and gemstones of all sorts, which they see in brilliant and vivid color.

**Hereditary Foes:** Dwarfs gain a +1 to hit against their diabolic kin, goblins.

**Just Enough Magic:** If a dwarf is either alone or in a group consisting only of dwarfs, they can surprise or avoid humans in the wilderness or underground areas on a roll of 1-3 on a 1d6.

**Listening at Doors:** Dwarfs have a 2-in-6 chance of hearing noises..

**There when the World Was Made:** Dwarfs have a 1-in-2 chance of being able to identify any magic item on sight from either knowing its providence through dwarfish lore or from having personally been there. They cannot, however, use this to detect if an item is magical, only identify it once its magical nature is known.

**Weave Mighty Spells:** At 9th level dwarfs are able to make magic items as though they were a magic-user.

**AFTER REACHING 9TH LEVEL**

A dwarf has the option of creating a fortress that will attract dwarfs from far and wide. Dwarfs usually live in clans, so dwarves of the character's clan will be attracted to live under their roof. Dwarfs from other clans will generally be friendly and clans may collaborate in times of war or disaster.

A dwarf ruler may only hire dwarfish mercenaries. Specialists and retainers of any race may be hired.



**LEVEL PROGRESSION**

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 (0)	8	9	10	13	12
2	2,200	2d6	19 (0)	8	9	10	13	12
3	4,400	3d6	19 (0)	8	9	10	13	12
4	8,800	4d6	17 (+2)	6	7	8	10	10
5	17,000	5d6	17 (+2)	6	7	8	10	10
6	35,000	6d6	17 (+2)	6	7	8	10	10
7	70,000	7d6	14 (+5)	4	5	6	7	8
8	140,000	8d6	14 (+5)	4	5	6	7	8
9	270,000	9d6	14 (+5)	4	5	6	7	8
10	400,000	9d6+2*	12 (+7)	2	3	4	4	6
11	530,000	9d6+3*	12 (+7)	2	3	4	4	6
12	660,000	9d6+4*	12 (+7)	2	3	4	4	6

\*Modifiers from CON no longer apply

# FIGHTER

**Requirements:** none  
**Prime Requisite:** STR  
**Hit Dice:** 1d8  
**Maximum Level:** 14

**Armor:** Any, including shields  
**Weapons:** Any  
**Languages:** Alignment  
Language, Common

Fighters in the World of Nightwick are hardened warriors who fight in either the petty wars of men or against the dark forces that lurk in the wilderness.

## ABILITIES

**Combat:** Fighters can use all types of weapons and armor.

**Archery:** A fighter may attack up to two times while using a shortbow or longbow, provided they did not move in the same turn.

**Couched Lance:** If a fighter is mounted on a warhorse and using a lance, they deal two dice of damage after a charge, but the lance then breaks.

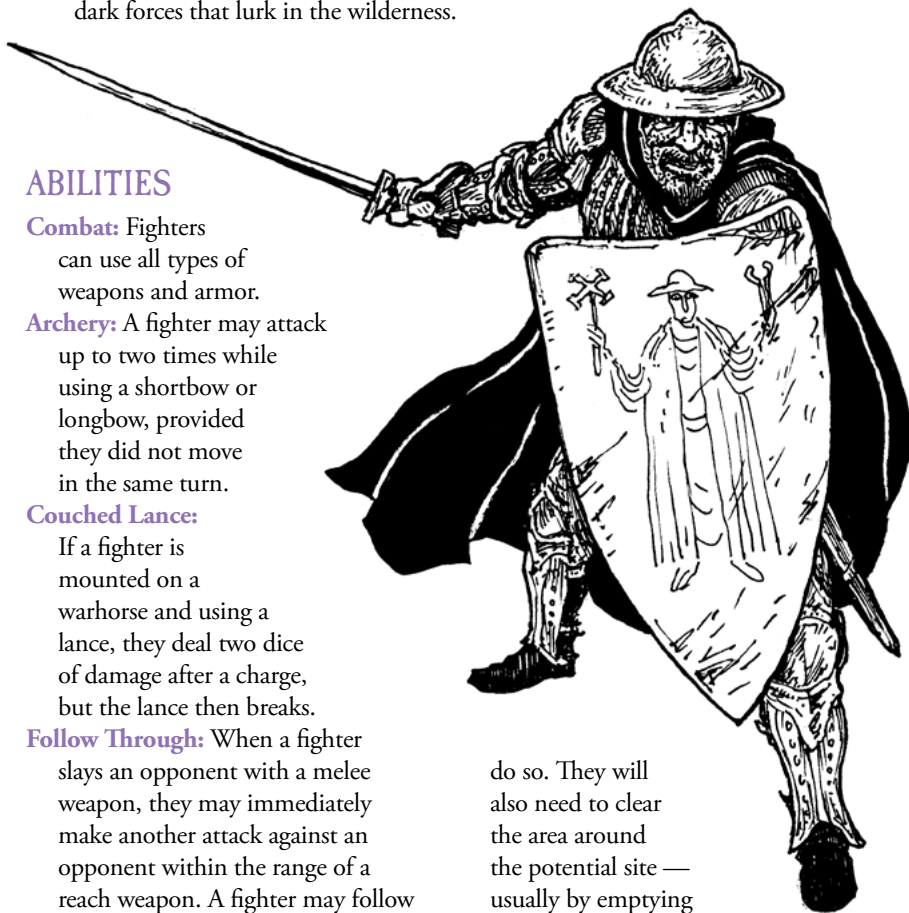
**Follow Through:** When a fighter slays an opponent with a melee weapon, they may immediately make another attack against an opponent within the range of a reach weapon. A fighter may follow through a number of times equal to their level. The referee may let a fighter advance a small number of feet to complete this follow through despite the fact that it is not during the movement phase.

**Stronghold:** At level 4 a fighter can build a castle or stronghold and control the surrounding lands, assuming they have the finances to

do so. They will also need to clear the area around the potential site — usually by emptying out monster lairs within a day's walk from the spot. It is advisable they also have permission from the local potentate.

## AFTER REACHING 9TH LEVEL

A fighter may be granted a title such as Baron or Baroness. The land under the fighter's control is then known as a Barony.



## FIGHER LEVEL PROGRESSION

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d8	19 [+0]	12	13	14	15	16
2	2,000	2d8	19 [+0]	12	13	14	15	16
3	4,000	3d8	19 [+0]	12	13	14	15	16
4	8,000	4d8	17 [+2]	10	11	12	13	14
5	16,000	5d8	17 [+2]	10	11	12	13	14
6	32,000	6d8	17 [+2]	10	11	12	13	14
7	64,000	7d8	14 [+5]	8	9	10	10	12
8	120,000	8d8	14 [+5]	8	9	10	10	12
9	240,000	9d8	14 [+5]	8	9	10	10	12
10	360,000	9d8+2*	12 [+7]	6	7	8	8	10
11	480,000	9d8+4*	12 [+7]	6	7	8	8	10
12	600,000	9d8+6*	12 [+7]	6	7	8	8	10
13	720,000	9d8+8*	10 [+9]	4	5	6	5	8
14	840,000	9d8+10*	10 [+9]	4	5	6	5	8

\*Modifiers from CON no longer apply

## RANGER

### FIGHTER BONUS CLASS

**Requirements:** WIS 16, DEX 13,  
Good or Lawful Alignment\*

Rangers are Westerners that have learned the arts of surviving in the wilderness. In the Dark Country — and elsewhere — they use these arts to protect humankind from the horrors that lurk beyond the ken of the Law.

### ABILITIES

**Skills:** Rangers possess the skills Climb and Survival. The chances listed above are on a d6. The ranger may not use the climb skill while wearing armor heavier than chainmail.

**Surprise:** Rangers have a 3 in 6 chance of surprising opponents in the wilderness provided they are wearing armor no heavier than chainmail and either able to advise their companions on how to hide (a group of no greater than 9) or are in a group entirely composed of rangers.

**Potions:** Rangers may brew healing potions as described under Magical Research in the OSE core rules.

### RANGER SKILLS

Level	Skill Chance
1	1-2
2	1-2
3	1-3
4	1-3
5	1-3
6	1-4
7	1-4
8	1-4
9	1-5
10	1-5
11	1-5
12	1-5
13	1-6*
14	1-6*

\*A second d6 is rolled and if both results are sixes it still counts as a failure.

# FROGLINGS

**Requirements:** minimum DEX 9,  
minimum CON 9

**Prime Requisite:** DEX

**Hit Dice:** 1d6

**Maximum Level:** 9

**Armor:** Any, including shields

**Weapons:** Small or normal  
sized; only one handed

**Languages:** Alignment language,  
Common, Croakish

Froglings are frogs that walk and speak in the manner of men. They are short, only about 4' in height on average, and range between thin and stout in body. Froglings make their home in a distant, marshy country known as Hoppland; however, they are found throughout the World of Nightwick as brewers, merchants, and adventurers. Their skin ranges between slick and bumpy, and is usually a dull green or brown — though more exotic colors and patterns are not unheard of. They favor flamboyant clothing and jewelry in garish colors.

## ABILITIES

**Combat:** Froglings can wear any armour. Due to their short stature, they may only wield small or normal sized weapons and may not use longbows or two-handed swords.

**Climbing:** Froglings have a 3 in 6 chance to climb sheer surfaces.

**Hiding:** When in an outdoor environment with a great deal of greenery and not wearing no metal armor a frogling has a 3 in 6 chance of hiding.

**Hop:** Froglings may hop up to 30' horizontally and 15' vertically in a single bound. They do not take damage from falls of less than 40', which they treat as 10' for damage purposes. If hopping during movement before an attack then the frogling gains a +2 bonus to the subsequent attack roll.

**Swim:** Froglings may move at their speed when swimming as easily as they can when walking. They also only need to come up for air every 2 hours.

**Wary:** Whenever a surprise roll is called for by the Referee, a frogling makes a separate roll from the rest of the party. If the frogling's roll would indicate that they are not surprised when the rest of the party is, the party as a whole is not surprised. If the party in general would not be surprised, then a frogling is never surprised.

## REACHING 9TH LEVEL

Upon reaching 9th level a Frogling may form a trading post or merchant house in a major town or city. 2d6 1st level Froglings will congregate around the PC, acting as their servants.





## LEVEL PROGRESSION

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	13	12
2	2,000	2d6	19 [0]	8	9	10	13	12
3	4,000	3d6	19 [0]	8	9	10	13	12
4	8,000	4d6	17 [+2]	6	7	8	10	10
5	16,000	5d6	17 [+2]	6	7	8	10	10
6	32,000	6d6	17 [+2]	6	7	8	10	10
7	64,000	7d6	14 [+5]	4	5	6	7	8
8	120,000	8d6	14 [+5]	4	5	6	7	8
9	240,000	9d6	14 [+5]	4	5	6	7	8

# MAGICIAN

**Requirements:** None

**Prime Requisite:** INT

**Hit Dice:** 1d4

**Maximum Level:** 14

**Armor:** None

**Weapons:** Dagger, Club,  
Light Crossbow

**Languages:** Alignment, Common

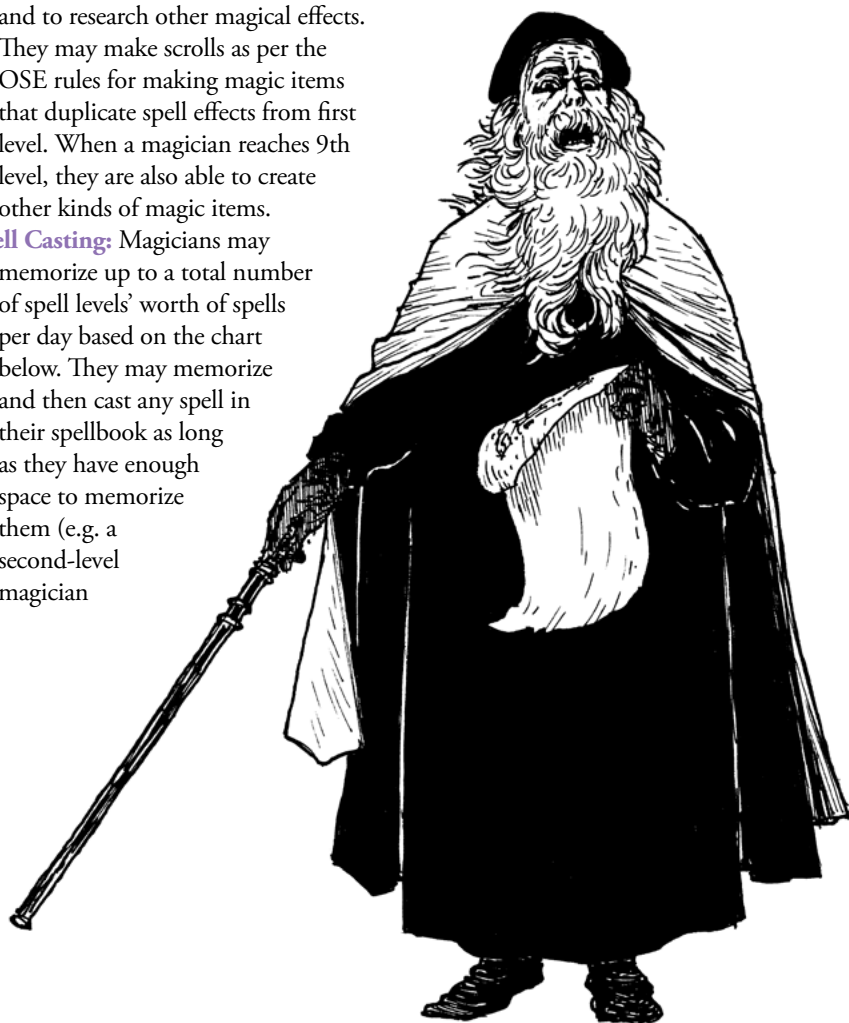
Magicians in the World of Nightwick are scholars, alchemists, and demonologists. They are universally petty and scheming, and as such, are typically of the neutral or evil alignments, though this is not a prerequisite for the class.

## ARCANE MAGIC

**Magical Research:** A magician of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. They may make scrolls as per the OSE rules for making magic items that duplicate spell effects from first level. When a magician reaches 9th level, they are also able to create other kinds of magic items.

**Spell Casting:** Magicians may memorize up to a total number of spell levels' worth of spells per day based on the chart below. They may memorize and then cast any spell in their spellbook as long as they have enough space to memorize them (e.g. a second-level magician

may memorize one 3rd-level spell, three 1st-level spells, or one 2nd-level and one 1st-level spell).



**Spellbooks:** Magicians possess a spellbook that contains the various spells they know. For beginning characters, this spellbook contains Read Magic, as well as two additional 1st level spells and one 2nd level spell. These spells are determined randomly by the referee.

**Using Magic Items:** As spell casters, magicians are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

**COMBAT**

Magicians can only use daggers, clubs, and light crossbows, and are unable to use shields or wear any kind of armor. This makes them very vulnerable in combat.

Though magicians can use staffs in combat, using a precisely calibrated magical instrument in combat is an action of last resort.

**AFTER REACHING 11TH LEVEL**

A magician may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will then arrive to study under the magician.

**MAGICIAN LEVEL PROGRESSION**

Level	XP	HD	THAC0	D	W	P	B	S	Spell Levels
1	0	1d4	19 [0]	13	14	13	16	15	1
2	2 500	2d4	19 [0]	13	14	13	16	15	3
3	5 000	3d4	19 [0]	13	14	13	16	15	5
5	10 000	4d4	19 [0]	13	14	13	16	15	7
5	20 000	5d4	19 [0]	13	14	13	16	15	10
6	40 000	6d4	17 [+2]	11	12	11	14	12	13
7	80 000	7d4	17 [+2]	11	12	11	14	12	16
8	150 000	8d4	17 [+2]	11	12	11	14	12	20
9	300 000	9d4	17 [+2]	11	12	11	14	12	24
10	450 000	9d4+1*	17 [+2]	11	12	11	14	12	28
11	600 000	9d4+2*	14 [+5]	8	9	8	11	8	33
12	750 000	9d4+3*	14 [+5]	8	9	8	11	8	37
13	900 000	9d4+4*	14 [+5]	8	9	8	11	8	42
14	1 050 000	9d4+5*	14 [+5]	8	9	8	11	8	48

\* Modifiers from CON no longer apply.

# ROGUE

**Requirements:** none  
**Prime Requisite:** DEX  
**Hit Dice:** 1d6  
**Maximum Level:** 14

**Armor:** Leather, no shields  
**Weapons:** Any  
**Languages:** Alignment  
language, Common

Rogues in the World of Nightwick are ne'er-do-wells who live by their wits. They are, unfortunately for the World and its people, quite common.

## COMBAT

Due to their need for stealth and secrecy, rogues cannot wear armor other than leather and still gain the benefits of their class.

## ROGUE SKILLS

Rogues possess skills that aid them in their attempts to gain precious lucre. These include Climb, Listen, Disable Trap, Open Doors, Lock Picking, and Search. The chances given on the chart below are for a d6. In the case of skills that have their own attribute-based chart, such as Open Doors, the rogue uses whichever of the skill chart or the attribute chart is better. Rogues also use this skill chance to determine the chance that they surprise an opponent when sneaking off alone. Note that rogues carrying lit torches or lanterns still cannot surprise monsters in a dungeon.

## SNEAK ATTACK

If attacking a surprised or otherwise unaware opponent, a rogue rolls a number of additional d6 damage dice as indicated on the chart below.

## AFTER REACHING 9TH LEVEL

A rogue can establish a rogues' house, attracting 2d6 apprentices of 1st level.



## ROGUE LEVEL PROGRESSION

Level	XP	HD	THAC0	D	W	P	B	S
1	0	1d6	19 [+0]	13	14	13	16	15
2	1,250	2d6	19 [+0]	13	14	13	16	15
3	2,500	3d6	19 [+0]	13	14	13	16	15
4	5,000	4d6	19 [+0]	13	14	13	16	15
5	10,000	5d6	17 [+2]	12	13	11	14	13
6	20,000	6d6	17 [+2]	12	13	11	14	13
7	40,000	7d6	17 [+2]	12	13	11	14	13
8	80,000	8d6	17 [+2]	12	13	11	14	13
9	160,000	9d6	14 [+5]	10	11	9	12	10
10	320,000	9d6+2*	14 [+5]	10	11	9	12	10
11	400,000	9d6+4*	14 [+5]	10	11	9	12	10
12	500,000	9d6+6*	14 [+5]	10	11	9	12	10
13	600,000	9d6+8*	12 [+7]	8	9	7	10	8
14	700,000	9d6+10*	12 [+7]	8	9	7	10	8

\* Modifiers from CON no longer apply.

## ROGUE SKILLS AND SNEAK ATTACK DAMAGE

Level	Skill Chance	Sneak Attack Damage
1	1-2	1d6
2	1-2	1d6
3	1-3	1d6
4	1-3	2d6
5	1-3	2d6
6	1-4	2d6
7	1-4	2d6
8	1-4	2d6
9	1-5	3d6
10	1-5	3d6
11	1-5	3d6
12	1-6*	4d6
13	1-6*	4d6
14	1-6*	4d6

## GRAVEROBBER ROGUE BONUS CLASS

**Requirements:** CON 13+, CHA 8-

Graverobbers are those members of Dark Country society that have been forced to make their living through various nefarious means. As the title says, this typically involves looting the corpses of the dead.

They function identically to rogues, but also gain the *strike to stun* ability described below.

### STRIKE TO STUN

If undetected, a Graverobber can attempt to stun a human or humanoid opponent that is vulnerable to such an attack using a blunt instrument.

The graverobber must make a to hit roll against the opponent they wish to stun. If the hit is successful, the opponent must make a saving throw vs paralysis or be knocked unconscious for 1d6 turns.

# ORIGIN

In order to ground characters in the setting, human and changeling characters roll on the table below to determine their country of origin. While the campaign takes place in the area known to outsiders as the Dark Country, only dwarf characters are native to the region. All frogling characters are from their homeland of Hoppland.

## THE REALM

The Realm of Man is a large continental empire that claims to be the successor to the Empire of Man itself. In addition to its temperate core territories it includes many smaller kingdoms, principalities, free cities, protectorates, and riot of other polities. It is similar to the Holy Roman Empire c. 1400.

## AVEROIS

The wooded and mysterious Duchy of Averoine is nominally a part of the Realm of Man, but its language and customs are different enough to warrant a separate entry. It is similar to the Languedoc and Occitania (now southern France) c. 1350.

## KARSE

The Kingdom of Karse is a small, dank, miserable island realm that lies off of the northern coast of the Realm. It is similar to the British Isles c. 1350.

## VULGARY

Vulgary is an elective monarchy that lies in a mountainous region on the northern coast of the Starry Sea. It is similar to Croatia and Albania (with a slight dash of Poland) c. 1400.

## PLACE OF ORIGIN

### *d20 Place of Origin*

1-5 The Realm

6-9 Averois

10-13 Karse

14-15 Vulgary

16-17 Zenopolis

18 Novgovy

19 Muscorod

20 Beyond

## ZENOPOLIS

Zenopolis, the City of the Emperor, is the last bastion of the once powerful Empire. It lies on a distant island off the coast of the Desert Lands. The Men of the West (i.e., the Realm, Averois, and Karse) view their religion as heretical and quasi-diabolic. It is similar to Constantinople c. 1095.

## NOVGOVY AND MUSCOROD

Two city states surrounded by wide expanses of forest, marshland, and taiga, both ruled by scheming Grand Princes. Both are similar to Alexander Nevsky's Russia.

## HOPPLAND

A marshy delta on the northern coast of the Realm, it is the wealthy homeland of the mercantile Froglings. It is similar to the Low Countries c. 1400 to 1500.

## BEYOND

The player may choose any of the above, or the mysterious lands beyond, including the Land of a Thousand Idols, the Borderlands, the Great Steppes, Cathay, Noppin, and the Desert Lands.

# CAREER

To determine your character's career before the start of play, roll on your chosen class's career table below. You receive the listed bonus starting equipment. Your character also knows techniques, gossip, history and laws that are generally related to their starting profession.

## CLERIC

<i>d6</i>	<i>Career</i>	<i>Equipment</i>
1	Doomsayer	Sandwich board
2	Friar	Prayer beads, staff
3	Healer	1 jar containing 1d6 leeches, bleeding knife, pouch of dung
4	Hermit	Staff, salted fish
5	Monk	Set of ragged underwear
6	Priest	Prayerbook



## FIGHTER

<i>d20</i>	<i>Career</i>	<i>Equipment</i>
1	Bodyguard	leather armor
2	Butcher	Cleaver, 1 weeks' worth of salted pork
3	Craftsman	Wooden craftsman's tools
4-5	Mercenary	Leather armor, crossbow, 20 bolts
6-7	Militiaman	Spear, shield
8	Noble	1d6gp, fine clothing, a (worthless) title
9-10	Outlaw	Bow, 12 arrows, leather armor
11	Pit Fighter	Horned helmet, spiked collar
12-13	Peasant	Wooden hoe, a pig
14	Shepherd	Sling, 20 stones, wheel of goat cheese
15	Slave	Leather collar
16	Smith	Leather apron, hammer
17	Squire	Livery, shield, leather armor
18	Watchman	Lantern, cudgel
19-20	Woodsman	Wood axe, potato-bear-skin cap







## MAGICIAN

<i>d8</i>	<i>Career</i>	<i>Equipment</i>
1	Alchemist	1d6 empty flasks, 1d6 flasks of oil, mortar and pestle
2	Astrologer	Star charts, quill, ink and 1d6 pages of parchment
3	Herbalist	1d6 cloves of garlic, 1d6 fistfulls of wolfsbane, mortar and pestle
4	Hermit	Staff, salted fish
5	Noble	1d6 gp, fine clothing, a (worthless) title
6	Seer	Tea leaves, divining rod, blindfold
7	Scribe	Quill, ink, 1d6 pages of parchment, eyeglasses
8	Student	1 bottle of cheap wine, quill, ink

## ROGUE

<i>d20</i>	<i>Career</i>	<i>Equipment</i>
1-2	Beggar	Bottle of cheap whiskey, begging cup
3	Bunko Artist	Deck of cards, hand mirror
4	Cattle Rustler	50' rope, torn burlap mask
5-6	Dung Gatherer	Bag of dung, shovel
7-8	Footpad	Cudgel, 1d6 missing teeth
9	Gambler	Deck of marked cards, loaded dice
10	Minstrel	Lute, puffy shirt
11-12	Outlaw	Bow, 12 arrows, leather armor
13-14	Peasant	Wooden hoe, a pig
15	Pedlar	Small push cart (empty)
16-17	Ratter	Stick with 1d6 dead rats tied to it, "trained" potato bear
18	Smuggler	Chest with secret compartment
19-20	Thief	50' rope, black domino mask

# BIND WOUNDS

Characters may attempt to bind each other's wounds after a combat. In order to do so, they must declare their intention *immediately* after the danger is over. If they declare any other actions, they may not bind wounds. To bind wounds, the character must make a check against their Intelligence. If successful, the character they were helping gains 1d4 HP.

If no one states their first action is to bind the wounds of dying comrade before stating another action, the dying character passes as their callous allies busy themselves with other tasks.

# DEATH & DISMEMBERMENT

Nightwick Abbey is infamously deadly. In order to marginally improve the survivability of those willing to enter, as well as to greatly increase the population relying on hook hands, peg legs, and eyepatches, it is recommended the following alternate rule be adopted. Those worried this will overly lessen the amount of death in the campaign will soon find that the Abbey is quite capable of maintaining a sickeningly high body count.

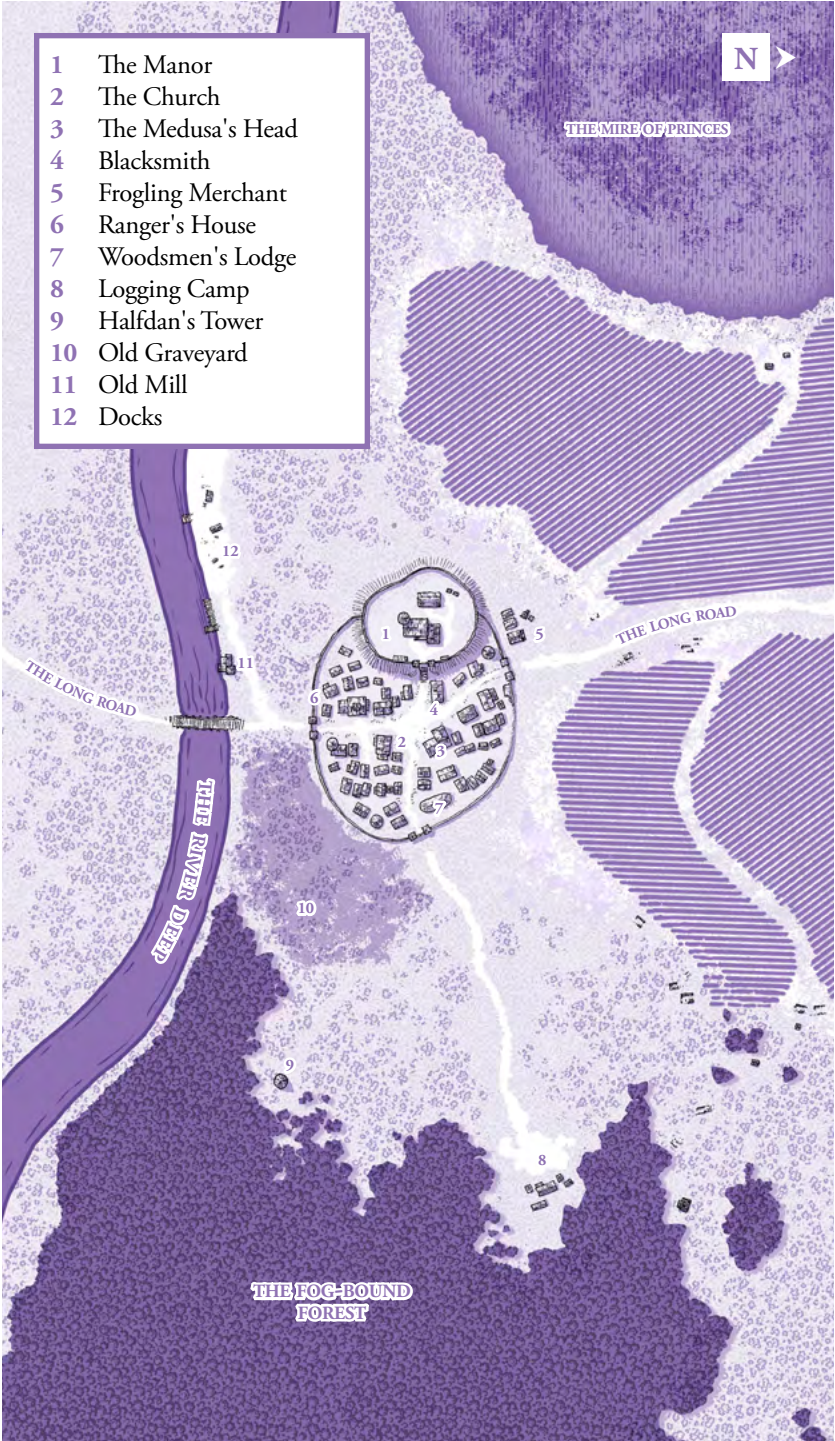
When a character reaches 0 HP, they must roll on the Death & Dismemberment table.

While the character is at 0 HP, each additional hit causes another roll at a cumulative -1 penalty.

Additional modifiers may apply at the referee's discretion.

<i>1d10</i> + modifiers		<i>Result</i>
0 or less		<i>All Dead:</i> Body completely destroyed. Resurrection impossible.
1-3		<i>Regular Dead:</i> Dead as per the usual rules.
4-5		<i>Mostly Dead:</i> Character dies in 1d6 exploration turns unless bind wounds is applied or magical healing administered. Character remains invalid for 3d6 weeks.
6-7		<i>Mangled Limb:</i> Limb is permanently lost. Save or character is unconscious for 3d6 exploration turns. Character cannot adventure for 2d6 weeks.
8-9		<i>Broken Bone:</i> Roll randomly or referee's decision: 2d6 weeks to heal limb, or unconscious for 3d6 combat rounds.
10+		<i>Concussion:</i> Unconscious for 2d6 combat rounds, 3d6 if not wearing helmet.

# NIGHTWICK VILLAGE



# ITEM-BASED ENCUMBRANCE

By GAVIN NORMAN

*Old-School Essentials* presents two options for determining characters' movement rates based on the amount of gear and treasure carried. This article presents a third option for groups wishing to use a more abstract approach based on tracking the number of items carried.

## Tracking Significant Items Carried

Instead of tracking the *weight (in coins)* of items carried, players using this alternative encumbrance system track the number of *significant items* carried.

**General guideline:** An object that can be carried in one hand counts as 1 item and an object that requires two hands to carry counts as 2 items. Very heavy or bulky objects may count as 3 or more items, per referee judgement.

## Equipped and Packed Items

Each item carried is classified as *equipped* or *packed*.

**Equipped items:** Anything the character is holding, actively using, or has ready to use at short notice: armour worn, shields or weapons held, sheathed weapons, items worn on the belt.

**Packed items:** All other equipment, packed into pockets, sacks, backpacks, etc. In combat, retrieving a packed item optionally takes one round.

## Character Sheet

The *Purist Character Sheet*, available at [necroticgnome.com](http://necroticgnome.com), includes a version supporting item-based encumbrance.

## Weapons and Armour

**Weapons:** One-handed weapons count as 1 item; two-handed weapons count as 2 items.

**Ammunition:** The encumbrance of missile weapons already includes the ammunition and its container.

**Armour:** Shields count as 1 item; light armour (e.g. leather) counts as 1 item; heavy armour (e.g. chainmail) counts as 2 items. Clothing (i.e. unarmoured) does not count as encumbering.

## Adventuring Gear

The item weights of standard adventuring gear are listed in the *Adventuring Gear Item-Based Encumbrance* table, opposite.

**Bundled items:** Some items (e.g. torches, rations) are usually purchased and carried in bundles. Up to 3 such items (e.g. individual torches or days' rations) bundled together count as 1 item.

**Tiny items:** Some very small items (e.g. necklaces, rings) are not treated as encumbering unless carried in large numbers (referee's judgement).

**Storage:** Containers (e.g. backpacks, sacks) only count as an item when not in use. The referee must judge how much can be stored in a container.

## Treasure

**Coins and gems:** Up to 100 coins or gems count as 1 item.

**Jewellery:** Tiny pieces (e.g. necklaces, rings) do not count as encumbering; larger pieces count as 1 item.

**Magic items:** Staves count as 2 items; others count as 1 item.



## Movement Rate

Movement rate is determined by the number of items carried, shown in the *Item-Based Encumbrance* table. A character's equipped and packed items should both be looked up in the table and the slower movement rate used.

### Item-Based Encumbrance

Equip. Items	Packed Items	Move. Rate
0–3	0–10	120' (40')
4–5	11–12	90' (30')
6–7	13–14	60' (20')
8–9	15–16	30' (10')

**Maximum load:** A character carrying more than 9 equipped items or more than 16 packed items cannot move.

## Mounts and Vehicles

The number of items that mounts or vehicles can carry is calculated by dividing their coin capacity (defined in *Old-School Essentials*) by 100. The distinction between packed and equipped items does not apply to mounts and vehicles.

**Example:** A riding horse can carry up to 30 items (3,000 coins) unencumbered and a maximum of 60 items (6,000 coins).

### Item-Based Encumbrance Example

Morgan, a fighter, has the following gear:

**6 equipped items:** Chainmail (2 items), shield (1 item), sword (1 item), shortbow (2 items, including quiver + arrows).

**4 packed items:** Rope (1 item), tinder box (1 item), 3 iron rations (bundle, 1 item), waterskin (1 item).

**Movement rate:** Looking at the encumbrance table, Morgan's 6 equipped items put her at movement rate 60' (20') and her 4 packed items at 120' (40'). She thus has a movement rate of 60' (20')—the slower of the two.

## STR Modifier (Optional Rule)

A character's melee STR modifier (see *Ability Scores* in *Old-School Essentials*) may be applied to the number of packed items at each movement rate band. e.g. a character with STR 16 (+2 modifier) can carry up to 12 packed items at 120' (40').

### Adventuring Gear Item-Based Encumbrance

Item	Encumbrance
Backpack	1 (storage)
Crowbar	1
Garlic	0 (tiny)
Grappling hook	1
Hammer (small)	1
Holy symbol	0 (tiny)
Holy water (vial)	1
Iron spikes (12)	1
Lantern	1
Mirror (hand-sized, steel)	1
Oil (1 flask)	1
Pole (10' long, wooden)	2
Rations (iron, 7 days)	3 (bundle)
Rations (standard, 7 days)	3 (bundle)
Rope (50')	1
Sack (large)	1 (storage)
Sack (small)	1 (storage)
Stakes (3) and mallet	2 (bundle)
Thieves' tools	1
Tinder box (flint & steel)	1
Torches (6)	2 (bundle)
Waterskin	1
Wine (2 pints)	1
Wolfsbane (1 bunch)	1

**Bundle:** Lists the item weight of the number of individual items in the bundle when bought (e.g. 7 rations = 3 items).

**Storage:** Only counts as an item when not in use. The referee must judge how much can be stored in a container.

**Tiny:** Not encumbering unless carried in large numbers.

# EQUIPMENT

**STOCK UP:** The assumed coinage here is the “silver standard”. The prices on the left are for a **CITY**, those on the right are **TOWNS/VILLAGE** (*From InPlacesDeep, Traverse Fantasy, Coins & Scrolls*)

**1 GP = 10 SP = 100 CP**

## BASIC EQUIPMENT

	<b>C</b>	<b>T/V</b>
Backpack	5sp	3sp
Crowbar	2sp	2sp
Garlic	5cp	3cp
Grappling Hook	3sp	5sp
Hammer (small)	1sp	2sp
Holy Symbol	25sp	25sp
Holy Water	25sp	25sp
Iron Spikes (12)	36cp	48cp
Lantern	3sp	5sp
Mirror (small steel)	20gp	—
Oil (fask)	5cp	5cp
Pole, 10'	1sp	5cp
Rations, Iron (7 Days)	35sp 10sp	
Rations, Standard (7 Days)	7sp	35cp
Rope (50')	3sp	3sp
Sack, Large	5cp	5cp
Sack, Small	1cp	1cp
Stakes (3) and Mallet	1sp	1sp
Thieves' Tools	1gp	—
Tinderbox (Flint & Steel)	1sp	5sp
Torches (6)	1cp	1cp
Wine	5cp	10cp
Wineskin	1sp	1sp
Wolfsbane	1sp	5sp

## Other Notable Equipment

Acid, vial	-	20sp
Chain (1ft)	-	4sp
Maginifying glass	-	100sp
Manacles	-	5sp
Mapping kit	-	5sp
Rope, silk (50ft)	-	50sp
Spellbook (blank)	-	100sp
Spyglass	-	100gp

## Weapons (Dmg)

	<b>C</b>	<b>T/V</b>
Battle ax (1d8)	2gp	5gp
Crossbow (1d8)	5gp	—
Dagger (1d4)	3sp	3sp
Hand ax (1d6)	5sp	5sp
Javelin (1d6)	5sp	5sp
Lance (1d8)	5gp	5gp
Longbow (1d6)	3gp	3gp
Mace (1d6)	2gp	5gp
Polearm (1d8)	5gp	15gp
Short bow (1d6)	25sp	25sp
Short sword (1d6)	5sp	5sp
Silver dagger (1d4)	3gp	—
Sling (1d4)	3sp	3sp
Spear (1d6)	5sp	5sp
Staff (1d4)	1sp	1sp
Sword (1d8)	2gp	5gp
Two-handed Sword (1d10)	5gp	15gp
War hammer (1d10)	5gp	15gp

## Armor

Gambeson	(AC +2; 6 sq)	25sp	50sp
Chain	(AC +4; 4 sq)	10gp	—
Plate	(AC +6; 4 sq)	100gp	—
Shield	(AC +1)	5sp	5sp

## Transport

Horse (draft)	7gp	7gp
Horse (Palfrey)	10gp	10gp
Horse (Destrier)	75gp	65gp
Mule	9gp	7gp
Tandem Horse Costume	1gp	—
Cart	3gp	3gp
Wagon	15gp	8gp
Raft	5sp	5sp