

Ashenfalcon Supplement

One upon a time there was a Booklet named after a certain colourless bird (lets call it Ashen Falcon), that contained many new rules to the Original Game. We learned that there were adventuring thieves, some weapons caused more damage and sometimes exploring wilderness could be an adventure as well. Some of those rules were good, some were less. This booklet tries to emulate things I liked in that Booklet (and subsequent Simulacrums) in a way that is supposed to be a small addition to the Swords and Wizardry: White Box without making it a totally new thing. Some common prices were added as well.

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The Thief (optional class)

While there are many who wield sword and spell while exploring tombs and dungeons, the thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, he is not a combatant by trade. Instead he strikes from the shadows and his keen eyes see dangers that his companions do not. Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of “honor among thieves.”

Thieves often go equipped with but a few weapons and light armor, and rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes. The rare thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills.

Table: Thief Class Advancement

Level	Exp. Points	Hit Dice	To Hit	Saving Throw	Thievery
1	0	1	+0	14	2
2	1,250	2	+0	13	2
3	2,500	2+1	+0	12	2
4	5,000	3	+1	11	3
5	10,000	4	+1	10	3
6	20,000	4+1	+2	9	3
7	40,000	5	+2	8	4
8	80,000	6	+3	7	4
9	160,000	6+1	+4	6	4
10	320,000	7	+5	5	5

Thief Class Abilities

Weapons and Armor Restrictions: Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and can only wear leather armor. They do not use shields.

Back Stab: Any time a thief attacks an opponent who is unaware of their presence, the thief receives a +4 to their Base Hit Bonus. If the attack is successful, the thief does double damage when he so attacks, with like additional damage for every four levels he has attained. Thus a thief of 5th level would do thrice the damage, at 9th he would do four times the damage.

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

Thievery: Thieves are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed. The Referee has the final say as to whether an action falls under the purview of thievery or not. When the thief attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the thief is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail, and the thief always believes he is successful.

Establish Guild: A thief of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as he is able.

Languages: Thieves receive a free language - Thief's Cant. This is less a formal language and more a form of secret signs, lingo and double-speak that is used between thieves to communicate in public places about illegal activities without being understood by outsiders. If this ability is used, its use is automatic. As long as both the speaker and listener are thieves and they are able to hear one another, they can communicate effectively – though only in matters directly related to their profession. Also - thieves can use this ability to leave secret glyphs and signs to mark their territory, safe houses or meeting places.

Experience Bonus for Dexterity: Dexterity is the Prime Attribute for Thieves, which means that a Dexterity score of 15+ grants an additional 5% experience.

House Rule: Decipher Languages

With the referee's permission, a thief may use his Thievery ability to decipher maps, scripts and unknown languages. In the case of scripts and languages, the thief is only able to glean the general meaning of the text when he successfully uses this ability. In addition, if the referee allows it, the Decipher Languages ability may be used to read Magic-User spells from scrolls in order to cast them. If a thief fails when attempting to cast spells from a scroll, the scroll is wasted, its magic expended, and in all likelihood there is a spectacular magical backlash that will likely endanger the thief or others. The details of this magical backlash are determined by the referee.

House Rule: Thievery for All?

With the referee's permission, other classes may try to accomplish some easier tasks in thievery - especially those that do not require special tools and training. Hiding, sneaking, climbing and listening are all good choices. The chance to succeed is only 1 in 6 for such cases.

House Rule: Alternate Fighter Class Abilities

Human Fighters gain +10% experience bonus. Dwarfs, Elfs and Halflings have no level restrictions.

Instead of Combat Machine the Fighters gain Cleave.

Cleave: Any time the fighter kills/drops an opponent, he immediately gains a free attack against another opponent already in melee with him. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature.

Parry: Fighters may decide to parry enemy attacks for a combat round, improving their melee AC by the Base Hit Bonus, but losing their attacks.

Weapon Mastery: Every third level (3rd, 6th, 9th) the fighter may choose one weapon type (e.g. club, polearm, long sword, light crossbow). He gains +1 to hit and damage with these weapons. He may choose the same type again or another each time he gains mastery. If Class Options rules are used, the variant fighters do not gain the Weapon Mastery ability.

Class Options

The Referee may want to use class options to spice up the game for veteran players, or as a way to convert old edition modules that feature classes otherwise not presented in the White Box rules. Either way, the core rules for player characters are modified at the minimum but fair amount of flavour is added to the game.

CLERICS

Druid: Priests of old religions who are known for their affinity with nature. Druids can only use non-metal armors, shields and weapons. Instead of "Turn Undead" they gain the ability to Shapechange. Once per day the druid may change his shape to either a small animal, or a bigger, more ferocious one. The druid may change back to his normal form at any time. While creating your character, consult with your Referee which small animal (for example: lizard, raven) and which big animal (for example: bear, wolf) you may change into. In animal form the druid can not speak, cast spells or use items. It drops all equipment. In small animal form druid is more agile and may reach places inaccessible to normal humanoids. In big animal form druid deals 1d6+1 damage with natural weaponry and it's AC improves by -4 [+4]. Druid temples are usually sacred groves or standing stones in the wild lands.

FIGHTERS

Barbarian: Fighters from wild tribes who are known for their ferocity in battle. Barbarians can not wear chain or plate armors. They gain ability to enter Rage once per day. Rage lasts one round per level, and the barbarian gains +2 bonus to hit and saving throw rolls while raging.

Monk: Monastic warriors who train their body to be the ultimate weapon. Monks do not wear armor, but instead train to dodge attacks and roll away from otherwise lethal blows. They receive a bonus to their Armor Class equal to their character level. The only weapons beside their martial attacks that monks can use are daggers, staffs and slings. Monk's fists and feet are considered magical weapons that do 1d6 damage. Instead of establishing stronghold at 9th level, the monk learns the Quivering Palm. Once per week the monk can choose after a successful hit that he uses quivering palm attack - the target must make a save or die. If the target succeeds that save he receives normal damage from the attack.

Paladin: Holiest warriors of the churches of Law who are known for their piety, honour and chivalry. Paladins can heal once per day by laying on hands. This either cures 2 hp per paladin level or works as a Cure Disease spell. Paladins can use cleric spell Detect Chaos by just concentrating, but only once per day. Paladin may keep only enough treasure to support himself in a modest manner and pay his henchmen and followers a reasonable rate. All the rest must be donated to a lawful church he fights for. Paladin may never own more than 10 magic items. Paladins must be lawful. Any willing chaotic act will immediately revoke the status of paladin, and it can never be regained.

Ranger: Rangers are fighting men usually associated with the wisdom of nature and skills to survive the wilderness. Rangers can not use plate armors or use shields. Rangers know Bushcraft skill, mechanically this works like Thief's Thievery skill per level. Ranger can use bushcraft skill to forage for food and water, hunt and fish, build shelters, find right direction, track someone (or something), calm wild animals, move silently and unseen in natural environment. The Referee has the final say as to whether an action falls under the purview of Bushcraft or not. When the ranger attempts to use this ability, the Referee rolls 1d6. If the result is equal or lower than their rating in the Bushcraft ability, the Ranger is successful in the attempt. Ranger may not always be aware if he succeeded (for instance in trying to avoid getting lost), so the Referee might keep the roll secret and let Ranger believe he succeeded, no matter the roll.

MAGIC-USERS

Illusionist: Wizards who focus their studies on chicanery and phantasms are called Illusionists. Whenever they cast a spell which is intended to charm, confuse or deceive a target, the potential victim of that spell suffers a -2 penalty to their saving throw to resist these effects – if any such save is allowed. However, the illusionists' focused studies render his other spells less effective and any victim of his spells entitled to a saving throws made to resist spells which do not charm, confuse or deceive receive a +1 bonus to their roll.

Necromancer: There are wizards who focus their arcane studies on the undead and death. These necromancers may Banish Undead just like a cleric of equal level. Undead who are banished in this fashion are brought to heel as minions and servants. However, because of these studies necromancers may

only learn a limited number of 5th and 6th level spells. The only 5th and 6th level spell they are capable of learning are Animate Dead, Magic Jar, and Death Spell. In civilized lands the necromancy is forbidden art and necromancers are usually banished or executed. Thus it may be recommended to keep this variant class mostly for NPC-s.

THIEVES

Assassin: Assassins are rogues trained for targeted murder. They are knowledgeable regarding the uses of poison - if they have access to simple laboratory and some rare plants they can brew their own poisons and apply it to weapons without any fear of accidentally poisoning himself (100 gp per dose). Assassin are masters at using their Thievery ability to disguise itself and impersonate others, but their skills in backstabbing are weak (thus getting x3 damage bonus on 6th level). In civilized lands uncovered and captured assassins are brought to judge and usually swiftly executed. Thus it is recommended to keep this variant class mostly for NPC-s.

Bard: A wandering musician and storyteller, living on the road, performing for humble peasants and noble kings alike. Instead of Thievery they gain Bardic Tradition: Bards have almost infinite knowledge of poems and songs. Reciting or singing them might offer invaluable help on many occasions. Heroic songs may raise the morale of party members and allies within earshot (+1 to hit and saves) as long as bard keeps singing. Their singing could negate the effects of harpies and similar attack forms relying on song. Outside the combat, bard's performance may influence intelligent listeners to be more calm and friendly towards the bard and his companions. Bards also have a chance to remember something about discovered magical items or strange places from old poems. The Referee has the final say as to whether an action falls under the purview of Bardic Tradition or not. When the bard attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the bardic tradition ability, the bard is successful in his attempt. Bards can not Backstab nor use Thieves Cant. On the other hand they pick up rudimentary knowledge of magic during their careers. From 2nd level they can learn wizard spells, counting only as a wizard of half his level from then on.

Alternate Hit Point System

To make the Player Character's Hit Point system easier to follow and more diversified, the following optional system is proposed. Under this system each class has a specific dice that is used for rolling Hit Points up to 10th level. If this optional system is used, the **Alternate monster hit point system** should be used as well.

Class	Type of Die
Fighter, dwarf	8-sided
Cleric, elf, halfling, thief	6-sided
Magic-User	4-sided

Damage Done by Weapon Type

If this optional system is used, the **Alternate damage done by monsters** must be used as well to keep the game balance.

Melee Weapon	Damage
Small weapons*	1d4
Medium weapons**	1d6
Large weapons***	1d8

*easily concealed weapons - dagger, club, short sword

**most one handed weapons and staff

***two-handed weapons - battle axe, flail, polearm, spear, two handed sword

Missile Weapon	Damage
Short bow, light crossbow, dagger	1d4
Hand Axe, longbow, spear, sling	1d6
Heavy crossbow	1d8

Alternate Hit Points and Damage by Monster Type

Monster Size	Type of Die/HD; Damage by Attack
Tiny (smaller than halfling)	1d4
Medium (human-sized)	1d6
Huge (ogre or larger)	1d8

Additional Rules for Dungeon Adventures

Dungeon Doors

Some dungeon doors are large, heavy and even when unlocked might be stuck and hard to open. Humans, Dwarves and Elves will open a stuck door on a roll of 1-2 in 6, while Halflings have a base 1 in 6 chance. At the referee's option, characters will apply any strength bonus or penalty to this roll. The stuck door can be broken down, but this takes time and is noisy.

Light

Torches and lanterns illuminate a 30-foot radius, candles illuminate 10-foot radius. Torches and candles burn for one hour (six turns), while lanterns burn one pint of oil in four hours (24 turns). Players using a light source cannot normally surprise monsters, but they can of course still be surprised. It is assumed that most monsters see in the dark.

Listening at Doors

Player Character's have a 1 in 6 chance of hearing noise while listening at dungeon doors. Note that success indicates the player heard something, but they may not know what caused the sound.

Oil

Thrown oil that is subsequently set alight by a thrown torch or similar will burn for two rounds, doing 1-6 damage per round on a successful hit of AC 8 [11]. The referee should adjust the chance to hit based on the size of the creature being targeted, obviously large creatures such as Ogres and Giants will be easier to hit than, say, giant spiders.

Secret Doors

Secret doors can be detected by any player who is actively searching for one with a roll of 1-2 in 6. Elves, however, find secret doors 4 in 6 when searching, or may sense with a 1-2 in 6 chance that something is amiss by merely passing by a secret door. It takes one turn for each 10'x10' area searched.

Traps

Note that Dwarves can detect stonework traps similarly to how Elves detect secret doors – they have a 4 in 6 chance to detect such traps if actively searching, or 1-2 in 6 if merely passing by. Players falling into a pit trap will take 1-6 damage per 10 feet fallen.

Wandering Monsters

In the dungeon, check every hour (six turns) for wandering monsters. Outdoors, check once per day (or map hex explored) for wandering monsters. Normally there is a 1 in 6 chance of encountering something, the specific encounter is rolled on a table. Initial encounter distance is dependent on the circumstance.

The Wilderness Adventures

Strength modifiers to encumbrance

Above average strength equals +25 lb. to levels of weight carried, below average strength equals -25 lb.

Outdoor movement

Base movement rate is in miles per day, but can be doubled during a forced march. Forced march means 1d6 points of damage by the end of day. For outdoor combat round movement rates, take the base rate, divide by three and multiply by 10 yards. For example a base movement rate of 9 normally allows 9 miles of travel per day, 18 miles forced, and 30 yards of movement per combat round. The referee should decrease the normal rate of movement for travel over difficult terrain, like swamps or mountains.

Getting Lost in Wilderness

Exploring the wilderness has its dangers - when leaving roads and trails there is a chance of getting lost for every day of movement (or map hex explored). The more difficult and ragged the terrain, the higher the chance gets. If the roll indicates that the players are lost, they likely will not realize it immediately. In worst cases they might continue in the wrong direction for days.

Type of terrain	Chance of getting lost
Plain, river, coast	1 in 6
Forest, hills, mountains	2 in 6
Jungle, swamp, desert	3 in 6

Reaction Check

The reaction of monsters to the player character should be determined by the Referee based on the monster's intelligence or wisdom and the situation in which the encounter occurs. Unintelligent monsters will simply attack. If there is any uncertainty about the monsters reaction, a roll can be made on the following table. The Referee may allow a character's charisma to modify monster reactions.

2d6	Monster Reaction
2-6	Hostile, attack!
7-9	Uncertain, wait
10-12	Positive, helpful

Optional Rulings for Combat

Extreme Attack Rolls: Hit roll of 20 always hits and causes automatically maximum damage. Hit roll of 1 always misses and Referee may decide some fumble.

Fighters and thieves **attacking with two weapons** gain +1 bonus to attack with primary weapon. The second weapon is for distracting the enemy.

Spears and polearms in the **second rank** attack by reaching through the first rank.

Ganging up on opponent (at least two attackers from opposite directions, maximum 6 attackers) gives +2 to hit.

If someone in melee combat lets his guard down his opponents might get **attack of opportunity** - a free attack out of initiative sequence. Such instances might be moving through or out of melee reach, binding a wound in combat, attacking armed opponent bare-handed, etc.

A weapon used to beat down rather than kill an opponent inflicts half its damage as **subdual damage** and the other half as real damage. When real damage and subdual damage combined reduces hit points to zero, the opponent falls unconscious. If real damage exceeds the hit point total, the opponent dies accidentally.

Unarmed hit (punching/kicking) causes 1d2 damage, at least half of which is subdual.

Any combatant may attempt to **grapple and subdue** an opponent more or less of their size. Defender may either dodge the grab (by saving throw) or fend off the attack with a weapon (an attack of opportunity). Either success ends that attempt. If a grab was successful, the hit dice of all attackers is totalled and rolled. The target must then roll a number of dice equal to his own hit dice. Strength bonuses or penalties, if any, are added to both sides. If the attackers' total is greater than that of the defender, the target is considered pinned and may be disarmed, shackled, bound, knocked-out, or otherwise subdued next round. If the defender's total prevails, he throws off the grapple attempt. If the attacker's and defender's dice are tied, they are struggling, with the defender still on his feet but unable to make normal melee attacks (unless using natural or small weapons against grappler). Another set of grappling rolls will be made on the next round, in which the defender does not have the ability to fend off or dodge the new attackers.

Armors are divided into light (leather), medium (chain mail) and heavy (plate mail) types. You can sleep in light armors. If You sleep in medium or heavy armor you are fatigued next day. Donning armors take from a minute (leather) to about a turn (plate mail). Removing armor takes about half that time. If you are wearing a **helmet** and take a critical hit, you may choose to ignore it, but the helm is ruined.

Poisons. Most common are the deadly poisons, but there can be other types - sleep, paralytic, blinding, debilitating, etc. Deadly poison kills on a failed save in 1-6 rounds. Vial of holy water slows the effects of poison by 1-4 hours.

Healing (alternative rule). In addition to the various magical means of restoring HP, a character will roll all his HD and recover that many HP per day of uninterrupted rest (1st level fighter regains 1d8 HP, 2nd level cleric 2d6 HP, etc).

Some New Spells

Aid

Spell Level: C3

Range: Touch

Duration: 1 hour

The recipient is granted +1 to all his hit rolls, saving throws and gains 1d6 temporary Hit Points. These hit points are lost first and can not be healed once lost.

Cure (Cause) Moderate Wounds

Spell Level: C2

Range: Touch

Duration: Instantaneous

1. As a Cure Moderate Wounds spell, the caster cures 1d10+1 HP.
2. As a Cause Moderate Wounds, the caster causes 1d10+1 damage.

Magic Missile

Spell Level: M1

Range: 150 feet

Duration: Instantaneous

A magical missile flies where the caster directs, with a range of 150 feet. The missile hits automatically, doing 1d4+1 points of damage. The Magic-User casts an additional two missiles for every 5 levels of experience - at 5th level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level

Prayer

Spell Level: C4

Range: 30 feet

Duration: 1 turn

The cleric can lower the saving throw of all his opponents by a -1 in a 10 foot radius area. At 10th level the cleric can lower the saves by -2.

Silence, 15' radius

Spell Level: C2

Range: 180 feet

Duration: 12 turns

The caster may cast this spell upon himself, an area or object. Complete silence sets in the area of effect. Creatures in the area can not speak, cast spells or make any other noise.

Shield

Spell Level: M1

Range: Caster only

Duration: 2 turns

The magical barrier around the caster grants him protection equal to the plate mail.

Speak with Dead

Spell Level: C3

Range: 180 feet

Duration: 12 turns

The caster may speak with one corpse and ask it three questions. The dead can only answer what it knew in life and can not lie. The dead with opposite alignment from the cleric may answer in riddles.

Common Prices for Goods and Services

In general, a character can sell something in good condition for half its listed price.

Lodging per day

Lodging, barn	1 cp
Inn, poor (common room)	5 cp
Inn, good (secure)	5 sp
Inn, luxurious	2 gp
Stabling	5 cp

Bath	3 cp
Laundry (by load)	1 cp

Food & drinks

Meal, horrid	2 cp
Meal, decent	1 sp
Meal, fancy	2 sp
Banquet (per person)	10 gp

Ale, pint (cheap)	1 cp
Ale, pint (decent)	2 cp
Cheap wine (pitcher)	5 cp
Common wine (pitcher)	1 sp
Glass of exquisite wine	1 gp

Services

Burial with mourners	5 gp
Messenger in city	2 cp
Notarius (per document)	10 gp
Teamster & wagon	1 sp/mile

Adventuring gear

Animal feed (day)	5 cp
Bell	1 gp
Belt pouch (for 1 lb)	1 gp
Block & Tackle	5 gp
Bowl, cup & spoon	1 sp
Caltrops (for 5 sq ft)	1 gp
Candle	1 cp
Chain, strong (per ft)	3 gp
Chalk	1 cp
Clothing, explorers	10 gp
Disguise kit	20 gp
Fishhook	1 sp
Kettle/Pot, iron	5 sp
Lockpicks	25 gp
Harp, Lute	25 gp
Parchment (sheet)	2 sp
Pen	5 cp
Sewing needle	5 sp
Soap (per lb)	5 sp
Whetstone	2 cp
Winter blanket	5 sp
Writing ink (vial)	8 gp

Animals

Falcon (trained)	1000 gp
Guard dog*	20 gp
Pigeon, homing	50 gp

* AC 6 [13], HD 1+1, bite, Mv 12, special: bonus against being surprised.

Uncommon Armors

These items can only be bought (or commissioned) in large cities, special guilds or need a quest to acquire. Elven chain can be sold for that price but can not be brought (although elves might gift it).

	AC	Wt	Cost	Type/Special
Studded (brigandine) armor	+3	30	25	Light
Great beast hide armor	+5	60	500	Medium
Dwarf-made full plate mail	+8	75	1500	Heavy
Elven chain	+4	25	500*	Light (counts as non-metal)
Miner's helm	-	5	25	Has a slot for a a candle on top

New Magic Items

Amulet of shape change: The wearer can Shapechange into a large monster once per day (specifics are left to the Referee). Usable by: Druids.

Axe of Bloodlust: Battle Axe +2. If used by Barbarian, it doubles the length of Rage ability.

Belt of the First Master: The wearer gains +2 bonus to his AC, unarmed hit bonus and damage. Usable by: Monks.

Goggles of Darkvision: The wearer can see in the dark for up to 60 feet.

Holy Avenger: Long sword +3. The wearer and all lawful allies within 10 feet gain +5 bonus to saves vs magic. Usable by: Paladins.

Lute of Charming: The player of the lute can cast Charm Person spell once per day. If played by a bard, it can also be used to cast Charm Monster once per week.

Skeleton Key: This magical device gives thief a +1 bonus to pick locks.