

The McHack

SWORD-AND-SORCERY ADVENTURES



Rules Tome

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SPECIAL THANKS:

Little (if anything) within these pages is original to me. The following are but the tip of the iceberg of folks who have inspired this little set of rules:

Alex Schroeder: Halberds & Helmets | David Black: The Black Hack | Swords & Wizardry: The White Box | Daniel Proctor: Labyrinth Lord | Gavin Norman: Old School Essentials, Dolmenwood | Ulrich Kiesow: Das Schwarze Auge | The Welsh Piper: B/X Options | Atelier Clandestine: Sandbox Generator | Jon Britton: Feats of Exploration | Ray Otus: Plundergrounds zine and podcast | Yochai Gal: Cairn, New School Revolution blog, Between Two Cairns podcast | Brad Kerr: Between Two Cairns podcast, Wyvern's Songs | James Holloway: Monsterman podcast | Menion (aka Rob): Confessions of a Wee Tim'rous Bushi podcast | Goblin's Henchman: The Goblin's Henchman blog and podcast | Logan Howard: Sword Breaker zine and podcast | HJ Doom: Fantastic Fights podcast | Necropraxis: necropraxis blog | Tom Moldvay: Basic D&D (1981), David Cook & Steve Marsh: Expert D&D (1981) | Dave Arneson & Gary Gygax: Everything

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Introduction

The McHack is a set of B/X house rules designed for fast and simple sword-and-sorcery adventures. It is designed to be used as a stand-alone game, or along side other B/X-style games like OSE, Labyrinth Lord, or early versions of *The Original RPG created by TSR*.

The McHack includes a simplified list of spells for Wizards, Priests, Bakku, and Elves. Alternatively, you can use the spell lists from your favorite B/X-style game.

How is The McHack different to the many other excellent B/X retro-clones, and why should you bother reading these rules? Great question!

The McHack is *remarkably simple*. This game keeps the well-established d20 combat system with some minor simplifications and uses a

unified d12 Target-based resolution for most everything else. Saving throws, Tasks, and Class specialties are combined into one recognizable mechanic: roll a d12 against a Referee-ordained Target and add a modifier or two.

This simplicity means that everyone: referees, experienced players, and newbies alike, can just focus on playing the game. Additionally, this simplicity makes The McHack ideal for solo play or introducing new players to the OSR style of play.

I hope you like my game and find something here that enhances yours. Welcome to The McHack!

Mystic Mog

(Nic McJannet)

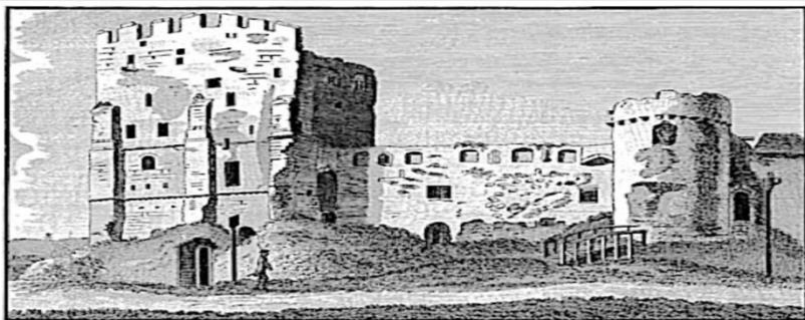
Dice

The McHack uses a standard set of RPG dice: 4-sided (d4), 6-sided (d6), 8-sided (d8), 10-sided (d10), 12-sided (d12), and 20-sided (d20). The d20 is primarily used to attack an opponent in combat, and the d4 through d12 are for determining character stats and Damage inflicted during combat.

In addition to the uses mentioned above, the d12 is used for Target-based *Task* and *Save* rolls to discover the outcome of uncertain situations. A roll of 1 always fails, and a roll of 12 always succeeds. The d12 is the most used die in the game.

Setting

Every RPG has an implied setting, one generated by its rules and stylistic choices. The McHack is no different. The implied setting here is one of the earliest civilizations, of bronze-age technology, and of cities of only a thousand or two souls. Magic is rare, dark, and fearful. Priests worship despotic godlings, and silent druidic Orcs commune with spirits of place and nature. The vast, untracked wilderness is home to neolithic humans, ice-age predators, and the remnants of long-lost civilizations. Forget your faux-renaissance tavern, your plate mail armor, and your potion emporium, this is The McHack...



Section 1 – Characters

This section describes the simple process of creating a Player Character (PC). There are separate sections for creating *Human* characters and *Demi-Human* (or humanoid) characters. First, let us look at the basic attributes common to all PCs.

Character Attributes

Player Characters are made up of simple attributes that are used during play. Like all B/X-style RPGs there are six primary attribute or *Ability Scores* that describe how physically, mentally, and socially strong the PC is. Next, there are secondary attributes that denote things like the character’s ability to avoid and take Damage, how fast they move, any bonuses to making Task or saving rolls, and any special qualities they possess

due to their adventuring profession.

Primary Ability Scores

Each character has the standard six *Ability Scores* common to most B/X-style RPGs:

Ability	Abbreviation
Strength	STR
Intelligence	INT
Wisdom	WIS
Dexterity	DEX
Constitution	CON
Charisma	CHA

Human PCs roll 3d6 to determine the starting score for each of these abilities, while demi-human PCs roll variable d6 for each ability, as noted in the relevant demi-human section, below. Starting scores for humans will fall between 3 and 18, while demi-human starting scores will have more variety. Ultimately, ability scores range

from 1-20 for all PCs as these scores increase and decrease through advancement and injury. Ability scores are more fluid, and have more impact in The McHack than most B/X-style games.

Ability Modifiers

Each Ability Score generates a standard *Ability Modifier*. These modifiers range from -4 to +4 and are applied to various d12 and d20 rolls throughout the game.

Class

There are five human *Classes* available to players: Explorer, Fighter, Wizard, Priest, and Rogue. The latter four Classes are analogous to the basic Classes found in most B/X-adjacent games, while *Explorers* are new jack-of-all-trades adventurers that can change Class as their ability scores increase over time.

There are five demi-human *Species* including Bakku, Dwarf, Elf, Halfling, and Wildman. Each

species has its own strengths and weaknesses.

Experience Points

Experience Points (XP) are awarded for defeating monsters, completing objectives, and spending treasure. 1 silver piece (*sp*) spent equals 1XP gained. All human Classes level-up at the same number of earned XP, though the XP Level requirements for demi-humans are unique.

Level

Characters advance in *Levels (LVL)* as they gain experience in the form of XP. At each Level they increase one *Ability Score* of the player's choice by 1 point as well as improving in other ways.

Hit Dice

Hit Dice (HD) indicates the number of d6 rolled to determine a character's Hit Points (*HP*). All characters use a d6 for their HD, regardless of their Class.

Hit Points

Hit Points (HP) indicate the amount of physical Damage a character can take before they die. At Level 1 all characters get 4 + their CON Modifier in hit points.

To decide a character's HPs from Level 2 onwards, roll the indicated number of d6 as shown on their Class Advancement table, and add the character's CON Modifier *once*. Hit points "cap out" at the character's Constitution Score. So, a character with CON:8 has a maximum of HP:8, no matter how high their rolled HP.

Hit points are rerolled at each Level. It is possible for the HP total to go *down* when a character levels-up. This represents the body's fluctuating health over time.

Armor Class

Armor Class (AC) denotes how difficult a PC is to hit in combat. It is the Target of a d20 To-Hit roll that the attacker must equal or better. AC is improved by armor and adjusted by the

character's DEX Mod. The default AC for a human is AC:10.

To-Hit Bonus

All PCs have an *To-Hit Bonus (TH)* to their d20 To-Hit rolls ranging from 0-10. This bonus is determined by their Class and Level, found on the relevant *Class Advancement* tables.

Save Bonus

There are two types of *Save rolls* in The McHack: physical (SvP) and magical (SvM). All creatures have a *Save Bonus (SP)* to their d12 Save rolls ranging from 0-10. These bonuses are determined by PC Class and Level and are found on the relevant *Class Advancement* tables.

Task Bonus

Task rolls (TRs) play an important part in The McHack. There are two Classes that have bonuses to their d12 rolls: Explorers get a +1 bonus to all to all Task rolls, regardless of their Level, while Rogues get a bonus to all Task rolls that increases as

they advance in Levels. This bonus can be found on the *Rogue Class Advancement* table.

Movement

Movement (MV) is shown in feet per 10-minute Exploration Turn (Trn) and 10-second Combat Round (Rnd), in the format Trn/Rnd. Unless encumbered by carrying too much weight, exhaustion, or being hampered by armor non-proficiency, humans have a MV rate of 120/40, while Dwarfs and Halflings move at 90/30. A party can only move as fast as its slowest member.

Starting Treasure

All player characters start their adventures with a small amount of treasure. Human characters start with the $(1d6+1) \times 10sp$ in starting treasure. Demi-humans have a variable amount of treasure per their *Starting Treasure and Equipment* table. Starting treasure spent on equipment counts towards XP.

Alignment

The McHack uses a simple five-point Alignment system. Some Classes are restricted in the Alignments allowed. The five Alignments are as follows:

Alignment	Description	Code
Lawful	Order	L
Neutral	Balance	N
Chaotic	Freedom	C
Good	Selflessness	G
Evil	Selfishness	E



Character Classes - Human

Human player characters can choose from five character Classes: Explorer, Fighter, Priest, Rogue, and Wizard.

Except for the Explorer Class, all Classes have minimum ability score requirements, as shown on the *Minimum Ability Score by Class* table, below. The Explorer Class does not have any such requirements, and so is open to all PCs, no matter their rolled ability scores.

To generate a human PC, roll 3d6 six times, and note the scores in order next to each of the six Primary Abilities. Next, check which of the Classes the PC is eligible for by cross-referencing their scores with the Class types on the Minimum Ability Scores by Class table, below.

Human Classes are more fluid in The McHack than most other B/X-style games. Non-Explorers that fall below their Class minimums through injury must either become an Explorer of the same Level (losing all special abilities and hit dice from their original Class,) or retire from adventuring.

Explorers who improve their ability scored sufficiently through Level advancement can join another Class at Level 1. They keep their Explorer's Task bonus but must restart their hit dice at first Level. However, once a PC becomes an Explorer through injury, they can never rejoin their old Class, even if they later meet the minimum ability requirements.

Minimum Ability Scores by Class

Class	STR	INT	WIS	DEX	CON	CHA
Explorer	-	-	-	-	-	-
Fighter	13	-	-	9	9	-
Mage	-	13	9	-	-	9
Priest	-	9	13	-	-	9
Rogue	-	9	-	13	-	9

Standard Ability Modifiers

Ability Score	Ability Mod
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3
20	+4



Explorer

Explorers are jack-of-all-trades adventurers who can turn their hand to most non-magical Tasks. They make good torchbearers, porters, and back-up fighters.

There are no minimum ability requirements for an Explorer. Any human adventurer that does not meet the requirements for another Class is an Explorer.

Explorers get a +1 Task Bonus (*TB*) to *all* Task rolls. This bonus reflects the practical nature of an Explorer but does not increase as the Explorer advances.

An Explorer who later meets the requirements may change Classes, joining the new Class at Level 1. They keep their +1 *TB* from their former Class, but nothing else.

Min. Abilities	None
Weapons	Heavy
Armor	Medium
Shield	All
Helmet	All
Alignment	Any
Complexity	Low

LVL	XP	HD	To-Hit	SvP	SvM
1	0	0d6+4	0	0	0
2	1,250	1d6+2	+1	0	0
3	2,500	2d6	+1	+1	+1
4	5,000	2d6+2	+2	+1	+1
5	10,000	3d6	+2	+2	+2
6	25,000	3d6+2	+3	+2	+2
7	50,000	4d6	+3	+3	+3
8	100,000	5d6	+4	+3	+3
9	200,000	6d6	+4	+4	+4

Fighter

Fighters are the trained warriors of an adventuring party. They can use any type of weapon, armor, shield, or helmet.

At Levels four, seven, and nine a Fighter gains an additional attack per combat round (*Att/Rnd*).

Additionally, Fighters have the best To-Hit *Bonus (TH)* of any Class. These qualities combine to make Fighters extremely formidable foes, and the indispensable backbone of any adventuring party.

If a Fighter falls below the minimum abilities listed below, they must either retire from adventuring or become an Explorer of the same Level.

Minimum STR	13
Minimum DEX	9
Minimum CON	9
Weapons	All
Armor	All
Shield	All
Helmet	All
Alignment	Any
Complexity	Low

LVL	XP	HD	To-Hit	ATT/Rnd	SvP	SvM
1	0	0d6+4	+1	1	0	0
2	1,250	1d6+3	+2	1	0	0
3	2,500	2d6+2	+3	1	+1	+1
4	5,000	3d6+1	+4	2	+1	+1
5	10,000	4d6	+5	2	+2	+2
6	25,000	4d6+2	+6	2	+2	+2
7	50,000	5d5	+7	3	+3	+3
8	100,000	6d6	+8	3	+3	+3
9	200,000	7d6	+9	4	+4	+4

Priest

Priests draw Spiritual power from Godlings and Spirits in the environment.

As a Priest advances, they are initiated into higher *Degrees (DEG) of Spiritual Magic*, which allows them to receive more potent spells. DEG:1 is the lowest, and DEG:6 the highest.

The highest Degree a Priest can attain is limited by their Wisdom score. WIS:13 is required for DEG:1, 14 for DEG:2, up to 18 for DEG:6.

Priests are good at combat but can only wield blunt weapons as a mark of their profession.

Minimum WIS	13
Minimum INT	9
Minimum CHA	9
Weapons	Heavy*
Armor	Medium
Shield	All
Helmet	All
Alignment	Any
Complexity	High

LVL	XP	HD	To-Hit	SvP	SvM
1	0	0d6+4	0	0	0
2	1,250	1d6+2	+1	0	0
3	2,500	2d6	+1	+1	+1
4	5,000	2d6+2	+2	+1	+1
5	10,000	3d6	+2	+2	+2
6	25,000	3d6+2	+3	+2	+2
7	50,000	4d6	+3	+3	+3
8	100,000	5d6	+4	+3	+3
9	200,000	6d6	+4	+4	+4

Priest vs Undead

Priests can *Hold* or *Destroy* undead by presenting their Spirit Symbol: Cross-reference Priest LVL with undead HD. Roll 1d12 against the Target shown (a letter shows the undead *are*

Held or *Destroyed*). If successful roll 1d12 to find how many undead are affected. Held undead cannot approach the party for 1 Turn/Priest LVL. Add the Priest's WIS Mod and Spirit Symbol bonuses to all such rolls

Priest LVL	HD:1	HD:2	HD:3	HD:4	HD:5	HD:6	HD:7+
1	8	10	12	-	-	-	-
2	6	8	10	12	-	-	-
3	4	6	8	10	12	-	-
4	2	4	6	8	10	12	-
5	H	2	4	6	8	10	12
6	H	H	2	4	6	8	10
7	D	H	H	2	4	6	8
8	D	D	H	H	2	4	6
9	D	D	D	H	H	2	4

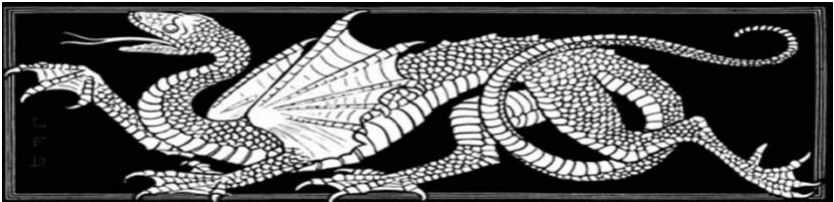


Priest Spells

The table below shows the Levels at which a Priest is initiated into the next highest Degree, as well as the number

of spells that can be received per Degree at each Level. For spell descriptions see Section 3, later in this book.

Priest LVL	DEG	WIS	DEG:1	DEG:2	DEG:3	DEG:4	DEG:5	DEG:6
1	1	13+	1	-	-	-	-	-
2	1	13+	2	-	-	-	-	-
3	2	14+	2	1	-	-	-	-
4	2	14+	3	2	-	-	-	-
5	3	15+	3	2	1	-	-	-
6	3	15+	4	3	1	-	-	-
7	4	16+	4	3	2	1	-	-
8	5	16+	4	4	2	1	1	-
9	6	17+	4	4	3	2	2	1



Blessed Water, Scrolls, & Spirit Symbols

At higher Levels Priests can create Blessed Water and Spirit Symbols of increasing potency, as well as Scrolls of Spirit Spells. The table below indicates the cost of creation in time and treasure, the effect of the item, and the Level of Priest required to create each item. If the items are to be sold, see the Class-

Specific Equipment List for the selling price of each item. Only one item can be worked on at a time. If the Task of creating Blessed Water or Spirit Symbols fails, the materials can be reused. This is not true of Scroll-creation, the materials are lost if the Task fails.

Item	Created by	Cost and Effect	Task Target
Blessed Water (Crude)	LVL:2+	1 week/5sp, Anoint or weapon vs Undead (1d4+1)	4
Blessed water (Modest)	LVL:4+	1 week/10sp, Anoint or weapon vs Undead (1d6+1)	6
Blessed Water (Radiant)	LVL:6+	1 week/15sp, Anoint or weapon vs Undead (1d8+1)	8
Spirit Symbol (Crude)	LVL:3+	1 week/5sp, Required to Hold Undead	5
Spirit Symbol (Modest)	LVL:5+	2 weeks/20sp+1 to Hold Undead	7
Spirit Symbol (Radiant)	LVL:7+	4 weeks/50sp, +2 to Hold Undead	9
Scroll Creation	-	100sp/Deg, 1 week/Deg	2+Deg

Rogue

Rogues are lock-picks, cut-purses, con-artists, and assassins. Their unique talents make them valuable adventurers, even if they are less than trustworthy.

Rogues are adept and resourceful adventurers. They receive a Task Bonus (*TB*) to *all* standard Task rolls which increase with advancement. Rogues also gain a few specialist Tasks that only they can perform, as shown on the final table below. If a Rogue falls below the minimum Ability

requirements listed below, they must retire or become an Explorer of the same LVL.

Minimum DEX	13
Minimum INT	9
Minimum CHA	9
Weapons	Heavy
Armor	Medium
Shield	All
Helmet	All
Alignment	Any
Complexity	Moderate

LVL	XP	HD	To-Hit	TB	SvP	SvM
1	0	0d6+4	0	+1	0	0
2	1,250	1d6+2	+1	+1	0	0
3	2,500	2d6	+1	+2	+1	+1
4	5,000	2d6+2	+2	+2	+1	+1
5	10,000	3d6	+2	+3	+2	+2
6	25,000	3d6+2	+3	+4	+2	+2
7	50,000	4d6	+3	+5	+3	+3
8	100,000	5d6	+4	+6	+3	+3
9	200,000	6d6	+4	+7	+4	+4

Specialist Rogue Tasks

Rogues gain the ability to perform Specialist Tasks as they advance in Levels (see table below). These Tasks including the manufacture of poisons and Rogue's Tools. The cost in time and treasure of manufacturing these items are shown below. If

they are to be sold, refer to the Class-Specific Equipment List for the sale price.

Standard Task Targets are shown. Failed manufacturing Tasks result in the loss of the materials.

Ability	From LVL	Notes	Task Target
Stealth	1	Go unnoticed by normal observers	6
Pick Pocket	1	Slight-of-hand. The Rogue is noticed if the roll fails by 4+	6
Shear Climb	1	Unaided climbing, Failure = fall from the halfway point (1d6/10')	6
Create Poison (Basic)	2	Costs 5sp/1 week, SvP:6 or die	6
Disguise	2	May require makeup, prop, etc	6
Disarm mechanism*	2	Traps, locks, simple machines, etc	6
Assassinate	3	Instantly kill a surprised, living humanoid with a bladed weapon.	10
Create Mechanism*	3	Traps, locks, simple machines, etc. costs 10sp/1 day	6
Create Rogue's Tools (Basic)	3	Costs 10sp/1 week to make. Required for some Tasks	6
Create Poison (Standard)	4	Costs 10sp/1 week. SvP:8 or die	8
Create Rogue's Tools (Standard)	5	Costs 20sp/2 week. Provides +1 Task Bonus	8
Create Poison (Fine)	6	Costs 20sp/1 week, SvP:12 or die	10
Create Rogue's Tools (Fine)	7	Costs 30sp/4 weeks. Provides a +2 Task Bonus	10

(*) requires rogue's tools

Wizard

Wizards are shadowy practitioners of *Arcane Magic*. They are feared, revered, and prized in equal measure.

As a Wizard advances, they are initiated into higher *Circles of Magic (CIR)*, which allows them to learn more potent spells. CIR:6 is the highest circle.

At each Level, the Wizard may increase any ability by 1, but they must *decrease* either STR, DEX, or CON by 1 (*rolled randomly*). This reflects the corrupting nature of arcane magic.

If a Wizard falls below the minimum ability requirements below must either retire from adventuring or become an Explorer of the same Level.

Minimum INT	13
Minimum WIS	9
Minimum CHA	9
Weapons	Light
Armor	Light
Shield	Buckler
Helmet	Half
Alignment	N, E, C
Complexity	High

LVL	XP	HD	To-Hit	SvP	SvM
1	0	0d6+4	0	0	0
2	1,250	1d6+2	0	0	+1
3	2,500	2d6	0	+1	+1
4	5,000	2d6+1	+1	+1	+2
5	10,000	3d6	+1	+1	+2
6	25,000	3d6+1	+1	+2	+3
7	50,000	4d6	+2	+2	+4
8	100,000	5d6	+2	+2	+5
9	200,000	6d6	+3	+3	+6

Wizard Spells

The table below shows the Levels at which a Wizard is initiated into the next highest Circles, as well as the number of

spells that can be received per Circle at each Level. For spell descriptions see Section 3, later in this book.

Wizard LVL	CIR	Min INT	CIR:1	CIR:2	CIR:3	CIR:4	CIR:5	CIR:6
1	1	13+	1	-	-	-	-	-
2	1	13+	2	-	-	-	-	-
3	2	14+	3	1	-	-	-	-
4	2	14+	4	2	-	-	-	-
5	3	15+	4	2	1	-	-	-
6	3	15+	4	3	2	-	-	-
7	4	16+	4	3	2	1	-	-
8	5	17+	4	4	3	2	1	-
9	6	18+	4	4	3	3	2	1



Potions, Scrolls, & Spell Books

Wizards can create potions, scrolls, and spell books, provided they have access to the necessary resources. Potions take one week to create. Roll to see if the materials are available. Roll against the Task Target (add INT mod) to see if the creation is successful.

Materials are lost if the attempt fails. All potions last 1d6+1 Turns (healing/cures are permanent.) Scrolls can only be produced for spells the Wizard knows. Spell Books creation is always successful. Only one item can be worked on at a time.

Item	Cost and Effect	Materials Available	Task Target
Potion of Healing	50sp, Cures 1d4+1 HP	30%	4
Potion of Cure-Poison	50sp, Negates 1 poisoning	30%	4
Potion of Levitation	30sp, Allows vertical levitation	50%	4
Potion of Silence	50sp, subject creates no sound	50%	5
Potion of Invisibility	60sp, Subject + gear invisible	15%	5
Potion of Ethereality	80sp, Subject is ethereal, not harmed by mundane weapons	10%	6
Potion of Strength	50sp, +4 STR	25%	6
Potion of Agility	50sp, +4 DEX	25%	6
Potion of Barkskin	60sp, +2 AC	30%	6
Potion of ESP	80sp, Hear thought of others	25%	7
Potion of Polymorph	60sp, Change into another humanoid	20%	7
Potion of Cure-Disease	100sp, Negates 1 disease	20%	8
Potion of Greater Healing	70sp, heals 2d6 HP	10%	8
Scroll Creation	100sp/Cir, 1 week/Cir	-	2+Cir
Spell Book (Low)	10sp/1 week, Level 3 and up	-	-
Spell Book (High)	100sp/4 weeks, level 7 and up	-	-

Character Classes – Demi-Human

There are five playable demi-human (or humanoid) species in The McHack: Bakku, Dwarf, Elf, Halfling, and Wildman. While most gamers will be familiar with Dwarfes, Elves, and Halflings, Bakku and Wildmen will be less familiar. Bakku are a type of telepathic druidic Orc, known for their stoic wisdom and connection to the spiritual and earthly realms, while Wildmen are neolithic cousins of regular humans lacking modern weapons, technologies, or learning.

It is worth mentioning that for demi-humans, their *Species* is indistinguishable from their *Class*. There are no Elfen Rogues, for example, there are just Elves, and there are no Bakku Fighters, just Bakku.

All demi-humans have attributes similar to their human

counterparts, such as ability scores, armor Class, and hit points.

To create a demi-human character, consult the *Ability Scores by Species* table, below, and roll the required dice for each ability. Once the primary ability scores have been generated, note the relevant Ability Modifiers from the *Standard Ability Modifier* table.

Note too that there are no minimum ability score requirements for demi-humans. If a player chooses to create a demi-human character, they simply roll the required dice shown below. While demi-human abilities have unique score ranges, ultimately all player characters, whether human or demi-human, have ability scores range from 1 to 20.

Ability Score by Species

Ability	Bakku	Dwarf	Elf	Halfling	Wildman
STR	3d6	2d6+6	2d6+2	2d6+2	1d6+12
INT	2d6+1	2d6+2	3d6	3d6	1d6+2
WIS	1d6+12	2d6+2	3d6	3d6	2d6+1
DEX	2d6+6	2d6+2	1d6+12	2d6+5	2d6+6
CON	3d6	1d6+12	2d6+2	2d6+5	2d6+6
CHA	2d6+1	2d6+2	1d6+12	2d6+2	2d6+1

Standard Ability Modifiers

Ability Score	Ability Mod
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3
20	+4



Bakku

Bakku are pig-faced humanoids that have a druidic attachment to spirits of Nature and Earth. Though related to regular Orcs, Bakku possess none of the vile aggression of their kin. Though they cannot speak, Bakku can communicate telepathically with any creature of above animal intelligence.

Bakku employ a martial-arts-like fighting style. They use a heavy, hollow bone or wooden staff known as a *bak*, which whistles and sings as it whirls through the air. At Level 4 and 7 the Bakku become so proficient in this fighting style that they gain extra attacks per round when wielding a Bak or fighting unarmed. A Bakku causes 1d3 Damage per attack when fighting unarmed. Each Bakku fashions their own Bak, and while these are never for sale, they are occasionally given as gifts to non-Bakku.

Bakku are proficient in light armor and medium weapons. Though they do not use weapons made primarily of metal, they may use bucklers and half-helmets of leather.

As a Bakku advances, they are initiated into higher *Yurdh* (YDH) of magic. The First Yurdh is the least powerful, while the Fifth is the most powerful.

A Bakku's spell casting ability is limited by their Wisdom Score. WIS:13 is required for YDH:1 spells, WIS:14 for YDH:2, up to WIS:17 for YDH:5 spells. If a Bakku qualifies for higher Yurdh by Level but lacks the WIS to cast these spells, they receive a spell from the next highest Yurdh.

Bakku live a nomadic life dedicated to communing with nature spirits. Bakku have Infravision up to 120' and provide their party with +1 bonus to surprise rolls.

Bakku Quick Guide

Weapons	Medium
Armor	Light
Shield	Buckler
Helmet	Half
Alignment	N, C, G
Complexity	Moderate

Advancement Table

LVL	XP	HD	ATT/Rnd	To-Hit	SvP	SvM
1	0	0d6+4	1	+1	+1	+1
2	1,500	1d6+3	1	+1	+2	+2
3	3,000	2d6+2	1	+2	+3	+3
4	6,000	3d6+1	2	+2	+3	+3
5	12,500	4d6	2	+3	+4	+4
6	25,000	5d6	2	+4	+4	+4
7	50,000	6d6	3	+5	+5	+5

Starting Treasure & Equipment (roll four times)

1d6	Treasure	Armor	Weapons	Other
1	None	None	Bak (L)	None
2	1d12cp	None	Bak (L)	None
3	1d6sp	Light	Bak (L)	None
4	1d12sp	Light	Bak (M)	None
5	2d12sp	Light	Bak (M)	Buckler
6	1d4gp	Light	Bak (M)	Half-Helmet

Bakku Treasure

While they do not covert treasure for its own sake, Bakku understand the need for treasure when dealing with “civilized” folk. Roll four times on the Starting Treasure and Equipment table above.

Bakku Spells

The table below shows the Levels at which a Bakku is initiated into the next highest Yurdh, as well as the number of spells that can be received per Yurdh at each Level. For spell descriptions see Section 3, later in this book.

Bakku Spells Per Level

Bakku LVL	YDH	WIS	YDH:1	YDH:2	YDH:3	YDH:4	YDH:5
1	1	13+	1	-	-	-	-
2	1	13+	2	-	-	-	-
3	2	14+	3	1	-	-	-
4	2	14+	3	2	-	-	-
5	3	15+	4	2	1	-	-
6	4	16+	4	3	1	1	-
7	5	17+	4	3	2	2	1



Dwarf

Dwarves are squat, stout, bearded humanoids adept at mining, metalwork, and warcraft. They have no gender and produce no children, instead fashioning new clan members from stone as the need arises. They live mainly underground and have 120' Infravision. Dwarves get a +2 Task Bonus for any Task involving stonework or mechanisms. Dwarfs are proficient in heavy weapons and heavy armor. Because of their short stature Dwarfs cannot use very heavy weapons, or long weapons other than spears.

Dwarves form highly organized societies or clans built on immutable ideals of duty, honor, and law. They easily take offense at the changeable nature of other species and view them as un-evolved and untrustworthy. Dwarves cannot be Chaotic in alignment.

Dwarves have no aptitude for magic. However, they are the only species with the knowledge and ability to forge steel. This gives all Dwarfen weapons a non-magical +1 To-Hit Bonus, their armor +1 to the usual AC, and their full shields HP:8 instead of the usual HP:5.

Dwarves covert treasure, and gold most of all. As a result, Dwarfen adventurers will usually own more starting treasure than other species and will also own armor and weapons. Roll 1d6 four times on the Starting Treasure & Equipment table, below. Any armor, shield, helm, or weapon will be of Dwarfen make.

Dwarves will never give treasure away freely and will only loan treasure with specific assurances of interest or other gain.

Dwarf Quick Guide

Weapons	Heavy
Armor	Heavy
Shield	All
Helmet	All
Alignment	L, N, G, E
Complexity	Low

Advancement Table

LVL	XP	HD	To-Hit	Att/Rnd	SvP	SvM
1	0	0d6+4	+1	1	+2	+2
2	1,500	1d6+3	+1	1	+2	+2
3	3,000	2d6+2	+2	1	+2	+2
4	6,000	3d6+1	+2	2	+3	+3
5	12,500	4d6	+3	2	+3	+3
6	25,000	4d6+2	+4	2	+3	+3
7	50,000	5d5	+5	3	+4	+4
8	100,000	6d6	+6	3	+4	+4
9	200,000	7d6	+7	4	+5	+5

Starting Treasure & Equipment (roll four times)

1d6	Treasure	Armor	Weapons	Shield/Helm
1	2d6+1gp	None	1 x L	None
2	3d6+1gp	None	1 x M	Buckler
3	3d6+1gp	None	1 x L, 1 x M	Half-Helm
4	4d6gp	Medium	2 x m	Buckler & Half-Helm
5	5d6gp	Medium	1 x H	Full Shield
6	6d6gp	Heavy	1 x M, 1 x H	Full Shield & Full Helm

Elf

Elves are 5' androgynous Fae creatures, adept at both magic and combat. They are proficient in light armor, medium weapons, shields, and helmets. Elves cannot be lawful in alignment.

Elves are alien visitors to the Earthly Realm. Their home is Elfheim, a parallel world continually lit by a silvery sun, where magic is rife and the laws of nature unrecognizable. All Elves can cross over into the Earthly Realm at certain points during the calendar year, and some can do so at will.

Elves have two weaknesses while in the Earthly Realm; they are terrified of darkness (as their home is always bathed in light), and they are nauseated by earthly silver (this pure earth metal gives Elves crippling vertigo so they cannot willingly touch it). Fortunately, no other metals have quite this effect.

Elves are *spoken* into being by their Patron in Elfheim. They receive spells from their Patron as they advance in Levels.

Elves have no connection to the Godlings and Spirits of the Earthly Realm. Therefore, Elves are not affected by Priestly magic, including healing spells.

Elves only make light armor that provides a magical +2 to AC (AC:14). An Elfen full shield adds the normal +1 to AC and can soak up HP:8 before splintering. Elfen helmets and bucklers have no Advantage over human-made equivalents. All Elfen weapons are of the magical +2 variety.

To find an Elf's starting equipment and treasure roll 1d6 four times on the Starting Treasure & Equipment table, below. Any armor, shield, helm, or weapon will be of Elfen make.

Elf Quick Guide

Weapons	Medium
Armor	Light
Shield	All
Helmet	All
Alignment	C, N, E
Complexity	High

Advancement Table

LVL	XP	HD	Glamours	To-Hit	SvP	SvM
1	0	1d6	0	0	0	+2
2	3,000	1d6+2	1	+1	0	+2
3	6,000	2d6	1	+1	+1	+3
4	12,500	2d6+2	2	+2	+1	+3
5	25,000	3d6	2	+2	+2	+4
6	50,000	4d6	3	+3	+2	+4
7	100,000	5d6	3	+4	+3	+5
8	200,000	6d6	4	+5	+4	+6

Starting Treasure & Equipment (roll four times)

1d6	Treasure	Armor	Weapons	Other
1	1d12cp	None	Knife	None
2	1d4gp	None	Dagger	Buckler
3	1d6gp	Light	Bow(L)	Half-Helmet
4	2d4gp	Light	Bow(L)	Full Shield
5	2d6gp	Light	Bow(L) & Knife	Full Helmet
6	3d6gp	Light	Sword, Short	Buckler & Half-Helm

Elf Spells

The table below shows the Levels at which an Elf is initiated into the next highest Court, and the Charisma required to receive each Court. Additionally, the

number of spells that can be received per Court at each Elf Level is shown. For spell descriptions see Section 3, later in this book.

Elf Spells Per Level

Elf LVL	COR	CHA	COR:1	COR:2	COR:3	COR:4	COR:5	COR:6
1	1	13+	1	-	-	-	-	-
2	1	13+	2	-	-	-	-	-
3	2	14+	3	1	-	-	-	-
4	2	14+	4	2	-	-	-	-
5	3	15+	4	2	1	-	-	-
6	4	15+	4	3	2	1	-	-
7	5	16+	4	3	2	1	1	-
8	6	17+	4	3	3	2	2	1

Elf Glamours

Elves who spend extended time on the Earthly Realm develop *Glamours*, manifestations of magic that impose themselves on the Elf's nature. These glamours can sometimes be a boon but often make it

impossible for the Elf to hide among other species without being discovered.

Roll 1d100 on the table below for a new Glamour at each 2nd Level of advancement. Reroll any duplicate results.

Elf Glamours

d100		d100 Cont.	
01-03	Owls follow at night	51-54	Soft whispers nearby
04-06	Magpies follow by day	55-58	Wreathed in gold flame
07-09	Nearby plants sway and part as the Elf approaches	59-62	Angelic song emanates during combat
10-12	A large toad is often seen nearby	63-66	Voice echos strangely
13-15	Dogs become agitated	67-70	ESP 1 thought/day
16-18	Unaffected by spider bites	71-74	Telepath 1 thought/day
19-21	Has no shadow	75-78	Ventriloquism 1 min/day
22-24	Silently walks 2" above ground	79-82	Clairvoyance 1 min/day
25-28	Eyes turn jet black	83-86	Polymorph 1 min/day
29-32	Eyes become silver pools	87-90	Levitate 1 min/day
33-35	Skin shimmers with starlight	91-92	Fly 1 min/day
36-38	Skin is ice-cold to the touch	93-94	Invisible 1 min/day
39-41	Hair billows slowly	95-96	Teleport 30' once/day
42-44	Flames dance and flicker nearby	97	Can portal to Elfheim 1/month
45-46	Speaks only telepathically	98	Can portal to Elfheim 1/week
47-48	Silver bells nearby	99	Forgets Elfheim completely
49-50	Soft whispers heard nearby	00	Can never return home

Halfling

Halflings are nimble 3-4' tall humanoids. They tend to live in hidden rural enclaves dug into sub-surface warrens, or in the trunks of large trees or mushrooms. Halflings tend to shy away from larger species, though they are in fact closely related to humans.

Halflings are proficient in light armor, medium weapons, and can use bucklers and half-helmets. Though slight of stature they make competent warriors when the need arises. They can be of any alignment but are rarely evil.

Halflings have developed a rudimentary 60' infravision from living in burrows. They have keen eyes and gain +2 to all search-based Task rolls. Furthermore, Halflings have an uncanny ability to hide and receive a +4 to all Task rolls

aimed at remaining undetected (+6 if making such a roll in the wilderness).

Due to their small stature and dexterous nature, Halflings gain a +2 to AC whenever they are fighting a creature sized large or above. Additionally, the alertness of Halflings provides any party they are with a +1 on all Surprise rolls. Halflings are also very resilient towards magic, and this is reflected in the Save Bonuses.

Halflings tend to lack the political guile or fighting prowess, to progress to the highest Levels of human society, and so they are capped at Level 7. Their simple and more rural-based lives mean that Halflings often start with less treasure than human adventurers. Roll four times on the Starting Treasure and Equipment table.

Halfling Quick Guide

Weapons	Medium
Armor	Light
Shield	Buckler
Helmet	Half-Helm
Alignment	Any
Complexity	Low

Halfling Advancement Table

LVL	XP	HD	To-Hit	SvP	SvM
1	0	0d6+4	0	+1	+4
2	1,501	1d6+2	+1	+1	+4
3	3,001	2d6	+1	+2	+4
4	6,001	3d6	+2	+2	+5
5	12,001	4d6	+2	+3	+6
6	24,001	5d6	+3	+3	+7
7	48,001	6d6	+4	+4	+8

Halfling Starting Treasure & Equipment (roll four times)

1d6	Treasure	Armor	Weapons	Other
1	1d6sp	None	None	Sack, Compass, Rope 30'
2	2d6sp	None	1 x I	Backpack, Torches (4)
3	3d6sp	Light	1 x L	Mess Kit, Half-Helmet
4	4d6sp	Light	1 x I, 1 x L	Animal Trap (s), Tinder
5	5d6sp	Light	2 x L	Lantern, Oil Flask, Tinder
6	6d6sp	Light	1 x M	Buckler, Fishing Line

Wildman

Wildmen are neolithic hunter-gathers closely related to, but separate from, humans. While they lack deeper culture, art, or learning, they are formidable foes. They live by their instincts, wits, and cunning. Wildmen cannot be lawful in alignment.

Wildmen live in small villages, cave complexes, or simple huts. They fashion weapons from wood, bone, and stone, though they can use metal weapons and armor if they find them. They are proficient in medium weapons and armor.

Wildmen have developed a rudimentary 60' infravision from living in caves and hunting at night. While Bakku have a connection to spiritual forces in nature, Wildmen are deeply connected to the earth itself. They receive +4 to all Task rolls pertaining to hunting, foraging,

water-finding, or way-finding due to their ability to perceive and understand lay lines.

Wildmen are almost never surprised. Any party with at least one Wildman receives a +2 bonus to Surprise rolls, as well as +2 to all hiding rolls.

Wildmen are driven primarily by basic urges to eat and survive. However, they deeply desire to own the things other species have, and will search for treasure while having little understanding as to why other species covet the same.

Wildmen can occasionally learn rudimentary language, and fit into human society. However, they lack the social guile and technical fighting prowess to advance beyond Level 5.

Wildman Quick Guide

Weapons	Medium
Armor	Light
Shield	Buckler
Helmet	None
Alignment	C, N, G, E
Complexity	Low

Wildman Advancement Table

LVL	XP	HD	ATT/Rnd	To-Hit	SvP	SvM
1	0	1d6	1	+1	+1	0
2	1,000	2d6	1	+2	+2	0
3	2,000	3d6	1	+3	+3	0
4	4,000	4d6	1	+4	+4	0
5	10,000	5d6	2	+5	+5	0

Wildman Starting Treasure & Equipment

1d6	Treasure	Armor	Weapons	Other
1	None	None	None	Animal Trap (s) x 2
2	None	None	Flint Knife	Satchel
3	None	None	Sling	Sack, Torch (4), Flint
4	1d12cp	None	Spear (L)	Water Skin
5	1d4sp	Light	Spear (M)	Hide Cloak
6	1d6sp	Light	Club	Buckler



Section 2 – Equipment

Equipment Overview

Human characters start the game with $(1d6+1) \times 10sp$, while demi-human starting treasure can be found on the relevant species page. Armor, weapons, and equipment can be purchased to aid the character in their adventuring.

Equipment can be found in the tables on the following pages. Most prices are shown in silver pieces (*sp*), with cheap items shown in *cp* and buildings shown in *gp*.

Coin	Value
Copper crupe (cp)	-
Silver shin (sp)	=10cp
Gold gloat (GP)	=10sp
Platinum pine (pp)	= 10 gp

Weight (Slots)

Larger items have a weight value measured in *Slots*. A character

can carry their STR score in slots providing they have enough hands, bags, or belts to hold them. If the number of Slots carried equals their STR the PC is *Encumbered*.

Encumbrance

Encumbered characters make *all* rolls at Disadvantage. Additionally, their movement is reduced by half. Those with a positive STR Mod may carry that same number of extra slots after becoming encumbered before they cannot move. Those encumbered with no positive STR Mod cannot carry items slots beyond their STR Score.

A player character can also become encumbered through using armor, shields, and helmets that their Class is not proficient in. For example, while it is not forbidden for a Wizard to wear heavy armor, if they do so they immediately become encumbered.

Maintaining Equipment

Weapons and armor need to be maintained if they are to remain useful. Each week of adventuring in which the character engaged in combat results in maintenance costs.

Calculate the cost of all carried weapons, worn armor, helmets, and shields (*ignore shields that were splintered as these would have been discarded and are not repairable*). Divide the total by 4. The result is the cost of maintenance required.

Providing the maintenance cost is paid, all weapons and armor are considered as-new, including shields which return to their full HP values.

If the maintenance is not paid, then the referee should decide the moment at which a piece of equipment fails. If the character cannot afford to maintain all their equipment, they must advise the referee about which pieces of equipment have not been maintained.



Other pieces of equipment will need to be replaced as they are used up in the process of adventuring: Torches, oil flasks, rations, and ropes left tied in place are just a few examples of consumed items that will need to be bought on a regular basis.

Equipment Tables

Armor

Armor comes in three weights or *Types*: *Light* (leather tunic), *Medium* (ring mail shirt), and *Heavy* (bronze breastplate over ring mail). A character's *Class* dictates the heaviest Armor Type they are proficient in. Wearing armor outside of their proficiency makes a character *Encumbered*.

Shields come in two sizes, *Full* and *Buckler*. A full shield adds +1 to AC and can soak up to HP:4 before splintering. A buckler is a small 1' shield that provides no AC benefit but can soak up to HP:2 before splintering. A splintered shield is useless and must be discarded.

Helmets come in two Types, *Full* and *Half*. Both full and half-helmets provide a SvP:8 roll for critical head wounds, with success commuting the wound to "stunned". Full helmets gain a +2 bonus to this roll.

Dwarfen and Elfen armor is highly prized. Dwarfs make medium and heavy armor from steel, not bronze or iron. They rarely make armor to fit humans, but where such armor is for sale, it will cost ten times that of the human equivalent.

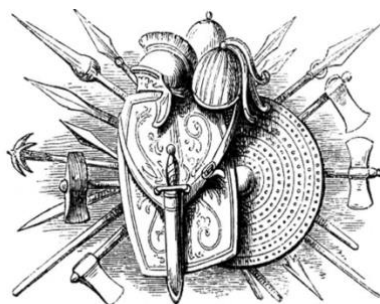
Dwarfen armor provides a non-magical +1 to AC compared to the human equivalent. A Dwarfen full shield adds the normal +1 to AC but can soak up HP:8 before splintering. A Dwarfen full helm adds +4 to head-based SvP rolls on the *Critical Wounds* table.

Elfen armor is *extremely* rare as Elves are not native to the Earthly Realm. While Elfen armor usually fits humans, it is not available for purchase under normal circumstances.

Elves make only light armor which provides a magical +2 to AC (AC:14) compared to the human equivalent. An Elfen full shield adds the normal +1 to AC. However, as these are magically strengthened they can soak up HP:6 before splintering.

Armor

Armor Type	AC	Cost	Slots	Splinter	Notes
None	10	-	-	-	-
Light	12	30	1	-	Leather tunic
Medium	14	60	2	-	Ring mail shirt
Heavy	16	100	3	-	Bronze breastplate
Full Shield	+1	10	3	4	2' diameter wood
Buckler	-	5	2	2	1' diameter wood
Full Helmet	-	30	1	-	+2 SvP Head wound
Half Helmet	-	10	-	-	SvP Head wound
Dwarf Medium	15	600	2	-	Steel chain mail
Dwarf Heavy	17	1000	3	-	Steel breastplate
Dwarf Shield	+1	50	3	8	Full, steel
Dwarf Helmet	-	100	1	-	+4 SvP Head wound
Elf Light	14	N/A	1	-	Magical
Elf Shield	+1	N/A	3	6	Full, Magical



Weapons

Weapons fall into five weights or *Types*: Improvised, Light, Medium, Heavy, and Very Heavy. Each Weapon Type inflicts a particular Dice Type of Damage:

Weapon Type	Damage
Unarmed	d2
Improvised (I)	d3
Light (L)	d4
Medium (M)	d6
Heavy (H)	d8
Very Heavy (VH)	d8/d12*

A PC’s *Class* dictates the heaviest Weapon Type they can use without penalty. A character makes their To-Hit roll with Disadvantage when using a weapon outside this proficiency.

All medium, heavy, and very heavy weapons have a minimum STR Score required to wield them well. Roll To-Hit and Damage with Disadvantage when the wielder has insufficient STR.

Heavy and *Very Heavy* melee weapons have *two* minimum

STR Scores: one for two-handed wielding, and a higher one for single-handed wielding (single-handed wielding allows the use of a shield.)

Very Heavy weapons have the *Whirlwind* capability when wielded with both hands. This allows multiple foes of medium or smaller size to be hit with a single attack (make one To-Hit roll against the highest AC.) When striking multiple foes these weapons do 1d12 Damage shared between the opponents hit at the player’s discretion. When striking a single target these weapons do 1d8 Damage.

Swords do *Maximum Damage* with a roll of a natural 20 on the To-Hit roll. If they roll a natural 1 their opponent is disarmed, though no hit is scored.

Dwarfen weapons are made from steel, cost ten-times the normal price, and grant a non-magical To-Hit: +1. Elfen weapons are extremely rare and grant a magical To-Hit: +2.

Weapons

Weapon	Type	Dam	Cost	Slots	Min. STR	Notes
Arrow	-	-	5cp	-	-	For any bow
Bottle/Rock	I	1-3	-	-	-	30' range (<i>b</i>)
Dart/Star	I	1-3	2sp	-	-	30' range
Knife	I	1-3	4sp	-	-	30' range
Knife, Flint	I	1-3	2cp	-	-	Cannot throw
Sling	I	1-3	1sp	-	-	30' range (<i>b</i>)
Bak (L)	L	1-4	-	1	-	Bakku only
Bow (L)	L	1-4	15sp	1	-	120' range (2)
Club/Staff	L	1-4	2sp	1	-	Wood
Dagger	L	1-4	8sp	1	-	Cannot throw
Dagger, Silver	L	1-4	40sp	1	-	Vs Undead, etc.
Flail (L)	L	1-4	20sp	1	-	Negates shield (<i>b</i>)
Axe, Hand	L	1-4	6sp	1	-	30' range
Spear (L)	L	1-4	3sp	1	9	90' range (javelin)
Axe	M	1-6	15sp	2	9	3' haft, 1 blade
Bak	M	1-6	-	2	9	Bakku only
Bow	M	1-6	20sp	2	9	150' range
Flail	M	1-6	20sp	2	9	Negates shield (<i>b</i>)
Hammer	M	1-6	10sp	2	9	2' haft (mace) (<i>b</i>)
Spear	M	1-6	5sp	2	9	60' range, 5' haft
Sword, Short	M	1-6	40sp	2	9	2-3' blade,
Axe (H)	H	1-8	60sp	3	11/15	3-4' haft, 2 blades
Bow (H)	H	1-8	30sp	3	11	180' range (2)
Sword, Broad	H	1-8	100sp	3	11/15	3-4' blade,
Flail (H)	H	1-8	60sp	3	11/15	Negates shield (<i>b</i>)
Spear (H)	H	1-8	20sp	3	11/15	30' range, iron
Hammer (H)	H	1-8	40sp	3	11/15	4' haft, 2 heads(<i>b</i>)
Axe, Great	VH	1-8*	120sp	4	15/19	5' haft, 2 blade(<i>w</i>)
Sword, Great	VH	1-8*	200sp	4	15/19	4-5', (<i>w</i>)
Hammer, Great	VH	1-8*	70sp	4	15/19	4' iron mace (<i>b,w</i>)

(*b*) = blunt, (2) = two-handed only, (*w*) = whirlwind (*) d12 against multiple foes

Delving

Delving equipment is essential for exploring dungeons or spending time underground. The list includes tools for spelunking, excavating, lighting, and breaking into tombs.

Exploration

Exploration equipment is useful for surviving long journeys, exploring wilderness areas, and living outside of a settlement. This list includes gear for hunting, orientation, and protection from the elements.

Class-Specific

Items required by, or created by, particular character Classes. The price shown is the cost to buy the item (for production costs see the relevant Class pages.)

Herbs & Roots

This list contains plants that adventurers might find useful. These plants have a “*Lasts*” period after which they are no

longer useful, and a “Chance in 6” of being available.

Vehicles & Animals

Vehicles are good for transporting goods, people, and treasure. Animals are used for transportation, protection, or food.

Hirelings

Examples of short and long-term employees are listed here. Engaging a hireling requires a successful Task roll, the Target of which depends on the pay offered. The character adds their CHA modifier to the roll. Hirelings that go adventuring will expect an additional share of any found treasure.

Buildings

As characters rise in Levels and influence, they may want to build a stronghold. This list provides building costs and construction time. Buildings are expensive, but a fantastic way to earn XP through spending treasure.

Delving Equipment

Item	Cost	Slots	Notes
Acid, flask, pint	5sp	-	1d4 dam, cleans, eats metal
Backpack	4sp	-	Holds 10 slots
Belt, pouch	1sp	-	Holds 1 slot
Belt, utility	3sp	-	Thieves' tools, herbs, small items
Brightstone	1sp	1	Quicklime brick, 2HRS light, 30'r
Candle, large	2cp	-	1HRS light, 55' radius
Canary, cages	5cp	1	Instantly dies in poison fumes
Chalk	1cp	-	Fist-sized, writing
Crowbar	5sp	2	+4 to related Task rolls
Grappling hook	10sp	1	+4 to related Task rolls
Hammer, small	1sp	-	For iron spikes, wooden stakes, etc
Iron spike x 10	1sp	-	Tent, climbing, bracing doors
Lantern	5sp	1	30' radius, needs oil flask
Mirror, silver (S)	10sp	-	Signaling, looking round corners, etc
Pick	6sp	2	+4 to related Task rolls
Oil, flask, pint	1sp	-	Lantern fuel or 1d6*2Round dam.
Rope, 50'	5sp	2	For grapple, climb at ¼ speed
Rope, ladder, 20'	10sp	2	Climb at ½ speed
Sack, large	2cp	-	Holds 8 slots
Sack, small	1cp	-	Holds 4 slots
Satchel	3sp	-	Holds 4 slots
Shovel	8sp	2	+4 to related Task rolls
Sledgehammer	10sp	3	+4 to related Task rolls
Ten-foot pole	1sp	2	Spring traps, balance pole, etc
Tinderbox	2sp	-	Flint, steel
Torch, wood x 2	5cp	1	30' radius light or 1d3 dam
Twine, strong	1sp	-	100', retracing steps, etc

Exploring Equipment

Item	Cost	Slots	Notes
Animal Feed Bag	1sp	-	Leather
Animal Muzzle	2sp	-	Leather
Animal trap (l)	3sp	1	Passive, 1/6 chance of M-L prey/day
Animal trap, (s)	2cp	-	Passive, 1/6 chance of VS-S prey/day
Bedroll	5sp	2	Warm, +2 SvP due to cold
Carpenter's Tools	10sp	2	Saws, chisels, hammer, plain, etc
Cloak, traveling	5sp	2*	Warm, +2 SvP due to cold
Clothes, basic	1sp	1*	Shirt, britches, shoes
Clothes, traveling	10sp	2*	Shirt, britches, boots, coat
Compass	2sp	-	Small loadstone on thong, points N
Field Dressing	5sp	1	Bandage, splint, salve, ties (1 use)
Fishing Tackle	5cp	-	Line, float, weight, passive 3/6 catch
Map/Scroll Case	5sp	1	Watertight, holds up to 4 maps
Mess Kit	5sp	2	Pot, pan, billy, plates, utensils for 4
Rations	5sp	1	1 person for 1 week
Spy Glass	25sp	1	Rudimentary telescope, x 4 mag.
Oilskin Tarp	2sp	1	12' x 12', protects from rain
Saddle, small	10sp	3*	Horse, axe-been, zebra, etc
Saddle, large	25sp	10*	Giraffe, mammoth, great deer
Saddle Bag	5sp	-	6 slots
Tent, large	20sp	10	10-person
Tent, small	5sp	3	2-person
Water Skin, large	2sp	1/0	1 person for 1 week
Water Skin, small	1sp	-	1 person for 2 days
Water Cask	5sp	16/4	10 people for 1 week

() weight only when carried, not worn*

Class-Specific Equipment

Item	Cost	Create By	Usable By	Notes
Blessed Water, crude	10sp	P:2+	All	A: 1 Turn, D: 1d4+1
Blessed water, modest	30sp	P:4+	All	A: 2Turn, D: 1d6+1
Blessed Water, radiant	50sp	P:6+	All	A: 3Turn, D: 1d8+1
Rogue's Tools, basic	20sp	R:3+	R:1	For locks, mechs, etc
Rogue's Tools, standard	100sp	R:5+	R:3	+1 to Task roll
Rogue's Tools, fine	250sp	R:7+	R:5	+2 to Task roll
Poison, basic	10sp	R:3+	All	SVP:6
Poison, standard	50sp	R:4+	All	SvP: 8
Poison, fine	100sp	R:6+	All	SvP: 12
Spirit Symbol, crude	10sp	P:3+	P1+	Req. to hold undead
Spirit Symbol, modest	100sp	P:5+	P3+	+1 to hold undead
Spirit Symbol, radiant	200sp	P:7+	P5+	+2 to hold undead
Spell Book, low	25sp	W:3+	M1+	For CIR1-3 spells
Spell Book, high	250sp	W:7+	M6+	For CIR4-6 spells

A = Anoint an item or weapon, D = Damage to undead

Herbs & Roots

Item	Cost	Chance	Lasts	Notes
Aspthistle	5cp	2/6	1 mth	Repulse reptiles, SvP:8
Bella	5cp	2/6	1 mth	Grants 2 nd SvP poison/venom
Hedgewart	5sp	1/6	1 wk	Deadly poison to Fae, SvP:8
Sage	5cp	3/6	1 mth	Repulse Spirits, SvP:8
Slipfoot	1sp	2/6	1 wk	Turns black 30' from arcana
Snowbell	1sp	2/6	1 mth	Flower wilts 60' from Fae
Sylberry	2sp	1/6	1 wk	+2 SvM charm, sleep
Woolfsbane	1sp	2/6	1 wk	Wolves, lycanthropes +4 react
Wormwood	1sp	1/6	1 yr	Smolders 120' undead/demon
Zelloch	1sp	2/6	1 mth	Infravision 60' 6 Turn

Vehicles & Animals

Item	Cost	Notes
Axe Beak	40sp	Carries 4 slots, 1 person
Canoe	10sp	Carries 4 slots, 2 persons
Caravan, merchant	100sp	Carries 40 slots, sleeps 4 persons
Cart, hand, 2-wheel	5sp	Carries 15 slots
Cart, 4-wheel	25sp	Carries 60 slots, 2 persons
Chariot, 2-wheel	50sp	Carries 10 slots, 2 persons
Cow	20sp	Provides 4d6 rations + 1d6 milk/day
Deer, great/giraffe	50sp	Carries 20 slots, 1 person
Dog, guard/war	10sp	Protection, defends owner to the death
Fowl	2sp	Provides 1d3 rations
Goat	5sp	Provides 1d3 rations + 1d3 milk/day
Horse, work	20sp	Carries 20 slots
Horse, war	50sp	Carries 20 slots, 1 person
Mammoth	100sp	Carries 50 slots, 4 persons
Mule	10sp	Carries 15 slots
Pig, sow)	15sp	Provides 2d6+4 rations
Pig, war-boar	30sp	Protect, carry 1 small person, 2d6 rations
Raft	10sp	Carries 20 slots, 4 persons
Sheep	10sp	Provides 1d6 rations + 1d6+2sp wool/year
Skiff	20sp	Carries 30 slots, 4 persons
Zebra	30sp	Carries 10 slots, 1 person

Hirelings

Item	Cost*	Per	Notes
Adventurer	1sp/LVL	Day	Non-Explorer: ½ treasure share
Adventurer	1sp/LVL	Day	Explorer, ¼ treasure share
Guard	2sp	Wk	LVL1 F, non-adventuring
Laborer	1sp	Wk	Servant, carrier, cleaner
Laborer (skilled)	2sp	Wk	Architect, blacksmith, carpenter, etc.
Artisan	5sp	Wk	Teacher, scribe, artist, musician, etc.

() Hiring Task Target = 6 if offering the fee above, add CHA mod to the roll*

Buildings

Item	Cost	Time	Notes
Barn	10gp	2 wk	
Barracks/Prison, wood	100gp	10 wk	20 residents
Barrow, long	50gp	10 wk	Burial
Gatehouse, stone	100gp	8 wk	20' high, portcullis, hvy door
Gatehouse, wood	25gp	4 wk	20' high, hvy double door
Grain store	5gp	1 wk	
Hut, wood	5gp	1 wk	2 rooms
Keep, stone	1000gp	26 wk	Per floor
Longhouse, wood	100gp	10 wk	100 guests, kitchen, storage
Moat & Drawbridge	100gp	20 wk	10' deep, dry defensive ditch
Palisade, wood	100gp	10 wk	12' high, per 100 residents
Shop/Business, stone	80gp	16 wk	4 rooms
Shop/Business, wood	20gp	4 wk	4 rooms
Wall, stone	500gp	40 wk	15' high, per 100 residents
Watchtower, wood	25gp	2 wk	30' high
Well, stone	25gp	4 wk	20' deep
Wizard's Tower, stone	1000gp	26 wk	Per floor 40' x 40'



Section 3 – Magic

The following pages describe the spells available to each of the Magic-wielding Classes: Bakku, Elf, Priest, and Wizard. The spell descriptions have been kept deliberately short to allow for the interpretation of individual players and referees, as well as to save space in this book (*alternatively, you can use the spell lists and descriptions from your favorite B/X-style game.*) The following format has been used to describe the parameters of each spell:

- Range – the distance over which the spell is effective (ranges from “touch” to “sight” and in some cases as far as any place known to the caster)
- Casting Time – how long the spell takes to cast (usually 1 Round, meaning it is effective in the same combat round the spell is declared, but can be more for higher spells)
- Duration – how long the spell lasts (often variable by caster Spell Level, but includes such durations as “instantaneous”, and “permanent”)
- Effect – what the spell does (again, this is often variable by caster spell Level)

Saving Throws

A creature that is negatively affected by a spell is usually entitled to a Saving Throw (SvM). The Target for this Save is $6 + \text{Caster's Spell Level}$.

Arcane (Wizard) Magic

Arcane Magic originates from the Fae realms. It is a rejection of earthly *Spiritual Power* and is dangerous for non-Fae to wield, causing the decay of physical abilities in those who practice it.

Arcane Spells are categorized by *Circle* depending on their power. Each Circle has a minimum INT score required to cast spells of that Level, from 13 for CIR:1 to 18 for CIR:6. If a Wizard lacks the INT to cast at their Circle, they must choose new spells from a Circle they can cast.

A Wizard's spell book only holds the spells they know. They can cast each spell in their book once per day. There are three ways a Wizard adds new spells to their spell book upon leveling-up: copying a spell from a scroll, learning a spell from another Wizard, or undertaking magical

research. In each case the new spell must be of the correct Circle, or lower Circle if limited by the Wizard's intelligence.

Copying a spell from a scroll causes the spell on the scroll to vanish. Learning from another Wizard costs 1 week, and 100sp/CIR. Undergoing magical research costs 1 week/CIR, 100sp/CIR, and requires a Task roll with a Target of 4 + Spell CIR.

All Wizards can cast a spell from an Arcane scroll, and all Wizards can read magic freely. A Wizard can cast a scroll of a CIR higher than theirs, but they must make a successful Task roll with a Target of 6 + (CIR difference between caster and scroll). Only one attempt can be made per day. Once cast, the spell vanishes from the scroll.

(Use the Magic User spell list if combining The McHack with other B/X-style games.)

Arcane (Wizard) Spell Descriptions

CIR	Spell	Range, Cast Time, Duration, Effect
1	Charm Person	Sight, 1Rnd, 1Day/Cir, friendly, helps, no self harm
	Detect Arcana	10'r/Cir, 1Rnd, 1Trn/Cir, reveals magic item, spell, etc.
	Portal Lock	Sight, 1Rnd, 1Trn/Cir, mundane or magic, req. Knock or Dispel Magic to open with SvM (Cir difference as mod.)
	Magic Missile	Sight, 1Rnd, Instant, 1d4+1 Dam, 1 missile/Cir, auto-hits
	Shield	Touch, 1Min, 1Trn/Cir, 1Person/Cir, +1 to AC/Cir
	Sleep	10'r/Cir, 1Rnd, 1Trn/Cir, magical slumber
2	Detect Invisibility	Sight, 1Rnd, 1Trn/Cir, invisible objects and creatures are visible to the caster
	ESP	Sight, 1Rnd, 1Trn/Cir, perceive thought of living things
	Invisibility	Touch, 1Rnd, 1Trn/Cir, 1Person/Cir, invisible not silent
	Wizard Knock	Touch, 1Rnd, open any locked door or "Hold Portal" spell, Wizard Lock gets SvM with Cir difference as mod
	Mirror Image	Touch, 1Rnd, 1Trn/Cir, 1 image/Cir, identical copy, each hit destroys one copy until only subject remains
	Wizard Lock	Touch, 1Rnd, Perm, lock chest, door, etc (opens for caster) "Knock" can open (SvM, Cir difference as mod)
3	Clairvoyant Eye	Sight, 1Rnd, 1Trn/Cir, see through eyes of another
	Dispel Magic	Sight, 1Rnd, Perm (1Min/Cir magic Item), halt magic effects 10'r/Cir, gets SvM with Cir difference as mod
	Fire Ball	Sight, 1Rnd, Instant, 1d6 Dam/Cir, 20' radius, a ball of fire explodes in the given area. SvM for half Damage, auto-hits
	Fly	Self, 1Rnd, 1Trn/Cir, Move:360/120
	Lightning Bolt	Sight, 1Rnd, instant, 1d6 Dam/Cir, 1creature/Cir, SvM of half, automatically hits.
	Water Breathing	Touch, 1Rnd, 1Trn/Cir, 1Person/Cir, breath under water
4	Charm Monster	Sight, 1Rnd, 1Day/Cir, 1 monster up to 3 HD + 1 HD/Cir, friendly, helpful, no self-harm
	Polymorph	Sight, 1Rnd, 1Trn/Cir, 1Person/Cir, comparable size, not an illusion though no special abilities gained
	Remove Curse	Touch, 1Rnd, Perm,, SvM, Cir difference as mod
	Wizard Eye	Sight, 1Rnd, 1Trn/Cir, see through an invisible eye
5	Animate Dead	Sight, 1Rnd, Perm, 2 skeletons or 1 zombie/Cir. Obey simple commands, never make ML rolls.
	Passwall	Sight, 1Rnd, 1Trn/Cir, 10'x50' or 5'x100' area opens in solid rock. Can be dispelled by caster at any time
	Teleport	Sight, 1Rnd, Instant, 1 person/Cir. Error by location familiarity: low: 2/12, moderate: 1/12, high: 0/12
6	Anti-Magic Shell	10r/Cir, 1Rnd, 1Hr/Cir, no magic can penetrate
	Death	Sight, 1Rnd, Instant, kills 3d6HD of living creatures, SvM for unconscious for 6 Trns instead of death.
	Stone to Flesh	Touch, 1Min, Perm, reverse flesh-to-stone magic

Earth (Bakku) Magic

Earth Magic is druidic in nature. The Bakku have a profound connection to the spirits of Nature and Place, immersing themselves in the invisible spiritual currents known as Yurdh (both singular and plural). As they advance in Levels, the Bakku are invited into higher Yurdh that results in the availability of more subtle, powerful, and numerous spells.

A Bakku's spell casting ability is limited by their Wisdom Score. WIS:13 is needed for YDH:1 spells, WIS:14 for YDH:2, up to WIS:17 for YDH:5 spells.

A Bakku who qualifies for higher Yurdh by Level but lacks the Wisdom to cast such spells receives a spell from the next highest Yurdh.

Bakku use their *bak* (staff) as a kind of spiritual focus for spell

casting. In combat, the Bak whirls and sings with violent movement, while in spell casting its movements and sounds are more subtle and meditative, with air passing through the Bak in quieter but more powerful ways. In both combat and spell-casting the Bakku appears to dance, though the nature of these dances is quite different.

It should be noted that, while Bakku are telepaths with no audible speech capability, they can only use their telepathy with creatures above animal intelligence. The Bakku must cast "speak with animals" for their telepathy to be effective in communicating with lower animals.

(Use the Druid spell list if combining The McHack with other B/X-style games.)

Earth (Bakku) Spell Descriptions

YDH	Spell	Range, Cast Time, Duration, Effect
1	Befriend Animal	Sight, 6Trn, Perm, 1 beast of 1HD/Ydh. 1week to train, leaves if left alone for 3+ days. Only 1 allowed
	Detect Danger	10'r/Ydh, 1Trn, 1Trn/Ydh, potential danger; includes creatures, magic, traps, etc.
	Entangle	Sight, 1Rnd, 1Trn, 10'r/Ydh plants entangle foes, holding them in place.
	Predict Weather	Caster, 1Trn, Instant, know the weather for the next 12 hours for 1mile r/Ydh,
	Speak with Animal	10'/Ydh, 1Min, 1Trn/Ydh, simple telepathic speech with beasts
2	Barkskin	Touch, 1Rnd, 1Trn/Ydh, 1 creature/Ydh, skin becomes bark-like, +1 AC, SvP
	Create Water	Touch, 1Rnd, Perm, 12 daily rations/Ydh. Requires a container or water will be lost
	Cure Light Wound	Touch, 1Min, Perm, restores 1d6+1 HP or stabilize
	Mist Veil	10r/Ydh, 1Rnd, 1Trn/Ydh, 10' mist around caster for the range. Caster and Detect Invisible see through
3	Hold Animal	Sight, 1Rnd, 1Trn/Ydh, 3HD of beasts held in place/Ydh
	Protection from Poison	Touch, 1Min, Instant cure or 1Trn/Ydh protection from all poisons, 1creature/Ydh
	Speak with Plants	10'r/Ydh, 1Rnd, 1Trn/Ydh, simple speech in range
4	Cure Serious Wound	Touch, 1Min, Perm, restores 1d6+1 HP/Deg, or restore broken limbs, non-death injury, etc.
	Protect from Plant/Animal	Caster, 1Rnd, 1Trn/Ydh, select plant or animal, cannot touch or harm, can clear a path through dense jungle, etc.
5	Commune with Nature	Half-mile radius, 1Min, 1Trn, 1fact/Ydh is learned about the land in range

Fae (Elfen) Magic

Fae (Elfen) spells are illusionary in nature. As they advance, Elves are initiated into higher *Courts (COR)* of magic. These spells are bestowed upon an Elf by their Patron in Elfheim, even when they are abroad in the Earthly Realm.

An Elf's spell casting ability is limited by their Charisma Score. CHA:13 is required for COR:1 spells up to CHA:18 for COR:6 spells.

If an Elf qualifies for higher Court by Level but lacks the CHA to cast these spells, they receive a spell from the next highest Court.

Magic is an innate part of an Elf's being. They do not *learn* magic in the way a human would. Rather,

they learn to harness their magic ability in more powerful ways.

Similarly, Elves cannot *read* magic as a Wizard does. They do not require a spell book, and they cannot cast from Arcane scrolls. Furthermore, an Elf has no connection to the Godlings and Spirits of the Earthly Realm, and so an Elf cannot cast from a Spiritual magic scroll.

Elves do not need to memorize spells in the way a Wizard does. Their spells simply replenish after each daily period of meditation, which takes about four hours.

(Use the Druid spell list if combining The McHack with other B/X-style games.)

Fae (Elfen) Spell Descriptions

COR	Spell	Range, Cast Time, Duration, Effect
1	Auditory Illusion	Sight, 1Rnd, 1Trn/Cor, movable, changeable sound under control of the caster. No louder than 1 human shouting/Cor
	Color Spray	Sight, 1Rnd, 1 creature/Cor, SvM or blind for 1Trn/Cor
	Dancing Lights	Sight, 1Rnd, 1Trn/Cor, Control 1-4 torch-sized lights
	Magic Missile	Sight, 1Rnd, Instant, 1d4+1 Dam, 1 missile/Cir, hits automatically
	Phantasmal Force	Sight, 1Rnd, Concentration, illusory monster up to size <i>Large</i> , dispelled if hit (AC:10), Damage is not real
	Wall of Fog	Sight, 1Rnd, 1Trn/Cor, 10'x10'/Cor, blocks visibility for all except the caster
2	Blind/Deafness	Sight, 1Rnd, Perm (1 creature) or 1Trn/Cor on 1 creature/Cor, blind <i>or</i> deaf. Cured only by Dispel Magic
	Blur	Touch, 1Rnd, 1Trn, recipient blurs, -1/Cor <i>To-Hit</i> rolls against them
	Hypnotize	Sight, 1Rnd, Concentration, 6HD/Cor, harm dispels
	Invisibility	Touch, 1Rnd, 1Trn/Cir, 1Person/Cir, invisible not silent
	Magic Mouth	Touch, 1Rnd, Per until triggered, 25-word message spoken by large spectral mouth at specific trigger
	Mirror Image	Self, 1Rnd, 1Trn/Cor, 1d4 duplicate images, each hit destroys one image until only caster is left
3	Fear	Sight, 1Rnd, 1Trn, 6HD/Cor, flea 1Rnd/Cor
	Dispel Illusion	20'/Cor, 1Rnd, Instant, dispels all magic illusions, including invisibility spells. Does not affect magic items
	Non-Detection	Touch, 1Rnd, 1Trn/Cor, 1Person/Cor, hidden from all magical forms of viewing, scrying, ESP, etc
	Wraith Form	Touch, 1Rnd, 1Trn/Cor, subject becomes ethereal
4	Confuse	Sight, 1Rnd, 2Rnd/Cor, SvM as strongest member of the group, failure means confused for duration.
	Dispel Magic	Sight, 1Rnd, Perm, Task roll at Ref discretion
	False Terrain	Sight, 1Min, 240' illusion dispels when touched
	Visitation	Unlimited, 1Min, 2Min, message delivered by a ghostly figure
5	Seeming	Touch, 1Min, 12Hrs, 1 humanoid/Cor appears as another type of humanoid
	Looking Glass	Known place, 1Rnd, 1Min/Cor, scry any known place through a mirror
	Maze of Mirrors	Sight, 1Rnd, Variable, 1 subject lost in extra-dimension maze, SvM:6+Cor (INT) each Trn to escape
6	Permanent Illusion	Sight, 1Min, 10' cube/Core, Damage is not real, touching grants SvM:6+Cor to realize the illusion

Spirit (Priestly) Magic

Priests receive *Spiritual* spells from Godlings, local higher spirits of bizarre appearance and inscrutable motives.

Priestly spells are categorized by Degree (*DEG*), depending on their power. Each Degree has a minimum WIS score needed to cast spells of that Level, from 13 for DEG:1 to 18 for DEG:6. If a Priest attains a new Degree but lacks the minimum WIS to cast those spells, they must pray for spells from a Degree they can cast.

A Priest prays to receive the number and Degree of spells shown in the Priest Spells Per Level table each day. They may choose different spells each day. Priest spells are usually

protective, healing, or guiding in nature.

Spiritual scrolls are written in the Common Tongue. As such they can be cast by anyone who can read common, providing they have a sufficient WIS Ability Score (13 for DEG:1, through 18 for DEG:6), and they successfully pass an Task roll with a Target of $6 + (\text{spell degree.})$

A Priest can cast a spiritual scroll without the need for a Task roll providing they have the required WIS score. If the spell is of a higher Degree than the Priest can usually cast, they must make a successful Task roll, the Target is $6 + (\text{degree difference between the spell and caster})$. Only one attempt per day is allowed.

Spiritual (Priestly) Spell Descriptions

DEG	Spell	Range, Cast Time, Duration, Effect
1	Cure Light Wounds	Touch, 1Min, Perm, restores 1d6+1 HP <i>or</i> stabilize a Target
	Detect Malice	Sight, 1Rnd, 1Min/Deg, reveals ill-will and who it is directed at
	Detect Arcana	Sight, 1Rnd, 1Trn/Deg, reveals the presence of magic effects, items, or creatures.
	Create Light	10'r/Deg, 1Rnd, 1Trn/Deg, equal to torchlight
	Remove Fear	Touch, 1Min, 1Trn/Deg, 1 person/Deg, +1/Deg on Fear roll, or Morale roll, etc.
	Purify Food & Water	Touch, 1Min, Perm, cleans 10 rations/Deg of each
2	Encourage	Touch, 1Min, 1Trn/Deg, 1 person/Deg +1 all rolls
	Detect Trap	10'r/Deg, 1Min, 1Trn/Deg, location of any trap
	Hold Person	Sight, 1Rnd, 1Trn/Deg, immobilize 1/Deg
	Know Intent	10'r/Deg, 1Rnd, 1Min/Deg, know desired action
	Silence	10'r/Deg, 1Min, 1Trn/Deg, no sound in or out
	Speak with Animals	10'/Deg, 1Min, 1Trn/Deg, simple ideas only
3	Continual Light	10'/Deg, 1Min, Perm, equal to torchlight
	Create Food	Touch, 1Min, Perm, creates 10 rations/Deg
	Cure Disease	Touch, 1Min, Perm, removes any disease
	Cure Poison	Touch, 1Min, Perm, removes any poison
	Locate	1Mile/Deg, 1Min, 1Hr/Deg, person or thing
	Striking	Touch, 1Min, 1Trn/Deg, 1 creature/Deg, Advantage to all Damage rolls
4	Cure Serious Wound	Touch, 1Min, Perm, restores 3d6+1 HP, <i>or</i> restore broken limbs, non-death injury, etc.
	Create Water	Touch, 1Min, Perm, creates 10 rations/Deg. Requires a container or water is lost
	Speak w/Plant	10'/Deg, 1Min, 1Trn/Deg, simple ideas only
	Remove Curse	Touch, 1Min, Perm, Task roll at Ref discretion
5	Commune	1Mile, 1Trn, 1Hr, speak with godling/spirits, the results may vary depending on that Spirit's intentions
	Dispel Magic	Sight, 1Rnd, Perm (or 1Trn/Deg for magic items). Task roll at referee's discretion
	Restore	Touch, 1Trn, Perm, restore lost limb, Level, etc. limited to 1week/Deg old. Does not require limb to be present
6	Raise Dead	Touch, 1Trn, Perm, return to natural life, limited to 1week/Deg old, no beheading



Section 4 – Gameplay

Order of Play

The McHack is a procedural RPG. Play occurs in repeating blocks of time, whether those blocks are *Days* spent in the Wilderness, 10-minute *Turns* in a Dungeon, or 10-second *Rounds* of Combat. Use the *Order of Play*, below, during Wilderness and Dungeon Exploration. Combat has its unique set of steps covered in the Order of Combat section.

Step	Actor	Description
1	Referee	Rolls Challenge Die
2	Referee	Describes scene
3	Players	Ask questions
4	Players	Discuss party actions
5	Caller	Describes team actions
6	Referee	Asks clarifying questions
7	All	Make required dice rolls
8	Referee	Describes outcomes

One Player should be nominated as *The Caller*. The Caller’s job is to relay to the Referee the actions of *all* the characters. While other players may offer clarification of their character’s actions to the Referee where necessary, having one person relay the team’s actions both encourages collaboration and conversation between players, and makes the Referee’s job easier, as they avoid several players calling out disparate actions at one time.

In addition to the Caller, the Players might like to nominate a *Scribe* and a *Mapper*. The Scribe takes notes during the game and helps the team remember details of their adventures, including names, plot points, clues, and potential future leads.

The Mapper keeps track of where the party is and helps to prevent them from getting lost.

Character Actions

There are two methods for resolving character actions that have uncertain outcomes. The first method is for the Player to clearly describe what their character does (when, where, how, what with, for how long, etc.) to the Referee. The second method is for the player to make a *Task roll* to decide the outcome of a specific action.

Describing Actions

Once the Caller has described the party's general actions for the Day, Turn, or Round, the Referee may ask individual players for more details on their character's actions if they feel those outcomes are uncertain. Examples might include role-playing a conversation to convince a guard to let the party pass or clearly articulating the placement of sentries around a camp to minimize the chance of Surprise. If the Referee is satisfied that the described action would succeed or fail, no Task roll is required; they simply rule on the outcome of the

action. If there is a doubt in the Referee's mind, they ask the Player to make a Task roll.

Making A Task Roll

The Referee assigns a *Task Target* of 2, 4, 6, 8, 10, or 12 (where 2 is easy and 12 is extremely hard.) The Player rolls 1d12 and adds their most logical Ability Modifier to the roll (*Explorers and Rogues also add their Task Bonus.*) If the result is equal to or higher than the Task Target, the Task is successful. A roll of 12 *always* succeeds, and a roll of 1 *always* fails.

Only one character should make a Task roll. This will usually be the character with the best related Ability Modifier. The Referee may allow other PCs to help, adding a +1 bonus, or rolling with Advantage. Additionally, Task rolls are not allowed for near-impossible acts. Limiting Task rolls in this way helps the game to flow and avoids the game degenerating into farce due to fluke dice rolls.

Dungeon Exploration

Time & Movement

Time is measured in 10-minute *Turns* while exploring a dungeon. The party can move through an unmapped dungeon at their slowest *Exploration MV Rate* (usually 120' for humans, and 90' for Dwarfs and Halflings).

Challenge Die

The *Challenge Die* fulfills multiple functions with a single roll. The Referee rolls 1d12 at the beginning of each Turn of dungeon exploration. The result indicates the presence of any wandering monsters, the failure of a light source, or the need for the party to rest:

D12	Outcome
1-2	Need for rest (1 Trn)
3-4	Failing light source
5-6*	Wandering Monster
11-12	No Challenge

A roll of 1 or 2 means the party must rest on either this Turn or the next to avoid becoming *Exhausted*. Exhausted adventurers make *all* rolls at Disadvantage. Resting for 1 Turn prevents or removes exhaustion. Ignore this outcome if it has been rolled in the last 3 Turns.

A roll of 3 or 4 means a light source will fail at the end of this turn, starting with the light source that has been burning longest. Lanterns are more resilient than torches. Ignore the first time a lantern is rolled as failing, it extinguishes the second time it is rolled.

A roll of 5 or 6 indicates a Wandering Monster. The chance of a wandering monster increases by +1 every Turn the party draws significant attention to themselves through making excessive noise, light, or spectacle. This number keeps increasing (up to a maximum of 10) until a wandering monster is indicated, at which point it resets to 5-6. Wandering monsters appear at 1d12 x 10' from the party.

Searching

It takes one person one Turn to thoroughly search a 20' by 10' area for secret doors, traps, or anything hidden, providing there is adequate lighting. It is not necessary for the Player to say *what* is being searched for. A successful Task roll reveals any hidden thing in that area, including traps, secret doors, or compartments. Alternatively, if a Player describes that their character is searching for a specific object in a particular place or way, the Referee may rule that the object is found and the need for a Task roll is negated. Note that multiple characters can search different 20' x 10' areas as these are separate Tasks.

Doors

Dungeon doors are either *open*, *closed*, *locked*, *stuck*, or *broken*. Locked or stuck doors may be broken down with a successful Task roll, adding the character's STR Mod. Breaking a door results in increasing the chance of a wandering monster by +1.

Traps

Traps come in many shapes and sizes, and range from the mundane to the magical, and the irritating to the deadly. Hidden traps may be found with a successful Task roll. A Rogue may disarm the trap with a successful *Disarm Mechanism* Task roll. The victim of a trap may be able to lessen or avoid it by making a successful SvP roll, usually adding their DEX Mod.

Wilderness Exploration

Any exploration that takes place outside of a dungeon or constructed area is considered *Wilderness Exploration*.

Time & Movement

Wilderness is mapped in 3-mile hexes. Normally a party can travel at 6 miles (2 hexes) per day, or they can explore one hex per day. The Referee may adjust these rates due to conditions and terrain.

Challenge Die

The Challenge Die works slightly differently compared to Dungeon Exploration.

The die is rolled at the beginning of each 12-hour period.

A roll of 1 or 2 indicates the party needs to rest the next day to avoid exhaustion. A roll of 3-4 indicates a natural obstacle that slows the party down. For example, this could be inclement or dangerous weather, a bout of sickness, a broken cartwheel, or an eroded mountain pass that requires a reroute. A roll of 5-6 indicates a *Wandering Monster*. This wandering monster range increases by 1, to a maximum of 10, each day. Once a wandering monster is indicated, this range resets to 5-6.

D12	Outcome
1-2	Need to rest (next day)
3-4	Natural Obstacle
5-6*	Wandering Monster
11-12	No Challenge

Searching

It takes one day to search a 3-mile hex of wilderness. Searching a hex does *not* guarantee that the PCs will find anything of interest. Dungeons, towers, lairs, and even settlements can be hard to find, if they are there at all!

The Referee will set a 1d12 Target for each settlement, lair, dungeon, tower, or other place of note in the hex, depending on how difficult that place is to find. They will make a separate roll for each place of interest. These Targets will range from 2 (*for example, a city in the open plain or hillside*) to 12 (*for a dungeon hidden deep in the forest.*) The party will need to factor in provisions for several days of searching when they head out to find a hidden dungeon, or else spend some time hunting or foraging to bulk up their supply of food.

The following modifiers are added to a Search Task roll: the highest Explorer or Rogue Task bonus, +1 for each additional

day of searching the same hex, and +2 if the party has a valid map of the area. As usual, a roll of 12 always succeeds, and a roll of 1 always fails.

Contrary to ancient RPG wisdom, splitting the party into small teams *can* be a productive tactic when exploring the wilderness. For example, a party of nine adventurers, including three Explorer-Class characters, would get 1d12 roll with one +1 modifier per day if they all stay together. Alternatively, they could get 3d12 rolls per day, each with a +1 modifier, if they split up with one Explorer in each group. It is a gamble though, as each sub-party receives its own Challenge Die.

Hunting & Foraging

A party of adventurers can increase their food supply by *Hunting* and *Foraging*. Hunting requires the party to stop searching or traveling for a day to focus on the hunt, while Foraging can be done while searching or traveling. A party

Forages for water at the same time as Foraging for food.

As with all Tasks the referee will set the Target for the Tasks of Hunting or Foraging. A successful Hunt yields 1d8+2 daily rations per hunter.

Make a separate Foraging roll for both food and water. A successful food-foraging Task roll yields 1d6 daily rations per forager. If water-foraging Task roll is successful, all water containers carried by the foragers are considered filled.

Encounters

An *Encounter* occurs when the party meets creatures or non-player characters (*NPCs*). Encounters can have many outcomes, from cordial conversation to deadly violence, and everything in between. While Players control the words and actions of their characters, the Referee makes rolls to discover the first reactions of the encountered creatures.

Surprise

At the beginning of each encounter the Referee decides if a *Surprise roll* is required for one or both parties. Roll 1d12 for each party that might be Surprised and add any Surprise Modifier (*SP*) to the roll. A result of 1-4 shows that party is surprised and can take no action for one Round. If both sides are surprised, neither side gains any Advantage, and the encounter proceeds as usual.

A group will never be surprised if the other party makes significant noise or uses a lot of light in an otherwise dark place. No monster will be Surprised if a group of ten armored warriors spends ten minutes trying to break down their front door!

Reaction

Once surprise rolls have been made, the Referee makes a *Reaction roll* against the creature's Reaction Array (*REA*).

The Reaction Array has five components: *Flight (FL)*, *Fight*

(FI), *Wary (WA)*, *Unconcerned (UN)*, and *Friendly (FR)*. The Referee assigns a range of 1d12 results for each component in the order above. For simplicity only the *last* number in each range is recorded. For example, a creature with REA stats of FL:4, FI:8, WA:10, UN12, FR:- would *flee* on a reaction roll of 1-4, *attack* on a 5-8, be *wary* on a 9-10, *unconcerned* on a 11-12, and will *never* be *friendly*.

Note that the reaction roll shows the creature's *first* reaction. The party's actions will influence what happens next, especially if the creature is surprised and the party attacks!

Code	Descriptor	Notes
FL	Flight	Tries to flee
FI	Fight	Goes on the offensive
WA	Wary	Keeps a safe distance
UN	Uncon-corned	Ignores the party
FR	Friendly	Inquisitive, helpful, calm

If the encountered creature can understand the characters, even in a simplistic way, the Referee may allow one character to add their CHR Mod to the reaction roll, though this will never alter a result of Flea or Fight. The Referee may apply other modifiers due to environmental factors, such as hunger or injury on the part of the encountered creature.

The reaction roll is an important part of the game. It prevents every encounter from defaulting to combat and opens a wide array of roleplaying and adventuring outcomes and opportunities.

Combat

Thanks to Reaction rolls and Morale rolls not all encounters end in combat. There is plenty of scope for other encounter outcomes to occur. However, if an encounter does turn violent, the usual *Order of Play* is temporarily replaced by the *Order of Combat*, shown below.

Order of Combat

Combat takes place in 10-second *Combat Rounds (Rnd)*. Waring parties follow the Order of Combat below, until one side surrenders, flees, or is slain.

Step	Action
1	Declare Spell Casting
2	Roll Initiative
3	Winning initiative side:
3a	Casts Spells
3b	Move (Combat MV)
3c	Shoot (Ranged)
3d	Fight (Melee)
3e	Perform Other Action
4	Losing initiative side: repeats 3a-e
5	Roll Monster Morale (at 1 st death, half strength)

Declaring Spell Casting

All spell-casters must *declare* their intention to cast a spell in the coming round. They do not need to declare *which* spell they are casting. Once spell-casting has been declared the caster can do nothing else that round, including movement. A spell-

caster who is hit or otherwise disturbed *before* they cast their declared spell has their spell disrupted. The spell is not used up, but the caster's round is effectively lost. This adds to the importance of the Initiative roll.

Roll Initiative

The McHack uses a *Group Initiative* mechanic. This means that all members of one side act at the same time. Individuals do not act alone or make their own Initiative rolls.

Each side rolls 1d12. The side with the highest roll has the initiative and acts first. A tie indicates both parties effectively act simultaneously.

Cast Spells

Any combatant who declared they were casting a spell does so in the Cast Spell phase. Spells with a casting time of 1 Round take effect immediately in this phase. A combatant who casts a spell cannot move or take any other action in the same Combat Round.

Movement

Each combatant can move their Combat Move rate in a Round. This is the smaller of the two movement numbers, usually 40' for humans, and 30' for Dwarfs and Halflings. If no other action is performed in the Round, a combatant can double their Combat Move rate.

Shoot, Fight, & Other Actions

Combatants who have not cast spells can either shoot a ranged weapon, fight with a melee weapon or unarmed combat, or they can perform a simple action such as picking up an item, changing weapons, or hiding behind cover.

To-Hit & Damage Rolls

Regardless of whether a combatant is making a ranged attack or a melee attack, the same procedure is used to determine if the attack is successful:

Roll 1d20 to make a *To-Hit* roll. Add the combatant's *To-Hit*

Bonus (TH). Add any other combat modifiers to the roll (for example, +2 due to using an Elfin sword.) Compare the result against the defender’s AC. If the result is equal or greater than their AC the attack hits.

For each To-Hit roll that is successful make a *Damage roll* to determine the HPs of Damage inflicted. For player characters use the Damage Dice on the Weapon Type table below. Add any STR modifier to this roll (1HP is the minimum Damage inflicted by a successful hit.) For monsters check the stat block for the Damage Dice inflicted. Monsters sometimes have multiple attacks or attack types.

Weapon Type	Damage Die
Unarmed	d2
Improvised	d3
Light	d4
Medium	d6
Heavy	d8
Very Heavy	d8/d12*

**Note that Very Heavy weapons used to whirlwind attack multiple foes deal 1d12 Damage that is shared between all opponents within striking range. When striking individual foes these weapons do 1d8 Damage.*

Advantage & Disadvantage

The *Advantage / Disadvantage* mechanic adds flavor to many types of rolls without adding multiple modifiers or complicated rules.

If a character or monster has *Advantage* in a situation, roll two dice of the same type and take the *most* helpful result (for example, attacking an opponent from behind, or making a search Task roll when it is already known that a secret passage exists in the general location.)

Similarly, if a character or monster has *Disadvantage* in a given situation, roll two dice of the same type, and take the least helpful result (for example, shooting a bow against a foe in heavy cover, or solving a riddle in a collapsing building).

Advantage and Disadvantage *stack*, so it is possible to roll with *double*, or even *triple* Advantage or Disadvantage if multiple factors exist. For example, a character who is exhausted, and wielding a weapon too heavy for their STR score, rolls To-Hit with double Disadvantage (roll 3d20 and keep the least helpful result.

They also roll their Damage with double Disadvantage.)

Advantage and Disadvantage can be applied to any type of roll at the Referee’s discretion. To-Hit, Damage, and Task rolls, and even Save rolls can be made with Advantage or Disadvantage.

Advantage & Disadvantage

Situation	To-Hit	Damage	Task
Encumbered	D	D	D
Exhausted	D	D	D
Armor non-proficiency	D	D	D
Lacks min. STR for weapon	D	D	-
Weapon non-proficiency	D	-	-
Opponent in partial cover	D	-	-
To-Hit a fleeing opponent	A	-	-
To-Hit from behind	A	-	-
Additional attackers	A	-	-
Assistance with Task	-	-	A

Critical Wounds

When a character is reduced to exactly 0HP they receive a *Critical Wound (Crit)*.

To resolve a Critical Wound, roll two distinct d6, one dice for each axis of the *Critical Wounds (1)* table. Check the *Critical Wounds (2)* table for a more detailed description of the wound. If the wound makes no sense under the circumstances (for example, the PC sustains 2 points of unarmed combat Damage and the table indicates a severed limb), the referee should rule on the actual outcome.

Helmets provide a character with an SvP:8 roll to reduce the severity of a major head wound to "Stunned". Those wearing a full helmet receive a +2 bonus to this roll (+4 for a Dwarfen helmet.)

Broken or *severed* limbs reduce a character's ability scores, as noted in the Critical Wounds (2) table. Broken limbs heal back to their original Score in 1d6+6 weeks, but the Damage is

obviously permanent in the case of severed limbs!

Severed limbs and hands must be stabilized (cauterized and bound) within 1 Turn or the wounded combatant will die. Providing the wound is stabilized in time, the wounded combatant gets an SvP:8 roll to survive. If the roll fails, the wounded combatant dies at the end of the turn.

A Cure Light Wounds spell restores only hit points. A Cure Serious Wounds spell can reset bones or stabilize severed limbs or heal hit points. A Restore spell can restore severed limbs. A Resurrection spell can bring a dead character back to life. Decapitated combatants cannot be resurrected.

All creatures fall unconscious for 1 Turn at 0HP. When they recover their HPs reset to 1HP. All creatures die at -1HP. Monsters never roll for Critical Wounds. Unconscious creatures can be slain with a bladed weapon without the need for a To-Hit roll.

Critical Wounds (1)

1d66	1	2	3	4	5	6
1	Frenzy	Frenzy	Stunned	Unconscious	Lose Ear	Severed Hand
2	Frenzy	Prone	Stunned	Unconscious	Lose Eye	Severed Arm
3	Prone	Prone	Stunned	Unconscious	Broken Ribs	Severed Leg
4	Prone	Stunned	Unconscious	Broken Ribs	Broken Skull	Die in 1 Turn
5	Unconscious	Unconscious.	Broken Ribs	Broken Skull	Die in 1 Turn	Dead
6	Broken Hand	Broken Arm	Broken Leg	Die in 1 Turn	Dead	Decapitated

Critical Wounds (2)

Critical Wound	Description
Frenzy	Adv. on To-Hit and Dam rolls for 1d6Rnd, then Unconscious for 1Trn
Prone	Takes 1 Round to stand up, any roll at Disadvantage while prone
Stunned	As Prone, all rolls at Disadvantage for 1 Turn
Unconscious	Uncon. for 1d6 Turn (helm allows SvP:8 for Stunned instead)
Lose Ear	As Stunned 1 Turn, DEX-1 (helm allows SvP:8 for Stunned instead)
Lose Eye	As Stunned 1 Turn, DEX-2 (helm allows SvP:8 for Stunned instead)
Broken Hand	STR-2, DEX-2, 25% WIS+1 25% CHA+1 (SvP:8 or Uncn. for 1 Turn)
Severed Hand *	STR-2, DEX-2, 25% WIS+1 25% (if Stabilized SvP:8 or die in 1 Turn)
Broken Arm	STR-4, DEX-4, 25% WIS+1 25% (SvP:8 or unconscious for 1 Turn)
Severed Arm *	STR-4, DEX-4, 25% WIS+1 25% (if Stabilized SvP:8 or die in 1 Turn)
Broken Leg	STR-4, DEX-6, 25% WIS+1 25% (SvP:8 or unconscious for 1 Turn)
Severed Leg *	STR-4, DEX-6, 25% WIS+1 25% (if Stabilized SvP:8 or die in Turn)
Broken Ribs	CON-1, (any action harder than walking = SvP:1 where 1 = Death)
Broken Skill	Uncon. 1Trn, INT-2, WIS-2, 25% CON+1 (helm SvP:8 for "Stunned")

(*) requires stabilizing and a successful SvP or the wounded will die in 1 Turn

Morale Rolls

Few creatures fight to the death if they can avoid doing so. The Referee makes a *Morale roll* to decide if a faction or monster continues fighting after taking Damage at certain points in the battle. This means that the party may not need to kill all their foes in order to triumph as full XP is awarded for monsters that flea.

A Morale roll is a 1d12 roll against a Morale Target (*see below*). The Referee makes a Morale roll when a faction (or single monster) loses its first member (or Hit Points) in combat, and again when it falls below half strength (or half-Hit Points.) Any time a monster fails a Morale roll they will flea or surrender, at the Referee's discretion. Any monster that makes its second Morale Role will fight to the death. Like reaction rolls, Morale rolls help to prevent every encounter from being a fight to the death.

Morale Target

The first Morale roll is made against a Target of 6, and the second is made against a Target of 8, though like any roll the Referee can adjust the Target depending on the situation if needed.

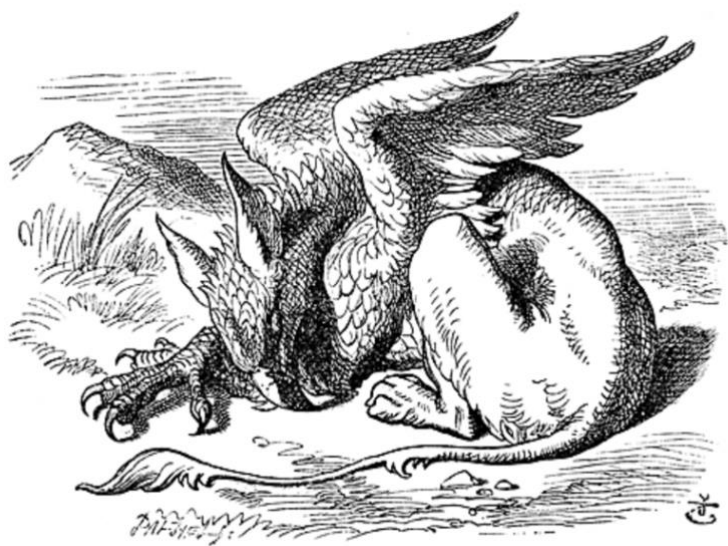
Morale Modifier

Creatures in The McHack have a *Morale Modifier (ML)* stat, usually between -6 and +6 (or N/A, showing the creature never makes Morale rolls.) Add the ML modifier to all Morale rolls.

Healing

Characters heal at a rate of 1d3 HP/day. They must rest for the full day for healing to take effect (1HP/day if undertaking light travel or duties only).

Healing magic is rare in The McHack and takes 1 MIN to cast. Therefore, it is not possible to heal someone in mid-combat.



Section 5 – Appendix

Quick-Access Tables

Order of Play

Step	Actor	Description
1	Referee	Rolls Challenge Die
2	Referee	Describes scene
3	Players	Ask questions
4	Players	Discuss party actions
5	Caller	Describes team actions
6	Referee	Asks clarifying questions
7	All	Make required dice rolls
8	Referee	Describes outcomes

Order of Combat

Step	Action
1	Declare Spell Casting
2	Roll Initiative
3	Winning initiative side:
3a	Casts Spells
3b	Move (Combat MV)
3c	Shoot (Ranged)
3d	Fight (Melee)
3e	Perform Other Action
4	Losing initiative side: repeats 3a-e
5	Roll Monster Morale (at 1 st death, half strength)

Challenge Die (Dungeon)

D12	Outcome
1-2	Need for rest (1 Trn)
3-4	Failing light source
5-6*	Wandering Monster
11-12	No Challenge

Challenge Die (Wilderness)

D12	Outcome
1-2	Need to rest (next day)
3-4	Natural Obstacle
5-6*	Wandering Monster
11-12	No Challenge

Damage by Weapon Type

Weapon Type	Damage Die
Unarmed	d2
Improvised	d3
Light	d4
Medium	d6
Heavy	d8
Very Heavy	d8/d12*

Standards Ability Modifiers

Ability Score	Ability Mod
1	-4
2-3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18-19	+3
20	+4

Advantage & Disadvantage

Situation	To-Hit	Damage	Task
Encumbered	D	D	D
Exhausted	D	D	D
Armor non-proficiency	D	D	D
Lacks min. STR for weapon	D	D	-
Weapon non-proficiency	D	-	-
Opponent in partial cover	D	-	-
To-Hit a fleeing opponent	A	-	-
To-Hit from behind	A	-	-
Additional attackers	A	-	-
Assistance with Task	-	-	A

Critical Wounds (1)

1d66	1	2	3	4	5	6
1	Frenzy	Frenzy	Stunned	Uncon.	Lose Ear	Sev. Hand
2	Frenzy	Prone	Stunned	Uncon.	Lose Eye	Sev. Arm
3	Prone	Prone	Stunned	Uncon.	Brk Ribs	Sev. Leg
4	Prone	Stunned	Uncon.	Brk Ribs	Brk Skull	Die 1 Turn
5	Uncon.	Uncon.	Brk Ribs	Brk Skull	Die 1 Turn	Dead
6	Brk Hand	Brk Arm	Brk Leg	Die 1 Turn	Dead	Decap.

Critical Wounds (2)

Critical Wound	Description
Frenzy	Advantage on To-Hit and Damage rolls for 1d6 Round, then Unconscious for 1 Turn
Prone	Takes 1 Round to stand up, any roll at Disadvantage while prone
Stunned	As Prone, all rolls at Disadvantage for 1 Turn
Unconscious	Uncon. for 1d6 Turn (helm allows SvP:8 for Stunned instead)
Lose Ear	As Stunned 1 Turn, DEX-1 (helm allows SvP:8 for Stunned instead)
Lose Eye	As Stunned 1 Turn, DEX-2 (helm allows SvP:8 for Stunned instead)
Broken Hand	STR-2, DEX-2, 25% WIS+1 25% CHA+1 (SvP:8 or Uncn. for 1 Turn)
Severed Hand *	STR-2, DEX-2, 25% WIS+1 25% (if Stabilized SvP:8 or die in 1 Turn)
Broken Arm	STR-4, DEX-4, 25% WIS+1 25% (SvP:8 or unconscious for 1 Turn)
Severed Arm *	STR-4, DEX-4, 25% WIS+1 25% (if Stabilized SvP:8 or die in 1 Turn)
Broken Leg	STR-4, DEX-6, 25% WIS+1 25% (SvP:8 or unconscious for 1 Turn)
Severed Leg *	STR-4, DEX-6, 25% WIS+1 25% (if Stabilized SvP:8 or die in Turn)
Broken Ribs	CON-1, (any action harder than walking = SvP:1 where 1 = Death)
Broken Skill	Uncon. 1 Turn, INT-2, WIS-2, 25% CON+1 (helm allows SvP:8 for Stunned instead)

B/X-to-McHack Monster Conversions

Monster Stat	Notation	Change
Moral Modifier	ML	<u>New Stat</u> : between -6 and +6 (or N/A) higher = braver, lower = more cowardly
Reaction Array	REA	<u>New Stat</u> : d12 array: Flight, Fight, Wary, Unconcerned, Friendly. Only highest number in each category is shown
Surprise Modifier	SP	<u>New Stat</u> : between -3 and +3, added to any Surprise roll. The higher the SP the less likely a creature is to be surprised.
Save vs Magic	SvM	<u>New Stat</u> between 0 and 10 added to any SvM roll. Consider the traditional Save vs Spell
Save vs Physical	SvP	<u>New Stat</u> between 0 and 10 added to any SvP roll. Consider the traditional Save vs Death/Poison
Damage	Dam	Use next lowest dice (d6 becomes d4, etc)
Hit Dice	HD	Use d6 instead of d8. The number of dice rolled remains the same
To-Hit	TH	Consider +1/monster HD as a baseline, but take combat prowess, aggressiveness, etc into account.





The McHack

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