



MEN AND MAGIC OF CUCCAGNA

By Evan Elkins

Recommended Equipment

The Cuccagna campaign uses the Swords & Wizardry White Box as the basis for its rules. There are places where these rules will vary, but most players will be able to get by with those rules alone.

Ability Scores

Roll 3d6 for each ability in the order listed below.

General Ability Score Bonuses

Score	Bonus
3-8	-1
9-12	0
13-18	+1

Strength

Warriors add their Strength Bonus, if positive, to melee to hit rolls and damage caused by melee and thrown weapons. All characters, regardless of class, use the following table to determine their chance for opening stuck doors.

Opening Doors

Strength Score	x in 6 chance
3 - 12	1
13 - 15	2
16 - 17	3
18	4

Intelligence

Mountebanks use their Intelligence Bonus instead of their Wisdom Bonus to modify saving throws made to cast a spell from a scroll. All characters also use their Intelligence to determine their chance of knowing a language, as per the table below.

Chance to Know Language

Intelligence Score	X in 6 chance
3-12	1
13-15	2
16-17	3
18	4

Wisdom

All characters use their Wisdom Bonus, whether positive or negative, to modify their saving throws.

Dexterity

All characters use their Dexterity Bonus, if positive, to modify their Armor Class. Warriors use their Dexterity Bonus, if positive, to modify ranged to hit rolls and damage dealt by bows and slings.

Constitution

All characters modify their Hit Points using their Constitution Score.

Constitution Score	HD Modifier
3	-2
4-8	-1
9-12	+0
13-17	+1
18	+2

Charisma

All characters use their Charisma Score to modify the amount of Special Hirelings they may have at a given time using the table below. Note that this table also modifies the number and loyalty of special slaves that you may purchase.

Charisma and Hirelings

Charisma	Special Hirelings	Loyalty
3	1	-2
4-5	2	-2
6-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

Starting Gold

All characters begin play with 3d6 x 10 gp.

Classes

There are three classes available in the Cuccagna campaign: fighter, mountebank, and wizard. Player characters are assumed to be human; however, as the campaign progresses players may befriend a variety of intelligent monsters. If there is sufficient desire *and* if it makes sense that the monster should be available as a PC race, rules for playing them shall be added to this document.

Fighters

Fighters are the warriors of European society, whether they are knights, men-at-arms, pagan berserkers, or yeoman archers.

Fighter Advancement

XP	Level	HD	BAB	ST
0	1	1+1	+0	15
2,001	2	2	+1	14
4,001	3	3	+2	13
8,001	4	4	+2	12
16,001	5	5	+3	11

32,001	6	6	+4	10
64,001	7	7	+4	9
128,001	8	8	+5	8
256,001	9	9	+6	7
512,001	10	10	+6	6

Fighter Class Abilities

Weapon and Armor Restrictions: Fighters may use all types of weapons and wear all types of armor.

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

Follow Through: When a fighter slays an opponent, he or she may immediately make another attack against an adjacent opponent. This may be done a number of times equal to the fighter's level.

Magicians

Magicians are practitioners of the magical arts, whether they be pointy-hatted Merlin types, clergymen in the mode of Albertus Magnus, or venal brats like the ones who live on the island.

Magician Advancement

XP	Level	HD	BAB	ST	Total Spell Levels
0	1	1	+0	15	1
2,501	2	1+1	+0	14	2
5,001	3	2	+0	13	5
10,001	4	2+1	+0	12	8
20,001	5	3	+1	11	11
40,001	6	3+1	+1	10	14
80,001	7	4	+2	9	20

160,001	8	4+1	+2	8	27
320,001	9	5	+3	7	32
640,001	10	5+1	+3	6	37

Magician Class Abilities

Weapon and Armor Restrictions: Magicians may not cast magic while wearing any form of armor and are not trained in any armor better than leather. They may use any one handed weapon, but cannot cast spells if wielding a two-handed weapon or shield.

Spell Casting: Magicians may cast a number of total level's worth of spells per day based on the chart above. A magician cannot memorize a spell more than once.

Scrolls & Potions: Magicians can create a scroll of any spell they can regularly cast. This requires 100gp x the level of the spell and 1 week per spell level. Magicians may also brew potions. To do this, they must first research the potion, spending 1000gp per 10% chance of success. Possessing a sample of the potion cuts this cost in half. After this initial research, which takes one week per attempt, the potion can be reproduced for its distilling cost. This cost and the time required varies from potion to potion.

Mountebank

Mountebanks are thieves, grifters, and rogues. They live by their wits, no matter how slim, and are always looking for a way to make quick cash.

Mountebank Advancement

XP	Level	HD	BAB	ST	Skills
0	1	1	+0	14	1-2
1,501	2	2	+0	13	1-2
3,001	3	3	+0	12	1-3
6,001	4	3+1	+1	11	1-3
12,001	5	4	+1	10	1-3
24,001	6	5	+2	9	1-4
48,001	7	6	+2	8	1-4
96,001	8	6+1	+3	7	1-4

192,001	9	7	+3	6	1-5
284,001	10	8	+4	5	1-5

Mountebank Class Abilities

Weapon and Armor Restrictions: Mountebanks are not trained in the use of metal armor of any kind and therefore are restricted only to leather. They may; however, use any weapon or shield.

Skills: Mountebanks possess certain skills that make their job as flimm-flamm man easier. These include Climb, Hear Noise, Open Doors, Search, Sleight of Hand, and Tinker. To perform these skills, a mountebank must roll the number indicated on the above chart on a d6. In the case of skills that have their own attribute based chart, such as Open Doors, the mountebank uses either the skill chart or the attribute chart - whichever is higher. Mountebanks also use this x in 6 chance to determine the chance that they surprise an opponent when sneaking off alone. Note that mountebank's carrying lit torches or lanterns still cannot surprise monsters in a dungeon.

Spell Casting: Mountebanks may attempt to cast spells found on magic user spell scrolls; however, in order to do so successfully they must make a successful saving throw with a penalty equal to the level of the spell. If the saving throw is failed, the opposite of the intended effect of the spell occurs, usually in a way that is reflected back on the mountebank. A mountebank may also attempt to cast a spell directly from a spellbook; however, a second saving throw must be made or else the spell disappears permanently from the book.

Equipment

Below is a list of the equipment available to starting PCs in Cuccagna. Other items may be available in the Great Wen, but these will be on a special case by case basis.

Adventuring Equipment

Item	Cost (gp)
Backpack	5
Bedroll	2
Bottle (wine)	1
Case, Map/Scroll	3
Crowbar	5
Flint & Steel	5
Garlic (1lb)	10

Grappling Hook	5
Hammer	2
Holy Water, vial	50
Lamp	5
Lantern	10
Mirror (hand)	5
Oil (1 pint)	2
Pole, 10'	1
Rations, trail (per day)	1
Rations, dried (per day)	3
Rope (50'), hemp	1
Rope (50'), silk	5
Sack, large	2
Sack, small	1
Shovel	5
Spellbook (blank)	100gp
Spikes (12), iron	5
Spikes (12), wooden	1
Tent	20
Torches (6)	1
Wineskin	1

Transportation

Type	Cost (gp)
Bags, saddle	10
Barding	320

Boat, river	100
Cart	80
Cog	10,000
Horse, draft	30
Horse, riding	40
Horse, war	200
Mule	20
Raft	40
Saddle	25
Wagon	160

Weapons

Melee weapons are divided into three types: small, hand, and great weapons. These represent a wide variety of weapons, and the player must specify what kind they are buying.

Damage Die: All damage rolls are made on a d6.

Weapons

Type	Damage	Rate of Fire	Range	Cost
Small Weapon	-1	--	--	3
Hand Weapon	--	--	--	10
Great Weapon*	+1	--	--	15
Bow	--	1	70'	25
Crossbow	+1	1/2	60'	50
Sling	--	1	30'	2
Spear**	--	1	10'/20'	2

*Two Handed

**Reach weapon in melee

Armor and AC

Cuccagna uses the Ascending AC rules from Swords & Wizardry. Base AC for humans is 10.

Movement: Instead of using an encumbrance system, Cuccagna PCs will use their armor type to determine how quickly they move.

Armor

Type	AC Bonus	Movement	Cost
Leather	+2	120'	15
Mail	+4	90'	30
Plate	+6	60'	60
Shield	+1	--	10

Combat

Cuccagna uses the group initiative system outlined in the S&W White Box, with the following changes.

Bind Wounds

Characters in Cuccagna may attempt to bind each other's wounds after a combat. In order to do so, they must say that's what they're doing immediately when the round is. If they declare any other actions, they may not bind wounds. To bind wounds, the character must make a check against their intelligence. If successful, the character they were helping gains 1d6 HP. HP healed in this way is always healed up from 0.

Death & Dismemberment

When a character reaches 0 HP or below, they must roll on the following table. Should the character survive, each additional hit thereafter will have to roll again at a -1 penalty for each hit. Additional modifiers may apply at the referee's discretion.

Death & Dismemberment Table

d10 + modifiers	Result
0 or lower	All Dead: Body completely destroyed.
1 - 3	Regular Dead: Dead as per the usual rules.
4 - 5	Mostly Dead: Character dies in 1d6 exploration turns unless bind wounds is applied. Character remains invalid for 3d6 weeks.
6 - 7	Mangled Limb: Roll or referee's decision. Limb is permanently lost. Character is unconscious for 3d6 exploration turns. Character cannot adventure for 2d6 weeks.

8 - 9	Broken Bone: Roll randomly or referee's decision. 2d6 weeks to heal limb. Unconscious for 3d6 combat rounds.
10 or higher	Concussion: Unconscious for 2d6 combat rounds. 3d6 if not wearing helmet.

Magic

Magic works much as it does in the S&W White Box; however, magicians do not gain access to new spells as they level up. In order to learn new spells, a magician must *find* the spell. As such, only the spells that magicians can start with are contained in this document.

Starting Spells

All magicians start play with a spellbook containing 4 spells: *the Arcane Cypher* and 3 others. To determine the others, roll once on each of the tables below.

Spells taken from [SHADRAC MQ's Dying Earth Spells for D&D](#)

Offensive Spells

d10	Name	Range/Duration/AoE/Save	Description
1	The Charm of Appersonation	0/2d6 rounds/Caster/none	Alter appearance & clothing to any humanoid figure. Cannot mimic specific individuals
2	Evard's Frictionless Field	10'/3 rounds +1 per level/10' square/Special	Save or slip & fall. If cast on item then save or drop immediately.
3	The Hypnotic Charm	120'/Special/1 person/Negates	Target regards caster as trusted friend & ally.
4	The Importunate Insult	30'/Instantaneous/2 HD per level/Negates	Target rushes to attack magic-user in rage, attacking melee only.
5	The Kaleidoscopic Spray	0/Instantaneous/20' cone/Special	Vivid colour spray affects 1d6 creatures. Caster level or below: unconscious 2-8 rnds. 1-2 levels higher: blind 1-4 rnds. 3 or more levels higher: stunned for 1 round. 6 HD or more gets a saving throw.
6	Kazimir's Resplendent Coutre	0/1 hour per level/Caster/none	Dazzlingly fashionable apparel, gain 2-8 charisma & viewers make immediate reaction checks, become impressed or jealous/irritated.
7	Laeral's Baleful	30'/1 round/Caster/Negates	Become unquantifiably terrifying;

	Aura		friends & foes save or flee 1-3 rnds.
8	The Metamorphoun of Fire	5' per level/2 rounds per level/10' radius/none	Increase fires up to double size/heat or down to embers, spread onto any burnable material, or snuff out all fires entirely
9	Sirrian's Aggrandisement	5' per level/1 turn per level/<10 cubic feet per level/Negates	Increase or decrease target's size up to 200%, Strength & damage change proportionately.
0	The Spell of Exquisite Repose	30' + 10' per level/5 rounds per level/15' diameter/none	Cause comatose slumber, awaken only if slapped /wounded. 2d6 HD affected.

Defensive Spells

d10	Name	Range/Duration/AoE/Save	Description
1	The Apotropaic Circle	Touch/2 rounds per level/<10' in diameter/none	Trace a circle in powdered silver; blocks all conjured & extraplanar creatures & possession attempts.
2	The Audible Glamer	60' + 10' per level/2 rounds per level/Hearing/none	Create auditory-only illusion.
3	The Effervescent Lights of Kwalish	40' + 10' per level/1 turn per level/Special/none	Create A) 1-4 lights resembling torches, B) glowing spheres (as will-o-wisp), C) faintly glowing man-like shape. Moves as directed.
4	The Expeditious Retreat	0/3 rounds + 1 per level/Caster/none	Triple movement, running jumps 30' forward or 10' up, cannot take any other action while moving.
5	The Heavenly Screen	30'/2d4 rounds + 1 per level/20' cube/none	Veil of silvery mist obscures vision beyond 2'.
6	The Howling Rune	10'/4 hours + 1 per level/1 object or creature/negates	Target erupts in involuntary screaming when creature approaches within 10'.
7	The Imperturbable Quiescent Sphere	0/5 rounds per level/Caster/none	Invisible barrier gives AC 2 vs. missiles, AC 4 vs. other attacks.
8	Isain's Fortuitous Interruption	10' per level/1 second per level/Special/none	200 lb + 200 per caster level assumes mass of a feather, no falling damage.
9	The Lesser Sign of Sealing	20' per level/Permanent/80' square feet per level/none	Seal door or gate as if securely barred & locked.
0	Otto's Arachnid	Touch/3 rounds + 1 per level/1	Climb vertical surfaces/ceilings at 3".

	Grip	creature/Negates	Objects less than 5 lb stick to h&s.
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Miscellaneous Spells

d10	Name	Range/Duration/AoE/Save	Description
1	The Abstention of the Written Path	60'/1 turn/10' x 10' area/none	Detect secret passages, portals & openings.
2	The Call to the Familiar Spirit	Special/Special/Special/none	Burn 1000 sp incense, herbs & fat, incantation lasting 24 hours. Summons familiar.
3	The Call to the Unseen Servant	0/6 turns +1 per level/Special/none	Invisible creature acts as valet, servant etc. AC 4, MV 18", HD 2; bound to obey caster but will not fight on their behalf. If abused seeks to pervert instructions.
4	The Discerner of Enchantments	60'/2 rounds per level/10'/none	Detect magic & intensity.
5	The Indelible Emblem	Touch/Permanent/<1 square foot/none	Inscribes personal mark & 6 other characters, visible or invisible.
6	Melf's Impermeable Membrane	Touch/1 day/<10 cubic feet per level/none	Repel all liquid from subject.
7	Phandaal's Polyglottal Lobe	Touch/5 rounds per level/1 object or creature/none	Understand & speak any one language.
8	The Spell of Pragmatic Amalgamation	30'/Permanent/5'x5'/none	Mend or rejoin broken objects.
9	Tenser's Floating Disc	20'/3 turns +1 per level/Special/none	Floating null-gravity plane supports 100 lb per level, moves as directed.
0	Reroll	--	--