



The Hack'D & Slash'D Companion

by Dr. Mike Desing, www.splinteredrealm.blogspot.com

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About: The core rules for the *Hack'D & Slash'D* Fantasy RPG include the foundational pieces for ongoing play. This living resource expands those rules, adding more options to expand your game experience. This document is updated as actual play experiences introduce new game content.



2.21 Additional Tags

These tags can be added to the list provided in the core rules.

Additionally, tags may exist that are predominantly the domain of Non-Player Characters - while none of the PCs invests the time and energy to become a master smith capable of forging enchanted weapons, the elder forgemaster may have this very specific tag.



- **Blood Magic.** You are able to make your spells more powerful by channeling your own life force. For every hit you invest in a spell result (up to your level), you add +2 to the result. Damage you suffer through using blood magic cannot be magically healed. As a caster 3, you could add up to +6 to the damage or effectiveness of a spell by spending 3 of your own hits.
- **Dual Wield.** You fight with two melee weapons, receiving one free action each round with your secondary weapon. Neither weapon may be rated better than your might +1.
- **Spellcraft.** Receive +1 to all level checks to cast magical spells.
- **Weapon Specialist.** When wielding one weapon type (ex: bows, swords, axes), you force those you strike to suffer -1 edge to armor checks against your damage.
- **Wizardry.** Receive +1 edge whenever casting one of your signature spells.

3.3 Advancement Options

A. Session-Based Advancement

Rather than tracking XP for each foe overcome, GMs can grant levels after reaching session thresholds. A session, for these purposes, is considered about 3-4 hours of play. After two sessions, the characters would advance to level 2; after 3 more sessions (5 total), they would advance to level 3.

If you have an all-day marathon, the GM might count that as four sessions. If you only play for half an hour on your lunch break every day, you might have to play for a week before that counts as one session.

Recommended Sessions Required to Advance

| | | | | | |
|----------|---|---|---|----|----|
| Level | 2 | 3 | 4 | 5 | 6 |
| Sessions | 2 | 5 | 9 | 14 | 20 |

B. Story-Based Advancement

If you have more structured campaigns, you may drive towards story beats, setting advancement around those thresholds. You may decide that the time they spend helping out around town and performing a series of tasks for locals is ‘level 1’. When they discover the existence of the cult, they move to level 2. When they finally defeat the local cult leader, they move to level 3. When they have overcome the leaders of the cult and wiped it out altogether, they move to level 4. Once they have finished their campaign into the shadow lands to destroy the rod of three sorrows once and for all, they move to level 5. You don’t track XP at all; you give natural awards when the story dictates it. This is more organic; you don’t ‘level up’ in the middle of an adventure.

C. Faster XP Chart. ‘Nuff said.

| | | | | | |
|-------|----|-----|-----|-------|-------|
| Level | 2 | 3 | 4 | 5 | 6 |
| XP | 30 | 100 | 300 | 1,000 | 3,000 |

3.4 Renown

While mortal heroes may achieve no better than level 6, an additional tier of exceptional esteem still lies within reach: renown. To achieve renown, you must advance beyond level 6 (to 20,000 XP using the core rules; to 6,000 XP using the modified rules in 3.3C). You do not gain extra hits (you are still a level 6 character), but you earn +1 tag. You unlock one of the titles below. Note: Renown may require additional rigorous study or preparation, as determined by the GM.

Archmage

Req. Traits: Mind 6

Req. Tags: Charisma; Lore; Mystic (Common +2 others); Spellcraft *or* Wizardry.

As an archmage, you have become one with magic itself. You receive +1 edge with any attempt to cast, use, or resist magic.

Bard

Req. Traits: Might 2, Mind 2, Reflex 2

Req. Tags: Charisma; Frenzy *or* Warrior; Inspire; Lore *or* Nature; Mystic; Thievery

As a bard, you have become a master storyteller and entertainer. You receive +1 edge to all mind checks.

Paladin

Req. Traits: Might 3, Mind 3

Req. Tags: Charisma; Guardian *or* Two-Handed; Inspire; Mystic (Common, Light); Warrior

As a paladin, you have become holy. Your very presence forces evil creatures within 60' under level 3 to flee, and forces those of level 3-4 to check mind (as a free action) or flee from you. Your attacks deal +2 holy damage. Once per minute, you may touch a living creature (as a task) and restore 5 hits. No check is required.

4.11 Additional Cantrip

Detect Energy (Common Cantrip). Once per minute, use 1 task to detect the presence of your energy or its opposite at range. Eldritch opposes Storm; Flame opposes Frost; Light opposes Shadow. As a light caster, you would be able to detect the presence of light or shadow energy via this cantrip.

4.81 Signature Spells

Auditory Illusion (1). Use 1 task and check level to create a simple sound for up to 1 minute; this could be such things as footsteps, the sound of an animal, or a simple phrase (a guard calling ‘who goes there?’). Those who choose to disbelieve an illusion must use 1 task and check mind at -1 edge to be successful.



Blink (3). Use 1 task and check level to instantly travel to another location you can see, up to 30’ away.

Cloak of Vengeance (2). Use 1 task and check level to surround yourself with magical energy for 1 minute. Every time someone hits you in melee combat, they check reflex or suffer 2 magical damage.

Command Undead (1). Use 1 action and check level to compel an undead target at range to immediately follow a one-word command. The target checks mind to resist. The effect will last no longer than 1 minute.

Dilute Attacks (1). Use 1 action and check level to force a foe at range to check mind or suffer -1 to the damage rating of all of its attacks (minimum damage 1) for 1 minute.

Dust Storm (1). Use 1 action and check level to animate a small (10' wide) area of dust that buffets a foe at range for 1 minute, following that foe as they move. The foe must check reflex at the beginning of every round or suffer -1 edge to all checks during that round.

Feather Fall (1). Use 1 task and check level to make yourself or someone you touch fall like a feather, at a rate of about 5' per second for 1 minute.

Glimmering Weapon (1). As a free action, check level to empower a weapon you touch to receive +1 edge to attacks for 1 minute.

Smite (3). As a free action with a concurrent successful melee attack, check level to deal level x3 bonus magical damage.

Stun Evil (5). Use 1 action and check level to force a non-living (evil) creature like a fiend or undead to be incapacitated and unable to act for 3 + mind rounds. Only non-living creatures are affected.

Sulfurous Cloud (1). Use 1 action and check level to fill a 20' wide AOE at range with noxious vapors for 1 minute. Any creature in the area must check might or suffer -1 edge while in the cloud.

Visual Illusion (2). Use 1 action and check level to create a visual illusion of something simple; it could be a door, a section of flooring, a guard standing watch, or the like. The illusion cannot move or change, and it will remain in place for up to 1 minute. Those who choose to disbelieve an illusion must use 1 task and check mind at -1 edge to be successful.

Weaken Attacks (3). Use 1 action and check level to force a foe at range to check mind or suffer -2 to the damage ratings of all of its attacks (minimum damage 1) for 1 minute.

5.8 Old School Options

The following options will evoke a more old-school (and deadly) approach to the game.

- On a natural 1 to resist an effect that could be deadly (poison, dragon's breath, dark magic), the character dies.
- Some significant physical trauma (losing a limb, surviving being petrified, being struck by a falling stone slab) may force a might check. Failure means that the trauma kills the character automatically.

6.5 Additional Magical Items

Falconer's Ring. Up to three times per day, use a free action to summon forth a falcon that will serve for up to 1 minute each time. If reduced to zero hits, the falcon returns to the ring, or it does so automatically at the end of the minute. It will obey any command the ring-bearer makes of it.

Ring Falcon – Medium Faithful Hunting Bird 1 [Armor 2; Hits 9; Fly 90'; Claws (3); Fortitude].

Ring of the Archer. Receive +1 edge to ranged attacks.

Ring of the Archmage. Receive +1 edge to all casting checks.

Ring of Constitution. Receive +1 edge to all might checks to resist.

Ring of Evasion. Receive +1 edge to all reflex checks to resist.

Ring of the Warlord. Receive +1 edge to melee attacks.

Ring of Willpower. Receive +1 edge to all mind checks to resist.

Ring of Spell Reflection. Any time you must check to resist a spell cast against you, the spell turns back upon the caster if you roll 11 or 12 to resist.

Traveler's Boots. These magical boots grant full normal movement over any terrain, and provide +1 edge to resist any negative environmental effects (such as checks to endure storms or to prevent becoming lost).

6.6 Enchanted Weapon Tags

Enchanted weapons can, in addition to the +1 damage bonus, grant additional benefits through tags added to the weapon. Examples include:

1. **Defender weapons** grant +1 edge to armor checks.
2. **Elemental weapons** deal +1 elemental damage with each strike; foes attuned to the same element suffer no extra damage. No resist is allowed. Elemental weapons may deal flame, frost, or storm damage.
3. **Healing weapons** allow the wielder to use 1 task to heal themselves or a living creature the weapon touches for 5 hits; this is usable 3x per day.
4. **Holy weapons** deal the wielder's level in bonus damage vs. evil creatures; no resist is allowed.
5. **Quick Weapons** grant +1 attack action per round (receiving the same edge modifications as the primary attack).
6. **Unholy Weapons** deal the wielder's level in bonus damage vs. good creatures; no resist is allowed.

6.7 Relics

Dice of Fate. This crude pair of 12-sided dice is rolled together; odd numbers portend bad omens, while even numbers hold great fortune. The lower the odd number, the worse the result, while the higher the even number, the better the result. [1, 1] represents the worst possible result, while [12, 12] represents the best possible outcome. You may only roll the dice of fate once per level at most, and many characters will never be presented with an opportunity to roll the dice of fate. There are 144 possible outcomes, many of which are unknown.

Known Outcomes of Dice of Fate:

[1, 1] Receive a permanent -1 edge to all checks forevermore.

[7, 4] The next three 12s you roll become 1s. These cannot be re-rolled.

[6, 6] You receive a suit of magical armor, or your current armor is enchanted.

[11, 10] Lose all XP you have earned during the current level (reset to base XP for that level), but double all XP awards going forward.

[12, 2] Receive +1 hit per level; regenerate 1 hit per round forevermore.

[12, 12] Receive a permanent +1 edge to all checks forevermore.

7.6 Additional Creatures of the Realms



Abolethic Fiend - Large unhallowed fiend 4 [Armor 4; Hits 32; Move 30'/swim 90'; 4 tentacles (4) + Bite (8); Amphibious; Enchanted; Evil; Charm; Command; Non-living; Regenerate 1]. This foul creature dwells in deep underground waters that it putrefies by its very existence. Those drinking of its corrupted waters must check mind or be charmed by the Abolethic Fiend for 1 year. It attacks with four tentacles in melee; if two or more hit, the foe must check might or be pulled into its waters, immediately subjected to its charm, also suffering -1 edge to checks while so entangled. Any living creatures who come within 60' of its waters may hear a whispered command to 'drink' from the water; those failing the mind check will drink, and be subjected to the charm.

Addercap - Medium scheming spider-folk 2 [Armor 2; Hits 12; Move 60'; 2 claws (4); Binding Webs; Sneak; Wall Crawling]. Once per minute, the addercap may attempt to cast binding webs (as the wilding binding roots

spell). A monstrous humanoid spider, the addercap moves among spiders, and is friendly with them. Addercaps have free movement in webs.

Arachling - Large scheming spider-folk 3 [Armor 3; Hits 24; Move 60'; 2 blades (4 + poison); Dark Magic; Sneak; Wall Crawling]. Possessing the body of a spider and the torso of a monstrous human, the arachling moves among spiders and their kind. It receives +1 edge to checks when interacting with spiders. The arachling poisons its blades; those struck must check might or suffer +3 poison damage. Arachling have access to dark magic 3.

Archon - Medium holy spirit 6 [Armor 6; Hits 54; Move 60'/fly 120'; flaming sword (10); Common magic; light magic; fortitude; +1 edge to melee attacks; 2 attacks per round; regenerate 1 hit per round]. Servants of the gods of good, archons appear as angelic beings cloaked in light. They attack twice per round (with +1 edge) with a mighty flaming sword.

Bandit - Medium menial human. These rag-tag humans fight with blades or simple bows (30').



Bog Horror - Large enigmatic plant-folk 4 [Armor 4; Hits 44; Move 60'; 2 claws (6); Toughness]. This strange creature dwells in the deepest mires. It receives +1 edge to resist all magic except nature magic; against nature magic it suffers -1 edge. If both claws hit the same target, the horror entwines the foe, dealing 4 damage per round automatically and forcing -1 to all edges until the horror is destroyed.

Boggan, Lesser – Medium primitive elemental humanoid 2 [Armor 3; Hits 12; Move 60'; Pole Arm (4) + Bite (2); Elemental Attunement]. These elemental lizard-folk are attuned to one of arcane, frost, flame, or storm magic. They receive immunity to their chosen element and deal 1 point of elemental damage to any foe striking them in melee combat.

Boggan, Greater – Medium primitive elemental humanoid 3 [Armor 4; Hits 18; Move 60'; Pole Arm (5) + Bite (3); Elemental Attunement; Mystic]. These mystical lizard-folk are attuned to either light or shadow magic. They receive immunity to their chosen magic and deal 2 points of magical damage to any foe striking them in melee combat. They have access to magic of the chosen type at level 3; they have no access to common magic.

Dread Boar – Medium savage beast 1 [Armor 2; Hits 6; Move 60'; Gore (4)]. These aggressive swine dwell in wildlands. If they have room to charge (at least 30'), they receive +1 edge to their gore attack.

Dread Scorpion - Medium fierce pest 2 [Armor 3; Hits 12; Move 60'; Two claws (1) + tail (3); Poison]. These are common wasteland predators. Their tail deals 2 poison for 2 rounds; foes check might to resist.

Efreeti Vizier - Large elemental spirit 5 [Armor 5; Hits 40; Fly 120'; 2 scimitars (11); Arcane Magic; Immune to non-magical weapons; Immune to flame; Cloak of Flame]. These 10' tall elemental spirits revel in chaos. Their cloak of flame deals 5 flame damage per round to any creature in melee range. They only use fire-based magic spells. Despite popular belief, they cannot grant wishes, but will serve a master who finds a way to bind them for up to 99 days.

Fenrir - Huge cunning animal 5 [Armor 4; Hits 65; Move 90'; Bite (12); Fortitude]. These 12' tall wolves dwell in the wildest lands, often moving among giants.

Ghoul Variations. Ghouls of various types exist, each worth 7 xp (instead of 5). Some of the stranger varieties of ghoul include:

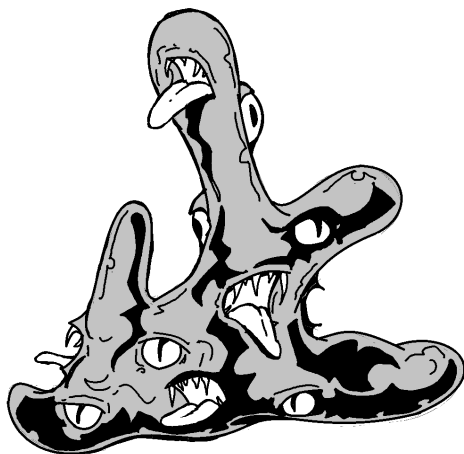
1. **Desiccated.** These have been cut in parts. Their body parts work ‘together’. Both must be destroyed for the ghoul to be finished. Another hit is required after reducing the ghoul to 0 to finish it, by disabling the other part.
2. **Dust Touched.** Can become sand once per minute, use 1 round to fully heal, and re-emerge from the dust up to 60’ away.
3. **Scorpioid.** These were ritualistically fused to the bodies of scorpions and then embalmed. It was a thing. They receive +1 edge to armor checks, and can attack with a weak tail that deals 2 damage and poisons for 2 points per round for 2 rounds unless a successful might check resists.
4. **Screechers.** Once per minute as a free action. force all within 60’ to check mind or suffer -1 edge for 1 minute.
5. **Shadow Called.** These have Dark Magic 2.
6. **Shadow Touched.** These are semi-immaterial, crossing over into the shadow lands. They receive +1 edge to sneak, can move through solid objects, and receive +1 to armor.

Gibbering Mouther - Large chaotic slime 2 [Armor 3; Hits 22; 4 bites (3); Confusion; Fortitude].

This strange monstrosity has dozens of mouths and eyes along its gelatinous length. It can bite up to 4 times each round. It constantly wails and froths and hisses, forcing all within 30’ to check mind or be confused

(suffering -1 edge to all checks) while in range of the gibbering sounds.

Because of its chaotic movements, it receives +1 edge to all attacks it makes.



Golem of Flesh - Large automaton 4 [Armor ; Hits ; Move ; Attack; Fortitude; Immune to non-magical attacks]. These 8' tall automatons are cobbled from the corpses of many creatures. They are immune to non-magical weapons.

Golem of Stone - Large automaton 5 [Armor ; Hits ; Move ; Attack; Breath of weakening; Fortitude; Immune to non-magical attacks]. These 10' tall automatons are carved from stone. They are immune to non-magical weapons. Once per minute, they can use 1 task to exhale a cloud of gas with a radius of 15'. Those in the AOE must check might or suffer -1 edge to all checks for 1 minute.

Golem of Iron - Huge automaton 6 [Armor 6; Hits ; Move ; Attack; Fortitude; Immune to non-magical attacks; Lightning strike]. These 14' tall automatons are forged from iron. They are immune to non-magical attacks. Once per minute, they can use 1 task to emit lightning in a 60' line, dealing 10 damage to all in the line. Those making a reflex check suffer only 5 damage.

Hobgoblin – Medium militant humanoid 1 [Armor 3; Hits 6; Move 60'; Blade or Bow (3/60')]. Larger and more ferocious than their goblin cousins, hobgoblins form powerful war bands.

Lich - Medium unhallowed scheming undead 7 [Armor 5; Hits 42; Move 60'; claw (6); Curse; Enchanted; Evil; Mystic (Arcane; Dark); Regenerate; Magic Resistance; Undead]. Due to its magic resistance, a lich completely ignores any magical damage or effect on a resist result of 11 or 12. A lich regenerates 3 hits per round. Its claw is a bonus attack, used each round against a foe in melee range (it always casts a spell and uses its claw if possible). Those struck by the claw must check mind or lose 10 XP each time they are struck. In its life, the lich achieved renown as an archmage, and therefore receives +1 edge to all attempts to use or resist magic. A lich binds its essence to a phylactery; this special item (usually a jewel or precious stone) contains the lich's soul. A

lich can only be truly destroyed by destroying its phylactery, and these objects are always hidden well and guarded jealously.

Mudman - Surly medium elemental spirit 1 [Armor 2; Hits 6; Move 30'; Mud (2); see below]. These elemental spirits dwell in muddy pools. While in their pools, mudmen receive +1 edge to sneak and armor checks and regenerate 1 hit per round. They throw mud to 30'; this deals 2 hits and forces those struck to check might or be slowed for 1 minute.

Pegasus – Large noble steed 2 [Armor 2; Hits 22; Move (or fly) 90'; Trample (6); Fortitude]. These winged horses serve only noble creatures as steeds.

Phoenix - Medium mythical bird 3 [Armor ; Hits ; Move ; Attack]



Salamander - Large tenacious elemental serpent 3 [Armor 4; Hits 24; Move 60'; Bite (7) + Breath Weapon; Elemental Immunity]. These 10' long, 6-legged serpents tend to dwell near their elemental force (flame, frost, or lightning). Their breath weapon deals 12 hits in a line to 60'; foes check reflex for half damage. They always have +1 instance of mundane and magical treasure in their lairs. They are unlikely to breathe in each round [1-3], more likely to bite [4-12].

Sea Serpent - Huge monstrous serpent 7 [Armor ; Hits ; Move ; Attack]

Shadow Fiend - Medium unhallowed fiend 2 [Armor 3; Hits 12; Move 60'; 2 Claws (4); Enchanted; Evil; Non-living; Regenerates; Shadow Travel; Stealth]. These shadowy fiends serve dark casters. They are able to move through connected areas of shadow as a task; this grants virtually unlimited teleportation at night or when underground. Shadow fiends can whisper messages to their bound mortals up to 60' away that others cannot hear.

Shifter - Devious medium fiend 3 [Armor 3; Hits 18; bite (6) + 2 tendrils (4); Enchanted; Evi; Non-living; Stealth]

Singing Spider – Cunning medium insect 1 [Armor 1; Hits 9; Move 60'; Bite (3); Auditory Illusion; Fortitude; Stealth]. These spiders will lie in wait, using their auditory illusion to drive others into their lairs. They are web builders, and their webs are especially strong, forcing -1 edge to might checks to break free.