

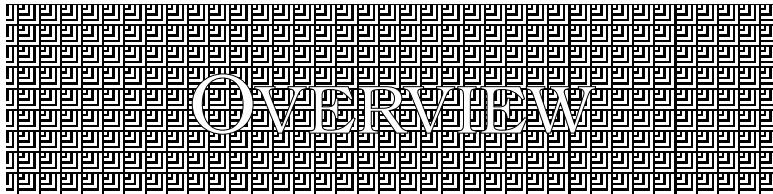
Global

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2 Global covers broad aspects of the system, such as Environment
3 systems, Life & Death, and common Miscellaneous.

4 This chapter covers the basic outline of the system, including
5 it's foundational pillars, and the role of the other booklets.

Booklets

7 This game is split into X
8 booklets, so that game info can
9 be easily shared at a table.

Global

11 Contains information on
12 the system-wide mechanisms,
13 such as distance, experience,
14 and damage.

Adventure

16 The core game rules, for
17 exploring and dying in dun-
18 geons.

Character

20 Instructions for character
21 creation, and description of
22 character classes.

Gear

24 Lists of items available to
25 purchase, and their effects.

Magic

27 Instructions for spell cast-
28 ing. Lists of spells, and their
29 effects.

Downtime

31 Variety of non-dungeon ac-
32 tives, mostly played solo, or
33 with one player and the Dun-
34 geon Master

Dungeon Master

36 Instructions and resources
37 for the Dungeon Master.

Monster

39 List of monsters and their
40 abilities.

Player Roles

41 It's useful to have some
42 players assume certain roles.

Score Keeper

45 The score keeper keeps
46 track of the XP gained during
47 the session. See page 14.

Playing without a score keeper

50 The Dungeon Master can
51 award milestone XP per ses-
52 sion or per goal, or act as score
53 keeper.

Mapper

54 At least one player should
55 draw a map of the area based
56 on the Dungeon Master's de-
57 scription. See Adventure page
58 14.

Playing without a mapper

60 The players will get lost
61 eventually.

Caller

64 In many situations, the
65 players may wish to discuss a
66 long time before taking an ac-
67 tion. In such case, they might
68 wish to appoint an official per-
69 son to declare the actions of
70 the party. They act only as a
71 messenger, communicating the
72 intent of the individual play-
73 ers.

Playing without a caller

75 The Dungeon Master can
76 assume reasonable actions for
77 players, such as to follow the
78 group, even when they don't
79 directly state so.

80 Philosophy

81 I see all ttrpgs as essentially
82 equal. I see system as a way to
83 support the feel of a game.
84 This is the system I wrote to
85 support my first major game
86 after the pandemic.

118 ► Have Characters both level
119 up and die frequently

120 ► Have a world and characters
121 that develop over time

87 Old School Renaissance

88 This is essentially a hack of
89 B/X. I started running vintage
90 modules after playing in a
91 game with **Old School**
92 **Essentials.**

122 Dungeon

123 The dungeon is a restricted
124 environment in which play
125 happens. The game is opti-
126 mized to work in that environ-
127 ment.

93 I found myself moving
94 away from vintage modules
95 and rules. I wrote this rule set
96 to support an OSR style game.

97 Chunked

98 The rules should be easy to
99 run, making more room for the
100 real game.

101 Players don't need to read
102 the entire rule book. Instead,
103 byte sized chunks can be
104 taught quickly, without break-
105 ing the flow of the game.

106 Setting

107 This game is intended to be
108 ► a west-marches dungeon-
109 crawler
110 ► run by a Dungeon Master
111 ► set in sword and sorcery
112 ► played in 3-6 hours hour ses-
113 sions
114 ► have one or more groups that
115 meet regularly
116 ► have a campaign that lasts
117 several months

Pillars

128 This game is actually many games, woven into each other with narrative.

Power Levels

164 Slowly leveling up, growing in power, and beginning domain management.

Role Play

132 Conversation with collaborative imagination.

Solo Play

165 166 167 168 169 170 171 172 173 Players may individually think through problems and do down time. They might also do additional role play outside of the group.

Skills

136 Roll a target number in order to be able to do something.

Combat

139 Reduce the enemy's resources before they reduce yours.

Puzzles

143 A complex problem with no clear solution. Each spell and item is a tiny solution, looking for a problem.

Inventory

148 Resources are limited; what will you do with them?

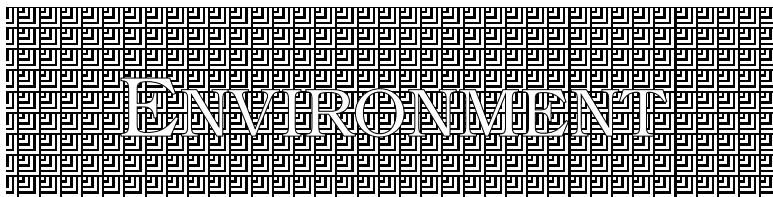
Exploration

151 The players develop a sense of discovery for this world, mapping and learning it for themselves.

World Building

156 World building is not just for the referee. As players advanced they're encouraged to develop their characters beyond their stats and abilities.

161 Players can do a great deal to fill in the details of their town and world.



2 This chapter covers how to track light, distance, and similar
3 environment elements.

4 Time

5 Time is measured in rough
6 measurements tied to game
7 mechanics. The actual game
8 time is up to the Dungeon
9 Master.

10 **TURNS:** Basic unit of game
11 play. Often about ten minutes.

12 **ROUNDS:** Each turn can be
13 split into 10 rounds.

14 **WEEK:** Each session players
15 get a loose “week” for Down-
16 time.

17 Distance

18 There are two methods,
19 squares and steps, which are
20 employed at different times.

21 Step

22 Three steps is from one
23 room to another. That is:

- 24 **1** Moving to a door.
- 25 **2** Crossing a threshold.

26 **3** Moving within a room.

27 The following also count as
28 one step:

- 29 ► Traversing stairs or a ladder.
- 30 ► Traversing a simple obstacle.
- 31 ► Traversing between two
32 zones in a large area.
- 33 ► Traveling about 4 squares.

34 Squares

35 Count the number of map
36 squares. The Dungeon Master
37 will announce the size of the
38 squares on each level, which is
39 often 10'.

40 Feet

41 Distance is rarely measured
42 in feet, especially in spell de-
43 scriptions.

44 Zone

45 Ranges and other relative
46 locations, are split into four
47 zones.

48 **TOUCH:** In the same square.

49 **CLOSE:** Throwing distance,
50 about 3 squares.

51 **DISTANT:** Speaking distance.
52 about 9 squares.

53 **SIGHT:** Anything that can be
54 seen (up to 3 miles in ideal
55 conditions).

56 Noise

57 There are three volumes of
58 noise: **Silent**, **Quiet**, and
59 **Loud**.

60 Loud

61 **Loud** noises are always
62 heard up to three **Steps** away.

63 **Loud** noises cause nearby
64 monsters to check
Observation.

66 A **Loud** noise may be
67 sword banging against a
68 shield, or yelling.

69 Extreme

70 Extremely loud noises,
71 such as a horn or whistle, can
72 be heard on the whole dun-
73 geon level.

74 Quiet

75 **Quiet** noises are always
76 heard up to one **Step** away,
77 and may heard up to three
78 **Steps** away, when listening.

79 **Quiet** noises cause alerted
80 monsters to check
Observation.

82 Creatures can **Silence** a
83 **Quiet** noise with a successful
84 dexterity check.

85 A **Quiet** noise may be
86 speaking, or walking.

87 Silent

88 If something is **Silent**, it
89 produces effectively no sound.

90 A **Silent** noise may be an
91 imperceptible footstep, or a
92 whisper.

Light

93 There are three **Light**
95 **Levels: Dark, Dim, and**
96 **Bright**.

Dark

98 The darkness is pitch black,
99 completely preventing sight.
100 May impose **Blindness**.

Dim

102 Allows some details to be
103 seen, but prevents reading or
104 recognizing details.

Bright

106 Allows full recognition of
107 details and reading. Bright also
108 disables infravision (see be-
109 low)

Light Power

111 A light source casts **Bright**
112 light for a number of squares
113 equal to its **Light Power**, and
114 dim light for the same number
115 of squares beyond that.

Source	Power
Candle	1
Lantern	2
Magic	2
Torch	3

Blind

117 Creatures that are unable to
118 perceive their surroundings are
119 **Blind**.

120 Most creatures are **Blind**
121 when in the **Dark**, but some
122 have **Infravision**, or are able
123 to navigate purely by smell.

124 **Blind** creatures are **Status**,
125 but may move one random
126 **Step**, each round.

Marching Order

128 Holding the light source
129 anywhere other than the front
130 reduces its **Light Power** by
131 one.

Burn

132 When the Dungeon Master
133 announces **Burn**, lanterns will
134 need a new flask of oil, and
135 torches will burn out (see Dun-
136 geon Master page Error: Ref-
137 erence source not found).

139 Candles do not suffer from
140 **Burn**, instead always burning
141 for exactly one session.

142 Magical light does not
143 burn.

Infravision

144 Most monsters and some
145 demihumans have special vi-
146 sion that allows them to see in
147 the dark.

149 They see the heat energy that
150 radiates off of **Distant** and
151 closer living things.

152 It is not possible to read in
153 **Dark** or **Dim** with infravision.

154 When a creature with in-
155 fravision stands in **Bright Or**
156 **Dim**, they are **Blinded** for one
157 round, and their infravision is
158 disabled until they spend a full
159 turn in the **Dark** reacclimat-
160 ing.

161 Status

162 **Status** results from
163 **Blindness**, **Hold Person**, and
164 many other conditions. It is al-
165 most completely restrictive.

166 Attacks against statuses
167 creatures always succeed.

168 Status creatures can not:

169 ► Move.

170 ► Make attacks.

171 ► Cast spells.

172 ► Use magic items.

173 ► Use class skills.

174 Status creatures may:

175 ► Hear and speak.

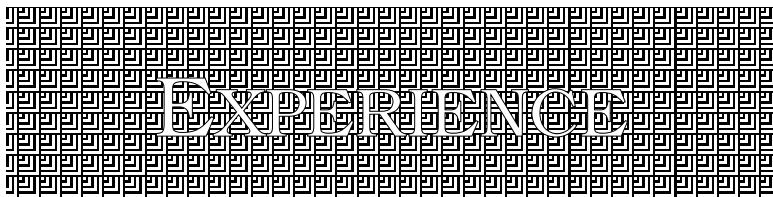
176 ► Make saving throws.

177 ► Take actions, if any, granted
178 by the source of the paralysis.

179 Override

180 The source may override
181 part of the normal penalties. If
182 so, other penalties still apply.

183 Apply the most restrictive
184 **Status** available.



² This chapter covers experience points (XP) and how their
³ awarded.

Score Sheet

5 One player acts as score
6 keeper (see page 4). They keep
7 a written list of scores. A
8 score is something that awards
9 XP.

10 At the end of the session,
11 the score keeper will confer
12 with the Dungeon Master to
13 establish the total amount of
14 XP.

15 XP is divided evenly be-
16 tween all surviving characters.
17 between all surviving charac-
18 ters. The score keeper will an-
19 nounce the final amount
20 gained.

Prime Requisite

22 Each class has one or two
23 prime requisites, which grants
24 bonus XP for having a high
25 score.

26 Characters with at least a 9
27 in one prime requisite gain 5%
28 extra XP.

29 Characters with at least a 9
30 in both gain 15% extra XP.

Minions

32 If players are 2nd level or
33 higher, their Minions gain the
34 same amount of XP.

Scores

Treasure

37 Recovering treasure from a
38 dungeon scores 1 XP per 1 cp
39 value of the treasure.

40 Recovering a magic item
41 scores 1000 XP.

Defeated Monsters

43 Defeating monsters scores
44 XP based on their HD, plus a
45 bonus for each special ability.
46 e.g. a 2+2 HD monster with an
47 ability is worth 35 XP.

HD	Base	Bonus
<1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5, 5+	200	150
6, 6+, 7	300	250
7+, 8, 8+	650	550
≥9	1000	700

Goal

49 Achieving a goal scores
50 100 XP per character involved.

Session Report

52 Writing a session report
53 scores 100 XP for the writer.

Mapping

55 Mapping a complete dun-
56 geon level scores XP equal to
57 1000 times the depth of the
58 level.

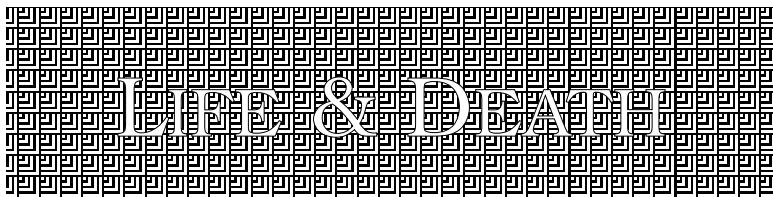
59 Leveling Up

60 When a character gains
61 enough XP to reach the next
62 experience level, the player
63 consults the character's class
64 and notes any improvements in
65 saving throws, AV, spells, etc.

66 They also roll their health
67 (see page 18).

68 One Session Maximum

69 Characters cannot advance
70 more than one level in one ses-
71 sion. Any additional XP that
72 would take a character two or
73 more levels above their current
74 level are lost, leaving the char-
75 acter at 1 XP below the total
76 for the next level.



- 2 This chapter covers health points, and losing them.

3 Health Points

4 Health points (HP) represents the ability withstand injury.

7 Health Die

8 Health dice are used to determine HP. Each class has a different health die. Monsters have a d8 health die.

12 Rolling Health

13 When leveling up, roll a number of hit dice equal to your level. Add the bonus from **Constitution** times your level. If the new total is greater than your current, it becomes your new HP.

20 Damage

21 Damage represents injuries, exhaustion, and wear.

23 Slain

24 When a creature takes damage equal to or greater than its HP, it is slain.

25 **Slain** Minions and Monsters die. **Slain** player Characters are **Near Death** (p20); If not healed within one turn, they die.

32 Destruction

33 If a **Slain** by a fire, explosion, or magic, Characters instantly die, and items are destroyed.

37 Magic item have a chance of miraculously surviving.

39 Subdual

40 If the final attack on an creature is made with a blunt weapon, they can be left non-leathally incapacitated, and status until a **Shift**.

45 Item Damage

46 Some items can become damaged. Items with four or more damage break completely. Magic items are immune to damage.

51 Each point of damage incurs a penalty:

53 ► **WEAPONS:** -1 to damage.

54 ► **ARMOR:** +1 to AC.

55 ► **OTHER:** -1 to any other rolls made with it.

57 Dwarves are able to repair items. See Downtime page 18.

Healing

60 Healing removes damage.

Natural Healing

62 One week of Downtime
63 heals 2d6.

Bandaging

65 Bandages can be applied to
66 an injuries less than 3 turns
67 old.

68 Make an **Intelligence**
69 check. If you succeed, heal
70 1d6.

71 **RESTRICTION:** Bandaging
72 takes one turn, and consumes a
73 bandage. Each injury can only
74 be bandaged once.

75 You may bandage yourself.

Magical Healing

76 Magic potions or spells can
77 provide instantaneous healing.

78 When magically healing an
79 slain character, they dismem-
80 ber with advantage.

Saving Throws

82 All characters and monsters
83 can make saving throws to
84 avoid the full effects of certain
85 magical or special attacks.

Categories

87 There are five saving throw
88 categories:

89 **DEATH (D):** When targeted
90 by a death ray or exposed to
91 poison.

92 **WEIRD (W):** When exposed
93 to radiation or other worlds.

94 **PARALYSIS OR PETRIFICATION**
95 (**P:**) When targeted by an effect
96 that paralyses or turns to stone.

97 **BLAST (B):** When targeted
98 by dragon breath or explo-
99 sions.

100 **SPELLS OR MAGIC (S):** When
101 targeted by a baneful spell or
102 an effect from a magic item.

103 Each character class has its
104 own table denoting the saving
105 throw values of characters of
106 each experience level. Mon-
107 sters have their own table. (See
108 p)

Checking

110 You succeed if $d20 \geq$ save
111 value.

112 Success against an effect
113 that causes damage means that
114 the damage is halved. Other-
115 wise, the effect has been en-
116 tirely avoided or negated.

Near Death

119 Between life and death
120 there is a terrible void. Standing
121 on that threshold, one is
122 blinded by light from both
123 sides.

Death

125 After a full turn near death,
126 Characters die. If they receive
127 any healing, they instead roll
128 dismemberment

Bonus

130 Once each round, near
131 death Characters can give ad-
132 vantage to a **Close** ally on one
133 roll.

Dismemberment

135 When near death Characters
136 are healed, roll d20. Sub-
137 tract your **Constitution** score.
138 Reference the table. If they
139 survive, they heal 1.

Result	Dismemberment
≤1	Unharmed
2	Broken rib: -1d4 Constitution
3	Bone fracture: -1d4 Strength
4	Torn muscle: -1d4 Dexterity
5	Concussion: -1d4 Wisdom and Intelligence
6-7	Lost eye.
8	Lost arm.
9	Broken leg: +2 AC.
≥10	Dead

After Death

Burial

142 Simple burial prevents the
143 body from being reanimated.

144 Temples will bury and
145 bless the dead for free.

146 Cremation of the body pre-
147 vents resurrection.

Rites

149 If a cleric uses one turn to
150 preform a blessing, the soul
151 will pass peacefully.

152 When funeral rites are
153 preformed, the character sheet
154 must be ripped up.

Inheritance

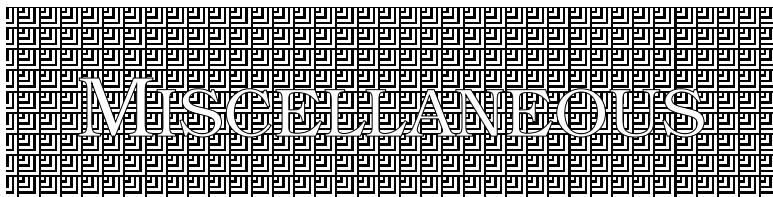
155 When a character dies, their
156 companions can either loot the
157 body, or abandon it in the dun-
158 geon.

159 Money and items stored in
160 town will be subject to a 15%
161 estate tax to local government
162 or temple, and then inherited
163 by the next of kin or listed
164 heir.

Resurrection

166 Returning from death is an
167 ordeal. Until the subject gets
168 two full weeks of bed rest,
169 they have 1 hit point, move at
170 half the normal rate, cannot
171 carry heavy items, and cannot
172 attack, cast spells, or use other
173 class abilities.

174 Each time a character is re-
175 turned, their **Constitution** is
176 reduced by 1.



- 2 This section covers rule that don't fit in the other categories.
-

3 Rounding

4 When not otherwise specified, round down.

6 Item Slots

7 In order to pick up an item,
8 the character must have free
9 inventory slots to carry it.

10 ► **MOST OBJECTS:** one slot.

11 ► **HEAVY OBJECTS:** Such as
12 plate armor, and two handed
13 weapons; two slots.

14 ► **STACK ITEMS:** Items such as
15 torches and coins can **Stack**
16 five items to one slot.

17 ► **PERSON OR BODY:** Three slots.

18 Number

19 A player character has a
20 base of five item slots, plus a
21 bonus from their strength. See
22 Character page 4.

23 Backpacks, and some class
24 abilities grant additional slots.

25 Minions also have item
26 slots.

27 Encumbrance

28 Becoming encumbered
29 doubles a creatures item slots.

30 Encumbered creatures are
31 **Status**, but make attacks with
32 disadvantage, and move at half
33 speed.

34 Horses

35 A horse can carry a person
36 and their items. If a horse is
37 not ridden, it has twenty item
38 slots, and can pull a cart or
39 wagon.

40 A passenger and their in-
41 ventory occupies thirteen slots
42 when inside a cart or wagon.

43 Abilities

44 There are six abilities:
45 **Strength, Dexterity,**
46 **Constitution, Intelligence,**
47 **Wisdom, and Charisma.**
48 They're rated from 3, the
49 worst, to 18, the best.

50 **Checking**

51 The Dungeon Master may
52 use a character's ability scores
53 to determine success in a task.

54 You succeed if $d20 \leq$ abil-
55 ity score.

56 **Low Ability Score**

57 If a character has an ability
58 score reduced to less than
59 three, they die.

60 Abandonment

61 When a character has sus-
62 tained significant injuries, such
63 as a major curse, having multi-
64 ple scores reduced below 7, or
65 loosing both eyes, they can be
66 abandoned.

67 Abandonment characters
68 can leave 50% of their gear to
69 a new adventure, which can
70 begin one level below the
71 abandoned character.

72 Weapons

73 Blunt

74 Can be used to subdue. Required for clerics.

76 Fired

77 Used to make ranged attacks. Consumes ammo.

79 Charge

80 Doubles damage after moving in a 20' straight line. Triple damage when mounted. Also melee.

84 Fragile

85 After dealing the maximum damage, the weapon takes 1 damage.

88 Melee

89 Usable in melee.

90 Slow

91 The round after making an attack, the wielder can not attack, make stunts, or cast spells.

95 Splash

96 Damages all targets in a square.

98 Thrown

99 Can be thrown as a ranged attack to a **Close** target.

101 Two-handed

102 Requires both hands; the character cannot use a shield; occupies two item slots.

Weapon	Dam	Properties
Battle Ax	d10	melee, slow, two-handed, fragile
Bow	d8	fired, fragile, melee
Sword		
Club	d4	blunt, melee
Crossbow	d10	fired, slow
Dagger	d4	melee, thrown
Flail	d10	melee, blunt, two-handed, slow, fragile
Great Ax	d12	melee, fragile, two-handed
Great Sword	d12	melee, slow, two-handed
Hand Ax	d6	melee, thrown, fragile
Holy Water	d8	splash, thrown
Javelin	d4	thrown
Lance	d8	charge, slow
Long Bow	d8	fired, two-handed
Mace	d6	blunt, melee
Oil, Burning	d8	splash, thrown
Pole Arm	d10	melee, slow, two-handed
Scatter Crossbow	d4	fired, slow, splash, fragile
Short Bow	d6	fired, two-handed
Short Sword	d6	melee
Sling	d4	blunt, fired
Spear	d6	charge, thrown
Staff	d6	blunt, melee, two-handed
Sword	d8	melee
Torch	d4	blunt, slow, melee
War hammer	d8	blunt, melee

106 Advantage

¹⁰⁷ When making a roll with
¹⁰⁸ advantage, roll twice and take
¹⁰⁹ the better.

110 Disadvantage

¹¹¹ When making a roll with
¹¹² disadvantage, roll twice and
¹¹³ take the worse.

114 Merit

¹¹⁵ Some Downtime activities
¹¹⁶ grant merit. Once Warm Up
¹¹⁷ finishes, a charater's merit (if
¹¹⁸ any) is reduced to their level.

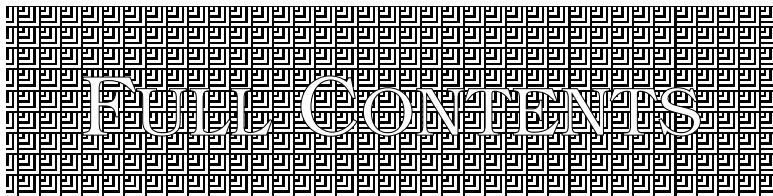
119 Boons

¹²⁰ Boons are enchantments
¹²¹ that attach to ones aura
¹²² A boon occupies an item
¹²³ slot, but can not be transferred
¹²⁴ or stored.

¹²⁵ Once a boon is used, it is
¹²⁶ destroyed.

¹²⁷ A boon can be discarded at
¹²⁸ anytime.

¹²⁹ Boons can be bought with
¹³⁰ **Merit**, while preforming cer-
¹³¹ tain Downtime activities.



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Global

Adventure

Yabec1-4

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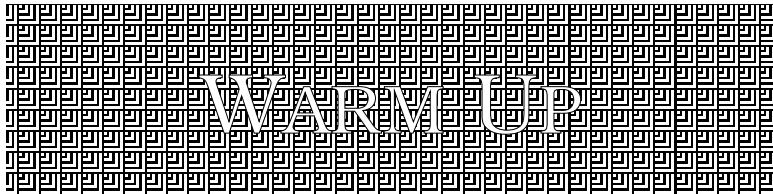
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² Tough folk gather, ready to set off onto a perilous journey.
³ They make plans, secure allies, and gather supplies.

⁴ The initial phase of the game is called Warm Up, and usually
⁵ takes about an hour, but could take less with proper preparation.

⁶ Play is largely done asynchronously. Therefore it is okay for
⁷ players to show up late with in this time, and to make side con-
⁸ versation.

Solo Play

Downtime

9 11 Returning characters get 1
10 week of Downtime, which is
12 detailed in its own booklet.

13 14 They also receive natural
15 healing, see Global page 19.

16 17 Characters who owe ser-
18 vice must preform it before
19 pursuing other options.

Shopping

20 21 All characters can go shop-
22 ping at any of the shops de-
23 tailed in Gear.

Hirelings

24 25 1d4 hirelings will seek em-
26 ployment if there is a character
27 of second level or greater. See
Character page 32.

World Building

Rumors

28 29 The Dungeon Master might
30 players rumors, especially if
31 there is a new character, or a
32 new dungeon.

Character

33 34 The players each share one
35 detail about their character,
36 past, community, or deity.

Adventurers Guild

36 39 The players are all part of
40 an adventurers guild. They
41 should put forward at least one
42 detail about it to the Dungeon
43 Master.

44 45 Examples include:

46 ► The guild is named the
Craven Folk.

47 ► The guild began when an in-
48 jured party began sending new
49 adventures on quests.

50 ► The camp was found by a
51 towns guard when they fol-
52 lowed the orcs.

53 ► The court has tasked the
54 guild with the safe recovery of
55 a kidnapped official.

Other Prompts

56 57 The Dungeon Master may
58 include additional prompts,
59 such as creating NPCs, or
60 naming towns.

Goals

61 Each session, the players
62 may agree to set one goal for
63 the party. If the goal has al-
64 ready been completed in the
65 past, or is not difficult enough,
66 the Dungeon Master may re-
67 ject it.

68 Completing a goal scores
69 experience. See Global page
70 14.

71 Additionally, the Dungeon
72 Master may give individual
73 goals to certain players. The
74 Dungeon Master may give ad-
75 ditional rewards beyond XP.

76 Examples of goals:

- 77 ▶ No character deaths.
- 78 ▶ Get to the third level of the
79 dungeon.
- 80 ▶ Rescue a prisoner.
- 81 ▶ Kill a particular monster.

Traveling

82 The Dungeon Master
83 makes some number of dun-
84 geon locations known.

List (simple)

85 Each location will have a
86 brief descriptor, and a number.
87 Pay the number times the cost
88 of rations. Begin Dungeon.

Map (detailed)

89 Each action, the party con-
90 sumes a number of rations. If
91 they do not, they take 1 dam-
92 age.

Travel cost

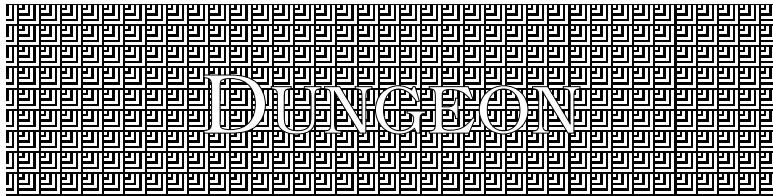
Creature	Rations	Fare
Person	1	1
Animal	2	2
Monster	3	10
Cart / Wagon	0	4

Actions

- 93 ▶ **MOVE:** to an adjacent plot
- 94 ▶ **DELVE:** into a dungeon on the
95 current plot. Begin Dungeon.
- 96 ▶ **SEARCH:** the current plot.
- 97 ▶ **CROSS:** a small river or simi-
98 lar obstacle.
- 99 ▶ **PAY:** a fare, such as to board a
100 boat or pass a toll.
- 101 ▶ **FORAGE:** Each forager has 3-
102 in-6 chance to find 3 rations.

Hazard

103 After each action, there's a
104 chance of weather events. Af-
105 ter searching, or foraging,
106 there's a chance of wandering
107 monsters.



2 Creeping deeper into the dungeon, you can't shake the feeling
3 of being watched.

4 The second and primary phase of the game is exploring the
5 dungeon. It will alternate with the fourth phase Conflict.

6 Basics

7 Time

8 Time passes in turns, with
9 most actions taking one turn.

10 See Global page 8.

11 Each turn, the players take
12 one action, such as moving,
13 searching, or having a conflict.

14 Hazard

15 At the start of each turn, the
16 Dungeon Master will roll for
17 hazards such as **Fatigue** and
18 **Burn**. See Dungeon Master
19 page 5.

20 Moving

21 Normal

22 At a cautious dungeon
23 speed, moving three steps
24 takes one turn. See Global
25 page 8.

26 Slow

27 By crawling, moving just
28 one step takes a full turn. Play-
29 ers will automatically detect
30 traps, and move silently.

31 Fast

32 Moving at a reckless pace
33 allows players to move ten
34 steps in one turn. However,
35 there are many penalties:

- 36 ▶ Surprised by all encounters.
- 37 ▶ Spring all traps.
- 38 ▶ Create loud noise.
- 39 ▶ Cannot map.
- 40 ▶ Candles are blown out.
- 41 ▶ Cannot check doors.

42 Marching

43 While in narrow hallways,
44 movement is restricted. The
45 marching order is decided by
46 the players.

47 Marching order is split into
48 **Ranks**.

49 The size of the square de-
50 termines how many people can
51 fit in one rank: one person per
52 5'.

53 Characters in the front
54 **Rank** will get to see and act
55 first.

Searching

57 Searching reveals non-obvious features. A search will
58 always reveal everything it
59 can.

61 Time

62 **HALLWAY, OR SMALL ROOM:**
63 takes two people two turns.

64 **OUTDOOR AREA OR LARGE
65 ROOM:** takes two people four
66 turns.

67 **DOUBLING THE NUMBER OF
68 PEOPLE:** halves the search time,
69 to a minimum of one turn.

70 **HALVING THE NUMBER OF
71 PEOPLE:** doubles the search
72 time.

73 This table shows the
74 amount of time it takes to
75 search an area, based on the
76 number of people searching.

Area	8	4	2	1
Hallway	1	1	2	4
Small Room	1	1	2	4
Large Room	1	2	4	8
Outdoors	1	2	4	8

Other Actions

77 Resting

78 Spending one turn resting
79 will remove **Fatigue**.

82 Bandaging

82 See Global page 19.

83 Reclaiming Ammo

84 one half of ammo can be
85 reclaimed in a brief search.

86 Sneaking

87 A sneak roll is used to determine if a player can perform an action without alerting a monster.

91 Observation Class

92 The higher this number is, the more likely a monster is to notice a player.

95 A monster can have its OC reduced by being distracted, intoxicated, in conversation, or asleep.

99 Checking

100 The default sneak die is a d8.

102 Players succeed if their sneak die rolls less than the OC of the monster.

105 When they fail a sneak check, the monster notices them, but is tapped for one round.

109 When moving in darkness, sneak die becomes a d10.

111 Some abilities also change the die.

113 Doors

114 The Dungeon Master should describe the material, age, handle, hinges, etc.

117 Doors not held open will swing silently shut during a Shift.

120 Magical doors need special conditions to be opened, and can't be picked, or broken.

123 Checking Doors

124 Once per turn, a player can check a door.

126 Each door can only be checked once.

128 The Dungeon Master rolls a d6.

130 **PEEPHOLE:** If there is a peephole, or cracks, +2.

132 **CLASS:** If an adventurer has a bonus from their class, add only the strongest bonus.

135 **RESULTS:** A roll of 5 or more will reveal information. Revealing "nothing" or "darkness" is indicative of either a failure, or accurately assessing a dark quiet room

141 Failing To Open

142 Attempting to open a stuck, bared, or locked door fails quietly.

145 Breaking Doors

146 Physically destroying a door takes one turn, requires appropriate tools, and makes a Loud noise.

150 Talking

151 Reaction Roll

152 When speaking with mon-
153 sters, the Dungeon Master
154 might ask for a reaction modi-
155 fier. See Character p4

156 The Dungeon Master might
157 make the roll at advantage or
158 disadvantage, depending on
159 the player's actions.

160 A high roll will make the
161 monsters more friendly. A low
162 roll will make them more hos-
163 tile. A very high or very low
164 roll will also make them status
165 for one round. See Dungeon
166 Master p15.

167 Flashback

168 Each session, each player
169 may have up to one flashback.

170 It can be used for one of the
171 following options. In general,
172 anything that could have been
173 done during an Adventure

174 Warm Up can be done as a
175 flashback.

176 Purchase

177 Have gotten a particular
178 item while shopping.

179 Spoken

180 Role play a brief conversa-
181 tion had before the adventure.

182 Backstory

183 Role play the origin of a
184 character.

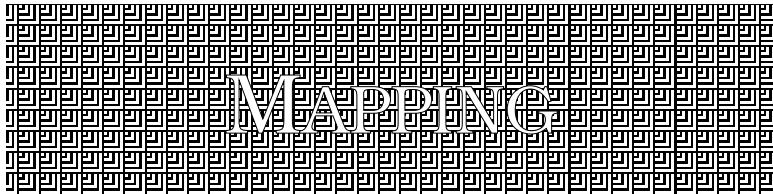
185 Flee

186 Fleeing a dungeon is reck-
187 less attempt to escape a dun-
188 geon.

189 Once a party beings to flee
190 the dungeon, they can not stop
191 until they're out.

192 Each round, move one
193 **Step**, then one character must
194 take 1d4 damage.

195 No **Hazards** occur while
196 fleeing.



2 This chapter is about mapping. It covers simple and detailed
3 methods of mapping. It is a simple system not able to cover ev-
4 ery possible map, so you may have to get creative.

5 Additionally, you may wish to modify the system to better
6 suit your needs. Any agreed upon system will work.

7 See also Global page 4.

8 Simple Method

9 Rather than track the exact
10 dimensions of every room, the
11 mapper might opt to keep a
12 general shape of the dungeon.

13 The mapper draws a loose
14 flow chart, labeling rooms and
15 their connections.

16 Calls

17 To keep an exact map, the
18 mapper should ask the Dun-
19 geon Master for a call.

20 Each call should have an
21 unambiguous meaning. The
22 mapper and Dungeon Master
23 should work together to estab-
24 lish calls that work for them.

25 The Dungeon Master
26 should avoid looking at the
27 players map, and avoid per-
28 fecting the players map.

29 Unless the mapper has a
30 compass, calls will not include
31 cardinal directions.

32 Restrictions

33 The Dungeon Master will
34 only provide calls when the
35 players ask, and only after they
36 enter a room and are able to
37 spend time observing it.

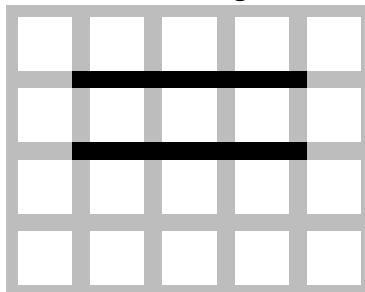
Corridor Calls

39 Except for hallway, each of
40 these calls indicate exactly one
41 square.

Hallway

43 HALLWAY, NUMBER,
44 DIRECTION: Indicates the corri-
45 dor goes straight for a number
46 of squares in that direction.

47 DRAW: Two straight lines.

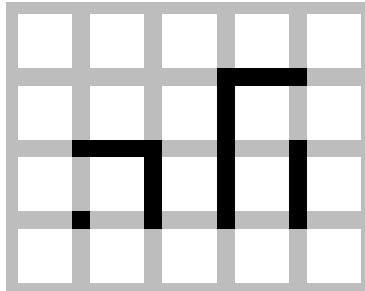


48 Hallway 3 west.

Turn

50 TURN, DIRECTION: Indicates a
51 square where the corridor turns
52 in the direction

53 DRAW: A dot + an L shape.



54 Left: turn east.

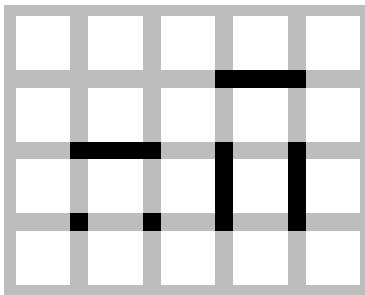
55 Right: Hallway 1 north.

56 AND Turn west.

Split

57 SPLIT: indicates the corridor
58 slits left and right.

60 DRAW: Line + two dots.



61 Left: split.

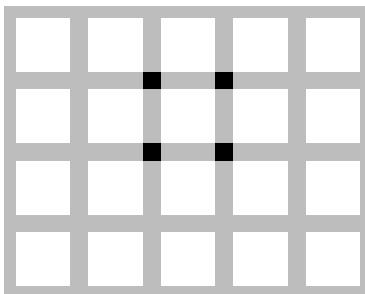
62 Right: hallway 1 north.

63 AND Split.

Cross

64 CROSS: indicates a square
65 with four openings.

66 DRAWING: Four dots

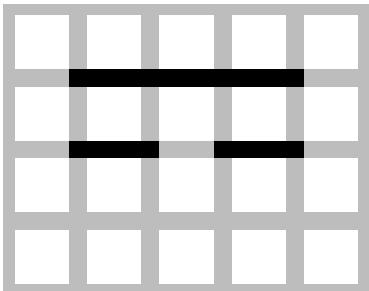


68 Cross.

69 **Branch**

70 **BRANCH, DIRECTION:** Indi-
71 cates the corridor has an open-
72 ing on the side or direction in-
73 dicated.

74 **DRAW:** Line + two dots.

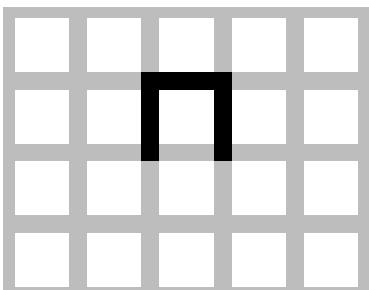


75 Hallway 1 east. AND
76 Branch south. AND Hallway 1
77 east.

78 **Terminate**

79 **TERMINATE:** Indicates the
80 end of a corridor.

81 **DRAW:** Three sided U.

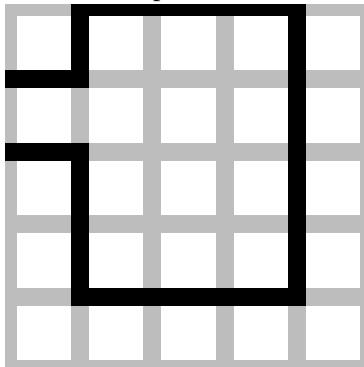


82 Terminate.

Rooms

84 Rectangular

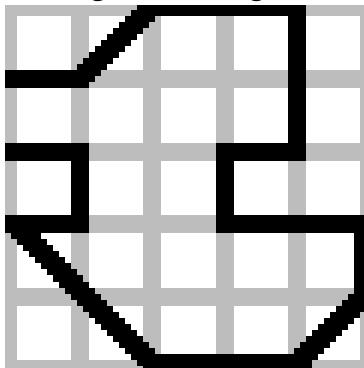
85 Designate a door as the entrance. Call how far the wall
86 extends to each side. Then de-
87 scribe the depth of the room.



89 Room: 1 north, 2 south, 3
90 deep.

91 Wall Trace

92 From the entrance, going
93 clockwise, call the direction
94 and length of wall segment.



95 Room, wall trace: north
96 east 1, east 2, south 2, west 1,
97 south 1, east 2, south 1, south
98 west 1, west 2, north east 2,
99 east 1, north 1

100 Large Rooms

101 Large rooms, such as cav-
102 erns, can be called by an ex-
103 tension of the wall trace
104 method. A wall on each side
105 can be traced, bit by bit.

106 Irregular Caverns

107 Irregular caverns can be
108 called by describing the gen-
109 eral path of the cavern and
110 width of the cavern, similar to
111 wall trace.

Doors / Exits

113 Doors are hinged panels.

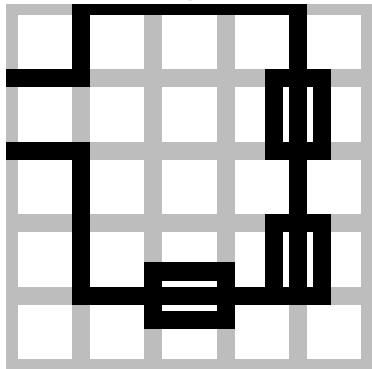
114 Exits are open passageways.

115 Call them after calling a
116 rooms or corridors.

117 On each wall, count
118 squares from east to west,
119 north to south (reading direc-
120 tion), naming the number of
121 the squares, and whether there
122 is a door or an exit.

123 You can also call the
124 ceneter, or last square.

125 **DRAW:** Pictogram



126 Doors: East wall 2nd & 4th

127 squares. South wall center.

128 Exit, west wall 2nd square.

Stairs

129 Stairs, and a direction (up

130 or down), indicate a square

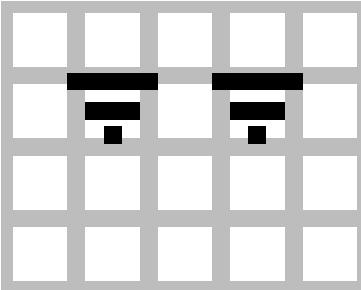
131 filled with stairs. The stairs ex-

132 tend away from the previous

133 call.

134

135 **DRAW:** Pictogram.

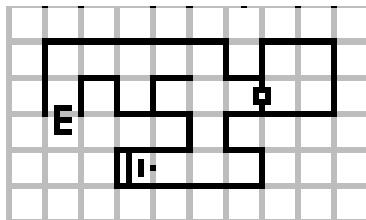


136 Left: Stairs going up.

137 Right: Stairs going down.

Example

138 This is a small example of
140 a map and calls, starting from
141 the entrance marked E.



142 **4** Hallway 1 north.

143 **5** Turn West.

144 **6** Hallway 1 west.

145 **7** Branch South.

146 **1** To the south:

147 **1** Terminate.

148 **8** To the east:

149 **1** Hallway 1 west.

150 **2** Turn South.

151 **3** Cross.

152 **1** To the west:

153 **1** Terminate.

154 **9** To the east:

155 **1** Terminate.

156 **2** Door, east wall.

157 **3** Room: 1 north, 0 south,
158 2 deep.

159 **10** To the south:

160 **1** hallway 1 south

161 **2** Split.

162 **1** To the east:

163 **1** Terminate.

164 **2** To the west:

165 **1** hallway 1 west.

166 **2** Stairs down.

Exercise

167 Follow these map calls.
169 The calls get harder as it goes
170 on.

171 1 Mark the entrance in the
172 bottom center of the page.
173 2 Hallway 2 north.
174 3 Turn to the east.
175 4 Hallway 1.
176 5 Tee (North-South).

177 6 To the south:
178 1 Terminate.
179 2 There is a door on the
180 east wall.
181 7 Room: 1 north, 1 south, 3
182 deep.
183 1 Exit: north wall 2.
184 1 Hall 1 north.
185 2 Turn East.
186 3 Terminate.

187 8 Return to the tee.
188 9 Hallway 2 north.
189 10 Branch west.
190 11 Turn east.
191 12 Stairs up.

192 13 Return to branch.

193 14 3 East.

194 15 Cross.

195 1 To the North:
196 1 Terminate.
197 2 To the West:
198 1 Stairs down.
199 3 To the South:
200 1 Terminate.
201 2 Door on the south
wall.

203 16 Room: 1 west, 0 east. 2
204 deep.

205 1 Door: south wall, 1.

206 1 Hallway 1 S.

2 Tee.

207 1 To the East:

208 1 Turn North.

209 2 Turn East.

210 3 Turn North.

211 4 1.

212 5 Room: 0 west,
2 east, 2 deep.

213 2 To the West:

214 1 Turn N.

215 2 3.

216 3 Branch E.

217 4 1 Terminate.

218 5 2 N.

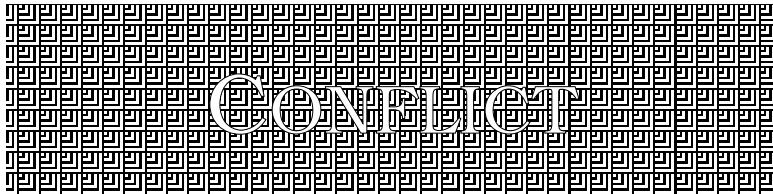
219 6 Turn E.

220 7 8.

221 8 Turn S.

222 9 Terminate.

223 225 The solution is in Dungeon
224 Master, on page 2



- 2 The monsters are here. Fight them or flee!
- 3 The fourth phase is Conflict. After conflict is over, return to
- 4 exploring the Dungeon.

5 Basics

6 Time

7 The whole conflict will
8 take one dungeon turn.

9 Time within the conflict is
10 measured in rounds.

11 A single conflict should not
12 take more than ten rounds.

13 Mapping

14 During conflict, it's possible
15 to reference a map. But Map-
16 ping is impossible, and the
17 Dungeon Master will not make
18 map calls. See page 14.

19 Fighting

20 Initiative

21 Each round, each side rolls
22 a d6. The high roll goes first
23 that round. In a tie, both go at
24 the same time.

25 Resolution Order

26 When there are many com-
27 batants, the suggested order is:

- 28 1 Melee Attacks
- 29 2 Ranged Attacks
- 30 3 Stunts & Other
- 31 4 Magic
- 32 5 Flee

33 Melee

34 A **Melee** is a cluster of
35 combatants locked in a brawl.
36 A new **Melee** is formed when
37 enemies come within **Touch** of
38 each other.

39 Flanking

40 In a melee, if one side sur-
41 rounds the other, the sur-
42 rounded side has a +4 penalty
43 to AC.

44 Action

45 Each round, each combat-
46 ant gets one **Action**. See page
47 24.

48 Many actions will let a
49 combatant move one **Step** dur-
50 ing it.

51 En Passant

52 The first time a combatant
53 moves, they may move two
54 **Steps** instead of one.

Actions

Melee Attack

If in a **Melee**, make an attack against another combatant in that **Melee**.
If not in a **Melee**, move one **Step** to an enemy, and then make an attack against them.
See page 25.

Ranged Attack

Make a ranged attack. You may move one **Step** before or after. See page 25.

Stunts

Stunts are maneuvers such as tripping, sundering armor, and pinning under chandeliers.

How they are resolved is up to the Dungeon Master. One method is to make a melee attack, success causing an x-in-6 chance, or a saving throw, or an ability check.

Stunts may not cause damage directly.

You may move one **Step** before, during, or after. See page 25.

Suggestions

FORCED MOVE: successful attack has a 1-in-6 chance of moving one step per ally in melee.

INTIMIDATION: a charisma check, its success forcing a moral check.

DISARMING: successful attack grants a **Dexterity** check to disarm.

SUNDERING: successful attack deals one damage to the weapon or armor.

Sprint

Move three **Steps**. No movement next round.

Magic (Spell Casting)

For complete instructions on casting spells, see Magic.

NO DISRUPTION: Caster who are successfully attacked or failed a save before their action have their spell wasted.

Flee

Leave a **Melee** if in one, and move two **Steps**. If you are out of reach of the enemies, begin retreat.

112 Attacking

113 The combat values deter-
114 mines the required roll in order
115 to hit.

116 The Armor Class (AC) is
117 how likely a target is to be hit.

118 Attack Value (AV, aka
119 THAC0) is how likely an at-
120 tack is to miss

121 Lower AV and AC scores
122 are better.

123 AV minus AC is the re-
124 quired d20 roll to hit. This
125 equation is used to roll both
126 hitting and dodging.

145 Types

150 Melee attacks can only be
151 made against a **Touch** targets.

152 Thrown weapons can be
153 made against a **Close** target,
154 but not a **Touch** one.

155 Fired weapons can reach a
156 **Close** or **Distant** target, but
157 not a **Touch** one.

158 Ranged attacks can not be
159 made while in a **Melee**. See
160 page 23.

161 If the target is in a melee, a
162 missed ranged attack has a 4-
163 in-6 chance of hitting a ran-
164 dom ally in that melee.

127 Hitting An Attack

128 You hit successfully if $AV - d20 < AC$.

130 Example: AV of 19, minus a
131 roll of 13: "I hit AC 6 (or
132 greater)".

133 Resisting An Attack

134 You fail to resist an attack
135 if $AC + d20 > AV$.

136 Example: AC of 6, plus a roll
137 of 13: "I'm hit by AV 19 (or
138 less)".

139 Successful Attacks

140 Weapons have a damage
141 die, indicating the damage
142 done with a successful hit.

143 Spells that require a touch
144 need a successful hit against
145 an unwilling target.

146 Stunts (see page 24) may
147 use an attack roll, giving an al-
148 ternate effect on a success.

165 Retreat

166 Retreat lasts two rounds,
167 starting after the first combat-
168 ant flees. During that time,
169 more creatures can join the re-
170 treat: when a creature flees, it
171 leaves fighting.

172 At the end of two rounds,
173 the standing side can either
174 capture all creatures that did
175 not flee, or begin chasing the
176 ones that did. A numerous
177 force may be able to do both.

178 Chasing

179 There are two rules for
180 chases, pursuing , where play-
181 ers hunt monsters, and escap-
182 ing , where players flee from
183 monsters.

184 Ending

185 There are several ways to
186 end a chase.

187 Points

188 Accumulates enough points
189 first. The goal is equal to half
190 the number of participants.

191 Dead Ends

192 If the fleeing side run into a
193 dead end, they automatically
194 loose.

195 Surrounding

196 If the fleeing side is sur-
197 rounded, they automatically
198 loose.

199 Superiority

200 If one side has superior
201 movement, such as flight, or
202 horseback, that side wins auto-
203 matically after two rounds.

Pursuing

- 205 **1** Monsters
- 206 **2** Tracking
- 207 **3** Movement
- 208 **4** Score

Monsters

210 At the start of each round,
211 the monster moves.

Tracking

213 Each round, up to two play-
214 ers can make a **Wisdom**
215 check.

216 **SUCCESS:** Learn monster lo-
217 cation, and score one point.

218 **FAILURE:** monsters score a
219 point.

220 If tracking by sent, check
221 with advantage. If tracking by
222 magic, automatically succeed.

Movement

224 All players move one **Step**.

Score

226 At the end of the round, if
227 the players can see the
228 evaders, they gain one point.
229 Otherwise the monsters gain
230 one point.

Victory

232 The monsters are cornered
233 and exhausted. They loose one
234 moral, take one damage, and
235 either surrender or begin fight-
236 ing. They can no longer flee.

Defeat

238 The monsters get away.
239 The players become **Fatigued**.

Escaping

- 241 **1** Movement
- 242 **2** Actions
- 243 **3** Monsters

Movement

245 Each player moves one
246 **Step** and gets one action.

Actions

Hide

249 Each round, up to two play-
250 ers can try to hide. Make a
251 sneak check. See page 9.

252 **SUCCESS:** score one point.

253 Invisible creatures automati-
254 cally succeed.

Drop

256 Each round, one player can
257 try to drop items, such as food,
258 treasure, or caltrops.

259 If the monsters are suscep-
260 tible to the item, the players
261 score two points.

Monsters

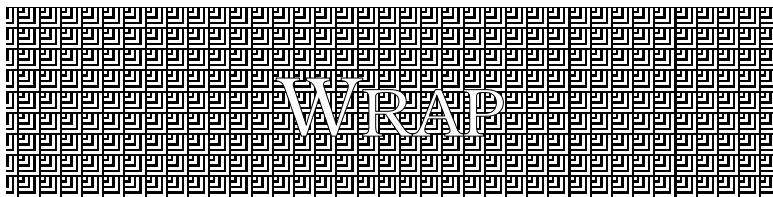
263 At the end of each round,
264 the monster moves. They score
265 one point: for seeing the play-
266 ers, for smelling the players,
267 and for magically locating the
268 players.

Victory

270 Players escape the mon-
271 sters, who loose one moral.

Defeat

273 Players take one damage,
274 and must either surrender or
275 begin fighting. They can no
276 longer flee.



2 The final phase of the game.

Basics

Traveling

If using detailed travel, pay the same costs to get back, or travel to another town.

Award Experience

See Global page 13.

Divide Treasure

Players split up the treasure between them (and their minions if agreed).

Money is typically split evenly, while magic items have conflicting calls diced for.

Funerary Rites

See Global page 20.

Evaluate Loyalty

At the end of each session the hirelings evaluate their loyalty.

► If their boss chooses to pay their wages again, they gain one point.

► If an animal or monster got to eat its favorite prey, they gain one point.

► If a hireling died that session, non-monster hirelings loose one point.

► If a hireling or monster completed a goal, they gain one point.

► They may gain or loose more points at the referee's discretion.

See Character page 33.

Adventure

Character

Yabec1-4

41 **Contents**

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Ability Scores.....	4
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Monstrous.....	5

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Cleric.....	7
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Advanced.....14

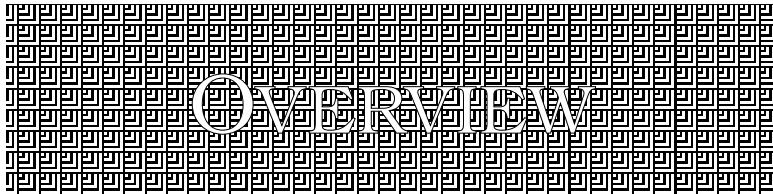
Acrobat.....	15
Bard.....	16
Druid.....	17
Knight.....	19
Princess.....	20
Warlock.....	21

Demihuman.....24

Dwarf.....	25
Elf.....	26
Halfling.....	27
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Minions.....32

Minions.....	33
Loyalty.....	33
Hirelings.....	34
Animals.....	34
Monsters.....	35



² This booklet covers character classes and abilities, and min-
³ ions.

⁴ This chapter covers the process of creating a character, and
⁵ attributes which apply to all characters.

⁶ For rules on spell casting, see Magic.

⁷ For rules on equipment, see Gear

Creating A Character

Get a sheet of paper to record all of your character's details.

1. Roll Ability Scores

Roll 3d6 for **Strength, Dexterity, Constitution, Intelligence, Wisdom, And Charisma**. These are assigned in order.

Sub-par Characters

If your character has eight or less in all scores, you may begin again.

2. Adjust Ability Scores

You may adjust your ability scores: For each 2 points you reduce from one score, you may increase another score by 1.

No score may be adjusted above 16, or below 6.

Note Bonuses

Note the bonuses, or penalties, from your finalized ability scores. See p4.

3. Choose A Class

There are several classes to choose from. Be sure that you meet the requirements for your class.

The Basic classes have no prerequisites, and are recommended for newcomers.

Unless you chose a Demi-human class, you are a human.

Determine hit points by your health die. You can reroll 1s and 2s.

Record AV (attack value) from the the progression table and dexterity.

Record your saving throw scores from the progression table.

4. Choose Alignment

Choose whether you are Lawful, Neutral, or Chaotic. See p5.

5. Starting Money

Start with 3d6x10 cp.

You'll be able to go shopping during Warm Up.

6. Note XP And Level

Characters start at 1st level with 0 xp.

(optional) Name An Heir

Note your inheritor. See Global page 20.

Ability Scores

Strength

MELEE: Bonus to melee damage.

SLOTS: Bonus item slots.

Score	Melee	Slots
3	-3	-2
4-5	-2	-1
6-8	-1	0
9-12	0	0
13-15	+1	+1
16-17	+2	+2
18	+3	+3

Dexterity

ARMOR: Bonus to AC.

ATTACK: Bonus to AV.

Score	Armor	Attack
3	+3	+3
4-5	+2	+2
6-8	+1	+1
9-12	+0	+0
13-15	-1	-1
16-17	-2	-2
18	-3	-3

Constitution

HEALTH: Bonus HP. All characters will have at least one HP regardless of constitution.

Score	Health
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Intelligence

BONUS: Number of spoken languages known in addition to those indicated by your class.

LITERACY: Level of literacy.

Score	Bonus	Literacy
3	non-verbal	Illiterate
4-5	none	Illiterate
6-8	none	Illiterate
9-12	none	1 Literate
13-15	1	1 Literate
16-17	2	2 Literate
18	3	4 Literate

Wisdom

HEALING: Bonus healing when applying a bandage.

Score	Healing
3	-2
4-5	-2
6-8	-1
9-12	0
13-15	1
16-17	2
18	+1d6

Charisma

REACTION: Applies to various interactions.

MINION: Maximum number of minions.

LOYALTY: Starting loyalty of hirelings.

Score	Reaction	Minion	Loyalty
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	0	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

Alignment

98 Beneath the surface of everyday life, two primeval
99 forces mingle. Their servants
100 favor either the cosmic order,
101 or the advent of a new one.
102 Some find themselves neutrally or unaligned, choosing
103 for their own ends, or for the
104 end of balance.

Alignment Language

108 Creatures automatically
109 recognize a certain set of ges-
110 tures, signs, and code words,
111 pertaining to their alignment.
112 This allows creatures of com-
113 mon alignment a measure of
114 communication.

115 Creatures of a different
116 alignment are likely to recog-
117 nize an alignment language be-
118 ing spoken, but will not under-
119 stand its content.

Revealing Alignment

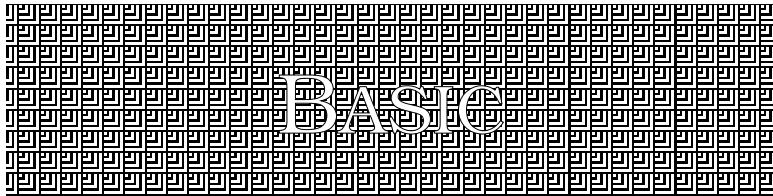
121 Players must reveal their
122 alignment to the referee, but
123 are not required to reveal to
124 each other.

Role Playing Alignment

126 If the character acts too far
127 out of their alignment, the ref-
128 eree may require them to
129 change their alignment and
130 suffer a penalty.

Monstrous

131 Monstrous characters face
132 additional challenges:
133 ▶ They are not welcome in ur-
134 ban areas unless accompanied
135 by a human, elf, or dwarf.
136 ▶ They can not employ human
137 hirelings.
138 ▶ They do not automatically
139 know the common language.
140 ▶ They have a -2 to reaction
141 rolls with non-monsters.
142 ▶ When in sunlight, they have
143 a +1 to AC, and AV.



- 2 The four basic classes have no prerequisites and are recom-
- 3 mended for first time players.

Cleric

REQUIREMENTS: None
PRIME REQUISITE: Wisdom
HEALTH DIE: d6
MAXIMUM LEVEL: 14
ARMOUR: Any, including shields
WEAPONS: blunt
LANGUAGES: Alignment, Common, Ceremonial

Clerics are adventurers who have sworn to serve a deity. They are trained for battle and channel the power of their deity. Their holy doctrine forbids the use of blades or stabbing points.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	11	12	14	16	15
2	1.5k	19	11	12	14	16	15
3	3k	19	11	12	14	16	15
4	6k	19	11	12	14	16	15
5	12k	17	9	10	12	14	12
6	25k	17	9	10	12	14	12
7	50k	17	9	10	12	14	12
8	100k	17	6	10	12	14	12
9	200k	14	6	7	9	11	9
10	300k	14	6	7	9	11	9
11	400k	14	6	7	9	11	9
12	500k	14	3	7	9	11	9
13	600k	12	3	5	7	8	7
14	700k	12	3	5	7	8	7

Turn Undead

Clerics can invoke the power of their deity to repel undead monsters. To turn the undead, roll 2d6. The Dungeon Master consults the table, comparing the roll against the HD of the type of undead present.

Restrictions

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

MINIMUM EFFECT: At least one undead monster will always be affected on a successful turning.

MIXED GROUPS: If the undead are of different types, those with the lowest HD are affected first.

RECHARGE: A cleric can attempt to turn only once per turn.

Turning Table

Lv	1	2	2*	3	4	5	6	7	8+
1	7	8	11	-	-	-	-	-	-
2	T	7	8	11	-	-	-	-	-
3	T	T	7	8	11	-	-	-	-
4	D	T	T	7	8	11	-	-	-
5	D	D	T	T	7	8	11	-	-
6	D	D	D	T	T	7	8	11	-2
7	D	D	D	D	T	T	7	8	11
8	D	D	D	D	D	T	T	7	8
10	D	D	D	D	D	D	T	T	7
11	D	D	D	D	D	D	D	T	T
12	D	D	D	D	D	D	D	D	T
13	D	D	D	D	D	D	D	D	D
14	D	D	D	D	D	D	D	D	D

47 *2HD monster with ability

48 -: The turning fails.

49 **NUMBER:** If the 2d6 turning
50 roll is equal to or greater, the
51 turning succeeds.

52 **T:** The turning succeeds.

53 **D:** The turning succeeds;
54 the monsters are destroyed.

55 Successful Turning

56 If the turning attempt suc-
57 ceeds, the player rolls 2d6
58 again to determine the number
59 of HD turned/destroyed.

60 **TURNED UNDEAD:** Will leave
61 the area, if possible, and will
62 not harm or make contact with
63 the cleric.

64 **DESTROYED UNDEAD:** Are in-
65 stantly and permanently anni-
66 hilated.

67 Divine Magic

68 See Magic for full details.

69 **HOLY SYMBOL:** A cleric must
70 carry a holy symbol to use
71 magic.

72 **DEITY DISFAVOR:** Clerics
73 must be faithful to the tenets of
74 their alignment, clergy, and re-
75 ligion. Tenets for all clerics in-
76 clude:

- 77 ► Only using blunt weapons.
- 78 ► Refusal to buy, sell, or use
79 poisons, including alcohol.
- 80 ► 10% tithe to the temple.
- 81 ► Respect of all royalty.

82 **SPELL CASTING:** Once a
83 cleric has proven their faith
84 (from 2nd level), the character
85 may pray to receive spells. The
86 power and number of spells
87 available to a cleric are deter-
88 mined by the character's level.

89 Their spell list is found on
90 Magic page 9.

91 Magic Progression

Lv	1	2	3	4	5
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	-	-	-
6	2	2	-	-	-
7	2	2	1	1	-
8	3	3	2	1	1
9	3	3	2	2	1
10	4	4	3	2	2
11	4	4	3	3	2
12	5	5	4	3	3
13	5	5	4	4	4
14	6	5	5	5	4

92 After Reaching 9th Level

93 A cleric may establish or
94 build a stronghold. So long as
95 the cleric is currently in favor
96 with their god, a stronghold
97 may be bought or built at half
98 the normal price, due to the aid
99 of the faithful.

100 Once a stronghold is estab-
101 lished, the cleric will attract
102 followers ($5d6 \times 10$ fighters of
103 level 1–2). These troops are
104 completely devoted to the
105 cleric, having a loyalty of 12.
106 The referee decides which pro-
107 portions of followers are 1st
108 and 2nd level and which are
109 bowmen, infantry, etc.

Fighter

REQUIREMENTS: None
PRIME REQUISITE: Strength
HEALTH DIE: d8
MAXIMUM LEVEL: 14
ARMOUR: Any
WEAPONS: Any
LANGUAGES: Alignment, Common

A fighter fights monsters and defend other characters.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	18	12	13	14	15	16
2	2k	18	12	13	14	15	16
3	4k	18	12	13	14	15	16
4	8k	16	10	11	12	13	14
5	16k	16	10	11	12	13	14
6	32k	16	10	11	12	13	14
7	64k	13	8	9	10	10	12
8	120k	13	8	9	10	10	12
9	240k	13	8	9	10	10	12
10	360k	11	6	7	8	8	10
11	480k	11	6	7	8	8	10
12	600k	11	6	7	8	8	10
13	720k	9	4	5	6	5	8
14	840k	9	4	5	6	5	8

Fighter Skills

At second level, a fighter gains one of these skills.

Each even level after that, they gain an additional skill.

► **BERSERKER:** While damaged 80% or greater, -4 AV.

► **BRUTAL:** Wear a non-magic weapon to get +2 damage.

► **TACTION:** +4 bonus to Stunts.

► **TOUGH:** Dismember with advantage. See Global, page 20.

Advanced skills

Starting at 5th level, and each odd level after, fighters can choose an advanced skill.

► **BEEF CAKE:** +3 item slots. +2 healing when bandaged.

► **BOUNTY HUNTER:** +2 damage with blunt weapons.

► **COMMANDER:** +2 starting loyalty and minion maximum.

► **DUAL-WIELDING:** When holding two weapons: +d6 damage.

► **FORGE MASTER:** You can do Forging. See Downtime p18.

► **SWEEP ATTACK:** With monsters of HD < Lv, Attack all monsters in melee: Make one roll, AV + number of monsters.

► **MONSTROUS:** d12 health die. Become monstrous (page 5).

► **MULTIATTACK:** Make 2 attacks, or an attack + a stunt.

► **NEGOTIATOR:** +1 to reaction rolls. While in a Melee, enemies have a -1 moral.

► **SPELL SWORD:** Learn A 1st level wizard spell. Inscribing a sword or great sword takes 1 week + 50 cp. Once per day, cast while holding the sword.

Stronghold

Any time a fighter wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands.

After 9th Level

A fighter is granted the title Baron. Their land is then known as a Barony.

Wizard

175	REQUIREMENTS: None
176	PRIME REQUISITE: intelligence
177	HEALTH DIE: d4
178	MAXIMUM LEVEL: 14
179	ARMOUR: None
180	WEAPONS: Dagger, Staff
181	LANGUAGES: Alignment, Common
182	

183 Wizards adventure in
184 search of arcane knowledge,
185 rare components, and funds for
186 their research, on their quest to
187 master magical power.

188 They appear to be still be
189 human.

190 Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	13	14	13	16	15
2	2.5k	19	13	14	13	16	15
3	5k	19	13	14	13	16	15
4	10k	19	13	14	13	16	15
5	20k	19	13	14	13	16	15
6	40k	17	11	12	11	14	12
7	80k	17	11	12	11	14	12
8	150k	17	11	12	11	14	12
9	300k	17	11	12	11	14	12
10	450k	17	11	12	11	14	12
11	600k	14	8	9	8	11	8
12	750k	14	8	9	8	11	8
13	900k	14	8	9	8	11	8
14	1m	14	8	9	8	11	8

191 Arcane Magic

192 See Magic for full details.

193 **SPELL BOOK:** Wizards must
194 carry a spell book to use
195 magic.

196 **SPELL CASTING:** Wizards
197 carry spell books containing
198 the formulae for arcane spells.

199 The table shows the number
200 they may memorize, deter-
201 mined by the character's expe-
202 rience level. Their spell list is
203 found on Magic p12.

204 Magic Progression

Lv	1	2	3	4	5	6
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	2	1	—	—	—	—
4	2	2	—	—	—	—
5	2	2	1	—	—	—
6	2	2	2	—	—	—
7	3	2	2	1	—	—
8	3	3	2	2	—	—
9	3	3	3	2	1	—
10	3	3	3	3	2	—
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

205 After Reaching 11th Level

206 A wizard may build a
207 stronghold, often a great tower.
208 1d6 apprentices of levels 1–3
209 will then arrive to study under
210 the wizard.

211 After Reaching 14th Level

212 A wizard undergoes **The**
213 **Transformation.**

Thief

REQUIREMENTS: None
PRIME REQUISITE: Dexterity
HEALTH DIE: d4
MAXIMUM LEVEL: 14
ARMOUR: Leather
WEAPONS: Any
LANGUAGES: Alignment, Common, Thieves Cant

Thieves make range of a unique set of skills useful both on the edges of society, and in the dungeon. They survive by deception and stealth.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	13	14	13	16	15
2	1.2k	19	13	14	13	16	15
3	2.4k	19	13	14	13	16	15
4	4.8k	19	13	14	13	16	15
5	9.6k	17	12	13	11	13	13
6	20k	17	12	13	11	13	13
7	40k	17	12	13	11	13	13
8	80k	17	12	13	11	13	13
9	160k	14	10	11	9	12	10
10	280k	14	10	11	9	12	10
11	400k	14	10	11	9	12	10
12	520k	14	10	11	9	12	10
13	640k	12	8	9	7	10	8
14	760k	12	8	9	7	10	8

Thieves Cant

Thieves know a general code of conduct, including unique gestures, signs, and code words. This language allows them to communicate, while sounding like innocent small talk to the unfamiliar.

Thief Skills

Thieves are highly talented, and capable of many skills. See the skill progression table opposite.

► **CLIMB SHEER SURFACES (CS):** A roll is required for each 100' to be climbed. If the roll fails, the thief falls at the halfway point, suffering falling damage. (1d6 per 10')

► **CHECK DOORS (CD):** A thief gets a bonus to check doors. See Adventure, page 9.

► **SNEAK DIE (SD):** The thief rolls this die when sneaking. See Global p9.

► **OPEN LOCKS (OL):** Requires thieves' tools (see Gear). A thief can only try this skill once per lock. If the roll fails, the thief may not try the same lock again before gaining an experience level.

► **PICK POCKETS (PP):** If the victim is 4 HD or greater, the thief's roll is penalized by 5% for every HD more than 4. There is always at least a 1% chance of failure. A roll of more than twice the percentage

required for success means that the attempted theft is noticed.

CHECKING SKILLS WITH A PERCENT CHANCE: roll d%. If it is the listed value or less, the skill succeeds.

275 Skill Progression

Lv	CS	CD	SD	OL	PP
1	87	+1	d10	15	20
2	88	+1	d10	20	25
3	89	+1	d12	25	30
4	90	+1	d12	30	35
5	91	+1	d12	35	40
6	92	+2	d12	45	45
7	93	+2	2d6	55	55
8	94	+2	2d6	65	65
9	95	+2	2d6	75	75
10	96	+2	2d6	85	85
11	97	+3	2d8	95	95
12	98	+3	2d8	96	105
13	99	+3	2d10	97	115
14	99	+3	2d12	99	125

After Reaching 9th Level

300 A thief can establish a thief den, attracting 2d6 apprentices of 1st level. These thieves will 301 serve the character with some 302 reliability; however, should 303 any be arrested or killed, the 304 PC will not be able to attract 305 apprentices to replace them. A 306 successful thief might use 307 these followers to start a 308 310 Thieves' Guild.

276 Back-Stab

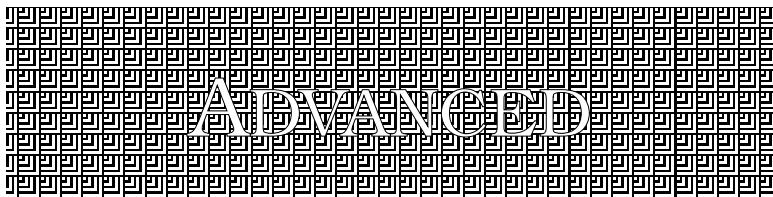
277 When attacking an unaware
278 opponent from behind, a thief
279 receives a -4 bonus to AV and
280 rolls triple damage.

281 Read Languages

282 A thief of 4th level or
283 higher can decipher critical
284 portions of non-magical text in
285 any language (including dead
286 languages and basic codes)
287 with 80% probability. If the
288 roll does not succeed, the thief
289 may not try to read that partic-
290 ular text again before gaining
291 an experience level.

292 Scroll Use

293 A thief of 10th level or
294 higher can cast arcane spells
295 from scrolls. There is a 10%
296 chance of error: the spell does
297 not function as expected and
298 creates an unusual or deleteri-
299 ous effect.



- 2 Advanced classes offer more options and variety.

Acrobat

REQUIREMENTS: Charisma 9
PRIME REQUISITE: Dexterity
HEALTH DIE: d4
MAXIMUM LEVEL: 14
ARMOUR: Leather
WEAPONS: thrown, sword, short sword, pole arm, spear.
LANGUAGES: Alignment, Common, Carnie.

Acrobats are performers, skilled in balance, and gymnastics. They're often traveling workers, taking up adventuring, or even burglary.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	13	14	13	16	15
2	1.2k	19	13	14	13	16	15
3	2.4k	19	13	14	13	16	15
4	4.8k	19	13	14	13	16	15
5	9.6k	17	12	13	11	14	13
6	20k	17	12	13	11	14	13
7	40k	17	12	13	11	14	13
8	80k	17	12	13	11	14	13
9	160k	14	10	11	9	12	10
10	280k	14	10	11	9	12	10
11	400k	14	10	11	9	12	10
12	600k	14	10	11	9	12	10
13	720k	12	8	9	7	10	8
14	840k	12	8	9	7	10	8

Acrobat Skills

► **CLIMB SHEER SURFACES (CS):** A roll is required for each 100' to be climbed. If the roll fails, the acrobat falls at the halfway point, suffering fall damage. (1d6 per 10')

► **FALLING (FA):** When able to tumble, suffer no damage from the first 10' of any fall. Further

damage is reduced by the listed percentage.

► **CATCH MISSILES (CM):** Once per turn, attempt to catch a non-magical projectile.

► **TIGHTROPE WALKING (TW):** Acrobats can walk tightropes, narrow beams, and ledges. Failure indicates that the acrobat falls. A balance pole increases the chance by 10%.

► **EVASION:** An acrobat can leave a **Melee** and move one Step, after a melee attack. See Adventure page 23.

► **RUNNING VAULT (RV):** With a 20' run-up and a pole, jump this long, and half as high.

► **QUICK MOVEMENT (QM):** Acrobats may move an extra Step this many times per turn.

Skill Progression

Lv	CS	FA	CM	TW	RV	QM
1	87	25	20	60	10'	1
2	88	25	27	65	13'	1
3	89	25	34	70	16'	1
4	90	33	41	75	20'	2
5	91	33	48	80	23'	2
6	92	33	55	85	26'	2
7	93	33	62	90	30'	3
8	94	50	69	95	30'	3
9	95	50	76	99	30'	3
10	96	50	83	99	30'	3
11	97	50	90	99	30'	4
12	98	50	97	99	30'	4
13	99	50	98	99	30'	4
14	99	75	99	99	30'	4

After Reaching 9th Level

An acrobat can establish a small circus, attracting 2d6 apprentices of 1st level. The apprentices will serve the character with some reliability;

Bard

REQUIREMENTS: Dexterity and Intelligence 9.
PRIME REQUISITE: Charisma
HEALTH DIE: d6
MAXIMUM LEVEL: 14
ARMOUR: Leather, Chainmail
WEAPONS: thrown, fired, non-two-handed
LANGUAGES: Alignment, Common, Carnie.

Bards are minstrels and warrior poets.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	13	14	13	16	15
2	2k	19	13	14	13	16	15
3	4k	19	13	14	13	16	15
4	8k	19	13	14	13	16	15
5	16k	17	12	13	11	14	13
6	32k	17	12	13	11	14	13
7	64k	17	12	13	11	14	13
8	120k	17	12	13	11	14	13
9	240k	14	10	11	9	12	10
10	360k	14	10	11	9	12	10
11	480k	14	10	11	9	12	10
12	600k	14	10	11	9	12	10
13	720k	12	8	9	7	10	8
14	840k	12	8	9	7	10	8

Languages

Bards learn a new spoken languages at every odd level (i.e. 1st, 3rd, etc.). They can't learn special languages such as druidic or thieves cant.

Song

At first level, a bard knows one songs. Each odd level after that, they learn an additional song.

► **CHANT DU COQ:** Enrages and attracts monsters; ends sleep.

► **CHANT DE GUERRE:** allies that can hear have +1 on loyalty checks and spell saves.

► **J'AIME LES ANIMAUX:** Same effects as Animal Friendship.

► **IMPRESSIONNER LES FÉES:** 3 in-6 chance to impress Fey with HD less than the bard's level.

► **LA CALOMNIER:** Allies within a short distance make saves against charms with a +4 bonus. Those already charmed make an additional save.

► **MUSIQUE DE COMBAT:** Same effects as Bless. At 4th level, may have the same effects as Cause Fear instead.

► **FLIRTER AVEC LES DRAGONNES:** Same effects as Lesser Charm. At 8th level, same effects as Greater Charm instead.

Restrictions

► Each song can be used at most once per day.

► Songs are magic and follow the same rules as spell casting.

► Must be concentrating and playing a musical instrument.

► Creates loud noise.

► All effects end after 1 turn.

Druid

115 **REQUIREMENTS:** Neutral

117 **PRIME REQUISITE:** Wisdom

118 **HEALTH DIE:** d4

119 **MAXIMUM LEVEL:** 10

120 **ARMOUR:** Leather, shields

121 **WEAPONS:** Club, dagger,
122 sling, spear, staff. None
123 made of metal.

124 **LANGUAGES:** Alignment,
125 Common, Druidic, Sylvan

126 Druids are priests of nature,
127 protecting wild lands from the
128 encroachment of “civilized”
129 Law and the corrupting touch
130 of Chaos. They worship the
131 force of nature itself. Their
132 holy doctrine forbids the use
133 of metal.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	11	12	14	16	15
2	2k	19	11	12	14	16	15
3	4k	19	11	12	14	16	15
4	7.5k	19	11	12	14	16	15
5	12.5k	17	9	10	12	14	12
6	20k	17	9	10	12	14	12
7	35k	17	9	10	12	14	12
8	60k	17	9	10	12	14	12
9	90k	14	6	7	9	11	9
10	125k	14	6	7	9	11	9

Limited Possessions

136 A druid may only keep
137 wealth and possessions that
138 can be kept on their person or
139 mount. Excess must be do-
140 nated to worthy causes.

Divine Magic

141 See Magic for full details.

143 **HOLY SYMBOL:** A druid must

144 carry an animal bone in order
145 to cast spells.

146 **DEITY DISFAVOR:** Druids

147 must be faithful to the tenets of
148 their alignment and religion.

149 Tenets of the druid include:

150 ► Refusal of metal tools.

151 ► Sanctity of nature.

152 ► Sanctity of the hunt.

153 ► Respect of the dead.

154 **SPELL CASTING:** A druid may

155 pray to receive spells. The
156 power and number of spells
157 available to a cleric are deter-
158 mined by the character’s level.
159 Their spell list is found on
160 Magic page 10.

Magic Progression

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

Identification

162 Druids can identify plants,
163 animals and clean water.

Shape Change

166 At 2nd level, a druid gains
167 the ability to change into ani-
168 mals.

169 A druid can know as many
170 shapes as their level. Learning
171 a new shape requires three
172 observations, which must be

173 on unique individuals, and on
174 separate days.

175 Observation takes one turn
176 and requires the druid to be
177 unnoticed.

178 **Transforming**

179 ► Can only be used once per
180 day.

181 ► Lasts a number of turns
182 equal to the druid's level.

183 ► Follows the same rules as
184 spell casting.

185 ► Must be holding the bone or
186 hide of the animal.

187 ► The animal must have hit
188 dice equal to or less than the
189 druid's level.

190 ► If a druid has lost hit points,
191 they regain 1d4 hit points per
192 level upon changing into an
193 animal.

194 ► All equipment carried by the
195 druid is absorbed into the ani-
196 mal form and reappears when
197 the druid changes back.

Charm Immunity

211 Druids of 7th level and
212 above are immune to charms.

Reaching 12th Level And 214 Above

215 There can only be nine
216 druids of 12th level. When a
217 druid has enough experience to
218 reach 12th level, they must
219 challenge an existing 12th
220 level druid. The character only
221 advances to 12th level if the
222 other druid is defeated. Such
223 challenges may take any form
224 that is agreed by both parties,
225 including combat (which need
226 not be fatal). Likewise, there
227 can only be three druids of
228 13th level and a single druid
229 (known as the arch-druid) of
230 14th level.

231 Druids who attain 12th
232 level or above may have a
233 stronghold magically inte-
234 grated into a natural setting.

235 2d12 beings will join the
236 ranger as followers. The nature
237 of these followers is up to the
238 referee.

Nature's Favor

199 Due to their ability to for-
200 age, druids do not need to con-
201 sume rations when Traveling.

Pass Without Trace

203 From 3rd level, a druid can
204 pass through natural environ-
205 ments without leaving any
206 tracks. A druid is also able to
207 move through overgrown areas
208 at normal speed and without
209 impediment

Knight

REQUIREMENTS: Constitution 9, Dexterity 9. Alignment.

PRIME REQUISITE: Strength

HEALTH DIE: d10

MAXIMUM LEVEL: 14

ARMOUR: Chainmail, platemail, shields

WEAPONS: All

LANGUAGES: Alignment, Common

Knights serve a noble house. At 1st and 2nd level, they are “squires”, not true knights. Upon 3rd level, they are knighted by their liege and gain the right to bear a coat of arms

ALIGNMENT: A knight must have the same alignment as their liege.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	12	13	14	15	14
2	2.5k	19	12	13	14	15	14
3	5k	19	12	13	14	15	14
4	10k	17	10	11	12	13	12
5	18k	17	10	11	12	13	12
6	37k	17	10	11	12	13	12
7	85k	14	8	9	10	10	10
8	140k	14	8	9	10	10	10
9	270k	14	8	9	10	10	10
10	400k	12	6	7	8	8	8
11	530k	12	6	7	8	8	8
12	660k	12	6	7	8	8	6
13	790k	10	4	5	6	5	6
14	920k	10	4	5	6	5	4

Chivalric Code

Knights are bound by a code of honor. Breaking code

revokes knighthood; they become a fighter (see page 9).

► Service of the knight's liege.

► Defense of all in their charge

► Sanctity of single combat.

► Death over dishonor.

Knightly Combat

► Knights gain a -2 bonus to AV when mounted.

► Knights gain a -2 bonus to AC when in single combat.

► Once per turn, a knight can take the damage of a melee attack directed at an **Touch** ally.

► A knight of 5th level or higher can train magical animals, using 4 weeks of downtime. See Downtime page Error: Reference source not found.

Hospitality

A knight of 3rd level or higher can expect hospitality and aid from nobles and other knights of the same alignment or social affiliation. A knight is expected to extend such hospitality in kind.

Strength Of Will

Knights are immune to fear effects. From 3rd level, companions within a short distance of the knight gain advantage on saving throws against fear effects, and loyalty rolls.

Princess

REQUIREMENTS: Charisma 9, Lawful.
PRIME REQUISITE: Intelligence
HEALTH DIE: d4
MAXIMUM LEVEL: 14
ARMOUR: Chainmail
WEAPONS: Dagger, sword, short bow
LANGUAGES: Alignment, Common, High Elvish

Princesses are from noble houses, usually women, who direct and lead others. While having little combat training, and rarely adventuring, they are highly motivated.

EQUIPMENT: Princesses start with an extra 100 cp.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	20	12	13	14	15	14
2	2k	20	12	13	14	15	14
3	4.5k	19	12	13	14	15	14
4	9k	19	10	11	12	13	12
5	17k	19	10	11	12	13	12
6	36k	17	10	11	12	13	12
7	80k	17	8	9	10	10	10
8	130k	15	8	9	10	10	10
9	250k	15	8	9	10	10	12
10	350k	14	6	7	8	8	8
11	500k	14	6	7	8	8	8
12	650k	12	6	7	8	8	8
13	700k	12	4	5	6	5	6
14	900k	12	4	5	6	5	6

Royal Status

Princesses can invoke their status to demand parley and fair treatment, even from enemy soldiers and monsters;

She has a +2 bonus to Reaction rolls (in addition to the bonus from Charisma). See page 4.

Her minions begin with one additional loyalty.

Hospitality

A princess can expect hospitality and aid from noble of the same alignment or social affiliation. She is expected to extend such hospitality in kind.

Lore

A princess has a 2-in-6 chance of knowing obscure lore pertaining to monsters, magic items, or heroes of folktale or legend.

Inspiration

From 3rd level, the first time each turn a **Close** minion would be slain, they may make a loyalty check, healing 1 on a success.

From 3rd level, when sneaking as a group, the group uses the best sneak check, instead of the average.

Castle

Any time a princess wishes (and has sufficient money), she can build a castle or stronghold and control the surrounding lands.

After reaching 9th level, 3d6 3rd level knights come to serve her.

Warlock

REQUIREMENTS: 9 charisma, Chaotic.

PRIME REQUISITE: Charisma.

HEALTH DIE: d8

MAXIMUM LEVEL: 12

ARMOR: Leather, chainmail

WEAPONS: non-two-handed, non-blunt

LANGUAGES: Alignment, Common, Patron

373 Warlocks are spell casters
374 who sell their souls for extra-
375 ordinary power.

376 **PATRON LANGUAGE:** A war-
377 lock knows the language of
378 their patrons.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	14	17	13	16	17
2	2.5k	19	14	17	13	16	17
3	5k	19	14	16	13	16	16
4	10k	17	14	16	13	16	16
5	20k	17	14	15	13	16	15
6	40k	17	12	15	11	14	15
7	80k	15	12	14	11	14	14
8	150k	15	12	14	11	14	14
9	300k	15	12	13	11	14	13
10	450k	14	12	13	11	14	13
11	600k	14	9	12	8	11	12
12	750k	14	9	12	8	11	12

Evil Aura

381 Undead and fiends won't
382 attack a warlock until pro-
383 voked.

Divine Magic

385 See Magic for full details.

386 **UNHOLY SYMBOL:** must carry
387 an unholy symbol to use

388 magic. Begin the game with
389 one. If lost, it is difficult to re-
390 place.

391 **DEITY DISFAVOR:** Warlock
392 must be faithful to the tenets of
393 their alignment, and their pa-
394 tron(s). Take three at random.

395 **1** Collect one trophy per ses-
396 sion, such as an ear or finger.

397 **2** Use of a cursed weapon.

398 **3** Inscription of names.

399 **4** Become monstrous. See p5.

400 **5** Lust for power.

401 **6** Secret Missions.

402 **7** Refusal to be enchanted.

403 **8** Use only blunt weapons,
404 instead of non-blunt.

405 **9** Sanctity of single combat.

406 **10** 15% tithe.

407 **11** Blind beyond 1 square.

408 **12** Missing an attack causes
409 the weapon to take 1 damage.

410 **13** Sanctity of the hunt.

411 **14** No natural healing. Once
412 per day, heal 1d6 by drinking
413 fresh humanoid blood.

414 **15** Refusal to kill one type of
415 monster.

416 **16** Insistence to kill one type
417 of monster.

418 **17** Can only use a torch as a
419 weapon, which had a d8 dam-
420 age die for you.

421 **18** Bearing of a cursed amulet.

422 **19** Sacrifice an eye and three
423 fingers.

424 **20** No mercy for enemies.

425 **Redemption**

426 If a warlock acquires four
427 or more disfavors, they be-
428 come either a cleric or a
429 fighter.

430 **SPELL CASTING:** A warlock
431 may pray to receive spells. The
432 power and number of spells
433 available to a warlock are de-
434 termined by the character's
435 level. Their spell list is found
436 on Magic p12.

437 **Magic Progression**

Lv	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	2	-	-	-
6	3	3	-	-	-
7	4	3	1	-	-
8	4	3	2	1	-
9	5	3	2	2	1
10	5	4	3	2	2
11	6	4	3	3	2
12	7	5	4	3	3

438 **Blood Offerings**

439 Whenever a warlock casts a
440 spell, or has a spell cast on
441 them, they take 1 damage.

442 If they are holding a silver
443 dagger, they may choose to
444 take additional damage for a
445 chance of the cast spell being
446 remembered. The chance is
447 equal to X-in-8 where X is the
448 additional damage, divided by
449 the level of the spell.

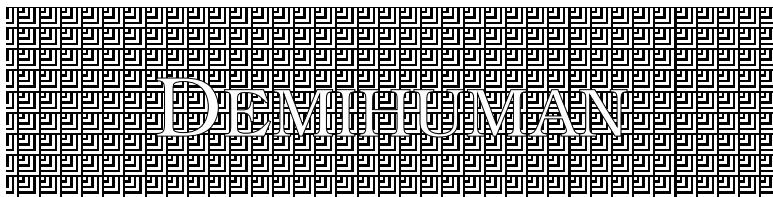
450 **Blood Libations**

451 Starting at 6th level, a war-
452 lock can deal up to half the

453 damage from blood offerings
454 to a **Touched** status creature.

455 **Stronghold**

456 Any time a warlock wishes
457 (and has sufficient money),
458 they can build a keep or abbey
459 and control the surrounding
460 lands. 1d6 apprentices of lev-
461 els 1–3 will then arrive to
462 study under the warlock.



DEMIHUMAN

- ² Demihumans are creatures such as dwarves and elves.
- ³ They're classes offer a mix of options.

Dwarf

REQUIREMENTS: Minimum constitution 9
PRIME REQUISITE: Strength
HEALTH DIE: d8
MAXIMUM LEVEL: 12
ARMOUR: Any, shields
WEAPONS: Any
LANGUAGES: Alignment, Common, Dwarvish

Dwarves are stout, bearded demihumans, about 4' tall and weighing about 150 pounds. They live underground and love fine craftsmanship, gold, hearty food, and strong drink. Dwarves are known for their stubbornness and practicality.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	11	12	14	16	15
2	2.2k	19	11	12	14	16	15
3	4.4k	19	11	12	14	16	15
4	8.8k	17	11	12	14	16	15
5	17k	17	9	10	12	14	12
6	35k	17	9	10	12	14	12
7	50k	14	9	10	12	14	12
8	70k	14	6	10	12	14	12
9	140k	14	6	7	9	11	9
10	400k	12	6	7	9	11	9
11	530k	12	6	7	9	11	9
12	660k	12	3	7	9	11	9

Detect Construction

When **Searching**, dwarves also detect new construction, sliding walls, sloping passages and other stone architectural features. See Error: Reference source not found, page 8.

Infravision

Dwarves have infravision. See Global p10.

Tough

Dwarves dismember with a advantage. See Global, page 20.

BERSERKER

While a dwarf has damage equal to or greater than 80% of their health, their AV is reduced by 4.

Medic

Dwarves make checks for bandaging with advantage See Global, page 19.

After Reaching 9th Level

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

A dwarf ruler may only hire dwarven mercenaries. However specialists and hirelings of any race may be hired.

Elf

REQUIREMENT: Intelligence 9
PRIME REQUISITE: intelligence and strength.
HEALTH DIE: d6
MAXIMUM LEVEL: 10
ARMOUR: Any
WEAPONS: Any
LANGUAGES: Alignment, Common, High Elvish, Low Elvish, Sylvan

Elves are fey demihumans with pointed ears. They weigh about 150 pounds and are between 6 and 7 feet tall. They live hundreds of years; Humans seem like animals to them.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	12	13	13	15	15
2	4k	19	12	13	13	15	15
3	8k	19	12	13	13	15	15
4	16k	17	10	11	11	13	12
5	32k	17	10	11	11	13	12
6	64k	17	10	11	11	13	12
7	120k	14	8	9	9	10	10
8	250k	14	8	9	9	10	10
9	400k	14	8	9	9	10	10
10	600k	12	6	7	8	8	8

Detect Secret Doors

Elves have keen eyes that allow them to occasionally detect hidden and secret doors without **Searching**.

Keen Hearing

Elves have a +1 to check doors See Adventure, page 9.

Arcane Magic

See Magic for full details.

SPELL BOOK: Elves must carry a spell book to use magic.

SPELL CASTING: Elves carry spell books containing the formulae for arcane spells. The table shows the number they may memorize, determined by the character's experience level. Elves have the same spell list as wizards, found on Magic page 12.

Magic Progression

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

Immunity To Ghoul Paralysis

Elves are completely unaffected by the paralysis that ghouls can inflict.

After 9th Level

An elf may construct a stronghold in the depths of the forest, blending in with the natural environment.

Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves.

119 Halfling

120 **REQUIREMENTS:** Minimum
121 constitution 9, minimum
122 dexterity 9

123 **PRIME REQUISITE:** Dexterity
124 and strength

125 **HEALTH DIE:** d6

126 **MAXIMUM LEVEL:** 8

127 **ARMOUR:** Any appropriate to
128 size, including shields

129 **WEAPONS:** non-two-handed,
130 short bows.

131 **LANGUAGES:** Alignment,
132 Common, Halfling

133 Halfling are small demihu-
134 mans. They weigh about 50
135 pounds and are around 3' tall.
136 They are little known to most
137 humans, and live quite lives in
138 the country side. Though, in
139 some areas, they are interwo-
140 ven with elven society, where
141 they are respected but servile.

142 Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	8	9	10	13	12
2	2k	19	8	9	10	13	12
3	4k	19	8	9	10	13	12
4	8k	17	6	7	8	10	10
5	16k	17	6	7	8	10	10
6	32k	17	6	7	8	10	10
7	64k	14	4	5	6	7	8
8	120k	14	4	5	6	7	8

143 Defensive Bonus

144 Halflings gain a -2 bonus to
145 AC when attacked by large op-
146 ponents (greater than human-
147 sized).

148 Sneaky

149 A halfling rolls a d10 for
150 sneaking. See Global p9.

151 Keen Hearing

152 Halflings have a +1 to
153 check doors. See Adventure,
154 page 9.

155 Missile Attack Bonus

156 Halflings have a -1 bonus
157 to AV when using ranged or
158 thrown weapons.

159 Lucky

160 Once per session, a halfling
161 can gain advantage on any one
162 roll.

163 Stronghold

164 Any time a halfling wishes
165 (and has sufficient money),
166 they may build a stronghold,
167 which will form a new com-
168 munity of halflings. Halfling
169 communities—called Shires—
170 are typically located in coun-
171 tryside of little rivers and hills.
172 The leader of the community
173 is called the Sheriff.

Kobold

REQUIREMENTS: Three scores ≤ 8 . Chaotic.

PRIME REQUISITE: Strength

HEALTH DIE: d4

MAXIMUM LEVEL: 8

ARMOUR: Leather, Chainmail, Shield

WEAPONS: non-two-handed

LANGUAGES: Alignment, Kobold

185 Kobold are canid creatures
186 that dwell in caves. They stand
187 3'-4', but often walk on all
188 fours.

189 **MONSTROUS:** Kobold are
190 monstrous. See p5.

Progression

Lv	XP	TH0	D	W	P	B	S
1	0	19	16	14	14	14	14
2	2k	19	16	14	14	14	14
3	4k	19	14	12	12	12	12
4	8k	17	14	12	12	12	12
5	16k	17	14	12	12	12	12
6	32k	17	12	10	10	10	10
7	64k	14	10	8	8	8	8
8	120k	14	10	8	8	8	8

Keen Smell

193 Kobold have a +1 to check
194 doors. See Adventure, page 9.
195 Kobold are able to track via
196 sent.

Speak With Dogs

198 Kobold are able to speak
199 with dogs and other canine as
200 though by a Speak with Ani-
201 mals spell. See Magic 36.

Natural Weapon

203 Kobold can use their bite as
204 a natural weapon. It has a d4
205 damage die, and melee.

Defensive Bonus

207 Kobold gain a -2 bonus to
208 AC when attacked by large op-
209 ponents (greater than human-
210 sized).

Infravision

212 Kobold have infravision.
213 See Global p10.

Sneaky

215 A kobold rolls a d10 for
216 sneakings. See Global p9.

Nature's Favor

217 Due to their ability to for-
218 age, kobold do not need to
219 consume rations when Travel-
220 ing.

222 Kobold get +1 healing
223 when receiving healing from a
224 druid or warlock, including
225 bandaging.

After Reaching 5th Level

226 A kobold can take over a
227 cave as a dwelling. 3d6 kobold
228 swear loyalty to the new chief-
229 tain.

Felidae

REQUIREMENT: Dexterity 9

PRIME REQUISITE: Wisdom.

HEALTH DIE: d4

MAXIMUM LEVEL: 10

ARMOUR: Leather, Chainmail

WEAPONS: All

LANGUAGES: Alignment, Common, Sylvan

Felidae demihumans that originate from a distant jungle. They are seen with both respect, and some suspicion.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	12	13	14	15	16
2	3k	19	12	13	14	15	16
3	6k	18	12	13	14	15	16
4	12k	18	10	11	12	13	14
5	24k	16	10	11	12	13	14
6	50k	16	10	11	12	13	14
7	100k	14	8	9	10	10	12
8	200k	14	8	9	10	10	12
9	400k	14	8	9	10	10	12
10	600k	12	6	7	8	8	10

Nine Lives

A total of nine times, a felid may choose to roll a 10 on dismemberment. See Global, page 20.

Speak With Cats

Felidae are able to speak with cats and other feline as though by a Speak with Animals spell. See Magic 36.

Paws

Felidae may move an additional step once per turn.

Felidae can use their claws

as a natural weapon. It has a 2d4 damage die, melee and two-handed.

Felidae roll a d10 for sneakings. See Global p9.

Keen Smell

Felidae have a +1 to check doors. See Adventure, page 9.

Felidae are able to track via sent.

Infravision

Felidae have infravision. See Global p10.

Back-Stab

When attacking an unaware opponent from behind, a felidae receives a -4 bonus to AV and rolls double damage.

Nature's Favor

Due to their ability to forage, Legomorphs do not need to consume rations when Traveling.

Legomorphs get +1 healing when receiving healing from a druid or thief, including bandaging.

Legomorph

REQUIREMENT: Constitution 9
PRIME REQUISITE: Charisma.
HEALTH DIE: d8
MAXIMUM LEVEL: 10
ARMOUR: Leather, Chainmail
WEAPONS: Any
LANGUAGES: Alignment, Common, Sylvan

Legomorphs are fey demi-humans with light fur and floppy ears. They weigh about 130 pounds and are between 4 and 5 feet tall. They live 30 to 40 years. Due to their short lifespans, they're prone to midlife crises.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	14	13	13	12	15
2	3k	19	14	13	13	12	15
3	6k	18	14	13	13	11	15
4	12k	18	12	11	11	11	12
5	24k	16	12	11	11	10	12
6	50k	16	12	11	11	10	12
7	100k	14	10	9	9	9	10
8	200k	14	10	9	9	9	10
9	400k	14	10	9	9	8	10
10	600k	12	9	7	8	8	8

Leap

Legomorphs can jump 15' in one bound, and 10' vertically. If they leap immediately before making a melee attack, they get a -2 bonus to AV.

Speak With Rabbits

Legomorphs are able to speak with rabbits and other burrowing mammals as though

by a Speak with Animals spell. See Magic 36.

Kick

Legomorphs can use their kick as a natural weapon. It has a d8 damage die, melee, charge and slow.

Keen Hearing

Legomorphs have a +1 to check doors. See Adventure, page 9.

Nature's Favor

Due to their ability to forage, Legomorphs do not need to consume rations when Travelling.

Legomorphs get +1 healing when receiving healing from a druid or princess, including bandaging.

After Reaching 5th Level

A legomorph can dig a burrow as a dwelling. 3d6 legomorphs come to live there.

They can retire, and bestow 80% of their XP, and half their money to a new character.

Ursadine

REQUIREMENT: Constitution
13

PRIME REQUISITE: Wisdom.

HEALTH DIE: d12

MAXIMUM LEVEL: 10

ARMOUR: none

WEAPONS: All

LANGUAGES: Alignment,
Common, Sylvan

Standing upto 8' tall, and
weighting upto 500 pounds,
ursadine are powerful fey
demihumans that live in the
foothills.

MONSTROUS: ursadine are
monstrous. See p5.

Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	12	13	14	15	16
2	3k	19	12	13	14	15	16
3	6k	18	12	13	14	15	16
4	12k	18	10	11	12	13	14
5	24k	16	10	11	12	13	14
6	50k	16	10	11	12	13	14
7	100k	14	8	9	10	10	12
8	200k	14	8	9	10	10	12
9	400k	14	8	9	10	10	12
10	600k	12	6	7	8	8	10

Speak With Bears

An ursadine is able to
speak with bears as though by
a Speak with Animals spell.
See Magic 36.

Foodie

Once per session, an ursadine can spend one round eating a ration to heal themselves 1d6+1.

Paws

An ursadine can use their claws as a natural weapon. It has a d12 damage die, melee, slow and two-handed.

A ursadine rolls a d10 for sneakings. See Global p9.

Keen Smell

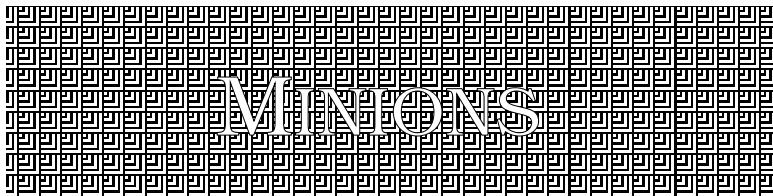
ursadine have a +1 to check doors. See Adventure, page 9.

ursadine are able to track via sent.

Nature's Favor

Due to their ability to forage, ursadines do not need to consume rations when Traveling.

ursadines get +1 healing when receiving healing from a druid, including bandaging.



- 2 NPC characters that might accompany the players.

3 Minions

4 Minions are NPCs including human and demihumans
5 hired to assist on an adventure,
6 trained animals, and even
7 monsters.

9 LIMIT

10 Each character can be a
11 boss to a finite number of min-
12 ions, determined by **Charisma**
13 (see page 4).

14 LEVEL

15 Minions must be lower
16 level and have fewer hit dice
17 than their boss

18 DUTIES

19 Most minions are not mind-
20 less slaves. If abused minions
21 might desert, mutiny, betray,
22 or slander their boss.

23 Item Slots

24 A minion has 5 item slots,
25 and can not use a backpack.

26 Horses, and some monsters,
27 have different amounts of item
28 slots.

29 Loyalty

30 The starting loyalty of a
31 hireling is indicated by
32 **Charisma** (See page 4).

33 Monsters start with 4 loy-
34 alty.

35 Animals start with loyalty
36 equal to their morale.

37 Loyalty Check

38 Roll 2d6. The check suc-
39 ceeds if the result is equal to or
40 less than the loyalty.

41 Peril

42 Before engaging in an un-
43 usually perilous task, a
44 hireling will check loyalty. If
45 they fail, they refuse the task.

46 If they take damage during
47 the task, they loose one loy-
48 alty.

49 Evaluation

50 Minions evaluate loyalty at
51 the end of each session. See
52 Adventure page 29.

53 Betrayal

54 Minions with one or less
55 loyalty will betray their boss.

Hirelings

57 Hirelings are human or
58 demihuman minions that seek
59 employment from the party

Upkeep

61 Hirelings must be paid at
62 the start of each session. They
63 come with a starting wage.
64 When a hireling levels up,
65 their wage doubles.

66 Hirelings will accept a 50%
67 reduction in wages in ex-
68 change for a half share of the
69 treasure.

Recruitment

71 Hirelings are hired during
72 Warm Up. Some hirelings may
73 seek employment on their own
74 They can also be recruited di-
75 rectly. See Downtime page 7.

Items

77 The hiring PC must provide
78 for food and lodging while
79 traveling, as well as for any
80 new adventuring gear,
81 weapons, or mounts.

Animals

Upkeep

82 Animals do not accept
83 money or treasure. However
84 they do need to be fed. Their
87 upkeep cost is 1 cp per HD.

Recruitment

88 Some animals can be
89 bought. See Gear. Wild ani-
90 mals can be tamed. See Down-
91 time, page 10.

Monsters

93 Occasionally, monsters
94 may be swayed to join the
95 party. Monsters may demand
96 food, treasure, a share of the
97 treasure, or something else as
98 payment.

100 Monsters with loyalty of 9
101 or higher will not demand pay-
102 ment.

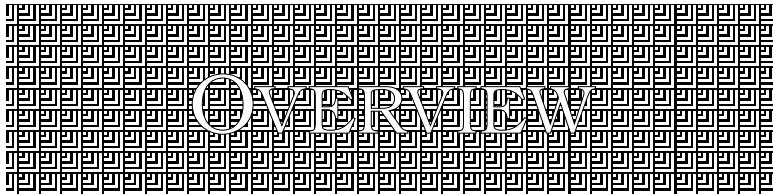
Character

Gear

Yabec1-4

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2 This chapter details adventuring gear, and where it can be
3 bought. For rules on item slots and carrying capacity, see Global
4 page 22, and for weapon properties see page 24.

5 **Shopping**

6 During Warm Up in a urban area, players are free to frequent
7 shops and guilds.

8 All prices are in copper pieces.

9 **Storing In Town**

10 The characters adventures guild provides a bank in which
11 coins can be stored, and a locker in which any number of items
12 can be stored.

13 **Kits**

14 The following are preselected packages of items, presented
15 for convenience.

16 **Dungeon Kit – 19 cp**

17 Compass, iron spikes x5, hammer, chalk, match box

18 **Soldier Kit – 96 cp**

19 Chainmail, sword, shield, javelins x5, bandages x5

20 **Cleric Kit – 130 cp**

21 holy symbol, holy water, chain, mace, shield

22 **Adventure Kit – 8 cp**

23 Sack, torches, pole, backpack

24 **Thief Kit – 68 cp**

25 Thieves tools, caltrops, rope, leather armor, dagger x5

26 Assayer

27 A clerk who assesses precious metals.

29 Currency

30 They can convert between 31 currency types.

32 **CHARGE:** 10% on transactions over 100gp.

34 **TYPES:** Platinum Piece (pp),
35 Gold Piece (gp), Electrum
36 Piece (ep), Silver Piece (sp),
37 Copper Piece (cp), and Nickle
38 Piece (np)

	pp	gp	ep	sp	cp	np
pp	1	5	10	50	500	10k
gp	-	1	2	10	100	2k
ep	-	-	1	5	50	1k
sp	-	-	-	1	10	200
cp	-	-	-	-	1	20
np	-	-	-	-	-	1

39 Apothecary

40 An artisan who collects 41 plants and brews potions.

Item	Price
Antidote	50
Dreambliss	200
Garlic	5
Ointment	15
Smoke Bomb	25
Spell Book, Blank	100
Stink Bomb	25
Wine (2 pints)	2
Wolfsbane (1 bunch)	10

42 **ANTIDOTE:** Herbal remedy.
43 Can stop some poisons.

44 **DREAMBLISS:** White extract
45 from rare herb. One turn after
46 ingestion, save vs paralyses or
47 fall asleep as though by a
48 Sleep spell.

49 **GARLIC:** Useful against
50 vampires. **Stacks.**

51 **OINTMENT:** Applied when
52 bandaging wounds. +1 healing.
53 **Stacks.**

54 **SMOKE BOMB:** Obscures a
55 10' diameter for one combat
56 round, using harmless smoke.
57 Thrown.

58 **SPELL BOOK, BLANK:** An
59 empty book of fine paper.

60 **STINK BOMB:** Fills one
61 square with powerful odor for
62 1d6 combat rounds. Thrown.

63 **WINE:** Intoxicating beverage made from fermented fruit.

66 **WOLFSBANE:** Herb used to repel lycanthropes. The creature must be hit with the herb.
67 **Stacks.**

70 Armor Smith

71 An artisan who forges
72 metal armor.

Item	Price
Barding	200
Chainmail	60
Leather Armor	20
Platemail	100

73 **BARDING:** Armor for horses
74 made from leather and steel.

75 Provides a base AC of 5

76 **LEATHER ARMOR:** Sturdy but
77 quiet. Provides a base AC of 7.

78 **CHAINMAIL:** Mesh armor
79 made from interlocking links.
80 Provides a base AC of 5.

81 **PLATEMAIL:** Heavy armor
82 made from steel plates pro-
83 vides an AC of 3, but negates
84 dexterity bonus to AC. **Heavy.**

85 Carpenter

86 An artisan who creates
87 wooden objects.

Item	Price
Cart	100
Chest	50
Club	3
Lance	5
Musical Inst.	100
Pole	1
Sack	1
Shield	15
Staff	1
Wagon	250
Wooden Stakes (5)	3

88 **CART:** Needs one horse. Has
89 twenty item slots.

90 **CHEST:** Holds 500 coins or
91 gems. **Heavy.**

92 **CLUB:** Heavy stick.

93 **LANCE:** Thrusting weapon.

94 **MUSICAL INSTRUMENT:** Such
95 as flute, drum, or guitar.
96 **Heavy.**

97 **POLE:** 2" thick, 10' long,
98 wooden pole.

99 **STAFF:** Stout wooden cane.

100 **SHIELD:** Wooden plate used
101 to rebuff attacks. Reduces AC
102 by one when held in one hand.

103 **WAGON:** Needs two horses.
104 Has eighty item slots.

105 **WOODEN STAKES:** five 18"
106 long stakes. Valuable when
107 confronting vampires.

Dungeon Supply

109 A specialty store selling
110 items of interest to adventur-
111 ers.

Item	Price
Battering Ram	15
Caltrops (1 bag)	7
Crowbar	10
Iron Spikes (5)	1
Grappling Hook	35
Mirror	10
Thieves' Tools	25
Torches (5)	1

112 **BATTERING RAM:** Used to
113 force open or break doors.

114 **Heavy.**

115 **CALTROPS:** One bag covers
116 a 10' diameter. Crossing deals
117 1d4 damage and halves speed
118 that round. **Stacks.**

119 **CROWBAR:** 2–3' long and
120 made of solid iron. Used for
121 forcing open doors, chests, etc.

122 **IRON SPIKES:** Can be used to
123 anchor ropes, or hold doors.
124 Includes a mallet. **Stacks.**

125 **GRAPPLING HOOK:** Has three
126 prongs. Used to anchor a rope.

127 **MIRROR:** Hand sized and
128 made of steel.

129 **THIEVES' TOOLS:** This kit
130 contains various implements
131 needed to pick locks, disarm
132 traps, and burglarize dun-
133 geons.

134 **TORCH:** The tip of this 2'
135 wooden pole holds resin.
136 Burns unreliable. See Global
137 page 10. **Stacks.**

Fletcher

138 An artisan who makes
139 bows and arrows.

Item	Price
Arrows (5)	3
Crossbow	30
Long Bow	50
Quiver	75
Short Bow	10

141 **ARROWS:** Ammo for both
142 bows and crossbows. **Stacks.**

143 **CROSSBOW:** Bow mecha-
144 nized to hold tension on a trig-
145 ger.

146 **LONG BOW:** Ranged weapon
147 of war.

148 **QUIVER:** Takes one item
149 slot. Holds 20 arrows.

150 **SHORT BOW:** Suitable for
151 hunting and fighting.

General Store

A store that sells mainly to
villagers.

Item	Price
Backpack	5
Bandages	2
Candle (5)	1
Chalk	1
Flint & Steel	3
Lantern	10
Match Box	5
Oil (1 flask)	2
Ration	2
Rope (50')	1
Sack	1
Waterskin	1
Wool Clothes	10

ROPE: Can hold the weight
of approximately three human-
sized beings.

SACK: Holds 100 coins or
gem. Takes up 1 item slot.

WATERSKIN: This container,
made of hide, holds 2 pints.

WOOL CLOTHES: Prevents
damage from cold weather.

BACKPACK: While wearing a
backpack, player characters
have five additional item slots.
**Multiple backpacks have no
bonus.**

BANDAGES: Used to treat in-
juries. Global page 19. **Stacks.**

CANDLE: Slow burning wax.
See Global page 10. **Stacks.**

CHALK: Useful for making
temporary marks. 20 uses.

FLINT AND STEEL:
Flammable material has a 2-
in-6 chance to light per use.

MATCH BOX: Lights
flammable material. 20 uses.

LANTERN: Enclosed oil
lamp. See Global page 10.

OIL: Highly flammable. Fu-
els lanterns. Pools cover a 5'
diameter and burns for 2 turns;
inflicts damage on any mon-
ster moving through it. **Stacks.**

RATIONS: Fresh and pre-
served food. **Stacks.**

Stables

189 A store that sells animals
190 and related goods.

Item	Price
Bell	3
Dog	30
Horse	50
Saddle and Bridle	25
Saddle Bags	5
Shackles	10
Whistle	5

192 **BELL:** makes **Quiet** noise
193 when moved. **Silenced** by a
194 small piece of cloth (included).

195 **DOG:** Hunting dog.

196 **HORSE:** Powerful land ani-
197 mal used for transport.

198 **SADDLE AND BRIDLE:** Leather
199 tack and seat needed to ride a
200 horse.

201 **SADDLE BAGS:** Grants five
202 more item slots to a horse that
203 is being ridden.

204 **SHACKLES:** Can be applied
205 to a status creature. Keeps
206 their status until unlocked with
207 the key (included).

208 **WHISTLE:** makes a loud
209 noise when blown.

Temple

210 Local place of worship.

Item	Price
Compass	10
Holy Symbol	25
Holy Water (vial)	25
Silver Arrow	10
Silver Dagger	40

212 **COMPASS:** A small device
213 that always points north.

214 **HOLY SYMBOL:** A divine

215 spell caster is required to own
216 a holy symbol of their deity,
217 often worn as a necklace. Each
218 religion has its own holy sym-
219 bol.

220 **HOLY WATER:** Water that has
221 been blessed by a holy person.
222 It is used in some religious rit-
223 uals and inflicts damage on
224 undead monsters. Holy water
225 does not retain its power if
226 stored in any other container
227 than the special vials it is
228 blessed in.

229 **SILVER ARROW:** A single sil-
230 ver tipped arrow. Useful
231 against some monsters. **Stacks**
232 with arrows.

233 **SILVER DAGGER:** Useful
234 against certain monsters.
235 **Stacks** with daggers.

236 Weapon Smith

237 An artisan who makes
238 weapons.

Item	Price
Battle Ax	7
Dagger	3
Great Sword	25
Hand Ax	5
Javelin	1
Mace	5
Pole Arm	35
Short Sword	40
Sling	2
Sling Stone	Free
Spear	5
Sword	20

239 **BATTLE AX:** Double side
240 axe. Also useful for breaking
241 wood.

242 **DAGGER:** Pointed knife.
243 **Stacks.**

244 **GREAT SWORD:** Very heavy.

245 **HAND AX:** Good for throw-
246 ing. Useful for breaking wood.
247 **Stacks.**

248 **JAVELIN:** a light pointed
249 stick. **Stacks.**

250 **MACE:** Metal ball on a
251 stick.

252 **POLE ARM:** Bade on a pole.

253 **SHORT SWORD:** Arm length.

254 **SLING:** Flings stones.

255 **SPEAR:** Pointed shaft.
256 **Stacks.**

257 **SWORD:** 4' ft. blade.

Gear

Magic

Yabec1-4

259 **Contents**

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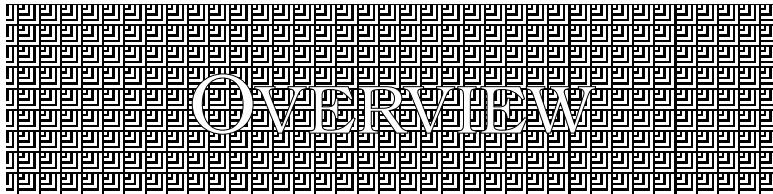
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2 Strange powers are had by some characters. They utilize this
3 powers using a mystical pattern of trance, which is produced us-
4 ing memorize gestures and words. Though, this power is limited
5 by memory.

6 There are two types of magic-users.

7 **ARCANE MAGIC:** is accessed through esoteric study and a un-
8 derstanding of the world.

9 **DIVINE MAGIC:** is granted by a higher power, the favor of
10 which must be maintained.

11 Memory

12 Casting a spell causes it to
13 be forgotten. Being interrupted
14 while casting will also cause
15 the spell to be forgotten.

16 Magic-using classes have a
17 magic progression table which
18 shows a number for each of
19 the five levels of spells. This is
20 how many spells can be mem-
21 orized at a time.

22 A single spell can be mem-
23 orized multiple times, creating
24 multiple instances / uses.

25 Memorization takes one
26 hour, and requires a full night
27 of sleep.

Arcane Magic

29 When arcane magic-users
30 memorize, they chose spells
31 from their spell book. See p6.

32 They must choose whether
33 to memorize the normal or re-
34 versed version of a spell.

Divine Magic

36 Divine magic-users pray to
37 receive memory of the spell.
38 They must maintain favor with
39 their deity. See page 5.

40 They may chose whether to
41 reverse it at the time of cast-
42 ing, by performing the spell
43 backwards.

44 Limitations

45 Spells are cast by reciting a
46 special words and gestures.
47 There are several limitations
48 on these actions:

49 **FREEDOM:** A magic-user
50 must be able to move and
51 speak freely.

52 **LINE OF SIGHT:** The target of
53 a spell must be visible to the
54 caster.

55 **TIME:** Spell-casting takes or
56 one round. If interrupted, the
57 spell is wasted.

58 **MOVEMENT:** The spell caster
59 must be standing still during
60 the casting.

61 **QUIET:** Casting creates quiet
62 noise. See Global, p9.

63 **RESISTANCE:** When the tar-
64 get of a spell is unwilling, they
65 may attempt a save against
66 spells. If the spell targets a
67 touched creature, instead the
68 caster must successfully attack
69 them. Some spells specify dif-
70 ferently.

71 **CUMULATIVE EFFECTS:** Mul-
72 tiple spells cannot be used to
73 increase the same ability.

74 **RANGE:** Spell effects are
75 limited to **Close** and **Touch**,
76 unless specified otherwise. See
77 Global page 8.

78 Concentration

- 79 Various actions will break
80 concentration.
- 81 ▶ Attacking or being attacked
 - 82 ▶ Taking damage
 - 83 ▶ Using magic items
 - 84 ▶ Failing a saving throw
 - 85 ▶ Sleeping
 - 86 ▶ Being surprised

87 Full concentration also im-
88 poses status and requires clos-
89 ing ones eyes.

90 **Breaking Concentration**

91 If a spell requires concen-
92 tration, breaking concentration
93 will end the spell early. This
94 deals damage equal to the
95 spells level to the caster, or
96 twice that if full concentration.

97 Charms

98 Some spells are described
99 as charmed. These spells have
100 discrete gestures and signs,
101 that can be preformed in con-
102 versation without recognition
103 from an untrained eye.

104 Some creatures, such as
105 fay, are immune to charms.

Deity Disfavor

106 Divine magic-users must
107 maintain favor with their god.

Incurring Disfavor

110 When a divine magic-user
111 goes against their tenants, or
112 casts a spell against their
113 alignment, the Dungeon Mas-
114 ter may send them to court.

Alignment

116 A divine spell-caster's
117 alignment should be the same
118 as their deity.

119 Chaos favors reversed
120 spells, and Law favors unre-
121 versed. Neutral will choose
122 their favor when memorizing.

123 Casting the wrong orienta-
124 tion of spell will deal 1 dam-
125 age to the caster, and risk dis-
126 favor if done without cause.

127 Spells without a reversed
128 version are not subject to this.

Court

130 After potentially incurring
131 disfavor (i.e. after combat has
132 finished), a divine magic-user
133 will be psychically transported
134 to court. They have two op-
135 tions:

136 **PLEAD GUILTY:** 1-in-6
137 chance of not being disfa-
138 vored. Loose any **Merit**.

139 **PLEAD NOT-GUILTY:** Roll 3d6.
140 If there's triples, or the total is
141 less than or equal to your
142 level: not disfavored.

Penalties

143 Normally, divine magic-
144 users receive any spell they
145 ask for from their spell list.
146 With disfavor, there's a chance
147 they'll receive a random spell,
148 or no spell.

Disfavors	Rand.	None
1	2-in-6	-
2	4-in-6	1-in-6
3	4-in-6	2-in-6
≥ 4	-	6-in-6

150 With three or more disfa-
151 vors, magic-users roll d4s in-
152 stead of d6s during natural
153 healing.

154 If disfavored while outside,
155 there is a 1-in-10 chance to be
156 struck by lightening.

Forgiveness

158 Clerics can forgive disfavor
159 through service to a temple,
160 see Downtime p9.

161 Disfavor can also be ab-
162 solved through special quests,
163 rituals, and offerings.

Major Disfavor

165 An especially bad deed
166 may incur a major disfavor.
167 This counts as three disfavors,
168 and can only be removed by a
169 special quest.

Spell Books

171 Arcane magic-users begin
172 the game with a spell book in
173 addition to their other gear.

174 The spell book includes one
175 spell from their spell list.

176 Each level up, they may
177 add another spell from their
178 spell list.

179 To add additional spells,
180 see Downtime page 19.

Item Slots

182 Spell books take up 1 item
183 slot, and can contain up to five
184 spells.

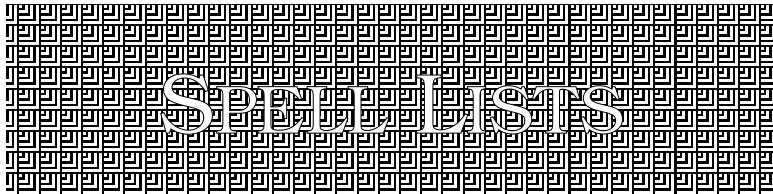
185 To carry more spells, addi-
186 tional spell books must be pur-
187 chased.

Replacing / Replicating

189 First a blank spell book
190 must be acquired.

191 Replicating spells from
192 one's own spell book takes 50
193 cp and one week per 5 levels
194 of spells.

195 Replacing a spell that was
196 once memorized takes 100 cp
197 and one week per 1 level of
198 spell.



- 2 Each spell-casting class has a limited number of spells it can
- 3 learn and use. If a spell isn't on your spell list, you can't learn
- 4 that spell, nor use spell scrolls of that spell.
- 5 The same spell may be different levels for different casting
- 6 classes.

Cleric Spell List

1st Level		
d6	Spell	Pg
1	Cure Wounds / Cause Wounds	21
2	Detect Magic	21
3	Light / Darkness	28
4	Protection from Chaos / Protection from Law	31
5	Purify Food and Water	32
6	Remove Fear / Cause Fear	34

2nd Level		
d8	Spell	Pg
1	Bless / Blight	17
2	Find Traps / Create Trap	23
3	Hold Person / Free Person	26
4	Know Alignment / Obscure Alignment	27
5	Resist Fire / Resist Cold	35
6	Silence / Noise	35
7	Snake Charm	36
8	Speak with Animals	36

3rd Level		
d6	Spell	Pg
1	Continual Light / Continual Darkness	20
2	Cure Disease / Cause Disease	21
3	Growth of Animal / Shrink of Animal	24
4	Locate Object	28
5	Remove Curse / Curse	34
6	Striking	37

4th Level

d6	Spell	Pg
1	Create Water / Destroy Water	21
2	Greater Cure Wounds / Greater Cause Wounds	24
3	Hold Monster	25
4	Neutralize Poison / Cause Poison	29
5	Protection from Chaos 10' Radius / Protection from Law 10' Radius	31
6	Sticks to Snakes / Snakes to Sticks	37

5th Level

d6	Spell	Pg
1	Charge / Remove Charge	18
2	Commune	19
3	Create Food / Destroy Food	20
4	Dispel Evil	22
5	Locate Monster	28
6	Raise Dead / Finger of Death	32

Druid Spell List

13 1st Level			17 4th Level		
d6	Spell	Pg	d6	Spell	Pg
1	Animal Friendship	17	1	Greater Cure Wounds / Greater Cause Wounds	24
2	Detect Invisible	21	2	Dispel Magic	22
3	Entangle	23	3	Hold Monster	25
4	Locate Plant or Animal	28	4	Protection from Fire and Lightning	32
5	Predict Weather	31	5	Speak with Dead	36
6	Speak with Animals	36	6	Summon Animals	36
15 2nd Level			18 5th Level		
d8	Spell	Pg	d6	Spell	Pg
1	Barkskin	17	1	Commune	19
2	Create Water / Destroy Water	21	2	Control Weather / Control Earth	20
3	Cure Wounds / Cause Wounds	21	3	Dimension Door	21
4	Heat Metal	25	4	Speak with Stones	36
5	Locate Person	29	5	Wall of Fire / Wall of Ice	38
6	Obscuring Mist / Clear Mist	29	6	Wall of Stone / Wall of Air	39
7	Protection from Poison	32			
8	Speak with Plants	36			
16 3rd Level					
d8	Spell	Pg			
1	Lightning Bolt	28			
2	Growth of Animal / Shrink of Animal	24			
3	Growth of Plants / Shrink of Plants	24			
4	Neutralize Poison / Cause Poison	29			
5	Resist Fire / Resist Cold	35			
6	Tree Shape	38			
7	Water Breathing / Air Breathing	39			
8	Warp Wood	39			

19 Warlock Spell
20 List

21 **1st Level**

d6	Spell	Pg
1	Detect Magic	21
2	Empower Armor / Disempower Armor	23
3	Hold Portal	25
4	Lesser Charm	27
5	Light / Darkness	28
6	Shadow Hound	35

22 **2nd Level**

d6	Spell	Pg
1	Hold Person / Free Person	26
2	Magic Missile	29
3	Hide Gold / False Gold	25
4	Invisibility	27
5	Locate Person	29
6	Silence / Noise	35
7	Snake Charm	36
8	Speak with Dead	36

23 **3rd Level**

d6	Spell	Pg
1	Continual Light / Continual Darkness	20
2	Cure Disease / Cause Disease	21
3	Locate Object / Mirror Image	28
4	Protection from Chaos / Protection from Law	31
5	Remove Curse / Curse	34
6	Striking	37

24 **4th Level**

d8	Spell	Pg
1	Animate Dead	17
2	Fly	23
3	Locate Monster	28
4	Neutralize Poison / Cause Poison	29
5	Protection from Normal Missiles	32
6	Read Languages / Remove Language	33
7	Shield	35
8	Water Breathing / Air Breathing	39

25 **5th Level**

d6	Spell	Pg
1	Confusion	19
2	Conjure Elemental	19
3	Contact Higher Plane	19
4	Greater Charm	24
5	Greater Cure Wounds / Greater Cause Wounds	24
6	Invisible Stalker	26

26 Wizard / Elf 27 Spell List

28 1st Level

- 29 ► Lesser Charm
- 30 ► Detect Magic
- 31 ► Floating Disc
- 32 ► Hold Portal
- 33 ► Light / Darkness
- 34 ► Magic Missile
- 35 ► Protection from Chaos / Protection from Law
- 36 ► Read Languages / Remove Language
- 37 ► Read Magic
- 40 ► Shield
- 41 ► Sleep
- 42 ► Ventriloquism

43 2nd Level

- 44 ► Continual Light / Continual Darkness
- 46 ► Detect Invisible
- 47 ► Telepathy
- 48 ► Invisibility
- 49 ► Knock / Levitate
- 50 ► Locate Object
- 51 ► Mirror Image
- 52 ► Phantasmal Force
- 53 ► Web
- 54 ► Wizard Lock

3rd Level

- 55 ► Clairvoyance
- 56 ► Dispel Magic
- 58 ► Fire Ball
- 59 ► Fly
- 60 ► Haste
- 61 ► Hold Person
- 62 ► Infravision
- 63 ► Invisibility 10' Radius / Locate Person
- 65 ► Lightning Bolt
- 66 ► Protection from Chaos 10'
- 67 ► Radius / Protection from Law 10' Radius
- 69 ► Protection from Normal Missiles
- 71 ► Shadow Hound
- 72 ► Speak with Dead
- 73 ► Water Breathing / Air Breathing

75 4th Level

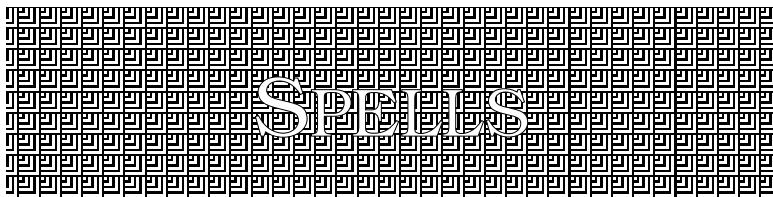
- 75 ► Confusion
- 77 ► Dimension Door
- 78 ► Growth of Plants / Shrink of Plants
- 80 ► Greater Charm
- 81 ► Hallucinatory Terrain
- 82 ► Locate Monster
- 83 ► Massmorph
- 84 ► Polymorph Others
- 85 ► Polymorph Self
- 86 ► Remove Curse / Curse
- 87 ► Water Breathing 15' Radius / Air Breathing 15' Radius
- 88 ► Wall of Fire / Wall of Ice
- 90 ► Wizard Eye

91 5th Level

- 92 ► Animate Dead
- 93 ► Charge / Remove Charge
- 94 ► Cloudkill
- 95 ► Conjure Elemental
- 96 ► Contact Higher Plane
- 97 ► Feeblemind
- 98 ► Hold Monster
- 99 ► Pass-Wall
- 100 ► Telekinesis
- 101 ► Teleport
- 102 ► Wall of Stone/ Wall of Air

103 6th Level

- 104 ► Anti-Magic Shell
- 105 ► Control Weather / Control Earth
- 106 ► Disintegrate
- 108 ► Charge / Remove Charge
- 109 ► Invisible Stalker
- 110 ► Part Water
- 111 ► Projected Image
- 112 ► Reincarnation / Death Spell
- 113 ► Stone to Flesh / Flesh to Stone
- 114 ► Stone



- 2 The chapter is a list of every spell and its effect.

³ Spells In Order

Spells In Order.....	15	Growth Of Plants.....	24
Animal Friendship.....	17	Hallucinatory Terrain.....	24
Animate Dead.....	17	Haste.....	25
Anti-Magic Shell.....	17	Heat Metal.....	25
Barkskin.....	17	Hide Gold.....	25
Bless.....	17	Hold Monster.....	25
Charge.....	18	Hold Portal.....	25
Clairvoyance.....	18	Hold Person.....	26
Cloudkill.....	18	Insect Plague.....	26
Commune.....	19	Infravision.....	26
Confusion.....	19	Invisible Stalker.....	26
Conjure Elemental.....	19	Invisibility.....	27
Contact Higher Plane.....	19	Invisibility 10' Radius.....	27
Continual Light.....	20	Knock.....	27
Control Weather.....	20	Know Alignment.....	27
Create Food.....	20	Lesser Charm.....	27
Create Water.....	21	Levitate.....	28
Cure Disease.....	21	Light.....	28
Cure Wounds.....	21	Lightning Bolt.....	28
Detect Invisible.....	21	Locate Monster.....	28
Detect Magic.....	21	Locate Object.....	28
Dimension Door.....	21	Locate Plant Or Animal...	28
Disintegrate.....	22	Locate Person.....	29
Dispel Evil.....	22	Massmorph.....	29
Dispel Magic.....	22	Magic Missile.....	29
Empower Armor.....	23	Mirror Image.....	29
Entangle.....	23	Neutralize Poison.....	29
Feeblemind.....	23	Obscuring Mist.....	29
Find Traps.....	23	Pass-Wall.....	30
Fire Ball.....	23	Part Water.....	30
Floating Disc.....	23	Phantasmal Force.....	30
Fly.....	23	Polymorph Others.....	30
Greater Charm.....	24	Polymorph Self.....	31
Greater Cure Wounds.....	24	Predict Weather.....	31
Growth Of Animal.....	24	Projected Image.....	31
		Protection From Chaos....	31

Protection From Chaos 10'	31	Water Breathing.....	39
Radius.....	31	Water Breathing 15' Radius	39
Protection From Fire And		
Lightning.....	32	Web.....	40
Protection From Normal		Wizard Lock.....	40
Missiles.....	32	Wizard Eye.....	40
Protection From Poison...	32		
Purify Food And Water....	32		
Raise Dead.....	32		
Read Languages.....	33		
Read Magic.....	33		
Reincarnation.....	33		
Remove Curse.....	34		
Remove Fear.....	34		
Resist Fire.....	35		
Shadow Hound.....	35		
Shield.....	35		
Silence.....	35		
Sleep.....	35		
Snake Charm.....	36		
Speak With Animals.....	36		
Speak With Dead.....	36		
Speak With Plants.....	36		
Speak With Stones.....	36		
Summon Animals.....	36		
Sticks To Snakes.....	37		
Stone To Flesh.....	37		
Striking.....	37		
Telekinesis.....	37		
Telepathy.....	37		
Teleport.....	38		
Tree Shape.....	38		
Ventriloquism.....	38		
Wall Of Fire.....	38		
Wall Of Stone.....	39		
Warp Wood.....	39		

4 Animal Friendship

5 The caster **Touches** an animal, while holding a piece of 6 food. The animal must be 7

- 8 ► Neutral alignment
- 9 ► HD < the caster's level,
- 10 ► Find the food attractive.

11 **IF THE ANIMAL FAILS A SAVE**
12 **VERSUS SPELLS:** the animal be-
13 comes instantly tamed, and
14 bound to the caster as though
15 by a Lesser Charm. However,
16 the animal will make frequent
17 moral checks.

18 **MINION:** After one day, the
19 caster must take the animal as
20 a minion, or end the spell.

21 **HIGHER LEVELS:** If the
22 caster is of 4th level or higher,
23 the spell can instead target all
24 animals, within a short dis-
25 tance, of a species, with 1 HD
26 or fewer.

27 Animate Dead

28 This spell turns the bones
29 or bodies of dead creatures
30 into undead skeletons or zom-
31 bies:

32 ► **OBEYENT:** They obey the
33 caster's commands. They have
34 a loyalty of 12.

35 ► **SPECIAL ABILITIES:** They are
36 unable to use any special abili-
37 ties that they possessed in life.

38 ► **NUMBER:** The spell animates
39 a number of Hit Dice of zom-
40 bies or skeletons equal to the
41 caster's level.

42 ► **MINION:** After one day, the
43 caster must either take the un-

44 dead as minions, or end the
45 spell.

46 Anti-Magic Shell

47 An anti-magic barrier is
48 created around the caster. It's a
49 10' radius sphere. It moves
50 with the caster. The caster
51 must concentrate to maintain
52 it.

53 **BLOCKS MAGIC:** No spells or
54 spell effects can pass through
55 this barrier, whether from in-
56 side or outside.

57 Hyper-magic Sphere

58 Instead of blocking magic,
59 the sphere has two affects on
60 creatures inside:

61 ► **SPELL SAVES:** Two successful
62 saves are required to resist
63 spell effects.

64 ► **1ST LEVEL SPELLS:** have a 4-
65 in-6 chance of being remem-
66 bered when cast.

67 Barkskin

68 A **Touched** creature has
69 their skin hardened like bark.
70 They get a -1 bonus to AC, and
71 a +1 bonus to saving throws,

72 Lasts until fatigued.

73 Bless

74 Allies who are not yet in
75 melee gain a +1 bonus to dam-
76 age rolls, a +1 bonus to loy-
77 alty, and a -1 bonus to AV.

78 Lasts until fatigued.

79 Blight

80 Enemies incurs -1 penalty
81 to damage rolls, a -1 penalty to
82 morale, and a +1 penalty to

83 AV. A save versus spells is al-
84 lowed to resist the blight.

Charge

86 The caster commands a
87 subject to perform or avoid a
88 specific action, or charges
89 them with a quest.

90 **EXAMPLES:** Bringing a spe-
91 cific item to the caster, eating
92 or drinking without restraint,
93 keeping a certain fact secret.
94 Rescuing a prisoner, killing a
95 specific monster.

IMPOSSIBLE OR DEADLY

97 **TASKS:** The prescribed Charge
98 must not be impossible or di-
99 rectly deadly—if such a
100 Charge is cast, it affects the
101 caster, instead.

102 **AVOIDANCE:** The subject
103 must follow the stipulated
104 course of action or suffer grad-
105 ually increasing (and eventu-
106 ally fatal) penalties determined
107 by the referee.

Remove Charge

109 Can dispel an active
110 Charge spell and any incurred
111 penalties. If the caster of the
112 Charge to be nullified is higher
113 level than the character casting
114 Remove Charge, there is a
115 chance of the spell failing. The
116 probability is 5% per level the
117 caster is below.

123 ► **ESTABLISH CONNECTION:** To
124 establish a connection with a
125 creature, the caster must fully
126 concentrate for one turn.

127 ► **AFTER THIS TURN:** The visual
128 perceptions of the last con-
129 nected creature are relayed to
130 the caster. The caster is blind
131 to their own vision.

132 **RESTRICTIONS:** The spell is
133 blocked by a thin layer of lead
134 or by rock of 2' thick or
135 greater

Cloudkill

137 A poisonous fog streams
138 from the caster's fingertips,
139 filling a 3 square diameter
140 **Distant** area.

141 ► **MOVEMENT:** The fog moves
142 at 6 squares per turn ($\frac{1}{2}$ square
143 per round), driven by the wind.

144 ► **SINKING:** Because the fog is
145 heavier than air, it sinks to the
146 lowest level of the land, even
147 pouring down den or sink hole
148 openings.

149 ► **DAMAGE:** All creatures in
150 contact with the vapors suffer
151 1 hit point of damage per
152 round of contact.

153 ► **CREATURES WITH LESS THAN 5**
154 **HIT DICE:** Must also save ver-
155 sus death (once per round of
156 contact) or die.

Clairvoyance

119 For the next 12 turns, The
120 caster gains the ability to see
121 through the eyes of other liv-
122 ing creatures.

Commune

158 The caster calls upon divine powers in order to seek knowledge. The communion lasts three turns, where the spell caster must be fully concentrating.

164 The caster may ask three questions per casting. Once per year, the caster may instead ask six questions.

168 Each question receives a simple “yes” or “no” answer.

170 Commune may only be cast once per month.

Confusion

173 This spell causes 3d6 subjects to become charmed for 1 turn:

176 ► **SUBJECTS OF 2 HD OR GREATER:** May save versus spells each round to resist the spell’s effect, acting normally each round they succeed.

181 ► **SUBJECTS OF 2 HD OR LOWER:** May not make a saving throw.

183 **BEHAVIOR:** Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

2d6	Behavior
2-5	Behave normally
6-8	No action
9-12	Attack other charmed creatures

Conjure Elemental

188 A 16 HD elemental is summoned from an elemental plane of the caster’s choice

192 (air, earth, fire, water) to do 193 the caster’s bidding. See Mon- 194 ster page 12.

195 ► **MATERIALS:** The summons 196 requires a large volume of the 197 appropriate element.

198 ► **FULL CONCENTRATION:** Is re- 199 quired to command an elemen- 200 tal.

201 ► **DISMISSING:** While control 202 over the elemental is main- 203 tained, the caster may dismiss 204 it at any time, sending it back 205 to its plane of origin.

206 ► **DISRUPTION:** If the caster’s 207 concentration is disturbed, the 208 command over the elemental 209 ends. It is, henceforth, a free 210 willed entity and will immedi- 211 ately try to kill the caster and 212 any who get in its way.

213 **RESTRICTIONS:** The caster 214 may summon at most one ele- 215 mental from each plane in a 216 single month.

217 **DISPELLING:** A conjured ele- 218 mental may be dispelled by 219 dispel magic or dispel evil.

Contact Higher Plane

221 The caster has can ask a 222 powerful, otherworldly being 223 for advice and knowledge on 224 any subject.

225 **PLANE:** The caster must 226 choose which plane of exis- 227 tence to contact. Higher planes 228 are home to more powerful 229 and knowledgeable beings. 230 The spell lasts one turn per 231 level of the plane, and requires 232 full concentration.

233 **QUESTIONS:** The caster may
234 then ask a number of yes/no
235 questions equal to the number
236 of the plane contacted.

237 **ANSWERS:** For each question
238 asked, there is a chance of the
239 contacted being not knowing
240 the answer, or of answering
241 untruthfully.

242 **RESTRICTIONS:** Contact may
243 be cast at most once per
244 month.

245 **INSANITY:** Contact has a
246 chance of causing insanity. In-
247 sane characters are incapable
248 of action or communication.
249 the recovery time is a number
250 of weeks equal to the number
251 of the plane. For every level of
252 the caster above 10, this
253 chance is reduced by 5%.

Plane	Don't Know	Truth	Insanity
3rd	75%	50%	5%
4th	70%	55%	10%
5th	65%	60%	15%
6th	60%	65%	20%
7th	50%	70%	25%
8th	40%	75%	30%
9th	30%	80%	35%
10th	20%	85%	40%
11th	10%	90%	45%
12th	5%	95%	50%

Continual Light

254 This spell has three usages:
255 **1 CONJURING LIGHT:** An invis-
256 ible orb appears, which casts
257 light. The magical light is day-
258 light. The spell may be cast
259 upon an object, in which case,
260 the light moves with the ob-
261 ject.

262 **2 BLINDING A CREATURE:** By
263 casting the spell upon its eyes.
264 If the target fails a save versus
265 spells, it is blinded. A blind
266 creature cannot attack.

267 **3 CANCELLING DARKNESS:**
268 Continual light may cancel a
269 continual darkness spell.
270

Continual Darkness

272 Creates a 3 square radius
273 area of magical darkness, pre-
274 venting both normal sight and
275 infravision.

276 Like continual light, it may
277 alternatively be used to blind
278 creatures or to dispel a contin-
279 ual light spell.

Control Weather

280 By fully concentrating the
281 caster can control the weather
282 in a quarter mile radius. See
283 Dungeon Master p9. When
284 concentration is broken,
285 weather returns to normal.

286 **MOVEMENT RATE:** The caster
287 can move earth in the area at
288 up to 60' per turn.

Control Earth

289 Earth (but not stone) within
290 within a quarter mile, that the
291 caster can see, is rearranged as
292 the caster wishes.

294 **MOVEMENT RATE:** The caster
295 can move earth in the area at
296 up to 60' per turn.

297 **EXCAVATIONS:** The range of
298 the spell also extends down-
299 wards, allowing excavations to
300 be made

Create Food

301 The caster reaches into an
302 empty sack. From it, they

304 magically produce food, sufficient for twelve humans and
305 twelve mounts for one day

307 **HIGHER LEVEL CASTERS:** If
308 the caster is higher than 8th
309 level, food sufficient for an additional 12 humans and
310 mounts is produced for each
311 level beyond 8th.

313 **Destroy Food**

314 The same amount of food
315 within a short distance disintegrates into dust.

317 **Create Water**

318 The caster **Touches** a large
319 stone surface, such as a wall or
320 boulder. A magical font appears from that spot. It produces approximately 50 gallons of water—enough to sustain twelve humans and twelve
321 mounts for one day.

326 **HIGHER LEVEL CASTERS:** If
327 the caster is higher than 8th
328 level, water sufficient for an additional twelve humans and
329 mounts is produced for each
330 level beyond 8th.

332 **Destroy Water**

333 The spell instead creates a magical drain, which destroys water for one day. Water elemental die instantly when in contact with the drain.

338 **Cure Disease**

339 Cure a **Touched** subject of any disease: Including those of magical origin.

342 If the subject is a green slime it is killed instantly.

344 **Cause Disease**

345 Inflicts a terrible, withering disease on a victim, if a saving throw versus spells is failed.
346 The disease has the following effects:

350 ► **DEATH:** Within 2d12 days.
351 ► **ATTACK PENALTY:** AV is increased by 2.

353 ► **NATURAL HEALING:** Takes twice the usual amount of time.

356 ► **MAGICAL HEALING:** Is utterly ineffective.

358 ► **CURING:** This disease can only be cured with a casting of cure disease.

361 **Cure Wounds**

362 A **Touched** creature heals 1d6+1 damage. Any tapping effects are negated.

365 **Cause Wounds**

366 Inflicts 1d6+1 damage to a **Touched** creature.

368 **Detect Invisible**

369 **Close** Invisible creatures and items are revealed to the caster.

372 Lasts until fatigued.

373 **Detect Magic**

374 Enchanted objects, areas, and creatures glow while **Close** to the caster.

377 Lasts until fatigued.

378 **Dimension Door**

379 A **Touched** creature is instantly transferred to another location up to 360' away. The

382 destination may be selected in 422 save succeeds, it flees the af-
383 two ways: fected area.

384 **KNOWN LOCATION:** A loca-
385 tion, within 360', known to the
386 caster.

387 **AN UNKNOWN LOCATION:**
388 Specified by a series of offsets
389 (e.g. 120' north, 160' east, 80'
390 up) totaling not more than
391 360'.

392 **RESTRICTIONS:** The follow-
393 ing apply:

394 ► If the destination is occupied
395 By a solid body, the spell fails.

396 ► If the target is unwilling it
397 may save versus spells to resist
398 the teleportation.

424 ► **TARGET SINGLE MONSTER:** In-
425 stantly banish or destroy a sin-
426 gle enchanted or undead mon-
427 ster, that's **Close**. The monster
428 may save versus spells (with a
429 -2 penalty) to avoid banish-
430 ment or destruction. If the
431 monster's save succeeds, it
432 flees the affected area.

433 ► **DISPEL CURSE:** Instantly dis-
434 pel the hold that a cursed item
435 has over a **Close** being.

436 **Dispel Magic**

437 One magical effect is
438 ended.

439 If the level of the caster of
440 the effect to be dispelled is
441 higher than the level of the
442 caster of dispel magic, there is
443 a 5% chance per level differ-
444 ence that the attempt to dispel
445 will fail.

446 Magic items are unaffected,
447 unless the caster is of 9th level
448 or higher.

399 **Disintegrate**

400 The material form of a sin-
401 gle, non-magical, **Distant** or
402 closer, creature or object is in-
403 stantly and permanently de-
404 stroyed.

405 **IF A CREATURE IS TARGETED:**
406 It may save versus death to re-
407 sist disintegration.

408 **EXAMPLES OF OBJECTS:** The
409 following might be targeted: a
410 tree, a ship, a 1 square section
411 of wall.

412 **Dispel Evil**

413 This spell has three uses:

414 ► **WARD:** By fully concentrat-
415 ing for up to one turn, en-
416 chanted or undead monsters
417 that come **Close** to the caster
418 may be banished or destroyed.
419 Each monster may save versus
420 spells to avoid banishment or
421 destruction. If a monster's

449 Empower Armor

450 The armor of a **Touched**
451 creature glow purple, casting
452 dim light for 10'. They gain a
453 -2 bonus to AC, and a +2
454 penalty to AV.

455 If the targets isn't wearing
456 armor, the spell fails.

457 Lasts until fatigued.

458 Disempower Armor

459 The armor glows red. The
460 target gain a -2 to AV, and a +2
461 to AC.

462 Entangle

463 Choose a **Distant** or closer
464 point. Plants present in a 2
465 square radius entangle crea-
466 tures.

467 **SAVING THROW:** Each crea-
468 ture in the affected area may
469 save versus spells.

470 ► **IF THE SAVE FAILS:** The crea-
471 ture is entangled, cannot move,
472 and has a +2 penalty to AC.

473 Moving into or out of the
474 area is a **Step**.

475 Lasts one turn.

476 Feeblemind

477 An arcane spell caster
478 within sight must save versus
479 spells (at a -4 penalty) or be-
480 come an imbecile, unable to
481 think clearly or cast spells.

482 Find Traps

483 Trapped objects or areas
484 glow while **close** to the caster.
485 Magical and mechanical traps
486 are both detected. No knowl-
487 edge about the nature of the

488 trap or how to deactivate it is
489 granted.

490 Lasts until fatigued.

491 Create Trap

492 Using chalk, outline an area
493 up to 10' in any direction.
494 When a creature comes within
495 1' of touching the area, the
496 whole area erupts in flames,
497 dealing 1d8 damage. Then the
498 trap is dispelled.

499 Fire Ball

500 Flame streaks towards a
501 point within **Sight** and deto-
502 nates in a 2 square radius.
503 Creatures caught in the fire
504 ball suffer 1d6 damage per
505 level of the caster, with a suc-
506 cessful save versus spells indi-
507 cating half damage.

508 Floating Disc

509 The caster conjures a
510 slightly concave, circular disc
511 of magical force. It appears
512 next to the caster. The disk fol-
513 lows them about and carries
514 loads. The disc is 3' in dia-
515 meter and 1" deep at its center. It
516 can hold a maximum load of
517 50 inventory slots, 5,000
518 coins, or 500 pounds.

519 The disc floats at waist
520 height and remains level, float-
521 ing along horizontally.

522 When the disc winks out at
523 the after 6 turns; anything it
524 was supporting is dropped.

525 Fly

526 A **Touched** creature gains
527 the ability to fly through the

528 air. Where they would normally move one **Step**, they can 529 move four.

531 It's possible in any direction, including to levitate and 532 to hover in mid-air.

534 Lasts until fatigued three 535 times.

Greater Charm

537 This spell has the same effects as Lesser Charm, but affects 538 one of these targets:

540 ► 3d6 creatures of 3 HD or less.

542 ► A single creature of more than 3 HD.

544 ► A single creature of 3 HD or less. 4-in-6 chance of remembering.

Greater Cure Wounds

548 A **Touched** creature heals 2d6+2 damage.

Greater Cause Wounds

551 Inflicts 2d6+2 damage to a **Touched** creature.

Growth Of Animal

554 One non-magical animal is doubled in size and strength 555 when this spell is cast upon it.

557 The damage inflicted by 558 the animal's attacks is doubled. 559 The amount of weight 560 animal can carry is doubled.

561 Lasts until fatigued twice.

Shrink of Animal

563 The animal is instead 564 halved in size.

Growth Of Plants

566 This spell causes vigorous growth of normal vegetation in 567 an area. Plants in the affected 568 area become thick and overgrown, 569 entwining to form a 571 thorny jungle.

572 An area of up to 3,000 573 square feet—selected by the 574 caster—is affected (e.g. 150' × 575 20', 100' × 30', etc.).

576 Only very large creatures 577 can force their way through.

Shrink of Plants

579 Plants in the area wither 580 and die, allowing clear passage.

Hallucinatory Terrain

583 Hallucinatory terrain either 584 conjures an illusory terrain 585 feature (e.g. a hill, wood, 586 marsh, etc.) or hides an existing 587 terrain feature. The illusion 588 must fit completely within the 589 a 240' radius of the caster.

590 If the illusion is **Touched** 591 by an intelligent being, the 592 spell is ended.

Haste	Lasts one turn.
593 Up to 24 creatures are enchanted to be able to move and act twice as quickly as normal:	634 635 636 637 638 639 640 641
597 MOVEMENT: Where they would normally move one Step, they can move two.	Up to 3d6x10 Touched coins appear to be worthless debris for the duration. This illusion is solid to the touch, but will be revealed as an illusion by Detect Magic.
600 ATTACKS: Each round, they can make two attacks, or one attack and one stunt.	The spell lasts for three turns while the caster concentrates.
603 MAGIC: The number of spells and uses of magical devices per round is doubled	642 The spell lasts for three turns while the caster concentrates.
607 Lasts until fatigued. Then deals 1 damage.	643 644 645 646 647 648 649 650 651
Slow 610 Up to 4d8 HD of creatures 4HD or less, or one creature of 4HD or more is affected. The creature(s) move half as quickly, only acting every other round.	close creature, has 3d6x10 sp appear on their person. The coins appear real on inspection, but will be revealed as an illusion by Detect Magic.
Heat Metal 616 All metal in the possession of a Touched creature are heated to extreme temperatures.	652 The spell lasts for three turns while the caster concentrates. Then the coins turn to dust.
DROPPING ITEMS: A subject who drops all heated objects suffers no further harm.	656 657 Same as Hold Person but affects any non-undead creature.
WATER OR SNOW: Immersing heated metal negates the harmful effects.	660 661 Same as Free Person but affects any non-undead creature.
EFFECTS OF HEAT: the first round, the subject takes 1d6 damage. Each round after that, they take an additional 1d6 (i.e. 2d6, 3d6, 4d6...) and must save versus magic or sustain permanent injuries.	663 A Free Monster spell is instantly ended. Hold Monster 665 Same as Hold Person but affects any non-undead creature. Free Monster 666 A door, window, or other kind of portal is magically held shut. Lasts for two Shifts . Opening by Magic : A knock spell opens the portal. Opening by Force : Creatures with at least 3 HD more than the caster's level can open

674 the held portal with one round
675 of effort.

Invisible Stalker

713 An invisible stalker (see
714 Monster page 16) is sum-
715 moned to the caster's presence
716 and magically bound to per-
717 form a mission of the caster's
718 choosing.

719 ▶ WORDING: The caster must be
720 careful with the wording of the
721 mission. Invisible stalkers will
722 follow the letter of the com-
723 mand while twisting the intent.

724 ▶ DURATION: The creature is
725 bound to attempt the mission
726 until it succeeds or is de-
727 stroyed.

728 ▶ BANISHING: The spell Dispel
729 Evil will banish an invisible
730 stalker, ending the spell.

Hold Person

677 A person is statused. Lasts
678 2 turns per level.

679 ▶ RESTRICTION: Persons of 4
680 HD or greater, and undead, are
681 not affected.

Free Person

683 A single person is instantly
684 freed from non-magical re-
685 straints, and they may make an
686 additional saving throw
687 against magical restraints, with
688 a +4 bonus. Hold Person is in-
689 stantly ended.

Insect Plague

691 A 60' diameter swarm of
692 flying insects appears within
693 500'.

694 ▶ MOVEMENT: 20' per round.
695 While the swarm is within
696 500', the caster is able to di-
697 rect its movements.

698 ▶ VISION: Within the area of
699 the swarm is obscured.

700 ▶ CREATURES OF 2 HD OR LESS:
701 Are driven away, if caught
702 within the swarm.

703 ▶ CONCENTRATION: The caster
704 can fully concentrate on the
705 spell, for up to a day.

706 ▶ RESTRICTIONS: The spell has
707 no effect if cast underground.

Infravision

708 A **Touched** creature is able
709 to see in the dark with infravi-
710 sion. See Global page 10.

711 Lasts one day.

Invisibility

733 The caster or another creature or object becomes invisible:

736 **IF CAST ON A CREATURE:** Any gear the subject is carrying is also rendered invisible. Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

744 **IF CAST ON AN OBJECT:** The invisibility is permanent.

746 **LIGHT SOURCES:** made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

Invisibility 10' Radius

752 A **Touched** creature gains an aura of invisibility. When the spell is cast, creatures within 10' of the subject also become invisible.

757 ► **AREA:** The 10' radius area of the spell's effect moves with the chosen creature.

760 ► **EXITING THE AREA:** Subjects that move more than 10' away from the chosen creature become visible.

764 ► **ENTERING THE AREA:** Creatures that move into the area after the spell is cast do not become invisible.

768 ► **RESTRICTION:** The invisibility follows the same restrictions and behavior as an Invisibility spell.

Knock

772 The caster **Touches** a door, which is magically opened by a loud sound. Knock opens stuck, barred, or locked door, as well as gates, chests, and so forth, including magically held doors (e.g. Hold Portal, Wizard Lock).

Know Alignment

782 The caster gains immediate knowledge of the alignment of one character, monster, object, or location

Obscure Alignment

786 For 6 turns, a **Touched** creature is affected by magic as though they had the alignment of the caster's choosing.

Lesser Charm

791 A person is charmed, as follows:

794 ► **FRIENDSHIP:** The subject regards the caster as its trusted friend and ally.

797 ► **COMMANDS:** The caster may give the charmed creature commands, which it will obey, if it understands, it is not obviously self destructive, and does not conflict with their alignment or religion.

804 **RESTRICTIONS:** Human-like monsters of greater than 4 HD and undead are not affected.

807 **DURATION:** The charm lasts indefinitely, but the subject is allowed to make further saves versus spells at intervals, depending on its intelligence. If

812 one of these saves succeeds,
813 the spell ends.

814 ► ≤8: New save each month.
815 ► 9–12: New save each week.
816 ► 13–17: New save each day.
817 ► ≥18: New save each hour.

Levitate

819 This enchantment allows
820 the caster to move up and
821 down through the air:

822 ► **MOVEMENT:** The caster is not
823 granted any additional move-
824 ment, and must push against
825 solid objects to move.

826 ► **WEIGHT:** An encumbered
827 creature will sink to the
828 ground.

829 Lasts until fatigued.

Light

831 This spell has three usages:

832 **CONJURING LIGHT:** A magi-
833 cal light appears. The spell
834 may be cast upon an object, in
835 which case the light moves
836 with the object.

837 **BLINDING A CREATURE:** A
838 creature becomes blind.

839 **CANCELLING DARKNESS:**
840 Cancel a Darkness spell.

Darkness

842 Creates a 2 square diameter
843 area of magical blackness, pre-
844 venting normal sight (and in-
845 fravision). Like light, it may
846 alternatively be used to blind
847 creatures or to dispel a light
848 spell.

Lightning Bolt

849 A powerful stroke of elec-
850 trical energy extends from the
851 caster's fingers. It is 180' long
852 and 5' wide. Creatures caught
853 in the lightning bolt suffer 1d6
855 damage per level of the caster.
856 A successful save versus spells
857 prevents half of the damage.

858 **BOUNCE:** If the lightning
859 bolt hits a solid barrier before
860 its full length is reached, it is
861 reflected and continues to its
862 full length.

Locate Monster

863 Same as Locate Object but
864 can locate any creature, magi-
865 cal or non-magical.

Locate Object

866 For six turns, the caster can
867 sense the direction (but not
868 distance) of an object, so long
869 as it is **Distant** or closer.

872 This spell has two uses:

873 ► **GENERAL CLASS:** (e.g. a stair-
874 way, an altar). The nearest ob-
875 ject of that type is located.

876 ► **SPECIFIC OBJECT:** The caster
877 must clearly visualize in all as-
878 pects.

879 **RESTRICTIONS:** This spell
880 cannot be used to locate crea-
881 tures.

Locate Plant Or Animal

883 Same as Locate Object but
884 locates a non-magical, non-hu-
885 man, plant or animal, of 4 HD
886 or less.

887 Locate Person

888 Same as Locate Object but
889 locates a person, of 4 HD or
890 less.

922 images look and behave ex-
923 actly as the caster. Attacks on
924 the caster destroy one of the
925 mirror images (even if the at-
926 tack misses).

891 Massmorph

892 A force of human-sized
893 creatures within a 240' dia-
894 meter area is veiled by illusion to
895 appear as a copse of trees or
896 orchard.

927 Ends when fatigued, or
928 when the last duplicate is de-
929 stroyed.

930 Neutralize Poison

897 MOVING THROUGH: Once the
898 illusion is in place, even crea-
899 tures moving among the veiled
900 subjects are deceived.

931 This spell has two uses:

901 SUBJECTS WHO LEAVE THE
902 AFFECTED AREA: Cease to be
903 veiled.

932 ▶ CREATURES: Neutralize the
933 effects of poison on a **Touched**
934 creature. A creature who has
935 died from poisoning can be re-
936 vived, if neutralize poison is
937 cast within one turn.

904 DISMISSING: The caster may
905 dismiss the illusion in its en-
906 tirety at any time.

938 ▶ ITEMS: Remove poison from
939 a **Touched** item.

907 Magic Missile

908 This spell conjures a glow-
909 ing dart of energy shoots at a
910 target of the caster's choice.
911 The missile hits unerringly (no
912 attack roll), and can hit a
913 **Distant** target. The missile in-
914 flicts 1d6+1 damage.

940 Cause Poison

915 HIGHER LEVEL CASTERS:
916 May conjure more missiles.
917 They may be directed at a the
918 same or different targets.

941 The **Touched** creature be-
942 comes poisoned unless they
943 save versus death. Each turn,
944 they're tapped, and take 1d4
945 damage, until they die or are
946 cured.

947 Obscuring Mist

948 A cloud of misty vapor em-
949 anates from the ground, filling
950 the air **Close** to the caster. The
951 mist is 10' high and blocks vi-
952 sion, including infravision.

Lv Number of Missiles

1	1
2-5	2
6-10	3
≥11	5

953 The caster can see faintly
954 through the mist.

955 Lasts one turn per level.
956 Winds reduce the spell's dura-
957 tion by three quarters

958 Clear Mist

959 The area around the caster
960 has mist pushed out by a gen-
961 tle breeze, enabling clear vi-
962 sion, while **Close** to the caster..

919 Mirror Image

920 1d4 illusory duplicates of
921 the caster appear. The mirror

963 Lasts until fatigued.

Pass-Wall

965 The caster **Touches** solid
966 stone. A 5' diameter hole is
967 temporarily opened, forming a
968 passage-way up to 10' deep.
969 After a **Shift**, the passage
970 seals, without a trace.

Part Water

972 The caster creates a path
973 10' wide and a maximum of
974 120' long through water, such
975 as a pond, lake, or other body.
976 Lasts six turns. The caster can
977 dismiss the spell's effect be-
978 fore the duration ends.

Phantasmal Force

980 A visual illusion of the
981 caster's choosing manifests in
982 a 20' cube area, within sight.
983 Three types of illusions may
984 be created:

985 ► **AN ILLUSIONARY MONSTER:**
986 That can be directed to attack.
987 The monster has an Armour
988 Class of 9 and will vanish if
989 hit in combat.

990 ► **AN ILLUSIONARY ATTACK:** For
991 example, an avalanche, a fall-
992 ing ceiling, a magic missile,
993 etc. Targets who save versus
994 spells are unaffected.

995 ► **A SCENE:** Either changing the
996 appearance of the affected area
997 or creating the appearance of
998 something new. The scene dis-
999 appears if touched.

1000 **RESTRICTIONS:** The follow-
1001 ing apply:

1002 ► **FULL CONCENTRATION**

► ILLUSIONARY MONSTERS OR

1003 **ATTACKS:** May appear to be
1004 harmful but no real damage is
1005 ever inflicted. A character who
1006 appears to die actually falls
1007 unconscious, a character
1008 turned to stone will actually be
1009 paralyzed, and so on. Such ef-
1010 fects last for 1d4 turns.

Polymorph Others

1012 A creature is changed into
1013 another type of creature, as
1014 chosen by the caster:

1015 ► **HD:** The spell fails if the new
1016 HD is more than twice the sub-
1017 ject's HD.

1018 ► **DAMAGE:** The subject retains
1019 the same amount of damage.

1020 ► **ABILITIES:** The subject truly
1021 becomes the new form: all
1022 special abilities are acquired,
1023 along with behavioral patterns,
1024 tendencies, and intelligence.

1025 ► **SPECIFIC INDIVIDUALS:** The
1026 spell cannot be used to dupli-
1027 cate a specific individual.

1028 ► **REVERSION:** If the subject
1029 dies, it returns to its original
1030 form.

Polymorph Self

The caster transforms themselves into another being.

► **HD:** The new form may not have higher Hit Dice than the caster's level.

► **STATS:** The caster retains their own intelligence, hit points, saving throws, and AV.

► **PHYSICAL CAPABILITIES:** Of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.

► **NON-PHYSICAL SPECIAL ABILITIES:** (e.g. immunities, breath weapons, spell casting) are not acquired.

► **CASTING SPELLS:** While polymorphed, the caster is unable to cast spells.

► **SPECIFIC INDIVIDUALS:** The spell cannot be used to duplicate a specific individual.

► **REVERSION:** If the caster dies while polymorphed, they return to their original form

Lasts until fatigued twice.

If the caster is of at least 10th level, they may choose to have the spell never end.

Predict Weather

The caster gains accurate knowledge of the weather over the next 12 hours, within a number of miles equal to their level.

Projected Image

An illusory duplicate of the caster appears within range. Lasts for six turns.

► **DUPLICATE:** The image is an exact duplicate of the caster that can only be differentiated by touch.

► **SUBSEQUENT SPELLS CAST:** Appear to originate from the image. (Targets must still be visible to the caster, however.)

► **SPELLS AND MISSILES:** The image appears unaffected by spells or missile weapons.

► **MELEE OR TOUCH:** If the image is touched or hit in melee, it disappears.

► **RANGE:** The image must remain **Distant** or closer to the caster.

Protection From Chaos

Wards the caster from attacks by chaotic creatures, as follows:

+1 bonus to saving throws against attacks or special abilities.

-1 bonus to AC when being attacked.

Lasts until fatigued.

Protection from Law

Provides the same wards, but against lawful creatures.

Protection From Chaos 10' Radius

Provides the same ward as Protection from Chaos to all creatures within 10' of the caster.

1108 Lasts until fatigued.

1109 Protection from Law 10' Radius

1111 Provides the same wards,
1112 but against lawful creatures.

1113 Protection From Fire And 1114 Lightning

1115 A **Touched** creature gains
1116 protection against 6 damage,
1117 per level of the caster, from
1118 lightning and fire.

1119 **ENDING:** When all of the
1120 protection is used up, the spell
1121 end. The spell also ends after
1122 being fatigued.

1123 Protection From Normal 1124 Missiles

1125 A creature gains complete
1126 immunity to small, non-magi-
1127 cal missiles (e.g. no protection
1128 is granted against hurled boul-
1129 ders or enchanted arrows)

1130 Lasts until fatigued.

1131 Protection From Poison

1132 A **Touched** creature gains a
1133 ward against poisons. Any poi-
1134 sons that are actively affecting
1135 the subject are neutralized.

1136 **VENOM:** Complete immu-
1137 nity is granted against ven-
1138 omous attacks of monsters
1139 (e.g. bites) and poisonous
1140 gases (including those con-
1141 jured by magic).

1142 **BREATH WEAPONS:** The sub-
1143 ject gains a +4 bonus to saving
1144 throws against poisonous
1145 breath weapons.

1146 Lasts until fatigued.

1147 Purify Food And Water

1148 Makes spoiled, rotten, poi-
1149 sonous, or otherwise contami-
1150 nated food and water pure and
1151 suitable for eating and drink-
1152 ing. One of the following may
1153 be affected:

1154 ► **DRINK:** 6 quarts.

1155 ► **RATIONS:** One ration

1156 ► **UNPRESERVED FOOD:** A quan-
1157 tity sufficient for 12 human-
1158 sized beings.

1159 Raise Dead

1160 This spell has two uses:

1161 ► **RESTORE LIFE:** To a recently
1162 deceased person. The caster
1163 can raise an unburied corpse
1164 that has been dead for no
1165 longer than four days per level
1166 of the caster above 7th. See
1167 Global page 20 for the effects
1168 resurrection.

1169 ► **DESTROY UNDEAD:** A single
1170 undead monster is destroyed.

1171 Finger of Death

1172 Directs a ray of deadly
1173 magic at a single target. If the
1174 target fails a saving throw ver-
1175 sus death, it dies instantly.

Read Languages

Reincarnation

1177 The caster may understand 1212 A dead character is re-
1178 any written language, includ- 1213 turned to life in a new physical
1179 ing coded messages, maps, and 1214 form that manifests in the
1180 other written instructions. This 1215 presence of the caster. The
1181 spell does not grant any ability 1216 character's new body is not
1182 to speak unknown language. 1217 necessarily the same as the
1218 original; it is determined by
1219 rolling on the Reincarnated
1220 Class table. The roll indicates
1221 either a character class or a
1222 monster:

1183 Lasts until fatigued.

Remove Language

1185 Causes one **Close** target to 1218
1186 loose the ability to speak or 1219
1187 understand language. 1220 Class table. The roll indicates
1221 either a character class or a
1222 monster:

Read Magic

1189 For one turn, the caster can 1223
1190 decipher magical inscriptions 1224
1191 or runes, as follows:

1192 **SCROLLS:** The magical 1225
1193 script of a scroll of arcane 1d6 lower than they were in
1194 spells can be understood. The 1226 life.

1195 caster is then able to activate
1196 the scroll at any time in the fu-
1197 ture.

1198 **SPELL BOOKS:** A spell book 1227
1199 written by another arcane spell 1228
1200 caster can be deciphered.

1201 **INSCRIPTIONS:** Runes or 1229
1202 magical words can be under-
1203 stood.

1204 **READING AGAIN:** Once the 1230
1205 caster has read a magical in-
1206 scription using Read Magic,
1207 they are thereafter able to read
1208 that particular writing without
1209 recourse to the use of this
1210 spell.

1243 Reincarnation Class

d12	Reincarnation	
1	cleric	1248
2	fighter	1249
3	thief	1250
4	wizard	1251
5	D8: 1: acrobat, 2: bard, 3: druid, 4: knight, 5: knight, 6: princess, 7: warlock, 8: choice	1252 1253
6	d6: 1: dwarf, 2: elf, 3: halfling, 4: kobold, 5: felidae , 6:legomorph	1254 1255 1256 1257
7-11	Monster	1258
12	Same	1259

Remove Curse

Remove curse instantly removes one curse from a **Touched** creature. It may allow a character to discard a cursed magic item.

Curse

Places a deleterious effect upon a **Touched** creature or object.

The exact form and effects of the curse are determined by the caster. Maximum possible effects include:

1244 Lawful Monsters

d6	Reincarnation	HD
1	Gnome	1
2	Neanderthal	2
3	Pegasus	2
4	Blink Dog	4
5	Unicorn	4
6	Roc, small	6

► A -2 penalty to saving throws.

► A +4 penalty to AV or AC.

► Reducing an ability score by 50%

► Unable to put down the item.

1245 Neutral Monster

d6	Reincarnation	HD
1	Pixie	1
2	Lizard Man	2
3	Rock Baboon	2
4	Ape, white	4
5	Centaur	4
6	Werebear	6

MULTIPLE CURSES: May afflict a creature, as long as each has a different effect.

Remove Fear

The creature **Touched** is calmed and purged of fear.

Magically induced fear is also dispelled.

1246 Chaotic Monster

d6	Reincarnation	HD
1	Kobold	1
2	Orc	1
3	Gnoll	2
4	Wererat	3
5	Ogre	4
6	Minotaur	6

Lasts until fatigued.

Cause Fear

Will cause a chosen creature to flee unless it saves versus spells.

Lasts until fatigued.

Resist Fire

All creatures are protected from fire, as follows:

► **NORMAL HEAT:** Unharmed by non-magical heat or fire.

► **SAVE BONUS:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.

► **FIRE-BASED DAMAGE:** Is reduced by 1 point per damage die rolled.

Resist Cold

Protects from cold and ice instead of fire and heat.

Shadow Hound

A dog made of black smoke appears before the caster. It obeys all spoken orders with absolute obedience until it is destroyed.

The dog disappears when fatigued.

See Monster page 35.

Shield

Shield creates an invisible field of force that protects the caster for two turns.

AGAINST MISSILE ATTACKS: The caster's AC is 2.

AGAINST OTHER ATTACKS: The caster's AC is 4.

AGAINST MAGIC: Breath attacks and magic that allow a save for half damage, instead deal no damage with a successful save.

AGAINST MAGIC MISSILE: Shield will completely prevent Magic Missile.

Silence

Choose a point. A 15' radius area is rendered silent. Conversation and spell casting are impossible. Noise from outside the area can be heard by those within it.

Silence may be cast upon a creature, which saves versus spells. If the save fails, the area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary—the creature may move out of it.

Lasts until fatigued twice.

Noise

The area is instead filled with magical noise, only heard by those within it. Conversation is impossible. Noise from outside the area can not be heard from within. Spells can be cast if the caster first succeeds a save versus spells.

Sleep

A sleep spell causes a magical slumber for 4d4 turns. The spell may target either:

► A single creature with 4 HD, ► A total of 2d8 HD of creatures of 4 HD or lower each.

Undead are unaffected. Targets do not get a save versus spells.

When targeting multiple creatures, sleep targets creatures with the least HD are

1359 first. Rolled HD not sufficient
1360 to affect a creature are wasted.

1361 Creatures enchanted by this
1362 spell are helpless and can be
1363 killed instantly with a bladed
1364 weapon. Slapping or wounding
1365 awakens an affected creature.

Speak With Plants

1398 Same as Speak with Ani-
1399 mals but enables speech with
1400 with plants, including mon-
1401 strous plants.

Snake Charm

1367 One or more snakes are
1368 rendered non-hostile, rearing
1369 up and swaying to and fro, but
1370 not attacking.

1371 The spell affects snakes
1372 whose total HD do not exceed
1373 the caster's level. e.g a 7th
1374 level caster can affect 7 HD of
1375 snakes: equal seven 1 HD
1376 snakes, or two 3 HD snakes
1377 and one 1 HD snake, etc.

1378 **DURATION:** When cast on
1379 snakes that are already attack-
1380 ing, the spell lasts for 1d4+1
1381 rounds. Otherwise, it lasts for
1382 1d4+1 turns.

Speak With Stones

1403 Same as Speak with Ani-
1404 mals but enables speech with
1405 with stones, and earth elemen-
1406 tals.

Summon Animals

1408 Normal animals within
1409 500' are summoned to the
1410 caster's aid. The caster may
1411 choose to limit the summons
1412 to creatures of specific species.
► RESTRICTIONS: Insects, arach-
1414 nids, and other bugs are not
1415 summoned. Magical creatures
1416 are not summoned.

1417 **► NUMBER OF ANIMALS:** A num-
1418 ber of animals of total Hit Dice
1419 equal to the caster's level will
1420 respond to the summons.

Speak With Animals

1384 The caster gains the ability
1385 to speak with animals.

1386 This spell doesn't make an-
1387 imals any more friendly or co-
1388 operative than normal.

1389 The caster can ask ques-
1390 tions, or even for small favors.

1391 Lasts until fatigued

1421 **► SMALL ANIMALS:** Normal,
1422 small animals (e.g. mice, spar-
1423 rows, squirrels, etc.) are
1424 treated as one tenth of a HD.

1425 **SUMMONED CREATURES:** Be-
1426 have as follows:

1427 **► ARRIVAL:** They will come to
1428 the caster's location as fast as
1429 they can.

1430 **► COMPREHENSION:** They un-
1431 derstand the caster's words
1432 while the spell lasts.

1433 **► AID:** They will aid the caster
1434 in whatever way they can. If
1435 the caster is being attacked:
1436 The summoned animals will

Speak With Dead

1393 Same as Speak with Ani-
1394 mals but enables speech with
1395 with corpses and undead. They
1396 answer as they would in life.

1437 attack the enemy, only fleeing 1475 age, and becomes a magical
1438 if they fail a morale check. 1476 weapon.

1439 **ONCE AN ANIMAL FLEES:** The 1477 Lasts until fatigued.
1440 spell is broken for that animal. 1478 If the caster is of 7th level or
1441 Lasts until fatigued. 1479 greater, it deals an additional
1442 **Sticks To Snakes** 1480 2d6 damage instead.

1443 2d8 normal sticks are 1481 **Telekinesis**
1444 miraculously transformed into 1482 The caster concentrates for
1445 snakes that follow the caster's 1483 up to six rounds. During that
1446 orders. When killed or the 1484 time, they are able to mentally
1447 spell ends, they revert to 1485 move objects or creatures
1448 sticks. 1486 within a long distance.

1449 **Poison:** There is a 50% 1487 ► **WEIGHT:** Up to 2 item slots,
1450 chance of the snakes being 1488 or 50 lb, per level of the caster
1451 poisonous. 1489 may be moved at once.

1452 Lasts until fatigued. 1490 ► **MOVEMENT:** The target may
1453 See Monster page 24. 1491 be moved up to 2 squares per
1454 **Snakes to Sticks** 1492 round, in whatever direction
1455 2d8 HD of snakes HD 4 or 1493 the caster wishes

1456 less are turned into sticks. 1494 **Telepathy**
1457 Cancels Sticks to Snakes. 1495 Grants the caster the ability
1458 Lasts until fatigued. 1496 to perceive and understand the
1459 **Stone To Flesh** 1497 thoughts of other creatures.

1460 This spell transforms stone 1498 When the spell begins, the
1461 into living flesh. It is espe- 1499 caster is assaulted by the
1462 cially useful for restoring life 1500 thoughts of all creatures
1463 to a petrified creature and its 1501 **Distant** or closer. They are in-
1464 equipment to its normal state. 1502 comprehensible, but reveal the
1503 location of the creature.

1465 **Flesh to Stone** 1504 By fully concentrating on
1466 Turns one creature into a 1505 single creature, the caster can
1467 statue, including all gear and 1506 perceive and understand that
1468 any items currently held. A 1507 creatures thoughts.

1469 saving throw versus paralysis 1508 The thoughts of magical
1470 is permitted to resist the trans- 1509 creatures may be dangerous.
1471 formation

1472 **Striking** 1510 Lasts one turn per level
1473 One weapon is enchanted 1511 **OBSTRUCTIONS:** The ability
1474 to deal an additional 1d6 dam- 1512 to perceive thoughts is ob-
1513 structed by a thin layer of lead

1514 or by rock of 2' thick or
1515 greater.

1516 Teleport

1517 A touched creature disap-
1518 pears and reappears at a loca-
1519 tion of the caster's choosing,
1520 including its gear

1521 **DESTINATION:** May be at any
1522 distance, but must be known to
1523 the caster. The destination
1524 must be an open space at
1525 ground level. (It is not possible
1526 to intentionally teleport the
1527 subject into mid-air or into
1528 solid matter.)

1529 **RISK:** There is a risk, when
1530 teleporting, of accidentally ar-
1531 riving above or below ground
1532 level. The chance of a success-
1533 ful teleportation depends on
1534 the caster's knowledge of the
1535 destination (see right). Roll
1536 d% and consult the table

Know. of Ground	Too	Too	
Dest.	Level	High	Low
Scant	01–50	51–75	76–00
Medium	01–80	81–90	91–00
Exact	01–95	96–99	0

1537 ► **GROUND LEVEL:** The subject
1538 appears at the desired destina-
1539 tion.

1540 ► **TOO HIGH:** The subject ap-
1541 pears $1d10 \times 10'$ above the in-
1542 tended destination. Should this
1543 location already be occupied
1544 by solid matter, the subject is
1545 instantly killed. Otherwise, the
1546 subject falls from a height.

1547 ► **TOO LOW:** The subject ap-
1548 pears in the ground and is
1549 killed instantly.

1550 **KNOWLEDGE OF**
1551 **DESTINATION:** The caster's
1552 knowledge of the destination is
1553 rated as follows:

1554 ► **SCANT:** A location that the
1555 caster has visited once or
1556 twice, has seen by magical
1557 scrying, or has heard of from
descriptions.

1558 ► **MODERATE:** A location that
1559 the caster has visited often or
1560 has studied via scrying for sev-
1561 eral weeks.

1562 ► **EXACT:** A location that the
1563 caster has made a detailed
1564 study of, in person

Tree Shape

1565 The caster takes on the
1566 form of a living or dead tree.
1567 The tree form is completely re-
1568 alistic, even to close inspec-
1569 tion.

1570 While in this form, the
1571 caster can perceive the sur-
1572 roundings with their normal
1573 senses.

1574 The caster may end the
1575 spell at will, returning to their
1576 normal form.

Ventriloquism

1577 The caster may make their
1578 voice appear to come from an-
1579 other location or source (e.g. a
1580 statue or animal).

1581 Lasts until fatigued.

Wall Of Fire

1582 An immobile, opaque cur-
1583 tain of fire springs into exis-
1584 tence. It remains as long as the
1585 caster fully concentrates.

1590 ► **SIZE:** The wall can be any
1591 size, shape, and dimensions
1592 the caster desires, up to 1,200
1593 sq. ft. The wall may not ap-
1594 pears where objects are.

1595 ► **MONSTERS WITH <4 HD:** Can-
1596 not pass the wall of flames.

1597 ► **MONSTERS WITH ≥4 HD:** Take
1598 1d6 hit points of damage when
1599 they pass through the wall.
1600 The wall deals double damage
1601 to undead creatures or crea-
1602 tures that use cold or are ac-
1603 customed to cold.

1604 **Wall of Ice**

1605 An immobile, translucent,
1606 wall of ice springs into exis-
1607 tence. Functions the same as
1608 wall of fire with the following
1609 changes:

1610 ► **DAMAGE:** extra damage is
1611 dealt to creatures that use fire
1612 or are accustomed to fire.

1613 ► **CONCENTRATION:** The wall
1614 does not require concentration,
1615 instead it melts partly after two
1616 **Shifts**, and completely after
1617 three, unless it is in a cold
1618 area.

1619 **Wall Of Stone**

1620 A wall of solid rock ap-
1621 pears.

1622 **SIZE:** The wall may be of
1623 whatever shape the caster de-
1624 sires and is of 1,000 cubic feet
1625 in volume. (For example, a 2'
1626 thick wall, 50' long and 10'
1627 high.)

1628 **LOCATION:** The wall must
1629 rest upon a solid surface and
1630 may not be evoked so that it
1631 appears where objects are.

1632 **Wall of Air**

1633 The wall functions the
1634 same as the wall of stone, but
1635 is made of an invisible air cur-
1636 rent. It lasts until fatigued
1637 twice.

1638 **Warp Wood**

1639 Wooden objects of the
1640 caster's choice warp and be-
1641 come useless. One small ob-
1642 ject is affected per level of the
1643 caster. Or, one large objects
1644 may also be targeted.

1645 **MAGICAL OBJECTS:** That are
1646 targeted have a chance of be-
1647 ing unaffected.

1648 **HELD OBJECTS:** Creatures
1649 may save versus spells to pre-
1650 vent their held objects from
1651 being warped.

1652 **Water Breathing**

1653 A Touched creature can
1654 breathe water freely by means
1655 of this spell.

1656 The spell does not affect
1657 the subject's ability to breathe
1658 air. No additional proficiency
1659 at swimming is granted

1660 Lasts one day.

1661 **Air Breathing**

1662 Allows a subject to breath
1663 air. No additional walking
1664 ability is granted.

1665 **Water Breathing 15' Radius**

1666 Same as Water Breathing,
1667 but affects the caster, and all
1668 creatures a within 15'.

1669 **Air Breathing 15' Radius**

1670 Same as Air Breathing, but
1671 affects the caster, and all crea-
1672 tures a within 15'.

1673 **Web**

1674 Web conjures a many-lay-
1675 ered mass of strong, sticky
1676 threads, blocking one square.

1677 The web has an AC of 9,
1678 and 10 HP.

1679 **ENTANGLEMENT:** Creatures
1680 caught within a web become
1681 entangled among the gluey fi-
1682 bres. Entangled creatures are
1683 status, but can make attacks
1684 against the web.

1685 **FLAMMABLE:** The strands of
1686 the web are flammable and can
1687 be destroyed by fire in two
1688 rounds. All creatures caught
1689 within flaming webs suffer
1690 1d6 damage from the flames.

1691 **Wizard Lock**

1692 A wizard lock spell magi-
1693 cally locks a **Touched** door,
1694 gate, or any item that has a
1695 lock or latch.

1696 **BYPASSING:** The magical
1697 lock is permanent but may be
1698 temporarily bypassed as fol-
1699 lows:

1700 ► **PASSWORD:** The caster may
1701 set a password at the time of
1702 casting. Speaking the pass-
1703 word disables the lock for one
1704 round.

1705 ► **A KNOCK SPELL:** Disables the
1706 lock for one round.

1707 ► **HIGHER LEVEL CASTERS:** Any
1708 magic-using character who is
1709 at least 3 levels higher than the

1710 caster of the wizard lock may
1711 pass through unimpeded.

1712 **Wizard Eye**

1713 One of the casters eyes
1714 pops harmlessly out of their
1715 head. It becomes transparent,
1716 nearly invisible and begins to
1717 fly.

1718 ► **MOVEMENT:** The eye is men-
1719 tally directed by the caster. It
1720 can be moves up to 120' per
1721 turn, and up to 240' from the
1722 caster. Solid barriers block
1723 passage, but it can pass
1724 through a hole or space as
1725 small as 1 inch in diameter

1726 ► **SEEING THROUGH THE EYE:** By
1727 concentrating, the caster can
1728 see through the eye, but be-
1729 comes blind to their own vi-
1730 sion.

1731 ► **TYPES OF VISION:** The magical
1732 eye grants both normal vision
1733 and infravision. See Global
1734 page 10.

1735 When the caster becomes
1736 fatigued, the eye floats slowly
1737 to the ground. If not placed in
1738 the casters head within 1 turn,
1739 the eye is destroyed.

Magic

Downtime

Yabec1-4

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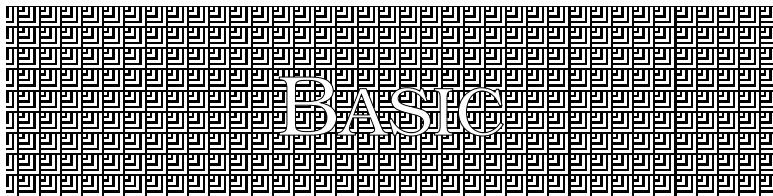
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OVERVIEW

2 Downtime activities are solo games that can be played during
3 Warm Up.

Basic downtime is available to all characters, such as carousing, selling large items, and working a job.

6 Advanced downtime is only available to characters who meet
7 certain requirements, such as engaging in crime, or performing
8 Devotion or Magical Research.



- 2 These downtime activities can be preformed by anyone.

3 Baking

4 Get that bread!
5 Working at a bakery heals 1
6 (in addition to natural healing),
7 and you get 4d6 rations. These
8 rations spoil at the end of the
9 session.

10 Carousing

11 Go out gambling, drinking,
12 and cruising. A week of
13 carousing costs 10 cp.

14 Gambling

15 You can play up to ten
16 games of dragon ante. The buy
17 for each game is 1 cp. Roll a
18 d20 and see the result.

D20 Result

1 Jail! Pay a 10 cp fine, and
preform a week of
service.

2 Loose horribly. Pay 25 cp.

3-15 Loose your buy in.

16 Win 2 cp!

17 Win 3 cp!

18 Win the opportunity to
play twice more!

19 Win 25 cp, anger a local.

20 Challenge the red
dragon: Roll a d12. On a
1, you pay 1 sp. On a 12,
you can either win 5 sp,
or challenge Tiamat: roll
2d6; if you roll doubles
you win 1 gp, 2 ep, 3 sp,
4 cp.

15 Collecting Rumors

20 While gambling, there is a
21 2-in-6 chance you'll hear rele-
22 vant rumors. If so, the referee
23 will give them to you.

24 Finding A Mentor

26 Searching for a mentor
27 takes one week and 20 cp. You
28 can select for class, and level.

29 Once found, the mentor can
30 be hired. Most accept mone-
31 tary wages, but clerics ask for
32 one week of service instead of
33 money. Wizards must be paid
34 at least half in gemstones.

35 After each service, there is
36 a 9-in-10 chance they remain
37 open to tutoring you.

38 Odds Of Finding

39 Decide the class, and level
40 you are seeking. Then calcu-
41 late the odds. The chance of
42 knowing a particular spell is 2-
43 in-6.

Class	Odds out of 100	Wages (gp)
Cleric	50 – Lv	-
Demi- human	40 – Lv	Lv + 3
Fighter	70 – Lv	Lv
Thief	40 – Lv	Lv x 2
Wizard	60 – (Lv x 2)	Lv ²
Other	30	10

44 **Example:** Elron is seeking a
45 5th level wizard that knows
46 Fire Ball. The odds are 70 –
47 5 = 65%. They roll 44 on
48 percentile and find Glynhek
49 the Wise. Unfortunately, they
50 do not know Fire Ball.

51 Healing

52 Spending time at a temple
53 will increase healing. A one
54 week stay costs 1 gp, or one
55 week of service, and will re-
56 store all hit points. Gain 1
57 Merit.

Questing

58 More adventuring!
60 Choose a challenge to face.
61 Each round, you'll make a
62 melee attack against it, and
63 then it will make a melee at-
64 tack against you. You can flee
65 at anytime.

66 If you slay the challenge,
67 you gain its reward.

68 Characters of 5th level or
69 higher can take on three chal-
70 lenges each week.

71 Sewers

72 **HP:** 1d8, **AC:** 9
73 **AV:** 19, **DAM:** 1
74 **REWARD:** 2d12 cp + 3 xp.

75 Bandits

76 **HP:** 3d8, **AC:** 8
77 **AV:** 17, **DAM:** 1d4
78 **REWARD:** 8d6 cp + 15 xp +
79 1 merit. + **TRUE SERVICE:** Costs
80 4 Merit. Using this boon
81 counts as a week of service.

82 Lycanthope

83 **HP:** 4d8, **AC:** 5
84 **AV:** 14, **DAM:** 2d6
85 **REWARD:** 4d6 sp + 50 xp +
86 2 Merit.

87 Lesser Dragon

88 **HP:** 10d8, **AC:** 0
89 **AV:** 8, **DAM:** 8d6 (recharg
90 5), or 2d6
91 **REWARD:** 2000 cp + 500 xp

Recruiting

92 Go to three different estab-
93 lishments, and roll on the ta-
94 ble, adding your reaction modi-
95 fier (see Character page 4). For
96 each you roll well on, ask the
97 Dungeon Master for a minion
98 from that establishment.

100 Tavern

d8
≤1 Booed and mocked.
2-4 Lulled into one game of
dragon ante. See page 5.
≥5 1 human hireling.

101 Port

d8
≤1 Robbed! loose 4d6 cp,
take 1 damage.
2-4 Nothing
5-6 1 human hireling
≥8 1 demihuman hireling

102 Forum

d8
≤1 Grammar corrected.
2-4 Nothing
≥5 2 hirelings

103 Sewers

d12
≤1 Attacked! 1d6 damage.
2-9 Nothing
10-11 1 kobold
12 1 hireling
≥13 1 monster hireling

104 Guild Hall

d20
≤14 Nothing
15-18 1 human hireling
19 1 dwarvish hireling
20 1 felidae hireling
≥21 1 elvish hireling

105 Selling

106 Each week you can find
107 buyers for a number of cp
108 equal to 100 times your level.

109 If an object is more valua-
110 ble than that, you must work
111 for multiple weeks to sell it.

112 **TRUE MERCHANT:** For each 1
113 merit spent, sell an additional
114 10%.

115 Sale

116 When you sell the item, roll
117 a d% on the table and add you
118 three times your reaction mod-
119 ifier to see how much higher
120 or lower than the list price you
121 got.

D%	
≤5	Robbed! 0%
6-10	Low Ball: 75%
11-20	Low Ball: 90%
21-80	Asking Price: 100%
80-94	Tipped: 110%
≥95	Swindler! 200%

122 If you get a low ball, you
123 can refuse to sell.

124 If you got robbed, the Dun-
125 geon Master will give you a
126 lead on the thieves.

127 Tax

128 There is a 1% tax on sales
129 over 500 cp.

Service

130 Temples are always in
131 search of volunteers. Most are
132 there drafted for pennants.

Forgiveness

135 Divine magic-users can for-
136 give one disfavor.

Crime

138 Service may be required
139 because of a crime. The next
140 week must be used on service.

Merit

142 The first time a character
143 preforms service, they gain no
144 **Merit**. The second time a
145 character preforms service,
146 they gain one **Merit**. The third
147 and further times, they gain
148 three **Merit**.

Alignment

150 Depending on your align-
151 ment, you can choose one spe-
152 cial opportunity during ser-
153 vice.

Lawful

155 ► Gain 1d4-1 **Merit**.
156 ► If you have a cleric mentor,
157 you can count service done for
158 other reasons also for their
159 payment.

160 ► Reduce the estate tax to 10%
161 for a character who died in the
162 previous session.

163 ► **TRUE SERVICE**: Costs 4
164 **Merit**. Using this boon counts
165 as a week of service.

166 ► Heal 1d6.

Any Alignment

167 ► Gain 10 times your level XP.
168 ► 1-in-12 chance Gain a small
169 favor with a temple leader.

170 ► **TRUE VALOR**: Costs 4 **Merit**.

171 When an ally is attacked in

172 melee, redirect it to yourself.

173 ► **TRUE ABILITY**: Costs 50

174 **Merit**. The next time you suc-
175 ceed an ability check, other
176 than **Constitution**, increase
177 that score by one, to a
178 maximum of 16.

179 ► Enable a non-cleric to pre-
180 form embezzlement, see page
181 17.

Chaotic

184 ► Pay 40 cp to have a goon do
185 your service for you.

186 ► If you are 4th level or higher,
187 you can pay 100 cp to bribe a
188 clerk to mark your service as
189 already done.

190 ► “Earn” Level 8d6 cp.

191 ► **TRUE PAIN**: Costs 10 **Merit**.

192 Instead of rolling, deal the
193 maximum amount of damage
194 on one weapon damage roll.

195 ► Aquire half of the estate tax
196 from a character who died in
197 the previous session.

198 Taming

199 Take a wild animal as a
200 minion.

201 Mundane wild animals can
202 be tamed by anyone.

203 Magical animals can be
204 tamed only by druids, elves,
205 and some knights.

206 Finding

207 **MUNDANE:** Theres a 5-in-6
208 chance to find the type of ani-
209 mal you're looking for.

210 **SPECIFIC:** To find a specific
211 animal, pay the Traveling cost
212 to go to its homeland. Then
213 there is a 2-in-6 chance of en-
214 countering it.

215 Capturing

216 If a wild animal is cap-
217 tured, its hostility increases by
218 1 each week, but is found au-
219 tomatically.

220 To capture a found animal,
221 make an attack against it. If
222 you succeed, theres a 5-in-6
223 chance of capturing it.

224 Taming

225 Each week spent taming re-
226 duces the animals hostility by
227 1d4. Once it reaches 0 or less,
228 it is tamed, becomes its
229 tamer's minion, and can be
230 trained.

231 Transferring a tamed animal
232 to a new boss takes 1 week.

233 Team-building

234 Spend the week attending
235 leadership seminars, and mak-
236 ing topped flat bread to enjoy
237 with your or your friend's min-
238 ions.

239 Costs 1 sp per minion.
240 Each participating minion has
241 a 2-in-6 chance of gaining 1
242 **Loyalty**, to a maximum of 8.

243 Boons

244 Each minion that gains
245 **Loyalty** yields 1 **Merit**.

246 **TRUE LOYALTY:** Costs 6
247 **Merit**. One **Loyalty** check au-
248 tomatically succeeds.

249 **TRUE VALOR:** Costs 4 **Merit**.
250 When an ally is attacked in
251 melee, redirect it to yourself.

Training

252 While you were carousing,
254 I studied the blade.

255 Choose either mentoring,
256 or studying.

Mentoring

258 Roll a d20. If you roll your
259 level or less, you find a pupil
260 to train. If you do not, you can
261 do a different downtime activ-
262 ity.

263 Acting as a mentor pays 90
264 times your level cp, and grants
265 2d4 **Merit**.

266 **TRUE DODGE:** Costs 4
267 **Merit.** Half the damage from
268 one non-magical attack.

269 **TRUE STRIKE:** Costs 15
270 **Merit.** Have a AV of 10 for
271 one weapon attack.

272 **TRUE PAIN:** Costs 10 **Merit.**
273 Instead of rolling, deal the
274 maximum amount of damage
275 on one weapon damage roll.

276 **TRUE VALOR:** Costs 4 **Merit.**
277 When an ally is attacked in
278 melee, redirect it to yourself.

Studying

280 You must find a mentor of
281 the same class but a higher
282 level. See p6.

283 Gain 12d20 XP.

284 For an additional 10 cp, up
285 to three minions of the same
286 class can train with you, and
287 gain half the XP that you do.

Job Search

288 Spend the week looking for
289 a job. Spend 10 XP for the
291 privilege.

292 Roll a 3d6 to determine
293 what kind of job you've been
294 offered. Then make a charisma
295 check to see if you secure the
296 offer.

3d6	Job	Wage
3-8	None	-
9-13	Tavern Hand	4 cp
14-16	Store Clerk	10 cp
17	Blacksmith Assistant	20 cp
18	Wizard Assistant	50 cp

Store Clerk

d6	Business
1	Apothecary
2	Carpenter
3	Dungeon Supply
4	Fletcher
5	General Store
6	Stables

Blacksmith's Assistant

d6	Business
1-3	General Store
4-5	Weapon Smith
6	Armor Smith

Working

301 If you do not have a job,
302 you must find one first. See
303 page 11.

304 Roll a d10 to determine the
305 results of your work week.

d10	Result
1	Fired: No wages + loose job
2-8	Normal: Receive wages
9	Tipped: Receive double wages
10	Promotion: See Below

Promotion

307 Upon receiving a promotion,
308 your wages are increased
309 by 50%. You receive your old
310 wage for that week. Next time
311 you work, you will have a
312 higher title, and the new wage.

Employee Discount

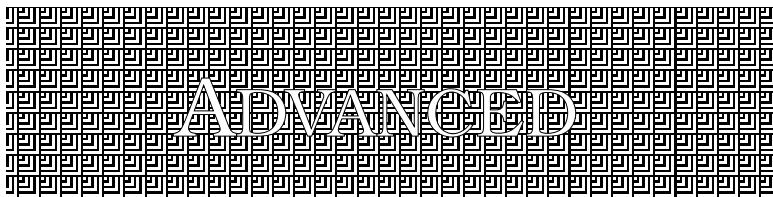
313 Store clerks and blacksmith
314 assistants get a 10% discount
315 at their business.

317 Tavern hands get free beer.

318 Wizard assistants have a
319 1% discount on Magical Re-
320 search.

Sign On Bonus

321 Tavern hands get a 25 cp
322 sign on bonus after their first
323 week of work.



- 2 Activities limited to certain classes.

Creating Magic Items

Only magic-users of 9th level or higher can create magic items.

The player describes in detail the item that they wish. The referee decides whether this is possible and, if so, what materials are required.

Restrictions

Divine spell casters May only create items that they are able to use themselves. Arcane spell casters may create any item except those that may only be used by divine spell casters.

Materials

Creating magic items requires rare components such as expensive gems or ingredients from rare monsters.

Cost And Time

If duplicating the effects of a spell, construction costs one week and 5g, per level of the mimicked spell, multiplied by the number of uses.

The referee must use discretion for other items. As a general rule, items should cost from 100 to 1000gp and from 4 to 52 weeks to complete.

Crime

38 Only thieves, acrobats, feli-
39 dae , kobold and warlocks can
40 pursue crime.

Heist

42 A heist is a single large
43 crime or scheme. Get a note
44 card to keep track of your
45 progress on the heist.

Tilling a Vacancy

47 Scoping out a new heist
48 takes one week.

49 **1** Write the location and the
50 target on your heist card.

51 **2** Roll a number of d12 equal
52 to your level. This is the **Value**
53 of the heist in sp.

54 **3** Roll a d6. This is the
55 **Potential** of the heist.

56 **4** Roll 2d4. This is the **Heat**
57 of the heist.

Boredom

59 If you're up for a challenge,
60 the **Heat** of the heist becomes
61 10, and the **Value** increases
62 tenfold.

Risk

64 Whenever you take a **Risk**,
65 make a sneak check against an
66 OC equal to the **Heat** of the
67 heist.

68 After the first failure, the
69 heist loses two **Potential**,
70 gains one **Heat**. And, you must
71 pay a fine equal to twice the
72 **Value** of the heist, and pre-
73 form a week of service.

74 After the second failure,
75 you end the heist, pay a fine of

76 four times the **Value**, and must
77 preform two weeks of service.

Loosing a Glove

79 If you are unable to pay the
80 fine, you instead have a hand
81 cut off.

Actions

82 Each week, you can take
83 one action on an existing heist.

Bite the Blow

86 If the heist has at least one
87 **Potential**, take a **Risk** to get
88 paid 20% of the **Value**.

89 Reduce the **Potential** by
90 one.

Fence

92 When a heist has zero
93 **Potential**, take a **Risk** to end
94 the heist, and get paid 100%
95 the **Value**.

Till a Rounder

97 Invite another character to
98 the heist. Each week they can
99 take one action.

Pay the Prigs

101 Add an NPC accomplice's
102 name to the heist card.

103 Each accomplice takes a
104 10% cut, but gives a +1 bonus
105 on **Risk**.

Tide the Vacancy

107 Increase the **Potential** by
108 one.

Tide the Heat

110 Spend a week carousing.
111 Reduce the **Heat** by one, to a
112 minimum of three.

Grease the Hamlet

114 Pay 1 gp. Take a **Risk** to
115 automatically succeed the next
116 three **Risks**.

Devotion

118 Only divine magic-users
119 can preform devotion.

120 You have a 3-in-6 chance
121 of getting 5 **Merit**.

Lawful

123 **TRUE AID:** Costs 7 **Merit**.

124 One successful bandage re-
125 stores the maximum number of
126 hit points.

127 **TRUE VALOR:** Costs 4 **Merit**.

128 When an ally is attacked in
129 melee, redirect it to yourself.

Neutral

131 **TRUE SPELL:** Costs 14
132 **Merit.** 3-in-6 chance of re-
133 membering a spell when cast.

134 **TRUE INTUITION:** Costs 4
135 **Merit.** **Search** in just 1 round.

Chaos

137 **TRUE FEIGN:** Costs 4 **Merit.**
138 Dismember with advantage.

139 **TRUE DODGE:** Costs 4
140 **Merit.** Half the damage from
141 one non-magical attack.

Embezzlement

142 Only clerics and princesses
143 can engage in embezzlement.

Vacancy

146 Each week, your able to
147 find $20 * \text{your level}$ cp to em-
148 bezzle.

149 In addition, taxes, un-
150 claimed inheritance, and simi-
151 lar transactions from this or
152 last session can also be embez-
153 zled.

Laundry

154 Roll a d6 for each 50 cp.

155 ► **3-6:** Safely sequester the
156 money into your own account.

157 ► **2:** Loose the money, but
158 don't take any risk.

159 ► **1:** Loose the money, and risk
160 getting caught (see below).

Risk

161 Roll a d20.

162 ► **20:** Safely sequester 100 cp
163 into your pocket.

164 ► **5-19:** Avoid suspicion.

165 ► **2-4:** you aren't caught, but
166 need to lay low and not em-
167 bezzle anymore this week.

168 ► **1:** Caught! Preform a week
169 of service for each time you
170 have ever been caught embez-
171 zling.

Forging

174 Only dwarves (and some fighters) can forge. Choose one option and gain 1d3 merit.

Honing

179 Costs 10 cp. A honed weapon deals an additional d4 damage. When rolling a 4 on that bonus, the honing fades.

Repair

184 Costs 10 cp. Heal 1 damage from an item.

Construction

187 You can make any weapon. See Global page 24. Get a note card to track your progress. Calculate the total points of the weapon being constructed, based on its damage, properties, and enchantments:

Properties	Point
d4 or d6	1
d8	4
d10 or d12	7
slow, two-handed	1
blunt, charge, melee	3
splash, thrown	5
fired, fragile	7
+1 enchantment	12
Flaming enchantment	20
Warning enchantment	16

194 Each week costs 5 cp for normal weapons, and 200 cp for magic weapons. Progress 1d6 points each week.

198 Up to two dwaves can work on the same weapon at a time.

Hibernate

200 Only ursadine and felidae can rest this deeply.

Healing

204 Heal 2d6, or have a 2-in-6 chance to cure a minor disease or neutralize a minor poison.

Merit

208 Gain 1d4 Merit.

Dreams

210 Gain one rumor from a dream.

212 1-in-10 chance to have to battle a monster in the dream dimension. Same rules as questing page 7.

Nightmare

217 HP: Lvd4, AC: 10

218 AV: 19, DAM: 2

219 REWARD: 20 xp.

Magical Research

Only arcane magic-users can preform magical research.

Adding To A Spell Book

Arcane magic-users can only add to their own book, and only spells on their spell list. See Magic page 8

Assimilating Spells

All spells must be identified with Read Magic, and takes one week per spell level.

Spell Scrolls

Cost 1 gp per spell level.
Destroys the scroll

SUCCESS RATE: $(80 + \text{your intelligence score})\%$.

Captured Spell Books

Cost 3 gp per spell level
SUCCESS RATE: $(50 + \text{your intelligence score})\%$.

Mentoring

You can learn a spell from a mentor. See finding a mentor p6. In addition to the mentor's wages, studies cost 5 sp and one week, per spell level.

Creating New Spells

The player describes in detail the spell they wish to create. The referee decides if the spell can be created.

The spell must be of a level the character can cast. Research takes two weeks and 100gp per spell level.

Downtime

Dungeon Master

Yabec1-4

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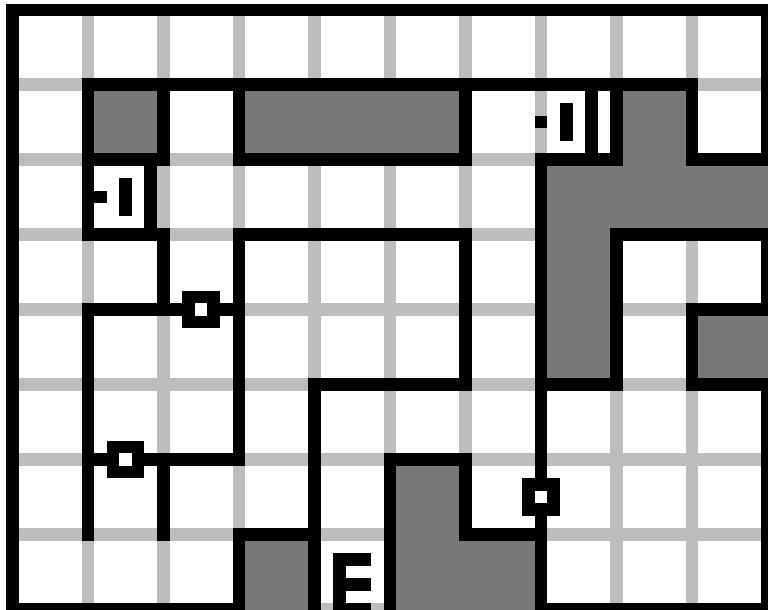
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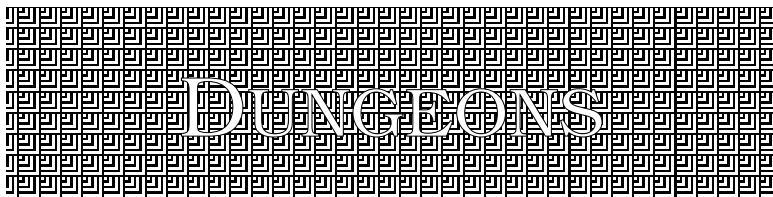
OVERVIEW

This section was by far the most difficult to put together. This booklet is a collection of the mechanics unique to Yabec1-4, and pointers as to where to look for more

5 Mapping Exercise Solution



6 This is the solution to the exercise in Adventure on page 21.



2 Procedures related to running dungeons

3 Hazard

4 Rather than track exact
5 time for every torch, rest,
6 spell, and encounter, roll a d12
7 at the end of every turn and let
8 probability space them out.

9 1-3. Nothing

10 4-5. Shift

11 Doors swing shut. If the
12 dungeon has features such as
13 sliding walls, they shift now.

14 Stalking monsters make a
15 sign.

16 6. Burn

17 Torches and lanterns burn
18 out. See Global page 10.

19 7. Fatigue

20 Players become fatigued. If
21 they are already fatigued, they
22 take 1 damage.

23 Ends certain spells.

24 Ignore this result while
25 resting.

26 8. Burn And Fatigue

27 9-11. Sign

28 Signs of monsters appear.
29 See page 6.

30 Depending on how dangerous
31 the environment is this can
32 be replaced with a monster.

33 12. Monster

34 Wandering monster appear
35 at 2d6 squares away.

36 1-in-6 chance to also burn.

Sign

37 A sign table will usually be
38 a d6. Monsters and dungeon
39 levels will have sign tables.

41 The current dungeon level,
42 nearby monsters, and monsters
43 on the wandering monster ta-
44 bles are all added to the sign
45 pool.

46 You can either, pick a table
47 from the pool, or decided ran-
48 domly.

49 The result will show a de-
50 tail, which can be placed in-
51 conspicuously in front of the
52 party for dramatic affect.

53 A sign often leads to an en-
54 counter.

55 At your preference, re-
56 places signs with random en-
57 counters in more dangerous ar-
58 eas.

Creating Sign Tables

60 Sign tables prompt sensory
61 descriptions, as well as creat-
62 ing an opportunity for players
63 to learn the signs of repeated
64 enemies.

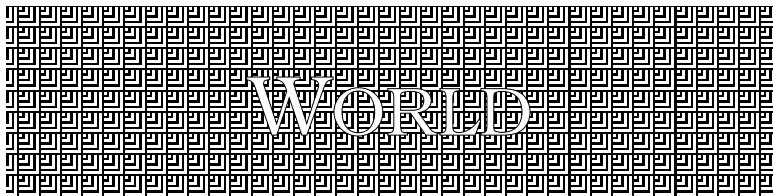
65 As a starting point, try to
66 include two smells, two
67 sounds, and two other details.

Example: Goblin Signs

- 69 **1** Audible bickering.
- 70 **2** Small footprints.
- 71 **3** Crude drawing of a dwarf.
- 72 **4** Broken spear.
- 73 **5** Feces: dark and watery.
- 74 **6** Cooking smells.

Example: Sewer Signs

- 75 **1** Splashing in adjacent room.
- 76 **2** Echoing wail.
- 77 **3** Muddy footprints.
- 78 **4** Rat nest.
- 79 **5** Bones
- 80 **6** Musky smell.



2 Procedures related to running the world and environment

Weather

4 The intensity is measured
5 from 1 to 4. 1 is mild, 2 is
6 poor, 3 is bad, and 4 is horrid.

7 The intensity starts at zero,
8 and changes slowly over the
9 course of play.

Intensity	
D6	Intensity
1-2	-1
3-5	+0
6	+1

Mild	
D6	Weather
1	Overcast
2	Cold
3	Cloudy
4	Hot

Poor	
D6	Weather
1	Overcast
2	Fog
3	Drizzle
4	Rain

Bad	
D6	Weather
1	Rain
2	Wind
3	Storm
4	Thunder

Horrid	
D6	Weather
1	Storm
2	Thunder
3	Snow
4	Hail

Effects

15 **Overcast, cloudy:** No ef-
16 fect

17 **Hot/Cold:** If in a hot/cold
18 climate, deal 1 damage. Other-
19 wise no effect.

20 **Fog:** Reduces visibility and
21 disorientants.

22 **Drizzle:** Extinguishes can-
23 dles. Soaks unprotected equip-
24 ment.

25 **Rain:** Fog and drizzle.
26 Drowns out most noise.

27 **Wind:** Extinguishes can-
28 dles and torches. Non-magical
29 ranged attacks impossible.
30 Sailing is twice as fast.

31 **Storm:** Wind and rain. Un-
32 lowered sails have a 2-in-6
33 chance to tear.

34 **Thunder:** Storm; Drowns
35 out all noise. Divine magic-
36 users with deity disfavor are
37 struck by lightening (3d6 dam-
38 age).

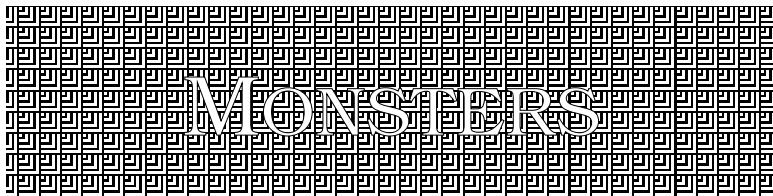
39 **Snow:** Rain. Deals 1 dam-
40 age to all creatures without
41 protection. In cold environ-
42 ments, rain becomes snow, 4-
43 in-6 times.

44 **Hail:** Storm; Drowns out
45 all noise. Humans take 1 dam-
46 age. In cold environments,
47 storm becomes hail, 4-in-6
48 times.

Hot And Cold Climates

49 **In cold climates,** there is a
50 4-in-6 chance for rain to be-
51 come snow, and storms to be-
52 come hail.

⁵⁵ In hot climates, there is a 4-
⁵⁶ in-6 chance of the opposite.



MONSTERS

2 A **Monster** is an agent in the dungeon, that moves of its own
3 accord, having its own motivations and capabilities.

4 They are also a piece of game object that is highly specific to
5 the adventure. Yabec uses B/X math, making it compatible with
6 many games from the past 40 years. The monsters included here
7 are to provide an example, and to provide game objects for espe-
8 cially common monsters.

9 Yabec does have a slightly higher level of expectation of what
10 is included in a monster. A **Combat Monster** is what is included
11 in most B/X games, which only contains information pertaining
12 to the monster in combat, and some information about frequency
13 and treasure.

14 The **Extended Monster**, is the full information of the mon-
15 ster, including ratings for hostility and observation, dungeon
16 signs, and other information.

17 Statistics

23 Stress

18 Block

19 This is the combat statistics
20 provided by many games that
21 use B/X math.

22 Signs

Morale

25 Morale is a monster's ability to withstand outside influence and intimidation.

Morale Score

29 MS will vary from 2 to 12, with a typical score being 7.

31 Creatures with a score of 2 will always flee. With score of 32 12, they will never flee.

34 Groups with a leader start 35 with the moral score of the 36 leader.

Incurring Morale Checks

38 Monsters can make morale 39 checks after:

- 40 ► The first injury on their side.
- 41 ► The first death on their side.
- 42 ► The group is reduced to half 43 its initial number
- 44 ► A large monster reduced to 45 half health.
- 46 ► A leader is killed.

47 Monsters can not make 48 more than one moral check per 49 round.

Making A Morale Check

51 Make a separate roll for 52 each 8DH of monsters.

53 If $2d6 \geq$ morale – Stress, 54 then monsters become broken.

55 Making a moral check in- 56 cures one Stress

Broken

57 broken monsters will leave 58 the area, if possible, and will 59 not harm or make contact with 60 the party.

62 Monsters become unbroken 63 during a 4-5. Shift.

Hostility

64 Hostility is the general policy the monsters follow regarding a typical party. Note that monsters may be more or less hostile towards certain types of players.

Prey

72 Flee from party

Wary

74 Avoid contact, but don't attack until provoked.

Curious

77 Approach party and investigate.

Stalk

80 Avoid sight, and direct confrontation. Silently approaches and follows the party.

Predator

84 Stalk the party, and attack when opportune.

Guard

87 Attack the party on sight.

88 The higher a monster's hostility, the more quickly they will attack the players.

91 Depends on faction play, monsters may be more or less hostile to the players. Most monsters have a hostility of 7

Hostility	Significance
4	Friendly
6	Neutral
8	Aggro

Reaction Roll

95 See Adventure, page 10.

97 ► Roll 2d6.

98 ► +/- reaction modifier.

99 ► - Hostility.

Results

100 ► ≤ 5 : Monsters are hostile, enraged, status, and bear a grudge against the players. +2 hostility

105 ► -5 : Monsters are hostile, but keep their wits. +1 hostility.

108 ► $1-4$: Monsters are neutral, but firm.

110 ► $5-7$: Monsters are neutral, status, and likely to let something slide.

113 ► ≥ 8 : The monsters are friendly and tapped. -1 hostility.

116 status end when another re-action roll is made, or after 1 round.

Observation

¹¹⁹ Higher observation is
¹²⁰ harder to sneak past.

¹²² See Adventure page 9.

¹²³ Normal sneaking is a d8,
¹²⁴ but can get as high as a d12 at
¹²⁵ first level, or 2d8 for a max
¹²⁶ level thief.

¹²⁷ A normal human at attention has an observation of 7.

¹²⁹ OC can be reduced by being distracted (-2), intoxicated
¹³⁰ (-2), in conversation (-4), or
¹³¹ asleep (-6).

Statistics

134 Monsters are described by
135 the following statistics. Each
136 section is separated with a hor-
137 izontal line.

Descriptive

139 **NAME:** Stat blocks begin
140 with the name of the monster.

141 **DESCRIPTION:** One or two
142 sentence description of the
143 monster in natural language.

Qualities

145 **Alignment (AL):** See
146 Character page 5.

147 **Observation Class (OC):**
148 The monster's ability to no-
149 tice. See Dungeon Master page
150 16.

151 **HOSTILITY (HT):** The base
152 hostility of the monster. See
153 Dungeon Master page 15.

154 **Morale Rating (ML):** The
155 monster's likelihood to persist
156 in battle. See Dungeon Master:
157 morale page 14.

158 **Movement Rate (MV):**
159 The number of **Steps** the mon-
160 ster can move in one round.
161 Characters have a MV of 1.
162 This also lists alternate speeds
163 for flying, moving on webs,
164 etc.

165 **Saves:** The monster's sav-
166 ing throw values:

167 ► **D:** Death/poison.

168 ► **W:** Weird.

169 ► **P:** Paralysis/petrification.

170 ► **B:** Blast, breath, etc.

171 ► **S:** Spells/wands/magic.

Combat

173 **Armour Class (AC):** The
174 monster's ability to avoid
175 damage in combat. See Ad-
176 venture page 25.

177 **Hit Dice (HD):** The num-
178 ber of d8s rolled to determine
179 an individual's hit points.
180 Modifiers are applied after
181 rolling. Some monsters are
182 listed as having less than one
183 HD, either as $\frac{1}{2}$ (roll 1d4) or
184 as a fixed number of hp.

185 **Average hit points:** The
186 average hit point value is listed
187 in parentheses.

188 **Attacks:** The attacks that
189 the monster can use each
190 round. Each option will list the
191 AV for that attack, then the
192 damage die, then the average
193 damage.

194 **Recharge:** X-in-6 chance
195 of recharging each round.

Dungeon

197 **Number Appearing (NA):**
198 the number of monsters en-
199 countered roaming in a dun-
200 geon level equal to their HD.
201 If the monster is encountered
202 on a level greater than its HD,
203 the number appearing maybe
204 increased; if encountered on a
205 level less than its HD, the
206 number appearing should be
207 reduced.

208 **Treasure Type (TT):** The
209 letter code used to determine
210 the amount and type of trea-
211 sure possessed by the
212 monster(s) (see Treasure

²¹³ Types, p230). The letters listed
²¹⁴ are used as follows:

²¹⁵ **A to O:** Indicate a hoard:
²¹⁶ the sum wealth of a large mon-
²¹⁷ ster or a community of smaller
²¹⁸ monsters, usually hidden in the
²¹⁹ lair.

²²⁰ **P to V:** If listed for an intel-
²²¹ ligent monster, indicate trea-
²²² sure carried by individuals (P
²²³ to T) or a group (U, V). If
²²⁴ listed for an unintelligent mon-
²²⁵ ster, indicate treasure from the
²²⁶ bodies of its victims.

²²⁷ **Other**

²²⁸ Other abilities are indicated
²²⁹ in a bulleted list.

Dungeon Master

Monster

Yabec1-4

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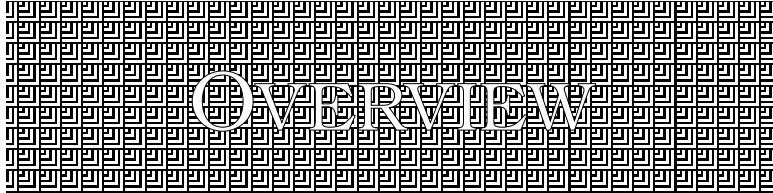
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3 the adventure. Yabec uses B/X math, making it compatible with
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61 an individual's hit points.
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63 rolling. Some monsters are
64 listed as having less than one
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68 average hit point value is listed
69 in parentheses.

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71 the monster can use each
72 round. Each option will list the
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74 damage die, then the average
75 damage.

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87 level less than its HD, the
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¹⁰⁶ listed for an unintelligent mon-
¹⁰⁷ ster, indicate treasure from the
¹⁰⁸ bodies of its victims.

¹⁰⁹ **Other**

¹¹⁰ Other abilities are indicated
¹¹¹ in a bulleted list.

Special Actions

Sound the alarm

¹¹³

Example

114 Monsters are creatures
115 which inhabit dungeons. Many
116 are hostile or predatory to hu-
117 mans. But many are also neu-
118 tral. Most are creatures living
119 their own lives.

121 There are many signs that
122 there's monsters near by.
123 Here's some to use when you
124 roll sign on Hazard.

Signs

- 126 1 Claw marks.
- 127 2 Monster dookie.
- 128 3 Scary growls.
- 129 4 Discarded human bones.
- 130 5 Big bloody paw prints.
- 131 6 3"x3" golden yellow paper
132 that reads "ominous".
- 133 7 The word "gullible" written
134 on the ceiling.
- 135 8 Empty Doritos bag.
- 136 9 Empty monster energy can.
- 137 10 Ten things.

Non-Combat

139 Monsters often come with
140 traps, trade goods, or other
141 modes of interacting.

142 If offered, this monster will
143 accept a friendly game of
144 poker with a 1 gp maximum
145 bet.

Monster

146 Scary creature that kills and
147 eats reckless players.

149 **ALIGNMENT:** Lawful
150 **OC:** 5, **HT:** 10, **ML:** 12
151 **MV:** 1, fly 2.
152 **SAVES:**
153 **D:** 5, **W:** 5, **P:** 5, **B:** 5, **S:** 5
154 **AC:** 0, **HD:** 6+1 (28hp)

155 **ATTACKS:**
156 **3x CLAW:** 10, 1d6 (4).
157 **OR**

158 **FIRE-BREATH, RECHARGE 2:**
159 60' cone, 8d6 (28). Save vs
160 Breath for half.

161 **NA:** 1, **TT:** T

162 ► **SPELLCASTING:** Once per day,
163 can cast Polymorph Self.

Baby Monster

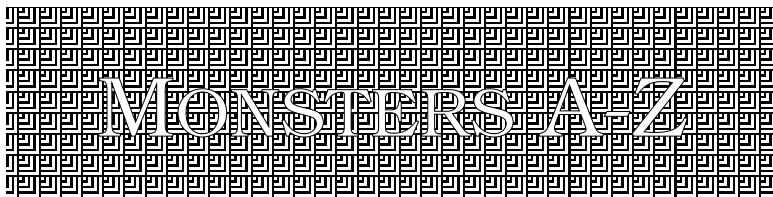
165 Little scary thing.

166 **ALIGNMENT:** Lawful
167 **NC:** 5, **HT:** 12, **ML:** 10
168 **MV:** ½, burrow ½.
169 **SAVES:**
170 **D:** 10, **W:** 10, **P:** 10, **B:** 10, **S:** 10

171 **AC:** 2, **HD:** 4 (18hp)
172 **ATTACKS:**
173 **3x CLAW:** 10, 1d4 (3).

174 **NA:** 1d6, **TT:** P

175 ► **CRY:** When injured, magi-
176 cally alerts nearby monsters.



- 2 List of monsters and their abilities.

3 Acolyte

4 A temple has sent a small
5 group of men into the depths
6 of the dungeon. They risk their
7 lives, but know the end,
8 whether good or bad, is al-
9 ready written; They are hear
10 merely to play it out.

11 Signs

- 12 1 Circle of burnt out candles.
- 13 2 Incense.
- 14 3 Vegetarian food scraps.
- 15 4 Urine.
- 16 5 Smell of stale incense.
- 17 6 Smell of soup.
- 18 7 Spilled soup.
- 19 8 Chalk mark, safe
- 20 9 Chalk mark, danger
- 21 10 Spiked door

22 Quests

- 23 1 Recover a relic.
- 24 2 Pilgrimage.
- 25 3 Rescue a prisoner.
- 26 4 Destroy a relic.
- 27 5 Acquire rare herb.
- 28 6 Investigate a vision.

29 History

- 30 1 Reformed criminal.
- 31 2 Medicine man.
- 32 3 Acetic.
- 33 4 Elder.
- 34 5 Evangelist.
- 35 6 Believer of the old way.

36 Acolyte

37 1st level human cleric.

38 **Alignment:** Any

39 **OC:** 5, **HT:** 5, **ML:** 9

40 **MV:** 40'.

41 **Ability:**

42 **Str:** 9, **Dex:** 9, **Con:** 9,

43 **Int:** 9, **Wis:** 9, **Cha:** 9

44 **Saves:**

45 **D:11,W:12,P:14,B:16,S:15**

46 **AC:** 3, **HD:** 1 (4hp)

47 **Attacks:**

48 **Mace:** 19, 1d6 (4).

49 **NA:** 1d8, **TT:** U, **XP:** 10

50 Priestess

51 4th level human cleric.

52 Leads several acolytes.

53 **Alignment:** Any

54 **NC:** 6, **HT:** 5, **ML:** 11

55 **MV:** 40'

56 **Ability:**

57 **Str:** 9, **Dex:** 9, **Con:** 9,

58 **Int:** 10, **Wis:** 13, **Cha:** 10

59 **Saves:**

60 **D:11,W:12,P:14,B:16,S:15**

61 **AC:** 3, **HD:** 4 (18hp)

62 **Attacks:**

63 **Flail:** 19, 1d8 (5).

64 **NA:** 1, **TT:** U, **XP:** 125

65 ► **Spellcasting:** Depending on

66 alignment, has 2x Cure

67 Wounds / Cause Wounds, and

68 1x Silence / Noise .

69 Basilisk

70 A magical reptile petrifies
71 its victims. Then, comes back
72 at its leisure to eat them. Be-
73 cause it is the only creature
74 able to digest petrified victims,
75 it's ample kills tend to pile up.

76 Signs

77 **1** A scared and very lifelike
78 statue of an orc, or similar lo-
79 cal monster.

80 **2** Shed scales. 1-in-6 to find
81 the whole skin.

82 **3** Strange shaped stones, un-
83 like the cavern walls (food
84 scraps).

85 **4** Smooth gravel (feces).

86 **5** Trail of gravel.

87 **6** Stone hand, broken from a
88 statue.

89 **7** Stone basilisk looking in a
90 puddle.

91 **8** A statue of an animal, with
92 a blank expression, now a nest
93 for mice.

94 **9** A stone chest, filled with
95 stone coins.

96 **10** Statue of person in a comic,
97 regrettable pose.

98 Basilisk

99 10' long magical lizard that
100 turns prey to stone.

101 **Alignment:** Neutral

102 **OC:** 4, **HT:** 8, **ML:** 5

103 **MV:** 20'.

Ability:

104 **Str:** 16, **Dex:** 8, **Con:** 15,

105 **Int:** 3, **Wis:** 8, **Cha:** 7

106 **Saves:**

107 **D:** 10, **W:** 11, **P:** 12, **B:** 13, **S:** 14

108 **AC:** 4, **HD:** 6+1 (28hp)

109 **Attacks:**

110 **Bite:** 13, 1d10 (6) + petrifi-
111 cation.

112 **Gaze:** Petrification.

113 **NA:** 1d6, **TT:** F, **XP:** 950

114 **► Petrifying Gaze:** Anyone
115 meeting a basilisk's gaze is
116 turned to stone (save versus
117 petrify). Unless averting eyes
118 (+4 AV, -2 AC), or using a mir-
119 ror (+1 THAC0), one charac-
120 ter in melee is affected each
121 round.

122 **► Mirrors:** The reflection of a
123 basilisk is harmless, except to
124 itself.

125 **► Petrifying Touch:** Anyone
126 touched by a basilisk is turned
127 to stone (save vs petrify).

Carcass Crawler

130 This scavenger often stalks
131 prey, waiting for it to expire.
132 It's able to digest bone, and
133 happy share eat a scraps.

Signs

- 135 **1** Rhythmic clicking.
- 136 **2** Rotting smell that seems to
137 be everywhere.
- 138 **3** Rot smell.
- 139 **4** Rot smell.
- 140 **5** Amber egg sac on ceiling.
- 141 **6** Shallow burrow.
- 142 **7** Rancid slime.
- 143 **8** Molted skin.
- 144 **9** Half-eaten, rotten corpse.
- 145 **10** Exhausted kobold.

Carcass Crawler

146 4' long millipede with large
147 maw, and many tentacles.

149 **Alignment:** Neutral

150 **OC:** 8, **HT:** 7, **ML:** 5

151 **MV:** 40'.

152 **Ability:**

153 **Str:** 14, **Dex:** 13, **Con:** 16,

154 **Int:** 1, **Wis:** 12, **Cha:** 5

155 **Saves:**

156 **D:**12, **W:**13, **P:**14, **B:**15, **S:**16

157 **AC:** 7, **HD:** 3 (13hp)

158 **Attacks:**

159 **Tentacle:** 16, 1 + paralysis
160 for 2d4 turns.

161 **NA:** 1d3, **TT:** B, **XP:** 50

162 ► **Cling:** Can walk on walls
163 and ceilings.

Crocodile

164 Apex ambush predator.
165 Large quadruped reptiles with
166 powerful tails. Amphibious,
167 live in rivers and marshes.

169 Attracted to blood and
170 movement.

Signs

- 171 **1** Shed skin.
- 172 **2** Scat, large and firm. 3lb.
- 173 **3** Large soft eggs.
- 174 **4** Large animal carcass.
- 175 **5** Lost tooth.
- 176 **6** Reptilian moan.
- 177 **7** Splashing.
- 178 **8** Mating sounds.
- 179 **9** Green moss.
- 180 **10** Mud trail

Crocodile

181 9'-12' long.

182 **Alignment:** Neutral

183 **OC:** 5, **HT:** 5, **ML:** 5

184 **MV:** 1', swim 6'

185 **Ability:**

186 **Str:** 18, **Dex:** 13, **Con:** 16,

187 **Int:** 2, **Wis:** 5, **Cha:** 2

188 **Saves:**

189 **D:**12, **W:**13, **P:**14, **B:**15, **S:**16

190 **AC:** 5, **HD:** 2 (9hp)

191 **Attacks:**

192 **Bite:** 18, 1d8 + tapped.

193 **NA:** 1d3, **TT:** None, **XP:**

194 20

197 ►
198 Giant Crocodile
199 More than 50' long. Usu-
200 ally encountered
201 in Lost World regions. Will
202 attack small
203 ships.
204 AC 1 [18], HD 15 (67hp),
205 Att 1 × bite
206 (3d8), AV 9 [+10], MV 90'
207 (30') / 90'
208 (30') swimming, SV D8
209 W9 P10 B10 S12
210 (8), ML 9, AL Neutral, XP
211 1,350, NA 0
212 (1d3), TT None
213 Large Crocodile
214 20' or more long. May at-
215 tack small water-
216 craft (canoes, rafts).
217 AC 3 [16], HD 6 (27hp),
218 Att 1 × bite
219 (2d8), AV 14 [+5], MV 90'
220 (30') / 90'
221 (30') swimming, SV D12
222 W13 P14 B15
223 S16 (3), ML 7, AL Neutral,
224 XP 275, NA 0
225 (1d4), TT None

Dwarf

226 S

Signs

- 229 1 Beard trimmings.
- 230 2 Spilled ale.
- 231 3 Singing.
- 232 4 Chalk marks.
- 233 5 Ration scraps.
- 234 6 Mining sounds.
- 235 7 Mining tool.
- 236 8 Freshly carved passage-way
- 237 9 Old campfire.
- 239 10 Torch Stump.

Chalk Marks

241 Dwarves have a sophisticated set of symbols. They will 268
243 also tag the mark with a personal identifier, and the level 244
245 of certain: either doubtful, 246
246 false, or certain.

- 247 1 Unsafe.
- 248 2 Somewhat safe.
- 249 3 Safe.
- 250 4 Looted.
- 251 5 Passed through.
- 252 6 Trying to leave.

Dwarf

253
254 Short, stocky, bearded
255 demihuman. Expert miner.

Alignment: Lawful

OC: 5, **HT:** 4, **ML:** 8

MV: 40'.

Ability:

Str: 9, **Dex:** 9, **Con:** 9,

Int: 9, **Wis:** 9, **Cha:** 9

Saves:

D:8,W:9,P:10,B:13,S:12

AC: 5, **HD:** 1 (4hp)

Attacks:

Battle Axe: 19, 1d8 (5).

NA: 3d6, **TT:** G, **XP:** 10

Dwarven Chief

269 Dwarf :)

Alignment: Any

OC: 5, **HT:** 5, **ML:** 10

MV: 40'

Ability:

Str: 9, **Dex:** 9, **Con:** 9,

Int: 10, **Wis:** 13, **Cha:** 10

Saves:

D:11,W:12,P:14,B:16,S:15

278 **AC:** 1, **HD:** 4 (18hp)

Attacks:

Short Sword: 17, 1d6 (4).

281 **NA:** 1, **TT:** U, **XP:** 75

282 ► **Magic Item:** 2-in-10 chance
283 to have a magic item.

Elemental

284

Air Elemental

285 Huge vortexes of whirling air.

288 **AC -2, HD 16* (72hp), Att 1**
289 \times blow (3d8), **AV 8, MV 360'**
290 (120') flying, **SV D2 W3 P4**
291 **B3 S6 (16), ML 10, AL Neu-**
292 **tral, XP 2,300**

293 **Size:** 32' tall, 8' across.

294 **Whirlwind:** Creatures with
295 less than 2HD swept aside
296 (save versus death).

297 **Mundane damage immu-**
298 **nity:** Can only be harmed by
299 magical attacks.

300 **Harm flying creatures:**
301 Inflict extra 1d8 damage.

Earth Elemental

303 Huge humanoid figures of
304 earth or stone.

305 **AC -2 , HD 16* (72hp), Att 1**
306 \times blow (3d8), **AV 8 , MV 60'**
307 (20'), **SV D2 W3 P4 B3 S6**
308 (16), **ML 10, AL Neutral, XP**
309 2,300

310 **Size:** 16' tall.

311 **Blocked by water:** Cannot
312 cross a channel wider than
313 own height.

314 **Mundane damage immu-**
315 **nity:** Can only be harmed by
316 magical attacks.

317 **Harm creatures on the**
318 **ground:** Inflict extra 1d8 dam-
319 age.

Fire Elemental

320

321 Whirling columns of fire.

322 **AC -2, HD 16* (72hp), Att 1**
323 \times blow (3d8), **AV 8, MV 120'**
324 (40'), **SV D2 W3 P4 B3 S6**
325 (16), **ML 10, AL Neutral, XP**
326 2,300

327 **Size:** 16' tall, 16' across.

328 **Blocked by water:** Cannot
329 cross a channel wider than
330 own diameter.

331 **Mundane damage immu-**
332 **nity:** Can only be harmed by
333 magical attacks.

334 **Harm cold-based crea-**
335 **tures:** Inflict extra 1d8 dam-
336 age.

Water Elemental

338 Huge waves of water.

339 **AC -2 , HD 16* (72hp), Att 1**
340 \times blow (3d8), **AV 8, MV 60'**
341 (20') / 180' (60') swimming,
342 **SV D2 W3 P4 B3**
343 **S6 (16), ML 10, AL Neutral,**
344 **XP 2,300**

345 **Size:** 8' tall, 32' across.

346 **Water-bound:** Must re-
347 main within 60' of water.

348 **Mundane damage immu-**
349 **nity:** Can only be harmed by
350 magical attacks.

351 **Harm creatures in water:**
352 Inflict extra 1d8 damage.

Elves

353
354 Signs
355 Elf
356 Aranel
357 Drow
358 Brethil

Gelatinous Cube

359
360 Predator perfectly adapted
361 for the dungeon. Typically
362 grow to the exact width of the
363 corridors. Nearly perfectly
364 clear, so their digestive con-
365 tents seem to float down the
366 hallway.

Signs

- 367
368 1 Perfectly clean hallway.
369 2 Slightly moist hallway.
370 3 1d6 sp.

Cube

371
372 Transparent jelly cube.

373 **Alignment:** Lawful

374 **OC:** 5, **HT:** 4, **ML:** 8

375 **MV:** 2.

376 **Ability:**

377 **Str:** 9, **Dex:** 9, **Con:** 9,
378 **Int:** 9, **Wis:** 9, **Cha:** 9

379 **Saves:**

380 **D:12,W:13,P:14,B:15,S:16**

381 **AC:** 8, **HD:** 4 (18hp)

382 **Attacks:**

383 **Touch:** 16, 0 + save vs
384 paralysis or tapped 2d4 turns +
385 moves victim inside.

386 **Battle Axe:** 19, 1d8 (5).

387 **NA:** 1, **TT:** V, **XP:** 125

388 ► **Digestion:** Creatures in the
389 cube take 1 damage each
390 round.

391 Giant Bugs

392 Giant Fly

393 A cat-sized fly. Harmless
394 unless provoked.

395 **AC 9, HD ½ (2hp), Att 1 x**
396 bite 1d4, **AV 19, MV 60' fly,**
397 **SV D14 W15 P16 B17 S18**
398 **ML 4 AL Neutral, NA 2d6,**
399 **TT n/a/**

400 Goblins

401 Small, grotesque hu-
402 manoids with pallid, earth-
403 coloured skin and glowing, red
404 eyes. Dwell underground.

405 Signs

- 406 **1** Audible bickering.
- 407 **2** Small footprints.
- 408 **3** Crude drawing of a dwarf.
- 409 **4** Broken spear.
- 410 **5** Feces: dark and watery.
- 411 **6** Urine: thin, pale.
- 412 **7** Small bloody hand-prints.
- 413 **8** Dried soup stains.
- 414 **9** Barbaric chanting.
- 415 **10** Cooking smells.

416 Culture

- 417 ► Many goblins worship Baal
- 418 as a large bucephalus goblin.
- 419 ► Mark territory with images
- 420 of dwarvish suffering.
- 421 ► Leave bloody hand-prints at
- 422 the location successful hunt.
- 423 ► Cannibalize their dead.
- 424 ► Before meals, they single out
- 425 one of their own to chastise.
- 426 ► Tame and ride dire wolves.

427 Goblin

428 **AC 6, HD 1–1 (3hp), Att 1 ×**
429 weapon **AV 19, MV 20' SV**
430 **D14 W15 P16 B17 S18 ML 7**
431 **AL Chaotic, NA 6d10, TT R**

432 Goblin King

433 **AC 6, HD 3* (15hp), Att 1 ×**
434 weapon + 1 **AV 18, MV 20 SV**

435 D13 W14 P15 B16 S17 **ML** 8

436 **AL Chaotic, NA 1, TT R**

437 **Royal Aura:** Allies within
438 10' gain a -1 bonus to AV

439 **Goblin Guard**

440 **AC 4, HD 2 (9hp), Att 1 ×**

441 **weapon AV 17, MV 40' SV**

442 **D14 W15 P16 B17 S18 ML 8**

443 **AL Chaotic, NA 2d6, TT R**

444 **Hoard**

445 Only have treasure type C

446 when encountered in the

447 wilderness or in their lair.

Invisible Stalker

Highly intelligent, magical creatures summoned to perform tasks for powerful magic-users.

See Magic page 26.

Signs

- 1 Claw marks.
- 2 Acrid chlorine smell.
- 3 Gentle breeze.
- 4 Broken Door.
- 5 Whispered murmurs.
- 6 Animal frozen in fear.
- 7 Flickering lights.
- 8 Displaced object.
- 9 Path cleared dust.
- 10 Condensation.

Invisible Stalker

Creature from another plane.

ALIGNMENT: Lawful

OC: 8, **HT:** 10, **ML:** 12

MV: walk

ABILITY:

STR: 16, **DEX:** 18, **CON:** 14,

INT: 10, **WIS:** 15, **CHA:** 11

SAVES:

D: 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

AC: 3, **HD:** 8 (36hp)

ATTACKS:

CLAW: 12, 4d4 (10).

NA: 1, **TT:** T, **XP:** 1,300

► **TRACKING:** Without fault, always succeeds tracking rolls.

► **INVISIBLE:** Can't be seen without magic.

► **IF KILLED:** Returns to plane of origin.

Kobold

486 Small dog like creatures.
488 Barely 3' tall on hind legs.
489 Dwell underground in packs.
490 Have some intelligence. Will
491 recognize individuals, set bait,
492 and have a rudimentary lan-
493 guage. Natural predator of
494 gnomes and halflings.

Signs

- 495 **1** Scat: soft and stinky.
- 497 **2** Gnawed animal bones.
- 498 **3** Yipping.
- 499 **4** Bait: animal leg.
- 500 **5** Paw prints.
- 501 **6** Stomach Contents.
- 502 **7** Stomach Contents.
- 503 **8** Fragrant urine.
- 504 **9** Chewed copper piece.
- 505 **10** Howling.

Stomach Contents

- 506 **1** Rat
- 508 **2** Frog
- 509 **3** Herbs
- 510 **4** Grass
- 511 **5** Bird bones
- 512 **6** Feather
- 513 **7** Hair
- 514 **8** Kobold Tooth

Kobold

515 **AC 9, HD ½ (2hp), Att 1 x**
517 bite 1d4, OR 1 x Spear (1d6-
518 1), **AV 19, MV 60', SV D14**
519 **W15 P16 B17 S18 (NH), ML**
520 **6, AL Chaotic, XP 5 NA 4d4,**
521 **TT P**

Guard

523 **AC 7, HD 2 (9hp), Att 1 x bite**
524 1d4, OR 1 x Battle Axe (1d8-
525 1), **AV 19, MV 60', SV D14**
526 **W15 P16 B17 S18 (NH), ML**
527 **6, AL Chaotic, XP 15 NA 1d6,**
528 **TT P**

Chieftain

530 **AC 7, HD 1+1 (6hp), Att 1 x**
531 bite 1d4, OR 1 x dagger (1d4),
532 **AV 19, MV 60', SV D14 W15**
533 **P16 B17 S18 (NH), ML 8, AL**
534 **Chaotic, XP 20 NA 2, TT J**

535 **— Leadership:** Kobolds under
536 a chieftain's leadership start
537 with 8 moral.

Shaman

538 **AC 7, HD 1* (5hp), Att 1 x**
539 bite 1d4, OR 1 x Sling (1d4),
540 **AV 19, MV 60', SV D11 W12**
542 **P14 B16 S15 (D), ML 6, AL**
543 **Neutral, XP 5 NA 1, TT P**

544 **— Spellcasting:** Once a day, a
545 shaman can cast either En-
546 tangle p23 or Cure Wounds
547 p21.

Koldire

549 Inelegant fey appearing as
550 a large dog like demihuman,
551 with four forelegs. Often train
552 wild animals, especially
553 kobold.

Signs

- 554 **1** Scat: buried.
555 **2** Melodious howl.

Koldire

558 Six legged intelligent wolf.

559 **ALIGNMENT:** Chaotic

560 **OC:** 8, **HT:** 8, **ML:** 8

561 **MV:** walk

562 **ABILITY:**

563 **STR:** 12, **DEX:** 12, **CON:** 12,

564 **INT:** 12, **WIS:** 12, **CHA:** 12

565 **SAVES:**

566 **D:** 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

567 **AC:** 8, **HD:** 2 (9hp)

568 **ATTACKS:**

569 **CLAW:** 18, 2d4 (5).

570 **NA:** 1, **TT:** T

571 ► **TRACKING:** Without fault, always succeeds tracking rolls.

573 ► **INVISIBLE:** Can't be seen without magic.

575 ► **IF KILLED:** Returns to plane of origin.

Ogre

577 Herbivorous fey humanoids, 8–10' tall. Dwell in caves and have stone-like leathery skin.

Ogre

582 **AC:** 5, **HD:** 4+1 (19hp), **Att:**
583 1 × club (1d10), **AV:** 15, **MV:**
584 30', **SV:** D10 W11 P12 B13
585 S14, **ML:** 10, **AL:** Chaotic, **XP:**
586 125, **NA:** 1d6 (2d6), **TT:** C +
587 1,000 cp

Orcs

589 Strong boar like demihumans, with lost fay ancestry.
591 Live in highly organized tribes, often engaging in pilgrimage and conquest. Hated by elves, and feared by humans, yet cautiously respected by dwarves and other demihumans. Known to take captives alive to barter.

Signs

- 601 1 Corse black hair.
 - 602 2 Boot prints.
 - 603 3 Animal bones cracked for divination.
 - 604 4 Dead slave.
- 5

Orc

606 AC 6 [13], HD 1 (4hp), Att 607 1 × weapon
608 (1d6 or by weapon), AV 19
609 [0], MV
610 120' (40'), SV D12 W13
611 P14 B15 S16 (1),
612 ML 6 (8 with leader), AL
613 Chaotic, XP 10
614 (leader: 10, chieftain: 75),
615 NA 2d4 (1d6 × 10), TT D
616 ► Hate the sun: -1 to hit in full daylight.
617 ► Weapons: Prefer axes, clubs, spears, or swords. Only leaders can use mechanical weapons (e.g. crossbows, catapults).

626 ► Craven: Afraid of larger or strong-er-looking creatures, though leaders may force them to fight.
627 ► Leader: Groups are led by an orc with 8 hit points. The leader gains a +1 bonus to damage rolls. Leaders have defeated other orcs in combat to gain their position.
628 ► Orc chieftain: A 4HD (15hp) chieftain rules an orc tribe. The chieftain gains a +2 bonus to damage rolls.
629 ► Giant companions: For every 20 orcs, there is a 1-in-6 chance of an ogre (p194) accompanying them. There is a 1-in-10 chance of a troll (p207) living in the lair.
630 ► Tribal: Orcs of different tribes may fight among themselves, unless their leaders command them not to. Each tribe has its own lair and has as many females as males, and two whelps per two adults.

664 ► Mercenaries: Orcs may
665 be hired to
666 fight in Chaotic armies.
667 They delight in
668 wanton killing and razing
669 of settlements.

670 **Trading**

671 Orcs mostly barter, occa-
672 sionally using manticore teeth
673 as currency. Prices are listed as
674 a general reference. A tooth
675 generally equates to 2 sp.

676 Orcs have a wide variety of
677 items from the Error: Refer-
678 ence source not foundApothe-
679 cary, Carpenter, Dungeon Sup-
680 ply, and Weapon Smith avail-
681 able for 1.5x the town price.

Item	Price (ct)
Fire Arrows (3)	1
Herbal Brew	1
War Hammer	20

682 **Fire Arrow:** Takes one
683 round to light. Deals an addi-
684 tional d8 damage on impact,
685 and sets flammable material on
686 fire. Destroyed on use.

687 **Herbal Brew:** Increases
688 natural healing by 1 hp. One
689 drink has three doses.

Salamander

690 Minor flame elemental. Ap-
691 pears as a giant flaming am-
692 phibian, which sometimes
693 stands on hind legs. Reach
694 upto 12' long.
695

696 Signs

- 697 **1** Trail of soot.
698 **2** Fire crackling.
699 **3** Classical guitar.
700 **4** Pellets of ash.

701 Flame Salamander

702 Intelligent serpents with
703 lizard-like heads and legs.

704 **Alignment:** Chaotic

705 **OC:** 5, **HT:** 7, **ML:** 8

706 **MV:** 4.

707 Ability:

708 **Str:** 14, **Dex:** 9, **Con:** 9,

709 **Int:** 14, **Wis:** 9, **Cha:** 14

710 Saves:

711 **D:** 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

712 **AC:** 7, **HD:** 4 (18hp)

713 Attacks:

714 **Old Sword:** 19, 1d6 (4).

715 **NA:** 2d4+1, **TT:** F, **XP:** --

716 ► **HEAT AURA:** Close creatures
717 take 1d4 damage per round.

718 ► **FIRE IMMUNITY**

719 ► **FIRE BODY:** Contact destroys
720 wood weapons, shields, etc.

Shadow

Weak spirits. Often found haunting abandoned places.

Signs

- 1 Moving shadows.
- 2 Shadow not cast by an apparent object.
- 3 Object with no shadow.
- 4 Frost.
- 5 Momentary loss of vision.
- 6 Whispers.
- 7 Faint breeze.

Shadow

Sentient shadow

Alignment: Neutral

OC: 6, **HT:** 7, **ML:** 12

MV: 2.

Ability:

Str: 14, **Dex:** 14, **Con:** 5,

Int: 8, **Wis:** 8, **Cha:** 4

Saves:

D:

12, **W:** 13, **P:** 14, **B:** 15, **S:** 16

AC: 12, **HD:** 2 (9hp)

Attacks:

Touch: 17, 1d4 (3) + drain.

NA: 1d8, **TT:** F, **XP:** 35

► **INVISIBILITY:** in darkness.

► **STRENGTH DRAIN:** Victims lose 1 STR. Recover 1 per rest. If reduced to 0 become a shadow.

► **MUNDANE DAMAGE IMMUNITY:** Can only be harmed by magical attacks and silver.

Shadow Hound

Conjured familiar. See Magic page 35.

Shadow Hound

Black smoke in the shape of a large dog, with excellent sense of smell.

AC 7, HD 1+2 (6hp), Att 1
× bite (1d6), AV 18, MV 180' (60'),
SV D12 W13 P14 B15 S16 (1), ML 12, AL Lawful, XP 15

► **Tracking:** By scent. Once started, very difficult to put off the trail.

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Skeleton

771 Skeletal remains of hu-
772 manoids, reanimated as
773 guardians by powerful magic-
774 users or clerics. Often encoun-
775 tered in cemeteries, crypts, or
776 other forlorn places.
777

Signs

- 779 **1** Skeletal Footprints.
780 **2** Chattering bone.
781 **3** Hollow Laughter.
782 **4** Xylophone performance.
783 **5** Faint clicking.
784 **6** Well worn walking path.
785 **7** Trail of disturbed dust.
786 **8** Misplaced rib bone.

Skeleton

788 Undead humanoid.

789 **Alignment:** Chaotic

790 **OC:** 3, **HT:** 10, **ML:** 12

791 **MV:** 4.

Ability:

793 **Str:** 11, **Dex:** 11, **Con:** 11,

794 **Int:** 6, **Wis:** 6, **Cha:** 4

Saves:

D:

797 **12,W:13,P:14,B:15,S:16**

798 **AC:** 7, **HD:** 1 (4hp)

Attacks:

800 **Old Sword:** 19, 1d6 (4).

801 **NA:** 3d4, **TT:** None, **XP:**

802 **10**

803 ► **UNDEAD:** Silent when mo-
804 tionless. Immune to poison,
805 charms, sleep, etc.

806 Snakes

807 Conjured Snakes

808 See Magic page 37.

809 AC 6, HD 1 (4hp), Att 1 ×
810 bite (1d4), AV 19, MV 90'
811 (30'), SV D12 W13 P14 B15
812 S16 (1), ML 7, AL Neutral, XP
813 10 (13 if poisonous)

814 Spiders

815 Eight legged arthropods
816 that often grow to giant size in
817 dungeons. Spiders are typi-
818 cally solitary ambush pred-
819 tors.

820 Signs

- 821 1 Webs
- 822 2 Small dark droppings
- 823 3 Harmless webs on walls
- 824 4 Molt
- 825 5 Egg sac casing
- 826 6 Giant fly exoskeleton

7

827 Webs

828 Spider silk is nearly invis-
829 ible to the inattentive eye. Un-
830 less crawling, the front rank of
831 the party will become para-
832 lyzed by the web, and alert the
833 spider.

834 Each round after being
835 stuck for one full round, stuck
836 creatures may attempt a save
837 versus paralyses to escape.

838 The web has an AC of 9,
839 and 10 hit points. Dealing non
840 lethal damage will cause any
841 cutting implement to become
842 stuck in the web.

843 Webs can be destroyed by
844 fire in two rounds. All crea-
845 tures in a flaming web suffer
846 1d8 points of damage.

847 Vanilla

848 6" long, black spider.

849 **AC 6, HD 1/4 (1 hp) Att 1 ×**
850 bite (1), **AV 19, MV 10'.** 50'
851 in 23 webs.
852 **SV D12 W13 P14 B15 S16**
853 (2), **ML 8, AL Neutral, XP 15,**
854 **NA 1d3 TT U**

-
- 855 — **Cling:** Can walk on walls
856 and ceilings.
857 — **Poison:** Causes death in 1
858 turn (save versus poison).

Black Widow

860 2' long, black spiders with
861 a red hourglass pattern on their
862 abdomens.

863 **AC 6, HD 3* (13hp) Att 1 ×**
864 bite (2d6 + poison), **AV 17,**
865 **MV 30'.** 120' in webs.
866 **SV D12 W13 P14 B15 S16**
867 (2), **ML 8, AL Neutral, XP 50,**
868 **NA 1d3 TT U**

-
- 869 — **Cling:** Can walk on walls
870 and ceilings.
871 — **Poison:** Causes death in 1
872 turn (save versus poison).

Crab Spider

874 3' long hunting spiders that
875 can change their color to
876 match their surroundings.

877 **AC 7, HD 2* (9hp), Att 1 ×**
878 bite (1d8 + poison), **AV 18,**
879 **MV 120' SV D12 W13 P14**
880 **B15 S16 (1), ML 7, AL Neu-**
881 **tral, XP 25, NA 1d4, TT U**

-
- 882 — **Cling:** Can walk on walls
883 and ceilings.
884 — **Poison:** Causes death in 1d4
885 turns (save versus poison
886 with +2 bonus).

Tarantella

888 7' long, hairy hunting spi-
889 ders that resemble tarantulas.
890 Magical in nature.

891 **AC 5, HD 4* (18hp), Att 1 ×**
892 bite (1d8 + poison), **AV 16,**
893 **MV 120' SV D12 W13 P14**
894 **B15 S16 (2), ML 8, AL Neu-**
895 **tral, XP 125, NA 1d3 TT U**

896 — **Poison:** Save vs poison or
897 dance for 2d6 turns (suffering
898 from painful, jerking spasms
899 that resemble a macabre
900 dance).

901 — **Cling:** Can walk on walls
902 and ceijjlings. Viewers of one
903 affected by the poison must
904 save versus spells or begin
905 dancing in the same fashion,
906 for as long as the poisoned vic-
907 tim.

908 — **Dancing:** Those affected
909 suffer a +4 penalty to AV and
910 AC. After 5 turns of dancing,
911 they become exhausted: fall to
912 the ground, helpless.

Weaver

913 6' long slender yellow spi-
914 der. Mild poison, but expert
915 web spinner.

917 **AC 6, HD 3* (13hp) Att 1 x**
918 bite (1d6 + poison) OR fling
919 web: recharge 2. **AV 18. MV**
920 30'. 120' in webs.

921 **SV D12 W13 P14 B15 S16**
922 (2), **ML 8, AL Neutral, XP 50,**
923 **NA 1d3 TT U**

924 — **Cling:** Can walk on walls
925 and ceilings.

926 — **Poison:** Causes extreme drowsiness. (save versus poison).

929 Wraith

930 The remains of a spirit.
931 Guards the place of burial.

932 Signs

- 933 1 Chilled air.
- 934 2 Unnerving whine.
- 935 3 Frost.
- 936 4 Slight breeze.
- 937 5 Whispers.
- 938 6 Person crossing a hallway.

939 Wraith

940 Incorporeal undead.

941 **Alignment:** Any
942 **OC:** 3, **HT:** 10, **ML:** 12
943 **MV:** 8 fly.

944 **Ability:**
945 **Str:** 11, **Dex:** 11, **Con:** 11,
946 **Int:** 6, **Wis:** 6, **Cha:** 4

947 Saves:

948 **D:**
949 **10,W:11,P:12,B:13,S:14**

950 **AC:** 3, **HD:** 4 (18hp)

951 Attacks:

952 **Touch:** 16, 1d6 (4) + drain.

953 **NA:** 1d4, **TT:** E, **XP:** 175

954 ► **UNDEAD:** Silent when motionless. Immune to poison, charms, sleep, etc.

955 956 ► **MUNDANE IMMUNITY:** Only harmed by silver weapons or magic.

957 958 959 ► **DAMAGE REDUCTION:** Half damage from silver weapons.

960 961 962 ► **ENERGY DRAIN:** Save versus death or loose one level. A per-

964 son drained of all levels be-
965 comes a Shadow, under the
966 control of the wraith that killed
967 them.

Monster

