

Global

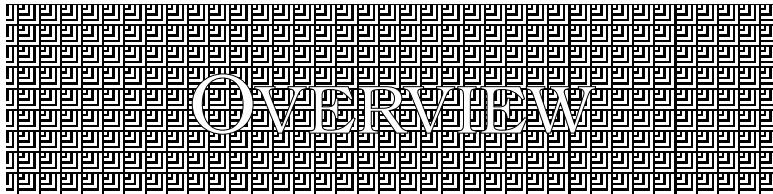
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2 Global covers broad aspects of the system, such as Environment  
3 systems, Life & Death, and common Miscellaneous.

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 12.

## Playing without a mapper

61 The players will get lost  
62 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?

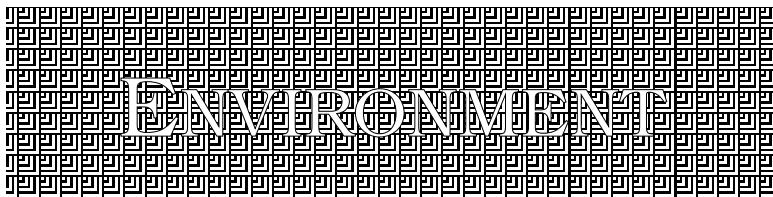
## Exploration

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 are 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.



# ENVIRONMENT

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:** The referee will  
15 award a whole number of  
16 “weeks” for Downtime.

## 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** Moving to the threshold.

26 **3** Moving to a room or hall-  
27 way.

28 The following also count as  
29 a step:

30 ► Traversing a long hallway,  
31 wide room, or large area.

32 ► Traversing stairs or a ladder.

33 ► Traversing a simple obstacle.

34 ► Traversing between two  
35 zones in a large area.

### 36 Squares

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

### 42 Feet

43 Distance is rarely measured  
44 in feet, especially in spell de-  
45 scriptions.

## 46 Zone

---

47 Ranges and other relative  
48 locations, are split into four  
49 zones.

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

51 **CLOSE:** Throwing distance,  
52 about 3 squares.

53 **DISTANT:** Speaking distance.  
54 about 9 squares.

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

## 58 Noise

---

59 There are three volumes of  
60 noise: **Silent**, **Quiet**, and  
61 **Loud**.

### 62 Loud

63 **Loud** noises are always  
64 heard up to three **Steps** away.

65 **Loud** noises cause nearby  
66 monsters to check  
67 **Observation**.

68 A **Loud** noise may be a  
69 while blowing, sword banging  
70 against a shield, or yelling.

### 71 Quiet

72 **Quiet** noises are always  
73 heard up to one **Step** away,  
74 and may heard up to three  
75 **Steps** away, when listening.

76 **Quiet** noises cause alerted  
77 monsters to check  
78 **Observation**.

79 Creatures can **Silence** a  
80 **Quiet** noise with a successful  
81 dexterity check.

82 A **Quiet** noise may be  
83 speaking, or walking.

### 84 Silent

85 If something is **Silent**, it  
86 produces effectively no sound.

87 A **Silent** noise may be an  
88 imperceptible footstep, or a  
89 whisper.

# 90 Light

91 There are three **Light**  
92 **Levels: Dark, Dim, and**  
93 **Bright**.

## 94 Dark

95 The darkness is pitch black,  
96 completely preventing sight.  
97 May impose **Blindness**.

## 98 Dim

99 Allows some details to be  
100 seen, but prevents reading or  
101 recognizing details.

## 102 Bright

103 Allows full recognition of  
104 details and reading. Bright also  
105 disables infravision (see be-  
106 low)

## 107 Light Power

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

Source	Power
Candle	1
Lantern	2
Magic	2
Torch	3

## 113 Blind

114 Creatures that are unable to  
115 perceive their surroundings are  
116 **Blind**.

117 Most creatures are **Blind**  
118 when in the **Dark**, but some  
119 have **Infravision**, or are able  
120 to navigate purely by smell.

121 **Blind** creatures are **Status**,  
122 but may move one random  
123 **Step**, each round.

## 125 Marching Order

125 Holding the light source  
126 anywhere other than the front  
127 reduces its **Light Power** by  
128 one.

## 129 Burn

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

136 Candles do not suffer from  
137 **Burn**, instead always burning  
138 for exactly one session.

139 Magical light does not  
140 burn.

## 141 Infravision

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

146 They see the heat energy that  
147 radiates off of **Distant** and  
148 closer living things.

149 It is not possible to read in  
150 **Dark** or **Dim** with infravision.

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

## 158 Status

159     **Status** results from  
160     **Blindness**, **Hold Person**, and  
161     many other conditions. It is al-  
162     most completely restrictive.

163     Attacks against statuses  
164     creatures always succeed.

165     Status creatures can not:

166 ► Move.

167 ► Make attacks.

168 ► Cast spells.

169 ► Use magic items.

170 ► Use class skills.

171     Status creatures may:

172 ► Hear and speak.

173 ► Make saving throws.

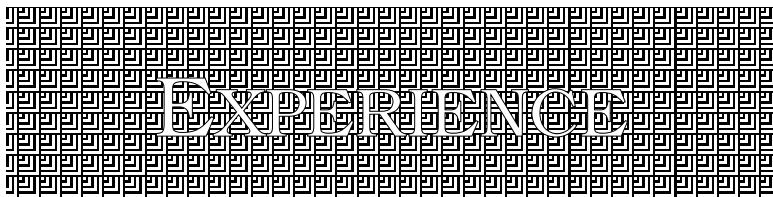
174 ► Take actions, if any, granted  
175 by the source of the paralysis.

### **176 Override**

177     The source may override  
178 part of the normal penalties. If  
179 so, other penalties still apply.

180     Apply the most restrictive  
181 **Status** available.





<sup>2</sup> This chapter covers experience points (XP) and how their  
<sup>3</sup> 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

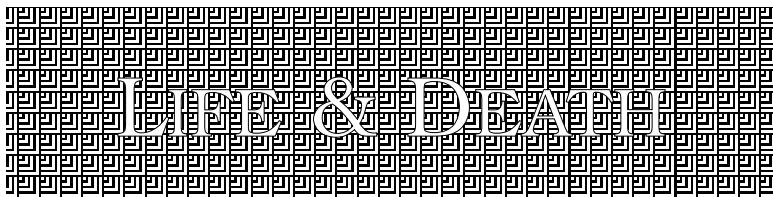
60 When a character gains  
61 enough XP to reach the next  
62 experience level, the player  
63 consults the character's class  
64 and notes any improvements in  
65 saving throws, AV, spells, etc.

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 Slain**

**22** 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.

### **30 Destruction**

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

**35** For each magic item a save versus spells may be made; the object survives on a success.

### **38 Subdual**

**39** 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**.

## 44 Item Damage

45 Some items can become  
46 damaged. Items with four or  
47 more damage break com-  
48 pletely. Magic items are im-  
49 mune to damage.

50 Each point of damage in-  
51 curs a penalty:

52 ► **WEAPONS:** -1 to damage.

53 ► **ARMOR:** +1 to AC.

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

56 Dwarves are able to repair  
57 items. See Downtime page 14.

## 58 Healing

59 Healing removes damage.

### 60 Natural Healing

61 One week of Downtime  
62 heals 2d6.

### 63 Bandaging

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

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

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

74 You may bandage yourself.

### 75 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.

## 81 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.

### 86 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  
(P):** When targeted by an effect  
95 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)

### 109 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.

## 117 Near Death

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

### 123 Death

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

### 128 Bonus

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

### 133 Dismemberment

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

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

# After Death

## 141 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.

## 148 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.

## 155 Inheritance

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

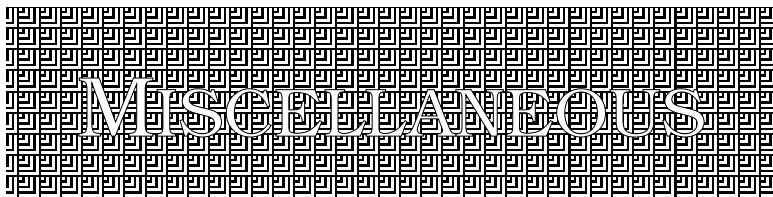
160 Money and items stored in  
161 town will be subject to a 15%  
162 estate tax to local government  
163 or temple, and then inherited  
164 by the next of kin or listed  
165 heir.

## 166 Resurrection

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

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





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

## 3 Item Slots

4 In order to pick up an item,  
5 the character must have free  
6 inventory slots to carry it.

7 ► **MOST OBJECTS:** one slot.

8 ► **HEAVY OBJECTS:** Such as  
9 plate armor, and two handed  
10 weapons; two slots.

11 ► **STACK ITEMS:** Items such as  
12 torches can **Stack** five items to  
13 one slot.

14 ► **PERSON OR BODY:** Three slots.

### 15 Number

16 A player character has a  
17 base of five item slots, plus a  
18 bonus from their strength. See  
19 Character page 4.

20 Backpacks, and some class  
21 abilities grant additional slots.

22 Minions also have item  
23 slots.

### 24 Encumbrance

25 Becoming encumbered  
26 doubles a creatures item slots.

27 Encumbered creatures are  
28 **Status**, but make attacks with  
29 disadvantage, and move at half  
30 speed.

### 31 Horses

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

37 A passenger and their in-  
38 ventory occupies thirteen slots  
39 when inside a cart or wagon.

## 40 Abilities

41 There are six abilities:

42 **Strength, Dexterity,**  
43 **Constitution, Intelligence,**  
44 **Wisdom, and Charisma.**

45 They're rated from 3, the  
46 worst, to 18, the best.

### 47 Checking

48 The Dungeon Master may  
49 use a character's ability scores  
50 to determine success in a task.

51 You succeed if  $d20 \leq$  abil-  
52 ity score.

### 53 Low Ability Score

54 If a character has an ability  
55 score reduced to less than  
56 three, they die.

# 57 Weapons

## 58 Blunt

59 Can be used to subdue. Required for clerics.

## 61 Fired

62 Used to make ranged attacks. Consumes ammo.

## 64 Charge

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

## 69 Fragile

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

## 73 Melee

74 Usable in melee.

## 75 Slow

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

## 80 Splash

81 Damages all targets in a square.

## 83 Thrown

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

## 86 Two-handed

87 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	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	d4	fired, slow,
Crossbow	d4	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

90

(not all weapons available for purchase)

## Advantage

<sup>91</sup> When making a roll with advantage, roll twice and take the better.

## Rounding

<sup>99</sup> When not otherwise specified, round down.

## Disadvantage

<sup>95</sup> When making a roll with disadvantage, roll twice and take the worse.

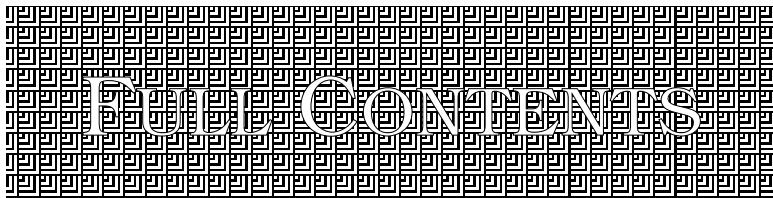
## 102 Merit

103 Some Downtime activities  
104 grant merit. Once Warm Up  
105 finishes, a charater's merit (if  
106 any) is reduced to their level.

## 107 Boons

- 108 Boons are enchantments  
109 that attach to ones aura
- 110 A boon occupies an item  
111 slot, but can not be transferred  
112 or stored.
- 113 Once a boon is used, it is  
114 destroyed.
- 115 A boon can be discarded at  
116 anytime.
- 117 Boons can be bought with  
118 **Merit**, while preforming cer-  
119 tain Downtime activities.





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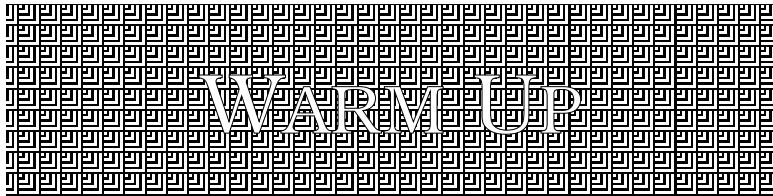
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## WARM UP

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

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

<sup>6</sup> Play is largely done asynchronously. Therefore it is okay for  
<sup>7</sup> players to show up late with in this time, and to make side con-  
<sup>8</sup> 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 1d6  
92 damage.

## Travel cost

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

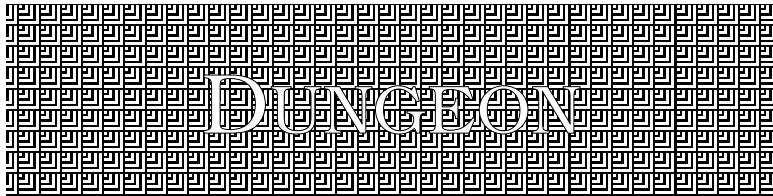
## Actions

- 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 end of each turn, the  
16 Dungeon Master will roll for  
17 hazards such as **Fatigue** and  
18 **Burn**. See Dungeon Master  
19 page 7.

# 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 p3.

## 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.

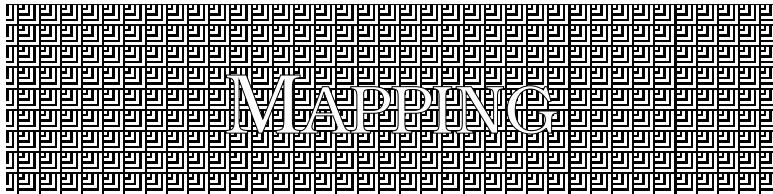
### 179 Spoken

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

### 182 Backstory

183 Role play the origin of a  
184 character.





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

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

<sup>7</sup> 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.

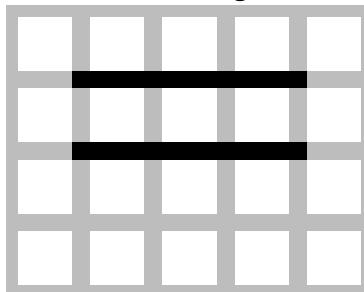
# Corridor Calls

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.

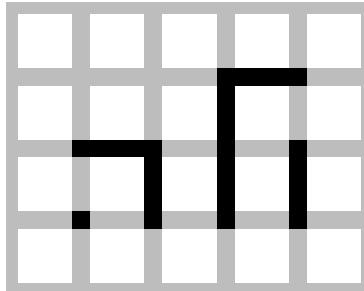


48 Hallway 3 west.

## 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.

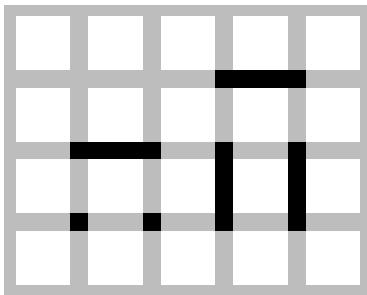
55 Right: Hallway 1 north.

56 AND Turn west.

## Split

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

60 DRAW: Line + two dots.



61 Left: split.

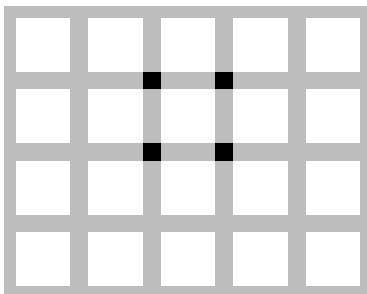
62 Right: hallway 1 north.

63 AND Split.

## Cross

64 CROSS: indicates a square  
65 with four openings.

66 DRAWING: Four dots

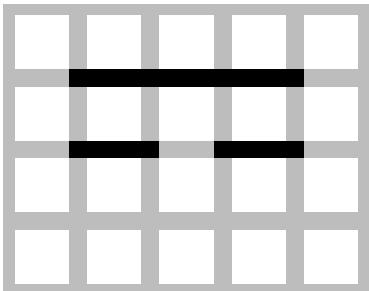


68 Cross.

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.

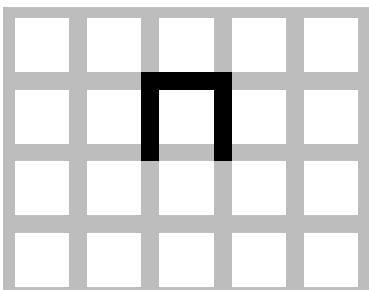


75     Hallway 1 east. AND  
76 Branch south. AND Hallway 1  
77 east.

78 **Terminate**

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

81     **DRAW:** Three sided U.

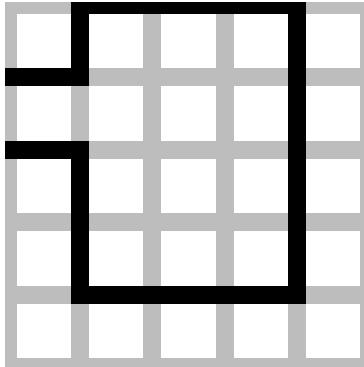


82     Terminate.

# Rooms

## 84 Rectangular

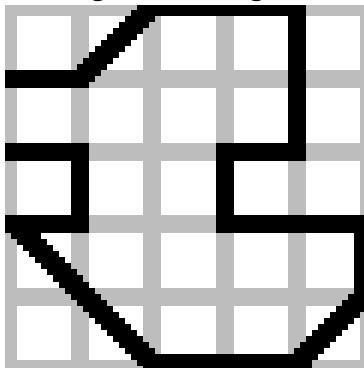
85 Designate a door as the entrance. Call how far the wall  
86 extends to each side. Then de-  
87 scribe the depth of the room.  
88



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.

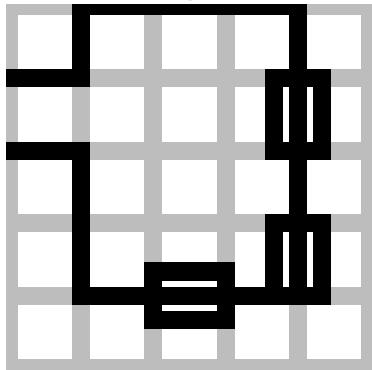
114    Exits are open passageways.

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 2<sup>nd</sup> & 4<sup>th</sup>

127 squares. South wall center.

128    Exit, west wall 2<sup>nd</sup> square.

## Stairs

129    Stairs, and a direction (up

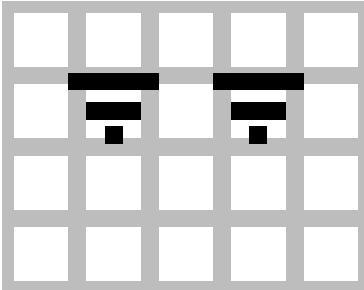
130 or down), indicate a square

131 filled with stairs. The stairs ex-

132 tend away from the previous

133 call.

134  
135    **DRAW:** Pictogram.

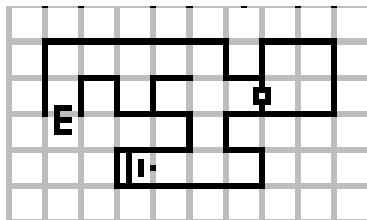


136    Left: Stairs going up.

137    Right: Stairs going down.

## Example

This is a small example of a map and calls, starting from 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.

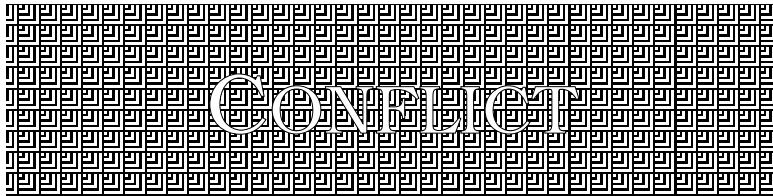
219 6 Turn E.

220 7 8.

221 8 Turn S.

222 9 Terminate.

223 225 The solution is in Dungeon  
224 Master, on page 8



- 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, its 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, its recommended for  
28 the Dungeon Master to resolve  
29 them in this order.

30 1 Melee Attacks

31 2 Ranged Attacks

32 3 Stunts & other actions

33 4 Magic

34 5 Flee

35 6 Slow Attacks

### 36 Melee

37 A **Melee** is a cluster of  
38 combatants locked in a brawl.  
39 A new **Melee** is formed when  
40 enemies come within **Touch** of  
41 each other.

### 42 Flanking

43 In a melee, if one side sur-  
44 rounds the other, the sur-  
45 rounded side has a +4 penalty  
46 to AC.

### 47 Action

48 Each round, each combat-  
49 ant gets one **Action**. See page  
50 22.

51 Many actions will let a  
52 combatant move one **Step** dur-  
53 ing it.

# 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 23.

## Ranged Attack

Make a ranged attack. You may move one **Step** before or after. See page 23.

## 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.

## 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.

## 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**. Begin retreat.

# 104 Attacking

105 The combat values deter-  
106 mines the required roll in order  
107 to hit.

108 The Armor Class (AC) is  
109 how likely a target is to be hit.

110 Attack Value (AV, aka  
111 THAC0) is how likely an at-  
112 tack is to miss

113 Lower AV and AC scores  
114 are better.

115 AV minus AC is the re-  
116 quired d20 roll to hit. This  
117 equation is used to roll both  
118 hitting and dodging.

## 141 Types

142 Melee attacks can only be  
143 made against **Touch** targets.

144 Thrown weapons can be  
145 made against a **Close** target,  
146 but not a **Touch** one.

147 Fired weapons can reach a  
148 **Close** or **Distant** target, but  
149 not a **Touch** one.

150 Ranged attacks can not be  
151 made while in a **Melee**. See  
152 page 21.

153 If the target is in a melee, a  
154 missed ranged attack has a 4-  
155 in-6 chance of hitting a ran-  
156 dom ally in that melee.

## 119 Hitting An Attack

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

122 Example: AV of 19, minus a  
123 roll of 13: "I hit AC 6 (or  
124 greater)".

## 125 Resisting An Attack

126 You fail to resist an attack  
127 if  $AC + d20 > AV$ .

128 Example: AC of 6, plus a roll  
129 of 13: "I'm hit by AV 19 (or  
130 less)".

## 131 Successful Attacks

132 Weapons have a damage  
133 die, indicating the damage  
134 done with a successful hit.

135 Spells that require a touch  
136 need a successful hit against  
137 an unwilling target.

138 Stunts (see page 22) may  
139 use an attack roll, giving an al-  
140 ternate effect on a success.

## Retreat

158 Retreat lasts two rounds,  
159 starting after the first combat-  
160 ant flees. During that time,  
161 more creatures can join the re-  
162 treat: when a creature flees, it  
163 leaves fighting.

164 At the end of two rounds,  
165 the standing side can either  
166 capture all creatures that did  
167 not flee, or begin chasing the  
168 ones that did. A numerous  
169 force may be able to do both.

## Chasing

170 There are two rules for  
171 chases, pursuing , where play-  
172 ers hunt monsters, and escap-  
173 ing , where players flee from  
174 monsters.

### **Ending**

175 There are several ways to  
176 end a chase.

### **Points**

177 Accumulates enough points  
178 first. The goal is equal to half  
179 the number of participants.

### **Dead Ends**

180 If the fleeing side run into a  
181 dead end, they automatically  
182 loose.

### **Surrounding**

183 If the fleeing side is sur-  
184 rounded, they automatically  
185 loose.

### **Superiority**

186 If one side has superior  
187 movement, such as flight, or  
188 horseback, that side wins auto-  
189 matically after two rounds.

# Pursuing

- 197   **1** Monsters
- 198   **2** Tracking
- 199   **3** Movement
- 200   **4** Score

## Monsters

201   At the start of each round,  
202   the monster moves.

## Tracking

205   Each round, up to two players can make a **Wisdom** check.

208   **SUCCESS:** Learn monster location, and score one point.

210   **FAILURE:** monsters score a point.

212   If tracking by sent, check with advantage. If tracking by magic, automatically succeed.

## Movement

216   All players move one **Step**.

## Score

218   At the end of the round, if the players can see the evaders, they gain one point. Otherwise the monsters gain one point.

## Victory

224   The monsters are cornered and exhausted. They loose one moral, take one damage, and either surrender or begin fighting. They can no longer flee.

## Defeat

230   The monsters get away.  
231   The players become **Fatigued**.

# Escaping

- 232   **1** Movement
- 233   **2** Actions
- 235   **3** Monsters

## Movement

237   Each player moves one **Step** and gets one action.

## Actions

### Hide

241   Each round, up to two players can try to hide. Make a sneak check. See page 9.

244   **SUCCESS:** score one point.

245   Invisible creatures automatically succeed.

### Drop

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

251   If the monsters are susceptible to the item, the players score two points.

## Monsters

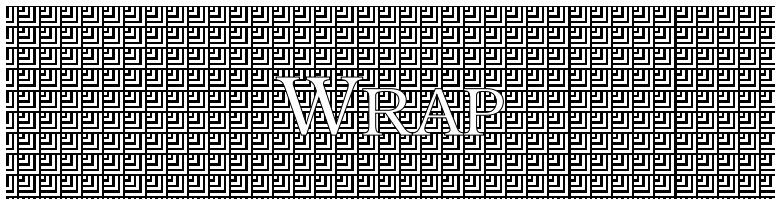
255   At the end of each round, the monster moves. They score one point: for seeing the players, for smelling the players, and for magically locating the players.

## Victory

262   Players escape the monsters, who loose one moral.

## Defeat

265   Players take one damage, and must either surrender or begin fighting. They can no longer flee.



2 The final phase of the game.

## **Basics**

### **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 21.

## **Evaluate Loyalty**

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

► If they got a share of treasure greater than their normal wages, 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.

Character

37 **Contents**

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Fighter.....	9
Wizard.....	10
Thief.....	11

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**Advanced.....14**

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

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**Demihuman.....24**

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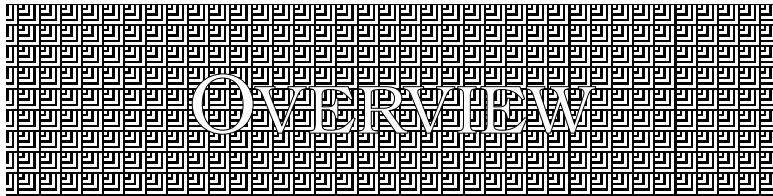
Dwarf.....	25
Elf.....	26
Halfling.....	27
Kobold.....	28
Felidae.....	29
Legomorph.....	30
Ursadine.....	31

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**Minions.....32**

---

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



<sup>2</sup> This booklet covers character classes and abilities, and min-  
<sup>3</sup> ions.

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

<sup>6</sup> For rules on spell casting, see Magic.

<sup>7</sup> For rules on equipment, see Gear

# 8 Creating A 9 Character

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

## 13 1. Roll Ability Scores

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

### 19 Sub-par Characters

20 If your character has eight or less in all scores, you may 22 begin again.

## 23 2. Adjust Ability Scores

24 You may adjust your ability scores: For each 2 points you 26 reduce from one score, you 27 may increase another score by 28 1.

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

### 31 Note Bonuses

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

## 35 3. Choose A Class

36 There are several classes to choose from. Be sure that you 38 meet the requirements for your class.

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

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

45 Determine hit points by  
46 your health die. You can reroll  
47 1s and 2s.

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

51 Record your saving throw  
52 scores from the progression ta-  
53 ble.

## 54 4. Choose Alignment

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

## 58 5. Starting Money

59 Start with 3d6x10 cp.

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

## 62 6. Note XP And Level

63 Characters start at 1st level  
64 with 0 xp.

## 65 (optional) Name An Heir

66 Note your inheritor. See  
67 Global page 21.

# 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

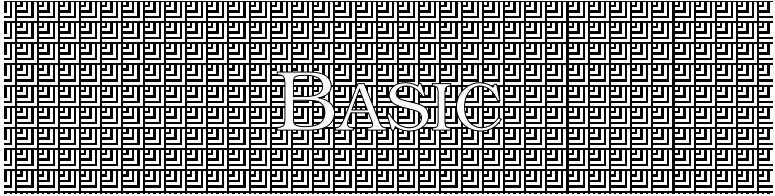
121 Players must reveal their  
122 alignment to the referee, but  
123 are not required to reveal to  
124 each other.

## 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.



# BASIC

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

# 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

\*2HD monster with ability  
-: 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 6<sup>th</sup> level, fighters can choose advanced skills.

► **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 p14.

► **SWEEP ATTACK:** When outnumbered by monsters of HD < Lv, Attack all such monsters: Make one roll, AV + number of monsters.

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

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

► **SPELL SWORD:** Learn A 1<sup>st</sup> 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

173	<b>REQUIREMENTS:</b> None
174	<b>PRIME REQUISITE:</b> intelligence
175	<b>HEALTH DIE:</b> d4
176	<b>MAXIMUM LEVEL:</b> 14
177	<b>ARMOUR:</b> None
178	<b>WEAPONS:</b> Dagger, Staff
179	<b>LANGUAGES:</b> Alignment, Common
180	

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

186 They appear to be still be  
187 human.

## 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

## Arcane Magic

190 See Magic for full details.

191 **SPELL BOOK:** Wizards must  
192 carry a spell book to use  
193 magic.

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

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

## 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

## After Reaching 11th Level

202 A wizard may build a  
203 stronghold, often a great tower.  
204 1d6 apprentices of levels 1–3  
205 will then arrive to study under  
206 the wizard.

## After Reaching 14th Level

207 A wizard undergoes **The  
208 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.

### 273 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

298 A thief can establish a thief den, attracting 2d6 apprentices of 1st level. These thieves will 299 serve the character with some 300 reliability; however, should 301 any be arrested or killed, the 302 PC will not be able to attract 303 apprentices to replace them. A 304 successful thief might use 305 these followers to start a 306 Thieves' Guild.

### 274 Back-Stab

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

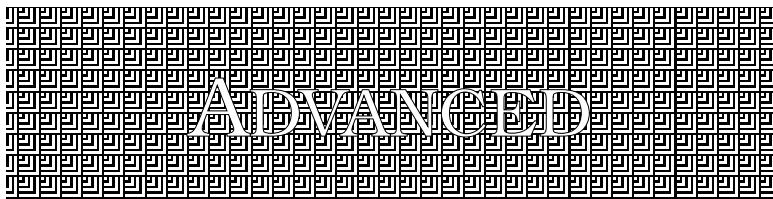
### 279 Read Languages

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

### 290 Scroll Use

291 A thief of 10th level or  
292 higher can cast arcane spells  
293 from scrolls. There is a 10%  
294 chance of error: the spell does  
295 not function as expected and  
296 creates an unusual or deleteri-  
297 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 21.

► **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. 1<sup>st</sup>, 3<sup>rd</sup>, 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 4<sup>th</sup> level, may have the same effects as Cause Fear instead.

► **FLIRTER AVEC LES DRAGONNES:** Same effects as Lesser Charm. At 8<sup>th</sup> 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 3<sup>rd</sup> 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 6<sup>th</sup> 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.



# DEMHUMAN

- <sup>2</sup> Demihumans are creatures such as dwarves and elves.
- <sup>3</sup> 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  $\leq 8$ . 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

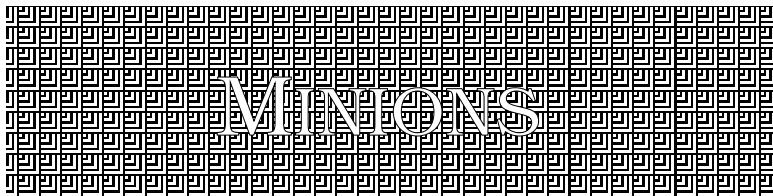
ursadine have a +1 to check doors. See Adventure, page 9.

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.

## **Minions**

3 Minions are NPCs including human and demihumans hired to assist on an adventure, trained animals, and even monsters.

### **LIMIT**

10 Each character can be a boss to a finite number of minions, determined by **Charisma** (see page 4).

### **LEVEL**

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

### **DUTIES**

19 Most minions are not mindless slaves. If abused minions might desert, mutiny, betray, or slander their boss.

## **Loyalty**

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

27 Monsters start with 4 loyalty.

29 Animals start with loyalty equal to their morale.

### **Loyalty Check**

32 Roll 2d6. The check succeeds if the result is equal to or less than the loyalty.

### **Peril**

36 Before engaging in an unusually perilous task, a hireling will check loyalty. If they fail, they refuse the task.

40 If they take damage during the task, they loose one loyalty.

### **Evaluation**

44 Minions evaluate loyalty at the end of each session. See Adventure page 27.

### **Betrayal**

48 Minions with one or less loyalty will betray their boss.

## Hirelings

51 Hirelings are human or  
52 demihuman minions that seek  
53 employment from the party

### Upkeep

55 Hirelings must be paid at  
56 the start of each session. They  
57 come with a starting wage.  
58 When a hireling levels up,  
59 their wage doubles.

60 Hirelings will accept a 50%  
61 reduction in wages in ex-  
62 change for a half share of the  
63 treasure.

### Recruitment

65 Hirelings are hired during  
66 Warm Up. Some hirelings may  
67 seek employment on their own  
68 They can also be recruited di-  
69 rectly. See Downtime page 6.

### Items

70 The hiring PC must provide  
71 for food and lodging while  
72 traveling, as well as for any  
73 new adventuring gear,  
74 weapons, or mounts.

## Animals

### Upkeep

76 Animals do not accept  
77 money or treasure. However  
78 they do need to be fed. Their  
81 upkeep cost is 1 cp per HD.

### Recruitment

82 Some animals can be  
83 bought. See Gear. Wild ani-  
84 mals can be tamed. See Down-  
86 time, page 9.

## Monsters

87      Occasionally, monsters  
88 may be swayed to join the  
89 party. Monsters may demand  
90 food, treasure, a share of the  
91 treasure, or something else as  
92 payment.

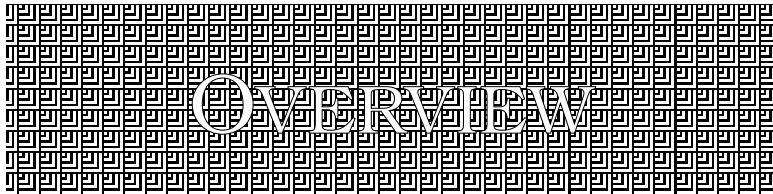
93      Monsters with loyalty of 9  
94 or higher will not demand pay-  
95 ment.

Gear

98 **Contents**

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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 24, and for weapon properties see page 25.

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

47 GARLIC: Useful against  
48 vampires. Stacks.

49 OINTMENT: Applied when  
50 bandaging wounds. +1 healing.  
51 Stacks.

52 SMOKE BOMB: Obscures a  
53 10' diameter for one combat  
54 round, using harmless smoke.  
55 Thrown.

56 SPELL BOOK, BLANK: An  
57 empty book of fine paper.

58 STINK BOMB: Fills one  
59 square with powerful odor for  
60 1d6 combat rounds. Thrown.

61 WINE: Intoxicating beverage made from fermented fruit.

64 WOLFSBANE: Herb used to repel lycanthropes. The creature must be hit with the herb.  
65 Stacks.

## 68 Armor Smith

69 An artisan who forges  
70 metal armor.

Item	Price
Barding	200
Chainmail	60
Leather Armor	20
Platemail	100

71 **BARDING:** Armor for horses  
72 made from leather and steel.  
73 Provides a base AC of 5

74 **LEATHER ARMOR:** Sturdy but  
75 quiet. Provides a base AC of 7.

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

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

## 83 Carpenter

84 An artisan who creates  
85 wooden objects.

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

86 **CART:** Needs one horse. Has  
87 twenty item slots.

88 **CLUB:** Heavy stick.

89 **LANCE:** Thrusting weapon.

90 **MUSICAL INSTRUMENT:** Such  
91 as flute, drum, or guitar.  
92 **Heavy.**

93 **POLE:** 2" thick, 10' long,  
94 wooden pole.

95 **STAFF:** Stout wooden cane.

96 **SHIELD:** Wooden plate used  
97 to rebuff attacks. Reduces AC  
98 by one when held in one hand.

99 **WAGON:** Needs two horses.  
100 Has eighty item slots.

101 **WOODEN STAKES:** five 18"  
102 long stakes. Valuable when  
103 confronting vampires.

# Dungeon Supply

104 A specialty store selling  
105 items of interest to adventur-  
106 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

108 **BATTERING RAM:** Used to  
109 force open or break doors.

110 **Heavy.**

111 **CALTROPS:** One bag covers  
112 a 10' diameter. Crossing deals  
113 1d4 damage and halves speed  
114 that round. **Stacks.**

115 **CROWBAR:** 2–3' long and  
116 made of solid iron. Used for  
117 forcing open doors, chests, etc.

118 **IRON SPIKES:** Can be used to  
119 anchor ropes, or hold doors.  
120 Includes a mallet. **Stacks.**

121 **GRAPPLING HOOK:** Has three  
122 prongs. Used to anchor a rope.

123 **MIRROR:** Hand sized and  
124 made of steel.

125 **THIEVES' TOOLS:** This kit  
126 contains various implements  
127 needed to pick locks, disarm  
128 traps, and burglarize dun-  
129 geons.

130 **TORCH:** The tip of this 2'  
131 wooden pole holds resin.  
132 Burns unreliable. See Global  
133 page 10. **Stacks.**

# Fletcher

134 An artisan who makes  
135 bows and arrows.

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

137 **ARROWS:** Ammo for both  
138 bows and crossbows. **Stacks.**

139 **CROSSBOW:** Bow mecha-  
140 nized to hold tension on a trig-  
141 ger.

142 **LONG BOW:** Ranged weapon  
143 of war.

144 **QUIVER:** Takes one item  
145 slot. Holds 20 arrows.

146 **SHORT BOW:** Suitable for  
147 hunting and fighting.

# General Store

148 A store that sells mainly to  
149 villagers.

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

176 **ROPE:** Can hold the weight  
177 of approximately three human-  
178 sized beings.

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

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

183 **WOOL CLOTHES:** Prevents  
184 damage from cold weather.

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

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

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

160 **CHALK:** Useful for making  
161 temporary marks. 20 uses.

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

165 **MATCH BOX:** Lights  
166 flammable material. 20 uses.

167 **LANTERN:** Enclosed oil  
168 lamp. See Global page 10.

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

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

## Stables

185 A store that sells animals  
187 and related goods.

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

188 **BELL:** makes **Quiet** noise  
189 when moved. **Silenced** by a  
190 small piece of cloth (included).

191 **DOG:** Hunting dog.

192 **HORSE:** Powerful land ani-  
193 mal used for transport.

194 **SADDLE AND BRIDLE:** Leather  
195 tack and seat needed to ride a  
196 horse.

197 **SADDLE BAGS:** Grants five  
198 more item slots to a horse that  
199 is being ridden.

200 **SHACKLES:** Can be applied  
201 to a status creature. Keeps  
202 their status until unlocked with  
203 the key (included).

204 **WHISTLE:** makes a loud  
205 noise when blown.

## Temple

206 Local place of worship.

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

208 **COMPASS:** A small device  
209 that always points north.

210 **HOLY SYMBOL:** A divine  
211 spell caster is required to own  
212 a holy symbol of their deity,  
213 often worn as a necklace. Each  
214 religion has its own holy sym-  
215 bol.

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

225 **SILVER ARROW:** A single sil-  
226 ver tipped arrow. Useful  
227 against some monsters. **Stacks**  
228 with arrows.

229 **SILVER DAGGER:** Useful  
230 against certain monsters.  
231 **Stacks** with daggers.

## 232 Weapon Smith

233 An artisan who makes  
234 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

235 **BATTLE AX:** Double side  
236 axe. Also useful for breaking  
237 wood.

238 **DAGGER:** Pointed knife.  
239 **Stacks.**

240 **GREAT SWORD:** Very heavy.

241 **HAND AX:** Good for throw-  
242 ing. Useful for breaking wood.  
243 **Stacks.**

244 **JAVELIN:** a light pointed  
245 stick. **Stacks.**

246 **MACE:** Metal ball on a  
247 stick.

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

249 **SHORT SWORD:** Arm length.

250 **SLING:** Flings stones.

251 **SPEAR:** Pointed shaft.  
252 **Stacks.**

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



Magic

255 **Contents**

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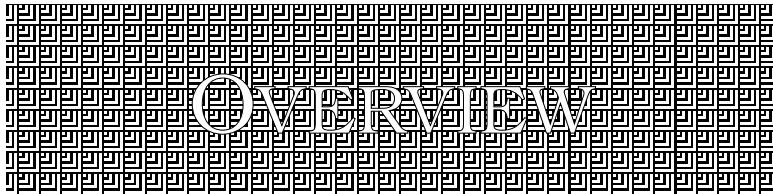
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2 Strange powers are had by some characters. They utilize this  
3 powers using a mystical pattern of trance, which is produced us-  
4 ing memorize gestures and words. Though, this power is limited  
5 by memory.

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
$\geq 4$	-	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

157 Clerics can forgive disfavor  
158 through service to a temple,  
159 see Downtime p8.

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 16.

## **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.

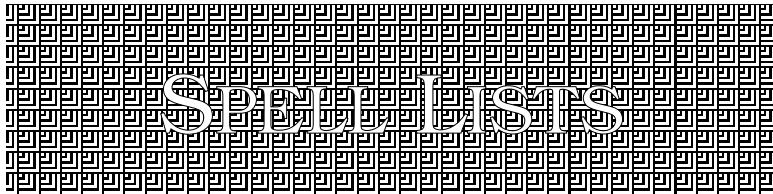
## **Replacing / Replicating**

188 First a blank spell book  
189 must be acquired.

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

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

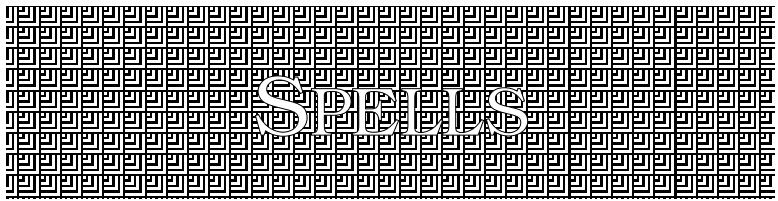
- 75 ► Confusion
- 77 ► Dimension Door
- 78 ► Growth of Plants / Shrink of Plants
- 80 ► Greater Charm
- 81 ► Hallucinatory Terrain
- 82 ► Locate Monster
- 83 ► Massmorph
- 84 ► Polymorph Others
- 85 ► Polymorph Self
- 86 ► Remove Curse / Curse
- 87 ► Water Breathing 15' Radius / Air Breathing 15' Radius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

### <sup>3</sup> Spells In Order

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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

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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 food. The animal must be  
6  
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 becomes instantly tamed, and bound to the caster as though by a Lesser Charm. However, the animal will make frequent moral checks.

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

21 **HIGHER LEVELS:** If the caster is of 4<sup>th</sup> level or higher, the spell can instead target all animals, within a short distance, of a species, with 1 HD or fewer.

## 27 Animate Dead

28 This spell turns the bones or bodies of dead creatures into undead skeletons or zombies:

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

35 ► **SPECIAL ABILITIES:** They are unable to use any special abilities that they possessed in life.

38 ► **NUMBER:** The spell animates a number of Hit Dice of zombies or skeletons equal to the caster's level.

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

44 dead as minions, or end the spell.

## 46 Anti-Magic Shell

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

53 **BLOCKS MAGIC:** No spells or spell effects can pass through this barrier, whether from inside or outside.

## 57 Hyper-magic Sphere

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

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

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

## 67 Barkskin

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

72 Lasts until fatigued.

## 73 Bless

74 Allies who are not yet in melee gain a +1 bonus to damage rolls, a +1 bonus to loyalty, and a -1 bonus to AV.

78 Lasts until fatigued.

## 79 Blight

80 Enemies incur a -1 penalty to damage rolls, a -1 penalty to 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

271 **Creates a 3 square radius**  
272 **area of magical darkness, pre-**  
273 **venting both normal sight and**  
274 **infravision.**

275 **Like continual light, it may**  
276 **alternatively be used to blind**  
277 **creatures or to dispel a contin-**  
278 **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 p11. When**  
284 **concentration is broken,**  
285 **weather returns to normal.**

286 **This spell only functions**  
287 **outdoors.**

### Control Earth

288 **Earth (but not stone) within**  
289 **within a quarter mile, that the**  
290 **caster can see, is rearranged as**  
291 **the caster wishes.**

292 **MOVEMENT RATE:** The caster  
293 can move earth in the area at  
294 up to 60' per turn.

295 **EXCAVATIONS:** The range of  
296 the spell also extends down-  
297 wards, allowing excavations to  
298 be made

### Create Food

299 **The caster reaches into an**  
300 **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  
325 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  
334 water for one day. Water elemental die instantly when in  
335 contact with the drain.

### 338 **Cure Disease**

339 Cure a **Touched** subject of any disease: Including those of  
340 magical origin.

342 If the subject is a green  
343 slime it is killed instantly.

### 344 **Cause Disease**

345 Inflicts a terrible, withering disease on a victim, if a saving  
346 throw versus spells is failed.  
347 The disease has the following  
349 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 instantaneously 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: 423 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 9<sup>th</sup> 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.  
530

531 It's possible in any direction,  
532 including to levitate and  
533 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 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 when this spell is cast upon it.

557 The damage inflicted by the animal's attacks is doubled. The amount of weight an animal can carry is doubled.

561 Lasts until fatigued twice.

### Shrink of Animal

563 The animal is instead halved in size.

### Growth Of Plants

566 This spell causes vigorous growth of normal vegetation in an area. Plants in the affected area become thick and overgrown, entwining to form a thorny jungle.

572 An area of up to 3,000 square feet—selected by the caster—is affected (e.g. 150' × 20', 100' × 30', etc.).

576 Only very large creatures can force their way through.

### Shrink of Plants

579 Plants in the area wither and die, allowing clear passage.

### Hallucinatory Terrain

583 Hallucinatory terrain either conjures an illusory terrain feature (e.g. a hill, wood, marsh, etc.) or hides an existing terrain feature. The illusion must fit completely within the a 240' radius of the caster.

590 If the illusion is **Touched** by an intelligent being, the spell is ended.

<p><b>Haste</b></p> <p>Up to 24 creatures are enchanted to be able to move and act twice as quickly as normal:</p> <p><b>MOVEMENT:</b> Where they would normally move one Step, they can move two.</p> <p><b>ATTACKS:</b> Each round, they can make two attacks, or one attack and one stunt.</p> <p><b>MAGIC:</b> The number of spells and uses of magical devices per round is doubled.</p> <p>Lasts until fatigued. Then deals 1 damage.</p> <p><b>Slow</b></p> <p>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.</p> <p><b>Heat Metal</b></p> <p>All metal in the possession of a Touched creature are heated to extreme temperatures.</p> <p><b>DROPPING ITEMS:</b> A subject who drops all heated objects suffers no further harm.</p> <p><b>WATER OR SNOW:</b> Immersing heated metal negates the harmful effects.</p> <p><b>EFFECTS OF HEAT:</b> 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.</p>	<p>Lasts one turn.</p> <p><b>Hide Gold</b></p> <p>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.</p> <p>The spell lasts for three turns while the caster concentrates.</p> <p><b>False Gold</b></p> <p>The caster, or a chosen 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.</p> <p>The spell lasts for three turns while the caster concentrates. Then the coins turn to dust.</p> <p><b>Hold Monster</b></p> <p>Same as Hold Person but affects any non-undead creature.</p> <p><b>Free Monster</b></p> <p>Same as Free Person but affects any non-undead creature. A Free Monster spell is instantly ended.</p> <p><b>Hold Portal</b></p> <p>A door, window, or other kind of portal is magically held shut. Lasts for two Shifts.</p> <p><b>OPENING BY MAGIC:</b> A knock spell opens the portal.</p> <p><b>OPENING BY FORCE:</b> Creatures with at least 3 HD more than the caster's level can open</p>
---	--

674 the held portal with one round  
675 of effort.

### 676 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.

### 682 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.

### 690 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.

### 708 Infravision

709 A **Touched** creature is able  
710 to see in the dark with infravi-  
711 sion. See Global page 10.

712 Lasts one day.

### 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.  
731

## 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 754 within 10' of the subject also 755 become invisible.

757 ► **AREA:** The 10' radius area of the spell's effect moves with the chosen creature.

760 ► **EXITING THE AREA:** Subjects 761 that move more than 10' away 762 from the chosen creature 763 become visible.

764 ► **ENTERING THE AREA:** Creatures that move into the area 766 after the spell is cast do not 767 become invisible.

768 ► **RESTRICTION:** The invisibility 769 follows the same restrictions 770 and behavior as an Invisibility 771 spell.

## Knock

772 The caster **Touches** a door, 774 which is magically opened by 775 a loud sound. Knock opens 776 stuck, barred, or locked door, 777 as well as gates, chests, and so 778 forth, including magically held 779 doors (e.g. Hold Portal, Wizard Lock).

## Know Alignment

781 The caster gains immediate knowledge of the alignment of one character, monster, object, or location

## Obscure Alignment

787 For 6 turns, a **Touched** creature is affected by magic as though they had the alignment 789 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.

## Locate Person

Same as Locate Object but locates a person, of 4 HD or less.

images look and behave exactly as the caster. Attacks on the caster destroy one of the mirror images (even if the attack misses).

## Massmorph

A force of human-sized creatures within a 240' diameter area is veiled by illusion to appear as a copse of trees or orchard.

Ends when fatigued, or when the last duplicate is destroyed.

**MOVING THROUGH:** Once the illusion is in place, even creatures moving among the veiled subjects are deceived.

**SUBJECTS WHO LEAVE THE AFFECTED AREA:** Cease to be veiled.

**DISMISSING:** The caster may dismiss the illusion in its entirety at any time.

## Neutralize Poison

This spell has two uses:

► **CREATURES:** Neutralize the effects of poison on a **Touched** creature. A creature who has died from poisoning can be revived, if neutralize poison is cast within one turn.

► **ITEMS:** Remove poison from a **Touched** item.

## Cause Poison

The **Touched** creature becomes poisoned unless they save versus death. Each turn, they're tapped, and take 1d4 damage, until they die or are cured.

## Obscuring Mist

A cloud of misty vapor emanates from the ground, filling the air **Close** to the caster. The mist is 10' high and blocks vision, including infravision.

The caster can see faintly through the mist.

Lasts one turn per level.

Winds reduce the spell's duration by three quarters

## Clear Mist

The area around the caster has mist pushed out by a gentle breeze, enabling clear vision, while **Close** to the caster..

## Magic Missile

This spell conjures a glowing dart of energy shoots at a target of the caster's choice. The missile hits unerringly (no attack roll), and can hit a **Distant** target. The missile inflicts 1d6+1 damage.

**HIGHER LEVEL CASTERS:** May conjure more missiles. They may be directed at the same or different targets.

Lv	Number of Missiles
1	1
2-5	2
6-10	3
≥11	5

## Mirror Image

1d4 illusory duplicates of 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 10<sup>th</sup> 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'

#### 1110 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 21 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  
1183 Lasts until fatigued.

### Remove Language

1185 Causes one **Close** target to 1218 original; it is determined by  
1186 loose the ability to speak or 1219 rolling on the Reincarnated  
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 **CHARACTER CLASS:** The  
1190 decipher magical inscriptions 1224 character is of experience level  
1191 or runes, as follows:

1192 **SCROLLS:** The magical 1225 1d6 lower than they were in  
1193 script of a scroll of arcane 1226 life.  
1194 spells can be understood. The  
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 **MONSTER:** The type should  
1199 written by another arcane spell 1228 be determined by the referee.  
1200 caster can be deciphered.

1201 **INSCRIPTIONS:** Runes or 1229 The tables opposite may be  
1202 magical words can be under- 1230 used, or the referee may create  
1203 stood.

1204 **READING AGAIN:** Once the 1231 their own tables. Monsters  
1205 caster has read a magical in- 1232 cannot gain experience or ad-  
1206 scription using Read Magic, 1233 vance in level,  
1207 they are thereafter able to read  
1208 that particular writing without  
1209 recourse to the use of this  
1210 spell.

1223 **CHARACTER CLASS:** The  
1224 character is of experience level  
1225 1d6 lower than they were in  
1226 life.

1227 **MONSTER:** The type should  
1228 be determined by the referee.  
1229 The tables opposite may be  
1230 used, or the referee may create  
1231 their own tables. Monsters  
1232 cannot gain experience or ad-  
1233 vance in level.

## Death Spell

1235 Choose a point within 240'.  
1236 Up to 4d8 Hit Dice of crea-  
1237 tures within a 3 square radius  
1238 must save versus death or die,  
1239 instantly.

1240 **RESTRICTIONS:** Undead and  
1241 creatures with >7 HD are unaf-  
1242 fected.

## 1243 Reincarnation Class

d12	Reincarnation		1247
1	cleric	1248	
2	fighter	1249	Remove curse instantaneously removes one curse from a <b>Touched</b> creature. It may allow a character to discard a cursed magic item.
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	<b>Curse</b>
6	d6: 1: dwarf, 2: elf, 3: halfling, 4: kobold, 5: felidae , 6:legomorph	1253 1254 1255 1256 1257	Places a deleterious effect upon a <b>Touched</b> creature or object.
7-11	Monster	1258	The exact form and effects of the curse are determined by
12	Same	1259	the caster. Maximum possible effects include:

## 1244 Lawful Monsters

d6	Reincarnation	HD	
1	Gnome	1	► A -2 penalty to saving throws.
2	Neanderthal	2	
3	Pegasus	2	► A +4 penalty to AV or AC.
4	Blink Dog	4	► Reducing an ability score by 50%
5	Unicorn	4	
6	Roc, small	6	► Unable to put down the item.

## 1245 Neutral Monster

d6	Reincarnation	HD	
1	Pixie	1	► A -2 penalty to saving throws.
2	Lizard Man	2	
3	Rock Baboon	2	► A +4 penalty to AV or AC.
4	Ape, white	4	► Reducing an ability score by 50%
5	Centaur	4	
6	Werebear	6	► Unable to put down the item.

## 1246 Chaotic Monster

d6	Reincarnation	HD	
1	Kobold	1	Lasts until fatigued.
2	Orc	1	<b>Cause Fear</b>
3	Gnoll	2	Will cause a chosen creature to flee unless it saves versus spells.
4	Wererat	3	
5	Ogre	4	
6	Minotaur	6	Lasts until fatigued.

## 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:

**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.

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 7<sup>th</sup> 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  
1444 miraculously transformed into  
1445 snakes that follow the caster's  
1446 orders. When killed or the  
1447 spell ends, they revert to  
1448 sticks.

1449 **Poison:** There is a 50%  
1450 chance of the snakes being  
1451 poisonous.

1452 Lasts until fatigued.

1453 See Monster page 24.

#### 1454 **Snakes to Sticks**

1455 2d8 HD of snakes HD 4 or  
1456 less are turned into sticks.

1457 Cancels Sticks to Snakes.

1458 Lasts until fatigued.

#### 1459 **Stone To Flesh**

1460 This spell transforms stone  
1461 into living flesh. It is espe-  
1462 cially useful for restoring life  
1463 to a petrified creature and its  
1464 equipment to its normal state.

#### 1465 **Flesh to Stone**

1466 Turns one creature into a  
1467 statue, including all gear and  
1468 any items currently held. A  
1469 saving throw versus paralysis  
1470 is permitted to resist the trans-  
1471 formation

1472 **Striking**

1473 One weapon is enchanted  
1474 to deal an additional 1d6 dam-

1477 The caster concentrates for  
1478 up to six rounds. During that  
1484 time, they are able to mentally  
1485 move objects or creatures  
1486 within a long distance.

1487 ► **WEIGHT:** Up to 2 item slots,  
1488 or 50 lb, per level of the caster  
1489 may be moved at once.

1490 ► **MOVEMENT:** The target may  
1491 be moved up to 2 squares per  
1492 round, in whatever direction  
1493 the caster wishes

1494 **Telepathy**

1495 Grants the caster the ability  
1496 to perceive and understand the  
1497 thoughts of other creatures.

1498 When the spell begins, the  
1499 caster is assaulted by the  
1500 thoughts of all creatures  
1501 **Distant** or closer. They are in-  
1502 comprehensible, but reveal the  
1503 location of the creature.

1504 By fully concentrating on  
1505 single creature, the caster can  
1506 perceive and understand that  
1507 creatures thoughts.

1508 The thoughts of magical  
1509 creatures may be dangerous.

1510 Lasts one turn per level

1511 **OBSTRUCTIONS:** The ability  
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.



Downtime

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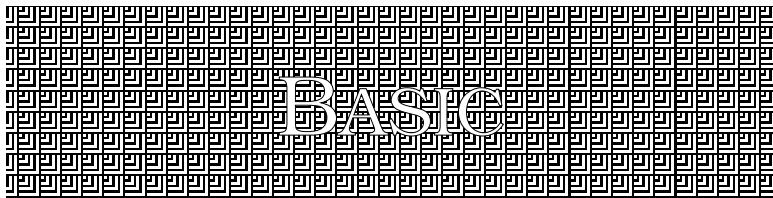
# OVERVIEW

**2 Downtime activities are solo games that can be played during**  
**3 Warm Up.**

4 Basic downtime is available to all characters, such as carous-  
5 ing, 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 Carousing

4 Go out gambling, drinking,  
5 and cruising. A week of  
6 carousing costs 10 cp.

### 7 Gambling

8 You can play up to ten  
9 games of dragon ante. The buy  
10 for each game is 1 cp. Roll a  
11 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.

### 12 Collecting Rumors

13 While gambling, there is a  
14 2-in-6 chance you'll hear rele-  
15 vant rumors. If so, the referee  
16 will give them to you.

## 17 Finding A Mentor

18 Searching for a mentor  
19 takes one week and 20 cp. You  
20 can select for class, and level.

21 Once found, the mentor can  
22 be hired. Most accept mone-  
23 tary wages, but clerics ask for  
24 one week of service instead of  
25 money. Wizards must be paid  
26 at least half in gemstones.

27 After each service, there is  
28 a 9-in-10 chance they remain  
29 open to tutoring you.

### 31 Odds Of Finding

32 Decide the class, and level  
33 you are seeking. Then calcu-  
34 late the odds. The chance of  
35 knowing a particular spell is 2-  
36 in-6.

Class	Odds out of 100	Wages per week (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 <sup>2</sup>
Other	30	10

37 **Example:** Elron is seeking a  
38 5<sup>th</sup> level wizard that knows  
39 Fire Ball. The odds are 70 –  
40 5 = 65%. They roll 44 on  
41 percentile and find Glynyek  
42 the Wise. Unfortunately, they  
43 do not know Fire Ball.

## Healing

45 Spending time at a temple  
46 will increase healing. A one  
47 week stay costs 1 gp, or one  
48 week of service, and will re-  
49 store all hit points. Gain 1

### 50 Merit.

## Recruiting

51 Go to three different estab-  
52 lishments, and roll on the ta-  
53 ble, adding your reaction modi-  
54 fier (see Character page 4). For  
55 each you roll well on, ask the  
56 Dungeon Master for a minion  
57 from that establishment.

### 59 Tavern

d8

≤1 Booed and mocked.  
2-4 Lulled into one game of  
dragon ante. See page 5.  
≥5 1 human hireling.

### 60 Port

d8

≤1 Robbed! loose 4d6 cp,  
take 1 damage.  
2-4 Nothing  
5-6 1 human hireling  
≥8 1 demihuman hireling

### 61 Forum

d8

≤1 Grammar corrected.  
2-4 Nothing  
≥5 2 hirelings

### 62 Sewers

d12

≤1 Attacked! 1d6 damage.  
2-4 Nothing  
10-11 1 kobold  
≥12 1 hireling

### 63 Guild Hall

d20

≤14 Nothing  
15-18 1 human hireling  
19 1 dwarvish hireling  
20 1 felidae or  
legomorph hireling  
≥21 1 elvish hireling

# Selling

64      Each week you can find  
65      buyers for a number of cp  
66      equal to 100 times your level.

68      If an object is more val-  
69      able than that, you must work  
70      for multiple weeks to sell it.

71      **TRUE MERCHANT:** For each 1  
72      merit spent, sell an additional  
73      10%.

## **Sale**

75      When you sell the item, roll  
76      a d% on the table and add you  
77      three times your reaction mod-  
78      ifier to see how much higher  
79      or lower than the list price you  
80      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%

81      If you get a low ball, you  
82      can refuse to sell.

83      If you got robbed, the Dun-  
84      geon Master will give you a  
85      lead on the thieves.

# Service

- 87 Temples are always in  
88 search of volunteers. Most are  
89 there drafted for pennants.
- 90 **Forgiveness**
- 91 Divine magic-users can for-  
92 give one disfavor.
- 93 **Crime**
- 94 Service may be required  
95 because of a crime. The next  
96 week must be used on service.
- 97 **Merit**
- 98 The first time a character  
99 preforms service, they gain no  
100 **Merit**. The second time a  
101 character preforms service,  
102 they gain one **Merit**. The third  
103 and further times, they gain  
104 three **Merit**.
- 105 **Alignment**
- 106 Depending on your align-  
107 ment, you can choose one spe-  
108 cial opportunity during ser-  
109 vice.
- 110 **Lawful**
- 111 ► Gain 1d4-1 **Merit**.
- 112 ► If you have a cleric mentor,  
113 you can count service done for  
114 other reasons also for their  
115 payment.
- 116 ► Reduce the estate tax to 10%
- 117 for a character who died in the  
118 previous session.
- 119 ► **TRUE SERVICE:** Costs 4
- 120 **Merit**. Using this boon counts  
121 as a week of service.
- 122 ► Heal 1d6.
- 123 **Any Alignment**
- 124 ► Gain 10 times your level XP.
- 125 ► 1-in-12 chance Gain a small  
126 favor with a temple leader.
- 127 ► **TRUE VALOR:** Costs 4 **Merit**.
- 128 When an ally is attacked in  
129 melee, redirect it to yourself.
- 130 ► **TRUE ABILITY:** Costs 50
- 131 **Merit**. The next time you suc-  
132 ceed an ability check, other  
133 than **Constitution**, increase  
134 that score by one, to a  
135 maximum of 16.
- 136 **Chaotic**
- 137 ► Pay 40 cp to have a goon do  
138 your service for you.
- 139 ► If you are 4<sup>th</sup> level or higher,  
140 you can pay 100 cp to bribe a  
141 clerk to mark your service as  
142 already done.
- 143 ► “Earn” Level 8d6 cp.
- 144 ► **TRUE PAIN:** Costs 10 **Merit**.
- 145 Instead of rolling, deal the  
146 maximum amount of damage  
147 on one weapon damage roll.
- 148 ► Aquire half of the estate tax  
149 from a character who died in  
150 the previous session.

# Taming

151 Take a wild animal as a  
153 minion.

154 Mundane wild animals can  
155 be tamed by anyone.

156 Magical animals can be  
157 tamed only by druids, elves,  
158 and some knights.

## Finding

160 **MUNDANE:** Theres a 5-in-6  
161 chance to find the type of ani-  
162 mal you're looking for.

163 **SPECIFIC:** To find a specific  
164 animal, pay the Traveling cost  
165 to go to its homeland. Then  
166 there is a 2-in-6 chance of en-  
167 countered it.

## Capturing

169 If a wild animal is cap-  
170 tured, its hostility increases by  
171 1 each week, but is found au-  
172 tomatically.

173 To capture a found animal,  
174 make an attack against it. If  
175 you succeed, theres a 5-in-6  
176 chance of capturing it.

## Taming

178 Each week spent taming re-  
179 duces the animals hostility by  
180 1d4. Once it reaches 0 or less,  
181 it is tamed, becomes it's  
182 tamer's minion, and can be  
183 trained.

184 Transferring a tamed animal  
185 to a new boss takes 1 week.

# Team-building

186 Spend the week attending  
187 leadership seminars, and mak-  
188 ing topped flat bread to enjoy  
189 with your or your friend's min-  
190 ions.

192 Costs 1 sp per minion.

193 Each participating minion has  
194 a 2-in-6 chance of gaining 1  
195 **Loyalty**, to a maximum of 8.

## Boons

196 Each minion that gains  
197 **Loyalty** yields 1 **Merit**.

199 **TRUE LOYALTY:** Costs 6  
200 **Merit**. One **Loyalty** check au-  
201 tomatically succeeds.

202 **TRUE VALOR:** Costs 4 **Merit**.  
203 When an ally is attacked in  
204 melee, redirect it to yourself.

# Training

206 While you were carousing,  
207 I studied the blade.

208 Choose either mentoring,  
209 or studying.

## Mentoring

211 Roll a d20. If you roll your  
212 level or less, you find a pupil  
213 to train. If you do not, you can  
214 do a different downtime activ-  
215 ity.

216 Acting as a mentor pays 90  
217 times your level cp, and grants  
218 **2d4 Merit**.

219 **TRUE DODGE:** Costs 4  
220 **Merit.** Half the damage from  
221 one non-magical attack.

222 **TRUE STRIKE:** Costs 15  
223 **Merit.** Have a AV of 10 for  
224 one weapon attack.

225 **TRUE PAIN:** Costs 10 **Merit.**  
226 Instead of rolling, deal the  
227 maximum amount of damage  
228 on one weapon damage roll.

229 **TRUE VALOR:** Costs 4 **Merit.**  
230 When an ally is attacked in  
231 melee, redirect it to yourself.

## Studying

233 You must find a mentor of  
234 the same class but a higher  
235 level. See p5.

236 Gain 12d20 XP.

237 For an additional 10 cp, up  
238 to three minions of the same  
239 class can train with you, and  
240 gain half the XP that you do.

# Job Search

242 Spend the week looking for  
243 a job. Spend 10 XP for the  
244 privilege.

245 Roll a 3d6 to determine  
246 what kind of job you've been  
247 offered. Then make a charisma  
248 check to see if you secure the  
249 offer.

3d6	Job	Wage
3-8	None	-
9-13	Tavern Hand	4 cp
14-16	Store Clerk	6 cp
17	Blacksmith Assistant	1 sp
18	Wizard Assistant	5 sp

## 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

253 If you do not have a job,  
254 you must find one first. See  
255 page 10.

257 Roll a d10 to determine the  
258 results of your work week.

d10	Result
1	<b>Fired:</b> No wages + loose job
2-8	<b>Normal:</b> Receive wages
9	<b>Tipped:</b> Receive double wages
10	<b>Promotion:</b> See Below

## **Promotion**

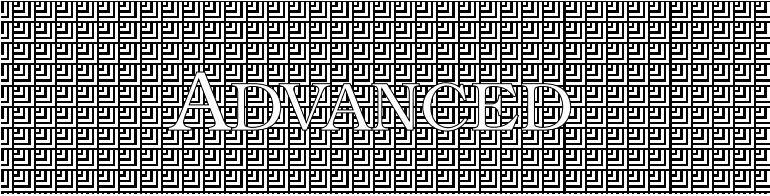
260 Upon receiving a promotion,  
261 your wages are increased  
262 by 20%. You receive your old  
263 wage for that week. Next time  
264 you work, you will have a  
265 higher title, and the new wage.

## **Employee Discount**

266 Store clerks and blacksmith  
267 assistants get a 10% discount  
268 at their business.

269 Tavern hands get free beer.

270 Wizard assistants have a  
271 1% discount on Magical Re-  
272 search.



# ADVANCED

2 Activities limited to certain classes.

## 3 Creating Magic Items

---

4 Only magic-users of 9<sup>th</sup> level or higher can create magic  
5 items.

6 The player describes in detail the item that they wish. The ref-  
7 eree decides whether this is possible and, if so, what materials  
8 are required.

### 9 **Restrictions**

10 Divine spell casters May only create items that they are able  
11 to use themselves. Arcane spell casters may create any item ex-  
12 cept those that may only be used by divine spell casters.

### 13 **Materials**

14 Creating magic items requires rare components such as ex-  
15 pensive gems or ingredients from rare monsters.

### 16 **Cost And Time**

17 If duplicating the effects of a spell, construction costs one  
18 week and 5g, per level of the mimicked spell, multiplied by the  
19 number of uses.

20 The referee must use discretion for other items. As a general  
21 rule, items should cost from 100 to 1000gp and from 4 to 52  
22 weeks to complete.

# Crime

Only thieves, acrobats, feli-dae, kobold and warlocks can pursue crime.

## Heist

A heist is a single large crime or scheme. Get a note card to keep track of your progress on the heist.

### Tilling a Vacancy

Scoping out a new heist takes one week.

1 Write the location and the target on your heist card.

2 Roll a number of d12 equal to your level. This is the **Value** of the heist in sp.

3 Roll a d6. This is the **Potential** of the heist.

4 Roll 2d4. This is the **Heat** of the heist.

### Boredom

If you're up for a challenge, the **Heat** of the heist becomes 10, and the **Value** increases tenfold.

## Risk

Whenever you take a **Risk**, make a sneak check against an OC equal to the **Heat** of the heist.

After the first failure, the heist loses two **Potential**, gains one **Heat**. And, you must pay a fine equal to twice the **Value** of the heist, and perform a week of service.

After the second failure, you end the heist, pay a fine of

four times the **Value**, and must preform two weeks of service.

## Loosing a Glove

If you are unable to pay the fine, you instead have a hand cut off.

## Actions

Each week, you can take one action on an existing heist.

### Bite the Blow

If the heist has at least one **Potential**, take a **Risk** to get paid 20% of the **Value**.

Reduce the **Potential** by one.

### Fence

When a heist has zero **Potential**, take a **Risk** to end the heist, and get paid 100% the **Value**.

### Till a Rounder

Invite another character to the heist. Each week they can take one action.

### Pay the Prigs

Add an NPC accomplice's name to the heist card.

Each accomplice takes a 10% cut, but gives a +1 bonus on **Risk**.

### Tide the Vacancy

Increase the **Potential** by one.

### Tide the Heat

Spend a week carousing. Reduce the **Heat** by one, to a minimum of three.

### Grease the Hamlet

Pay 1 gp. Take a **Risk** to automatically succeed the next three **Risks**.

# Devotion

104 Only divine magic-users  
105 can preform devotion.

106 You have a 3-in-6 chance  
107 of getting 5 **Merit**.

## Lawful

109 **TRUE AID:** Costs 7 **Merit**.  
110 One successful bandage re-  
111 stores the maximum number of  
112 hit points.

113 **TRUE VALOR:** Costs 4 **Merit**.  
114 When an ally is attacked in  
115 melee, redirect it to yourself.

## Neutral

117 **TRUE SPELL:** Costs 14  
118 **Merit**. 3-in-6 chance of re-  
119 membering a spell when cast.

120 **TRUE INTUITION:** Costs 4  
121 **Merit**. **Search** in just 1 round.

## Chaos

123 **TRUE FEIGN:** Costs 4 **Merit**.  
124 Dismember with advantage.

125 **TRUE DODGE:** Costs 4  
126 **Merit**. Half the damage from  
127 one non-magical attack.

# Forging

128 Only dwarves (and some  
129 fighters) can forge. Choose  
130 one option and gain 1d3 merit.

## Honing

132 Costs 10 cp. A honed  
133 weapon deals an additional d4  
134 damage. When rolling a 4 on  
135 that bonus, the honing fades.

## Repair

137 Costs 10 cp. Heal 1 damage  
138 from an item.

## Construction

141 You can make any weapon.  
142 See Global page 25. Get a note  
143 card to track your progress.  
144 Calculate the total points of  
145 the weapon being constructed,  
146 based on its damage, properties,  
147 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

148 Each week costs 5 cp for  
149 normal weapons, and 200 cp  
150 for magic weapons. Progress  
151 1d6 points each week.

152 Up to two dwaves can work  
153 on the same weapon at a time.

# 154 Hibernate

155 Only ursadine and felidae  
156 can rest this deeply.

## **157 Healing**

158 Heal 2d6, or have a 2-in-6  
159 chance to cure a minor disease  
160 or neutralize a minor poison.

## **161 Merit**

162 Gain 1d4 **Merit**.

## **163 Dreams**

164 Gain one rumor from a  
165 dream.

166 1-in-10 chance to have to  
167 battle a monster in the dream  
168 dimension.

# 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 p5. 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.



# Dungeon Master

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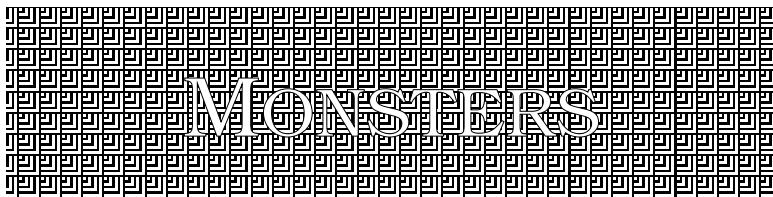
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## 2 Statistics relating to monsters.

## **Morale**

Monsters behave brashly if their morale is broken.

### **Morale Score**

Morale will vary from 2 to 12. Creatures with a score of 2 will always flee. With score of 12, they will never flee.

Groups with a leader start with the moral score of the leader.

### **Incurring Morale Checks**

Monsters make morale checks when:

- They begin combat status.
- First blood on their side.
- First death on their side.
- Group is reduced to half its initial number.
- A leader is killed.

Monsters will not make more than one moral check per round; They automatically succeed subsequent checks.

### **Making A Morale Check**

Roll 2d6. If higher than the morale score, they will flea or surrender.

Otherwise, they will continue to fight, take 1 damage, and have their morale reduced by one.

## **Hostility**

The higher a monster's hostility, the more quickly they will attack the players.

Depends on faction play, monsters may be more or less hostile to the players. Most monsters have a hostility of 7

<b>Hostility</b>	<b>Significance</b>
4	Friendly
6	Neutral
8	Aggro

### **Reaction Roll**

See Adventure, page 10.

- Roll 2d6.
- +/- reaction modifier.
- - Hostility.

### **Results**

►  $\leq 5$ : Monsters are hostile, enraged, status, and bear a grudge against the players. +2 hostility

►  $-5\text{--}0$ : Monsters are hostile, but keep their wits. +1 hostility.

►  $1\text{--}4$ : Monsters are neutral, but firm.

►  $5\text{--}7$ : Monsters are neutral, status, and likely to let something slide.

►  $\geq 8$ : The monsters are friendly and tapped. -1 hostility.

status end when another reaction roll is made, or after 1 round.

## Observation

<sup>67</sup> Higher observation is  
<sup>69</sup> harder to sneak past.

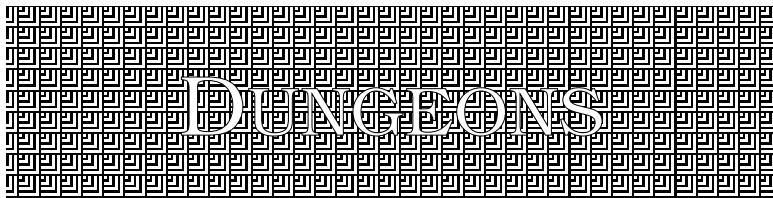
<sup>70</sup> See Adventure page 9.

<sup>71</sup> Normal sneaking is a d8,  
<sup>72</sup> but can get as high as a d12 at  
<sup>73</sup> first level, or 2d8 for a max  
<sup>74</sup> level thief.

<sup>75</sup> A normal human at attention has an observation of 7.

<sup>77</sup> OC can be reduced by being distracted (-2), intoxicated  
<sup>78</sup> (-2), in conversation (-4), or  
<sup>79</sup> asleep (-6).





## 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.

## 32 Sign

---

### **1-2. Burn**

9 Torches and lanterns burn  
10 out. See Global page 10.

### **3-4. Fatigue**

11 Players become fatigued. If  
12 they are already fatigued, they  
13 take 1 damage.

14 Ends certain spells.

15 Ignore this result while  
16 resting.

### **5-6. Sign**

17 Signs of monsters appear.  
18 See page 7.

### **7-8. Shift**

19 Doors swing shut. If the  
20 dungeon has features such as  
21 sliding walls, they shift now.

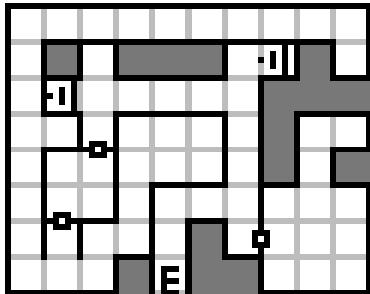
### **9-10. Stalking**

22 If there is a monster stalk-  
23 ing the players, they make a  
24 sound or other sign.

### **11. Nothing**

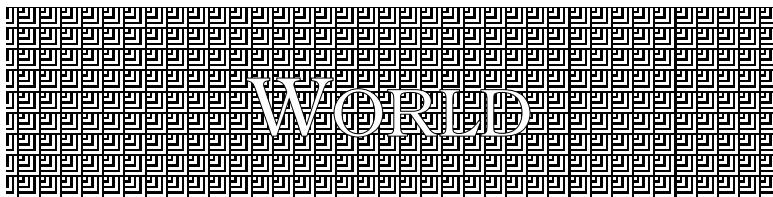
### **12. Wandering Monster**

<sup>33</sup> **Mapping  
Exercise  
Solution**



<sup>36</sup> This is the solution to the  
<sup>37</sup> exercise in Adventure on page  
<sup>38</sup> 19.





## 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 effect

16 **Hot/Cold:** If in a hot/cold  
17 climate, deal 1 damage. Otherwise  
no effect.

18 **Fog:** Reduces visibility and  
19 disorients.

20 **Drizzle:** Extinguishes can-  
21 dles. Soaks unprotected equip-  
22 ment.

23 **Rain:** Fog and drizzle.  
24 Drowns out most noise.

25 **Wind:** Extinguishes can-  
26 dles and torches. Non-magical  
27 ranged attacks impossible.  
28 Sailing is twice as fast.

29 **Storm:** Wind and rain. Un-  
30 lowered sails have a 2-in-6  
31 chance to tear.

32 **Thunder:** Storm; Drowns  
33 out all noise. Divine magic-  
34 users with deity disfavor are  
35 struck by lightening (3d6 dam-  
36 age).

37 **Snow:** Rain. Deals 1 dam-  
38 age to all creatures without  
39 protection. In cold environ-  
40 ments, rain becomes snow, 4-  
41 in-6 times.

42 **Hail:** Storm; Drowns out  
43 all noise. Humans take 1 dam-  
44 age. In cold environments,  
45 storm becomes hail, 4-in-6  
46 times.

## Hot And Cold Climates

47 In cold climates, there is a  
48 4-in-6 chance for rain to be-  
49 come snow, and storms to be-  
50 come hail.

<sup>55</sup> In hot climates, there is a 4-  
<sup>56</sup> in-6 chance of the opposite.



Monster

58 **Contents**

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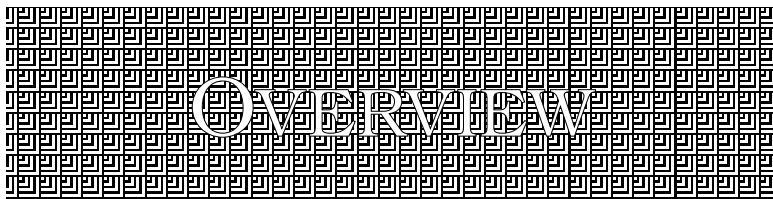
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## 2 Overview of statistics.

# Statistics

Monsters are described by the following statistics. Each section is separated with a horizontal line.

## Descriptive

**NAME:** Stat blocks begin with the name of the monster.

**DESCRIPTION:** One or two sentence description of the monster in natural language.

## Qualities

**Alignment (AL):** See Character page 5.

**Observation Class (OC):** The monster's ability to notice. See Dungeon Master page 4.

**HOSTILITY (HT):** The base hostility of the monster. See Dungeon Master page 3.

**Morale Rating (ML):** The monster's likelihood to persist in battle. See Dungeon Master: morale page 3.

**Movement Rate (MV):** The number of **Steps** the monster can move in one round. Characters have a MV of 1. This also lists alternate speeds for flying, moving on webs, etc.

**Saves:** The monster's saving throw values:

► **D:** Death/poison.

► **W:** Weird.

► **P:** Paralysis/petrification.

► **B:** Blast, breath, etc.

► **S:** Spells/wands/magic.

## Combat

**Armour Class (AC):** The monster's ability to avoid damage in combat. See Adventure page 23.

**Hit Dice (HD):** The number of d8s rolled to determine an individual's hit points. Modifiers are applied after rolling. Some monsters are listed as having less than one HD, either as  $\frac{1}{2}$  (roll 1d4) or as a fixed number of hp.

**Average hit points:** The average hit point value is listed in parentheses.

**Attacks:** The attacks that the monster can use each round. Each option will list the AV for that attack, then the damage die, then the average damage.

**Recharge:** X-in-6 chance of recharging each round.

## Dungeon

**Number Appearing (NA):** the number of monsters encountered roaming in a dungeon level equal to their HD. If the monster is encountered on a level greater than its HD, the number appearing maybe increased; if encountered on a level less than its HD, the number appearing should be reduced.

**Treasure Type (TT):** The letter code used to determine the amount and type of treasure possessed by the monster(s) (see Treasure

<sup>83</sup> Types, p230). The letters listed  
<sup>84</sup> are used as follows:

<sup>85</sup> **A to O:** Indicate a hoard:  
<sup>86</sup> the sum wealth of a large mon-  
<sup>87</sup> ster or a community of smaller  
<sup>88</sup> monsters, usually hidden in the  
<sup>89</sup> lair.

<sup>90</sup> **P to V:** If listed for an intel-  
<sup>91</sup> ligent monster, indicate trea-  
<sup>92</sup> sure carried by individuals (P  
<sup>93</sup> to T) or a group (U, V). If  
<sup>94</sup> listed for an unintelligent mon-  
<sup>95</sup> ster, indicate treasure from the  
<sup>96</sup> bodies of its victims.

## Special Actions

<sup>100</sup> Sound the alarm

### **Other**

<sup>97</sup> Other abilities are indicated  
<sup>98</sup> in a bulleted list.

# 102 Example

103 Monsters are creatures  
104 which inhabit dungeons. Many  
105 are hostile or predatory to hu-  
106 mans. But many are also neu-  
107 tral. Most are creatures living  
108 their own lives.

109 There are many signs that  
110 there's monsters near by.  
111 Here's some to use when you  
112 roll sign on Hazard.

## 113 Signs

- 144 1 Claw marks.
- 145 2 Monster dookie.
- 146 3 Scary growls.
- 147 4 Discarded human bones.
- 148 5 Big bloody paw prints.
- 149 6 3"x3" golden yellow paper  
150 that reads "ominous".
- 151 7 The word "gullible" written  
152 on the ceiling.
- 153 8 Empty Doritos bag.
- 154 9 Empty monster energy can.
- 155 10 Ten things.

## 126 Non-Combat

127 Monsters often come with  
128 traps, trade goods, or other  
129 modes of interacting.

130 If offered, this monster will  
131 accept a friendly game of  
132 poker with a 1 gp maximum  
133 bet.

## 134 Monster

135 Scary creature that kills and  
136 eats reckless players.

137 **ALIGNMENT:** Lawful  
138 **OC:** 5, **HT:** 10, **ML:** 12  
139 **MV:** 1, fly 2.  
140 **SAVES:**  
141 **D:** 5, **W:** 5, **P:** 5, **B:** 5, **S:** 5  
142 **AC:** 0, **HD:** 6+1 (28hp)

143 **ATTACKS:**  
144 **3x CLAW:** 10, 1d6 (4).

145 **OR**

146 **FIRE-BREATH, RECHARGE 2:**  
147 60' cone, 8d6 (28). Save vs  
148 Breath for half.

149 **NA:** 1, **TT:** T

150 ► **SPELLCASTING:** Once per day,  
151 can cast Polymorph Self.

## 152 Baby Monster

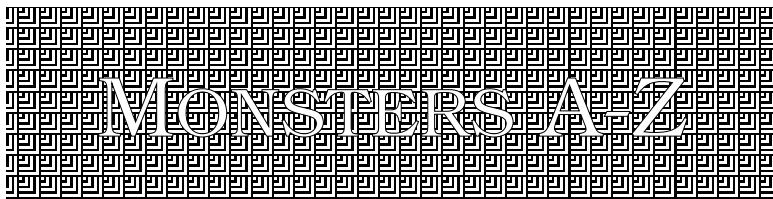
153 Little scary thing.

154 **ALIGNMENT:** Lawful  
155 **NC:** 5, **HT:** 12, **ML:** 10  
156 **MV:** ½, burrow ½.  
157 **SAVES:**  
158 **D:** 10, **W:** 10, **P:** 10, **B:** 10, **S:** 10

159 **AC:** 2, **HD:** 4 (18hp)  
160 **ATTACKS:**  
161 **3x CLAW:** 10, 1d4 (3).

162 **NA:** 1d6, **TT:** P

163 ► **CRY:** When injured, magi-  
164 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.

## Acolyte

36 37 1<sup>st</sup> level human cleric.

38 39 **Alignment:** Any

40 41 **OC:** 5, **HT:** 5, **ML:** 9

42 43 **MV:** 40'.

44 45 **Ability:**

46 47 **Str:** 9, **Dex:** 9, **Con:** 9,

48 49 **Int:** 9, **Wis:** 9, **Cha:** 9

50 51 **Saves:**

52 53 **D:11,W:12,P:14,B:16,S:15**

54 55 **AC:** 3, **HD:** 1 (4hp)

56 57 **Attacks:**

58 59 **Mace:** 19, 1d6 (4).

60 61 **NA:** 1d8, **TT:** U, **XP:** 10

## Priestess

62 63 4<sup>th</sup> level human cleric.

64 65 Leads several acolytes.

66 67 **Alignment:** Any

68 69 **NC:** 6, **HT:** 5, **ML:** 11

70 71 **MV:** 40'

72 73 **Ability:**

74 75 **Str:** 9, **Dex:** 9, **Con:** 9,

76 77 **Int:** 10, **Wis:** 13, **Cha:** 10

78 79 **Saves:**

80 81 **D:11,W:12,P:14,B:16,S:15**

82 83 **AC:** 3, **HD:** 4 (18hp)

84 85 **Attacks:**

86 87 **Flail:** 19, 1d8 (5).

88 89 **NA:** 1, **TT:** U, **XP:** 125

90 91 ► **Spellcasting:** Depending on

92 93 alignment, has 2x Cure

94 95 Wounds / Cause Wounds, and

96 97 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

### 106 107 108 Saves:

109 **D:** 10, **W:** 11, **P:** 12, **B:** 13, **S:** 14

110 **AC:** 4, **HD:** 6+1 (28hp)

### 111 112 Attacks:

113 **Bite:** 13, 1d10 (6) + petrifi-  
cation.

114 **Gaze:** Petrification.

115 **NA:** 1d6, **TT:** F, **XP:** 950

116 ▶ **Petrifying Gaze:** Anyone  
117 meeting a basilisk's gaze is  
118 turned to stone (save versus  
119 petrify). Unless averting eyes  
120 (+4 AV, -2 AC), or using a mir-  
121 ror (+1 THAC0), one charac-  
122 ter in melee is affected each  
123 round.

124 ▶ **Mirrors:** The reflection of a  
125 basilisk is harmless, except to  
itself.

126 ▶ **Petrifying Touch:** Anyone  
127 touched by a basilisk is turned  
128 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

721 Sentient shadows. Often found in abandoned places.

### Signs

725 **1** Moving shadows.

726 **2** Shadow not cast by an apparent object.

728 **3** Object with no shadow.

729 **4** Frost.

730 **5** Momentary loss of vision.

731 **6** Whispers.

732 **7** Faint breeze.

### Shadow

734 Sentient shadow

735 **Alignment:** Neutral

736 **OC:** 6, **HT:** 7, **ML:** 12

737 **MV:** 2.

#### Ability:

739 **Str:** 14, **Dex:** 14, **Con:** 5,

740 **Int:** 8, **Wis:** 8, **Cha:** 4

#### Saves:

742 **D:**

743 **12,W:13,P:14,B:15,S:16**

744 **AC:** 12, **HD:** 2+2 (11hp)

#### Attacks:

746 **Touch:** 17, 1d4 (3) + drain.

747 **NA:** 1d8, **TT:** F, **XP:** 35

748 ► **INVISIBILITY:** in darkness.

749 ► **STRENGTH DRAIN:** Victims lose 1 STR. Recover 1 per rest.  
750 If reduced to 0 become a  
751 shadow.

753 ► **MUNDANE DAMAGE IMMUNITY:**  
754 Can only be harmed by magical attacks and silver.  
755

## Shadow Hound

756 Conjured familiar. See Magic page 35.

### Shadow Hound

759 Black smoke in the shape of a large dog, with excellent sense of smell.

763 **AC:** 7, **HD:** 1+2 (6hp), Att 1

764 × bite (1d6), **AV:** 18, **MV:** 180' (60'),

766 **SV:** D12, **W:** 13, **P:** 14, **B:** 15, **S:** 16  
767 (1), **ML:** 12, **AL:** Lawful, **XP:** 15

768 ► **Tracking:** By scent. Once started, very difficult to put off the trail.

769

770

# 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.

