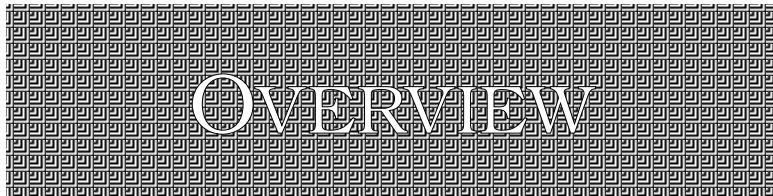


Global

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OVERVIEW

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

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

Booklets

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

Global

Contains information on the system as a whole, including system wide table of content, as well as subjects such as time, damage, and moral.

Basics

Setting

This game is intended as a dark fantasy dungeon crawler.

Dungeon Master

This game the dungeon master vs players thing.

OSR

Pillars

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

Role Play

The core game is collaboratively imagining.

Skills

Roll good enough: be rewarded. Roll poorly: be penalized.

Combat

Reduce the enemy's resources before they reduce yours.

Puzzles

A complex problem with no clear solution.

Items

Inventory and money are limited; what are you bringing?

Exploration

The referee tracks the party's location as they explore the world, telling the players only what they see.

The players develop a sense of discovery for this world, mapping and learning its secrets.

World Building

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

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

Power Levels

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

Solo Play

Players may individually think through problems and do down time. They might also do additional role play outside of the group.

Roles

Mapper

At least one player should draw a map of the area based on the Dungeon Master's description.

Caller

Score Keeper

The score keeper keeps track of the XP gained during the session. See page 13.



ENVIRONMENT

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

Time

Time is measured in rough measurements tied to game mechanics. The actual game time is up to the Dungeon Master.

Turns: Basic unit of game play. Often about ten minutes.

Rounds: Each turn can be split into 10 rounds.

Week: The referee will award a whole number of “weeks” for Error: Reference source not found.

Distance

There are two methods, squares and zones, which are employed at different times.

Squares

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

Zones

Distance is split into four different zones.

Touch: In the same square.

Close: Throwing distance, about 3 squares.

Distant: Speaking distance, about 9 squares.

Sight: Anything that can be seen (up to 3 miles in ideal conditions).

Light

There are three levels of light: darkness, dim light, and bright light.

Darkness: is pitch black, completely preventing sight. Most monsters are able hunt in darkness.

Dim Light: allows some details to be seen, but prevents reading or recognizing details.

While In Dim Light Or Darkness: players move half as quickly, and make attack and dodge rolls with disadvantage.

Bright Light: allows full recognition of details and reading. Bright also disables infravision (see below)

Light Power

A light source casts bright light for a number of squares equal to its light power, and dim light for the same number of squares beyond that.

Source	Power
Candle	$\frac{1}{2}$
Lantern	1
Magic	2
Torch	3

Marching Order

Holding the light source anywhere other than the front reduces its LP by one. See Adventure page 8.

Burn

When the Dungeon Master announces burn, lanterns will need a new flask of oil, and torches will burn out. New torches can be lit from the embers.

Candles always burn up completely at the end of the session, but not during it.

Magical light does not burn.

Infravision

All non-human monsters and some demihumans have special vision that allows them to see in the dark. They see the heat energy that radiates off of distant living things.

It is not possible to read in *dark* or *dim* with infravision.

Standing in *bright* will disable infravision. It takes one turn in the *dark* to reacclimate.

Sneaking

While moving in dark environments without a light source, creatures have a -2 bonus to sneak checks. See sneaking, p23.

Noise

There are three volumes of noise: *silent*, *quiet*, and *loud*.

Loud noises cause nearby monsters to check Observation.

Quiet noises cause alerted monsters to check Observation.

A quiet noise can be silenced with a successful dexterity check.

Status

There is only one generalized status condition. It covers surprise, paralysis, being off-guard, and other conditions.

Effects

Attacks against statused creatures always succeed.

Tapped creatures can't move or make attacks.

Item Slots

A player character has five item slots, plus a bonus from their strength. See Character page 4.

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

- **Most Objects:** one slot.
- **Large Objects:** Such as plate armor, and two handed weapons; two slots.
- **Small Like Items:** Such as torches: five items to one slot.
- **Person Or Body:** Three slots.

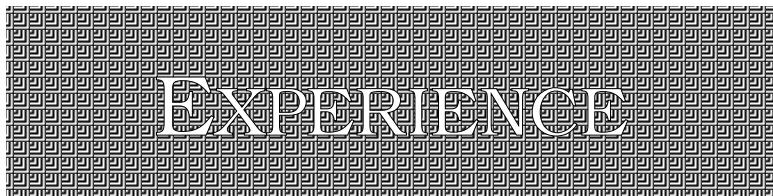
Encumbrance

Becoming encumbered grants five additional slots but penalizes half movement speed and +1 AC.

Horses

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

A passenger and their inventory occupies thirteen slots when inside a cart or wagon.



EXPERIENCE

This chapter covers experience points (XP) and how they are awarded.

Score Sheet

One player acts as score keeper (see page 5). They keep a written list of each score.

At the end of the session, the score keeper will confer with the Dungeon Master to establish the total amount of XP.

XP is divided evenly between all surviving characters. The score keeper will announce the final amount gained.

Prime Requisite

Each class has one or two prime requisites, which grants bonus XP for having a high score. Characters with at least a 9 in one prime requisite gain 5% extra XP. Characters with at least a 9 in both gain 15% extra XP.

Error

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

Score

A score is something that awards XP.

Treasure

Looting treasure from a dungeon scores 1 XP per 1 cp value of the treasure.

Looting a magic item into an urban area scores 1000 XP.

Defeated Monsters

Defeating monsters scores XP based on their HD, plus a bonus for each special ability. e.g. a 2+2 HD monster with an 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+	300	250
7-7+	450	400
8-8+	650	550
≥9	1000	700

Session Report

Writing a session report scores 100 XP for the writer.

Mapping

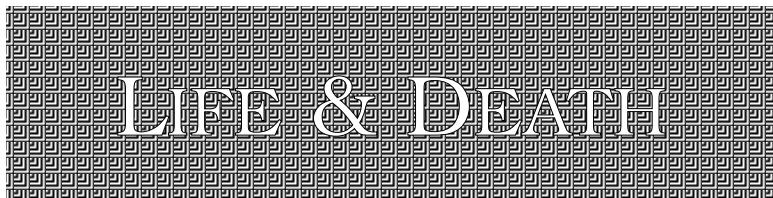
Mapping a complete dungeon level scores XP equal to 1000 times the depth of the level.

Leveling Up

When a character gains enough XP to reach the next experience level, the player consults the character's class and notes any improvements in saving throws, THAC0, spells, etc. They also roll their hit dice (see page 17)

One Session Maximum

Characters cannot advance more than one level in one session. Any additional XP that would take a character two or more levels above their current level are lost, leaving the character at 1 XP below the total for the next level.



The chapter covers hit points, and damage.

Health Points

Health points (HP) represents the ability withstand injury.

Hit Die

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

Rolling

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

Damage

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

Slain Minions and Monsters die. Slain player Characters are near death (p18); If not healed within one turn, they die.

Destruction

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

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

Healing

Healing removes damage.

Natural Healing

One week of Error: Reference source not found heals 2d6 damage.

Bandaging

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

Make an *intelligence* check.

Success: Heal 1d6 damage.

Restriction: Bandaging takes one turn, and consumes a bandage. Each injury can only be bandaged once.

Magical Healing

Magic potions or spells can provide instantaneous healing.

When magically healing an slain character, they dismember with advantage.

Near Death

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

Death

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

Bonus

Once each round, near death Characters can give advantage to a *close ally* on one roll.

Dismemberment

When near death Characters are healed, roll d20. Subtract your *constitution* score. Reference the table. If they survive, they heal 1 damage.

Result Dismemberment

≤4	Dead
5	Lost Leg: half movement. +2 AC.
6-7	Lost Arm
8-9	Broken rib: -1d6 hp
≥10	Unharmed

Burial

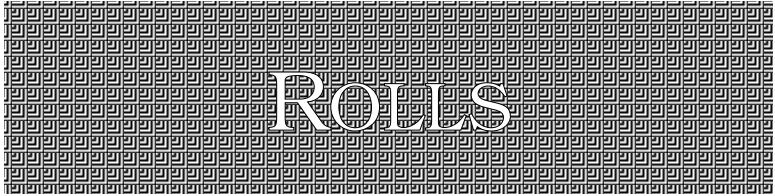
Simple burial prevents the body from being reanimated. If a cleric uses one turn to perform a blessing, the soul will not return. Temples will also bury and bless the dead.

Cremation of the body prevents reincarnation.

Resurrection

Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.

Each time a character is returned, their constitution is reduced by 1. If their constitution is 3 or less, they can not be returned.



ROLLS

This chapter covers various kinds of rolls.

Advantage

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

Disadvantage

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

Abilities

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

Checking

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

You succeed if $d20 \leq$ ability score.

Saving Throws

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

Categories

There are five saving throw categories:

Death (D): When targeted by a death ray or exposed to poison.

Weird (W): When exposed to radiation or other worlds.

Paralysis Or Petrification (P): When targeted by an effect that paralyses or turns to stone.

Blast (B): When targeted by dragon breath or explosions.

Spells Or Magic (S): When targeted by a baneful spell or an effect from a magic item.

Each character class has its own table denoting the saving throw values of characters of each experience level. Monsters have their own table. (See p)

Checking

You succeed if $d20 \geq$ save value.

Success against an effect that causes damage means that the damage is halved. Otherwise, the effect has been entirely avoided or negated.

Attacking

The combat values determine the required roll in order to hit.

The attack value (AV, aka THAC0) minus the armor class (AC) is the required number. This equation is used to roll both hitting and dodging.

Lower AV and AC scores are better.

Hitting An Attack

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

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

Resisting An Attack

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

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

Types

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

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

Melee attacks can only be made against *touch* targets. Thrown, and splash weapons only reach a *close* target. Fired weapons can reach a *close* or *distant* distance.

Ranged attacks can not be made while in a melee.

A missed ranged attack has a 4-in-6 chance of hitting ally.

Sneaking

A sneak roll is used to determine if a player alerts a monster.

Observation Class

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

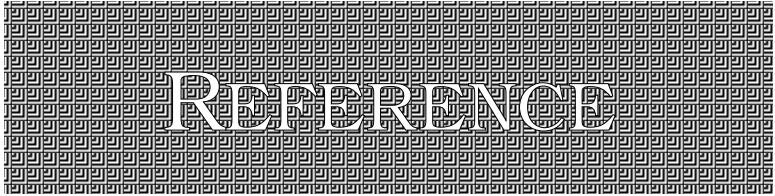
A monster can have its OC reduced by being distracted (-2), intoxicated (-2), in conversation (-4), or asleep (-6).

Checking

You succeed if $d8 < OC$.

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

Some abilities change the die rolled for sneak checks.



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SETUP

Gathering

Tough folk gather, ready to set off onto a perilous journey.

Rumors

Downtime

Team building

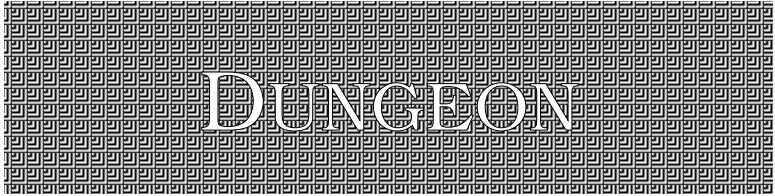
Quest hooks

That sort of thing

Traveling

Once the players are ready, they choose a dungeon to travel to. Each dungeon will be a certain number of miles away.

Good	Price per mile (cp)
Person	1
Horse	1
Cart	2
Wagon	3



DUNGEON

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

Basics

Hazard

At the end of each turn, the Dungeon Master will roll for hazards such as fatigue and touches burning out.

Resting

Spending one turn resting will negate the next fatigue.

Searching

Searching reveals non-obvious features. It takes one turn to search a room, or 40' of hallway. A search will always reveal everything it can.

Moving

Moving takes on turn. Players have a base movement of 4 squares.

Crawling

Half movement. Automatically detect traps, move silently.

Running

Thrice movement. Very dangerous:

- ▶ Surprised by all encounters.
- ▶ Spring all traps.
- ▶ Create loud noise.
- ▶ Cannot map.
- ▶ Candles are blown out.
- ▶ Cannot check doors.

Marching

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

Marching order is split into *ranks*.

The size of the square determines how many people can fit in one rank: one person per 5'.

Characters in the front *rank* will get to see and act first.

Doors

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

Doors not held open might swing silently shut during Hazard.

Door stuff takes one turn.

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

Checking Doors

Each door can only be checked once. The Dungeon Master rolls a d6.

Peephole: If there is a peep hole, or cracks, +2.

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

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

Stuck Doors

Attempting to open a stuck door fails quietly.

Monsters can use stuck doors without difficulty

Forcing open a stuck door requires a successful strength check and crowbar.

Success loudly opens the door. It does not become "unstuck"

Breaking Doors

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

Talking

Reaction Roll

When it's unclear how the monsters will react, the referee makes a reaction roll.

An additional +/- 1 will be added based on the players actions.

One character can add or subtract their reaction modifier (see Character p4).

The referee will make the reaction roll. See Dungeon Master p4. A high roll will make the monsters more friendly. A low roll will make them more hostile. A very high or very low roll will also make them vulnerable for a round

CONVENT

Fighting

Initiative

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

The order of actions is as follows (subject to the referee):

- 1 Melee Attacks
- 2 Missile Attacks
- 3 Miscellaneous
- 4 Magic
- 5 Fleeing
- 6 Slow Attacks

Movement

Once during their action, each combatant can move.

Not In A Melee: Combatants can move freely.

Entering A Melee: When a combatant comes within 5' of an enemy, they become part of a melee.

While In A Melee: If there is free space, each outnumbering combatant can move their whole melee up to 10'.

Leaving A Melee: Exiting a melee incurs a +2 penalty to AC until the end of the round.

Outnumbering

In a melee, if one side outnumbers the other two to one, the outnumbered combatants suffer a +2 penalty to AC. If outnumbered four to one, the penalty is +4, and they can not leave melee.

Magic (Spell Casting)

For complete instructions on casting spells, see Magic.

Sole Action: Casters can't take other actions, nor move in the same round as casting.

No Disruption: Caster who are successfully attacked or failed a save before their turn have their spell wasted..

Stunts

Stunts are maneuvers such as intimidation, disarming, tripping, sundering armor, and etc. How they are resolved is up to the referee. One method is to make a melee attack, replacing damage with an x-in-6 chance of success, or a saving throw to avoid the effect.

Stunts may not cause damage directly.

Fleeing

While not in a melee, combatants may choose to flee. Opponents (who are not in melee) may begin Chasing.

Subdual

If the final attack on an enemy is made with a blunt weapon, they can be left non-leathally incapacitated.

Reclaiming Ammo

After combat, one half (round down) of ammo can be reclaimed in a brief search.

Chasing

At the start of a chase, the pursuers choose a leader.

Victory

If the pursuers succeed three total tracking checks, the evaders loose 1 moral, 1 hit point, and must surrender or begin fighting.

If the pursuers fail two consecutive tracking checks, the evaders escape.

If one side has superior movement, that side wins the chase automatically after one round.

Movement

Each round, creatures move at their base speed.

Dead Ends

If the evaders run into a dead end, they can either hide (see below), or accept defeat.

Tracking

The pursuers must maintain awareness of the evaders. This is can be done by following footprints, scent, or even just intuition.

Tracking Check

The pursuit leader checks wisdom. A successful roll will reestablish line of sight.

If tracking by smell or magic, some tracking rolls automatically succeed.

Actions

Each round, the evaders may try one action, such as

dropping food or caltrops. If the action affects the pursuers, they make two tracking checks.

Hiding

Check tracking. If the check fails, the evaders automatically win. Otherwise they automatically loose.

Damage

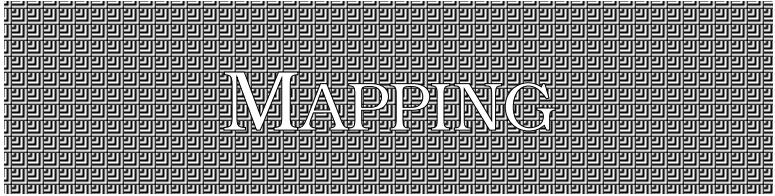
At the end of round, each creature has a 1-in-6 chance of taking 1 damage. This might be from careless movement, fatigue, or from enemy ranged attacks.

Splitting Up

If the evaders choose to split up, the pursues must choose which one to pursue, or to likewise split up. Each group chooses its own leader and continues its own chase.

Simultaneous

If there are multiple fights and chases at the same time, randomly decide the order to resolve them each round.



MAPPING

This chapter outlines specific jargon used to communicate map information in a concise and uniform matter, in order to speed up play. It is a simple system not able to cover every possible map, so you may have to get creative. Additionally, you may wish to modify the system to better suit your needs. Any agreed upon system will work.

Calls

While the players have a calm moment to assess and map the room, the Dungeon Master will make map calls.

Each call has a precise meaning, and generally indicates at least one dungeon square.

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

When To Call

As a rule of thumb, players should map only after they enter a room, and are able to spend time observing it.

The players can ask for calls, or the Dungeon Master can offer them.

Single Calls

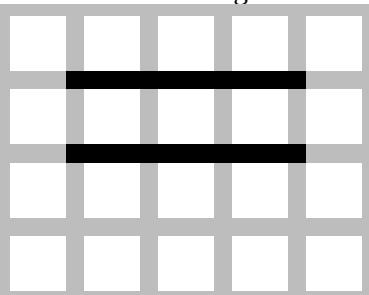
Calls indicate a single square.

The exceptions are hallway and rooms

Hallway

Hall, hallway, corridor, and distance, indicates a consecutive squares. The referee may also include the direction of the hallway, or only the distance.

Draw: Two straight lines.

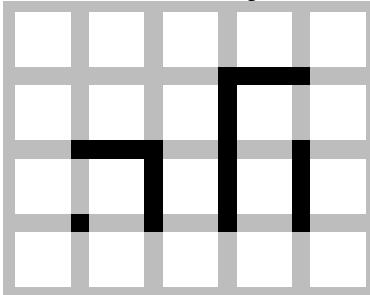


Three squares of hallway, going east to west.

Turn

Turn, and a direction, indicates there is a square and an opening in that direction.

Draw: One L shape.

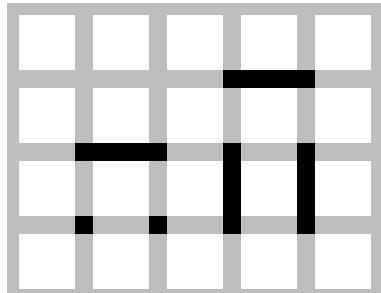


A turn to the east. One square of hall going north, then a turn to the west.

Split

Tee or split indicates a square with wall straight ahead, and openings to each side.

Draw: Single line, and two dots.

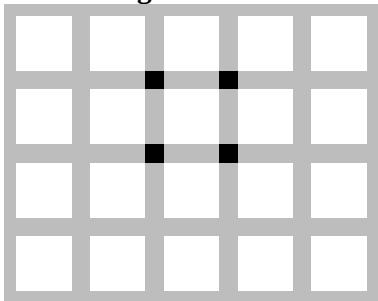


A split, to the east and west. One square of hall going north, then a split.

Cross

Cross indicates a square with four openings.

Drawing: Four dots

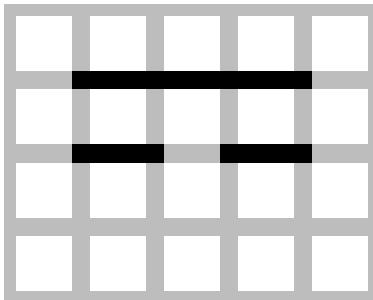


A cross.

Branch

Branch, and a direction, indicates a square with two openings, one continuing with the previous call, and one to the indicated direction.

Draw: Line and a dot.

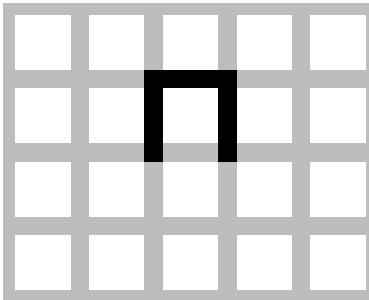


One square of hallway, a branch to the south, one square of hallway.

Terminate / Dead End

Indicates the end of a hallway.

Draw: Three sided U.

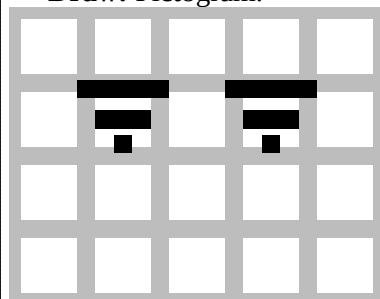


Terminates.

Stairs

Stairs, and a direction (up or down), indicate a square filled with stairs. The stairs extend away from the previous call.

Draw: Pictogram.



Stairs going up to the north.
Stairs going down to the south.

Rooms

Rooms can be difficult to call. Rectangular rooms should be called East to West first, then North to South, and then the location of the entrance.

Alternatively, the wall can be traced and called like a hallway, starting from one side of the entrance.

Doors / Arches

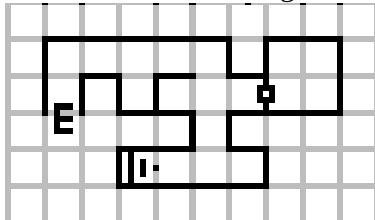
Doors are hinged panels. Arches are open passageways. Calling them simply describes their location.

Draw: Pictogram

Illustration

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

Follow along with the map calls and observe the logic.



- 7 Hallway 1 to the north.
- 8 Turn West.
- 9 Hallway 1 west.
- 10 Branch S.
 - 1 To the south:
 - 1 Terminate.
- 11 To the east:
 - 1 Hallway 1.
 - 2 Turn S.
 - 3 Cross.
 - 1 To the west:
 - 1 Terminate.
 - 2 To the east:
 - 1 Terminate.
 - 2 Door to on east wall.
 - 3 2x2 room. Entrance is on the south side.
- 13 To the south:
 - 1 1.
 - 2 Tee (west-east).
 - 1 To the east:
 - 1 Terminate.
 - 2 To the west:
 - 1 1.
 - 2 Stairs down.

Exercise

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

- 1 Mark the entrance in the bottom center of the page.
- 2 Hallway 2 north.
- 3 Turn to the east.
- 4 Hallway 1.
- 5 Tee (North-South).
- 6 To the south:
 - 1 Terminate.
 - 2 There is a door on the east wall.
- 7 There is a 3x3 room.
 - 1 The door you enter through is in the center of the west wall.
 - 2 There is an archway in the center of the north wall.
 - 1 Hall 1 north.
 - 2 Turn East.
 - 3 Terminate.
- 8 Return to the tee.
- 9 Hallway 2 north.
- 10 Branch west.
- 11 Turn east.
- 12 Stairs up.
- 13 Return to branch.
- 14 3 East.
- 15 Cross.
 - 1 To the North:
 - 1 Terminate.
 - 2 To the West:
 - 1 Stairs down.
 - 3 To the South:
 - 1 Terminate.
 - 2 Door on the south wall.
- 16 There's a 2x2 room.
 - 1 The door is on the north wall, on the east side.

2 There's another door on the south wall, on the west side.

1 Hallway 1 S.

2 Tee.

1 To the East:

1 Turn North.

2 Turn East.

3 Turn North.

4 1.

5 Room:

1 3 E-W, and

2 N-S.

2 The entrance is S, on the W. side.

3 There are no other exits.

2 To the West:

1 Turn N.

2 3.

3 Branch E.

1 Terminate.

4 2 N.

5 Turn E.

6 8.

7 Turn S.

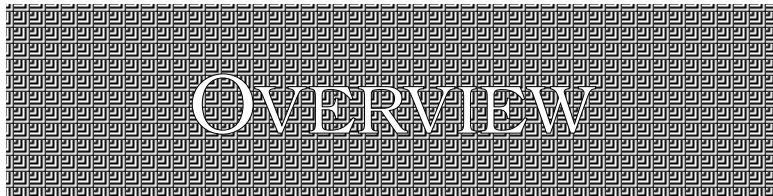
8 Terminate.

The solution is on page 5 of Dungeon Master.

Character

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OVERVIEW

This booklet covers character classes and abilities.

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

For rules on spell casting, see Magic.

For rules on equipment, see Gear

Creating A Character

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

1. Roll Ability Scores

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

Sub-par Characters

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

2. Choose A Class

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

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

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

3. Adjust Ability Scores

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

No score may be adjusted above 16, or below 6, nor below class requirements.

4. Note Bonuses

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

6. Choose Alignment

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

7. Starting Equipment

Choose one:

- Start with 3d6x10 cp.
- Inherit 90% of a dead character's wealth, if named in a will.
- Be gifted 50% of an abandoned character's wealth.

While buying equipment during character creation, use city prices. See Gear.

6. Note Combat Values

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

Record AV (attack value) from the TH0 column of the progression table and dexterity.

Record your saving throw scores from the progression table.

Record your armor class from your armor and dexterity.

7. Note XP And Level

Characters start at 1st level with 0 xp.

Ability Scores

Strength

Melee: Bonus to melee damage.

Slots: Bonus item slots .

Score	Melee	Slots
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

Dexterity

AC: Bonus to AC.

Attack: Bonus to AV.

Score	AC	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

Spoken: Number of spoken languages known. Your native languages are indicated by your class. Languages such as

druidic and thieves cant may not be learned this way.

Literacy: Level of literacy.

Score	Spoken	Literacy
3	Broken Speech	Illiterate
4-5	Native	Illiterate
6-8	Native	Illiterate
9-12	Native	Basic
13-15	Native + 1	1 Literate
16-17	Native + 2	2 Literate
18	Native + 3	4 Literate

Wisdom

Magic: Bonus to saves against magical effects.

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

Charisma

Reaction: Applies to seeking minions, and when interacting with certain monsters.

Minion: Maximum number of minions a character can have at any time.

Loyalty: Starting loyalty of minions.

Score	Reactive	Minion	Loyalty
ns			
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

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

Alignment Language

Creatures automatically recognize a certain set of gestures, signs, and code words, pertaining to their alignment. This allows creatures of common alignment a measure of communication.

Creatures of a different alignment are likely to recognize an alignment language being spoken, but will not understand its content.

Revealing Alignment

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

Role Playing Alignment

If the character acts too far out of their alignment, the referee may require them to change their alignment and suffer a penalty.

Minions

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

Limit Per PC: Each character can be a boss to a finite number of minions, determined by Charisma (see page 4).

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

Level / Hit Dice

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

Recruitment

Once a week, a party with characters of 2nd level or higher will attract hirelings: 1d4 in outposts, 1d6 in towns, and 2d6 in cities.

More hirelings may be able to be recruited with Error: Reference source not found, see Recruiting p7.

Wages

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

Hirelings will accept a 50% reduction in wages in exchange for a half share of the treasure.

Upkeep

The hiring PC must provide for food and lodging while traveling, as well as for any

new adventuring gear, weapons, or mounts.

Animal Hirelings

Animals do not accept money or treasure. However they do need to be fed, and their abilities are limited by their training. See Error: Reference source not found, Error: Reference source not found pError: Reference source not found.

Monster Hirelings

Occasionally, monsters may be swayed to join the party. Monsters may demand food, treasure, a share of the treasure, or something else as payment.

Monsters with loyalty of 9 or higher will not demand payment.

Loyalty

The starting loyalty of a hireling is indicated by *charisma* (see Ability Scores p4).

Gaining And Loosing

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 hireling got to eat its favorite pray, they gain one point.
- If a hireling died that session, non-monster hirelings loose one point.
- They may gain or loose more points at the referee's discretion.

The normal maximum for loyalty is 10. If the loyalty drops to 3 or less, they will flee or mutiny.

Loyalty Check

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

Peril

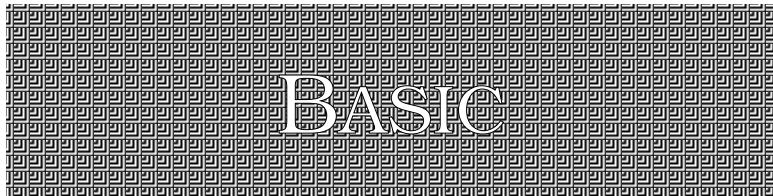
Before engaging in a perilous task, a hireling will check loyalty. If they fail, they refuse the task.

If they take damage during the task, they loose one loyalty. Fighting is always a perilous task.

Monster

Monstrous characters face additional challenges:

- They are not welcome in urban areas unless accompanied by a human, elf, or dwarf.
- They can not employ human hirelings.
- They do not automatically know the common language.
- When buying equipment, they always use the town price.
- When in sunlight, they have a +1 to AC, NC, and AV.



Cleric

Requirements: None

Prime Requisite: Wisdom

Hit 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	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.

Number: If the 2d6 turning roll is equal to or greater, the turning succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed.

Successful Turning

If the turning attempt succeeds, the player rolls 2d6 again to determine the number of HD turned/destroyed.

Turned Undead: Will leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed Undead: Are instantly and permanently annihilated.

Divine Magic

See Magic for full details.

Holy Symbol: A cleric must carry a holy symbol to use magic.

Deity Disfavor: Clerics must be faithful to the tenets of their alignment, clergy, and religion. Tenets for all clerics include:

- ▶ Only using blunt weapons.
- ▶ Refusal to buy, sell, or use poisons, including alcohol.
- ▶ 10% tithe to the temple.
- ▶ Respect of all royalty.

Spell Casting: Once a cleric has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a cleric are determined by the character's level. Their spell list is found on Magic page 9.

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

After Reaching 9th Level

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

Once a stronghold is established, the cleric will attract followers ($5d6 \times 10$ fighters of level 1–2). These troops are completely devoted to the cleric, having a loyalty of 12. The referee decides which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

Fighter

Requirements: None

Prime Requisite: Strength

Hit 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 knows one of these skills. Each even level after that, they learn an additional skill.

► **Archer:** For each round spent aiming a ranged weapon, -1 AV and +1 damage on the next attack (max +/-5). Missing a ranged attack never hits an ally.

► **Beef Cake:** +3 item slots. +2 healing when being bandaged.

► **Bounty Hunter:** +2 damage with blunt weapons.

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

► **Dual-Wielding:** When holding two weapons, melee attacks deal an extra d6 damage.

► **Forge Master:** You can do Forging. See Error: Reference source not found p14.

► **Sweep Attack:** When outnumbered by monsters of HD < Lv, can attack all such monsters: Make one attack roll, THAC0 penalized by the number of monsters in the melee.

► **Tough:** Dismember with a +2 bonus. See Global, page 18

► **Monstrous:** HD becomes d12; become monstrous (p7).

► **Negotiator:** +1 to reaction rolls. While in melee, enemies have a -1 to moral checks.

► **Spell Sword:** Learn one 1st level wizard spell. Inscribing it on a sword or great sword takes 1 week and 50 cp. Once per day, cast the spell while holding the sword.

► **Taction:** +4 bonus to Stunts.

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 may be granted a title such as Baron or Baroness. Their land is then known as a Barony.

Thief

Requirements: None

Prime Requisite: Dexterity

Hit 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, even where others would fail. The chance of success shown on the table:

► **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')

► **Hear Noise (HN):** A thief gets a bonus to check doors See Error: Reference source not found, page 6.

► **Hide In Shadows (HS):** Requires the thief to be motionless—attacking or moving while hiding is not possible. While hidden they succeed check sneaks. See Error: Reference source not found, sneak-ing p8.

► **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 above 5th level, the thief's roll is penalized by 5% for every level above 5th. 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.

Lv	CS	HN	HS	OL	PP
1	87	1	10	15	20
2	88	1	15	20	25
3	89	1	20	25	30
4	90	1	25	30	35
5	91	1	30	35	40
6	92	2	36	45	45
7	93	2	45	55	55
8	94	2	55	65	65
9	95	2	65	75	75
10	96	2	75	85	85
11	97	3	85	95	95
12	98	3	90	96	105
13	99	3	95	97	115
14	99	3	99	99	125

After Reaching 9th Level

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

Back-Stab

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

Read Languages

A thief of 4th level or higher can decipher critical portions of non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular text again before gaining an experience level.

Scroll Use

A thief of 10th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

Sneaky

A thief rolls a d12 for sneaking. See Global p23.

Wizard

Requirements: None

Prime Requisite:

intelligence

Hit Die: d4

Maximum Level: 14

Armour: None

Weapons: Dagger, Staff

Languages: Alignment, Common

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

They appear to be human.

Progression

Lv	XP	TH0	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

See Magic for full details.

Spell Book: Wizards must carry a spell book to use magic.

Spell Casting: Wizards carry spell books containing the formulae for arcane spells. The table shows the number they may memorize, deter-

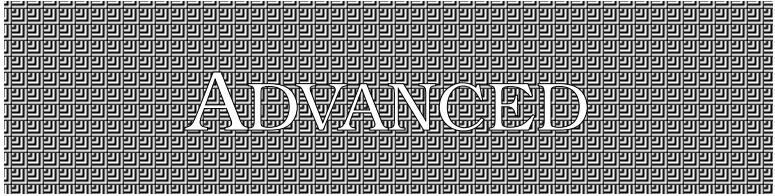
mined by the character's experience level. Their spell list is found on Magic p12.

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

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



ADVANCED

Acrobat

Requirements: None

Prime Requisite: Dexterity

Hit Die: d4

Maximum Level: 14

Armour: Leather

Weapons: thrown, ranged, sword, short sword, pole arm, spear, staff

Languages: Alignment, Common, Carnie.

Acrobats are trained in skills of balance, gymnastics, and stealth. They often work as traveling performers, taking up adventuring, or even burglary in the slow seasons

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	520k	14	10	11	9	12	10
13	640k	12	8	9	7	10	8
14	760k	12	8	9	7	10	8

Quick

Acrobats have a base speed of 6.

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 falling damage. (1d6 per 10')

Falling (FA): When able to tumble, acrobats suffer no damage from the first 10' of any fall. Damage due to falling from a greater height is reduced by the listed percentage (round down).

Catch Missiles (CM):

Once per round, the acrobat attempt to can catch non-magical projectiles.

Tightrope Walking (TW):

Acrobats can walk along tightropes, narrow beams, and ledges. A roll is required every 60'. Failure indicates that the acrobat falls. Holding a balance pole increases the chance of success by 10%.

Encumbrance: falling, jumping, and tightrope walking cannot be performed if encumbered. See Global page 10.

Rolling Skill Checks

All skills except falling are rolled on d%, with a result of less than or equal to the listed percentage indicating success. The referee should roll for hide in shadows and move silently

Acrobatic Skill Success

Lv	CS	FA	CM	TW
1	87	25	10	60
2	88	25	15	65
3	89	25	20	70
4	90	33	25	75
5	91	33	30	80
6	92	33	33	85
7	93	33	36	90
8	94	50	40	95
9	95	50	43	99
10	96	50	46	99
11	97	50	50	99
12	98	66	53	99
13	99	66	56	99
14	99	75	60	99

Sneaky

An acrobat rolls a d10 for sneaking. See Global p23.

Evasion

An acrobat can leave melee without penalty. See Adventure page 9.

Jumping

With a 20' run-up, an acrobat can jump across a 10' wide pit or chasm (or 20' wide when aided by the use of a pole).

Also when using a pole, an acrobat can jump over a 10' high wall or onto a 10' high ledge. Suitable poles for jumping include: 10' poles, pole arms, spears, staves.

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

Hit Die: d6

Maximum Level: 14

Armour: Leather, Chainmail

Weapons: thrown, ranged, one-handed

Languages: Alignment, Common, Carnie.

Bards are minstrels and warrior poets.

Progression

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

Languages

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

Song

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

► **Chant Du Coq:** Enrages and attracts monsters; ends sleep.

► **Chant De Guerre:** allies that can hear have +1 on loyalty checks.

► **J'aime Les Animaux:** Same effects as Animal Friendship.

► **Impressionner Les Fées:** 3-in-6 chance to impress Fey with HD less than the bard's level.

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

► **Musique De Combat:** Same effects as Bless. At 4th level, may have the same effects as Cause Fear instead.

► **Flirter Avec Les Drag-
onnes:** Same effects as Lesser Charm. At 8th level, same effects as Greater Charm instead.

Restrictions

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

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

► Must be concentrating on playing a musical instrument.

► Creates loud noise.

► All effects end after 1 turn.

Druid

Requirements: Neutral

Prime Requisite: Wisdom

Hit Die: d4

Maximum Level: 10

Armour: Leather, shields

Weapons: Club, dagger, sling, spear, staff. None made of metal.

Languages: Alignment, Common

Druids are priests of nature, protecting wild lands from the encroachment of “civilized” Law and the corrupting touch of Chaos. They worship the force of nature itself. Their holy doctrine forbids the use 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

A druid may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes.

Divine Magic

See Magic for full details.

Holy Symbol: A druid must carry an animal bone in order to cast spells.

Deity Disfavor: Druids must be faithful to the tenets of their alignment and religion. Tenets of the druid include:

- Refusal of metal tools.
- Sanctity of nature.
- Respect of the dead.

Spell Casting: A druid may pray to receive spells. The power and number of spells available to a cleric are determined by the character's level. Their spell list is found on 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

Druids can identify plants, animals and clean water.

Druidic

Druids speak a secret tongue known only to their sect. At 3rd level, they also learn to speak Sylvan.

Shape Change

At 2nd level, a druid gains the ability to change into animals.

A druid can know as many shapes as their level. Learning a new shape requires three observations, which must be on unique individuals, and on separate days.

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

Transforming

- ▶ Follows the same rules as spell casting.
- ▶ Must be holding the bone or hide of the animal.
- ▶ The animal must have hit dice equal to or less than the druid's level.
- ▶ If a druid has lost hit points, they regain 1d4 hit points per level upon changing into an animal.
- ▶ All equipment carried by the druid is absorbed into the animal form and reappears when the druid changes back.

Pass Without Trace

From 3rd level, a druid can pass through natural environments without leaving any tracks. A druid is also able to move through overgrown areas at normal speed and without impediment

Charm Immunity

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

Reaching 12th Level And Above

There can only be nine druids of 12th level. When a druid has enough experience to reach 12th level, they must

challenge an existing 12th level druid. The character only advances to 12th level if the other druid is defeated. Such challenges may take any form that is agreed by both parties, including combat (which need not be fatal). Likewise, there can only be three druids of 13th level and a single druid (known as the arch-druid) of 14th level.

Druids who attain 12th level or above may have a stronghold magically integrated into a natural setting.

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

Knight

Requirements: Constitution 9, Dexterity 9. Alignment (see below)

Prime Requisite: Strength

Hit Die: d10

Maximum Level: 14

Armour: Chainmail, platemail, shields

Weapons: All Melee weapons

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 11).

- Service of the knight's liege.
- Defense of all in their charge
- Sanctity of single combat.
- Death over dishonor.

Knightly Combat

Knights gain a -1 bonus to AV rolls when mounted.

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

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

A knight of 5th level or higher can train flying monsters as mounts, of HD equal or less than their level, using 4 weeks of down time. See Error: Reference source not found, Error: Reference source not found pError: 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

Prime Requisite:

Intelligence

Hit 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 50 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 minion within a short distance would be slain, they may make a loyalty check, healing 1 on a success.

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

Castle

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

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

Warlock

Requirements: 9 charisma, Chaotic.

Prime Requisite: Charisma.

Hit Die: d6

Maximum Level: 12

Armor: Leather

Weapons: one-handed, non-blunt

Languages: Alignment, Common, Patron

Warlocks are spell casters who sell their souls for extraordinary power.

Patron Language: A warlock knows the language of 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

Divine Magic

See Magic for full details.

Unholy Symbol: must carry an unholy symbol to use magic. Begin the game with one.

Deity Disfavor: Warlock must be faithful to the tenets of their alignment, and their patron(s). The referee will assign

tenets, or allow the you to choose. Examples include:

- Dedication slain enemies.
- Use of a cursed item.
- Inscription of names.
- Monstrous tattoos.
- Blood offerings.
- Secret Missions.

Spell Casting: A warlock may pray to receive spells. The power and number of spells available to a warlock are determined by the character's level. Their spell list is found on Magic p12.

Magic Progression

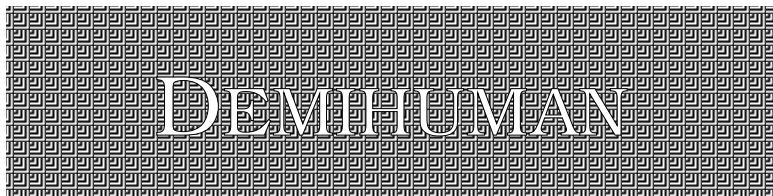
Lv	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	2	-	-	-
6	3	2	-	-	-
7	4	2	1	1	-
8	4	3	2	1	1
9	5	3	2	2	1
10	5	4	3	2	2
11	6	4	3	3	2
12	7	5	4	3	3

Evil Aura

Undead and fiends won't attack a warlock until provoked

Stronghold

Any time a warlock wishes (and has sufficient money), they can build a keep or abbey and control the surrounding lands. 1d6 apprentices of levels 1–3 will then arrive to study under the warlock.



Dwarf

Requirements: Minimum constitution 9

Prime Requisite: Strength

Hit Die: d8

Maximum Level: 12

Armour: Any, including shields

Weapons: Small or normal sized

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 5.

Infravision

Dwarves have infravision. See Error: Reference source not foundGlobal p8.

Medic

Dwarves make checks for bandaging with advantage See Global, page 18.

Tough

Dwarves dismember with a +2 bonus. See Global, page 18.

Forge Master

Dwarves can do Forging as down time. See Error: Reference source not found p14.

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.

Hit Die: d6

Maximum Level: 10

Armour: Any

Weapons: Any

Languages: Alignment,

Common, High Elvish, Low

Elvish

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 Error: Reference source not found, page 6.

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.

Halfling

Requirements: Minimum constitution 9, minimum dexterity 9

Prime Requisite: Dexterity and strength

Hit Die: d6

Maximum Level: 8

Armour: Any appropriate to size, including shields

Weapons: one-handed, short bows.

Languages: Alignment, Common, Halfling

Halfling are small demihumans. They weigh about 50 pounds and are around 3' tall. They are little known to most humans, and live quite lives in the country side. Though, in some areas, they are interwoven with elven society, where they are respected but servile.

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

Defensive Bonus

Halflings gain a -2 bonus to AC when attacked by large opponents (greater than human-sized).

Hiding

Halflings have an uncanny ability to disappear from sight:

- In woods or undergrowth, success is guaranteed.
- In dungeons, in shadows or cover, the chance of success is 2-in-6.

Hiding requires the halfling to be motionless. While hidden they do not need to check sneak. See Error: Reference source not found, sneaking p8.

Sneaky

A halfling rolls a d10 for sneaking. See Global p23.

Keen Hearing

Halflings have a +1 to check doors. See Error: Reference source not found, page 6.

Missile Attack Bonus

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

Stronghold

Any time a halfling wishes (and has sufficient money), they may build a stronghold, which will form a new community of halflings. Halfling communities—called Shires—are typically located in countryside of little rivers and hills. The leader of the community is called the Sheriff.

Kobold

Requirements: Four scores of 9 or lower. Chaotic or neutral.

Prime Requisite: Strength

Hit Die: d4

Maximum Level: 8

Armour: Leather, Chainmail, Shield

Weapons: one-handed

Languages: Alignment, Kobold

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

Monstrous: Kobold are monstrous. See p7.

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

Kobold have a +1 to check doors. See Error: Reference source not found, page 6.

Kobold are able to track via sent.

Natural Weapon

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

Defensive Bonus

Kobold gain a -2 bonus to AC when attacked by large opponents (greater than human-sized).

Infravision

Kobold have infravision. See Error: Reference source not foundGlobal p8.

Hiding

Kobold have an uncanny ability to disappear from sight:

- In woods or undergrowth, success is guaranteed.
- In dungeons, in shadows or cover, the chance of success is 2-in-6.

Hiding requires the kobold to be motionless. While hidden they do not need to check sneak. See Error: Reference source not found, sneaking p8.

Sneaky

A kobold rolls a d10 for sneakings. See Global p23.

Nature's Favor

Due to their ability to forage, kobold do not need to pay for themselves when Traveling.

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

After Reaching 5th Level

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

Rabbikin

Requirement: Constitution 9

Prime Requisite: Charisma.

Hit Die: d8

Maximum Level: 10

Armour: Leather, Chainmail

Weapons: Any

Languages: Alignment,

Common, Rabbitton

Rabbikin are fey demihumans 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 life-spans, 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

Rabbikin 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.

Kick

Rabbikin can use their kick as a natural weapon. It has a d8 damage die, melee, charge, and reload. See Error: Reference source not found Error: Refer-

ence source not found, Error: Reference source not found.

Keen Hearing

Rabbikin have a +1 to check doors. See Error: Reference source not found, page 6.

Nature's Favor

Due to their ability to forage, rabbikin do not need to pay for themselves when Traveling.

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

After Reaching 5th Level

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

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

Tabaxi

Requirement: Dexterity 9

Prime Requisite: Wisdom.

Hit Die: d4

Maximum Level: 10

Armour: Leather, Chainmail

Weapons: All

Languages: Alignment,

Common, Nyaish

Tabaxi are feline 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, tabaxi choose to roll a 10 on dismemberment. See Global, page 18.

Paws

Tabaxi have a base movement of 6.

Tabaxi can use their claws as a natural weapon. It has a 2d4 damage die, melee, and two-handed.

A tabaxi rolls a d10 for sneakings. See Global p23.

Keen Smell

Tabaxi have a +1 to check doors. See Error: Reference source not found, page 6.

Tabaxi are able to track via sent.

Infravision

Tabaxi have infravision. See Error: Reference source not foundGlobal p8.

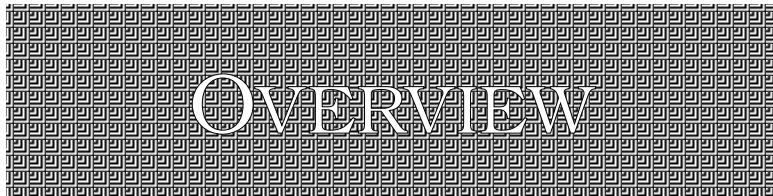
Back-Stab

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

Gear

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OVERVIEW

This chapter details adventuring gear, and where it can be bought. See also Global page 10.

Shopping

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

In the wilderness, and in dungeons, coming by equipment can be very difficult.

All prices are in copper pieces.

Urbanization

There are three levels of urbanization: outpost, town, and city.

Outpost: a bare bones collection of buildings, with a few dozen residents. Limited shops; use town price.

Town: has perhaps a few hundred farmers, traders, and professionals. One of each shop.

City: is a large urban environment with thousands of residents. Many of each shop; Reduced price.

Wear

Some items can become worn.

Each point of wear incurs a penalty appropriate to the item. -1 to damage, or +1 to AC, or -1 to any other rolls made with it.

Items with more than 3 wear break completely.

Weapons

Blunt

Can be used to subdue. Required for clerics.

Fired

Used to make ranged attacks. Consumes ammo.

Charge

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

Melee

Usable in melee.

Risky

After dealing the maximum or minimum damage, the weapon becomes worn.

Slow

Acts last in initiative. Can only be used every second round. Can't attack and move in the same round.

Splash

Damages all targets in a square. Also thrown.

Thrown

Can be thrown as a ranged attack to a *close* target. Also melee.

Two-handed

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

Weapon	Da	Properties
m		

Battle Axe d8 melee,

slow, two-handed

Club d4 blunt, melee

Crossbow d10 fired, slow

Dagger d4 Thrown

Flail d8 melee, blunt, two-handed, slow

Great Sword d12 melee,

slow, two-handed

Glaive d12 melee, risky, two-handed

Hand Axe d6 thrown

Holy Water d8 splash

Javelin d4 thrown

Lance d8 charge, slow

Long Bow d8 fired, two-handed

Mace d6 blunt, melee

Oil, d8 splash

Burning

Pole Arm d10 melee, slow, two-handed

Scatterbow d4 fired, slow, splash

Short Bow d6 fired, two-handed

Short Sword d6 melee

Sling d4 blunt, fired

Spear d6 charge, thrown

Staff d6 blunt, melee, two-

Torch	d4	blunt, slow, melee
War hammer	d8	blunt, melee



Assayer

A clerk who assesses precious gems and metals. Buys and sells precious gems, as well as exchanging currency.

Gems

In towns and outposts, assayers will struggle to afford gems more than 100 cp per month.

If looking to purchase gems, first roll to see if it is available.

Gem Value	Odds out of 100	Finders Fee
0-10	80	10%
11-50	60	15%
51-100	40	20%
101-500	20	25%
≥501	5	50%

Currency

They can convert between currency types.

Charge: 10% on transactions over 100gp.

Types: Platinum Piece (pp), Gold Piece (gp), Electrum Piece (ep), Silver Piece (sp), Copper Piece (cp), and Nickle 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

Apothecary

An artisan who collects plants and brews potions.

Item	Town Price	City Price
Garlic	5	10
Ointment	15	10
Smoke Bomb	25	20
Spell Book, Blank	100	50
Stink Bomb	25	20
Wine (2 pints)	2	4
Wolfsbane (1 bunch)	10	20

Garlic: Useful against vampires.

Ointment: Applied when bandaging wounds. +1 healing.

Smoke Bomb: Obscures a 10' diameter for one combat round, using harmless smoke. Thrown.

Spell Book, Blank: An empty book of fine paper.

Stink Bomb: Fills one square with powerful odor for 1d6 combat rounds. Thrown.

Wine: Intoxicating beverage made from fermented fruit.

Wolfsbane: Herb used to repel lycanthropes. The creature must be hit with the herb.

Armor Smith

An artisan who forges metal armor.

Item	Town Price	City Price
Barding	200	150
Chainmail	60	40
Leather Armor	20	17
Platemail	100	75

Barding: Armor for horses made from leather and steel.

Provides a base AC of 5

Leather Armor: Sturdy but quiet. Provides a base AC of 7.

Chainmail: Mesh armor made from interlocking links. Provides a base AC of 5.

Platemail: Heavy armor made from steel plates provides an AC of 3, but negates dexterity bonus to AC. Takes 6 item slots.

Carpenter

An artisan who creates wooden objects.

Item	Town Price	City Price
Cart	125	100
Club	3	3
Hammer	2	1
Lance	5	5
Musical Inst.	100	85
Pole	1	1
Sack	1	1
Shield	15	10
Staff	1	1
Wagon	250	200
Wooden Stakes	3	3

Cart: Needs one horse. Has twenty item slots.

Club: Heavy stick.

Hammer: Can be used for construction or as a mallet with spikes.

Lance: Thrusting weapon.

Musical Instrument: Such as flute, drum, or guitar.

Pole: 2" thick, 10' long, wooden pole.

Staff: Stout wooden cane.

Shield: Wooden plate used to rebuff attacks. Reduces AC by one when held in one hand.

Wagon: Needs two horses. Has eighty item slots.

Wooden Stake: Three 18" long stakes. Valuable when confronting vampires.

Dungeon Supply

A specialty store selling items of interest to adventurers.

Item	Town Price	City Price
Battering Ram	15	10
Caltrops (1 bag)	7	5
Crowbar	10	10
Iron Spikes (10)	1	1
Grappling Hook	35	25
Mirror	10	5
Rations (7 days)	18	15
Thieves' Tools	20	40
Torches (5)	1	1

Battering Ram: Used to force open or break doors.

Caltrops: One bag covers a 10' diameter. Crossing deals 1d4 damage and halves speed that round.

Crowbar: 2–3' long and made of solid iron. Used for forcing open doors, chests, etc.

Grappling Hook: Has three prongs. Used to anchor a rope.

Mirror: Hand sized and made of steel.

Rations: Fresh and preserved food.

Thieves' Tools: This kit contains various implements needed to pick locks, disarm traps, and burglarize dungeons.

Torch: The tip of this 2' wooden pole is holds resin. Burns unreliable. See Global page 8.

Fletcher

An artisan who makes bows and arrows.

Item	Town Price	City Price
Arrows (5)	3	1
Crossbow	30	30
Long Bow	50	40
Quiver	50	40
Short Bow	10	7

Arrows: Ammo for both bows and crossbows.

Crossbow: Bow mechanized to hold tension on a trigger.

Long Bow: Ranged weapon of war.

Quiver: Takes one item slot. Holds 20 arrows.

Short Bow: Suitable for hunting and fighting.

General Store

A store that sells mainly to villagers.

Item	Town Price	City Price
Backpack	5	5
Bandages (10)	10	10
Candle (10)	1	1
Chalk	1	1
Flint & Steel	3	3
Lantern	10	5
Oil (1 flask)	2	1
Rope (50')	1	1
Sack	1	1
Waterskin	1	1
Wool Clothes	10	7

Backpack: While wearing a backpack, player characters have five additional item slots.

Bandaging: Used to treat injuries. Global page 18.

Candle: Slow burning wax. See Global page 8.

Chalk: Useful for making temporary marks. 10 uses.

Flint And Steel:

Flammable material has a 2-in-6 chance to light per use.

Lantern: Enclosed oil lamp. See Global page 8.

Oil: Highly flammable. Fuels lanterns. Pools cover a 5' diameter and burns for 2 turns; inflicts damage on any monster moving through it.

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

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

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

Wool Clothes: Prevents damage from cold weather.

Stables

A store that sells animals and related goods. See also

Item	Town Price	City Price
Hay (7 days)	15	20
Horse	50	100
Saddle and Bridle	25	25
Saddle Bags	5	5

Hay: Feed for horses.

Horse: Powerful land animal used for transport.

Saddle And Bridle:

Leather tack and seat needed to ride a horse.

Saddle Bags: Grants five more item slots to a horse that is being ridden.

Temple

Local place of worship.

Item	Town Price	City Price
Compass	10	5
Holy Symbol	25	25
Holy Water (vial)	25	25
Silver Arrow	10	5
Silver Dagger	40	30

Compass: A small device that always points north.

Holy Symbol: A divine spell caster is required to own a holy symbol of their deity, often worn as a necklace. Each religion has its own holy symbol.

Holy Water: Water that has been blessed by a holy person. It is used in some religious rituals and inflicts damage on undead monsters. Holy water does not retain its power if stored in any other container than the special vials it is blessed in.

Silver Arrow: A single silver tipped arrow. Useful against some monsters.

Silver Dagger: Useful against certain monsters.

Weapon Smith

An artisan who makes weapons.

Item	Town Price	City Price
Battle Ax	7	5
Dagger	3	3
Great Sword	25	15
Hand Ax	5	4
Javelin	1	1
Mace	5	5
Pole Arm	35	25
Short Sword	40	30
Sling	2	2
Sling Stone	Free	Free
Spear	5	3
Sword	20	10

Battle Ax: Double side axe. Also useful for breaking wood.

Dagger: Pointed knife.

Great Sword: Very heavy.

Hand Ax: Good for throwing. Useful for breaking wood.

Mace: Metal ball on a stick.

Pole Arm: Blade on a pole.

Short Sword: Arm length.

Sling: Flings stones.

Spear: Pointed shaft.

Sword: 4' ft. blade.

Magic

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OVERVIEW

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

There are two types of magic-users.

Arcane Magic: is accessed through esoteric study and a understanding of the world.

Divine Magic: is granted by a higher power, the favor of which must be maintained.

Memory

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

Magic-using classes have a magic progression table which shows a number for each of the five levels of spells. This is how many spells can be memorized at a time.

A single spell can be memorized multiple times, creating multiple instances / uses.

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

Arcane Magic

When arcane magic-users memorize, they choose spells from their spell book. See p6.

They must choose whether to memorize the normal or reversed version of a spell.

Divine Magic

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

They may choose whether to reverse it at the time of casting, by performing the spell backwards.

Limitations

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

Freedom: A magic-user must be able to move and speak freely.

Line Of Sight: The target of a spell must be visible to the caster.

Time: Spell-casting takes one round. If interrupted, the spell is wasted.

Movement: The spell caster must be standing still during the casting.

Quiet: Casting creates quiet noise. See Global, p23.

Resistance: When the target of a spell is unwilling, they may attempt a save against spells. If the spell targets a touched creature, instead the caster must successfully attack them. Some spells specify differently.

Cumulative Effects: Multiple spells cannot be used to increase the same ability.

Range: If the spell doesn't specify the target needing to be *touched*, *close*, or *in sight*, its target needs to be *distant* or closer.. See Global page 7.

Concentration

Various actions will break concentration.

- Attacking or being attacked
- Taking damage
- Using magic items
- Failing a saving throw
- Sleeping
- Being surprised

Full concentration is also broken by:

- Walking
- Speaking
- Opening ones eyes
- Anything that would divert one's attention from the spell

Breaking Concentration

If a spell requires concentration, breaking concentration will end the spell early. This deals damage equal to the spells level to the caster, or twice that if full concentration.

Charms

Some spells are described as charmed. These spells have discrete gestures and signs, that can be preformed in conversation without recognition from an untrained eye.

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

Deity Disfavor

Divine magic-users must maintain favor with their god.

Penalties

Normally, they receive any spell the ask for from their spell list. With disfavors, there's a chance they'll receive a random spell, no spell, and even incurs other penalties.

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

With three or more disfavors, magi-users roll d4s instead of d6s during Natural Healing.

If disfavored while outdoors, there is a 1-in-10 chance to be struck by lightning.

Forgiveness

Clerics can forgive disfavor through service to a temple, see Error: Reference source not found p8.

Disfavor can also be absolved through special quests, rituals, and offerings.

Major Disfavor

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

Alignment

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

Chaos favors reversed spells, and Law favors unreversed. Neutral will choose their favor when memorizing.

Casting the wrong orientation of spell will deal 1 damage to the caster, and risk disfavor if done without cause.

Spells without a reversed version are not subject to this.

Spell Books

Arcane magic-users begin the game with a spell book in addition to their other gear. The spell book includes one spell from their spell list.

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

To add additional spells, see Error: Reference source not found, Magical Research p15.

Item Slots

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

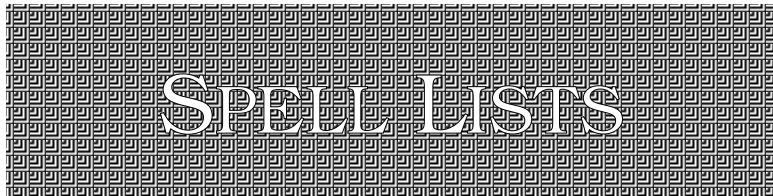
To carry more spells, additional spell books must be purchased.

Replacing / Replicating

First a blank spell book must be acquired.

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

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



Each spell-casting class has a limited number of spells it can learn and use. If a spell isn't on your spell list, you can't learn that spell, nor use spell scrolls of that spell.

The same spell may be different levels for different casting classes.

Cleric Spell List

1st Level

- 1** Cure Light Wounds / Cause Light Wounds
- 2** Detect Magic
- 3** Light / Darkness
- 4** Protection from Chaos/ Protection from Law
- 5** Purify Food and Water
- 6** Remove Fear / Cause Fear

2nd Level

- 1** Bless / Blight
- 2** Find Traps / Create Trap
- 3** Hold Person/ Free Person
- 4** Know Alignment / Obscure Alignment
- 5** Resist Fire / Resist Cold
- 6** Silence / Noise
- 7** Snake Charm / Snake Discord
- 8** Speak with Animals

3rd Level

- 1** Continual Light / Continual Darkness
- 2** Cure Disease / Cause Disease
- 3** Growth of Animal / Shrink of Animal
- 4** Locate Object
- 5** Remove Curse / Curse
- 6** Striking

4th Level

- 1** Create Water / Destroy Water
- 2** Cure Serious Wounds / Cause Serious Wounds
- 3** Hold Monster

- 4** Neutralize Poison / Cause Poison

- 5** Protection from Chaos 10' Radius / Protection from Law 10' Radius

- 6** Sticks to Snakes / Snakes to Sticks

5th Level

- 7** Charge / Remove Charge
- 8** Commune
- 9** Create Food / Destroy Food
- 10** Dispel Evil
- 11** Locate Monster
- 12** Raise Dead / Finger of Death

Druid Spell List

1st Level

- 1** Animal Friendship
- 2** Detect Invisible
- 3** Entangle
- 4** Locate Plant or Animal
- 5** Predict Weather
- 6** Speak with Animals

2nd Level

- 1** Barkskin
- 2** Create Water / Destroy Water
- 3** Cure Light Wounds / Cause Light Wounds
- 4** Heat Metal
- 5** Locate Person
- 6** Obscuring Mist / Clear Mist
- 7** Speak with Plants

3rd Level

- 1** Lightning Bolt
- 2** Growth of Animal / Shrink of Animal
- 3** Growth of Plants / Shrink of Plants
- 4** Neutralize Poison / Cause Poison
- 5** Protection from Poison
- 6** Tree Shape
- 7** Water Breathing / Air Breathing
- 8** Warp Wood

4th Level

- 1** Cure Serious Wounds / Cause Serious Wounds
- 2** Dispel Magic
- 3** Hold Monster
- 4** Protection from Fire and Lightning

- 5** Speak with Dead
- 6** Summon Animals

5th Level

- 1** Commune
- 2** Control Weather / Control Earth
- 3** Dimension Door
- 4** Speak with Stones
- 5** Wall of Fire / Wall of Ice
- 6** Wall of Stone / Wall of Air

Warlock Spell List

1st Level

- 1 Lesser Charm
- 2 Detect Magic
- 3 Empower Armor / Disempower Armor
- 4 Light /Darkness
- 5 Locate Person
- 6 Shadow Hound

2nd Level

- 1 Hold Person / Free Person
- 2 Magic Missile
- 3 Hide Gold / False Gold
- 4 Invisibility
- 5 Silence / Noise
- 6 Snake Charm / Snake Discord

3rd Level

- 1 Continual Light / Continual Darkness
- 2 Cure Disease / Cause Disease
- 3 Locate Object / Mirror Image
- 4 Protection from Chaos / Protection from Law
- 5 Remove Curse / Curse
- 6 Striking

4th Level

- 1 Cure Serious Wounds / Cause Serious Wounds
- 2 Fly / Ground
- 3 Neutralize Poison / Cause Poison
- 4 Locate Monster
- 5 Protection from Normal Missiles

- 6 Speak with Dead
- 7 Water Breathing / Air Breathing

5th Level

- 1 Animate Dead
- 2 Greater Charm
- 3 Confusion
- 4 Conjure Elemental
- 5 Contact Higher Plane
- 6 Invisible Stalker

Wizard Spell List

1st Level

- Lesser Charm
- Detect Magic
- Floating Disc
- Hold Portal
- Light / Darkness
- Magic Missile
- Protection from Chaos / Protection from Law
- Read Languages / Remove Language
- Read Magic
- Shield
- Sleep
- Ventriloquism

2nd Level

- Continual Light / Continual Darkness
- Detect Invisible
- Telepathy
- Invisibility
- Knock / Levitate
- Locate Object
- Mirror Image
- Phantasmal Force
- Web
- Wizard Lock

3rd Level

- Clairvoyance
- Dispel Magic
- Fire Ball
- Fly / Ground
- Haste
- Hold Person
- Infravision
- Invisibility 10' Radius / Locate Person
- Lightning Bolt

- Protection from Chaos 10' Radius / Protection from Law 10' Radius
- Protection from Normal Missiles
- Speak with Dead
- Water Breathing / Air Breathing

4th Level

- Greater Charm
- Confusion
- Dimension Door
- Growth of Plants / Shrink of Plants
- Hallucinatory Terrain
- Locate Monster
- Massmorph
- Polymorph Others
- Polymorph Self
- Remove Curse / Curse
- Water Breathing 15' Radius / Air Breathing 15' Radius
- Wall of Fire / Wall of Ice
- Wizard Eye

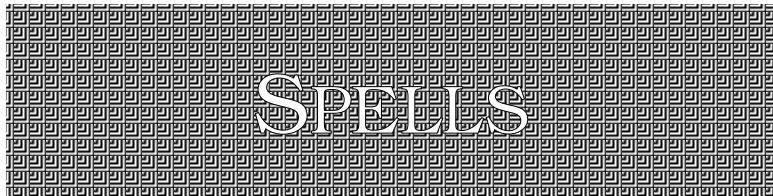
5th Level

- Animate Dead
- Charge / Remove Charge
- Cloudkill
- Conjure Elemental
- Contact Higher Plane
- Feeblemind
- Hold Monster
- Pass-Wall
- Telekinesis
- Teleport
- Wall of Stone/ Wall of Air

(continues on next page)

6th Level

- Anti-Magic Shell
- Control Weather / Control Earth
- Disintegrate
- Charge / Remove Charge
- Invisible Stalker
- Part Water
- Projected Image
- Reincarnation / Death Spell
- Stone to Flesh / Flesh to Stone



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Cloudkill.....	18	Insect Plague.....	25
Commune.....	19	Infravision.....	26
Confusion.....	19	Invisible Stalker.....	26
Conjure Elemental.....	19	Invisibility.....	26
Contact Higher Plane.....	19	Invisibility 10' Radius.....	26
Continual Light.....	20	Knock.....	26
Control Weather.....	20	Know Alignment.....	26
Create Food.....	20	Lesser Charm.....	27
Create Water.....	21	Levitate.....	27
Cure Disease.....	21	Light.....	27
Cure Light Wounds.....	21	Lightning Bolt.....	27
Cure Serious Wounds.....	21	Locate Monster.....	27
Detect Invisible.....	21	Locate Object.....	27
Detect Magic.....	21	Locate Plant Or Animal....	28
Dimension Door.....	22	Locate Person.....	28
Disintegrate.....	22	Massmorph.....	28
Dispel Evil.....	22	Magic Missile.....	28
Dispel Magic.....	22	Mirror Image.....	28
Empower Armor.....	22	Neutralize Poison.....	28
Entangle.....	23	Obscuring Mist.....	28
Feeblemind.....	23	Pass-Wall.....	29
Find Traps.....	23	Part Water.....	29
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Floating Disc.....	23	Polymorph Others.....	29
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Sticks To Snakes.....	35		
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Striking.....	35		
Telekinesis.....	36		
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Animal Friendship

The caster touches an animal, while holding a piece of food. The animal must be

- Neutral alignment
- HD < the caster's level,
- Find the food attractive.

If the animal fails a save versus spells: the animal becomes bound to the caster as though by a Lesser Charm. However, the animal will make frequent moral checks.

Minion: After one day, the caster must take the animal as a minion, or end the spell

Higher Levels: If the caster is of 4th level or higher, the spell can instead target all animals, within a short distance, of a species, with 1 HD or fewer.

Animate Dead

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

- *Obedient:* They obey the caster's commands. They have a loyalty of 12.
- *Special abilities:* They are unable to use any special abilities that they possessed in life.
- *Number:* The spell animates a number of Hit Dice of zombies or skeletons equal to the caster's level.
- *Minion:* After one day, the caster must either take the undead as minions, or end the spell.

Anti-Magic Shell

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.

Blocks magic: No spells or spell effects can pass through this barrier, whether from inside or outside.

Hyper-magic Sphere

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

- *Spell Saves:* Two successful saves are required to resist spell effects.
- *1st level spells:* have a 3-in-6 chance of being remembered when cast.

Barkskin

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

Lasts one turn per level.

Bless

Allies within a short range who are not yet in melee gain a +1 bonus to damage rolls, a +1 bonus to morale, and a -1 bonus to THAC0.

Lasts one turn per level.

Blight

Enemies incurs -1 penalty to damage rolls, a -1 penalty to morale, and a +1 penalty to THAC0. A save versus spells is allowed to resist the blight.

Charge

The caster commands a subject within a short distance to perform or avoid a specific action, or charges them with a quest.

Examples: Bringing a specific item to the caster, eating or drinking without restraint, keeping a certain fact secret. Rescuing a prisoner, killing a specific monster.

Impossible or deadly tasks: The prescribed Charge must not be impossible or directly deadly—if such a Charge is cast, it affects the caster, instead.

Avoidance: The subject must follow the stipulated course of action or suffer gradually increasing (and eventually fatal) penalties determined by the referee.

Remove Charge

Can dispel an active Charge spell and any incurred penalties. If the caster of the Charge to be nullified is higher level than the character casting Remove Charge, there is a chance of the spell failing. The probability is 5% per level the caster is below.

Clairvoyance

For the next 12 turns, The caster gains the ability to see through the eyes of other living creatures.

► *Establish Connection:* To establish a connection with a creature within short range, the

caster must fully concentrate for one turn.

► *After this turn:* The visual perceptions of the last connected creature are relayed to the caster. The caster is blind to their own vision.

Restrictions: The spell is blocked by a thin layer of lead or by rock of 2' thick or greater

Cloudkill

A poisonous fog streams from the caster's fingertips, filling a 30' diameter area.

► *Movement:* The fog moves at 60' per turn (5' per round), driven by the wind.

► *Sinking:* Because the fog is heavier than air, it sinks to the lowest level of the land, even pouring down den or sink hole openings.

► *Damage:* All creatures in contact with the vapors suffer 1 hit point of damage per round of contact.

► *Creatures with less than 5 Hit Dice:* Must also save versus death (once per round of contact) or die.

Commune

The caster calls upon divine powers in order to seek knowledge. The communion lasts three turns, where the spell caster must be fully concentrating.

The caster may ask three questions per casting. Once per year, the caster may instead ask six questions.

Each question receives a simple “yes” or “no” answer.

Commune may only be cast once per month.

Confusion

This spell causes 3d6 subjects within long range to become charmed for 1 turn:

► *Subjects of 2 HD or greater:* May save versus spells each round to resist the spell's effect, acting normally each round they succeed.

► *Subjects of 2 HD or lower:* May not make a saving throw.

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

A 16 HD elemental is summoned from an elemental plane of the caster's choice (air, earth, fire, water) to do the caster's bidding. See Error:

Reference source not found, Elemental p12.

► *Materials:* The summons requires a large volume of the appropriate element.

► *Concentration:* Is required to command an elemental.

► *Dismissing:* While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.

► *Disruption:* If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a free willed entity and will immediately try to kill the caster and any who get in its way.

Restrictions: The caster may summon at most one elemental from each plane in a single month.

Dispelling: A conjured elemental may be dispelled by dispel magic or dispel evil.

Contact Higher Plane

The caster has can ask a powerful, otherworldly being for advice and knowledge on any subject.

Plane: The caster must choose which plane of existence to contact. Higher planes are home to more powerful and knowledgeable beings. The spell lasts one turn per level of the plane, and requires full concentration.

Questions: The caster may then ask a number of yes/no

questions equal to the number of the plane contacted.

Answers: For each question asked, there is a chance of the contacted being not knowing the answer, or of answering untruthfully.

Restrictions: Contact may be cast at most once per month.

Insanity: Contact has a chance of causing insanity. Insane characters are incapable of action or communication. the recovery time is a number of weeks equal to the number of the plane. For every level of the caster above 10, this 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

This spell has three usages:

1 Conjuring light: In a 30' radius. The magical light is daylight. The spell may be cast upon an object, in which case, the light moves with the object.

2 Blinding a creature: By casting the spell upon its eyes. If the target fails a saving throw versus spells, it is blinded. A blind creature cannot attack.

3 Cancelling darkness: Continual light may cancel a continual darkness spell.

Continual Darkness

Creates a 30' radius area of magical darkness, preventing both normal sight and infravision.

Like continual light, it may alternatively be used to blind creatures or to dispel a continual light spell.

Control Weather

By fully concentrating the caster can control the weather in a quarter mile radius. See Error: Reference source not found, Error: Reference source not found pError: Reference source not found. When concentration is broken, weather returns to normal.

This spell only functions outdoors.

Control Earth

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

Movement rate: The caster can move earth in the area at up to 60' per turn.

Excavations: The range of the spell also extends downwards, allowing excavations to be made

Create Food

The caster reaches into an empty sack. From it, they magically produce food, sufficient for twelve humans and twelve mounts for one day

Higher level casters: If the caster is higher than 8th level, food sufficient for an additional 12 humans and mounts is produced for each level beyond 8th.

Destroy Food

The same amount of food within a short distance disintegrates into dust.

Create Water

The caster touches a large stone surface, such as a wall or boulder. A magical font appears from that spot. It produces approximately 50 gallons of water—enough to sustain twelve humans and twelve mounts for one day.

Higher level casters: If the caster is higher than 8th level, water sufficient for an additional twelve humans and mounts is produced for each level beyond 8th.

Destroy Water

The spell instead creates a magical drain, which destroys water for one day. Water elemental die instantly when in contact with the drain.

Cure Disease

Cure a touched subject of any disease: Including those of magical origin.

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

Cause Disease

Inflicts a terrible, withering disease on a victim, if a saving throw versus spells is failed.

The disease has the following effects:

- **Death:** Within 2d12 days.
- **Attack penalty:** THAC0 is increased by 2.
- **Natural healing:** Takes twice the usual amount of time.
- **Magical healing:** Is utterly ineffective.
- **Curing:** This disease can only be cured with a casting of cure disease.

Cure Light Wounds

A touched creature heals 1d6+1 damage. Any tapping effects are negated.

Cause Light Wounds

Inflicts 1d6+1 damage to a touched creature.

Cure Serious Wounds

A touched creature heals 2d6+2 damage.

Cause Serious Wounds

Inflicts 2d6+2 damage to a touched creature.

Detect Invisible

Invisible creatures or items in a short distance are revealed to the caster.

Lasts until fatigued.

Detect Magic

Within a short distance of the caster, enchanted objects, areas, or creatures are caused to glow.

Lasts until fatigued.

Dimension Door

A touched creature is instantly transferred to another location up to 360' away. The destination may be selected in two ways:

Known location: A location, within 360', known to the caster.

An unknown location: Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totaling not more than 360'.

Restrictions: The following apply:

- If the destination is occupied By a solid body, the spell fails.
- If the target is unwilling it may save versus spells to resist the teleportation.

Disintegrate

The material form of a single, non-magical creature or object is instantly and permanently destroyed.

If a creature is targeted: It may save versus death to resist disintegration.

Examples of objects: The following might be targeted: a tree, a ship, a 10' section of wall.

Dispel Evil

This spell has three uses:

1. Ward: By fully concentrating for up to one turn, enchanted or undead monsters that come within a short distance of the caster may be banished or destroyed. Each monster may save versus spells to avoid banishment or destruc-

tion. If a monster's save succeeds, it flees the affected area.

2. Target single monster: Instantly banish or destroy a single enchanted or undead monster within range. The monster may save versus spells (with a -2 penalty) to avoid banishment or destruction. If the monster's save succeeds, it flees the affected area.

3. Dispel curse: Instantly dispel the hold that a cursed item has over a being within range.

Dispel Magic

One magical effect is ended.

If the level of the caster of the effect to be dispelled is higher than the level of the caster of dispel magic, there is a 5% chance per level difference that the attempt to dispel will fail.

Magic items are unaffected, unless the caster is of 9th level or higher.

Empower Armor

The armor of a touched creature glow purple, casting dim light for 10'. They gain a -2 bonus to AC, and a +2 penalty to THAC0.

If the targets isn't wearing armor, the spell fails.

Lasts one turn per level.

Disempower Armor

The armor glows red. The target gain a -2 to THAC0, and a +2 to AC.

Entangle

Choose a point within a long distance. Plants present in a 20' radius entangle creatures.

Saving throw: Each creature in the affected area may save versus spells.

► *If the save fails:* The creature is entangled, cannot move, and has a +2 penalty to AC.

► *If the save succeeds:* The creature is able to move through the entangled area at half its normal movement rate

Lasts one turn.

Feeblemind

An arcane spell caster within sight must save versus spells (at a -4 penalty) or become an imbecile, unable to think clearly or cast spells.

Find Traps

Trapped objects or areas within a short distance of the caster glow with a magical blue light. Magical and mechanical traps are both detected. No knowledge about the nature of the trap or how to deactivate it is granted.

Lasts one turn per level.

Create Trap

Using chalk, outline an area up to 10' in any direction. When a creature comes within 1' of touching the area, the whole area erupts in flames, dealing 1d8 damage. Then the trap is dispelled.

Fire Ball

Flame streaks towards a point within sight and detonates in a 20' radius sphere. Creatures caught in the fire ball suffer 1d6 damage per level of the caster, with a successful save versus spells indicating half damage.

Floating Disc

The caster conjures a slightly concave, circular disc of magical force within 6'. The disk follows them about and carries loads. The disc is 3 feet in diameter and 1 inch deep at its center. It can hold a maximum load of 50 inventory slots, 5,000 coins, or 500 pounds.

The disc floats at waist height and remains level, floating along horizontally.

When the disc winks out at the after 6 turns; anything it was supporting is dropped.

Fly

A touched creature gains the ability to fly through the air. Their cautious movement rate becomes 120'.

It's possible in any direction, including to levitate and to hover in mid-air.

Lasts until fatigued three times.

Ground

A touched creature loses the ability to fly, and has their movement speed reduced to 1.

Greater Charm

This spell has the same effects as Lesser Charm, but affects one of these targets:

- 3d6 creatures of 3 HD or less.
- A single creature of more than 3 HD.
- A single creature of 3 HD or less. 5-in-6 chance of remembering Greater Charm.

Growth Of Animal

One non-magical animal is doubled in size and strength when this spell is cast upon it.

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

Lasts until fatigued twice.

Shrink of Animal

The animal is instead halved in size.

Growth Of Plants

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

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

Only very large creatures can force their way through.

Shrink of Plants

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

Hallucinatory Terrain

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.

If the illusion is touched by an intelligent being, the spell is ended.

Haste

Up to 24 creatures are enchanted to be able to move and act twice as quickly as normal:

Movement: Maximum movement rates are doubled.

Attacks: Make double the number of attacks per round.

Magic: The number of spells and uses of magical devices per round is not doubled

Lasts until fatigued. Then deals 1 damage.

Slow

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.

Heat Metal

All metal in the possession of a touched creature are heated to extreme temperatures.

Dropping items: A subject who drops all heated objects suffers no further harm.

Water or snow: Immersing heated metal negates the harmful effects.

Effects of Heat: the first round, the subject takes 1d6 damage. Each round after that, they take 1d6 more and must save versus magic or sustain permanent injuries.

Hide Gold

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.

The spell lasts for three turns while the caster concentrates.

False Gold

The caster, or a chosen creature within a short distance, has 3d6x10 cp appear on their person. The coins appear real on inspection, but will be revealed as an illusion by Detect Magic.

The spell lasts for three turns while the caster concentrates. Then the coins turn to dust.

Hold Monster

Same as Hold Person but affects any non-undead creature.

Free Monster

A single person is instantly freed from non-magical restraints, and they may make an additional saving throw against magical restraints, with a +4 bonus. A Free Monster spell is instantly ended.

Hold Portal

A door, window, or other kind of portal is magically held shut for 2d6 turns.

Opening by magic: A knock spell opens the portal.

Opening by force: Creatures with at least 3 HD more than the caster's level can open the held portal with one round of effort.

Hold Person

A person is status. Lasts 2 turns per level.

Restriction: Persons of 4 HD or greater, and undead, are not affected.

Free Person

A single person is instantly freed from non-magical restraints, and they may make an additional saving throw against magical restraints, with a +4 bonus. A Hold Person spell is instantly ended.

Insect Plague

A 60' diameter swarm of flying insects appears within 500'.

► *Movement:* 20' per round. While the swarm is within 500', the caster is able to direct its movements.

► *Vision:* Within the area of the swarm is obscured.

► *Creatures of 2 HD or less:* Are driven away, if caught within the swarm.

► *Concentration:* The caster can fully concentrate on the spell, for up to a day.

Restrictions: The spell has no effect if cast underground.

Infravision

A touched creature is able to see 60' in the dark with infravision. See Error: Reference source not found, Infravision p8.

Lasts one day.

Invisible Stalker

An invisible stalker (see below) is summoned to the caster's presence and magically bound to perform a mission of the caster's choosing.

► **Wording:** The caster must be careful with the wording of the mission. Invisible stalkers will follow the letter of the command while twisting the intent.
► **Duration:** The creature is bound to attempt the mission until it succeeds or is destroyed.
► **Banishing:** The spell Dispel Evil will banish an invisible stalker, ending the spell.

Invisibility

The caster or another creature or object becomes invisible:

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.

If cast on an object: The invisibility is permanent.

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

A touched creature gains an aura of invisibility. When the spell is cast, creatures within 10' of the subject also become invisible.

- **Area:** The 10' radius area of the spell's effect moves with the chosen creature.
- **Exiting the area:** Subjects that move more than 10' away from the chosen creature become visible.
- **Entering the area:** Creatures that move into the area after the spell is cast do not become invisible.
- **Restriction:** The invisibility follows the same restrictions and behavior as an Invisibility spell.

Knock

The caster touches a door, which is magically opened by a loud sound. Knock opens stuck, barred, or locked door, as well as gates, chests, and so forth, including magically held doors (e.g. Hold Portal, Wizard Lock).

Know Alignment

The caster gains immediate knowledge of the alignment of one character, monster, object, or location within a short distance.

Obscure Alignment

For 6 turns, a touched creature is affected by magic as though they had the alignment of the caster's choosing.

Lesser Charm

A person within a short distance must be charmed, as follows:

- **Friendship:** The subject regards the caster as its trusted friend and ally.
- **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.

Restrictions: Human-like monsters of greater than 4 HD and undead are not affected.

Duration: The charm lasts indefinitely, but the subject is allowed to make further saves versus spells at intervals, depending on its intelligence. If one of these saves succeeds, the spell ends.

- ≤8: New save each month.
- 9–12: New save each week.
- 13–17: New save each day.
- ≥18: New save each hour.

Levitate

This enchantment allows the caster to move up and down through the air:

► **Movement:** The caster is not granted any additional movement, and must push against solid objects to move.

- **Weight:** An encumbered creature will sink to the ground.

Lasts until fatigued.

Light

This spell has three usages:

1. **Conjuring light:** A magical light appears. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** A creature becomes blind.
3. **Canceling darkness:** Cancel a Darkness spell.

Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (and infravision). Like light, it may alternatively be used to blind creatures or to dispel a light spell.

Lightning Bolt

A powerful stroke of electrical energy extends from the caster's fingers. It is 180' long and 5' wide. Creatures caught in the lightning bolt suffer 1d6 damage per level of the caster. A successful save versus spells prevents half of the damage.

Bounce: If the lightning bolt hits a solid barrier before its full length is reached, it is reflected and continues to its full length.

Locate Monster

Same as Locate Object but can locate any creature, magical or non-magical.

Locate Object

For six turns, the caster can sense the direction (but not distance) of an object, within a long distance.

This spell has two uses:

1. *General class*: (e.g. a stairway, an altar). The nearest object of that type is located.

2. *Specific object*: The caster must clearly visualize in all aspects.

Restrictions: This spell cannot be used to locate creatures.

Locate Plant Or Animal

Same as Locate Object but locates a non-magical, non-human, plant or animal, of 4 HD or less.

Locate Person

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

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.

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.

Magic Missile

This spell conjures a glowing dart of energy that the

caster may choose to shoot at a visible target within a long distance. The missile hits unerringly (no attack roll). 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 images look and behave exactly as the caster. Attacks on the caster destroy one of the mirror images (even if the attack misses).

Ends after 6 turns, or when the last duplicate is destroyed.

Neutralize Poison

This spell has two uses:

1. *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.

2. *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 a short distance centered on 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.

Pass-Wall

The caster touches solid stone. A 5' diameter hole is temporarily opened, forming a passage-way up to 10' deep.

After 3 turns, the passage seals, without a trace.

Part Water

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. Lasts six turns. The caster can dismiss the spell's effect before the duration ends.

Phantasmal Force

A visual illusion of the caster's choosing manifests in a 20' cube area, within sight. Three types of illusions may be created:

1. *An illusionary monster:* That can be directed to attack. The monster has an Armour

Class of 9 and will vanish if hit in combat.

2. *An illusionary attack:* For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who save versus spells are unaffected.

3. *A scene:* Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Restrictions: The following apply:

- *Full concentration*
- *Illusionary monsters or attacks:* May appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralyzed, and so on. Such effects last for 1d4 turns.

Polymorph Others

A creature within a short distance is changed into another type of creature, as chosen by the caster:

- *HD:* The spell fails if the new HD is more than twice the subject's HD.
- *Damage:* The subject retains the same number of damage.
- *Abilities:* The subject truly becomes the new form: all special abilities are acquired, along with behavioral patterns, tendencies, and intelligence.
- *Specific individuals:* The spell cannot be used to duplicate a specific individual.
- *Reversion:* If the subject dies, it returns to its original 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 THAC0.

► **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.

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:** If the image moves more than 240' from the caster, it disappears.

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.

Lasts until fatigued.

Protection from Law 10' Radius

Provides the same wards, but against lawful creatures.

Protection From Fire And Lightning

A touched creature gains protection against 6 damage,

per level of the caster, from lightning and fire.

Ending: When all of the hit points of protection are used up, the spell ends. The spell also ends after being fatigued.

Protection From Normal Missiles

A chosen creature within a short distance gains complete immunity to small, non-magical missiles (e.g. no protection is granted against hurled boulders or enchanted arrows)

Lasts until fatigued.

Protection From Poison

A touched creature gains a ward against poisons. Any poisons that are actively affecting the subject are neutralized.

Venom: Complete immunity is granted against venomous attacks of monsters (e.g. bites) and poisonous gases (including those conjured by magic).

Breath Weapons: The subject gains a +4 bonus to saving throws against poisonous breath weapons.

Lasts until fatigued.

Purify Food And Water

Makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. One of the following may be affected:

- *Drink:* 6 quarts.
- *Rations:* One ration
- *Unpreserved food:* A quantity sufficient for 12 human-sized beings.

Raise Dead

This spell has two uses:

1. *Restore life:* To a recently deceased person. The caster can raise an unburied corpse that has been dead for no longer than four days per level of the caster above 7th. See Error: Reference source not found, damage p17 for the effects resurrection.

2. *Destroy undead:* A single undead monster is destroyed.

Finger of Death

Directs a ray of deadly magic at a single target. If the target fails a saving throw versus death, it dies instantly.

Read Languages

Until fatigued, the caster may understand any written language, including coded messages, maps, and other written instructions. This spell does not grant any ability to speak unknown language.

Remove Language

Causes one target within short range to lose the ability to speak or understand language.

Read Magic

For one turn, the caster can decipher magical inscriptions or runes, as follows:

Scrolls: The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.

Spell books: A spell book written by another arcane spell caster can be deciphered.

Inscriptions: Runes or magical words can be understood.

Reading again: Once the caster has read a magical inscription using Read Magic, they are thereafter able to read that particular writing without recourse to the use of this spell.

Reincarnation

A dead character is returned to life in a new physical form that manifests in the presence of the caster. The character's new body is not necessarily the same as the original; it is determined by rolling on the Reincarnated Class table. The roll indicates either a character class or a monster:

Character class: The character is of experience level 1d6 lower than they were in life.

Monster: The type should be determined by the referee. The tables opposite may be used, or the referee may create their own tables. Monsters cannot gain experience or advance in level.

Death Spell

Choose a point within 240'. Up to 4d8 Hit Dice of creatures within a 30' radius area must save versus death or die, instantly.

Restrictions: Undead and creatures with >7 HD are unaffected

Reincarnation Class

d12	Reincarnation
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1	Error: Reference source not found
2-3	d6: 1-2 Error: Reference source not found, 3-4 Error: Reference source not found, 5-6 Error: Reference source not found
4	Error: Reference source not found
5	Error: Reference source not found
6	Error: Reference source not found
7-11	Monster
12	Same

Lawful Monsters

d6	Reincarnation	HD
1	Gnome	1
2	Neanderthal	2
3	Pegasus	2
4	Blink Dog	4
5	Unicorn	4
6	Roc, small	6

Neutral Monster

d6	Reincarnation	HD
1	Pixie	1
2	Lizard Man	2
3	Rock Baboon	2
4	Ape, white	4
5	Centaur	4
6	Werebear	6

Chaotic Monster

d6	Reincarnation	HD
1	Kobold	1
2	Orc	1
3	Gnoll	2
4	Wererat	3
5	Ogre	4
6	Minotaur	6

Remove Curse

Remove curse instantaneously 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: A -2 penalty to saving throws, a +4 penalty to THAC0 or AC, reducing an ability score by 50%, unable to put down the item.

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 one turn per level.

Cause Fear

Will cause a target within long range to flee unless it saves versus spells.

Resist Fire

All creatures within a short distance 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, or after a number of turns equal to the caster's level.

Shadow Hound

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

AC 7, HD 1+2 (6hp), Att 1 × bite (1d6), THAC0 18, MV 180' (60'),

SV D12 W13 P14 B15 S16 (1), ML 12, AL Lawful, XP 15

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

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 within a long distance. 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, or 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 first. Rolled HD not sufficient to affect a creature are wasted.

Creatures enchanted by this spell are helpless and can be killed instantly with a bladed

weapon. Slapping or wounding awakens an affected creature.

Snake Charm

One or more snakes are rendered non-hostile, rearing up and swaying to and fro, but not attacking.

The spell affects snakes whose total HD do not exceed the caster's level. e.g a 7th level caster can affect 7 HD of snakes: equal seven 1 HD snakes, or two 3 HD snakes and one 1 HD snake, etc.

Duration: When cast on snakes that are already attacking, the spell lasts for 1d4+1 combat rounds. Otherwise, it lasts for 1d4+1 turns.

Snake Discord

Instead, the snakes enter a rage, recklessly attacking other snakes, then other reptiles, than any moving object.

Speak With Animals

The caster gains the ability to speak with animals.

This spell doesn't make animals any more friendly or cooperative than normal.

The caster can ask questions, or even for small favors.

Lasts until fatigued

Speak With Dead

Same as Speak with Animals but enables speech with with corpses and undead. They answer as they would in life.

Speak With Plants

Same as Speak with Animals but enables speech with

with plants, including monstrous plants.

Speak With Stones

Same as Speak with Animals but enables speech with stones, and earth elements.

Summon Animals

Normal animals within 500' are summoned to the caster's aid. The caster may choose to limit the summons to creatures of specific species.

► *Restrictions:* Insects, arachnids, and other bugs are not summoned. Magical creatures are not summoned.

► *Number of animals:* A number of animals of total Hit Dice equal to the caster's level will respond to the summons.

► *Small animals:* Normal, small animals (e.g. mice, sparrows, squirrels, etc.) are treated as one tenth of a HD.

Summoned creatures: Behave as follows:

► *Arrival:* They will come to the caster's location as fast as they can.

► *Comprehension:* They understand the caster's words while the spell lasts.

► *Aid:* They will aid the caster in whatever way they can. If the caster is being attacked: The summoned animals will attack the enemy, only fleeing if they fail a morale check.

Once an animal flees: The spell is broken for that animal.

Lasts until fatigued.

Sticks To Snakes

2d8 normal sticks are miraculously transformed into snakes that follow the caster's orders. When killed or the spell ends, they revert to sticks.

Poison: There is a 50% chance of the snakes being poisonous.

Lasts until fatigued.

Conjured Snakes

AC 6 , HD 1 (4hp), Att 1 × bite (1d4), THAC0 19, MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 10 (13 if poisonous)

Snakes to Sticks

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

Lasts until fatigued.

Stone To Flesh

This spell transforms stone into living flesh. It is especially useful for restoring life to a petrified creature and its equipment to its normal state.

Flesh to Stone

Turns one creature into a statue, including all gear and any items currently held. A saving throw versus paralysis is permitted to resist the transformation

Striking

One weapon within a short distance is enchanted to deal an additional 1d6 damage, and becomes a magical weapon.

Lasts one turn per level.

Telekinesis

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

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

► **Movement:** The target may be moved up to 20' per round, in whatever direction the caster wishes

Telepathy

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

When the spell begins, the caster is assaulted by the thoughts of all creatures within a long distance. They are incomprehensible, but reveal the location of the creature.

By fully concentrating on single creature, the caster can perceive and understand that creature's thoughts.

The thoughts of magical creatures may be dangerous.

Lasts one turn per level

Obstructions: The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

Teleport

A touched creature disappears and reappears at a location of the caster's choosing, including its gear

Destination: May be at any distance, but must be known to the caster. The destination must

be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)

Risk: There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see right). Roll d% and consult the table

	Know. of Ground	Too Dest.	Too Level	Too High	Too Low
Scant	01–50	51–75	76–00		
Medium	01–80	81–90	91–00		
Exact	01–95	96–99		0	

► **Ground level:** The subject appears at the desired destination.

► **Too high:** The subject appears $1d10 \times 10'$ above the intended destination. Should this location already be occupied by solid matter, the subject is instantly killed. Otherwise, the subject falls from a height.

► **Too low:** The subject appears in the ground and is killed instantly.

Knowledge of destination: The caster's knowledge of the destination is rated as follows:

► **Scant:** A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.

► **Moderate:** A location that the caster has visited often or has studied via scrying for several weeks.

► **Exact:** A location that the caster has made a detailed study of, in person

Tree Shape

The caster takes on the form of a living or dead tree. The tree form is completely realistic, even to close inspection.

While in this form, the caster can perceive the surroundings with their normal senses.

The caster may end the spell at will, returning to their normal form.

Ventriloquism

The caster may make their voice appear to come from any location or source (e.g. a statue or animal) within a short distance.

Lasts until fatigued.

Wall Of Fire

An immobile, opaque curtain of fire springs into existence. It remains as long as the caster fully concentrates.

► **Size:** The wall can be any size, shape, and dimensions the caster desires, up to 1,200 sq. ft. The wall may not appear where objects are.

► **Monsters with <4 HD:** Cannot pass the wall of flames.

► **Monsters with ≥4 HD:** Take 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold.

Wall of Ice

An immobile, translucent, wall of ice springs into existence. Functions the same as

wall of fire with the following changes:

► **Damage:** extra damage is dealt to creatures that use fire or are accustomed to fire.

► **Concentration:** The wall does not require concentration, instead lasting for two burns.

Wall Of Stone

A wall of solid rock appears.

Size: The wall may be of whatever shape the caster desires and is of 1,000 cubic feet in volume. (For example, a 2' thick wall, 50' long and 10' high.)

Location: The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

Wall of Air

The wall functions the same as the wall of stone, but is made of an invisible air current. It lasts for 12 turns.

Warp Wood

Wooden objects of the caster's choice warp and become useless. One small object is affected per level of the caster. Or, one large object may also be targeted.

Magical objects: That are targeted have a chance of being unaffected.

Held Objects: Creatures may save versus spells to prevent their held objects from being warped.

Water Breathing

A touched creature can breathe water freely by means of this spell.

The spell does not affect the subject's ability to breathe air. No additional proficiency at swimming is granted

Lasts one day.

Air Breathing

Allows a subject to breath air. No additional walking ability is granted.

Water Breathing 15' Radius

Same as Water Breathing, but affects the caster, and all creatures a within 15'.

Air Breathing 15' Radius

Same as Air Breathing, but affects the caster, and all creatures a within 15'.

Web

Duration: 48 turns

Range: 10'

Web conjures a many-layered mass of strong, sticky threads, blocking a 10' cube area.

Entanglement: Creatures caught within a web become entangled among the gluey fibres. Entangled creatures can't move, but can break free depending on their strength (see below).

Flammable: The strands of the web are flammable and can be destroyed by fire in two rounds. All creatures caught within flaming webs suffer 1d6 points of damage from the flames.

Breaking free: Depends on STR:

Normal human range: The creature can break free in 2d4 turns.

Magically augmented STR above 18: The creature can break free in 4 rounds.

Giant strength: The creature can break free in two rounds.

Wizard Lock

A wizard lock spell magically locks a touched door, gate, or any item that has a lock or latch.

Bypassing: The magical lock is permanent but may be temporarily bypassed as follows:

► **Password:** The caster sets a password at the time of casting.

Speaking the password disables the lock for one round.

► **A Knock spell:** Disables the lock for one round.

► **Higher level casters:** Any magic-using character who is at least 3 levels higher than the caster of the wizard lock may pass through unimpeded.

Wizard Eye

One of the casters eyes pops harmlessly out of their head. It becomes transparent, nearly invisible and begins to fly.

► **Movement:** The eye is mentally directed by the caster. It can be moves up to 120' per turn, and up to 240' from the caster. Solid barriers block passage, but it can pass through a hole or space as small as 1 inch in diameter

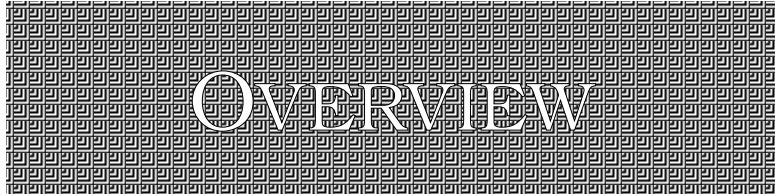
► **Seeing through the eye:** By concentrating, the caster can see through the eye, but becomes blind to their own vision.

► **Types of vision:** The magical eye grants both normal vision and infravision. See Error: Reference source not found, Infravision p8.

When the caster becomes fatigued, the eye floats slowly to the ground. If not placed in the casters head within 1 turn, the eye is lost.

Downtime

Contents



OVERVIEW

Downtime is awarded by the Dungeon Master, typically one week for returning characters.

Basic downtime is available to all characters.

Advanced downtime is only available to characters who meet certain requirementsz

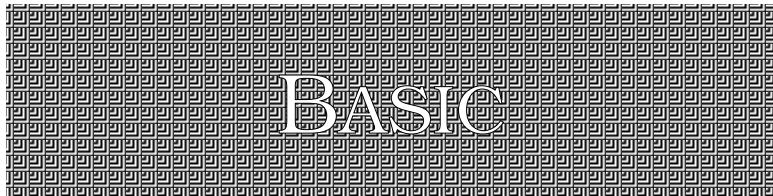
Boons

Boons are enchantments that attach to ones aura. They occupy an item slot, but can not be transferred or stored.

Once a boon is used, it is destroyed.

Many down time activities grant boon points. When granted boon points, you are also given the opportunity to buy boons with them.

A character can only store a number of boon points equal to their level.



Animal Training

Placeholder

Carousing

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

Gambling

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

Collecting Rumors

While gambling, there is a 2-in-6 chance you'll hear relevant rumors. If so, the referee will give them to you.

Finding A Mentor

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

Once found, the mentor can be hired. Most accept monetary wages, but clerics ask for one week of service instead of money. Wizards must be paid at least half in gemstones.

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

Odds Of Finding

Decide the class, and level you are seeking. Then calculate the odds. The chance of knowing a particular spell is 2-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 ²
Other	30	10

Example: Elron is seeking a 5th level Error: Reference source not found that knows Fire Ball. The odds are 70 – 5 = 65%. They roll 44 on percentile and find Glynyek the Wise. Unfortunately, they do not know Fire Ball.

Healing

Spending time at a temple will increase healing. A one week stay costs 1 gp, or one week of service, and will restore all hit points.

Recruiting

Get more hirelings

Selling

Finding and selling rare items.

Each week you can find buyers for a number of cp equal to 100 times your level. If an object is more valuable than that, you must work for multiple weeks to sell it.

Sale

When you sell the item, roll a d20 on the table and add your reaction modifier to see how much higher or lower than the list price you got.

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

d20

≤1 Robbed! 0%

2-4 Low Ball: 75%

5-10 Low Ball: 90%

11-17 Asking Price: 100%

18-19 Tipped: 110%

≥20 Swindler! 200%

Service

Temples are always in search of volunteers. A week of service costs nothing.

Service for criminal penalty or to restore favor of a deity, has no additional benefit.

Team-building

Spend the week attending leadership seminars, and making topped flat bread to enjoy with your minions.

Costs 1 sp per minion. Each participating minion has a 2-in-6 chance of gaining 1 loyalty, to a maximum of 8.

Boons

Each minion that gains loyalty yields 1d4 boon points.

True Loyalty: Costs 4 boon points. One loyalty check automatically succeeds.

True Valor: Costs 2 boon points. When an ally is attacked in melee, redirect it to yourself.

Training

While you were Carousing, I studied the blade.

Before you can train, you must find an appropriate mentor. See p6. One week of training costs 50 cp.

XP

When training with a mentor of the same class, and a higher level, gain 12d20 xp.

For an additional 1 sp, up to three hirelings of the same class can train with you, and gain half the XP that you do.

Boons

When training with a mentor of the same class, and the same level, one week yields 2d6 boon points.

True Dodge: Costs 4 boon points. Half the damage from one non-magical attack.

True Strike: Costs 6 boon points. Have a THAC0 of 10 for one weapon attack.

True Pain: Costs 3 boon points. Instead of rolling, deal the maximum amount of damage on one weapon damage roll.

True Valor: Costs 2 boon points. When an ally is attacked in melee, redirect it to yourself.

Working

Any character can work a normal job such as a blacksmith's assistant or store clerk.

Finding A Job

If you do not have a job, you must spend 10 XP per week of searching. Roll a 3d6 to determine what kind of job you've been offered. Then make a charisma check to see if you secure the offer.

d6	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 A Job

At the end of a week of work, you receive your wages. Roll a d to determine the results of your wages

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

Promotion

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

Employee Discount

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

Blacksmiths assistants have a 50-50 chance of working for an armor smith, or weapon smith. Store Clerks roll on the table.

Tavern hands get free beer.

Wizard assistants have a 1% discount on Magical Research.

ADVANCED

Crime

Only thieves, acrobats, tabaxi, kobold and warlocks can pursue crime.

Heist

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

__init__ Heist

Scoping out a new heist takes one week. Write the location and the target on your heist card.

Roll a number of d6 equal to your level. This is the value of the heist in sp.

Roll a d6. This is the maximum progress of the heist.

Roll 2d4. This is the risk of the heist.

Boredom

If you're up for a challenge, the risk of the heist becomes 10, and the value becomes gp.

Risk

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

If you fail, you loose you blunder your heist, pay a fine equal to twice the value of the heist, and must preform a week of service.

Loosing a Glove

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

Paying The Prigs

Finding an accomplice, such as an adam tiler, or an amuser. It takes one week. Each accomplice takes a 10% cut, but gives a +1 bonus on risk.

Add your accomplice's name to the heist card.

Rounder

You can take on another character as an accomplice. Doing so doesn't take any down time, and allows them to paying the prigs and bite the blow on the heist.

Bite The Blow

Take a risk to removes one progress, and get paid 10% of the value.

Finishing The Fence

When a heist has no progress left, take one final *risk* to end the heist, and pay out 100% of the heists value.

Devotion

Only divine magic-users can preform devotion.

You have a 3-in-6 chance of getting 3d6 boon points.

Lawful

True Aid: Costs 10 boon points. One successful bandage restores the maximum number of hit points.

True Valor: Costs 2 boon points. When an ally is attacked in melee, redirect it to yourself.

Neutral

True Spell: Costs 14 boon points. 3-in-6 chance of remembering a spell when cast.

True Intuition: Costs 4 boon points. *Search* in just 1 round.

Chaos

True Feign: Costs 10 boon points. Add a +2 bonus to your next dismemberment roll.

True Dodge: Costs 4 boon points. Half the damage from one non-magical attack.

Forging

Only dwarves (and some fighters) can forge. Choose one option. Gain 1d3 boon points.

Honing

Honing costs 10 cp. A honed weapon deals an additional d4 damage. When rolling a 4 on that bonus, the honing wears off.

Repair

Remove all mundane damage from one item. Costs 10 cp.

Construction

You can make any weapon. See Gear page 4. Calculate the total points of the weapon being constructed:

Properties points

d4 or d6	1
----------	---

d8	4
----	---

d10 or d12	7
------------	---

blunt	4
-------	---

fired	11
-------	----

charge	4
--------	---

melee	4
-------	---

risky	14
-------	----

slow	2
------	---

splash	7
--------	---

thrown	7
--------	---

two-handed	2
------------	---

Each week of construction costs 5 cp. you progress 1d6 points towards completion.

Magical Research

Only magic-users can perform 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 Error: Reference source not found, Spell Books p6.

Scrolls

Assimilating a spell scroll takes one week, cost 1 gp per spell level, destroys the scroll, and has success rate of (80 + your intelligence score)%.

Captured Spell Books

Spell books are so individual only their author can read them. Spell must first be identified with a Read Magic spell.

An identified spell can be assimilated from a captured spell book with 3 gp per level, and one week.

Mentoring

You can learn a spell from a mentor. See Finding a Mentor p6. In addition to the mentor's wages, studies cost 5 sp per 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* 1,000gp per spell level.

Creating Magic Items

Characters of 9th level or higher can create magic items. The player describes in detail the item that they wish. The referee decides whether this is possible and, if so, what materials are required.

Restrictions

Divine spell casters May only create items that they are able to use themselves. Arcane spell casters may create any item except those that may only be used by divine spell casters.

Materials

Creating magic items requires rare components such as expensive gems or ingredients from rare monsters.

Cost And Time

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

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

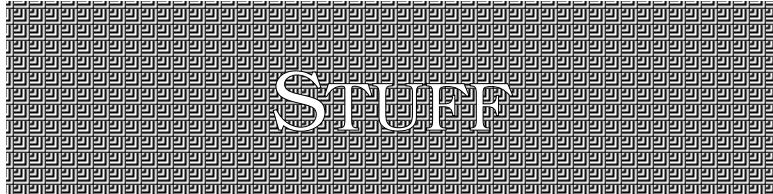
Other

Possibilities include: sanctifying a holy site, creating constructs, or opening portals.

Dungeon Master

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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.

Making A Morale Check

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

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

Hazard

Rather than track exact time for every torch, rest, spell, and encounter, roll a d12 at the end of every turn and let probability space them out.

1-2. Burn

Torches and lanterns burn out.

3-4. Fatigue

The next turn, players must rest, or take 1 damage.

Ends certain spells.

Ignore this result while resting.

5-6. Sign

Signs of monsters appear.
See page 3.

7-8. Shift

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

9-10. Stalking

If there is a monster stalking the players, they make a sound or other sign.

11. Nothing

12. Wandering Monster

Sign

Observation

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

Hostility	Significance
4	Friendly
6	Neutral
8	Aggro

Reaction Roll

See Adventure, page 6.

- Roll 2d6.
- +/- reaction modifier.
- +/- 1 for the situation.
- - Hostility.

Results

► **≤-5:** Monsters are hostile, enraged, statused, and bear a grudge against the players. +2 hostility

► **-5-0:** Monsters are hostile, but keep their wits. +1 hostility.

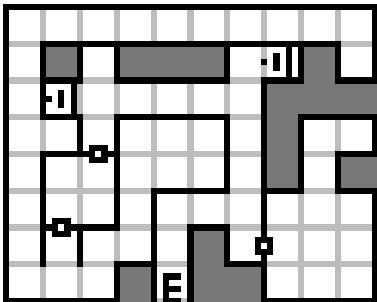
► **1-4:** Monsters are neutral, but firm. +1 hostility.

► **5-7:** Monsters are neutral, statused, and likely to let something slide.

► **≥8:** The monsters are friendly and tapped. -1 hostility.

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

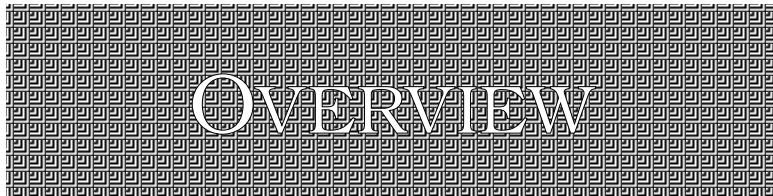
Mapping Exercise Solution



Monster

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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 Error: Reference source not found: Alignment 5.

Observation Class (OC): The monster's ability to notice.

Hostility (HT): The base hostility of the monster.

Morale Rating (ML): The monster's likelihood to persist in battle. See Error: Reference source not found: Morale p2

Movement Rate (MV): The walking speed of the monster. Its crawling speed is half that, and running speed thrice that. For reference, PC's have a MV of 40'. If the monster has multiple modes of movement they are listed individually, separated by slashes.

Ability: The same ability scores that player characters have.

Saves: The monster's saving throw values:

- **D:** Death/poison.
- **W:** Wands.
- **P:** Paralysis/petrification.
- **B:** Breath attacks.

S: Spells/rods/staves.

Combat

Armour Class (AC): The monster's ability to avoid damage in combat.

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 THAC0 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 Types, p230). The letters listed are used as follows:

A to O: Indicate a hoard: the sum wealth of a large monster or a community of smaller monsters, usually hidden in the lair.

P to V: If listed for an intelligent monster, indicate treasure carried by individuals (P to T) or a group (U, V). If listed for an unintelligent monster, indicate treasure from the bodies of its victims.

XP: The precalculate amount of experience points per Error: Reference source not found, Experience p12.

Other

Other abilities are indicated in a bulleted list.

Example

Monsters are creatures which inhabit dungeons. Many are hostile or predatory to humans. But many are also neutral. Most are creatures living their own lives.

There are many signs that there's monsters near by. Here's some to use when you roll sign on the Error: Reference source not found table.

Signs

- 1** Claw marks.
- 2** Monster dookie.
- 3** Scary growls.
- 4** Discarded human bones.
- 5** Big bloody paw prints.
- 6** 3"x3" golden yellow paper that reads "ominous".
- 7** The word "gullible" written on the ceiling.
- 8** Empty Doritos bag.
- 9** Empty monster energy can.
- 10** Ten things.

Non-Combat

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

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

Monster

Scary creature that kills and eats reckless players.

Alignment: Lawful

OC: 5, *HT:* 10, *ML:* 12

MV: 40', *fly:* 20'.

Ability:

Str: 18, *Dex:* 18, *Con:* 18,

Int: 18, *Wis:* 18, *Cha:* 18

Saves:

D: 5, *W:* 5, *P:* 5, *B:* 5, *S:* 5

AC: 0, *HD:* 6+1 (28hp)

Attacks:

3x Claw: 10, 1d6 (4).

OR

Fire-breath, Recharge 2:
60' cone, 8d6 (28). Save vs
Breath for half.

NA: 1, *TT:* T, *XP:* 550

► *Spellcasting:* Once per day,
can cast Polymorph Self.

Baby Monster

Little scary thing.

Alignment: Lawful

NC: 5, *HT:* 12, *ML:* 10

MV: 30', *burrow:* 10'.

Ability:

Str: 18, *Dex:* 18, *Con:* 18,

Int: 7, *Wis:* 7, *Cha:* 7

Saves:

D: 10, *W:* 10, *P:* 10, *B:* 10, *S:* 10

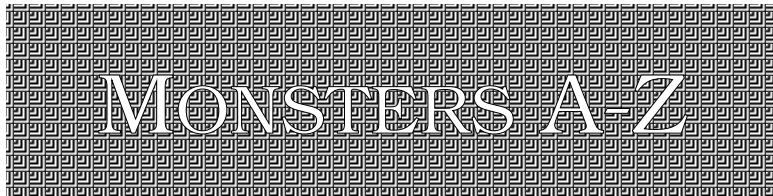
AC: 2, *HD:* 4 (18hp)

Attacks:

3x Claw: 10, 1d6 (4).

NA: 1d6, *TT:* P, *XP:* 75

► *Cry:* When injured, magically
alerts nearby monsters.



Acolyte

A temple has sent a small group of men into the depths of the dungeon. They risk their lives, but know the end, whether good or bad, is already written; They are here merely to play it out.

Signs

- 1** Circle of burnt out candles.
- 2** Incense.
- 3** Vegetarian food scraps.
- 4** Urine.
- 5** Smell of stale incense.
- 6** Smell of soup.
- 7** Spilled soup.
- 8** Chalk mark, safe
- 9** Chalk mark, danger
- 10** Spiked door

Quests

- 1** Recover a relic.
- 2** Pilgrimage.
- 3** Rescue a prisoner.
- 4** Destroy a relic.
- 5** Acquire rare herb.
- 6** Investigate a vision.

History

- 1** Reformed criminal.
- 2** Medicine man.
- 3** Acetic.
- 4** Elder.
- 5** Evangelist.
- 6** Believer of the old way.

Acolyte

1st level human cleric.

Alignment: Any

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

MV: 40'.

Ability:

Str: 9, *Dex:* 9, *Con:* 9,

Int: 9, *Wis:* 9, *Cha:* 9

Saves:

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

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

Attacks:

Mace: 19, 1d6 (4).

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

Priestess

4th level human cleric.

Leads several acolytes.

Alignment: Any

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

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

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

Attacks:

Flail: 19, 1d8 (5).

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

► *Spellcasting:* Depending on alignment, has 2x Cure Light Wounds / Cause Light Wounds, and 1x Silence / Noise .

Basilisk

A magical reptile petrifies its victims. Then, comes back at its leisure to eat them. Because it is the only creature able to digest petrified victims, it's ample kills tend to pile up.

Signs

- 1** A scared and very lifelike statue of an orc, or similar local monster.
- 2** Shed scales. 1-in-6 to find the whole skin.
- 3** Strange shaped stones, unlike the cavern walls (food scraps).
- 4** Smooth gravel (feces).
- 5** Trail of gravel.
- 6** Stone hand, broken from a statue.
- 7** Stone basilisk looking in a puddle.
- 8** A statue of an animal, with a blank expression, now a nest for mice.
- 9** A stone chest, filled with stone coins.
- 10** Statue of person in a comic, regrettable pose.

Basilisk

10' long magical lizard that turns prey to stone.

Alignment: Neutral

OC: 4, *HT:* 8, *ML:* 5

MV: 20'.

Ability:

Str: 16, *Dex:* 8, *Con:* 15,

Int: 3, *Wis:* 8, *Cha:* 7

Saves:

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

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

Attacks:

Bite: 13, 1d10 (6) + petrification.

Gaze: Petrification.

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

► *Petrifying gaze:* Anyone meeting a basilisk's gaze is turned to stone (save versus petrify). Unless averting eyes (+4 THAC0, -2 AC), or using a mirror (+1 THAC0), one character in melee is affected each round.

► *Mirrors:* The reflection of a basilisk is harmless, except to itself.

► *Petrifying touch:* Anyone touched by a basilisk is turned to stone (save vs petrify).

Carcass Crawler

This scavenger often stalks prey, waiting for it to expire. It's able to digest bone, and happy share eat a scraps.

Signs

- 1** Rhythmic clicking.
- 2** Rotting smell that seems to be everywhere.
- 3** Rot smell.
- 4** Rot smell.
- 5** Amber egg sac on ceiling.
- 6** Shallow burrow.
- 7** Rancid slime.
- 8** Molted skin.
- 9** Half-eaten, rotten corpse.
- 10** Exhausted kobold.

Carcass Crawler

4' long millipede with large maw, and many tentacles.

Alignment: Neutral

OC: 8, *HT:* 7, *ML:* 5

MV: 40'.

Ability:

Str: 14, *Dex:* 13, *Con:* 16,

Int: 1, *Wis:* 12, *Cha:* 5

Saves:

D:12,W:13,P:14,B:15,S:16

AC: 7, *HD:* 3 (13hp)

Attacks:

Tentacle: 16, 1 + paralysis for 2d4 turns.

NA: 1d3, *TT:* B, *XP:* 50

► *Cling:* Can walk on walls and ceilings.

Crocodile

Apex ambush predator. Large quadruped reptiles with powerful tails. Amphibious, live in rivers and marshes.

Attracted to blood and movement.

Signs

- 1** Shed skin.
- 2** Scat, large and firm. 3lb.
- 3** Large soft eggs.
- 4** Large animal carcass.
- 5** Lost tooth.
- 6** Reptilian moan.
- 7** Splashing.
- 8** Mating sounds.
- 9**

Crocodile

9'-12' long.

Alignment: Neutral

OC: 5, *HT:* 5, *ML:* 5

MV: 1', swim 6'

Ability:

Str: 18, *Dex:* 13, *Con:* 16,

Int: 2, *Wis:* 5, *Cha:* 2

Saves:

D:12,W:13,P:14,B:15,S:16

AC: 5, *HD:* 2 (9hp)

Attacks:

Bite: 18, 1d8 + tapped.

NA: 1d3, *TT:* None, *XP:* 20



Giant Crocodile

More than 50' long. Usually encountered

in Lost World regions. Will attack small ships.

AC 1 [18], HD 15 (67hp),
Att 1 × bite
(3d8), THAC0 9 [+10], MV
90' (30') / 90'
(30') swimming, SV D8 W9
P10 B10 S12
(8), ML 9, AL Neutral, XP
1,350, NA 0
(1d3), TT None
Large Crocodile
20' or more long. May at-
tack small water-
craft (canoes, rafts).
AC 3 [16], HD 6 (27hp), Att
1 × bite
(2d8), THAC0 14 [+5], MV
90' (30') / 90'
(30') swimming, SV D12
W13 P14 B15
S16 (3), ML 7, AL Neutral,
XP 275, NA 0
(1d4), TT None

Dwarf

S

Signs

- 1** Beard trimmings.
- 2** Spilled ale.
- 3** Singing.
- 4** Chalk marks.
- 5** Ration scraps.
- 6** Mining sounds.
- 7** Mining tool.
- 8** Freshly carved passage-way
- 9** Old campfire.
- 10** Torch Stump.

Chalk Marks

Dwarves have a sophisticated set of symbols. They will also tag the mark with a personal identifier, and the level of certain: either doubtful, false, or certain.

- 1** Unsafe.
- 2** Somewhat safe.
- 3** Safe.
- 4** Looted.
- 5** Passed through.
- 6** Trying to leave.

Dwarf

Short, stocky, bearded 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

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

AC: 1, *HD:* 4 (18hp)

Attacks:

Short Sword: 17, 1d6 (4).

NA: 1, *TT:* U, *XP:* 75

► *Magic Item:* 2-in-10 chance to have a magic item.

Elemental

Air Elemental

Huge vortexes of whirling air.

AC -2, **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8, **MV** 360' (120') flying, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

Size: 32' tall, 8' across.

Whirlwind: Creatures with less than 2HD swept aside (save versus death).

Mundane damage immunity: Can only be harmed by magical attacks.

Harm flying creatures: Inflict extra 1d8 damage.

Earth Elemental

Huge humanoid figures of earth or stone.

AC -2, **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8, **MV** 60' (20'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

Size: 16' tall.

Blocked by water: Cannot cross a channel wider than own height.

Mundane damage immunity: Can only be harmed by magical attacks.

Harm creatures on the ground: Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire.

AC -2, **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8, **MV**

120' (40'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

Size: 16' tall, 16' across.

Blocked by water: Cannot cross a channel wider than own diameter.

Mundane damage immunity: Can only be harmed by magical attacks.

Harm cold-based creatures: Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC -2, **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8, **MV** 60' (20') / 180' (60') swimming, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

Size: 8' tall, 32' across.

Water-bound: Must remain within 60' of water.

Mundane damage immunity: Can only be harmed by magical attacks.

Harm creatures in water: Inflict extra 1d8 damage.

Elves

Signs
Elf
Aranel
Drow
Brethil

Gelatinous Cube

Predator perfectly adapted for the dungeon. Typically grow to the exact width of the corridors. Nearly perfectly clear, so their digestive contents seem to float down the hallway.

Signs

- 1** Perfectly clean hallway.
- 2** Slightly moist hallway.
- 3** 1d6 sp.

Cube

Transparent jelly cube.

Alignment: Lawful

OC: 5, *HT:* 4, *ML:* 8

MV: 2.

Ability:

Str: 9, *Dex:* 9, *Con:* 9,

Int: 9, *Wis:* 9, *Cha:* 9

Saves:

D:12,W:13,P:14,B:15,S:16

AC: 8, *HD:* 4 (18hp)

Attacks:

Touch: 16, 0 + save vs paralysis or tapped 2d4 turns + moves victim inside.

Battle Axe: 19, 1d8 (5).

NA: 1, *TT:* V, *XP:* 125

► *Digestion:* Creatures in the cube take 1 damage each round.

Giant Bugs

Giant Fly

A cat-sized fly. Harmless unless provoked.

AC 9, HD ½ (2hp), Att 1 x bite 1d4, THAC0 19, MV 60' fly, SV D14 W15 P16 B17 S18 ML 4 AL Neutral, NA 2d6, TT n/a/

Goblins

Small, grotesque humanoids with pallid, earth-coloured skin and glowing, red eyes. Dwell underground.

Signs

- 1** Audible bickering.
- 2** Small footprints.
- 3** Crude drawing of a dwarf.
- 4** Broken spear.
- 5** Feces: dark and watery.
- 6** Urine: thin, pale.
- 7** Small bloody hand-prints.
- 8** Dried soup stains.
- 9** Barbaric chanting.
- 10** Cooking smells.

Culture

- Many goblins worship Baal as a large bucephalus goblin.
- Mark territory with images of dwarfish suffering.
- Leave bloody hand-prints at the location successful hunt.
- Cannibalize their dead.
- Before meals, they single out one of their own to chastise.
- Tame and ride dire wolves.

Goblin

AC 6, HD 1–1 (3hp), Att 1 × weapon THAC0 19, MV 20' SV D14 W15 P16 B17 S18 ML 7 AL Chaotic, NA 6d10, TT R

Goblin King

AC 6, HD 3* (15hp), Att 1 × weapon + 1 THAC0 18, MV 20 SV D13 W14 P15 B16 S17 ML 8 AL Chaotic, NA 1, TT R

Royal Aura: Allies within 10' gain a -1 bonus to THAC0

Goblin Guard

AC 4, HD 2 (9hp), Att 1 × weapon **THAC0 17, MV 40' **SV D14 W15 P16 B17 S18 ML 8 AL Chaotic, NA 2d6, TT R****

Hoard

Only have treasure type C when encountered in the wilderness or in their lair.

Invisible Stalker

Highly intelligent, magical creatures summoned to perform tasks for powerful magic-users.

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: 40'.

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

Small dog like creatures. Dwell underground in packs. Have some intelligence. Will recognize individuals, set bait, and have a rudimentary language. Natural predator of gnomes and halflings.

Signs

- 1 Scat: soft and stinky.
- 2 Gnawed animal bones.
- 3 Yipping.
- 4 Bait: animal leg.
- 5 Paw prints.
- 6 Stomach Contents.
- 7 Stomach Contents.
- 8 Fragrant urine.
- 9 Chewed copper piece.
- 10 Howling.

Stomach Contents

- 1 Rat
- 2 Frog
- 3 Herbs
- 4 Grass
- 5 Bird bones
- 6 Feather
- 7 Hair
- 8 Kobold Tooth

Kobold

AC 7, **HD** ½ (2hp), **Att** 1 x bite 1d4, OR 1 x Spear (1d6-1),
THAC0 19, **MV** 60', **SV** D14 W15 P16 B17 S18 (NH), **ML** 6, **AL** Chaotic, **XP** 5 **NA** 4d4, **TT** P

Guard

AC 7, **HD** 2 (9hp), **Att** 1 x bite 1d4, OR 1 x Battle Axe (1d8-1), **THAC0** 19, **MV** 60', **SV** D14 W15 P16 B17 S18 (NH),

**ML 6, AL Chaotic, XP 15 NA
1d6, TT P**

Chieftain

**AC 7, HD 1+1 (6hp), Att 1 x
bite 1d4, OR 1 x dagger (1d4),
THAC0 19, MV 60', SV D14
W15 P16 B17 S18 (NH), ML
8, AL Chaotic, XP 20 NA 2,
TT J**

– **Leadership:** Kobolds under
a chieftain’s leadership start
with 8 moral.

Shaman

**AC 7, HD 1* (5hp), Att 1 x
bite 1d4, OR 1 x Sling (1d4),
THAC0 19, MV 60', SV D11
W12 P14 B16 S15 (D), ML 6,
AL Neutral, XP 5 NA 1, TT P**

– **Spellcasting:** Once a day, a
shaman can cast either Entan-
gle p23 or Cure Light
Wounds p21.

Ogre

Herbivorous fey humanoids,
8–10’ tall. Dwell in caves and
have stone-like leathery skin.

Ogre

**AC 5, HD 4+1 (19hp), Att 1
x club (1d10), THAC0 15, MV
30', SV D10 W11 P12 B13
S14, ML 10, AL Chaotic, XP
125, NA 1d6 (2d6), TT C +
1,000 cp**

Orcs

Strong boar like demihumans, with lost fay ancestry. Live in highly organized tribes, often engaging in pillage 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

- 1 Corse black hair.
- 2 Boot prints.
- 3 Animal bones cracked for divination.
- 4 Dead slave.
- 5

Orc

AC 6 [13], HD 1 (4hp), Att 1 × weapon
(1d6 or by weapon), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 6 (8 with leader), AL Chaotic, XP 10 (leader: 10, chieftain: 75), NA 2d4 (1d6 × 10), TT D

► Hate the sun: -1 to hit in full daylight.

► Weapons: Prefer axes, clubs, spears, or swords. Only leaders can use mechanical weapons (e.g. crossbows, catapults).

► Craven: Afraid of larger or stronger-looking creatures, though leaders may force them to fight.

► 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.

► Orc chieftain: A 4HD (15hp) chieftain rules an orc tribe. The chieftain gains a +2 bonus to damage rolls.

► 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.

► 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.

► Mercenaries: Orcs may be hired to fight in Chaotic armies. They delight in wanton killing and razing of settlements.

Trading

Orcs mostly barter, occasionally using manticore teeth as currency. Prices are listed as

a general reference. A tooth generally equates to 2 sp.

Orcs have a wide variety of items from the Error: Reference source not foundApothecary, Carpenter, Dungeon Supply, and Weapon Smith available for 1.5x the town price.

Item	Price (ct)
Fire Arrows (3)	1
Herbal Brew	1
War Hammer	20

Fire Arrow: Takes one round to light. Deals an additional d8 damage on impact, and sets flammable material on fire. Destroyed on use.

Herbal Brew: Increases natural healing by 1 hp. One drink has three doses.

Salamander

Minor flame elemental. Appears as a giant flaming amphibian, which sometimes stands on hind legs. Reach upto 12' long.

Signs

- 1 Trail of soot.
- 2 Fire crackling.
- 3 Classical guitar.
- 4 Pellets of ash.

Flame Salamander

Intelligent serpents with lizard-like heads and legs.

Alignment: Chaotic

OC: 5, *HT:* 7, *ML:* 8

MV: 4.

Ability:

Str: 14, *Dex:* 9, *Con:* 9,

Int: 14, *Wis:* 9, *Cha:* 14

Saves:

D: 8, *W:* 9, *P:* 10, *B:* 10, *S:* 12

AC: 7, *HD:* 4 (18hp)

Attacks:

Old Sword: 19, 1d6 (4).

NA: 2d4+1, *TT:* F, *XP:* --

► **Heat Aura:** Close creatures take 1d4 damage per round.

► **Fire Immunity**

► **Fire Body:** Contact destroys wood weapons, shields, etc.

Shadow

Remnants of destroyed souls. Appear as a subtle moving shadow.

Signs

- 1 Moving shadows.
- 2 Shadow not cast by an apparent object.
- 3 Object with no shadow.
- 4 Frost.
- 5 Momentary loss of vision.
- 6 Whispers.
- 7 Faint breeze.

Shadow

Sentient shadow

Alignment: Neutral
OC: 6, *HT:* 7, *ML:* 12
MV: 2.

Ability:

Str: 14, *Dex:* 14, *Con:* 5,
Int: 8, *Wis:* 8, *Cha:* 4

Saves:

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

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

Attacks:

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

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

- **Undead:** Silent when motionless. Immune to poison, charms, sleep, etc.
- **Invisibility:** in darkness.
- **Strength Drain:** Victims lose 1 STR. Recover 1 per rest. If reduced to 0 become a shadow.
- **Mundane Damage Immunity:** Can only be harmed by magical attacks and silver.

Skeleton

Skeletal remains of humanoids, reanimated as guardians by powerful magic-users or clerics. Often encountered in cemeteries, crypts, or other forlorn places.

Signs

- 1 Skeletal Footprints.
- 2 Chattering bone.
- 3 Hollow Laughter.
- 4 Xylophone performance.
- 5 Faint clicking.
- 6 Well worn walking path.
- 7 Trail of disturbed dust.
- 8 Misplaced rib bone.

Skeleton

Undead humanoid.

Alignment: Chaotic
OC: 3, *HT:* 10, *ML:* 12
MV: 4.

Ability:

Str: 11, *Dex:* 11, *Con:* 11,
Int: 6, *Wis:* 6, *Cha:* 4

Saves:

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

AC: 7, *HD:* 1 (4hp)

Attacks:

Old Sword: 19, 1d6 (4).

NA: 3d4, *TT:* None, *XP:* 10

- **Undead:** Silent when motionless. Immune to poison, charms, sleep, etc.

Spiders

Eight legged arthropods that often grow to giant size in dungeons. Spiders are typically solitary ambush predators.

Signs

- 1 Webs
- 2 Small dark droppings
- 3 Harmless webs on walls
- 4 Molt
- 5 Egg sac casing
- 6 Giant fly exoskeleton
- 7

Webs

Spider silk is nearly invisible to the inattentive eye. Unless crawling, the front rank of the party will become paralyzed by the web, and alert the spider.

Each round after being stuck for one full round, stuck creatures may attempt a save versus paralyses to escape.

The web has an AC of 9, and 10 hit points. Dealing non lethal damage will cause any cutting implement to become stuck in the web.

Webs can be destroyed by fire in two rounds. All creatures in a flaming web suffer 1d8 points of damage.

Vanilla

6" long, black spider.

AC 6, HD ¼ (1 hp) **Att 1 × bite (1), THAC0 19, MV 10'.** 50' in 23 webs.
SV D12 W13 P14 B15 S16 (2), ML 8, AL Neutral, XP 15, NA 1d3 TT U

— **Cling:** Can walk on walls and ceilings.

— **Poison:** Causes death in 1 turn (save versus poison).

Black Widow

2' long, black spiders with a red hourglass pattern on their abdomens.

AC 6, HD 3* (13hp) **Att 1 × bite (2d6 + poison), THAC0 17, MV 30'.** 120' in webs.
SV D12 W13 P14 B15 S16 (2), ML 8, AL Neutral, XP 50, NA 1d3 TT U

— **Cling:** Can walk on walls and ceilings.

— **Poison:** Causes death in 1 turn (save versus poison).

Crab Spider

3' long hunting spiders that can change their color to match their surroundings.

AC 7, HD 2* (9hp), Att 1 × bite (1d8 + poison), THAC0 18, MV 120' **SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 25, NA 1d4, TT U**

— **Cling:** Can walk on walls and ceilings.

— **Poison:** Causes death in 1d4 turns (save versus poison with +2 bonus).

Tarantella

7' long, hairy hunting spiders that resemble tarantulas. Magical in nature.

AC 5, HD 4* (18hp), Att 1 × bite (1d8 + poison), THAC0 16, MV 120' **SV D12 W13 P14**

B15 S16 (2), **ML** 8, **AL** Neutral, **XP** 125, **NA** 1d3 **TT** U

Poison: Save vs poison or dance for 2d6 turns (suffering from painful, jerking spasms that resemble a macabre dance).

Cling: Can walk on walls and ceijlings. Viewers of one affected by the poison must save versus spells or begin dancing in the same fashion, for as long as the poisoned victim.

Dancing: Those affected suffer a +4 penalty to THAC0 and AC. After 5 turns of dancing, they become exhausted: fall to the ground, helpless.

Weaver

6' long slender yellow spider. Mild poison, but expert web spinner.

AC 6, **HD** 3* (13hp) **Att** 1 x bite (1d6 + poison) OR fling web: recharge 2. **THAC0** 18. **MV** 30'. 120' in webs. **SV** D12 **W13** **P14** **B15** **S16** (2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d3 **TT** U

- **Cling:** Can walk on walls and ceilings.
- **Poison:** Causes extreme drowsiness. (save versus poison).

Wraith

The remains of a spirit. Guards the place of burial.

Signs

- 1 Chilled air.
- 2 Unnerving whine.
- 3 Frost.
- 4 Slight breeze.
- 5 Whispers.
- 6 Person crossing a hallway.

Wraith

Incorporeal undead.

Alignment: Any

OC: 3, *HT:* 10, *ML:* 12

MV: 8 fly.

Ability:

Str: 11, *Dex:* 11, *Con:* 11,

Int: 6, *Wis:* 6, *Cha:* 4

Saves:

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

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

Attacks:

Touch: 16, 1d6 (4) + drain.

NA: 1d4, *TT:* E, *XP:* 175

► **Undead:** Silent when motionless. Immune to poison, charms, sleep, etc.

► **Mundane Immunity:** Only harmed by silver weapons or magic.

► **Damage Reduction:** Half damage from silver weapons.

► **Energy Drain:** Save versus death or loose one level. A person drained of all levels becomes a Shadow, under the control of the wraith that killed them.

