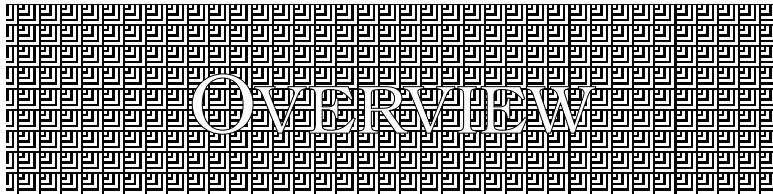


Global

Contents

Introduction.....	2
Booklets.....	3
Basics.....	3
Pillars.....	4
Roles.....	5
Environment.....	6
Time.....	7
Distance.....	7
Light.....	8
Noise.....	9
Status.....	9
Experience.....	10
Score Sheet.....	11
Score.....	11
Leveling Up.....	12
Life & Death.....	14
Health Points.....	15
Damage.....	15
Healing.....	16
Near Death.....	16
Burial.....	17
Resurrection.....	17
Rolls.....	18
Advantage.....	19
Abilities.....	19
Saving Throws.....	20
Attacking.....	20
Sneaking.....	21
Reference.....	22



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

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

Booklets

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

Monster

35 List of monsters and their
39 abilities.

Global

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

Adventure

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

Character

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

Gear

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

Magic

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

Downtime

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

Dungeon Master

36 Instructions and resources
37 for the Dungeon Master.

Philosophy

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

Old School Renaissance

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

I found myself moving away from vintage modules and rules. Eventually I came to write this rule set to support an OSR style game, while appealing to other values.

Light

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

Players don't need to read the entire rule book. Instead, byte sized chunks can be taught quickly, without breaking the flow of the game.

The players should be able to learn the mechanics quickly enough to not hinder game play, even when learning to make their first attack or sneak roll.

This leads to a somewhat object oriented approach.

Setting

This game is intended as a dungeon crawler run by a

Dungeon Master, in a high fantasy, sword and sorcery setting.

It's intended to be played in sessions of 3-6 hours, by a group that meets somewhat regularly a campaign that lasts several months. Characters level up and die frequently, so its not a huge issue if people miss sessions, or join part way through.

Dungeon

The dungeon is a restricted environment in which play happens. The game is optimized to work in that environment.

Pillars

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

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

Role Play

102 Conversation with collaborative imagination.

Power Levels

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

Skills

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

Solo Play

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

Combat

109 Reduce the enemy's resources before they reduce
110 yours.

Puzzles

113 A complex problem with
114 no clear solution. Each spell
115 and item is a tiny solution,
116 looking for a problem.

Inventory

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

Exploration

121 The players develop a
122 sense of discovery for this
123 world, mapping and learning it
124 for themselves.

World Building

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

Roles

144 It's useful to have some
145 players assume certain roles.

Score Keeper

148 The score keeper keeps
149 track of the XP gained during
150 the session. See page 15.

Playing without a mapper

152 The Dungeon Master can
153 award milestone XP per ses-
154 sion or per goal.

Mapper

155 At least one player should
156 draw a map of the area based
157 on the Dungeon Master's de-
158 scription. See Adventure page
159 12.

Playing without a mapper

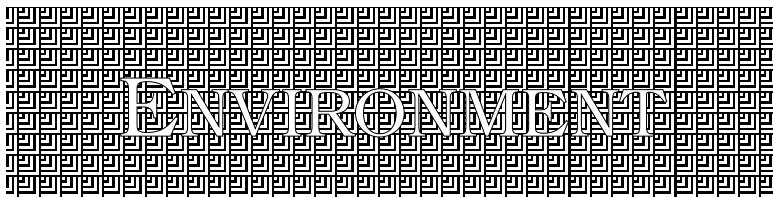
162 The players will get lost
163 eventually.

Caller

164 In many situationist, the
165 players may wish to discuss a
166 long time before taking an ac-
167 tion. In such case, they might
168 wish to appoint an official per-
169 son to declare the actions of
170 the party. They act only as a
171 messenger, communicating the
172 intent of the individual play-
173 ers.
174

Playing without a mapper

176 The Dungeon Master can
177 assume reasonable actions for
178 players, such as to follow the
179 group, even when they don't
180 directly state so.



ENVIRONMENT

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

4 Time

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

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

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

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

17 Distance

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

21 Step

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

24 1 Moving to a door.

25 2 Moving to the threshold.

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

28 The following also count as
29 a step:

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

32 ▶ Traversing stairs or a ladder.

33 ▶ Traversing a simple obstacle.

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

36 Squares

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

42 Feet

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

46 Zone

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

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

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

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

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

58 Noise

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

62 Loud

62 *Loud* noises are always
63 heard up to three *steps* away.
64 *Loud* noises cause nearby
65 monsters to check *Observa-*
66 *tion*.

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

70 Quiet

71 *Quiet* noises are always
72 heard up to one *step* away, and
73 may heard up to three *steps*
74 away, when listening.

75 *Quiet* noises cause alerted
76 monsters to check *Observa-*
77 *tion*.

78 Creatures can *silence* a
79 *quiet* noise with a successful
80 dexterity check.

81 A *quiet* noise may be
82 speaking, or walking.

83 Silent

84 If something is *silent*, it
85 produces effectively no sound.

86 A *silent* noise may be an
87 imperceptible footstep, or a
88 whisper.

Light

89 There are three *light levels*:
90 *dark*, *dim*, and *bright*.
91

Dark

93 The darkness is pitch black,
94 completely preventing sight.
95 May impose *blindness*.

Dim

97 Allows some details to be
98 seen, but prevents reading or
99 recognizing details.

Bright

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

Light Power

106 A light source casts *bright*
107 light for a number of squares
108 equal to its *light power*, and
109 *dim* light for the same number
110 of squares beyond that.

Source	Power
Candle	1
Lantern	2
Magic	3
Torch	4

Blind

112 Creatures that are unable to
113 perceive their surroundings are
114 *blind*.

115 Most creatures are *blind*
116 when in the *dark*, but some
117 have *Infravision*, or are able to
118 navigate purely by smell.

119 *Blind* creatures are *status*,
120 but may move one random
121 *step*, each round.

Marching Order

122 Holding the light source
123 anywhere other than the front
124 reduces its *light power* by one.
125

Burn

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

132 Candles do not suffer from
133 *burn*, instead always burning
134 for exactly one session.

135 Magical light does not
136 burn.

Infravision

138 Most monsters and some
139 demihumans have special vi-
140 sion that allows them to see in
141 the dark.

142 They see the heat energy that
143 radiates off of *distant* and
144 closer living things.

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

147 When a creature with in-
148 fravision stands in *bright* or
149 *dim*, they are *blinded* for one
150 round, and their infravision is
151 disabled until they spend a full
152 turn in the *dark* reacclimating.

154 Status

155 *Status* results from *blindness*, *hold person*, and many
156 other conditions. It is almost
157 completely restrictive.

159 Attacks against statuses
160 creatures always succeed.

161 Status creatures can not:

162 ▶ Move.

163 ▶ Make attacks.

164 ▶ Cast spells.

165 ▶ Use magic items.

166 ▶ Use class skills.

167 Status creatures may:

168 ▶ Hear and speak.

169 ▶ Make saving throws.

170 ▶ Take actions, if any, granted
171 by the source of the paralysis.

172 Override

173 The source may override
174 part of the normal penalties. If
175 so, other penalties still apply.

176 Apply the most restrictive
177 *status* available.

178 Item Slots

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

182 ▶ **Most Objects:** one slot.

183 ▶ **Heavy Objects:** Such as
184 plate armor, and two handed
185 weapons; two slots.

186 ▶ **Stack Items:** Items such as
187 torches can *stack* five items to
188 one slot.

189 ▶ **Person Or Body:** Three
190 slots.

193 Number

192 A player character has a
193 base of five item slots, plus a
194 bonus from their strength. See
195 Character page 4.

196 Backpacks, and some class
197 abilities grant additional slots.

198 Minions also have item
199 slots.

200 Encumbrance

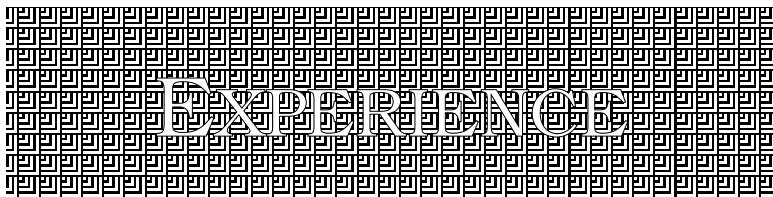
201 Becoming encumbered
202 doubles a creatures item slots.

203 Encumbered creatures are
204 *status*, but make attacks, and
205 move at half speed.

206 Horses

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

212 A passenger and their in-
213 ventory occupies thirteen slots
214 when inside a cart or wagon.



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

Score Sheet

5 One player acts as score
6 keeper (see page 6). They keep
7 a written list of each score.

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

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

Prime Requisite

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

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

27 Characters with at least a 9
28 in both gain 15% extra XP.

Minions

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

Score

33 A score is something that
34 awards XP.

Treasure

35 Recovering treasure from a
36 dungeon scores 1 XP per 1 cp
37 value of the treasure.

38 Recovering a magic item
39 scores 1000 XP.

Defeated Monsters

40 Defeating monsters scores
41 XP based on their HD, plus a
42 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+, 7	300	250
7+, 8, 8+	650	550
≥9	1000	700

Goal

43 Achieving a goal scores
44 100 XP per character involved.

Session Report

45 Writing a session report
46 scores 100 XP for the writer.

Mapping

47 Mapping a complete dun-
48 geon level scores XP equal to

⁵⁷ 1000 times the depth of the
⁵⁸ level.

⁵⁹ Leveling Up

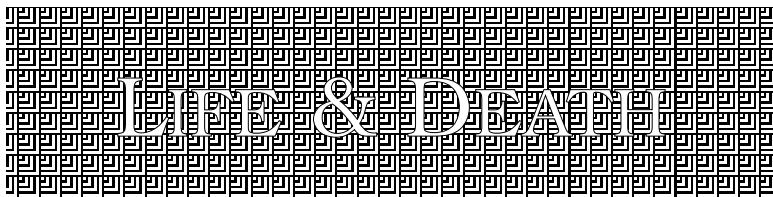
⁶⁰ ...

⁶¹ When a character gains
⁶² enough XP to reach the next
⁶³ experience level, the player
⁶⁴ consults the character's class
⁶⁵ and notes any improvements in
⁶⁶ saving throws, AV, spells, etc.

⁶⁷ They also roll their health
⁶⁸ (see page 19).

⁶⁹ **One Session Maximum**

⁷⁰ Characters cannot advance
⁷¹ more than one level in one ses-
⁷² sion. Any additional XP that
⁷³ would take a character two or
⁷⁴ more levels above their current
⁷⁵ level are lost, leaving the char-
⁷⁶ acter at 1 XP below the total
⁷⁷ for the next level.



3 Health Points

4 Health points (HP) repre-
5 sents the ability withstand in-
6 jury.

7 Health Die

8 Health dice are used to de-
9 termine HP. Each class has a
10 different health die. Monsters
11 have a d8 health die.

12 Rolling Health

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

20 Damage

21 Slain

22 When a creature takes dam-
23 age equal to or greater than its
24 HP, it is slain.

25 *Slain* Minions and Mon-
26 sters die. *Slain* player Charac-
27 ters are *near death* (p20); If
28 not healed within one turn,
29 they die.

30 Destruction

31 If a *slain* by a fire, explo-
32 sion, or magic, Characters in-
33 stantly die, and items are de-
34 stroyed.

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

38 Subdual

39 If the final attack on an
40 creature is made with a blunt
41 weapon, they can be left non-
42 lethally incapacitated, and
43 status until a *shift*.

Healing

44 Healing removes damage.

Natural Healing

46 One week of Downtime
47 heals 2d6.

Bandaging

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

52 Make an *intelligence*
53 check. If you succeed, heal
54 1d6.

55 **Restriction:** Bandaging
56 takes one turn, and consumes a
57 bandage. Each injury can only
58 be bandaged once.

59 You may bandage yourself.

Magical Healing

60 Magic potions or spells can
61 provide instantaneous healing.

63 When magically healing an
64 slain character, they dismem-
65 ber with advantage.

Near Death

66 Between life and death
67 there is a terrible void. Stand-
68 ing on that threshold, one is
70 blinded by light from both
71 sides.

Death

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

Bonus

77 Once each round, near
79 death Characters can give ad-
80 vantage to a *close* ally on one
81 roll.

Dismemberment

82 When near death Charac-
83 ters are healed, roll d20. Sub-
85 tract your *constitution* score.
86 Reference the table. If they
87 survive, they heal 1.

Result Dismemberment

≤ 0 Unharmed

1-5 Broken rib: -1
constitution.

6-7 Lost eye.

8 Lost arm.

9 Broken leg: +2 AC.

≥ 10 Dead

88 Burial

89 Simple burial prevents the
90 body from being reanimated.
91 If a cleric uses one turn to pre-
92 form a blessing, the soul will
93 not return. Temples will also
94 bury and bless the dead.

95 Cremation of the body pre-
96 vents resurrection.

97 Rites

98 When funerary rites are
99 preformed, the character sheet
100 must be ripped up.

101 Resurrection

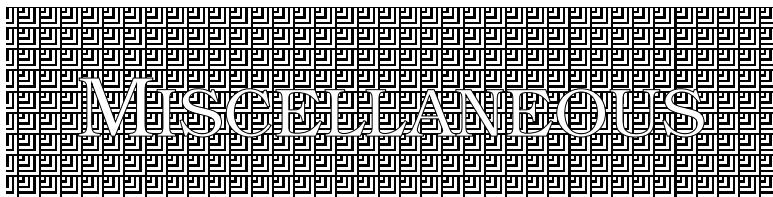
102 Returning from death is an
103 ordeal. Until the subject gets
104 two full weeks of bed rest,
105 they have 1 hit point, move at
106 half the normal rate, cannot
107 carry heavy items, and cannot
108 attack, cast spells, or use other
109 class abilities. This period of
110 weakness may not be short-
111 ened by any magical healing.

112 Each time a character is re-
113 turned, their constitution is re-
114 duced by 1. If their constitu-
115 tion is 3 or less, they can not
116 be returned.

Inheritance

¹¹⁷ 10% estate take to local

¹¹⁸ government or temple.



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² Advantage

³ When making a roll with
⁴ advantage, roll twice and take
⁵ the better.

⁶ Disadvantage

⁷ When making a roll with
⁸ disadvantage, roll twice and
⁹ take the worse.

¹⁰ Abilities

¹¹ There are six abilities:
¹² *Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma*. They're rated from
¹⁵ 3, the worst, to 18, the best.

¹⁶ Checking

¹⁷ The Dungeon Master may
¹⁸ use a character's ability scores
¹⁹ to determine success in a task.

²⁰ You succeed if $d20 \leq$ ability score.
²¹

Saving Throws

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

Categories

28 There are five saving throw
29 categories:

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

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

35 **Paralysis Or Petrification
(P):** When targeted by an ef-
36 fect that paralyses or turns to
37 stone.

38 **Blast (B):** When targeted
39 by dragon breath or explo-
40 sions.

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

46 Each character class has its
47 own table denoting the saving
48 throw values of characters of
49 each experience level. Mon-
50 sters have their own table. (See
51 p)

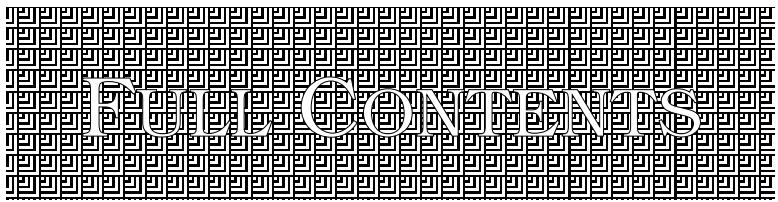
Checking

53 You succeed if $d20 \geq$ save
54 value.

55 Success against an effect
56 that causes damage means that
57 the damage is halved. Other-
58 wise, the effect has been en-
59 tirely avoided or negated.

Rounding

60 When not otherwise speci-
61 fied, round down.



Yabec0-3, revision 105

Global.....0	Adventure.....0
Overview.....2	Set Up.....2
Booklets.....3	Gathering.....3
Philosophy.....4	Traveling.....3
Pillars.....5	
Roles.....6	
Environment.....8	Dungeon.....4
Time.....9	Basics.....5
Distance.....9	Moving.....5
Zone.....10	Sneaking.....6
Noise.....10	Doors.....6
Light.....11	Talking.....7
Status.....12	
Item Slots.....12	
Experience.....14	Conflict.....8
Score Sheet.....15	Attacking.....9
Score.....15	Fighting.....10
Leveling Up.....16	Chasing.....11
Life & Death.....18	Mapping.....14
Health Points.....19	Calls.....15
Damage.....19	Hallway.....15
Healing.....20	Turn.....16
Near Death.....20	Split.....16
Burial.....21	Cross.....17
Resurrection.....21	Branch.....17
Miscellaneous.....22	Terminate / Dead End.....18
Advantage.....23	Stairs.....18
Abilities.....23	Rooms.....19
Saving Throws.....24	Doors / Arches.....19
Full Contents.....26	Illustration.....20
	Exercise.....21

Character.....0	Gear.....0
Overview.....2	Overview.....2
Creating A Character.....3	Shopping.....3
Ability Scores.....4	Kits.....3
Alignment.....5	Weapons.....4
Minions.....6	Wear.....5
Loyalty.....7	
Monster.....7	
<hr/>	
Basic.....8	Shops.....6
Cleric.....9	Assayer.....7
Fighter.....11	Apothecary.....7
Thief.....12	Armor Smith.....8
Wizard.....14	Carpenter.....8
<hr/>	
Advanced.....16	Dungeon Supply.....9
Acrobat.....17	Fletcher.....9
Bard.....19	General Store.....10
Druid.....20	Stables.....11
Knight.....22	Temple.....11
Princess.....23	Weapon Smith.....12
Warlock.....24	
<hr/>	
Demihuman.....26	
Dwarf.....27	
Elf.....28	
Halfling.....29	
Kobold.....30	
Felidae.....31	
Legomorph.....32	

Magic.....	0	Downtime.....	0
Overview.....	2	Overview.....	2
Memory.....	3	Boons.....	2
Limitations.....	3	Basic.....	4
Concentration.....	4	Animal Training.....	4
Charms.....	4	Carousing.....	4
Deity Disfavor.....	5	Finding A Mentor.....	4
Spell Books.....	6	Healing.....	5
Spell Lists.....	8	Recruiting.....	6
Cleric Spell List.....	9	Selling.....	6
Druid Spell List.....	10	Service.....	7
Warlock Spell List.....	11	Team-building.....	7
Wizard Spell List.....	12	Training.....	8
Spells.....	16	Working.....	8
Spells In Order.....	17	Advanced.....	10
		Crime.....	10
		Only Thieves, Acrobats, Felidae , Kobold And Warlocks Can Pursue	
		Crime.....	10
		Devotion.....	12
		Forging.....	13
		Magical Research.....	14

Dungeon Master.....0	Monster.....0
Stuff.....2	Overview.....2
Morale.....2	Statistics.....3
Hazard.....3	Example.....5
Sign.....3	
Observation.....4	
Hostility.....4	
Mapping Exercise Solution5	
	Monsters A-Z.....8
	Acolyte.....9
	Basilisk.....10
	Carcass Crawler.....11
	Crocodile.....11
	Dwarf.....13
	Elemental.....14
	Elves.....15
	Gelatinous Cube.....15
	Giant Bugs.....16
	Goblins.....16
	Invisible Stalker.....18
	Kobold.....19
	Koldire.....20
	Ogre.....20
	Orcs.....21
	Salamander.....23
	Shadow.....24
	Skeleton.....25
	Spiders.....26
	Wraith.....28

Adventure

³ **Contents**

Set Up.....2

Gathering.....	3
Traveling.....	3

Dungeon.....4

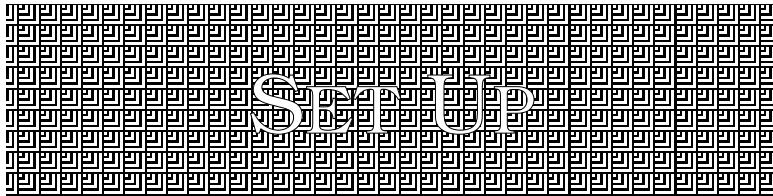
Marching.....	4
Delving.....	4
Moving.....	4
Searching.....	5

Conflict.....6

Fighting.....	7
Fleeing.....	7
Chasing.....	8

Mapping.....10

Calls.....	10
Hallway.....	11
Turn.....	11
Split.....	12
Cross.....	12
Branch.....	13
Terminate / Dead End.....	13
Stairs.....	14
Rooms.....	14
Doors / Arches.....	15
Illustration.....	15
Exercise.....	16



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

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

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

9 Solo Play

10 Downtime

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

14 They also receive natural
15 healing, see Global page 20.

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

19 Shopping

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

23 Hirelings

24 1d4 hirelings will seek em-
25 ployment if there is a character
26 of second level or greater. See
27 Character page 6.

28 World Building

29 Rumors

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

34 Character

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

38 Adventurers Guild

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

44 Examples include:

45 ► The guild is named the
46 Craven Folk.

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

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

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

Goals

56 Each session, the players
57 may agree to set one goal for
58 the party. If the goal has al-
59 ready been completed in the
60 past, or is not difficult enough,
61 the Dungeon Master may re-
62 ject it.

63 Completing a goal scores
64 experience. See Global page
65 15.

66 Additionally, the Dungeon
67 Master may give individual
68 goals to certain players. The
69 Dungeon Master may give ad-
70 ditional rewards beyond XP.
71

72 Examples of goals:

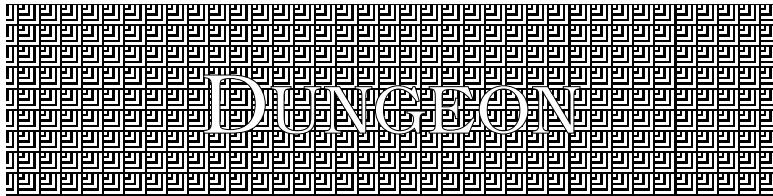
- 73 ► No character deaths.
- 74 ► Get to the third level of the
75 dungeon.
- 76 ► Rescue a prisoner.
- 77 ► Kill a particular monster.

Traveling

78 The Dungeon Master
79 makes available a list of avail-
80 able dungeons. Each dungeon
81 will be a certain number of
82 miles away.

83 When the players choose a
84 dungeon to travel to, they pay
85 the travel cost, then begin the
86 next phase: Dungeon.

Good	Price per mile (cp)
Person	1
Animal	1
Monster	2
Cart or	3
Wagon	
Boat	5



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

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

6 Basics

7 Time

8 Time passes in turns, with
9 most actions taking one turn.
10 See Global page 9.

11 Error: Reference Source 12 Not Found

13 At the end of each turn, the
14 Dungeon Master will roll for
15 hazards such as *fatigue* and
16 *burn*. See Dungeon Master
17 page Error: Reference source
18 not found.

19 Moving

20 Normal

21 At a cautious dungeon
22 speed, moving three steps
23 takes one turn. See Global
24 page 9.

25 Slow

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

30 Fast

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

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

41 Marching

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

46 Marching order is split into
47 *ranks*.

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

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

Searching

54 Searching reveals non-obvious features. A search will always reveal everything it can.

55 Consult the table for the amount of time a search takes for four, two, and one creatures.

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

Other Actions

Resting

63 Spending one turn resting will remove *fatigue*.

Bandaging

64 See Global page 20.

Reclaiming Ammo

65 one half (round up) of 66 ammo can be reclaimed in a brief search.

73 Sneaking

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

78 Observation Class

79 The higher this number is, 80 the more likely a monster is to 81 notice a player.

82 A monster can have its OC 83 reduced by being distracted 84 (-2), intoxicated (-2), in con- 85 vasion (-4), or asleep (-6).

86 Checking

87 The default sneak die is a 88 d8.

89 Players succeed if their 90 sneak die rolls less than the 91 OC of the monster.

92 When they fail a sneak 93 check, the monster notices 94 them, but is tapped for one 95 round.

96 When moving in darkness, 97 sneak die becomes a d10.

98 Some abilities also change 99 the die.

100 Doors

101 The Dungeon Master 102 should describe the material, 103 age, handle, hinges, etc.

104 Doors not held open will 105 swing silently shut during a 106 shift.

107 Magical doors need special 108 conditions to be opened, and 109 can't be picked, or broken.

110 Checking Doors

111 Once per turn, a player can 112 check a door.

113 Each door can only be 114 checked once.

115 The Dungeon Master rolls 116 a d6.

117 **Peephole:** If there is a peep 118 hole, or cracks, +2.

119 **Class:** If an adventurer has 120 a bonus from their class, add 121 only the strongest bonus.

122 **Results:** A roll of 5 or 123 more will reveal information. 124 Revealing "nothing" or "dark- 125 ness" is indicative of either a 126 failure, or accurately assessing 127 a dark quiet room

128 Failing To Open

129 Attempting to open a stuck, 130 bared, or locked door fails qui- 131 etly.

132 Breaking Doors

133 Physically destroying a 134 door takes one turn, requires 135 appropriate tools, and makes a 136 *loud* noise.

Talking

137

Reaction Roll

138 When speaking with monsters, the Dungeon Master might ask for a reaction modifier. See Character p4

139 The Dungeon Master might make the roll at advantage or disadvantage, depending on the player's actions.

140 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 status for one round. See Dungeon Master p3.

Retcon

154

155

156

157

158

159

160

161

162

163

164

165

166

167

Each session, each player has one Retcon. It can be used for one of the following options. In general, anything that could have been done during Set Up can be done as a retcon.

Purchase

162

163

164

165

166

167

Spoken

162

163

164

165

166

167

Spoken

162

163

164

165

166

167

Spoken

162

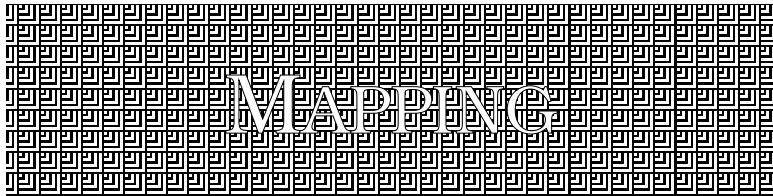
163

164

165

166

167



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

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

⁷ See also Global page 6.

8 Simple Method

9 Rather than track the exact
10 dimensions of every room, the
11 mapper might opt to keep a
12 general shape of the dungeon
13 by only drawing rooms, and
14 their connections.

15 Calls

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

19 Each call has a precise
20 meaning. The mapper and
21 Dungeon Master should work
22 together to establish calls that
23 work for them.

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

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

31 Restrictions

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

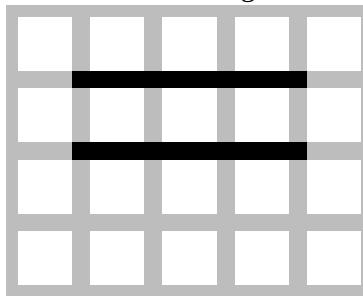
Corridor Calls

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

41 Hallway

42 **Hallway, Number, Direction:** Indicates the corridor
43 goes straight for a number of
44 squares in that direction.

45 **Draw:** Two straight lines.

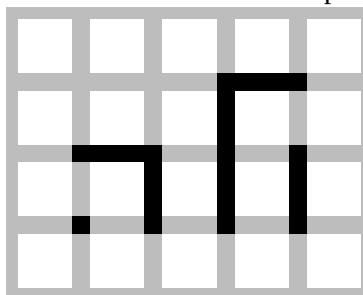


47 Hallway 3 west.

48 Turn

49 **Turn, Direction:** Indicates
50 a square where the corridor
51 turns in the direction

52 **Draw:** A dot + an L shape.



53 Left: turn east.

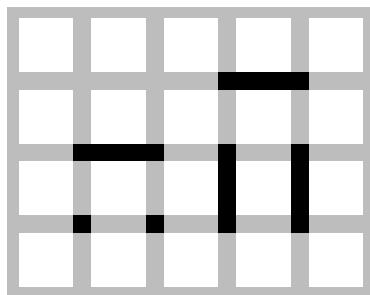
54 Right: Hallway 1 north.

55 Turn west.

56 Split

57 **Split:** indicates the corridor
58 slits left and right.

59 **Draw:** Line + two dots.



60 Left: split.

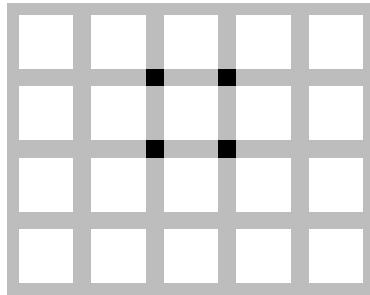
61 Right: hallway 1 north.

62 Split.

63 Cross

64 **Cross:** indicates a square
65 with four openings.

66 **Drawing:** Four dots

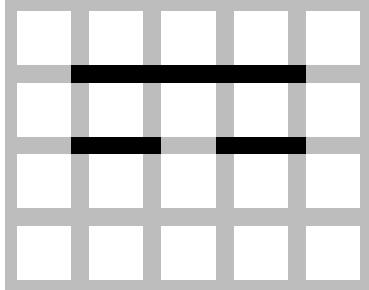


67 Cross.

68 Branch

69 **Branch, Direction:** Indi-
70 cates the corridor has an open-
71 ing on the side or direction in-
72 dicated.

73 **Draw:** Line + two dots.

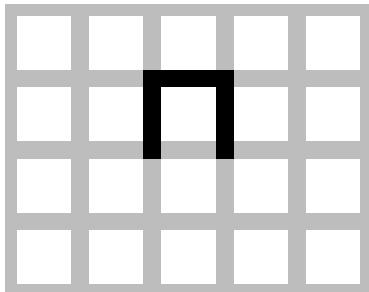


74 Hallway 1 east. Branch
75 south. Hallway 1 east.

76 **Terminate**

77 **Terminate:** Indicates the
78 end of a corridor.

79 **Draw:** Three sided U.



80 Terminate.

Rooms

82 **Rectangular**

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

87 **Wall Trace**

88 Starting from the entrance,
89 call the direction and length of
90 each segment of wall.

91 Doors / Exits

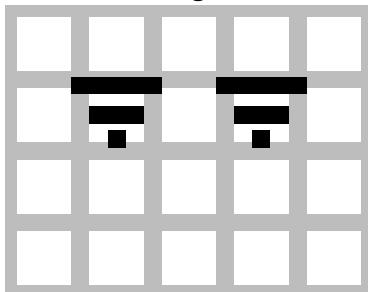
92 Doors are hinged panels.
93 Exits are open passageways.
94 Call them after calling a
95 rooms or corridors.
96 On each wall, count
97 squares from east to west,
98 north to south (reading direc-
99 tion), naming the number of
100 the squares, and whether there
101 is a door or an exit.

102 **Draw:** Pictogram

103 Stairs

104 Stairs, and a direction (up
105 or down), indicate a square
106 filled with stairs. The stairs ex-
107 tend away from the previous
108 call.

109 **Draw:** Pictogram.

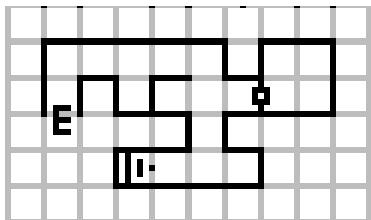


110 Left: Stairs going up.

111 Right: Stairs going down.

112 Examplez

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



116 4 Hallway 1 north.

117 5 Turn West.

118 6 Hallway 1 west.

119 7 Branch South.

120 1 To the south:

121 1 Terminate.

122 8 To the east:

123 1 Hallway 1 west.

124 2 Turn South.

125 3 Cross.

126 1 To the west:

127 1 Terminate.

128 9 To the east:

129 1 Terminate.

130 2 Door, east wall.

131 3 Room: 1 north, 0 south,
132 2 deep.

133 10 To the south:

134 1 hallway 1 south

135 2 Split.

136 1 To the east:

137 1 Terminate.

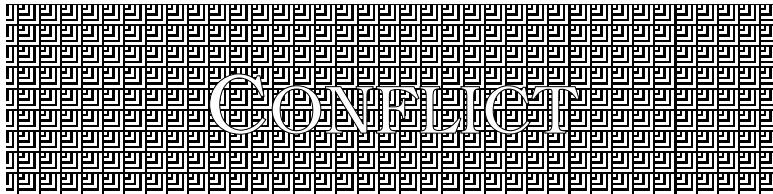
138 2 To the west:

139 1 hallway 1 west.

140 2 Stairs down.

Exercise

141	Follow these map calls.	177	1 Terminate.
142	The calls get harder as it goes on.	178	2 Door on the south wall.
143		179	
144		180	16 There's a 2x2 room.
145	1 Mark the entrance in the bottom center of the page.	181	1 The door is on the north wall, on the east side.
146		182	
147	2 Hallway 2 north.	183	2 There's another door on the south wall, on the west side.
148	3 Turn to the east.	184	
149	4 Hallway 1.	185	
150	5 Tee (North-South).	186	1 Hallway 1 S.
151	6 To the south:	187	2 Tee.
152	1 Terminate.	188	1 To the East:
153	2 There is a door on the east wall.	189	1 Turn North.
154		190	2 Turn East.
155	7 There is a 3x3 room.	191	3 Turn North.
156	1 The door you enter through is in the center of the west wall.	192	4 1.
157		193	5 Room:
158	2 There is an archway in the center of the north wall.	194	1 3 E-W, and 2 N-S.
159		195	2 The entrance is S, on the W. side.
160	1 Hall 1 north.	196	3 There are no other exits.
161	2 Turn East.	197	
162	3 Terminate.	198	
163		199	
164	8 Return to the tee.	200	
165	9 Hallway 2 north.	201	2 To the West:
166	10 Branch west.	202	1 Turn N.
167	11 Turn east.	203	2 3.
168	12 Stairs up.	204	3 Branch E.
169	13 Return to branch.	205	1 Terminate.
170	14 3 East.	206	4 2 N.
171	15 Cross.	207	5 Turn E.
172	1 To the North:	208	6 8.
173	1 Terminate.	209	7 Turn S.
174	2 To the West:	210	8 Terminate.
175	1 Stairs down.	211	The solution is on page 8 of
176	3 To the South:	212	Dungeon Master.



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

5 Basics

6 Time

7 The whole conflict will
8 take one dungeon turn.

9 Time within the conflict is
10 measured in rounds.

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

13 Mapping

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

19 Fighting

20 Initiative

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

25 Resolution Order

26 When there are many com-
27 batants, its recommended for
28 the Dungeon Master to resolve
29 them in this order.

30 **1** Melee Attacks

31 **2** Ranged Attacks

32 **3** Stunts

33 **4** Magic

34 **5** Flee

35 **6** Slow Attacks

36 Melee

37 A *melee* is a cluster of com-
38 batants locked in a brawl. A
39 new *melee* is formed when en-
40 emies come within *touch* of
41 each other.

42 Outnumbering

43 In a melee, if one side out-
44 numbers the other, take note of
45 how much they outnumber.

46 Outnumbered combatants
47 have their AC increased by
48 their outnumber.

49 Action

50 Each round, each combat-
51 ant gets one *action*. See page
52 22.

53 Many actions will let a
54 combatant move one *step* dur-
55 ing it.

Actions

Melee Attack

If in a *melee*, make an attack against another combatant in that *melee*.

If not in a *melee*, move one *step* to an enemy, and then make an attack against them.

See page 23.

Ranged Attack

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

Stunts

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

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

Stunts may not cause damage directly.

Suggestions

Forced Move: replace damage with an outnumber-in-6 chance of moving one step.

Intimidation: replace damage with a charisma check, its success forcing a moral check.

Disarming: replace damage with a dexterity check.

Magic (Spell Casting)

For complete instructions on casting spells, see Magic.

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

Flee

Leave a *melee* if in one, and move two steps. Begin chasing. See page 24.

103 Attacking

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

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

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

112 Lower AV and AC scores
113 are better.

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

146 Types

141 Melee attacks can only be
142 made against *touch* targets.

143 Thrown weapons can be
144 made against a *close* target,
145 but not a *touch* one.

146 Fired weapons can reach a
147 *close* or *distant* target, but not
148 a *touch* one.

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

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

118 Hitting An Attack

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

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

124 Resisting An Attack

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

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

130 Successful Attacks

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

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

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

Chasing

156

Beginning

158 A chase takes two rounds to
159 begin. During that time, crea-
160 tures can flee.

161 When a creature flee, it
162 leaves fighting.

163 When a chase begins, the
164 aggressing side can either cap-
165 ture all creatures that did not
166 flee, or chase the ones that did.
167 A numerous force may be able
168 to do both.

Ending

170 Whichever side accumu-
171 lates a number points first
172 wins. The number is equal to
173 half the number of partici-
174 pants, rounded down.

175 If the pursuers win, the
176 evaders loose 1 moral, 1 loy-
177 alty, take 1 damage, and must
178 surrender or begin fighting,
179 now unable to flee.

180 If the evaders win, they es-
181 cape, and the pursuers loose 1
182 moral.

183 If one side has superior
184 movement, that side wins au-
185 tomatically after two rounds.

Evading

187 At the start of each round,
188 the evaders move one *step*.

Dead Ends

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

Pursuing

193

194 Each round, up to two pur-
195 suers may make a tracking
196 check.

197 Then all pursuers move one
198 *step*.

199 At the end of the round, if
200 the pursuers can see the
201 evaders, the pursuers gain one
202 point. Otherwise the evaders
203 gain one point.

204 The pursuers can maintain
205 awareness of the evaders with
206 footprints, scent, sound, or in-
207 tuition.

Tracking Check

208 Check *wisdom*. A success-
209 ful roll will correctly inform
210 where the evaders are, and
211 score one point for the pur-
212 suers.

213 If tracking by smell or
214 magic, some tracking rolls au-
215 tomatically succeed.

Shake

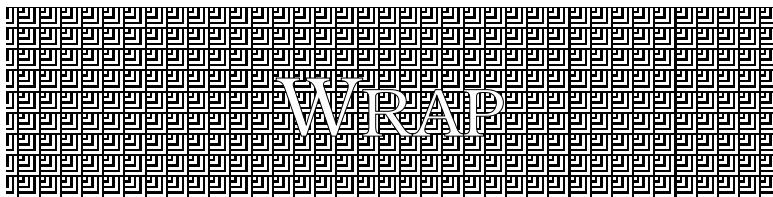
217 Each round, the evaders
218 may try to shake the pursuers,
219 such as by dropping food or
220 caltrops.

222 If the shake affects the pur-
223 suers, the evaders score two
224 points.

Hiding

226 The pursuers are unable to
227 see hidden evaders.

228 When the pursuers succeed
229 a tracking check, they score an
230 additional point for each hid-
231 ing evader.



2 The final phase of the game.

3 Basics

Award Experience

4 See Global page 14.

Divide Treasure

Funerary Rites

5 See Global page 21.

9 Evaluate Loyalty

10 At the end of each session
11 the hirelings evaluate their loy-
12 alty.

13 ► If they got a share of treasure
14 greater than their normal
15 wages, they gain one point.

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

19 ► If a hireling died that ses-
20 sion, non-monster hirelings
21 loose one point.

22 ► If a hireling or monster com-
23 pleted a goal, they gain one
24 point.

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

28 See Character page 7.

Character

29 **Contents**

Overview.....2

Creating A Character.....	3
Ability Scores.....	4
Alignment.....	5
Minions.....	6
Loyalty.....	7
Monster.....	7

Basic.....8

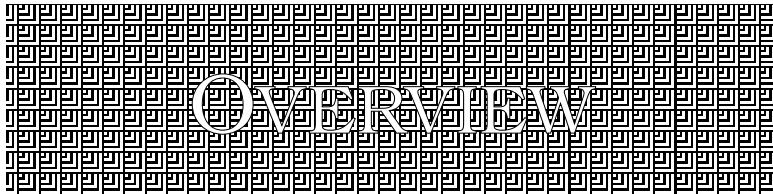
Cleric.....	9
Fighter.....	11
Thief.....	12
Wizard.....	14

Advanced.....16

Acrobat.....	17
Bard.....	19
Druid.....	20
Knight.....	22
Princess.....	23
Warlock.....	24

Demihumans.....26

Dwarf.....	27
Elf.....	28
Halfling.....	29
Kobold.....	30
Rabbikin.....	31
Tabaxi.....	32



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

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

⁶ For rules on spell casting, see Magic.

⁷ For rules on equipment, see Gear

Creating A Character

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

1. Roll Ability Scores

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

Sub-par Characters

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

2. Adjust Ability Scores

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

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

Note Bonuses

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

3. Choose A Class

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

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

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

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

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

Record your saving throw scores from the progression table.

4. Choose Alignment

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

5. Starting Money

Start with 3d6x10 cp. You'll be able to go shopping during Set Up.

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

Dexterity

Armor: Bonus to AC.

Attack: Bonus to AV.

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

Constitution

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

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

Intelligence

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

Literacy: Level of literacy.

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

Wisdom

Healing: Bonus healing when applying a bandage.

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

Charisma

Reaction: Applies to various interactions.

Minion: Maximum number of minions.

Loyalty: Starting loyalty of minions.

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

93 Alignment

94 Beneath the surface of ev-
95 eryday life, two primeval
96 forces mingle. Their servants
97 favor either the cosmic order,
98 or the advent of a new one.
99 Some find themselves neu-
100 trally or unaligned, choosing
101 for their own ends, or for the
102 end of balance.

103 Alignment Language

104 Creatures automatically
105 recognize a certain set of ges-
106 tures, signs, and code words,
107 pertaining to their alignment.
108 This allows creatures of com-
109 mon alignment a measure of
110 communication.

111 Creatures of a different
112 alignment are likely to recog-
113 nize an alignment language be-
114 ing spoken, but will not under-
115 stand its content.

116 Revealing Alignment

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

121 Role Playing Alignment

122 If the character acts too far
123 out of their alignment, the ref-
124 eree may require them to
125 change their alignment and
126 suffer a penalty.

127 Monstrous

128 Monstrous characters face
129 additional challenges:

130 ► They are not welcome in ur-
131 ban areas unless accompanied
132 by a human, elf, or dwarf.

133 ► They can not employ human
134 hirelings.

135 ► They do not automatically
136 know the common language.

137 ► When buying equipment,
138 they always use the town
139 price.

140 ► When in sunlight, they have
141 a +1 to AC, and AV.

Minions

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

148 **Limit:** Each character can
149 be a boss to a finite number of
150 minions, determined by
151 *Charisma* (see page 4).

152 **Level:** Minions must be
153 lower level and have fewer hit
154 dice than their boss

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

Hirelings

160 Hirelings are human or
161 demihuman minions that seek
162 employment from the party

Wages

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

169 Hirelings will accept a 50%
170 reduction in wages in ex-
171 change for a half share of the
172 treasure.

Upkeep

174 The hiring PC must provide
175 for food and lodging while
176 traveling, as well as for any
177 new adventuring gear,
178 weapons, or mounts.

Recruitment

180 Hirelings seek employment
181 during Set Up.

182 Hirelings may be recruited directly. See Downtime, page 7.

Animals

184 Animals do not accept
185 money or treasure. However
186 they do need to be fed, and
187 their abilities are limited by
188 their training. See Downtime,
189 page 5.

Monsters

192 Occasionally, monsters
193 may be swayed to join the
194 party. Monsters may demand
195 food, treasure, a share of the
196 treasure, or something else as
197 payment.

198 Monsters with loyalty of 9
199 or higher will not demand pay-
200 ment.

Loyalty

201 The starting loyalty of a
202 hireling is indicated by
203 *charisma* (See page 4).

Loyalty Check

204 Roll 2d6. The check suc-
205 ceeds if the result is equal to or
206 less than the loyalty.

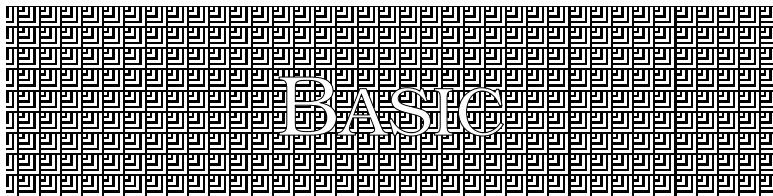
Peril

207 Before engaging in a per-
208 ilious task, a hireling will check
209 loyalty. If they fail, they refuse
210 the task.

211 If they take damage during
212 the task, they loose one loy-
213 alty.

Evaluation

214 Minions evaluate loyalty at
215 the end of each session. See
216 Adventure page 27.



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

Cleric

Requirements: None

Prime Requisite: Wisdom

Health Die: d6

Maximum Level: 14

Armour: Any, including shields

Weapons: blunt

Languages: Alignment, Common, Ceremonial

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

Progression

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

Turn Undead

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

Restrictions

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

Minimum Effect: At least one undead monster will always be affected on a successful turning.

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

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

Turning Table

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

*2HD monster with ability

-: The turning fails.

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

50 **T:** The turning succeeds.

51 **D:** The turning succeeds;
52 the monsters are destroyed.

53 **Successful Turning**

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

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

62 **Destroyed Undead:** Are
63 instantly and permanently an-
64 nihiliated.

65 **Divine Magic**

66 See Magic for full details.

67 **Holy Symbol:** A cleric
68 must carry a holy symbol to
69 use magic.

70 **Deity Disfavor:** Clerics
71 must be faithful to the tenets of
72 their alignment, clergy, and re-
73 ligion. Tenets for all clerics in-
74 clude:

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

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

87 Their spell list is found on
88 Magic page 9.

89 **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

90 **After Reaching 9th Level**

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

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

Fighter

108 **Requirements:** None

109 **Prime Requisite:** Strength

110 **Health Die:** d8

111 **Maximum Level:** 14

112 **Armour:** Any

113 **Weapons:** Any

114 **Languages:** Alignment,

115 Common

116 A fighter fights monsters

117 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

121 At second level, a fighter
122 gains one of these skills. Each
123 even level after that, they gain
124 an additional skill.

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

127 ► **Berserker:** While damaged
128 80% or greater, -4 AV.

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

131 ► **Taction:** +4 bonus to Stunts.

Advanced Skills

132 Starting at 6th level, fighters
133 can choose advanced skills.

134 ► **Brutal:** Wear a non-magic
135 weapon to get +2 damage.

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

138 ► **Dual-Wielding:** When holding
139 two weapons: +d6 damage.

140 ► **Forge Master:** You can do
141 Forging. See Downtime p15.

142 ► **Sweep Attack:** When out-
143 numbered by monsters of HD

144 < Lv, Attack all such monsters:
145 Make one roll, AV + number
146 of monsters.

147 ► **Monstrous:** d12 health die.
148 Become monstrous (page 5).

149 ► **Negotiator:** +1 to reaction
150 rolls. While in a *melee*, ene-
151 mies have a -1 moral.

152 ► **Spell Sword:** Learn A 1st
153 level wizard spell. Inscribing a
154 sword or great sword takes 1
155 week + 50 cp. Once per day,
156 cast while holding the sword.

157 ► **Tough:** Dismember with ad-
158 vantage. See Global, page 20.

Stronghold

160 Any time a fighter wishes
161 (and has sufficient money),
162 they can build a castle or
163 stronghold and control the sur-
164 rounding lands.

After 9th Level

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

Wizard

171 **Requirements:** None

172 **Prime Requisite:**

173 intelligence

174 **Health Die:** d4

175 **Maximum Level:** 14

176 **Armour:** None

177 **Weapons:** Dagger, Staff

178 **Languages:** Alignment,

179 Common

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

185 They appear to be still be
186 human.

Progression

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

Arcane Magic

188 See Magic for full details.

189 **Spell Book:** Wizards must
190 carry a spell book to use
191 magic.

192 **Spell Casting:** Wizards
193 carry spell books containing

194 the formulae for arcane spells.

195 The table shows the number

196 they may memorize, deter-

197 mined by the character's expe-

198 rience level. Their spell list is

199 found on Magic p12.

Magic Progression

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

After Reaching 11th Level

202 A wizard may build a

203 stronghold, often a great tower.

204 1d6 apprentices of levels 1–3

205 will then arrive to study under

206 the wizard.

After Reaching 14th Level

207 A wizard undergoes the

208 transformation.

Thief

Requirements: None

Prime Requisite: Dexterity

Health Die: d4

Maximum Level: 14

Armour: Leather

Weapons: Any

Languages: Alignment, Common, Thieves Cant

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

Progression

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

Thieves Cant

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

Thief Skills

Thieves are highly talented, and capable of many skills.

See the skill progression table opposite.

► Climb Sheer Surfaces

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

► Check Doors (CD):

A thief gets a bonus to check doors

See Adventure, page 9.

► Sneak Die (SD):

The thief rolls this die when sneaking.

See Global p9.

► Open Locks (OL):

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

► Pick Pockets (PP):

If the victim is 4 HD or greater, the thief's roll is penalized by 5% for every HD more than 4.

There is always at least a 1% chance of failure. A roll of

more than twice the percentage required for success means that the attempted theft is noticed.

Checking Skills With A Percent Chance:

roll d%. If it is the listed value or less, the skill succeeds.

272 Skill Progression

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

After Reaching 9th Level

297 A thief can establish a thief den, attracting 2d6 apprentices 299 of 1st level. These thieves will 300 serve the character with some 301 reliability; however, should 302 any be arrested or killed, the 303 PC will not be able to attract 304 apprentices to replace them. A 305 successful thief might use 306 these followers to start a 307 Thieves' Guild.

273 Back-Stab

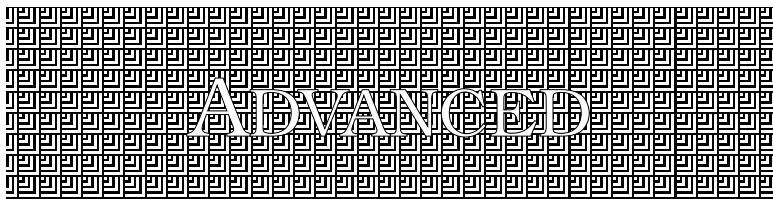
274 When attacking an unaware 275 opponent from behind, a thief 276 receives a -4 bonus to AV and 277 rolls triple damage.

278 Read Languages

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

289 Scroll Use

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



Acrobat

Requirements: Charisma 9

Prime Requisite: Dexterity

Health Die: d4

Maximum Level: 14

Armour: Leather

Weapons: thrown, sword, short sword, pole arm, spear.

Languages: Alignment,

Common, Carnie.

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

Progression

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

Acrobat Skills

► Climb Sheer Surfaces (CS)

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

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

damage is reduced by the listed percentage.

► **Catch Missiles (CM):** Once per turn, attempt to can catch a non-magical projectile.

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

► **Evasion:** An acrobat can leave a *melee* and move one step, after a melee attack. See Adventure page 21.

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

► **Quick Movement (QM):**

Acrobats may move an extra step this many times per turn.

Skill Progression

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

After Reaching 9th Level

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

Bard

Requirements: Dexterity and Intelligence 9.

Prime Requisite: Charisma

Health Die: d6

Maximum Level: 14

Armour: Leather, Chainmail

Weapons: thrown, fired, non-two-handed

Languages: Alignment, Common, Carnie.

Bards are minstrels and warrior poets.

Progression

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

Languages

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

Song

At first level, a bard knows one songs. Each odd level after

that, they learn an additional song.

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

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

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

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

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

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

► **Flirter Avec Les 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 and playing a musical instrument.

► Creates loud noise.

► All effects end after 1 turn.

Druid

Requirements: Neutral

Prime Requisite: Wisdom

Health Die: d4

Maximum Level: 10

Armour: Leather, shields

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

Languages: Alignment, Common, Druidic, Sylvan

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.

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

173 on unique individuals, and on
174 separate days.

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

178 **Transforming**

179 ► Can only be used once per
180 day.

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

183 ► Follows the same rules as
184 spell casting.

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

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

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

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

198 **Nature's Favor**

199 Due to their ability to for-
200 age, druids do not need to pay
201 for themselves when Travel-
202 ing.

203 Druids get +1 healing when
204 receiving healing from a
205 demihuman, including bandag-
206 ing.

207 **Pass Without Trace**

208 From 3rd level, a druid can
209 pass through natural environ-
210 ments without leaving any
211 tracks. A druid is also able to
212 move through overgrown areas

213 at normal speed and without
214 impediment

215 **Charm Immunity**

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

218 **Reaching 12th Level And 219 Above**

220 There can only be nine
221 druids of 12th level. When a
222 druid has enough experience to
223 reach 12th level, they must
224 challenge an existing 12th
225 level druid. The character only
226 advances to 12th level if the
227 other druid is defeated. Such
228 challenges may take any form
229 that is agreed by both parties,
230 including combat (which need
231 not be fatal). Likewise, there
232 can only be three druids of
233 13th level and a single druid
234 (known as the arch-druid) of
235 14th level.

236 Druids who attain 12th
237 level or above may have a
238 stronghold magically inte-
239 grated into a natural setting.

240 2d12 beings will join the
241 ranger as followers. The nature
242 of these followers is up to the
243 referee.

Knight

Requirements: Constitution 9, Dexterity 9. Alignment. **Prime Requisite:** Strength
Health Die: d10 **Maximum Level:** 14
Armour: Chainmail, platemail, shields
Weapons: All
Languages: Alignment, Common

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

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

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 -2 bonus to AV when mounted.
Knights gain a -2 bonus to AC when in single combat.
Once per turn, a knight can take the damage of a melee attack directed at an 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 downtime. See Downtime page 5.

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.

Chivalric Code

Knights are bound by a code of honor. Breaking code

Princess

Requirements: Charisma 9,
Lawful.

Prime Requisite:

Intelligence

Health Die: d4

Maximum Level: 14

Armour: Chainmail

Weapons: Dagger, sword,
short bow

Languages: Alignment,
Common, High Elvish

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

Equipment: Princesses start with an extra 100 cp.

Progression

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

Royal Status

Princesses can invoke their status to demand parley and fair treatment, even from en-

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

Her minions begin with one additional loyalty.

Hospitality

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

Lore

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

Inspiration

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

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

Castle

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

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

Warlock

Requirements: 9 charisma, Chaotic.

Prime Requisite: Charisma.

Health Die: d6

Maximum Level: 12

Armor: Leather

Weapons: non-two-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 pa-

tron(s). The referee will assign tenets, or allow the you to choose. Examples include:

1 Dedication slain enemies.

2 Use of a cursed item.

3 Inscription of names.

4 Monstrous tattoos.

5 Blood offerings for every spell.

6 Secret Missions.

7 15% tithe.

8 Poor sight beyond 1 square.

9 Whenever missing a

weapon attack, the weapon wears. See Gear page 4.

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

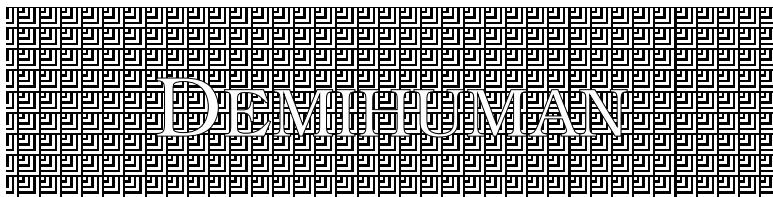
Lv	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	2	-	-	-
6	3	2	-	-	-
7	4	2	1	1	-
8	4	3	2	1	1
9	5	3	2	2	1
10	5	4	3	2	2
11	6	4	3	3	2
12	7	5	4	3	3

Evil Aura

Undead and fiends won't attack a warlock until provoked

422 **Stronghold**

423 Any time a warlock wishes
424 (and has sufficient money),
425 they can build a keep or abbey
426 and control the surrounding
427 lands. 1d6 apprentices of lev-
428 els 1–3 will then arrive to
429 study under the warlock.



DYMITRIJ NEMAN

Dwarf

Requirements: Minimum constitution 9

Prime Requisite: Strength

Health Die: d8

Maximum Level: 12

Armour: Any, shields

Weapons: Any

Languages: Alignment, Common, Dwarvish

Dwarves are stout, bearded demihumans, about 4' tall and weighing about 150 pounds.

They live underground and love fine craftsmanship, gold, hearty food, and strong drink. Dwarves are known for their stubbornness and practicality.

Progression

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

Detect Construction

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

Infravision

Dwarves have infravision. See Global p11.

Tough

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

Berserker

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

Medic

Dwarves make checks for bandaging with advantage See Global, page 20.

After Reaching 9th Level

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

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

Elf

Requirement: Intelligence 9

Prime Requisite:

intelligence and strength.

Health Die: d6

Maximum Level: 10

Armour: Any

Weapons: Any

Languages: Alignment,

Common, High Elvish, Low

Elvish, Sylvan

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

Progression

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

Detect Secret Doors

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

Keen Hearing

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

Arcane Magic

See Magic for full details.

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

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

Magic Progression

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

Immunity To Ghoul Paralysis

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

After 9th Level

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

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

Halfling

Requirements: Minimum constitution 9, minimum dexterity 9

Prime Requisite: Dexterity and strength

Health Die: d6

Maximum Level: 8

Armour: Any appropriate to size, including shields

Weapons: non-two-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

Sneaky

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

Keen Hearing

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

Missile Attack Bonus

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

Lucky

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

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.

Defensive Bonus

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

Kobold

Requirements: Three scores ≤ 8. Chaotic.
Prime Requisite: Strength
Health Die: d4
Maximum Level: 8
Armour: Leather, Chainmail, Shield
Weapons: non-two-handed
Languages: Alignment, Kobold

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

Monstrous: Kobold are monstrous. See p5.

Progression

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

Keen Smell

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

Kobold are able to track via sent.

Speak With Dogs

Kobold are able to speak with dogs and other canine as though by a Speak with Animals spell. See Magic 41.

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 Global p11.

Sneaky

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

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 chieftain.

Felidae

Requirement: Dexterity 9

Prime Requisite: Wisdom.

Health Die: d4

Maximum Level: 10

Armour: Leather, Chainmail

Weapons: All

Languages: Alignment,

Common, Sylvan

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

Progression

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

Nine Lives

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

Speak With Cats

Felidae are able to speak with cats and other feline as though by a Speak with Animals spell. See Magic 41.

Paws

Felidae may move an additional step once per turn.

Felidae can use their claws

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

Felidae roll a d10 for sneakings. See Global p9.

Keen Smell

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

Felidae are able to track via sent.

Infravision

Felidae have infravision. See Global p11.

Back-Stab

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

Nature's Favor

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

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

Legomorph

284 **Requirement:** Constitution

9

287 **Prime Requisite:** Charisma.

288 **Health Die:** d8

289 **Maximum Level:** 10

290 **Armour:** Leather, Chainmail

291 **Weapons:** Any

292 **Languages:** Alignment,
293 Common, Sylvan

294 Legomorphs are fey demi-
295 humans with light fur and
296 floppy ears. They weigh about
297 130 pounds and are between 4
298 and 5 feet tall. They live 30 to
299 40 years. Due to their short
300 lifespans, they're prone to
301 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

304 Legomorphs can jump 15'
305 in one bound, and 10' verti-
306 cally. If they leap immediately
307 before making a melee attack,
308 they get a -2 bonus to AV.

Speak With Rabbits

309 Legomorphs are able to
310 speak with rabbits and other

312 burrowing mammals as though
313 by a Speak with Animals spell.
314 See Magic 41.

Kick

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

Keen Hearing

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

Nature's Favor

324 Due to their ability to for-
325 age, Legomorphs do not need
327 to pay for themselves when
328 Traveling.

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

After Reaching 5th Level

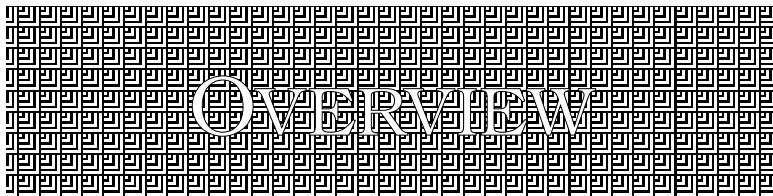
333 A legomorph can dig a bur-
334 row as a dwelling. 3d6 lego-
335 morphs come to live there.

336 They can retire, and bestow
337 80% of their XP, and half their
338 money to a new character.

Gear

Contents

Overview.....	2
Shopping.....	3
Shops.....	4
Assayer.....	5
Apothecary.....	5
Armor Smith.....	6
Carpenter.....	6
Dungeon Supply.....	7
Fletcher.....	7
General Store.....	8
Stables.....	9
Temple.....	9
Weapon Smith.....	10
Weapons.....	12
Properties.....	13
Overheating.....	13
Charge.....	14



² This chapter details adventuring gear, and where it can be
³ bought. See also Global page 12.

4 Shopping

⁵ During Set Up in a urban
⁶ area, players are free to fre-
⁷ quent shops and guilds.

⁸ All prices are in copper
⁹ pieces.

¹⁰ See also item slots on
¹¹ Global page 12.

12 Storing In Town

¹³ The characters adventures
¹⁴ guild provides a bank in which
¹⁵ cp can be stored, and a locker
¹⁶ in which any number of items
¹⁷ can be stored.

Kits

18 The following are pre-selected packages of items, presented for convenience.

Dungeon Kit – 19 Cp

23 Compass, iron spikes x5,
24 hammer, chalk, match box

Soldier Kit – 96 Cp

26 Chainmail, sword, shield,
27 javelins x5, bandages x5

Cleric Kit – 130 Cp

29 holy symbol, holy water,
30 chain, mace, shield

Adventure Kit – 8 Cp

32 Sack, torches, pole, back-
33 pack

Thief Kit – 68 Cp

35 Thieves tools, caltrops,
36 rope, leather armor, dagger x5

Wear

37 Some items can become
39 worn.

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

45 Items with more than 3
46 wear break completely.

47 Magic items are immune to
48 wear.

Weapons

47 Blunt

49 Can be used to subdue. Required for clerics.

51 Fired

52 Used to make ranged attacks. Consumes ammo.

54 Charge

55 Doubles damage after moving in a 20' straight line. Triple damage when mounted. Also 57 melee.

59 Melee

60 Usable in melee.

61 Risky

62 After dealing the maximum or minimum damage, the 64 weapon becomes worn.

65 Slow

66 The round after making an attack, the wielder can not attack, make stunts, or cast 69 spells.

70 Splash

71 Damages all targets in a 72 square.

73 Thrown

74 Can be thrown as a ranged 75 attack to a *close* target.

76 Two-handed

77 Requires both hands; the 78 character cannot use a shield; 79 occupies two item slots .

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



² Assayer

³ A clerk who assesses precious metals.

⁵ Currency

⁶ They can convert between ⁷ currency types.

⁸ **Charge:** 10% on transactions over 100gp.

¹⁰ **Types:** Platinum Piece
¹¹ (pp), Gold Piece (gp), Elec-
¹² trum Piece (ep), Silver Piece
¹³ (sp), Copper Piece (cp), and
¹⁴ 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

¹⁵ Apothecary

¹⁶ An artisan who collects ¹⁷ plants and brews potions.

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

¹⁸ **Dreambliss:** White extract ¹⁹ from rare herb. One turn after ²⁰ ingestion, save vs paralyses or ²¹ fall asleep as though by a ²² Sleep spell.

²³ **Garlic:** Useful against ²⁴ vampires. *Stacks*.

²⁵ **Ointment:** Applied when ²⁶ bandaging wounds. +1 healing. *Stacks*.

²⁸ **Smoke Bomb:** Obscures a ²⁹ 10' diameter for one combat ³⁰ round, using harmless smoke. ³¹ Thrown.

³² **Spell Book, Blank:** An ³³ empty book of fine paper.

³⁴ **Stink Bomb:** Fills one ³⁵ square with powerful odor for ³⁶ 1d6 combat rounds. Thrown.

³⁷ **Wine:** Intoxicating beverage made from fermented fruit.

⁴⁰ **Wolfsbane:** Herb used to ⁴¹ repel lycanthropes. The creature must be hit with the herb. ⁴³ *Stacks*.

43 Armor Smith

44 An artisan who forges
45 metal armor.

Item	Price
Barding	200
Chainmail	60
Leather Armor	20
Platemail	100

46 **Barding:** Armor for horses
47 made from leather and steel.

48 Provides a base AC of 5

49 **Leather Armor:** Sturdy
50 but quiet. Provides a base AC
51 of 7.

52 **Chainmail:** Mesh armor
53 made from interlocking links.
54 Provides a base AC of 5.

55 **Platemail:** Heavy armor
56 made from steel plates pro-
57 vides an AC of 3, but negates
58 dexterity bonus to AC. *Heavy.*

59 Carpenter

60 An artisan who creates
61 wooden objects.

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

62 **Cart:** Needs one horse.
63 Has twenty item slots.

64 **Club:** Heavy stick.

65 **Lance:** Thrusting weapon.

66 **Musical Instrument:** Such
67 as flute, drum, or guitar.
68 *Heavy.*

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

71 **Staff:** Stout wooden cane.

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

75 **Wagon:** Needs two horses.
76 Has eighty item slots.

77 **Wooden Stakes:** five 18"
78 long stakes. Valuable when
79 confronting vampires.

80 Dungeon Supply

81 A specialty store selling
82 items of interest to adventur-
83 ers.

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

84 **Battering Ram:** Used to
85 force open or break doors.

86 **Caltrops:** One bag covers
87 a 10' diameter. Crossing deals
88 1d4 damage and halves speed
89 that round. *Stacks*.

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

93 **Iron Spikes:** Can be used
94 to anchor ropes, or hold doors.
95 Includes a mallet. *Stacks*.

96 **Grappling Hook:** Has
97 three prongs. Used to anchor a
98 rope.

99 **Mirror:** Hand sized and
100 made of steel.

101 **Rations:** Fresh and pre-
102 served food. *Stacks*.

103 **Thieves' Tools:** This kit
104 contains various implements
105 needed to pick locks, disarm
106 traps, and burglarize dun-
107 geons.

108 **Torch:** The tip of this 2'
109 wooden pole is holds resin.
110 Burns unreliable. See Global
111 page 11. *Stacks*.

112 Fletcher

113 An artisan who makes
114 bows and arrows.

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

115 **Arrows:** Ammo for both
116 bows and crossbows. *Stacks*.

117 **Crossbow:** Bow mecha-
118 nized to hold tension on a trig-
119 ger.

120 **Long Bow:** Ranged
121 weapon of war.

122 **Quiver:** Takes one item
123 slot. Holds 20 arrows.

124 **Short Bow:** Suitable for
125 hunting and fighting.

126 General Store

127 A store that sells mainly to
128 villagers.

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

153 **Rope:** Can hold the weight
154 of approximately three human-
155 sized beings.

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

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

160 **Wool Clothes:** Prevents
161 damage from cold weather.

129 **Backpack:** While wearing
130 a backpack, player characters
131 have five additional item slots.
132 Multiple backpacks have no
133 bonus.

134 **Bandages:** Used to treat in-
135 juries. Global page 20. *Stacks*.

136 **Candle:** Slow burning
137 wax. See Global page 11.
138 *Stacks*.

139 **Chalk:** Useful for making
140 temporary marks. 10 uses.

141 **Flint And Steel:**
142 Flammable material has a 2-
143 in-6 chance to light per use.

144 **Match Box:** Lights
145 flammable material. 20 uses.

146 **Lantern:** Enclosed oil
147 lamp. See Global page 11.

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

Stables

162 A store that sells animals
163 and related goods. See also

164
165

Item	Price
Hay (7 days)	15
Horse	50
Saddle and Bridle	25
Saddle Bags	5
Shackles	10
Whistle	5

166 **Bell:** makes *quiet* noise
167 when moved. *Silenced* by a
168 small piece of cloth (included).
169 *Stacks.*

170 **Hay:** Feed for horses.
171 *Stacks.*

172 **Horse:** Powerful land ani-
173 mal used for transport.

174 **Saddle And Bridle:**
175 Leather tack and seat needed
176 to ride a horse.

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

180 **Shackles:** Can be applied
181 to a status creature. Keeps
182 their status until unlocked with
183 the key (included).

184 **Whistle:** makes a loud
185 noise when blown. *Stacks.*

Temple

186 Local place of worship.

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

188 **Compass:** A small device
189 that always points north.

190 **Holy Symbol:** A divine
191 spell caster is required to own
192 a holy symbol of their deity,
193 often worn as a necklace. Each
194 religion has its own holy sym-
195 bol.

196 **Holy Water:** Water that
197 has been blessed by a holy per-
198 son. It is used in some reli-
199 gious rituals and inflicts dam-
200 age on undead monsters. Holy
201 water does not retain its power
202 if stored in any other container
203 than the special vials it is
204 blessed in.

205 **Silver Arrow:** A single sil-
206 ver tipped arrow. Useful
207 against some monsters. *Stacks*
208 with arrows.

209 **Silver Dagger:** Useful
210 against certain monsters.
211 *Stacks* with daggers.

212 Weapon Smith

213 An artisan who makes
214 weapons.

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

215 **Battle Ax:** Double side
216 axe. Also useful for breaking
217 wood.

218 **Dagger:** Pointed knife.
219 *Stacks.*

220 **Great Sword:** Very heavy.

221 **Hand Ax:** Good for throw-
222 ing. Useful for breaking wood.
223 *Stacks.*

224 **Javelin:** a light pointed
225 stick. *Stacks.*

226 **Mace:** Metal ball on a
227 stick.

228 **Pole Arm:** Bade on a pole.

229 **Short Sword:** Arm length.

230 **Sling:** Flings stones.

231 **Spear:** Pointed shaft.
232 *Stacks.*

233 **Sword:** 4' ft. blade.

Magic

235 **Contents**

Overview.....2

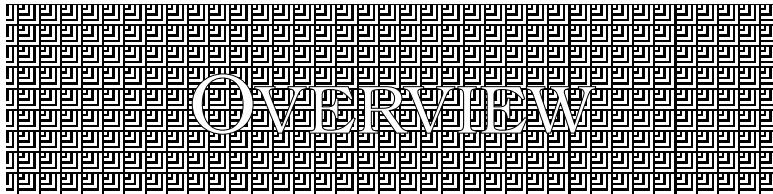
Memory.....	3
Limitations.....	3
Concentration.....	4
Charms.....	4
Deity Disfavor.....	5
Spell Books.....	6

Spell Lists.....8

Cleric Spell List.....	8
Druid Spell List.....	9
Warlock Spell List.....	10
Wizard Spell List.....	11

Spells.....14

Spells In Order.....	15
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2 Strange powers are had by some characters. They utilize this
3 powers using a mystical pattern of trance, which is produced us-
4 ing memorize gestures and words. Though, this power is limited
5 by memory.

6 There are two types of magic-users.

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

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

11 Memory

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

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

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

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

Arcane Magic

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

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

Divine Magic

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

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

44 Limitations

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

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

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

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

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

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

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

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

74 **Range:** If the spell doesn't
75 specify the target needing to
76 be *touched*, *close*, or *in sight*,
77 its target needs to be *distant*
78 or closer. See Global page 9.

Concentration

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

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

Breaking Concentration

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

Charms

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

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

Deity Disfavor

108 Divine magic-users must
109 maintain favor with their god.

Incurring Disfavor

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

Alignment

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

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

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

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

Court

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

137 **Plead Guilty:** 1-in-6
138 chance of not being disfa-
139 vored.

140 **Plead Not-guilty:** Roll
141 3d6. If there's triples, or the to-
142 tal is less than or equal to your
143 level: not disfavored.

Penalties

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

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

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

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

Forgiveness

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

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

Major Disfavor

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

Spell Books

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

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

180 To add additional spells,
181 see Downtime page 16.

Item Slots

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

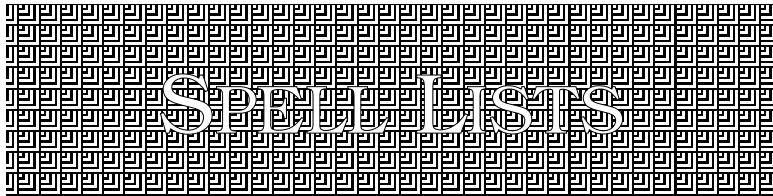
186 To carry more spells, addi-
187 tional spell books must be pur-
188 chased.

Replacing / Replicating

189 First a blank spell book
190 must be acquired.

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

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



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

Cleric Spell List

1st Level

d6	Spell	Pg
1	Cure Wounds / Cause Wounds	24
2	Detect Magic	24
3	Light / Darkness	32
4	Protection from Chaos / Protection from Law	37
5	Purify Food and Water	37
6	Remove Fear / Cause Fear	40

2nd Level

d8	Spell	Pg
1	Bless / Blight	20
2	Find Traps / Create Trap	26
3	hold person/ Free Person	30
4	Know Alignment / Obscure Alignment	32
5	Resist Fire / Resist Cold	40
6	Silence / Noise	41
7	Snake Charm / Snake Discord	41
8	Speak with Animals	41

3rd Level

- 11 1 Continual Light / Continual Darkness
- 12 2 Cure Disease / Cause Dis-ease
- 13 3 Growth of Animal / Shrink of Animal
- 14 4 Locate Object
- 15 5 Remove Curse / Curse
- 16 6 Striking

4th Level

- 20 1 Create Water / Destroy Water
- 23 2 Greater Cure Wounds / Greater Cause Wounds
- 25 3 Hold Monster
- 26 4 Neutralize Poison / Cause Poison
- 28 5 Protection from Chaos 10' Radius / Protection from Law 10' Radius
- 31 6 Sticks to Snakes / Snakes to Sticks

5th Level

- 33 7 Charge / Remove Charge
- 35 8 Commune
- 36 9 Create Food / Destroy Food
- 37 10 Dispel Evil
- 38 11 Locate Monster
- 39 12 Raise Dead / Finger of Death

Druid Spell List

1st Level

- 43 **1** Animal Friendship
- 44 **2** Detect Invisible
- 45 **3** Entangle
- 46 **4** Locate Plant or Animal
- 47 **5** Predict Weather
- 48 **6** Speak with Animals

4th Level

- 73 **1** Greater Cure Wounds / Greater Cause Wounds
- 76 **2** Dispel Magic
- 77 **3** Hold Monster
- 78 **4** Protection from Fire and Lightning
- 80 **5** Speak with Dead
- 81 **6** Summon Animals

2nd Level

- 39 **1** Barkskin
- 51 **2** Create Water / Destroy Water
- 53 **3** Cure Wounds / Cause Wounds
- 55 **4** Heat Metal
- 56 **5** Locate Person
- 57 **6** Obscuring Mist / Clear Mist
- 59 **7** Speak with Plants

5th Level

- 82 **1** Commune
- 84 **2** Control Weather / Control Earth
- 86 **3** Dimension Door
- 87 **4** Speak with Stones
- 88 **5** Wall of Fire / Wall of Ice
- 89 **6** Wall of Stone / Wall of Air

3rd Level

- 60 **1** Lightning Bolt
- 62 **2** Growth of Animal / Shrink of Animal
- 64 **3** Growth of Plants / Shrink of Plants
- 66 **4** Neutralize Poison / Cause Poison
- 68 **5** Protection from Poison
- 69 **6** Tree Shape
- 70 **7** Water Breathing / Air Breathing
- 72 **8** Warp Wood

90 Warlock Spell 91 List

92 1st Level

- 93 1 Lesser Charm
 - 94 2 Detect Magic
 - 95 3 Empower Armor / Disem-
96 power Armor
 - 97 4 Light /Darkness
 - 98 5 Locate Person
 - 99 6 Shadow Hound
- 7 2 Greater Cure Wounds /
8 Greater Cause Wounds
 - 9 3 Fly / Ground
 - 10 4 Neutralize Poison / Cause
11 Poison
 - 12 5 Locate Monster
 - 13 6 Protection from Normal
14 Missiles
 - 15 7 Speak with Dead
 - 16 8 Water Breathing / Air
17 Breathing

100 2nd Level

- 101 1 hold person / Free Person
- 102 2 Magic Missile
- 103 3 Hide Gold / False Gold
- 104 4 Invisibility
- 105 5 Silence / Noise
- 106 6 Snake Charm / Snake Dis-
107 cord

15 5th Level

- 1 1
- 19 2 Greater Charm
- 20 3 Confusion
- 21 4 Conjure Elemental
- 22 5 Contact Higher Plane
- 23 6 Invisible Stalker

108 3rd Level

- 109 1 Continual Light / Continual
110 Darkness
- 111 2 Cure Disease / Cause Dis-
112 ease
- 113 3 Locate Object / Mirror Im-
114 age
- 1 4 Protection from Chaos /
2 Protection from Law
- 3 5 Remove Curse / Curse
- 4 6 Striking

5 4th Level

- 6 1 Animate Dead

24 Wizard Spell List

25 1st Level

- 26 ► Lesser Charm
- 27 ► Detect Magic
- 28 ► Floating Disc
- 29 ► Hold Portal
- 30 ► Light / Darkness
- 31 ► Magic Missile
- 32 ► Protection from Chaos / Protection from Law
- 33 ► Read Languages / Remove Language
- 34 ► Read Magic
- 35 ► Shield
- 36 ► Sleep
- 37 ► Ventriloquism
- 56 ► Fly / Ground
- 57 ► Haste
- 58 ► hold person
- 59 ► Infravision
- 60 ► Invisibility 10' Radius / Locate Person
- 61 ► Lightning Bolt
- 62 ► Protection from Chaos 10' Radius / Protection from Law 10' Radius
- 63 ► Protection from Normal Missiles
- 64 ► Speak with Dead
- 65 ► Water Breathing / Air Breathing

40 2nd Level

- 41 ► Continual Light / Continual Darkness
- 42 ► Detect Invisible
- 43 ► Telepathy
- 44 ► Invisibility
- 45 ► Knock / Levitate
- 46 ► Locate Object
- 47 ► Mirror Image
- 48 ► Phantasmal Force
- 49 ► Web
- 50 ► Wizard Lock
- 72 ► Greater Charm
- 73 ► Confusion
- 74 ► Dimension Door
- 75 ► Growth of Plants / Shrink of Plants
- 76 ► Hallucinatory Terrain
- 77 ► Locate Monster
- 78 ► Massmorph
- 79 ► Polymorph Others
- 80 ► Polymorph Self
- 81 ► Remove Curse / Curse
- 82 ► Water Breathing 15' Radius / Air Breathing 15' Radius
- 83 ► Wall of Fire / Wall of Ice
- 84 ► Wizard Eye

52 3rd Level

- 53 ► Clairvoyance
- 54 ► Dispel Magic
- 55 ► Fire Ball

87 5th Level

- 88 ► Animate Dead
- 89 ► Charge / Remove Charge

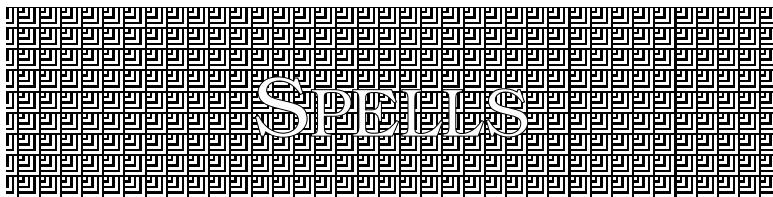
- 90 ► Cloudkill
- 91 ► Conjure Elemental
- 92 ► Contact Higher Plane
- 93 ► Feeblemind
- 94 ► Hold Monster
- 95 ► Pass-Wall
- 96 ► Telekinesis
- 97 ► Teleport
- 98 ► Wall of Stone/ Wall of Air

99 (*continues on next page*)

100

6th Level

- 101 ► Anti-Magic Shell
- 102 ► Control Weather / Control Earth
- 103
- 104 ► Disintegrate
- 105 ► Charge / Remove Charge
- 106 ► Invisible Stalker
- 107 ► Part Water
- 108 ► Projected Image
- 109 ► Reincarnation / Death Spell
- 110 ► Stone to Flesh / Flesh to Stone
- 111



2 Spells In Order

Spells In Order.....	15	Growth Of Plants.....	24
Animal Friendship.....	17	Hallucinatory Terrain.....	24
Animate Dead.....	17	Haste.....	24
Anti-Magic Shell.....	17	Heat Metal.....	24
Barkskin.....	17	Hide Gold.....	25
Bless.....	17	Hold Monster.....	25
Charge.....	18	Hold Portal.....	25
Clairvoyance.....	18	Hold Person.....	25
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
Fire Ball.....	23	Phantasmal Force.....	29
Floating Disc.....	23	Polymorph Others.....	29
Fly.....	23	Polymorph Self.....	29
Greater Charm.....	24	Predict Weather.....	30
Growth Of Animal.....	24	Projected Image.....	30
		Protection From Chaos....	30

Protection From Chaos 10'	37
Radius.....	30
Protection From Fire And Lightning.....	30
Protection From Normal Missiles.....	31
Protection From Poison..	31
Purify Food And Water....	31
Raise Dead.....	31
Read Languages.....	31
Read Magic.....	31
Reincarnation.....	32
Reincarnation Class.....	32
Lawful Monsters.....	32
Neutral Monster.....	32
Chaotic Monster.....	32
Remove Curse.....	33
Remove Fear.....	33
Resist Fire.....	33
Shadow Hound.....	33
Shield.....	33
Silence.....	34
Sleep.....	34
Snake Discord.....	34
Speak With Animals.....	34
Speak With Dead.....	34
Speak With Plants.....	34
Speak With Stones.....	35
Summon Animals.....	35
Sticks To Snakes.....	35
Stone To Flesh.....	35
Striking.....	35
Telekinesis.....	36
Telepathy.....	36
Teleport.....	36
Tree Shape.....	37
Ventriloquism.....	37
Wall Of Fire.....	37
Wall Of Stone.....	37
Warp Wood.....	37
Water Breathing.....	38
Water Breathing 15' Radius	38
Web.....	39
Wizard Lock.....	39
Wizard Eye.....	39

3 **Animal Friendship**

4 The caster touches an ani-
5 mal, while holding a piece of
6 food. The animal must be

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

10 **If The Animal Fails A**

11 **Save Versus Spells:** the ani-
12 mal becomes bound to the
13 caster as though by a Lesser
14 Charm. However, the animal
15 will make frequent moral
16 checks.

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

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

26 **Animate Dead**

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

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

34 ► **Special Abilities:** They are
35 unable to use any special abili-
36 ties that they possessed in life.

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

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

43 dead as minions, or end the

44 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 4-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 until fatigued.

Bless

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

Lasts until fatigued.

Blight

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

Charge

The caster commands a close subject 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 close creature, the caster must fully concentrate for one turn.

126 ► **After This Turn:** The visual
127 perceptions of the last con-
128 nected creature are relayed to
129 the caster. The caster is blind
130 to their own vision.

131 **Restrictions:** The spell is
132 blocked by a thin layer of lead
133 or by rock of 2' thick or
134 greater

135 **Cloudkill**

136 A poisonous fog streams
137 from the caster's fingertips,
138 filling a 3 square diameter
139 area.

140 ► **Movement:** The fog moves
141 at 6 squares per turn ($\frac{1}{2}$ square
142 per round), driven by the wind.

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

148 ► **Damage:** All creatures in
149 contact with the vapors suffer
150 1 hit point of damage per
151 round of contact.

152 ► **Creatures With Less Than
153 5 Hit Dice:** Must also save
154 versus death (once per round
155 of contact) or die.

Commune

156 The caster calls upon di-
157 vine powers in order to seek
158 knowledge. The communion
159 lasts three turns, where the
160 spell caster must be fully con-
161 centrating.

163 The caster may ask three
164 questions per casting. Once
165 per year, the caster may in-
166 stead ask six questions.

167 Each question receives a
168 simple "yes" or "no" answer.

169 Commune may only be cast
170 once per month.

Confusion

171 This spell causes 3d6 sub-
172 jects to become charmed for 1
173 turn:

175 ► **Subjects Of 2 HD Or
176 Greater:** May save versus
177 spells each round to resist the
178 spell's effect, acting normally
179 each round they succeed.

180 ► **Subjects Of 2 HD Or
181 Lower:** May not make a sav-
182 ing throw.

183 **Behavior:** Roll on the fol-
184 lowing table separately for
185 each affected subject each
186 round to determine how that
187 subject acts that round:

2d6	Behavior
2-5	Behave normally
6-8	No action
9-12	Attack other charmed creatures

Conjure Elemental

188 A 16 HD elemental is sum-
189 moned from an elemental
190

191 plane of the caster's choice
192 (air, earth, fire, water) to do
193 the caster's bidding. See Mon-
194 ster page 14.

195 ► **Materials:** The summons re-
196 quires a large volume of the
197 appropriate element.
198 ► **Full Concentration:** Is re-
199 quired to command an elemen-
200 tal.

201 ► **Dismissing:** While control
202 over the elemental is main-
203 tained, the caster may dismiss
204 it at any time, sending it back
205 to its plane of origin.

206 ► **Disruption:** If the caster's
207 concentration is disturbed, the
208 command over the elemental
209 ends. It is, henceforth, a free
210 willed entity and will immedi-
211 ately try to kill the caster and
212 any who get in its way.

213 ► **Restrictions:** The caster
214 may summon at most one ele-
215 mental from each plane in a
216 single month.

217 ► **Dispelling:** A conjured ele-
218 mental may be dispelled by
219 dispel magic or dispel evil.

Contact Higher Plane

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

225 ► **Plane:** The caster must
226 choose which plane of exis-
227 tence to contact. Higher planes
228 are home to more powerful
229 and knowledgeable beings.
230 The spell lasts one turn per
231 level of the plane, and requires
232 full concentration.

233 ► **Questions:** The caster may
234 then ask a number of yes/no
235 questions equal to the number
236 of the plane contacted.

237 ► **Answers:** For each ques-
238 tion asked, there is a chance of
239 the contacted being not know-
240 ing the answer, or of answer-
241 ing untruthfully.

242 ► **Restrictions:** Contact may
243 be cast at most once per
244 month.

245 ► **Insanity:** Contact has a
246 chance of causing insanity. In-
247 sane characters are incapable
248 of action or communication.
249 the recovery time is a number
250 of weeks equal to the number
251 of the plane. For every level of
252 the caster above 10, this
253 chance is reduced by 5%.

Plane	Don't Know	Truth	Insanity
3rd	75%	50%	5%
4th	70%	55%	10%
5th	65%	60%	15%
6th	60%	65%	20%
7th	50%	70%	25%
8th	40%	75%	30%
9th	30%	80%	35%
10th	20%	85%	40%
11th	10%	90%	45%
12th	5%	95%	50%

Continual Light

255 This spell has three usages:

256 1 **Conjuring Light:** An in-
257 visible orb appears, which
258 casts light. The magical light is
259 daylight. The spell may be cast
260 upon an object, in which case,
261 the light moves with the ob-
262 ject.

263 **2 Blinding A Creature:** By
264 casting the spell upon its eyes.
265 If the target fails a save versus
266 spells, it is blinded. A blind
267 creature cannot attack.

268 **3 Cancelling Darkness:**
269 Continual light may cancel a
270 continual darkness spell.

271 **Continual Darkness**

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

276 Like continual light, it may
277 alternatively be used to blind
278 creatures or to dispel a contin-
279 ual light spell.

280 **Control Weather**

281 By fully concentrating the
282 caster can control the weather
283 in a quarter mile radius. See
284 Error: Reference source not
285 found, Error: Reference source
286 not found pError: Reference
287 source not found. When con-
288 centration is broken, weather
289 returns to normal.

290 This spell only functions
291 outdoors.

292 **Control Earth**

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

297 **Movement Rate:** The
298 caster can move earth in the
299 area at up to 60' per turn.

300 **Excavations:** The range of
301 the spell also extends down-
302 wards, allowing excavations to
303 be made

304 **Create Food**

305 The caster reaches into an
306 empty sack. From it, they
307 magically produce food. suffi-
308 cient for twelve humans and
309 twelve mounts for one day

310 **Higher Level Casters:** If
311 the caster is higher than 8th
312 level, food sufficient for an ad-
313 ditional 12 humans and
314 mounts is produced for each
315 level beyond 8th.

316 **Destroy Food**

317 The same amount of food
318 within a short distance disinte-
319 grates into dust.

326 **Create Water**

321 The caster touches a large
322 stone surface, such as a wall or
323 boulder. A magical font ap-
324 pears from that spot. It pro-
325 duces approximately 50 gal-
326 lons of water—enough to sus-
327 tain twelve humans and twelve
328 mounts for one day.

329 **Higher Level Casters:** If
330 the caster is higher than 8th
331 level, water sufficient for an
332 additional twelve humans and
333 mounts is produced for each
334 level beyond 8th.

335 **Destroy Water**

336 The spell instead creates a
337 magical drain, which destroys
338 water for one day. Water ele-
339 mental die instantly when in
340 contact with the drain.

Cure Disease

342 Cure a touched subject of 377 Enchanted objects, areas,
343 any disease: Including those of 378 and creatures glow while *close*
344 magical origin. 379 to the caster.

345 If the subject is a green 380 Lasts until fatigued.
346 slime it is killed instantly.

Cause Disease

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

351 The disease has the following
352 effects:

353 ► **Death:** Within 2d12 days.

354 ► **Attack Penalty:** AV is in-
355 creased by 2.

356 ► **Natural Healing:** Takes
357 twice the usual amount of
358 time.

359 ► **Magical Healing:** Is utterly
360 ineffective.

361 ► **Curing:** This disease can
362 only be cured with a casting of
363 cure disease.

Cure Wounds

365 A touched creature heals
366 1d6+1 damage. Any tapping
367 effects are negated.

Cause Wounds

369 Inflicts 1d6+1 damage to a
370 touched creature.

Detect Invisible

372 *Close* Invisible creatures
373 and items are revealed to the
374 caster.

375 Lasts until fatigued.

Detect Magic

377 Enchanted objects, areas,
378 and creatures glow while *close*
379 to the caster.

380 Lasts until fatigued.

381 **Dimension Door**

382 A touched creature is instantaneously transferred to another location up to 360' away. The destination may be selected in 385 two ways:

386

387 **Known Location:** A location, within 360', known to the 388 caster.

389

390 **An Unknown Location:** Specified by a series of offsets 391 (e.g. 120' north, 160' east, 80' 392 up) totaling not more than 393 360'.

394

395 **Restrictions:** The following apply:

396

397 ► If the destination is occupied 398 By a solid body, the spell fails.

399 ► If the target is unwilling it 400 may save versus spells to resist 401 the teleportation.

402 **Disintegrate**

403 The material form of a single, non-magical creature or 404 object is instantly and permanently destroyed.

405 **If A Creature Is Targeted:** It may save versus death to resist 406 disintegration.

407 **Examples Of Objects:** The following might be targeted: a 408 tree, a ship, a 1 square section 409 of wall.

414 **Dispel Evil**

415 This spell has three uses:

416 ► **Ward:** By fully concentrating for up to one turn, enchanted or undead monsters 417 that come *close* to the caster 418

420 may be banished or destroyed. 421 Each monster may save versus 422 spells to avoid banishment or 423 destruction. If a monster's 424 save succeeds, it flees the affected area.

426 ► **Target Single Monster:** Instantly banish or destroy a single enchanted or undead monster, that's *close*. The monster 427 may save versus spells (with a 428 -2 penalty) to avoid banishment or destruction. If the 429 monster's save succeeds, it 430 flees the affected area.

435 ► **Dispel Curse:** Instantly dispel the hold that a cursed item 436 has over a *close* being.

438 **Dispel Magic**

439 One magical effect is 440 ended.

441 If the level of the caster of 442 the effect to be dispelled is 443 higher than the level of the 444 caster of dispel magic, there is 445 a 5% chance per level difference 446 that the attempt to dispel 447 will fail.

448 Magic items are unaffected, 449 unless the caster is of 9th level 450 or higher.

451 **Empower Armor**

452 The armor of a touched creature glow purple, casting 453 dim light for 10'. They gain a 454 -2 bonus to AC, and a +2 455 penalty to AV.

457 If the targets isn't wearing 458 armor, the spell fails.

459 Lasts until fatigued.

460 **Disempower Armor**

461 The armor glows red. The
462 target gain a -2 to AV, and a +2
463 to AC.

464 **Entangle**

465 Choose a *distant* or closer
466 point. Plants present in a 2
467 square radius entangle crea-
468 tures.

469 **Saving Throw:** Each crea-
470 ture in the affected area may
471 save versus spells.

472 ► **If The Save Fails:** The crea-
473 ture is entangled, cannot move,
474 and has a +2 penalty to AC.

475 Moving into or out of the
476 area is a *step*.

477 Lasts one turn.

478 **Feeblemind**

479 An arcane spell caster
480 within sight must save versus
481 spells (at a -4 penalty) or be-
482 come an imbecile, unable to
483 think clearly or cast spells.

484 **Find Traps**

485 Trapped objects or areas
486 glow while *close* to the caster.
487 Magical and mechanical traps
488 are both detected. No knowl-
489 edge about the nature of the
490 trap or how to deactivate it is
491 granted.

492 Lasts until fatigued.

493 **Create Trap**

494 Using chalk, outline an area
495 up to 10' in any direction.
496 When a creature comes within
497 1' of touching the area, the
498 whole area erupts in flames,

499 dealing 1d8 damage. Then the
500 trap is dispelled.

501 **Fire Ball**

502 Flame streaks towards a
503 point within *sight* and deto-
504 nates in a 2 square radius.
505 Creatures caught in the fire
506 ball suffer 1d6 damage per
507 level of the caster, with a suc-
508 cessful save versus spells indi-
509 cating half damage.

510 **Floating Disc**

511 The caster conjures a
512 slightly concave, circular disc
513 of magical force. It appears
514 next to the caster. The disk fol-
515 lows them about and carries
516 loads. The disc is 3' in dia-
517 meter and 1" deep at its center. It
518 can hold a maximum load of
519 50 inventory slots, 5,000
520 coins, or 500 pounds.

521 The disc floats at waist
522 height and remains level, float-
523 ing along horizontally.

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

527 **Fly**

528 A touched creature gains
529 the ability to fly through the
530 air. Where they would nor-
531 mally move one *step*, they can
532 move four.

533 It's possible in any direc-
534 tion, including to levitate and
535 to hover in mid-air.

536 Lasts until fatigued three
537 times.

538 **Ground**

539 A touched creature loses
540 the ability to fly.

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. 4-in-6 chance of remembering Greater Charm.

Greater Cure Wounds

A touched creature heals 2d6+2 damage.

Greater Cause Wounds

Inflicts 2d6+2 damage to a touched creature.

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. 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: Where they would normally move one step, they can move two.

Attacks: Each round, they can make two attacks, or one attack and one stunt.

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

⁶¹⁷ quickly, only acting every

⁶¹⁸ other round.

619 Heat Metal

620 All metal in the possession
621 of a touched creature are
622 heated to extreme tempera-
623 tures.

624 **Dropping Items:** A subject
625 who drops all heated objects
626 suffers no further harm.

627 **Water Or Snow:** Immers-
628 ing heated metal negates the
629 harmful effects.

630 **Effects Of Heat:** the first
631 round, the subject takes 1d6
632 damage. Each round after that,
633 they take an additional 1d6
634 (i.e. 2d6, 3d6, 4d6...) and
635 must save versus magic or sus-
636 tain permanent injuries.

637 Lasts one turn.

638 Hide Gold

639 Up to 3d6x10 touched
640 coins appear to be worthless
641 debris for the duration. This il-
642 lusion is solid to the touch, but
643 will be revealed as an illusion
644 by Detect Magic.

645 The spell lasts for three
646 turns while the caster concen-
647 trates.

648 False Gold

649 The caster, or a chosen
650 close creature, has 3d6x10 sp
651 appear on their person. The
652 coins appear real on inspec-
653 tion, but will be revealed as an
654 illusion by Detect Magic.

655 The spell lasts for three
656 turns while the caster concen-
657 trates. Then the coins turn to
658 dust.

659 Hold Monster

660 Same as hold person but af-
661 fects any non-undead creature.

662 Free Monster

663 Same as Free Person but af-
664 fects any non-undead creature.
665 A Free Monster spell is in-
666 stantly ended.

667 Hold Portal

668 A door, window, or other
669 kind of portal is magically
670 held shut. Lasts for two *shifts*.

671 **Opening By Magic:** A
672 knock spell opens the portal.

673 **Opening By Force:** Crea-
674 tures with at least 3 HD more
675 than the caster's level can open
676 the held portal with one round
677 of effort.

678 Hold Person

679 A person is statused. Lasts
680 2 turns per level.

681 **Restriction:** Persons of 4
682 HD or greater, and undead, are
683 not affected.

684 Free Person

685 A single person is instantly
686 freed from non-magical re-
687 straints, and they may make an
688 additional saving throw
689 against magical restraints, with
690 a +4 bonus. *hold person* is in-
691 stantly ended.

692 Insect Plague

693 A 60' diameter swarm of
694 flying insects appears within
695 500'.

696 ► **Movement:** 20' per round.
697 While the swarm is within
698 500', the caster is able to di-
699 rect its movements.

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

702 ► **Creatures Of 2 HD Or**
703 **Less:** Are driven away, if
704 caught within the swarm.

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

708 **Restrictions:** The spell has
709 no effect if cast underground.

710 Infravision

711 A touched creature is able
712 to see in the dark with infravi-
713 sion. See Global page 11.

714 Lasts one day.

715 Invisible Stalker

716 An invisible stalker (see
717 Monster page 18) is sum-
718 moned to the caster's presence
719 and magically bound to per-
720 form a mission of the caster's
721 choosing.

722 ► **Wording:** The caster must
723 be careful with the wording of
724 the mission. Invisible stalkers
725 will follow the letter of the
726 command while twisting the
727 intent.

728 ► **Duration:** The creature is
729 bound to attempt the mission

730 until it succeeds or is de-
731 stroyed.

732 ► **Banishing:** The spell Dispel
733 Evil will banish an invisible
734 stalker, ending the spell.

735 Invisibility

736 The caster or another crea-
737 ture or object becomes invis-
738 ible:

739 **If Cast On A Creature:**
740 Any gear the subject is carry-
741 ing is also rendered invisible.
742 Items dropped or put down by
743 an invisible creature become
744 visible. If the subject attacks or
745 casts a spell, the invisibility is
746 broken, ending the spell.

747 **If Cast On An Object:**
748 The invisibility is permanent.

749 **Light Sources:** made invis-
750 ible (either as part of a crea-
751 ture's gear or as an individual
752 object), the light it casts is un-
753 affected.

754 Invisibility 10' Radius

755 A touched creature gains an
756 aura of invisibility. When the
757 spell is cast, creatures within
758 10' of the subject also become
759 invisible.

760 ► **Area:** The 10' radius area of
761 the spell's effect moves with
762 the chosen creature.

763 ► **Exiting The Area:** Subjects
764 that move more than 10' away
765 from the chosen creature be-
766 come visible.

767 ► **Entering The Area:** Crea-
768 tures that move into the area

769 after the spell is cast do not be- 807 **Restrictions:** Human-like
770 come invisible. 808 monsters of greater than 4 HD
771 ► **Restriction:** The invisibility 809 and undead are not affected.
772 follows the same restrictions 810 **Duration:** The charm lasts
773 and behavior as an Invisibility 811 indefinitely, but the subject is
774 spell. 812 allowed to make further saves
813 versus spells at intervals, de-
814 pending on its intelligence. If
815 one of these saves succeeds,
816 the spell ends.

775 Knock

776 The caster touches a door,
777 which is magically opened by
778 a loud sound. Knock opens
779 stuck, barred, or locked door,
780 as well as gates, chests, and so
781 forth, including magically held
782 doors (e.g. Hold Portal, Wiz-
783 ard Lock).

817 ► **≤8:** New save each month.
818 ► **9–12:** New save each week.
819 ► **13–17:** New save each day.
820 ► **≥18:** New save each hour.

784 Know Alignment

785 The caster gains immediate
786 knowledge of the alignment of
787 one *close* character, monster,
788 object, or location

789 Obscure Alignment

790 For 6 turns, a touched crea-
791 ture is affect by magic as
792 though they had the alignment
793 of the caster's choosing.

823 Levitate

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

825 ► **Movement:** The caster is not
826 granted any additional move-
827 ment, and must push against
828 solid objects to move.

829 ► **Weight:** An encumbered
830 creature will sink to the
831 ground.

832 Lasts until fatigued.

794 Lesser Charm

795 A *close* person is charmed,
796 as follows:

797 ► **Friendship:** The subject re-
798 gards the caster as its trusted
799 friend and ally.

800 ► **Commands:** The caster may
801 give the charmed creature
802 commands, which it will obey,
803 if it understands, it is not obvi-
804 ously self destructive, and
805 does not conflict with their
806 alignment or religion.

833 Light

834 This spell has three usages:
835 **Conjuring Light:** A magi-
836 cal light appears. The spell
837 may be cast upon an object, in
838 which case the light moves
839 with the object.

840 **Blinding A Creature:** A
841 creature becomes blind.

842 **Cancelling Darkness:**
843 Cancel a Darkness spell.

844 Darkness

Creates a 2 square diameter 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.

852 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.

866 Locate Monster

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

870 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:

► **General Class:** (e.g. a staircase, an altar). The nearest object of that type is located.

► **Specific Object:** The caster must clearly visualize in all aspects.

Restrictions: This spell cannot be used to locate creatures.

885 Locate Plant Or Animal

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

890 Locate Person

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

894 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.

910 Magic Missile

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

Higher Level Casters: May conjure more missiles. They may be directed at a the same or different targets.

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

921 **Mirror Image**

922 1d4 illusory duplicates of
 923 the caster appear. The mirror
 924 images look and behave ex-
 925 actly as the caster. Attacks on
 926 the caster destroy one of the
 927 mirror images (even if the at-
 928 tack misses).

929 Ends when fatigued, or
 930 when the last duplicate is de-
 931 stroyed.

Neutralize Poison

After a *shift*, the passage

seals, without a trace.

This spell has two uses:

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

► **Items:** Remove poison from a touched item.

Cause Poison

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

Obscuring Mist

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

The caster can see faintly through the mist.

Lasts one turn per level. Winds reduce the spell's duration by three quarters

Clear Mist

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

Lasts until fatigued.

Pass-Wall

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

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:

► **An Illusionary Monster:** That can be directed to attack. The monster has an Armour Class of 9 and will vanish if hit in combat.

► **An Illusionary Attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who save versus spells are unaffected.

► **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

1012 paralyzed, and so on. Such effects last for 1d4 turns.

1051 ► **Casting Spells:** While polymorphed, the caster is unable to cast spells.

1053 **Polymorph Others**

1054 A close creature is changed into another type of creature, as chosen by the caster:

1055 ► **HD:** The spell fails if the new HD is more than twice the subject's HD.

1056 ► **Damage:** The subject retains the same amount of damage.

1057 ► **Abilities:** The subject truly becomes the new form: all special abilities are acquired, along with behavioral patterns, tendencies, and intelligence.

1058 ► **Specific Individuals:** The spell cannot be used to duplicate a specific individual.

1059 ► **Reversion:** If the subject dies, it returns to its original form.

1060 **Polymorph Self**

1061 The caster transforms themselves into another being.

1062 ► **HD:** The new form may not have higher Hit Dice than the caster's level.

1063 ► **Stats:** The caster retains their own intelligence, hit points, saving throws, and AV.

1064 ► **Physical Capabilities:** Of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.

1065 ► **Non-physical Special Abilities:** (e.g. immunities, breath weapons, spell casting) are not acquired.

1066 ► **Specific Individuals:** The spell cannot be used to duplicate a specific individual.

1067 ► **Reversion:** If the caster dies while polymorphed, they re-

1068 turn to their original form

1069 Lasts until fatigued twice.

1070 If the caster is of at least 10th level, they may choose to

1071 have the spell never end.

1072 **Predict Weather**

1073 The caster gains accurate knowledge of the weather over the next 12 hours, within a number of miles equal to their level.

1074 **Projected Image**

1075 An illusory duplicate of the caster appears within range.

1076 Lasts for six turns.

1077 ► **Duplicate:** The image is an exact duplicate of the caster that can only be differentiated by touch.

1078 ► **Subsequent Spells Cast:** Appear to originate from the image. (Targets must still be visible to the caster, however.)

1079 ► **Spells And Missiles:** The image appears unaffected by spells or missile weapons.

1080 ► **Melee Or Touch:** If the image is touched or hit in melee, it disappears.

1081 ► **Range:** The image must remain *distant* or closer to the caster.

Protection From Chaos

Wards the caster from attacks by chaotic creatures, as follows:

+1 bonus to saving throws against attacks or special abilities.

-1 bonus to AC when being attacked.

Lasts until fatigued.

Protection from Law

Provides the same wards, but against lawful creatures.

Protection From Chaos 10' Radius

Provides the same ward as Protection from Chaos to all creatures within 10' of the caster.

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 protection is used up, the spell ends. The spell also ends after being fatigued.

Protection From Normal Missiles

A chosen *close* creature 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.

1162 | Raise Dead

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

1163 This spell has two uses:

► **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 Global page 21 for the effects of resurrection.

► **Destroy Undead:** A single undead monster is destroyed.

1174 Finger of Death

1175 Directs a ray of deadly
1176 magic at a single target. If the
1177 target fails a saving throw ver-
1178 sus death, it dies instantly.

Read Languages

1180 Until fatigued, the caster
1181 may understand any written
1182 language, including coded
1183 messages, maps, and other
1184 written instructions. This spell
1185 does not grant any ability to
1186 speak unknown language.

1187 Remove Language

1188 Causes one *close* target to
1189 loose the ability to speak or
1190 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.

1245 Reincarnation Class

d12	Reincarnation
1	cleric
2	fighter
3	thief
4	wizard
5	D8: 1: acrobat, 2: bard, 3: druid, 4: knight, 5: knight, 6: princess, 7: warlock, 8: choice
6	d6: 1: dwarf, 2: elf, 3: halfling, 4: kobold, 5: felidae , 6:Legomorph
7-11	Monster
12	Same

1246 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

1247 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

1248 Chaotic Monster

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

1213 Reincarnation

1214 A dead character is re-turned to life in a new physical
1215 form that manifests in the presence of the caster. The
1216 character's new body is not necessarily the same as the original; it is determined by
1217 rolling on the Reincarnated Class table. The roll indicates either a character class or a
1218 monster:

1219 **Character Class:** The character is of experience level
1220 1d6 lower than they were in
1221 life.

1222 **Monster:** The type should be determined by the referee.
1223 The tables opposite may be used, or the referee may create
1224 their own tables. Monsters

1225 cannot gain experience or advance in level.

1236 Death Spell

1237 Choose a point within 240'. Up to 4d8 Hit Dice of creatures within a 3 square radius
1238 must save versus death or die, instantly.

1242 **Restrictions:** Undead and creatures with >7 HD are unaffected.

Remove Curse

1249 Remove curse instantaneously removes one curse from a touched creature. It may allow a character to discard a cursed magic item.

Curse

1256 Places a deleterious effect upon a touched creature or object.

1259 The exact form and effects of the curse are determined by the caster. Maximum possible effects include:

1263 ► A -2 penalty to saving throws.

1265 ► A +4 penalty to AV or AC.

1266 ► Reducing an ability score by 50%

1268 ► Unable to put down the item.

1269 **Multiple Curses:** May afflict a creature, as long as each has a different effect.

1286 ► **Normal Heat:** Unharmed by non-magical heat or fire.

1288 ► **Save Bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.

1292 ► **Fire-based Damage:** Is reduced by 1 point per damage die rolled.

Resist Cold

1295 Protects from cold and ice instead of fire and heat.

Shadow Hound

1299 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

1307 Black smoke in the shape of a large dog, with excellent sense of smell.

Remove Fear

1273 The creature touched is calmed and purged of fear.

1275 Magically induced fear is also dispelled.

1277 Lasts until fatigued.

Cause Fear

1279 Will cause a chosen creature to flee unless it saves versus spells.

1282 Lasts until fatigued.

1310 AC 7, HD 1+2 (6hp), Att 1

1311 × bite (1d6), AV 18, MV 180' (60'),

1313 SV D12 W13 P14 B15 S16 (1), ML 12, AL Lawful, XP 15

1315 ► **Tracking:** By scent. Once started, very difficult to put off the trail.

Shield

1319 Shield creates an invisible field of force that protects the caster for two turns.

Resist Fire

1284 All close creatures are protected from fire, as follows:

1322 *Against missile attacks:* The caster's AC is 2.

1324 *Against other attacks:* The 1365 total of 2d8 HD of creatures of
1325 caster's AC is 4.
1366 *4 HD or lower each. Undead*
1326 *Against Magic:* Breath at-
1367 *are unaffected. Targets do not*
1327 *tacks and magic that allow a*
1368 *get a save versus spells.*

1328 *save for half damage, instead*
1329 *deal no damage with a suc-*
1330 *cessful save.*

1331 *Against Magic Missile:*
1332 *Shield will completely prevent*
1333 *Magic Missile.*

Silence

1334 Choose a point within a
1335 long distance. A 15' radius
1336 area is rendered silent. Con-
1337 versation and spell casting are
1338 impossible. Noise from outside
1339 the area can be heard by those
1340 within it.

1341 Silence may be cast upon a
1342 creature, which saves versus
1343 spells. If the save fails, the
1344 area of silence moves with the
1345 creature. If the save succeeds,
1346 the spell's effect remains sta-
1347 tionary—the creature may
1348 move out of it.

1349 Lasts until fatigued twice.

Noise

1350 The area is instead filled
1351 with magical noise, only heard
1352 by those within it. Conversa-
1353 tion is impossible. Noise from
1354 outside the area can not be
1355 heard from within. Spells can
1356 be cast if the caster first suc-
1357 ceeds a save versus spells.

Sleep

1360 A sleep spell causes a mag-
1361 ical slumber for 4d4 turns. The
1362 spell may target either: A sin-
1363 gle creature with 4 HD, or a

1365 *total of 2d8 HD of creatures of*
1366 *4 HD or lower each. Undead*
1367 *are unaffected. Targets do not*
1368 *get a save versus spells.*

1369 *When targeting multiple*
1370 *creatures, sleep targets crea-*
1371 *tures with the least HD are*
1372 *first. Rolled HD not sufficient*
1373 *to affect a creature are wasted.*

1374 *Creatures enchanted by this*
1375 *spell are helpless and can be*
1376 *killed instantly with a bladed*
1377 *weapon. Slapping or wounding*
1378 *awakens an affected creature.*

Snake Charm

1379 One or more snakes are
1380 rendered non-hostile, rearing
1381 up and swaying to and fro, but
1382 not attacking.

1383 The spell affects snakes
1384 whose total HD do not exceed
1385 the caster's level. e.g a 7th
1386 level caster can affect 7 HD of
1387 snakes: equal seven 1 HD
1388 snakes, or two 3 HD snakes
1389 and one 1 HD snake, etc.

1390 Duration: When cast on
1391 snakes that are already attack-
1392 ing, the spell lasts for 1d4+1
1393 combat rounds. Otherwise, it
1394 lasts for 1d4+1 turns.

Snake Discord

1395 Instead, the snakes enter a
1396 rage, recklessly attacking other
1397 snakes, then other reptiles,
1398 than any moving object.

Speak With Animals

1399 The caster gains the ability
1400 to speak with animals.

1404 This spell doesn't make animals any more friendly or cooperative than normal.
1405 1406 1407 1408 1409
1409 The caster can ask questions, or even for small favors. Lasts until fatigued

Speak With Dead

1411 Same as Speak with Animals but enables speech with 1412 1413 1414
1413 with corpses and undead. They answer as they would in life.

Speak With Plants

1416 Same as Speak with Animals but enables speech with 1417 1418 1419
1418 with plants, including monstrous plants.

Speak With Stones

1421 Same as Speak with Animals but enables speech with 1422 1423 1424
1423 with stones, and earth elements.

Summon Animals

1426 Normal animals within 500' are summoned to the 1427 1428 1429 1430
1429 caster's aid. The caster may choose to limit the summons to creatures of specific species.

1431 ► *Restrictions:* Insects, arachnids, and other bugs are not summoned. Magical creatures 1433 1434 are not summoned.

1435 ► *Number of animals:* A number of animals of total Hit Dice equal to the caster's level will 1436 1437 1438 respond to the summons.

1439 ► *Small animals:* Normal, small animals (e.g. mice, spar-

1443 Summoned creatures: Be-
1444 have as follows:

1445 ► *Arrival:* They will come to 1446 1447 the caster's location as fast as they can.

1448 ► *Comprehension:* They understand the caster's words while the spell lasts.

1449 ► *Aid:* They will aid the caster in whatever way they can. If

1450 1451 1452 1453 1454
1453 the caster is being attacked: The summoned animals will

1455 attack the enemy, only fleeing if they fail a morale check.

1456 1457 1458 1459
1457 Once an animal flees: The spell is broken for that animal.

1459 Lasts until fatigued.

Sticks To Snakes

1460 1461 1462 1463 1464 1465 1466
1461 2d8 normal sticks are miraculously transformed into snakes that follow the caster's orders. When killed or the spell ends, they revert to sticks.

1467 1468 1469 1470
1467 *Poison:* There is a 50% chance of the snakes being poisonous.

1470 Lasts until fatigued.

Conjured Snakes

1472 1473 1474 1475 1476 1477
1472 AC 6 , HD 1 (4hp), Att 1 × bite (1d4), AV 19, MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 10 (13 if poisonous)

Snakes to Sticks

1478 1479 1480
1478 2d8 HD of snakes HD 4 or less are turned into sticks.

1480 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 creatures 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 Dest.	Too High	Too Low
Scant Level	51–75	76–00
Medium	81–90	91–00
Exact	96–99	0

1555 ► *Ground level*: The subject appears at the desired destination.

1558 ► *Too high*: The subject appears 1d10×10' 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.

1565 ► *Too low*: The subject appears in the ground and is killed instantly.

1568 *Knowledge of destination*: The caster's knowledge of the destination is rated as follows:

1571 ► *Scant*: A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.

1576 ► *Moderate*: A location that the caster has visited often or has studied via scrying for several weeks.

1580 ► *Exact*: A location that the caster has made a detailed study of, in person

Tree Shape

1584 The caster takes on the form of a living or dead tree. The tree form is completely realistic, even to close inspection.

1589 While in this form, the caster can perceive the surroundings with their normal senses.

1593 The caster may end the spell at will, returning to their normal form.

Ventriloquism

1597 The caster may make their voice appear to come from any location or source (e.g. a statue or animal) within a short distance.

1602 Lasts until fatigued.

Wall Of Fire

1604 An immobile, opaque curtain of fire springs into existence. It remains as long as the caster fully concentrates.

1608 ► *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.

1613 ► *Monsters with <4 HD*: Cannot pass the wall of flames.

1615 ► *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

1623 An immobile, translucent, wall of ice springs into existence. Functions the same as wall of fire with the following changes:

1628 ► *Damage*: extra damage is dealt to creatures that use fire or are accustomed to fire.

1631 ► *Concentration*: The wall does not require concentration, instead lasting for two burns.

1634 Wall Of Stone

1635 A wall of solid rock appears.

1637 *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.)

1643 *Location:* The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

1647 Wall of Air

1648 The wall functions the same as the wall of stone, but is made of an invisible air current. It lasts for 12 turns.

1652 Warp Wood

1653 Wooden objects of the caster's choice warp and become useless. One small object is affected per level of the caster. Or, one large objects may also be targeted.

1659 *Magical objects:* That are targeted have a chance of being unaffected.

1662 *Held Objects:* Creatures may save versus spells to prevent their held objects from being warped.

1666 Water Breathing

1667 A touched creature can breathe water freely by means of this spell.

1670 The spell does not affect the subject's ability to breathe air. No additional proficiency at swimming is granted

1674 Lasts one day.

1675 Air Breathing

1676 Allows a subject to breath air. No additional walking ability is granted.

1679 Water Breathing 15' Radius

1680 Same as Water Breathing, but affects the caster, and all creatures a within 15'.

1683 Air Breathing 15' Radius

1684 Same as Air Breathing, but affects the caster, and all creatures a within 15'.

Web

1688 Duration: 48 turns
1689 Range: 10'
1690 Web conjures a many-layered mass of strong, sticky threads, blocking a 10' cube area.

1694 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).

1701 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.

1708 Breaking free: Depends on STR:

1710 Normal human range: The creature can break free in 2d4 turns.

1713 Magically augmented STR above 18: The creature can break free in 4 rounds.

1716 Giant strength: The creature can break free in two rounds.

1726 temporarily bypassed as follows:
1727

1728 ► **Password:** The caster sets a password at the time of casting. Speaking the password disables the lock for one round.

1733 ► **A Knock spell:** Disables the lock for one round.

1735 ► **Higher level casters:** Any magic-using character who is at least 3 levels higher than the 1737 caster of the wizard lock may 1738 pass through unimpeded.
1739

Wizard Eye

1740 One of the casters eyes 1741 pops harmlessly out of their head. It becomes transparent, 1743 nearly invisible and begins to 1744 fly.

1746 ► **Movement:** The eye is mentally directed by the caster. It 1747 can be moves up to 120' per 1748 turn, and up to 240' from the 1749 caster. Solid barriers block 1750 passage, but it can pass 1751 through a hole or space as 1752 small as 1 inch in diameter 1753

1754 ► **Seeing through the eye:** By 1755 concentrating, the caster can 1756 see through the eye, but becomes 1757 blind to their own vision.
1758

Wizard Lock

1719 A wizard lock spell magically locks a touched door, gate, or any item that has a lock or latch.

1724 **Bypassing:** The magical lock is permanent but may be

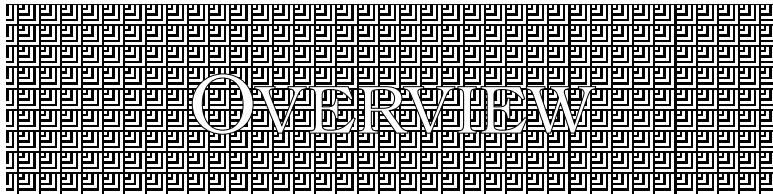
1759 ► **Types of vision:** The magical eye grants both normal vision 1760 and infravision. See Error: 1761 Reference source not found, 1762 Infravision p11.
1763

1764 When the caster becomes 1765 fatigued, the eye floats slowly 1766 to the ground. If not placed in

¹⁷⁶⁷ the casters head within 1 turn,
¹⁷⁶⁸ the eye is lost.

Downtime

1770 Contents



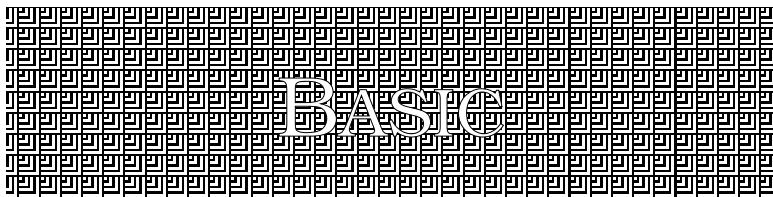
- ² Downtime a solo game that can be played during Set Up.
- ³ Basic downtime is available to all characters.
- ⁴ Advanced downtime is only available to characters who meet
⁵ certain requirements.

⁶ **Merit**

- ⁷ Some activities grant merit. Once Set Up finishes, a
⁸ character's merit (if any) is reduced to their level.

⁹ **Boons**

- ¹⁰ Boons are enchantments that attach to ones aura. They oc-
¹¹ cupy an item slot, but can not be transferred or stored.
- ¹² Once a boon is used, it is destroyed.
- ¹³ Boons can be bought with merit, while performing certain ac-
¹⁴ tivities.



2 Animal Training

3 Placeholder

4 Carousing

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

Gambling

8 You can play up to ten
9 games of dragon ante. The buy
10 for each game is 1 cp. Roll a
11 d20 and see the result.

D20	Result
-----	--------

1 Jail! Pay a 10 cp fine, and
2 preform a week of
3 service.

4 Loose horribly. Pay 25 cp.

5-15 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

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

18 Finding A Mentor

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

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

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

32 Odds Of Finding

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

Class	Odds out of 100	Wages (gp)
Cleric	50 – Lv	-
Demi- human	40 – Lv	Lv + 3
Fighter	70 – Lv	Lv
Thief	40 – Lv	Lv x 2
Wizard	60 – (Lv x 2)	Lv ²
Other	30	10

38 *Example:* Elron is seeking a
39 5th level Error: Reference
40 source not found that knows
41 Fire Ball. The odds are 70 –
42 5 = 65%. They roll 44 on
43 percentile and find Glynhek
44 the Wise. Unfortunately, they
45 do not know Fire Ball.

46 Healing

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

Recruiting

52 Get more hirelings

Selling

54 Finding and selling rare items.

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

61 *True Merchant:* For each 1
62 merit spent, sell an additional
63 10%.

Sale

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

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

D%

1	Robbed! 0%
2-10	Low Ball: 75%
11-20	Low Ball: 90%
21-80	Asking Price: 100%
80-90	Tipped: 110%
100	Swindler! 200%

Service

Forgiveness

Divine magic-users can forgive one disfavor.

Crime

Service may be required because of a crime. The next week must be used on service.

Merit

The second time you perform service, you gain one merit. Each time after that, you gain three merit.

Alignment

Depending on your alignment, you can choose one special opportunity during service.

Lawful and Chaotic may choose to act as neutral.

Lawful

► Gain 1d4-1 merit.

► If you have a cleric mentor, you can count service done for other reasons for their payment.

► **True Service:** Costs 4 merit.

Using this boon counts as a week of service.

Neutral

► Gain 10 times your level XP.

► 1-in-12 chance Gain a small favor with a templar leader.

► **True Valor:** Costs 4 boon points. When an ally is at-

tacked in melee, redirect it to yourself.

Chaotic

► Pay 40 cp to have a goon do your service for you.

► If you are 4th level or higher, you can pay 100 cp to bribe a clerk to mark your service as already done.

► “Earn” Level d6 cp.

► **True Pain:** Costs 10 boon points. Instead of rolling, deal the maximum amount of damage on one weapon damage roll.

Team-building

127 Spend the week attending
128 leadership seminars, and mak-
129 ing topped flat bread to enjoy
130 with your minions.

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

Boons

135 Each minion that gains loy-
136 alty yields 2 merit.

138 **True Loyalty:** Costs 6
139 merit. One loyalty check auto-
140 matically succeeds.

141 **True Valor:** Costs 4 merit.
142 When an ally is attacked in
143 melee, redirect it to yourself.

Training

144 While you were Carousing,
145 I studied the blade.

Mentoring

148 Roll a d20. If you roll your
149 level or less, you find a pupil
150 to train. If you do not, you can
151 do a different downtime activ-
152 ity.

153 Acting as a mentor pays
154 90cp times your level and
155 grants 2d4 merit.

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

159 **True Strike:** Costs 15
160 boon points. Have a AV of 10
161 for one weapon attack.

162 **True Pain:** Costs 10 boon
163 points. Instead of rolling, deal
164 the maximum amount of dam-
165 age on one weapon damage
166 roll.

167 **True Valor:** Costs 4 boon
168 points. When an ally is at-
169 tacked in melee, redirect it to
170 yourself.

Pupiling

171 You must find a mentor of
172 the same class but a higher
173 level. See p6.

175 Gain 12d20 XP.

176 For an additional 10 cp, up
177 to three minions of the same
178 class can train with you, and
179 gain half the XP that you do.

Job Search

Spend the week looking for a job. Spend 10 XP for the privillage.

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.

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

Store Clerk

d6	Business
1	Apothecary
2	Carpenter
3	Dungeon Supply
4	Fletcher
5	General Store
6	Stables

Blacksmith's Assistant

d6	Business
1-3	General Store
4-5	Weapon Smith
6	Armor Smith

Working

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

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

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

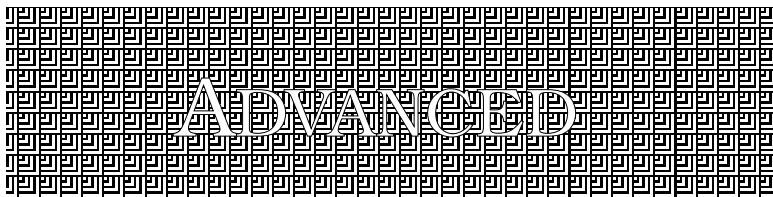
Promotion

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.

Tavern hands get free beer. Wizard assistants have a 1% discount on Magical Research.



2 Crime

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

6 Heist

7 A heist is a single large
8 crime, or crime spree. Get a
9 note card to keep track of your
10 progress on the heist.

11 Planting A Tree

12 Scoping out a new heist
13 takes one week. Write the lo-
14 cation and the target on your
15 heist card.

16 Roll a number of d8 equal
17 to your level. This is the value
18 of the heist in sp.

19 Roll a d6. This is the maxi-
20 mum progress of the heist.

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

23 Boredom

24 If you're up for a challenge,
25 the risk of the heist becomes
26 10, and the value becomes gp.

27 Risk

28 Whenever you take a *risk*,
29 make a sneak check against an
30 OC equal to the heat of the
31 heist.

32 If you fail, you loose you
33 blunder your heist, pay a fine
34 equal to twice the value of the
35 heist, and must preform a
36 week of service.

37 Loosing a Glove

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

41 Paying The Prigs

42 Finding an accomplice,
43 such as an adam tiler, or an
44 amuser. It takes one week.
45 Each accomplice takes a 10%
46 cut, but gives a +1 bonus on
47 risk.

48 Add your accomplice's
49 name to the heist card.

50 Rounder

51 You can take on another
52 character as an accomplice.
53 Doing so doesn't take any
54 down time, and allows them to
55 paying the prigs and bite the
56 blow on the heist.

57 Bite The Blow

58 Take a risk to removes one
59 progress, and get paid 10% of
60 the value.

61 Grease Hamlet

62 Take a risk to bribe a local
63 official. Costs 100 cp, ignore
64 the next three risks.

65 Finishing The Fence

66 When a heist has no
67 progress left, take one final
68 *risk* to end the heist, and pay
69 out 100% of the heists value.

70 Devotion

71 Only divine magic-users
72 can preform devotion.
73 You have a 3-in-6 chance
74 of getting 5 merit.

75 Lawful

76 **True Aid:** Costs 7 merit.
77 One successful bandage re-
78 stores the maximum number of
79 hit points.
80 **True Valor:** Costs 4 boon
81 points. When an ally is at-
82 tacked in melee, redirect it to
83 yourself.

84 Neutral

85 **True Spell:** Costs 14 merit.
86 3-in-6 chance of remembering
87 a spell when cast.
88 **True Intuition:** Costs 4
89 boon points. *Search* in just 1
90 round.

91 Chaos

92 **True Feign:** Costs 4 merit.
93 Dismember with advantage.
94 **True Dodge:** Costs 4 boon
95 points. Half the damage from
96 one non-magical attack.

Forging

97 Only dwarves (and some
98 fighters) can forge. Choose
99 one option and gain 1d3 merit.
100

Honing

101 Costs 10 cp. A honed
102 weapon deals an additional d4
103 damage. When rolling a 4 on
104 that bonus, the honing fades.
105

Repair

106 Costs 10 cp. Remove all
107 mundane damage and wear
108 from one item.
109

Construction

110 You can make any weapon.
111 See Gear page 5. Calculate the
112 total points of the weapon be-
113 ing constructed:
114

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

115 Each week of construction
116 costs 5 cp. you progress 1d6
117 points towards completion.

118 Magical 119 Research

120 Only magic-users can pre-
121 form magical research.

122 Adding To A Spell Book

123 Arcane magic-users can
124 only add to their own book,
125 and only spells on their spell
126 list. See Magic page 8

127 Assimilating Spells

128 All spells must be identi-
129 fied with Read Magic, and
130 takes one week per spell level.

131 Spell Scrolls

132 Cost 1 gp per spell level.
133 Destroys the scroll

134 **Success Rate:** $(80 + \text{your}$
135 intelligence score)%.

136 Captured Spell Books

137 Cost 3 gp per spell level

138 **Success Rate:** $(50 + \text{your}$
139 intelligence score)%.

140 Mentoring

141 You can learn a spell from
142 a mentor. See Finding a Men-
143 tor p6. In addition to the men-
144 tor's wages, studies cost 5 sp
145 and one week, per spell level.

146 Creating New Spells

147 The player describes in de-
148 tail the spell they wish to cre-
149 ate. The referee decides if the
150 spell can be created.

151 The spell must be of a level
152 the character can cast. Re-
153 search takes two weeks and
154 100gp per spell level.

155 Creating Magic Items

156 Characters of 9th level or
157 higher can create magic items.
158 The player describes in detail
159 the item that they wish. The
160 referee decides whether this is
161 possible and, if so, what mate-
162 rials are required.

163 Restrictions

164 Divine spell casters May
165 only create items that they are
166 able to use themselves. Arcane
167 spell casters may create any
168 item except those that may
169 only be used by divine spell
170 casters.

171 Materials

172 Creating magic items re-
173 quires rare components such as
174 expensive gems or ingredients
175 from rare monsters.

176 Cost and Time

177 If duplicating the effects of
178 a spell, construction costs one
179 week and 5g, per level of the
180 mimicked spell, multiplied by
181 the number of uses.

182 The referee must use dis-
183 cretion for other items. As a
184 general rule, items should cost
185 from 100 to 1000gp and from
186 4 to 52 weeks to complete.

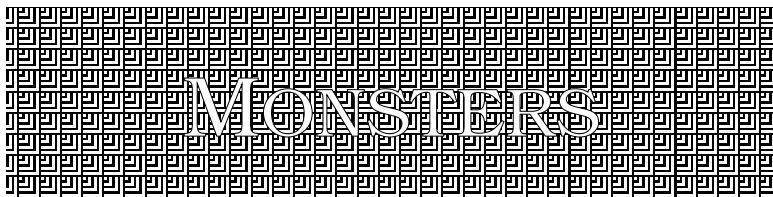
187 Other

188 Possibilities include: sanc-
189 tifying a holy site, creating
190 constructs, or opening portals.

Dungeon Master

Contents

Stuff.....	2
Morale.....	2
Hazard.....	3
Observation.....	3
Mapping Exercise Solution	
.....	4



2 Morale

3 Monsters behave brashly if
4 their morale is broken.

Morale Score

6 Morale will vary from 2 to
7 12. Creatures with a score of 2
8 will always flee. With score of
9 12, they will never flee.

10 Groups with a leader start
11 with the moral score of the
12 leader.

Incurring Morale Checks

14 Monsters make morale
15 checks when:

- 16 ► They begin combat status.
- 17 ► First blood on their side.
- 18 ► First death on their side.
- 19 ► Group is reduced to half its
20 initial number.
- 21 ► A leader is killed.

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

Making A Morale Check

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

30 Otherwise, they will con-
31 tinue to fight, take 1 damage,
32 and have their morale reduced
33 by one.

34 Hostility

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

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

Hostility	Significance
4	Friendly
6	Neutral
8	Aggro

Reaction Roll

42 See Adventure, page 10.

43 ► Roll 2d6.

44 ► +/- reaction modifier.

45 ► +/- 1 for the situation.

46 ► - Hostility.

Results

47 ► **-5:** Monsters are hostile,
48 enraged, statused, and bear a
49 grudge against the players. +2
50 hostility

51 ► **-5-0:** Monsters are hostile,
52 but keep their wits. +1 hostil-
53 ity.

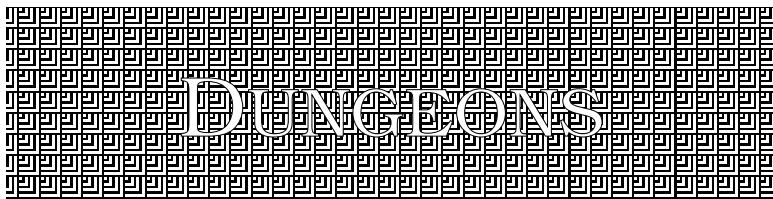
54 ► **1-4:** Monsters are neutral,
55 but firm. +1 hostility.

56 ► **5-7:** Monsters are neutral,
57 statused, and likely to let
58 something slide.

59 ► **>8:** The monsters are
60 friendly and tapped. -1 hostil-
61 ity.

62 status end when another re-
63 action roll is made, or after 1
64 round of conflict.

Observation



² Hazard

³ Rather than track exact
⁴ time for every torch, rest,
⁵ spell, and encounter, roll a d12
⁶ at the end of every turn and let
⁷ probability space them out.

³¹ Sign

1-2. Burn

⁸ Torches and lanterns burn
⁹ out. See Global page 11.

3-4. Fatigue

¹² Players become fatigued. If
¹³ they are already fatigued, they
¹⁴ take 1 damage.

¹⁵ Ends certain spells.

¹⁶ Ignore this result while
¹⁷ resting.

5-6. Sign

¹⁹ Signs of monsters appear.
²⁰ See page 7.

7-8. Shift

²² Doors swing shut. If the
²³ dungeon has features such as
²⁴ sliding walls, they shift now.

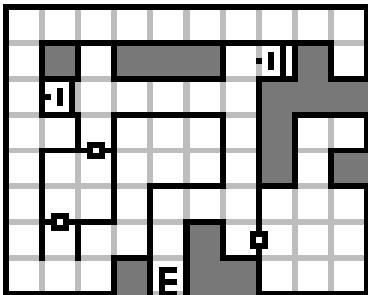
9-10. Stalking

²⁶ If there is a monster stalk-
²⁷ ing the players, they make a
²⁸ sound or other sign.

11. Nothing

12. Wandering Monster

³² Mapping
³³ Exercise
³⁴ Solution



Monster

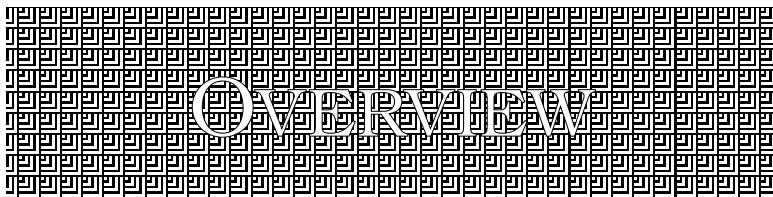
36 **Contents**

Overview.....2

Statistics.....	3
Example.....	5

Monsters A-Z.....6

Acolyte.....	7
Basilisk.....	8
Carcass Crawler.....	9
Crocodile.....	9
Dwarf.....	11
Elemental.....	12
Elves.....	13
Gelatinous Cube.....	13
Giant Bugs.....	14
Goblins.....	14
Invisible Stalker.....	16
Kobold.....	16
Ogre.....	17
Orcs.....	18
Salamander.....	20
Shadow.....	21
Skeleton.....	21
Spiders.....	22
Wraith.....	23



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 p3

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 AV for that attack, then the damage die, then the average damage.

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

Dungeon

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

80 **Treasure Type (TT):** The
81 letter code used to determine
82 the amount and type of trea-
83 sure possessed by the
84 monster(s) (see Treasure
85 Types, p230). The letters listed
86 are used as follows:

87 **A to O:** Indicate a hoard:
88 the sum wealth of a large mon-
89 ster or a community of smaller
90 monsters, usually hidden in the
91 lair.

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

99 **XP:** The precalculate
100 amount of experience points
101 per Error: Reference source
102 not found, Experience p14.

103 **Other**

104 Other abilities are indicated
105 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'.

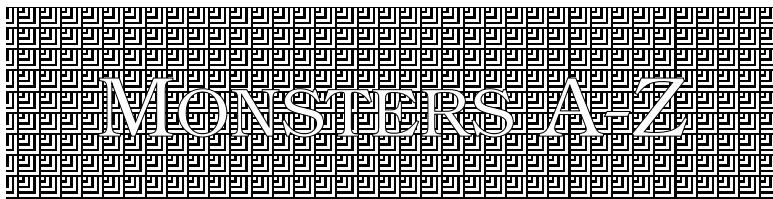
Ability:
Str: 18, *Dex:* 18, *Con:* 18,
Int: 7, *Wis:* 7, *Cha:* 7
Saves:

D: 10, *W:* 10, *P:* 10, *B:* 10, *S:* 10

AC: 2, *HD:* 4 (18hp)
Attacks:
3x *Claw:* 10, 1d6 (4).

¹⁷³ NA: 1d6, TT: P, XP: 75

¹⁷⁴ ► *Cry*: When injured, magically alerts nearby monsters.



Acolyte

3 A temple has sent a small
 4 group of men into the depths
 5 of the dungeon. They risk their
 6 lives, but know the end,
 7 whether good or bad, is al-
 8 ready written; They are hear
 9 merely to play it out.

Signs

- 10 1 Circle of burnt out candles.
- 11 2 Incense.
- 12 3 Vegetarian food scraps.
- 13 4 Urine.
- 14 5 Smell of stale incense.
- 15 6 Smell of soup.
- 16 7 Spilled soup.
- 17 8 Chalk mark, safe
- 18 9 Chalk mark, danger
- 19 10 Spiked door

Quests

- 21 1 Recover a relic.
- 22 2 Pilgrimage.
- 23 3 Rescue a prisoner.
- 24 4 Destroy a relic.
- 25 5 Acquire rare herb.
- 26 6 Investigate a vision.

History

- 27 1 Reformed criminal.
- 28 2 Medicine man.
- 29 3 Acetic.
- 30 4 Elder.
- 31 5 Evangelist.
- 32 6 Believer of the old way.

Acolyte

35 36 1st level human cleric.

37 38 *Alignment:* Any
 OC: 5, HT: 5, ML: 9
 MV: 40'.

39 40 *Ability:*
 Str: 9, Dex: 9, Con: 9,
 Int: 9, Wis: 9, Cha: 9

41 42 *Saves:*

43 44 D:11,W:12,P:14,B:16,S:15

45 46 AC: 3, HD: 1 (4hp)

47 48 *Attacks:*

Mace: 19, 1d6 (4).

NA: 1d8, TT: U, XP: 10

Priestess

49 50 4th level human cleric.

51 Leads several acolytes.

52 53 *Alignment:* Any

NC: 6, HT: 5, ML: 11

MV: 40'

55 56 *Ability:*

Str: 9, Dex: 9, Con: 9,

Int: 10, Wis: 13, Cha: 10

58 59 *Saves:*

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

60 61 AC: 3, HD: 4 (18hp)

62 63 *Attacks:*

Flail: 19, 1d8 (5).

NA: 1, TT: U, XP: 125

64 65 ► *Spellcasting:* Depending on alignment, has 2x Cure Wounds / Cause Wounds, and 1x Silence / Noise .

68 Basilisk

69 A magical reptile petrifies
70 its victims. Then, comes back
71 at its leisure to eat them. Be-
72 cause it is the only creature
73 able to digest petrified victims,
74 it's ample kills tend to pile up.

75 Signs

76 **1** A scared and very lifelike
77 statue of an orc, or similar lo-
78 cal monster.

79 **2** Shed scales. 1-in-6 to find
80 the whole skin.

81 **3** Strange shaped stones, un-
82 like the cavern walls (food
83 scraps).

84 **4** Smooth gravel (feces).

85 **5** Trail of gravel.

86 **6** Stone hand, broken from a
87 statue.

88 **7** Stone basilisk looking in a
89 puddle.

90 **8** A statue of an animal, with
91 a blank expression, now a nest
92 for mice.

93 **9** A stone chest, filled with
94 stone coins.

95 **10** Statue of person in a comic,
96 regrettable pose.

Basilisk

98 10' long magical lizard that
99 turns prey to stone.

100 *Alignment:* Neutral
101 *OC:* 4, *HT:* 8, *ML:* 5
102 *MV:* 20'.

103 Ability:

104 *Str:* 16, *Dex:* 8, *Con:* 15,
105 *Int:* 3, *Wis:* 8, *Cha:* 7

106 Saves:

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

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

109 Attacks:

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

112 *Gaze:* Petrification.

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

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

122 ► *Mirrors:* The reflection of a
123 basilisk is harmless, except to
124 itself.

125 ► *Petrifying touch:* Anyone
126 touched by a basilisk is turned
127 to stone (save vs petrify).

Carcass Crawler

129 This scavenger often stalks
130 prey, waiting for it to expire.
131 It's able to digest bone, and
132 happy share eat a scraps.

Signs

- 134 **1** Rhythmic clicking.
- 135 **2** Rotting smell that seems to
136 be everywhere.
- 137 **3** Rot smell.
- 138 **4** Rot smell.
- 139 **5** Amber egg sac on ceiling.
- 140 **6** Shallow burrow.
- 141 **7** Rancid slime.
- 142 **8** Molted skin.
- 143 **9** Half-eaten, rotten corpse.
- 144 **10** Exhausted kobold.

Carcass Crawler

146 4' long millipede with large
147 maw, and many tentacles.

148 *Alignment:* Neutral

149 *OC:* 8, *HT:* 7, *ML:* 5

150 *MV:* 40'.

151 *Ability:*

152 *Str:* 14, *Dex:* 13, *Con:* 16,

153 *Int:* 1, *Wis:* 12, *Cha:* 5

154 *Saves:*

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

156 *AC:* 7, *HD:* 3 (13hp)

157 *Attacks:*

158 *Tentacle:* 16, 1 + paralysis
159 for 2d4 turns.

160 *NA:* 1d3, *TT:* B, *XP:* 50

161 ► *Cling:* Can walk on walls

162 and ceilings.

Crocodile

164 Apex ambush predator.
165 Large quadruped reptiles with
166 powerful tails. Amphibious,
167 live in rivers and marshes.

168 Attracted to blood and
169 movement.

Signs

- 170 **1** Shed skin.
- 172 **2** Scat, large and firm. 3lb.
- 173 **3** Large soft eggs.
- 174 **4** Large animal carcass.
- 175 **5** Lost tooth.
- 176 **6** Reptilian moan.
- 177 **7** Splashing.
- 178 **8** Mating sounds.

Crocodile

170 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



194 **Giant Crocodile**
195 More than 50' long. Usu-
196 ally encountered
197 in Lost World regions. Will
198 attack small
199 ships.
200 AC 1 [18], HD 15 (67hp),
201 Att 1 × bite
202 (3d8), AV 9 [+10], MV 90'
203 (30') / 90'
204 (30') swimming, SV D8
205 W9 P10 B10 S12
206 (8), ML 9, AL Neutral, XP
207 1,350, NA 0
208 (1d3), TT None
209 **Large Crocodile**
210 20' or more long. May at-
211 tack small water-
212 craft (canoes, rafts).
213 AC 3 [16], HD 6 (27hp),
214 Att 1 × bite
215 (2d8), AV 14 [+5], MV 90'
216 (30') / 90'
217 (30') swimming, SV D12
218 W13 P14 B15
219 S16 (3), ML 7, AL Neutral,
220 XP 275, NA 0
221 (1d4), TT None

Dwarf

222 S

Signs

- 225 1 Beard trimmings.
- 226 2 Spilled ale.
- 227 3 Singing.
- 228 4 Chalk marks.
- 229 5 Ration scraps.
- 230 6 Mining sounds.
- 231 7 Mining tool.
- 232 8 Freshly carved passage-way
- 233 9 Old campfire.
- 235 10 Torch Stump.

Chalk Marks

237 Dwarves have a sophisticated set of symbols. They will 238 also tag the mark with a personal identifier, and the level 239 of certain: either doubtful, 240 false, or certain.

- 243 1 Unsafe.
- 244 2 Somewhat safe.
- 245 3 Safe.
- 246 4 Looted.
- 247 5 Passed through.
- 248 6 Trying to leave.

Dwarf

249 Short, stocky, bearded demihuman. Expert miner.

250 Alignment: Lawful
251 OC: 5, HT: 4, ML: 8
252 MV: 40'.
253 Ability:
254 Str: 9, Dex: 9, Con: 9,
255 Int: 9, Wis: 9, Cha: 9
256 Saves:
257 D:8,W:9,P:10,B:13,S:12
258 AC: 5, HD: 1 (4hp)
259 Attacks:
260 Battle Axe: 19, 1d8 (5).

261 NA: 3d6, TT: G, XP: 10

Dwarven Chief

262 Dwarf :)
263 Alignment: Any
264 OC: 5, HT: 5, ML: 10
265 MV: 40'
266 Ability:
267 Str: 9, Dex: 9, Con: 9,
268 Int: 10, Wis: 13, Cha: 10
269 Saves:
270 D:11,W:12,P:14,B:16,S:15
271 AC: 1, HD: 4 (18hp)
272 Attacks:
273 Short Sword: 17, 1d6 (4).
274 NA: 1, TT: U, XP: 75
275 ► Magic Item: 2-in-10 chance
276 to have a magic item.

Elemental

280

Air Elemental

281

Huge vortexes of whirling air.

282

AC -2, **HD** 16* (72hp), **Att** 1
x blow (3d8), **AV** 8, **MV** 360'
(120') flying, **SV** D2 W3 P4
B3 S6 (16), **ML** 10, **AL** Neutral,
XP 2,300

283

Size: 32' tall, 8' across.

284

Whirlwind: Creatures with less than 2HD swept aside (save versus death).

285

Mundane damage immunity: Can only be harmed by magical attacks.

286

Harm flying creatures: Inflict extra 1d8 damage.

287

Earth Elemental

288

Huge humanoid figures of earth or stone.

289

AC -2, **HD** 16* (72hp), **Att** 1
x blow (3d8), **AV** 8, **MV** 60'
(20'), **SV** D2 W3 P4 B3 S6
(16), **ML** 10, **AL** Neutral,
XP 2,300

290

Size: 16' tall.

291

Blocked by water: Cannot cross a channel wider than own height.

292

Mundane damage immunity: Can only be harmed by magical attacks.

293

Harm creatures on the ground: Inflict extra 1d8 damage.

Fire Elemental

310

Whirling columns of fire.

311

AC -2, **HD** 16* (72hp), **Att** 1
x blow (3d8), **AV** 8, **MV** 120'
(40'), **SV** D2 W3 P4 B3 S6
(16), **ML** 10, **AL** Neutral, **XP**
2,300

312

Size: 16' tall, 16' across.

313

Blocked by water: Cannot cross a channel wider than own diameter.

314

Mundane damage immunity: Can only be harmed by magical attacks.

315

Harm cold-based creatures: Inflict extra 1d8 damage.

316

Water Elemental

317

Huge waves of water.

318

AC -2, **HD** 16* (72hp), **Att** 1
x blow (3d8), **AV** 8, **MV** 60'
(20') / 180' (60') swimming,
SV D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral,
XP 2,300

319

Size: 8' tall, 32' across.

320

Water-bound: Must remain within 60' of water.

321

Mundane damage immunity: Can only be harmed by magical attacks.

322

Harm creatures in water: Inflict extra 1d8 damage.

Elves

349	Signs
350	Elf
351	Aranel
352	Drow
353	Brethil

Gelatinous Cube

355 Predator perfectly adapted
356 for the dungeon. Typically
357 grow to the exact width of the
358 corridors. Nearly perfectly
359 clear, so their digestive con-
360 tents seem to float down the
361 hallway.
362

Signs

- 363 **1** Perfectly clean hallway.
364 **2** Slightly moist hallway.
365 **3** 1d6 sp.

Cube

366 Transparent jelly cube.

367 *Alignment:* Lawful
368 *OC:* 5, *HT:* 4, *ML:* 8
369 *MV:* 2.

370 *Ability:*
371 *Str:* 9, *Dex:* 9, *Con:* 9,
372 *Int:* 9, *Wis:* 9, *Cha:* 9

373 *Saves:*
374 *D:*12, *W:*13, *P:*14, *B:*15, *S:*16

375 *AC:* 8, *HD:* 4 (18hp)

376 *Attacks:*

377 *Touch:* 16, 0 + save vs
378 paralysis or tapped 2d4 turns +
379 moves victim inside.

380 *Battle Axe:* 19, 1d8 (5).

381 *NA:* 1, *TT:* V, *XP:* 125

382 ► *Digestion:* Creatures in the
383 cube take 1 damage each
384 round.

387 Giant Bugs

388 Giant Fly

389 A cat-sized fly. Harmless
390 unless provoked.

391 **AC 9, HD ½ (2hp), Att 1 x**
392 bite 1d4, **AV 19, MV 60' fly,**
393 **SV D14 W15 P16 B17 S18**
394 **ML 4 AL Neutral, NA 2d6,**
395 **TT n/a/**

396 Goblins

397 Small, grotesque hu-
398 manoids with pallid, earth-
399 coloured skin and glowing, red
400 eyes. Dwell underground.

401 Signs

- 402 1 Audible bickering.
- 403 2 Small footprints.
- 404 3 Crude drawing of a dwarf.
- 405 4 Broken spear.
- 406 5 Feces: dark and watery.
- 407 6 Urine: thin, pale.
- 408 7 Small bloody hand-prints.
- 409 8 Dried soup stains.
- 410 9 Barbaric chanting.
- 411 10 Cooking smells.

412 Culture

- 413 ▶ Many goblins worship Baal
- 414 as a large bucephalus goblin.
- 415 ▶ Mark territory with images
- 416 of dwarfish suffering.
- 417 ▶ Leave bloody hand-prints at
- 418 the location successful hunt.
- 419 ▶ Cannibalize their dead.
- 420 ▶ Before meals, they single out
- 421 one of their own to chastise.
- 422 ▶ Tame and ride dire wolves.

423 Goblin

424 **AC 6, HD 1–1 (3hp), Att 1 ×**
425 **weapon AV 19, MV 20' SV**
426 **D14 W15 P16 B17 S18 ML 7**
427 **AL Chaotic, NA 6d10, TT R**

428 Goblin King

429 **AC 6, HD 3* (15hp), Att 1 ×**
430 **weapon + 1 AV 18, MV 20 SV**
431 **D13 W14 P15 B16 S17 ML 8**
432 **AL Chaotic, NA 1, TT R**

433 **Royal Aura:** Allies within
434 10' gain a -1 bonus to AV

435 **Goblin Guard**

436 **AC 4, HD 2 (9hp), Att 1 ×**
437 **weapon AV 17, MV 40' SV**
438 **D14 W15 P16 B17 S18 ML 8**
439 **AL Chaotic, NA 2d6, TT R**

440 **Hoard**

441 Only have treasure type C
442 when encountered in the
443 wilderness or in their lair.

444 Invisible Stalker

445 Highly intelligent, magical
446 creatures summoned to per-
447 form tasks for powerful magic-
448 users.

477 ► **Invisible:** Can't be seen
478 without magic.

479 ► **If Killed:** Returns to plane
480 of origin.

449 Signs

- 450 **1** Claw marks.
- 451 **2** Acrid chlorine smell.
- 452 **3** Gentle breeze.
- 453 **4** Broken Door.
- 454 **5** Whispered murmurs.
- 455 **6** Animal frozen in fear.
- 456 **7** Flickering lights.
- 457 **8** Displaced object.
- 458 **9** Path cleared dust.
- 459 **10** Condensation.

460 Invisible Stalker

461 Creature from another
462 plane.

463 **Alignment:** Lawful

464 **OC:** 8, **HT:** 10, **ML:** 12

465 **MV:** walk

466 **Ability:**

467 **Str:** 16, **Dex:** 18, **Con:** 14,

468 **Int:** 10, **Wis:** 15, **Cha:** 11

469 **Saves:**

470 **D:** 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

471 **AC:** 3, **HD:** 8 (36hp)

472 **Attacks:**

473 **Claw:** 12, 4d4 (10).

474 **NA:** 1, **TT:** T, **XP:** 1,300

475 ► **Tracking:** Without fault, al-
476 ways succeeds tracking rolls.

Kobold

482 Small dog like creatures.
483 Barely 3' tall on hind legs.
484 Dwell underground in packs.
485 Have some intelligence. Will
486 recognize individuals, set bait,
487 and have a rudimentary lan-
488 guage. Natural predator of
489 gnomes and halflings.

Signs

- 490 **1** Scat: soft and stinky.
492 **2** Gnawed animal bones.
493 **3** Yipping.
494 **4** Bait: animal leg.
495 **5** Paw prints.
496 **6** Stomach Contents.
497 **7** Stomach Contents.
498 **8** Fragrant urine.
499 **9** Chewed copper piece.
500 **10** Howling.

Stomach Contents

- 501 **1** Rat
503 **2** Frog
504 **3** Herbs
505 **4** Grass
506 **5** Bird bones
507 **6** Feather
508 **7** Hair
509 **8** Kobold Tooth

Kobold

510 **AC 9, HD ½ (2hp), Att 1 x**
bite 1d4, OR 1 x Spear (1d6-
513 1), **AV 19, MV 60', SV D14**
514 **W15 P16 B17 S18 (NH), ML**
515 **6, AL Chaotic, XP 5 NA 4d4,**
516 **TT P**

Guard

517 **AC 7, HD 2 (9hp), Att 1 x bite**
519 1d4, OR 1 x Battle Axe (1d8-
520 1), **AV 19, MV 60', SV D14**
521 **W15 P16 B17 S18 (NH), ML**
522 **6, AL Chaotic, XP 15 NA 1d6,**
523 **TT P**

Chieftain

524 **AC 7, HD 1+1 (6hp), Att 1 x**
bite 1d4, OR 1 x dagger (1d4),
527 **AV 19, MV 60', SV D14 W15**
528 **P16 B17 S18 (NH), ML 8, AL**
529 **Chaotic, XP 20 NA 2, TT J**

530 **— Leadership:** Kobolds under
531 a chieftain's leadership start
532 with 8 moral.

Shaman

533 **AC 7, HD 1* (5hp), Att 1 x**
bite 1d4, OR 1 x Sling (1d4),
536 **AV 19, MV 60', SV D11 W12**
537 **P14 B16 S15 (D), ML 6, AL**
538 **Neutral, XP 5 NA 1, TT P**

539 **— Spellcasting:** Once a day, a
540 shaman can cast either En-
541 tanglement p26 or Cure Wounds
542 p24.

Koldire

544 Inelegant fey appearing as
545 a large dog like demihuman,
546 with four forelegs. Often train
547 wild animals, especially
548 kobold.

Signs

- 550 **1** Scat: buried.
551 **2** Melodious howl.

Koldire

553 Six legged intelligent wolf.

554 **Alignment:** Chaotic

555 **OC:** 8, **HT:** 8, **ML:** 8

556 **MV:** walk

557 **Ability:**

558 **Str:** 12, **Dex:** 12, **Con:** 12,

559 **Int:** 12, **Wis:** 12, **Cha:** 12

560 **Saves:**

561 **D:** 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

562 **AC:** 8, **HD:** 2 (9hp)

563 **Attacks:**

564 **Claw:** 18, 2d4 (5).

565 **NA:** 1, **TT:** T

566 ► **Tracking:** Without fault, al-
567 ways succeeds tracking rolls.

568 ► **Invisible:** Can't be seen
569 without magic.

570 ► **If Killed:** Returns to plane
571 of origin.

Ogre

572 Herbivorous fey hu-
573 manoids, 8–10' tall. Dwell in
574 caves and have stone-like
575 leathery skin.

Ogre

577 **AC:** 5, **HD:** 4+1 (19hp), **Att:** 1
578 × club (1d10), **AV:** 15, **MV:** 30',
579 **SVD:** 10 W11 P12 B13 S14,
580 **ML:** 10, **AL:** Chaotic, **XP:** 125,
581 **NA:** 1d6 (2d6), **TT:** C + 1,000 cp

Orcs

583 Strong boar like demihumans, with lost fay ancestry.
585
586 Live in highly organized tribes, often engaging in pilgrimage and conquest. Hated by elves, and feared by humans, yet cautiously respected by dwarves and other demihumans. Known to take captives alive to barter.

Signs

- 594 1 Corse black hair.
- 595 2 Boot prints.
- 596 3 Animal bones cracked for divination.
- 597 4 Dead slave.
- 598 5

Orc

600 AC 6 [13], HD 1 (4hp), Att 601 1 × weapon
602 (1d6 or by weapon), AV 19
603 [0], MV 604 120' (40'), SV D12 W13
605 P14 B15 S16 (1),
606 ML 6 (8 with leader), AL
607 Chaotic, XP 10
608 (leader: 10, chieftain: 75),
609 NA 2d4 (1d6 × 10), TT D
610 ► Hate the sun: -1 to hit in full daylight.
611 ► Weapons: Prefer axes, clubs, spears, or swords. Only leaders can use mechanical weapons (e.g. crossbows, catapults).

620 ► Craven: Afraid of larger or strong-er-looking creatures, though leaders may force them to fight.
621 ► 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.
622 ► Orc chieftain: A 4HD (15hp) chieftain rules an orc tribe. The chieftain gains a +2 bonus to damage rolls.
623 ► 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.
624 ► 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.

658 ► Mercenaries: Orcs may
659 be hired to
660 fight in Chaotic armies.
661 They delight in
662 wanton killing and razing
663 of settlements.

664 Trading

665 Orcs mostly barter, occa-
666 sionally using manticore teeth
667 as currency. Prices are listed as
668 a general reference. A tooth
669 generally equates to 2 sp.

670 Orcs have a wide variety of
671 items from the Error: Refer-
672 ence source not foundApothe-
673 cary, Carpenter, Dungeon Sup-
674 ply, and Weapon Smith avail-
675 able for 1.5x the town price.

Item	Price (ct)
Fire Arrows (3)	1
Herbal Brew	1
War Hammer	20

676 *Fire Arrow:* Takes one
677 round to light. Deals an addi-
678 tional d8 damage on impact,
679 and sets flammable material on
680 fire. Destroyed on use.

681 *Herbal Brew:* Increases
682 natural healing by 1 hp. One
683 drink has three doses.

Salamander

684 Minor flame elemental. Ap-
685 pears as a giant flaming am-
686 phibian, which sometimes
687 stands on hind legs. Reach
688 upto 12' long.
689

Signs

- 690 **1** Trail of soot.
691 **2** Fire crackling.
692 **3** Classical guitar.
693 **4** Pellets of ash.

Flame Salamander

694 Intelligent serpents with
695 lizard-like heads and legs.

696 *Alignment:* Chaotic
697 *OC:* 5, *HT:* 7, *ML:* 8
700 *MV:* 4.

701 *Ability:*
702 *Str:* 14, *Dex:* 9, *Con:* 9,
703 *Int:* 14, *Wis:* 9, *Cha:* 14
704 *Saves:*

705 *D:* 8, *W:* 9, *P:* 10, *B:* 10, *S:* 12

706 *AC:* 7, *HD:* 4 (18hp)

707 *Attacks:*
708 *Old Sword:* 19, 1d6 (4).

709 *NA:* 2d4+1, *TT:* F, *XP:* --

710 ► **Heat Aura:** Close creatures
711 take 1d4 damage per round.

712 ► **Fire Immunity**

713 ► **Fire Body:** Contact destroys
714 wood weapons, shields, etc.

Shadow

715 **Remnants of destroyed souls.** Appear as a subtle moving shadow.

► Mundane Damage Immunity:

750 Can only be harmed by magical attacks and silver.

719 Signs

- 720 **1** Moving shadows.
- 721 **2** Shadow not cast by an apparent object.
- 723 **3** Object with no shadow.
- 724 **4** Frost.
- 725 **5** Momentary loss of vision.
- 726 **6** Whispers.
- 727 **7** Faint breeze.

728 Shadow

729 Sentient shadow

730 *Alignment:* Neutral

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

732 *MV:* 2.

733 *Ability:*

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

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

736 *Saves:*

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

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

739 *Attacks:*

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

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

742 ► **Undead:** Silent when motionless. Immune to poison, charms, sleep, etc.

743 ► **Invisibility:** in darkness.

744 ► **Strength Drain:** Victims lose 1 STR. Recover 1 per rest. If reduced to 0 become a shadow.

Skeleton

753 Skeletal remains of humanoids, reanimated as
754 guardians by powerful magic-
755 users or clerics. Often encoun-
756 tered in cemeteries, crypts, or
757 other forlorn places.
758

Signs

- 761 **1** Skeletal Footprints.
- 762 **2** Chattering bone.
- 763 **3** Hollow Laughter.
- 764 **4** Xylophone performance.
- 765 **5** Faint clicking.
- 766 **6** Well worn walking path.
- 767 **7** Trail of disturbed dust.
- 768 **8** Misplaced rib bone.

Skeleton

769 Undead humanoid.

770 *Alignment:* Chaotic
771 *OC:* 3, *HT:* 10, *ML:* 12
772 *MV:* 4.

Ability:

773 *Str:* 11, *Dex:* 11, *Con:* 11,
774 *Int:* 6, *Wis:* 6, *Cha:* 4

Saves:

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

776 *AC:* 7, *HD:* 1 (4hp)

Attacks:

777 *Old Sword:* 19, 1d6 (4).

778 *NA:* 3d4, *TT:* None, *XP:* 10

779 ► **Undead:** Silent when motionless. Immune to poison,
780 charms, sleep, etc.

Spiders

786 Eight legged arthropods
787 that often grow to giant size in
788 dungeons. Spiders are typi-
789 cally solitary ambush preda-
790 tors.
791

821 **AC 6, HD ¼ (1 hp) Att 1 ×**
822 bite (1), **AV 19, MV 10'.** 50'
823 in 23 webs.
824 **SV D12 W13 P14 B15 S16**
825 (2), **ML 8, AL Neutral, XP 15,**
826 **NA 1d3 TT U**

Signs

- 792 **1 Webs**
793 **2 Small dark droppings**
794 **3 Harmless webs on walls**
795 **4 Molt**
796 **5 Egg sac casing**
797 **6 Giant fly exoskeleton**
798 **7**

827 **— Cling:** Can walk on walls
828 and ceilings.

829 **— Poison:** Causes death in 1
830 turn (save versus poison).

Black Widow

832 2' long, black spiders with
833 a red hourglass pattern on their
834 abdomens.

835 **AC 6, HD 3* (13hp) Att 1 ×**
836 bite (2d6 + poison), **AV 17,**
837 **MV 30'.** 120' in webs.

838 **SV D12 W13 P14 B15 S16**
839 (2), **ML 8, AL Neutral, XP 50,**
840 **NA 1d3 TT U**

841 **— Cling:** Can walk on walls
842 and ceilings.

843 **— Poison:** Causes death in 1
844 turn (save versus poison).

Crab Spider

845 3' long hunting spiders that
846 can change their color to
847 match their surroundings.

849 **AC 7, HD 2* (9hp), Att 1 ×**
850 bite (1d8 + poison), **AV 18,**
851 **MV 120'** **SV D12 W13 P14**
852 **B15 S16 (1), ML 7, AL Neu-**
853 **tral, XP 25, NA 1d4, TT U**

854 **— Cling:** Can walk on walls
855 and ceilings.

856 **— Poison:** Causes death in 1d4
857 turns (save versus poison
858 with +2 bonus).

Webs

800 Spider silk is nearly invis-
801 ible to the inattentive eye. Un-
802 less crawling, the front rank of
803 the party will become para-
804 lyzed by the web, and alert the
805 spider.

806 Each round after being
807 stuck for one full round, stuck
808 creatures may attempt a save
809 versus paralyses to escape.

810 The web has an AC of 9,
811 and 10 hit points. Dealing non
812 lethal damage will cause any
813 cutting implement to become
814 stuck in the web.

815 Webs can be destroyed by
816 fire in two rounds. All crea-
817 tures in a flaming web suffer
818 1d8 points of damage.

Vanilla

820 6" long, black spider.

Tarantella

860 7' long, hairy hunting spi-
861 ders that resemble tarantulas.
862 Magical in nature.

863 **AC 5, HD 4* (18hp), Att 1 ×**
864 bite (1d8 + poison), **AV 16,**
865 **MV 120' SV D12 W13 P14**
866 **B15 S16 (2), ML 8, AL Neu-**
867 **tral, XP 125, NA 1d3 TT U**

868 **Poison:** Save vs poison or
869 dance for 2d6 turns (suffering
870 from painful, jerking spasms
871 that resemble a macabre
872 dance).

873 **Cling:** Can walk on walls
874 and ceilings. Viewers of one
875 affected by the poison must
876 save versus spells or begin
877 dancing in the same fashion,
878 for as long as the poisoned vic-
879 tim.

880 **Dancing:** Those affected
881 suffer a +4 penalty to AV and
882 AC. After 5 turns of dancing,
883 they become exhausted: fall to
884 the ground, helpless.

Weaver

886 6' long slender yellow spi-
887 der. Mild poison, but expert
888 web spinner.

889 **AC 6, HD 3* (13hp) Att 1 x**
890 bite (1d6 + poison) OR fling
891 web: recharge 2. **AV 18. MV**
892 **30'. 120' in webs.**
893 **SV D12 W13 P14 B15 S16**
894 **(2), ML 8, AL Neutral, XP 50,**
895 **NA 1d3 TT U**

896 **— Cling:** Can walk on walls
897 and ceilings.

898 — **Poison:** Causes extreme
899 drowsiness. (save versus poi-
900 son).

901 Wraith

902 The remains of a spirit.
903 Guards the place of burial.

936 comes a Shadow, under the
937 control of the wraith that killed
938 them.

904 Signs

- 905 1 Chilled air.
- 906 2 Unnerving whine.
- 907 3 Frost.
- 908 4 Slight breeze.
- 909 5 Whispers.
- 910 6 Person crossing a hallway.

911 Wraith

912 Incorporeal undead.

913 *Alignment:* Any
914 *OC:* 3, *HT:* 10, *ML:* 12
915 *MV:* 8 fly.
916 *Ability:*
917 *Str:* 11, *Dex:* 11, *Con:* 11,
918 *Int:* 6, *Wis:* 6, *Cha:* 4
919 *Saves:*
920 *D:* 10, *W:* 11, *P:* 12, *B:* 13, *S:* 14

921 *AC:* 3, *HD:* 4 (18hp)

922 *Attacks:*

923 *Touch:* 16, 1d6 (4) + drain.

924 *NA:* 1d4, *TT:* E, *XP:* 175

925 ▶ **Undead:** Silent when motionless. Immune to poison, charms, sleep, etc.

928 ▶ **Mundane Immunity:** Only harmed by silver weapons or magic.

931 ▶ **Damage Reduction:** Half damage from silver weapons.

933 ▶ **Energy Drain:** Save versus death or loose one level. A person drained of all levels be-

