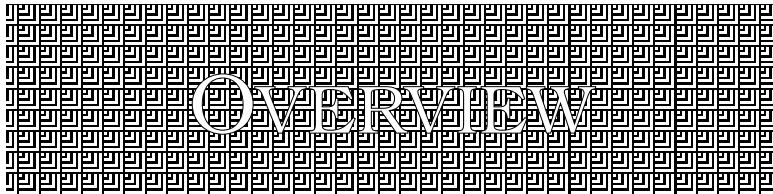


Global

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

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

# Booklets

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

## 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

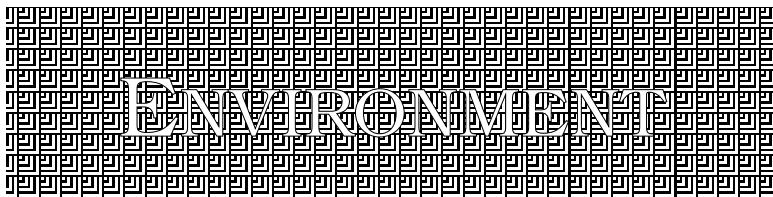
162 The players will get lost  
163 eventually.

## 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

## Dark

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

## Dim

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

## Bright

Allows full recognition of details and reading. Bright also disables infravision (see below)

## Light Power

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

Source	Power
Candle	1
Lantern	2
Magic	3
Torch	4

## Blind

Creatures that are unable to perceive their surroundings are *blind*.

Most creatures are *blind* when in the *dark*, but some have *Infravision*, or are able to 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 anywhere other than the front reduces its *light power* by one.

## Burn

126 When the Dungeon Master announces *burn*, lanterns will need a new flask of oil, and torches will burn out (see 131 *Dungeon Master page Error: Reference source not found*).

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

136 Magical light does not burn.

## Infravision

138 Most monsters and some demihumans have special vision that allows them to see in the dark.

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

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

148 When a creature with infravision stands in *bright* or *dim*, they are *blinded* for one round, and their infravision is disabled until they spend a full 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

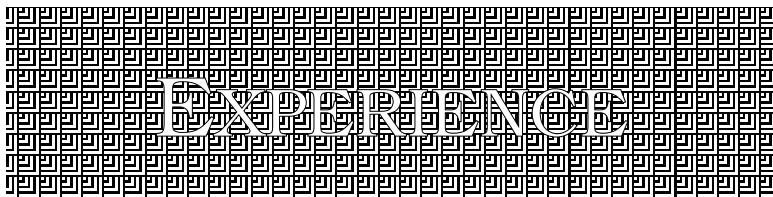
201     Becoming encumbered  
202 doubles a creatures item slots.

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.



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

# Score Sheet

5 One player acts as score  
6 keeper (see page 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

<sup>57</sup> 1000 times the depth of the  
<sup>58</sup> level.

## <sup>59</sup> Leveling Up

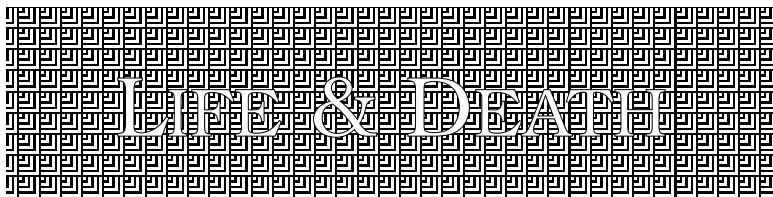
<sup>60</sup> ...

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

<sup>67</sup> They also roll their health  
<sup>68</sup> (see page 19).

### <sup>69</sup> **One Session Maximum**

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



## 2 Health Points

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

### **6 Health Die**

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

### **11 Rolling Health**

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

## 19 Damage

### **20 Slain**

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

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

### **29 Destruction**

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

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

### **37 Subdual**

38 If the final attack on an  
39 creature is made with a blunt  
40 weapon, they can be left non-  
41 lethally incapacitated, and  
42 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

61 Magic potions or spells can  
62 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

$\leq 0$  Unharmed

1-5 Broken rib: -1  
*constitution*.

6-7 Lost eye.

8 Lost arm.

9 Broken leg: +2 AC.

$\geq 10$  Dead

# 88 Saving Throws 126 Burial

---

89 All characters and monsters 127 Simple burial prevents the  
90 can make saving throws to 128 body from being reanimated.  
91 avoid the full effects of certain 129 If a cleric uses one turn to pre-  
92 magical or special attacks. 130 form a blessing, the soul will  
131 not return. Temples will also  
132 bury and bless the dead.

## 93 Categories

94 There are five saving throw 133 Cremation of the body pre-  
95 categories: 134 vents resurrection.

96 **Death (D):** When targeted 135 Rites  
97 by a death ray or exposed to  
98 poison.

## 135 Rites

136 When funeral rites are  
137 preformed, the character sheet  
138 must be ripped up.

## 101 Paralysis Or Petrification

102 **(P):** When targeted by an ef-  
103 fect that paralyses or turns to  
104 stone.

105 **Blast (B):** When targeted  
106 by dragon breath or explo-  
107 sions.

## 108 Spells Or Magic (S):

109 When targeted by a baneful  
110 spell or an effect from a magic  
111 item.

112 Each character class has its  
113 own table denoting the saving  
114 throw values of characters of  
115 each experience level. Mon-  
116 sters have their own table. (See  
117 p)

## 118 Checking

119 You succeed if  $d20 \geq$  save  
120 value.

121 Success against an effect  
122 that causes damage means that  
123 the damage is halved. Other-  
124 wise, the effect has been en-  
125 tirely avoided or negated.

## Resurrection

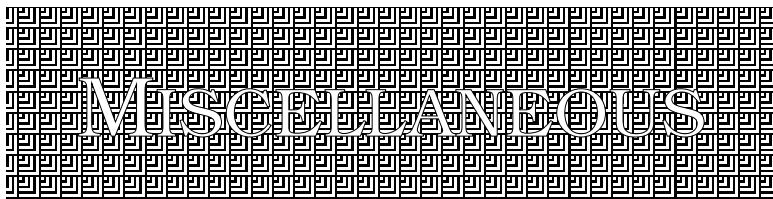
139     Returning from death is an  
140    ordeal. Until the subject gets  
141    two full weeks of bed rest,  
142    they have 1 hit point, move at  
143    half the normal rate, cannot  
144    carry heavy items, and cannot  
145    attack, cast spells, or use other  
146    class abilities. This period of  
147    weakness may not be short-  
148    ened by any magical healing.

150     Each time a character is re-  
151    turned, their constitution is re-  
152    duced by 1. If their constitu-  
153    tion is 3 or less, they can not  
154    be returned.

## Inheritance

---

155    10% estate take to local  
156    government or temple.  
157



# MUSEO DE JAVIER DÍEZ

Yabec0-4, revision 114 2025-09-16

## <sup>2</sup> Advantage

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

## <sup>6</sup> Disadvantage

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

## <sup>10</sup> Abilities

---

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

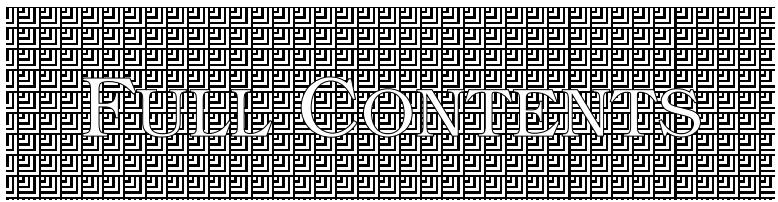
## <sup>16</sup> Checking

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

<sup>20</sup> You succeed if  $d20 \leq$  ability score.  
<sup>21</sup>

## 22 Rounding

23 When not otherwise specified, round down.



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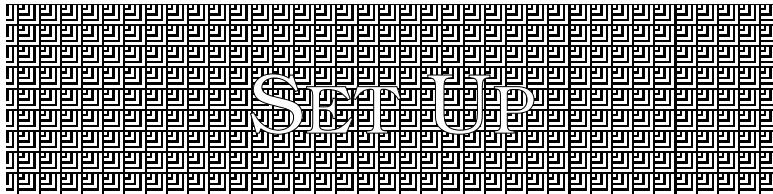
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Adventure

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

4     The initial phase of the game is called 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.

# Solo Play

## **Downtime**

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

10 They also receive natural healing, see Global page 20.

11 Characters who owe service must preform it before pursuing other options.

## **Shopping**

12 All characters can go shopping at any of the shops detailed in Gear.

## **Hirelings**

13 1d4 hirelings will seek employment if there is a character of second level or greater. See Character page 32.

# World Building

## **Rumors**

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

## **Character**

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

## **Adventurers Guild**

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

36 Examples include:

37 ▶ The guild is named the Craven Folk.

38 ▶ The guild began when an injured party began sending new adventures on quests.

39 ▶ The camp was found by a towns guard when they followed the orcs.

40 ▶ The court has tasked the guild with the safe recovery of 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:

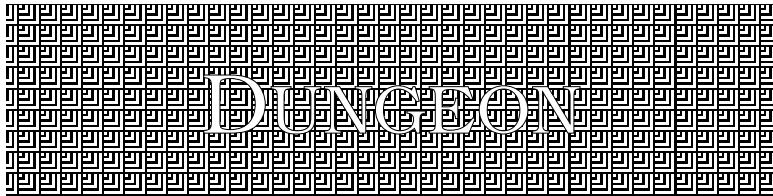
- 73 ► No character deaths.
- 74 ► Get to the third level of the  
75 dungeon.
- 76 ► Rescue a prisoner.
- 77 ► Kill a particular monster.

## 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

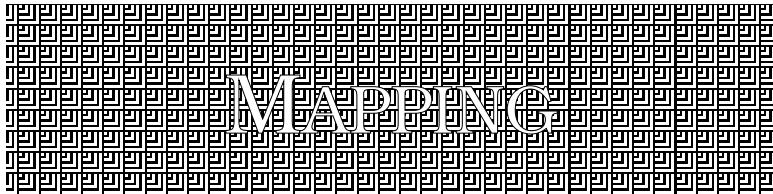
Each session, each player has one Retcon. It can be used for one of the following options. In general, anything that could have been done during Set Up can be done as a retcon.

## Purchase

Have gotten a particular item while shopping.

## Spoken

Role play a brief conversation had before the adventure.



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

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

<sup>7</sup> See also Global page 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 should have an  
20 unambiguous meaning. The  
21 mapper and Dungeon Master  
22 should work together to estab-  
23 lish calls that 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.

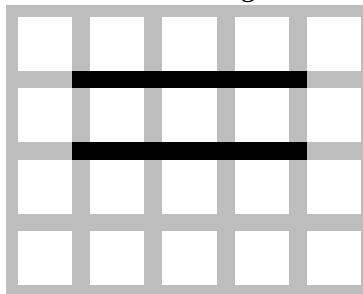
# Corridor Calls

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.

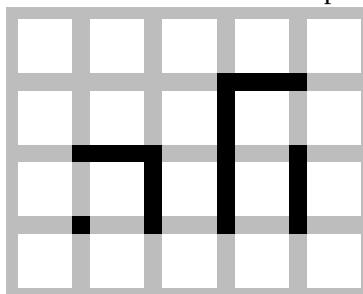


47 Hallway 3 west.

## 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.

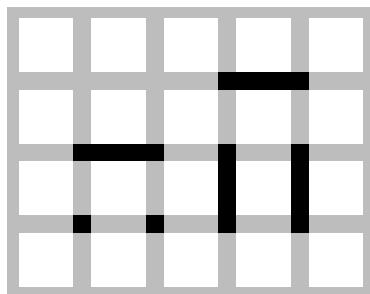
54 Right: Hallway 1 north.

55 Turn west.

## 56 Split

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

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



60 Left: split.

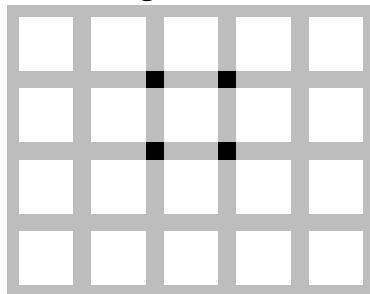
61 Right: hallway 1 north.

62 Split.

## 63 Cross

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

66 **Drawing:** Four dots

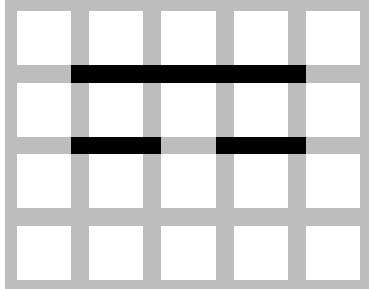


67 Cross.

## 68 Branch

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

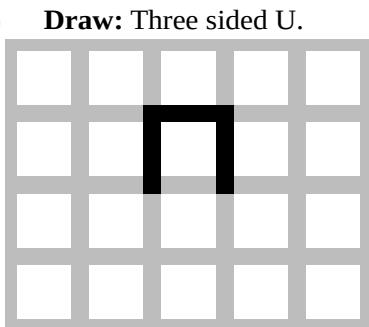
73 **Draw:** Line + two dots.



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

### Terminate

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

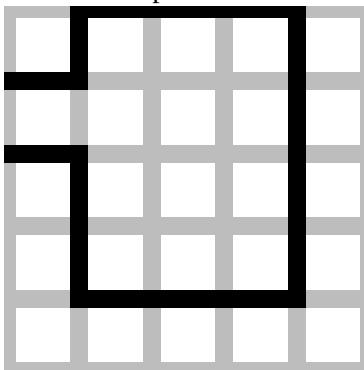


80 Terminate.

## Rooms

### Rectangular

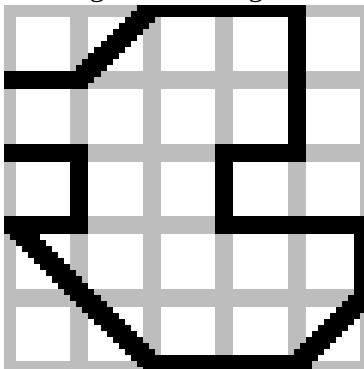
83 Designate a door as the en-  
84 trance. Call how far the wall  
85 extends to each side. Then de-  
86 scribe the depth of the room.



87 Room: 1 north, 2 south, 3  
88 deep.

### Wall Trace

90 From the entrance, going  
91 clockwise, call the direction  
92 and length of wall segment.



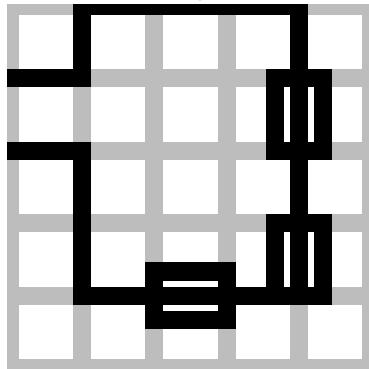
93 Room, wall trace: north  
94 east 1, east 2, south 2, west 1,  
95 south 1, east 2, south 1, south  
96 west 1, west 2, north east 2,  
97 east 1, north 1

## 98 Doors / Exits

99     Doors are hinged panels.  
100    Exits are open passageways.  
101    Call them after calling a  
102    rooms or corridors.  
103    On each wall, count  
104    squares from east to west,  
105    north to south (reading direc-  
106    tion), naming the number of  
107    the squares, and whether there  
108    is a door or an exit.

109    You can also call the  
110    ceneter, or last square.

111    **Draw:** Pictogram

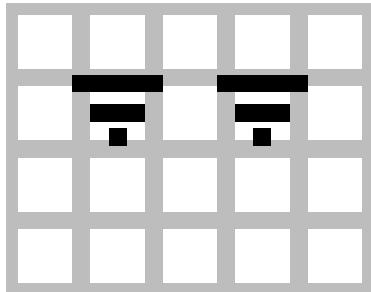


112    Doors: East wall 2<sup>nd</sup> & 4<sup>th</sup>  
113    squares. South wall center.  
114    Exit, west wall 2<sup>nd</sup> square.

## 115 Stairs

116    Stairs, and a direction (up  
117    or down), indicate a square  
118    filled with stairs. The stairs ex-  
119    tend away from the previous  
120    call.

121    **Draw:** Pictogram.

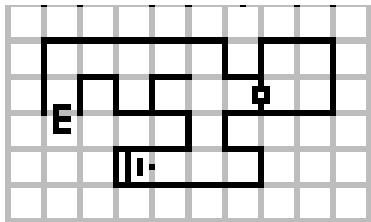


122    Left: Stairs going up.

123    Right: Stairs going down.

## Example

124 This is a small example of  
125 a map and calls, starting from  
126 the entrance marked E.  
127



128 4 Hallway 1 north.

129 5 Turn West.

130 6 Hallway 1 west.

131 7 Branch South.

132 1 To the south:

133 1 Terminate.

---

134 8 To the east:

135 1 Hallway 1 west.

136 2 Turn South.

137 3 Cross.

138 1 To the west:

139 1 Terminate.

---

140 9 To the east:

141 1 Terminate.

142 2 Door, east wall.

143 3 Room: 1 north, 0 south,  
144 2 deep.

---

145 10 To the south:

146 1 hallway 1 south

147 2 Split.

148 1 To the east:

149 1 Terminate.

150 2 To the west:

151 1 hallway 1 west.

152 2 Stairs down.

# Exercise

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

- 157 1 Mark the entrance in the  
158 bottom center of the page.  
159 2 Hallway 2 north.  
160 3 Turn to the east.  
161 4 Hallway 1.  
162 5 Tee (North-South).

- 163 6 To the south:  
164 1 Terminate.  
165 2 There is a door on the  
166 east wall.  
167 7 There is a 3x3 room.  
168 1 The door you enter  
169 through is in the center of  
170 the west wall.  
171 2 There is an archway in  
172 the center of the north wall.  
173 1 Hall 1 north.  
174 2 Turn East.  
175 3 Terminate.

- 176 8 Return to the tee.  
177 9 Hallway 2 north.  
178 10 Branch west.  
179 11 Turn east.  
180 12 Stairs up.

- 181 13 Return to branch.  
182 14 3 East.  
183 15 Cross.  
184 1 To the North:  
185 1 Terminate.  
186 2 To the West:  
187 1 Stairs down.  
188 3 To the South:

189

190

191

192 16 There's a 2x2 room.

- 193 1 The door is on the north  
194 wall, on the east side.  
195 2 There's another door on  
196 the south wall, on the west  
197 side.

- 198 1 Hallway 1 S.  
199 2 Tee.

200 1 To the East:

201 1 Turn North.

202 2 Turn East.

203 3 Turn North.

204 4 1.

205 5 Room:

206 1 3 E-W,  
207 and 2 N-S.

208 2 The en-  
209 trance is S, on  
210 the W. side.

211 3 There are  
212 no other exits.

213 2 To the West:

214 1 Turn N.

215 2 3.

216 3 Branch E.

217 1 Terminate.

218 4 2 N.

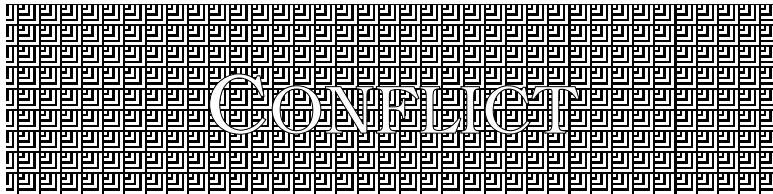
219 5 Turn E.

220 6 8.

221 7 Turn S.

222 8 Terminate.

223 224 The solution is on page 8 of  
225 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.

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

## Shake

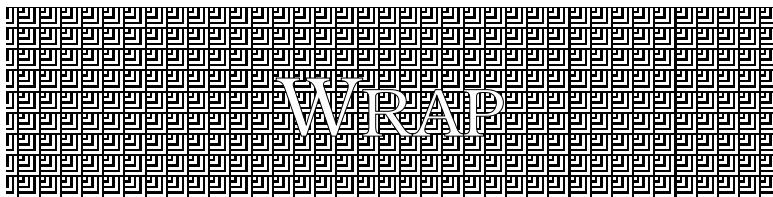
218 Each round, the evaders  
219 may try to shake the pursuers,  
220 such as by dropping food or  
221 caltrops.

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 33.

Character

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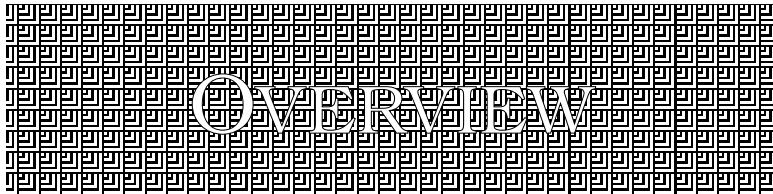
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<sup>2</sup> This booklet covers character classes and abilities, and min-  
<sup>3</sup> ions.

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

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

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

# 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:

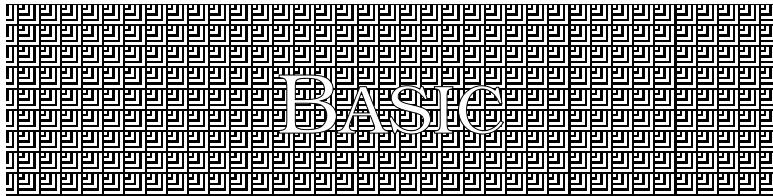
130 ► They are not welcome in ur-  
131 ban areas unless accompanied  
132 by a human, elf, or dwarf.

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.



- 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.

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

52     **T:** The turning succeeds.

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

### 55     Successful Turning

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

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

64     **Destroyed Undead:** Are  
65 instantly and permanently an-  
66 nihiliated.

### 67     Divine Magic

68     See Magic for full details.

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

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

77 ► Only using blunt weapons.

78 ► Refusal to buy, sell, or use  
79 poisons, including alcohol.

80 ► 10% tithe to the temple.

81 ► Respect of all royalty.

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

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

### 91     Magic Progression

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

### 92     After Reaching 9th Level

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

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

# Fighter

**Requirements:** None  
**Prime Requisite:** Strength  
**Health Die:** d8  
**Maximum Level:** 14  
**Armour:** Any  
**Weapons:** Any  
**Languages:** Alignment, Common

A fighter fights monsters and defend other characters.

## Progression

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

## Fighter Skills

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

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

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

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

► **Taction:** +4 bonus to Stunts.

## Advanced Skills

Starting at 6<sup>th</sup> level, fighters can choose advanced skills.

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

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

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

► **Forge Master:** You can do Forging. See Downtime p14.

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

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

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

► **Spell Sword:** Learn A 1<sup>st</sup> level wizard spell. Inscribing a sword or great sword takes 1 week + 50 cp. Once per day, cast while holding the sword.

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

## Stronghold

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

## After 9<sup>th</sup> Level

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

# Wizard

173 **Requirements:** None

174 **Prime Requisite:**

175 intelligence

176 **Health Die:** d4

177 **Maximum Level:** 14

178 **Armour:** None

179 **Weapons:** Dagger, Staff

180 **Languages:** Alignment,

181 Common

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

187 They appear to be still be  
188 human.

## Progression

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

## Arcane Magic

190 See Magic for full details.

191 **Spell Book:** Wizards must  
192 carry a spell book to use  
193 magic.

194 **Spell Casting:** Wizards  
195 carry spell books containing

196 the formulae for arcane spells.

197 The table shows the number

198 they may memorize, deter-

199 mined by the character's expe-

200 rience level. Their spell list is

201 found on Magic p12.

## Magic Progression

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

## After Reaching 11th Level

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

## After Reaching 14th Level

207 A wizard undergoes *the*  
208 transformation.

# Thief

213 **Requirements:** None

215 **Prime Requisite:** Dexterity

216 **Health Die:** d4

217 **Maximum Level:** 14

218 **Armour:** Leather

219 **Weapons:** Any

220 **Languages:** Alignment,  
221 Common, Thieves Cant

222 Thieves make range of a  
223 unique set of skills useful both  
224 on the edges of society, and in  
225 the dungeon. They survive by  
226 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

228 Thieves know a general  
229 code of conduct, including  
230 unique gestures, signs, and  
231 code words. This language al-  
232 lows them to communicate,  
233 while sounding like innocent  
234 small talk to the unfamiliar.

## Thief Skills

236 Thieves are highly talented,  
237 and capable of many skills.

238 See the skill progression table  
239 opposite.

### ► Climb Sheer Surfaces

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

### ► Check Doors (CD):

245 A thief gets a bonus to check doors  
246 See Adventure, page 9.

### ► Sneak Die (SD):

247 The thief rolls this die when sneaking.  
248 See Global p9.

### ► Open Locks (OL):

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

### ► Pick Pockets (PP):

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

258 There is always at least a 1%  
259 chance of failure. A roll of  
260 more than twice the percentage  
261 required for success means  
262 that the attempted theft is no-  
263 ticed.

### Checking Skills With A

264 **Percent Chance:** roll d%. If it  
265 is the listed value or less, the  
266 skill succeeds.

## 274 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

299 A thief can establish a thief den, attracting 2d6 apprentices 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.

## 275 Back-Stab

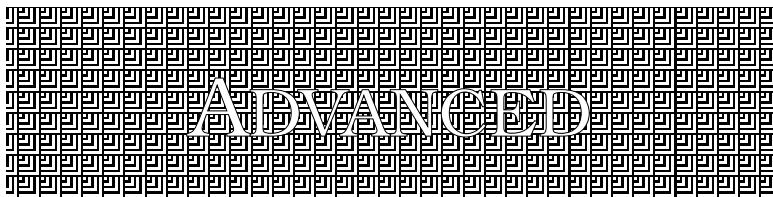
276 When attacking an unaware  
277 opponent from behind, a thief  
278 receives a -4 bonus to AV and  
279 rolls triple damage.

## 280 Read Languages

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

## 291 Scroll Use

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



# ADVANCED

# 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. 1<sup>st</sup>, 3<sup>rd</sup>, etc.). They can't learn special languages such as druidic or thieves cant.

## Song

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

that, they learn an additional song.

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

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

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

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

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

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

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

## Restrictions

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

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

► Must be concentrating and playing a musical instrument.

► Creates loud noise.

► All effects end after 1 turn.

# Druid

**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 knew 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**

181 ► 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.

## Progression

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

## Chivalric Code

Knights are bound by a code of honor. Breaking code

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

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

## Knightly Combat

- Knights gain a -2 bonus to AV when mounted.
- Knights gain a -2 bonus to AC when in single combat.
- Once per turn, a knight can take the damage of a melee attack directed at an ally.
- A knight of 5th level or higher can train magical animals, 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.

# 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

377 Warlocks are spell casters  
378 who sell their souls for extra-  
379 ordinary power.

380 **Patron Language:** A war-  
381 lock knows the language of  
382 their patrons.

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

396 **1** Dedication slain enemies.

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

398 **3** Inscription of names.

399 **4** Monstrous tattoos.

400 **5** Blood offerings for every  
401 spell.

402 **6** Secret Missions.

403 **7** 15% tithe.

404 **8** Poor sight beyond 1 square.

405 **9** Whenever missing a  
406 weapon attack, the weapon  
407 wears. See Gear page 4.

408 **Spell Casting:** A warlock  
409 may pray to receive spells. The  
410 power and number of spells  
411 available to a warlock are de-  
412 termined by the character's  
413 level. Their spell list is found  
414 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

## 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

385 See Magic for full details.

386 **Unholy Symbol:** must  
387 carry an unholy symbol to use  
388 magic. Begin the game with  
389 one.

390 **Deity Disfavor:** Warlock  
391 must be faithful to the tenets of  
392 their alignment, and their pa-

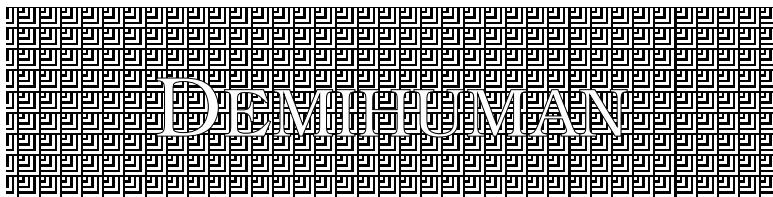
## Evil Aura

416 Undead and fiends won't  
417 attack a warlock until pro-  
418 voked

420

## **Stronghold**

421 Any time a warlock wishes  
422 (and has sufficient money),  
423 they can build a keep or abbey  
424 and control the surrounding  
425 lands. 1d6 apprentices of lev-  
426 els 1–3 will then arrive to  
427 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 36.

## 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 36.

## Paws

Felidae may move an additional step once per turn.

Felidae can use their claws

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

Felidae roll a d10 for sneakings. See Global p9.

## Keen Smell

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

Felidae are able to track via sent.

## Infravision

Felidae have infravision. See Global 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  
285 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.

## 302 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

## 303 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.

## 309 Speak With Rabbits

310 Legomorphs are able to  
311 speak with rabbits and other

312 burrowing mammals as though  
313 by a Speak with Animals spell.  
314 See Magic 36.

## 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

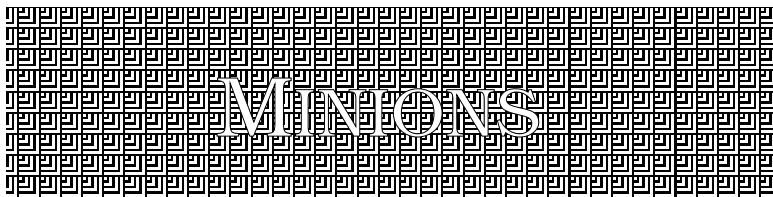
324 Due to their ability to for-  
325 age, Legomorphs do not need  
327 to pay for themselves when  
328 Traveling.

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.



## Minions

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

### **Limit**

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

### **Level**

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

### **Duties**

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

## Loyalty

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

### **Loyalty Check**

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

### **Peril**

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

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

### **Evaluation**

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

## **Hirelings**

43 Hirelings are human or  
44 demihuman minions that seek  
45 employment from the party

### **Wages**

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

52 Hirelings will accept a 50%  
53 reduction in wages in ex-  
54 change for a half share of the  
55 treasure.

### **Upkeep**

56 The hiring PC must provide  
57 for food and lodging while  
58 traveling, as well as for any  
59 new adventuring gear,  
60 weapons, or mounts.

### **Recruitment**

62 Hirelings are hired during  
63 Set Up. Some hirelings may  
65 seek employment on their own  
66 They can also be recruited di-  
67 rectly. See Downtime page 7.

## **Animals**

68 Animals do not accept  
69 money or treasure. However  
70 they do need to be fed, and  
71 their abilities are limited by  
73 their training. See Downtime,  
74 page 5.

### **Tricks**

75 Animals are able to pre-  
76 form basic actions expected  
77 of their species. They can also  
78 be taught specific actions.

79 Most animals can learn a  
80 number of tricks up to their  
82 HD + 1. Canine can learn up  
83 to their HD + 5. Magical crea-  
84 tures can track twice as many.

### **Recruitment**

85 Some animals can be  
86 bought. See Gear. Wild ani-  
87 mals

## Monsters

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

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

Gear

97 **Contents**

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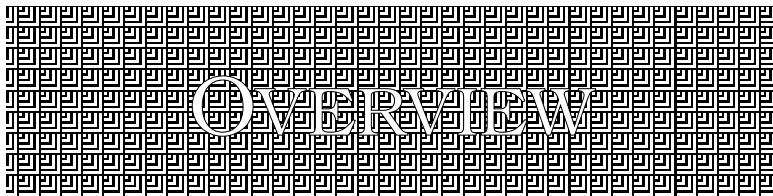
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<sup>2</sup> This chapter details adventuring gear, and where it can be  
<sup>3</sup> bought. See also Global page 12.

## 4 Shopping

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

<sup>8</sup> All prices are in copper  
<sup>9</sup> pieces.

<sup>10</sup> See also item slots on  
<sup>11</sup> Global page 12.

## 12 Storing In Town

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

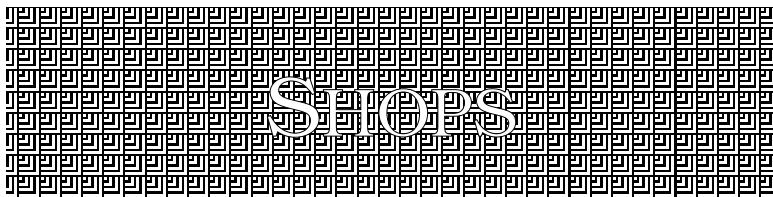
## 73 Thrown

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



## <sup>2</sup> Assayer

<sup>3</sup> A clerk who assesses precious metals.

### <sup>5</sup> Currency

<sup>6</sup> They can convert between <sup>7</sup> currency types.

<sup>8</sup> **Charge:** 10% on transactions over 100gp.

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

## <sup>15</sup> Apothecary

<sup>16</sup> An artisan who collects <sup>17</sup> 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

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

<sup>23</sup> **Garlic:** Useful against <sup>24</sup> vampires. *Stacks*.

<sup>25</sup> **Ointment:** Applied when <sup>26</sup> bandaging wounds. +1 healing. *Stacks*.

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

<sup>32</sup> **Spell Book, Blank:** An <sup>33</sup> empty book of fine paper.

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

<sup>37</sup> **Wine:** Intoxicating beverage made from fermented fruit.

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

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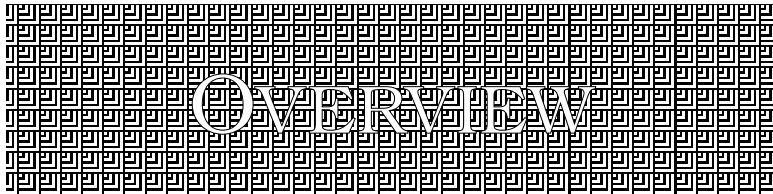
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2     Strange powers are had by some characters. They utilize this  
3 powers using a mystical pattern of trance, which is produced us-  
4 ing memorize gestures and words. Though, this power is limited  
5 by memory.

6     There are two types of magic-users.

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

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

# 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.

# Limitations

44 Spells are cast by reciting a  
45 special words and gestures.  
46 There are several limitations  
47 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:** Spell effects are  
75 limited to *close* and *touch*, un-  
76 less specified otherwise. See  
77 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**

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

# Charms

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

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
$\geq 4$	-	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 15.

## **Item Slots**

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

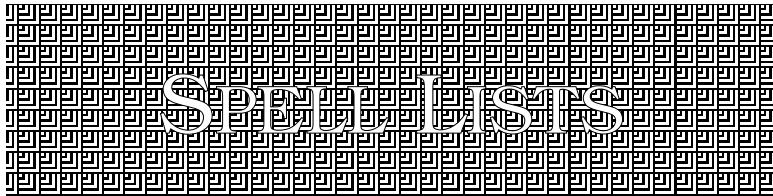
186 To carry more spells, addi-  
187 tional spell books must be pur-  
188 chased.

## **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.

# 7 Cleric Spell List

## 8 1st Level

d6	Spell	Pg
1	Cure Wounds / Cause Wounds	21
2	Detect Magic	22
3	Light / Darkness	28
4	Protection from Chaos / Protection from Law	31
5	Purify Food and Water	32
6	Remove Fear / Cause Fear	34

## 9 2nd Level

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

## 10 3rd Level

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

## 11 4th Level

- 12 1 Create Water / Destroy Water  
13 2 Greater Cure Wounds / Greater Cause Wounds  
14 3 Hold Monster  
15 4 Neutralize Poison / Cause Poison  
16 5 Protection from Chaos 10' Radius / Protection from Law 10' Radius  
17 6 Sticks to Snakes / Snakes to Sticks

## 24 5th Level

- 25 7 Charge / Remove Charge  
26 8 Commune  
27 9 Create Food / Destroy Food  
28 10 Dispel Evil  
29 11 Locate Monster  
30 12 Raise Dead / Finger of Death

# Druid Spell List

## 33 1st Level

- 34 1 Animal Friendship
- 35 2 Detect Invisible
- 36 3 Entangle
- 37 4 Locate Plant or Animal
- 38 5 Predict Weather
- 39 6 Speak with Animals

## 4th Level

- 64 1 Greater Cure Wounds / Greater Cause Wounds
- 67 2 Dispel Magic
- 68 3 Hold Monster
- 69 4 Protection from Fire and Lightning
- 71 5 Speak with Dead
- 72 6 Summon Animals

## 40 2nd Level

- 41 1 Barkskin
- 42 2 Create Water / Destroy Water
- 44 3 Cure Wounds / Cause Wounds
- 46 4 Heat Metal
- 47 5 Locate Person
- 48 6 Obscuring Mist / Clear Mist
- 50 7 Speak with Plants

## 49 5th Level

- 73 1 Commune
- 75 2 Control Weather / Control Earth
- 77 3 Dimension Door
- 78 4 Speak with Stones
- 79 5 Wall of Fire / Wall of Ice
- 80 6 Wall of Stone / Wall of Air

## 51 3rd Level

- 52 1 Lightning Bolt
- 53 2 Growth of Animal / Shrink of Animal
- 55 3 Growth of Plants / Shrink of Plants
- 57 4 Neutralize Poison / Cause Poison
- 59 5 Protection from Poison
- 60 6 Tree Shape
- 61 7 Water Breathing / Air Breathing
- 63 8 Warp Wood

# 81 Warlock Spell 82 List

## 83 1st Level

- 84 1 Lesser Charm
- 85 2 Detect Magic
- 86 3 Empower Armor / Disem-  
power Armor
- 88 4 Light /Darkness
- 89 5 Locate Person
- 90 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

## 91 2nd Level

- 92 1 Hold Person / Free Person
- 93 2 Magic Missile
- 94 3 Hide Gold / False Gold
- 95 4 Invisibility
- 96 5 Silence / Noise
- 97 6 Snake Charm / Snake Dis-  
cord
- 18 1
- 19 2 Error: Reference source not  
20 found
- 21 3 Confusion
- 22 4 Conjure Elemental
- 23 5 Contact Higher Plane
- 24 6 Invisible Stalker

## 99 3rd Level

- 100 1 Continual Light / Continual  
101 Darkness
- 102 2 Cure Disease / Cause Dis-  
ease
- 103 3 Locate Object / Mirror Im-  
age
- 104 4 Protection from Chaos /  
2 Protection from Law
- 105 3 5 Remove Curse / Curse
- 4 6 Striking

## 5 4th Level

- 6 1 Animate Dead

# Wizard Spell List

## 1st Level

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

## 2nd Level

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

## 4th Level

- 72 ► Error: Reference source not found
- 73 ► Confusion
- 74 ► Dimension Door
- 75 ► Growth of Plants / Shrink of Plants
- 79 ► Hallucinatory Terrain
- 80 ► Locate Monster
- 81 ► Massmorph
- 82 ► Polymorph Others
- 83 ► Polymorph Self
- 84 ► Remove Curse / Curse
- 85 ► Water Breathing 15' Radius / Air Breathing 15' Radius
- 87 ► Wall of Fire / Wall of Ice
- 88 ► Wizard Eye

## 3rd Level

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

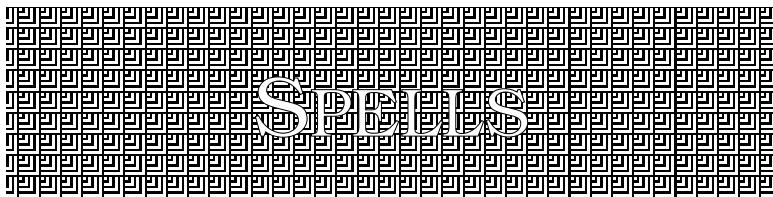
89 (*continues next page*)

90 **5th Level**

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

102 **6th Level**

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



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Read Magic.....	36
Reincarnation.....	37
Remove Curse.....	38
Remove Fear.....	38
Resist Fire.....	38
Shadow Hound.....	38
Shield.....	38
Silence.....	39
Sleep.....	39
Snake Discord.....	39
Speak With Animals.....	39
Speak With Dead.....	40
Speak With Plants.....	40
Speak With Stones.....	40
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Sticks To Snakes.....	40
Stone To Flesh.....	41
Striking.....	41
Telekinesis.....	41
Telepathy.....	41
Teleport.....	41
Tree Shape.....	42
Ventriloquism.....	42
Wall Of Fire.....	42
Wall Of Stone.....	43
Warp Wood.....	43

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## 3 Animal Friendship

4 The caster *touches* an animal, while holding a piece of  
5 food. The animal must be  
6  
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 animal becomes instantly tamed,  
12 and bound to the caster as  
13 though by a Lesser Charm.  
14 However, the animal will  
15 make frequent moral 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 4<sup>th</sup> level or higher,  
22 the spell can instead target all  
23 animals, within a short distance, 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 zombies:

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 abilities that they possessed in life.

37 ► **Number:** The spell animates  
38 a number of Hit Dice of zombies 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.

## 45 Anti-Magic Shell

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

52 **Blocks Magic:** No spells or  
53 spell effects can pass through  
54 this barrier, whether from inside or outside.

## 55 Hyper-magic Sphere

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

59 ► **Spell Saves:** Two successful  
60 saves are required to resist  
61 spell effects.

63 ► **1st Level Spells:** have a 4-in-6 chance of being remembered when cast.

## 66 Barkskin

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

71 Lasts until fatigued.

## 72 Bless

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

77 Lasts until fatigued.

## 78 Blight

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

82 AV. A save versus spells is al-  
83 lowed to resist the blight.

## Charge

85 The caster commands a  
86 subject to perform or avoid a  
87 specific action, or charges  
88 them with a quest.

89 **Examples:** Bringing a spe-  
90 cific item to the caster, eating  
91 or drinking without restraint,  
92 keeping a certain fact secret.  
93 Rescuing a prisoner, killing a  
94 specific monster.

## Impossible Or Deadly

96 **Tasks:** The prescribed Charge  
97 must not be impossible or di-  
98 rectly deadly—if such a  
99 Charge is cast, it affects the  
100 caster, instead.

101 **Avoidance:** The subject  
102 must follow the stipulated  
103 course of action or suffer grad-  
104 ually increasing (and eventu-  
105 ally fatal) penalties determined  
106 by the referee.

## Remove Charge

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

122 ► **Establish Connection:** To  
123 establish a connection with a  
124 creature, the caster must fully  
125 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

## Cloudkill

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

## Clairvoyance

118 For the next 12 turns, The  
119 caster gains the ability to see  
120 through the eyes of other liv-  
121 ing creatures.

## Commune

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

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

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

Commune may only be cast once per month.

plane of the caster’s choice (air, earth, fire, water) to do the caster’s bidding. See Monster page 14.

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

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

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

► **Disruption:** If the caster’s concentration is disturbed, the command over the elemental ends. It is, henceforth, a free willed entity and will immediately try to kill the caster and any who get in its way.

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

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

## Contact Higher Plane

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

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

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

## Conjure Elemental

A 16 HD elemental is summoned from an elemental

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.

### Continual Darkness

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

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

### Control Weather

280     By fully concentrating the  
281 caster can control the weather  
282 in a quarter mile radius. See  
283 Dungeon Master p11. When  
284 concentration is broken,  
285 weather returns to normal.

286     This spell only functions  
287 outdoors.

### Control Earth

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

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

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

## Create Food

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

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

## Destroy Food

314 The same amount of food  
315 within a short distance disinte-  
316 grates into dust.

## Create Water

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

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

## Destroy Water

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

## Cure Disease

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

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

## Cause Disease

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

348 The disease has the following  
349 effects:

350 ► **Death:** Within 2d12 days.

351 ► **Attack Penalty:** AV is in-  
352 creased by 2.

353 ► **Natural Healing:** Takes  
354 twice the usual amount of  
355 time.

356 ► **Magical Healing:** Is utterly  
357 ineffective.

358 ► **Curing:** This disease can  
359 only be cured with a casting of  
360 cure disease.

## Cure Wounds

362 A *touched* creature heals  
363 1d6+1 damage. Any tapping  
364 effects are negated.

## Cause Wounds

366 Inflicts 1d6+1 damage to a  
367 *touched* creature.

## Detect Invisible

368 Close Invisible creatures  
369 and items are revealed to the  
370 caster.

372 Lasts until fatigued.

## 373 Detect Magic

374 Enchanted objects, areas,  
375 and creatures glow while *close*  
376 to the caster.

377 Lasts until fatigued.

## 378 Dimension Door

379 A *touched* creature is in-  
380 stantly transferred to another  
381 location up to 360' away. The  
382 destination may be selected in  
383 two ways:

384 **Known Location:** A loca-  
385 tion, within 360', known to the  
386 caster.

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

392 **Restrictions:** The follow-  
393 ing apply:

394 ▶ If the destination is occupied  
395 By a solid body, the spell fails.

396 ▶ If the target is unwilling it  
397 may save versus spells to resist  
398 the teleportation.

## 399 Disintegrate

400 The material form of a sin-  
401 gle, non-magical, *distant* or  
402 closer, creature or object is in-  
403 stantly and permanently de-  
404 stroyed.

405 **If A Creature Is Targeted:**  
406 It may save versus death to re-  
407 sist disintegration.

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

## 412 Dispel Evil

413 This spell has three uses:

414 ▶ **Ward:** By fully concentrat-  
415 ing for up to one turn, en-  
416 chanted or undead monsters  
417 that come *close* to the caster  
418 may be banished or destroyed.

419 Each monster may save versus  
420 spells to avoid banishment or  
421 destruction. If a monster's  
422 save succeeds, it flees the af-  
423 fected area.

424 ▶ **Target Single Monster:** In-  
425 stantly banish or destroy a sin-  
426 gle enchanted or undead mon-  
427 ster, that's *close*. The monster  
428 may save versus spells (with a  
429 -2 penalty) to avoid banish-  
430 ment or destruction. If the  
431 monster's save succeeds, it  
432 flees the affected area.

433 ▶ **Dispel Curse:** Instantly dis-  
434 pel the hold that a cursed item  
435 has over a *close* being.

## 436 Dispel Magic

437 One magical effect is  
438 ended.

439 If the level of the caster of  
440 the effect to be dispelled is  
441 higher than the level of the  
442 caster of dispel magic, there is  
443 a 5% chance per level differ-  
444 ence that the attempt to dispel  
445 will fail.

446 Magic items are unaffected,  
447 unless the caster is of 9<sup>th</sup> level  
448 or higher.

449	<b>Empower Armor</b>	487 edge about the nature of the 488 trap or how to deactivate it is 489 granted.
450      The armor of a <i>touched</i> 451 creature glow purple, casting 452 dim light for 10'. They gain a 453 -2 bonus to AC, and a +2 454 penalty to AV.	490      Lasts until fatigued. 491 <b>Create Trap</b>	492      Using chalk, outline an area 493 up to 10' in any direction. 494 When a creature comes within 495 1' of touching the area, the 496 whole area erupts in flames, 497 dealing 1d8 damage. Then the 498 trap is dispelled.
455      If the targets isn't wearing 456 armor, the spell fails.		
457      Lasts until fatigued.		
<b>Disempower Armor</b>		
459      The armor glows red. The 460 target gain a -2 to AV, and a +2 461 to AC.		
<b>Entangle</b>		
463      Choose a <i>distant</i> or closer 464 point. Plants present in a 2 465 square radius entangle crea- 466 tures.	500      Flame streaks towards a 501 point within <i>sight</i> and deto- 502 nates in a 2 square radius. 503 Creatures caught in the fire 504 ball suffer 1d6 damage per 505 level of the caster, with a suc- 506 cessful save versus spells indi- 507 cating half damage.	
467 <b>Saving Throw:</b> Each crea- 468 ture in the affected area may 469 save versus spells.		
470 ► <b>If The Save Fails:</b> The crea- 471 ture is entangled, cannot move, 472 and has a +2 penalty to AC.		
473      Moving into or out of the 474 area is a <i>step</i> .		
475      Lasts one turn.		
<b>Feeblemind</b>		
477      An arcane spell caster 478 within sight must save versus 479 spells (at a -4 penalty) or be- 480 come an imbecile, unable to 481 think clearly or cast spells.	509      The caster conjures a 510 slightly concave, circular disc 511 of magical force. It appears 512 next to the caster. The disk fol- 513 lows them about and carries 514 loads. The disc is 3' in dia- 515 meter and 1" deep at its center. It 516 can hold a maximum load of 517 50 inventory slots, 5,000 518 coins, or 500 pounds.	
<b>Find Traps</b>		
482      Trapped objects or areas 483 glow while <i>close</i> to the caster. 485 Magical and mechanical traps 486 are both detected. No knowl-	519      The disc floats at waist 520 height and remains level, float- 521 ing along horizontally. 522      When the disc winks out at 523 the after 6 turns; anything it 524 was supporting is dropped.	

## Fly

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

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

534 Lasts until fatigued three  
535 times.

## Ground

537 A *touched* creature loses  
538 the ability to fly.

## Greater Charm

540 This spell has the same ef-  
541 fects as Lesser Charm, but af-  
542 fects one of these targets:

543 ► 3d6 creatures of 3 HD or  
544 less.

545 ► A single creature of more  
546 than 3 HD.

547 ► A single creature of 3 HD or  
548 less. 4-in-6 chance of remem-  
549 bering Error: Reference source  
550 not found.

## Greater Cure Wounds

552 A *touched* creature heals  
553 2d6+2 damage.

## Greater Cause Wounds

555 Inflicts 2d6+2 damage to a  
556 *touched* creature.

## Growth Of Animal

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

561 The damage inflicted by  
562 the animal's attacks is dou-

563 bled. The amount of weight  
564 animal can carry is doubled.

565 Lasts until fatigued twice.

## Shrink of Animal

567 The animal is instead  
568 halved in size.

## Growth Of Plants

570 This spell causes vigorous  
571 growth of normal vegetation in  
572 an area. Plants in the affected  
573 area become thick and over-  
574 grown, entwining to form a  
575 thorny jungle.

576 An area of up to 3,000  
577 square feet—selected by the  
578 caster—is affected (e.g. 150' ×  
579 20', 100' × 30', etc.).

580 Only very large creatures  
581 can force their way through.

## Shrink of Plants

583 Plants in the area wither  
584 and die, allowing clear pas-  
585 sage.

## Hallucinatory Terrain

587 Hallucinatory terrain either  
588 conjures an illusory terrain  
589 feature (e.g. a hill, wood,  
590 marsh, etc.) or hides an exist-  
591 ing terrain feature. The illusion  
592 must fit completely within the  
593 a 240' radius of the caster.

594 If the illusion is *touched* by  
595 an intelligent being, the spell is  
596 ended.

<b>Haste</b>	Up to 24 creatures are enchanted to be able to move and act twice as quickly as normal:	must save versus magic or sustain permanent injuries.
		Lasts one turn.
<b>Hide Gold</b>		
		Up to 3d6x10 touched coins appear to be worthless debris for the duration. This illusion is solid to the touch, but will be revealed as an illusion by Detect Magic.
<b>Movement:</b>	Where they would normally move one step, they can move two.	
<b>Attacks:</b>	Each round, they can make two attacks, or one attack and one stunt.	
<b>Magic:</b>	The number of spells and uses of magical devices per round is doubled.	The spell lasts for three turns while the caster concentrates.
<b>Slow</b>	Lasts until fatigued. Then deals 1 damage.	
<b>Heat Metal</b>	All metal in the possession of a touched creature are heated to extreme temperatures.	The caster, or a chosen close creature, has 3d6x10 sp appear on their person. The coins appear real on inspection, but will be revealed as an illusion by Detect Magic.
<b>Dropping Items:</b>	A subject who drops all heated objects suffers no further harm.	The spell lasts for three turns while the caster concentrates. Then the coins turn to dust.
<b>Water Or Snow:</b>	Immersion heated metal negates the harmful effects.	
<b>Effects Of Heat:</b>	the first round, the subject takes 1d6 damage. Each round after that, they take an additional 1d6 (i.e. 2d6, 3d6, 4d6...) and	
<b>Hold Monster</b>		
		Same as Hold Person but affects any non-undead creature.
<b>Free Monster</b>		
		Same as Free Person but affects any non-undead creature. A Free Monster spell is instantly ended.
<b>Hold Portal</b>		
		A door, window, or other kind of portal is magically held shut. Lasts for two shifts.
<b>Opening By Magic:</b>	A knock spell opens the portal.	

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

### 680     **Hold Person**

681     A person is statused. Lasts  
682     2 turns per level.

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

### 686     **Free Person**

687     A single person is instantly  
688     freed from non-magical re-  
689     strictions, and they may make an  
690     additional saving throw  
691     against magical restraints, with  
692     a +4 bonus. Hold Person is in-  
693     stantly ended.

### 694     **Insect Plague**

695     A 60' diameter swarm of  
696     flying insects appears within  
697     500'.

698     ► **Movement:** 20' per round.  
699     While the swarm is within  
700     500', the caster is able to di-  
701     rect its movements.

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

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

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

710     **Restrictions:** The spell has  
711     no effect if cast underground.

### 712     **Infravision**

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

716     Lasts one day.

### 717     **Invisible Stalker**

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

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

730     ► **Duration:** The creature is  
731     bound to attempt the mission  
732     until it succeeds or is de-  
733     stroyed.

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

## Invisibility

The caster or another creature or object becomes invisible:

### If Cast On A Creature:

Any gear the subject is carrying is also rendered invisible.

Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

### If Cast On An Object:

The invisibility is permanent.

**Light Sources:** made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

## Invisibility 10' Radius

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

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

► **Exiting The Area:** Subjects that move more than 10' away from the chosen creature become visible.

► **Entering The Area:** Creatures that move into the area after the spell is cast do not become invisible.

► **Restriction:** The invisibility follows the same restrictions and behavior as an Invisibility spell.

## Knock

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

## Know Alignment

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

### Obscure Alignment

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

## Lesser Charm

A person is charmed, as follows:

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

► **Commands:** The caster may give the charmed creature commands, which it will obey, if it understands, it is not obviously self destructive, and does not conflict with their alignment or religion.

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

**Duration:** The charm lasts indefinitely, but the subject is allowed to make further saves versus spells at intervals, depending on its intelligence. If

817 one of these saves succeeds,  
818 the spell ends.

819 ► ≤8: New save each month.

820 ► 9–12: New save each week.

821 ► 13–17: New save each day.

822 ► ≥18: New save each hour.

### 823 Levitate

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

827 ► **Movement:** The caster is not  
828 granted any additional move-  
829 ment, and must push against  
830 solid objects to move.

831 ► **Weight:** An encumbered  
832 creature will sink to the  
833 ground.

834 Lasts until fatigued.

### 835 Light

836 This spell has three usages:

837 **Conjuring Light:** A magi-  
838 cal light appears. The spell  
839 may be cast upon an object, in  
840 which case the light moves  
841 with the object.

842 **Blinding A Creature:** A  
843 creature becomes blind.

844 **Cancelling Darkness:**  
845 Cancel a Darkness spell.

### 846 Darkness

847 Creates a 2 square diameter  
848 area of magical blackness, pre-  
849 venting normal sight (and in-  
850 fravision). Like light, it may  
851 alternatively be used to blind  
852 creatures or to dispel a light  
853 spell.

### 854 Lightning Bolt

855 A powerful stroke of elec-  
856 trical energy extends from the  
857 caster's fingers. It is 180' long  
858 and 5' wide. Creatures caught  
859 in the lightning bolt suffer 1d6  
860 damage per level of the caster.  
861 A successful save versus spells  
862 prevents half of the damage.

863 **Bounce:** If the lightning  
864 bolt hits a solid barrier before  
865 its full length is reached, it is  
866 reflected and continues to its  
867 full length.

### 868 Locate Monster

869 Same as Locate Object but  
870 can locate any creature, magi-  
871 cal or non-magical.

### 872 Locate Object

873 For six turns, the caster can  
874 sense the direction (but not  
875 distance) of an object, so long  
876 as it is *distant* or closer.

877 This spell has two uses:

878 ► **General Class:** (e.g. a stair-  
879 way, an altar). The nearest ob-  
880 ject of that type is located.

881 ► **Specific Object:** The caster  
882 must clearly visualize in all as-  
883 pects.

884 **Restrictions:** This spell  
885 cannot be used to locate crea-  
886 tures.

### 887 Locate Plant Or Animal

888 Same as Locate Object but  
889 locates a non-magical, non-hu-  
890 man, plant or animal, of 4 HD  
891 or less.

## Locate Person

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

## Mirror Image

1d4 illusory duplicates of the caster appear. The mirror images look and behave exactly as the caster. Attacks on the caster destroy one of the mirror images (even if the attack misses).

## 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.

## Neutralize Poison

This spell has two uses:

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

► **Items:** Remove poison from a *touched* item.

## Cause Poison

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

## Magic Missile

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

## Higher Level Casters:

May conjure more missiles. They may be directed at a the same or different targets.

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

## 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

### 963 **Clear Mist**

964 The area around the caster  
965 has mist pushed out by a gen-  
966 tle breeze, enabling clear vi-  
967 sion, while *close* to the caster..

968 Lasts until fatigued.

### 960 **Pass-Wall**

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

974 After a *shift*, the passage  
975 seals, without a trace.

1003 of something new. The scene  
1004 disappears if touched.

1005 **Restrictions:** The follow-  
1006 ing apply:

#### 1007 ▶ **Full Concentration**

#### 1008 ▶ **Illusionary Monsters Or**

1009 **Attacks:** May appear to be  
1010 harmful but no real damage is  
1011 ever inflicted. A character who  
1012 appears to die actually falls  
1013 unconscious, a character  
1014 turned to stone will actually be  
1015 paralyzed, and so on. Such ef-  
1016 fects last for 1d4 turns.

### 976 **Part Water**

977 The caster creates a path  
978 10' wide and a maximum of  
979 120' long through water, such  
980 as a pond, lake, or other body.  
981 Lasts six turns. The caster can  
982 dismiss the spell's effect be-  
983 fore the duration ends.

### 1017 **Polymorph Others**

1018 A creature is changed into  
1019 another type of creature, as  
1020 chosen by the caster:

1021 ▶ **HD:** The spell fails if the  
1022 new HD is more than twice the  
1023 subject's HD.

1024 ▶ **Damage:** The subject retains  
1025 the same amount of damage.

1026 ▶ **Abilities:** The subject truly  
1027 becomes the new form: all  
1028 special abilities are acquired,  
1029 along with behavioral patterns,  
1030 tendencies, and intelligence.

1031 ▶ **Specific Individuals:** The  
1032 spell cannot be used to dupli-  
1033 cate a specific individual.

1034 ▶ **Reversion:** If the subject  
1035 dies, it returns to its original  
1036 form.

### 984 **Phantasmal Force**

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

990 ▶ **An Illusionary Monster:**  
991 That can be directed to attack.  
992 The monster has an Armour  
993 Class of 9 and will vanish if  
994 hit in combat.

995 ▶ **An Illusionary Attack:** For  
996 example, an avalanche, a fall-  
997 ing ceiling, a magic missile,  
998 etc. Targets who save versus  
999 spells are unaffected.

1000 ▶ **A Scene:** Either changing  
1001 the appearance of the affected  
1002 area or creating the appearance

## Polymorph Self

The caster transforms themselves into another being.

► **HD:** The new form may not have higher Hit Dice than the caster's level.

► **Stats:** The caster retains their own intelligence, hit points, saving throws, and AV.

► **Physical Capabilities:** Of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.

► **Non-physical Special Abilities:** (e.g. immunities, breath weapons, spell casting) are not acquired.

► **Casting Spells:** While polymorphed, the caster is unable to cast spells.

► **Specific Individuals:** The spell cannot be used to duplicate a specific individual.

► **Reversion:** If the caster dies while polymorphed, they return to their original form

Lasts until fatigued twice.

If the caster is of at least 10<sup>th</sup> level, they may choose to have the spell never end.

## Predict Weather

The caster gains accurate knowledge of the weather over the next 12 hours, within a number of miles equal to their level.

## Projected Image

An illusory duplicate of the caster appears within range. Lasts for six turns.

► **Duplicate:** The image is an exact duplicate of the caster that can only be differentiated by touch.

► **Subsequent Spells Cast:** Appear to originate from the image. (Targets must still be visible to the caster, however.)

► **Spells And Missiles:** The image appears unaffected by spells or missile weapons.

► **Melee Or Touch:** If the image is touched or hit in melee, it disappears.

► **Range:** The image must remain *distant* or closer to the caster.

## Protection From Chaos

Wards the caster from attacks by chaotic creatures, as follows:

+1 bonus to saving throws against attacks or special abilities.

-1 bonus to AC when being attacked.

Lasts until fatigued.

## Protection from Law

Provides the same wards, but against lawful creatures.

### Protection From Chaos 10' Radius

Provides the same ward as Protection from Chaos to all creatures within 10' of the caster.

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 end. The spell also ends after being fatigued.

### Protection From Normal Missiles

A 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.

### Raise Dead

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 22 for the effects resurrection.

► **Destroy Undead:** A single undead monster is destroyed.

### Finger of Death

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

## 1181 Read Languages

## 1215 Reincarnation

1182 The caster may understand 1216 A dead character is re-  
1183 any written language, includ- 1217 turned to life in a new physical  
1184 ing coded messages, maps, and 1218 form that manifests in the  
1185 other written instructions. This 1219 presence of the caster. The  
1186 spell does not grant any ability 1220 character's new body is not  
1187 to speak unknown language. 1221 necessarily the same as the  
1188 Lasts until fatigued.

## 1189 Remove Language

1190 Causes one *close* target to 1222 original; it is determined by  
1191 loose the ability to speak or 1223 rolling on the Reincarnated  
1192 understand language. 1224 Class table. The roll indicates  
1225 either a character class or a  
1226 monster:

## 1193 Read Magic

1194 For one turn, the caster can 1227 **Character Class:** The  
1195 decipher magical inscriptions 1228 character is of experience level  
1196 or runes, as follows:

1197 **Scrolls:** The magical script 1229 1d6 lower than they were in  
1198 of a scroll of arcane spells can 1230 life.

1199 be understood. The caster is 1231 **Monster:** The type should  
1200 then able to activate the scroll 1232 be determined by the referee.  
1201 at any time in the future.

1233 The tables opposite may be  
1234 used, or the referee may create  
1235 their own tables. Monsters  
1236 cannot gain experience or ad-  
1237 vance in level.

1238 **Death Spell**

1239 Choose a point within 240'.

1240 Up to 4d8 Hit Dice of crea-  
1241 tures within a 3 square radius  
1242 must save versus death or die,  
1243 instantly.

1244 **Restrictions:** Undead and  
1245 creatures with >7 HD are unaf-  
1246 fected.

1244 **Reading Again:** Once the  
1245 caster has read a magical in-  
1246 scription using Read Magic,  
1247 they are thereafter able to read  
1248 that particular writing without  
1249 recourse to the use of this  
1250 spell.

## 1247 Reincarnation Class

d12	Reincarnation	
1	cleric	1252
2	fighter	1253
3	thief	1254
4	wizard	1255
5	D8: 1: acrobat, 2: bard, 3: druid, 4: knight, 5: knight, 6: princess, 7: warlock, 8: choice	1256 1257 1258
6	d6: 1: dwarf, 2: elf, 3: halfling, 4: kobold, 5: felidae , 6:legomorph	1259 1260 1261
7-11	Monster	1262
12	Same	1263

## Remove Curse

Remove curse instantaneously removes one curse from a *touched* creature. It may allow a character to discard a cursed magic item.

## Curse

Places a deleterious effect upon a *touched* creature or object.

The exact form and effects of the curse are determined by the caster. Maximum possible effects include:

## 1248 Lawful Monsters

d6	Reincarnation	HD	
1	Gnome	1	1265 ▶ A -2 penalty to saving throws.
2	Neanderthal	2	1266
3	Pegasus	2	1267 ▶ A +4 penalty to AV or AC.
4	Blink Dog	4	1268 ▶ Reducing an ability score by 50%
5	Unicorn	4	1269
6	Roc, small	6	1270 ▶ Unable to put down the item.

## 1249 Neutral Monster

d6	Reincarnation	HD	
1	Pixie	1	1271
2	Lizard Man	2	1272
3	Rock Baboon	2	1273
4	Ape, white	4	1274
5	Centaur	4	1275
6	Werebear	6	1276

**Multiple Curses:** May afflict a creature, as long as each has a different effect.

## Remove Fear

The creature *touched* is calmed and purged of fear.

## 1250 Chaotic Monster

d6	Reincarnation	HD	
1	Kobold	1	1279 ▶ Lasts until fatigued.
2	Orc	1	1280
3	Gnoll	2	
4	Wererat	3	1281 ▶ Will cause a chosen creature to flee unless it saves versus spells.
5	Ogre	4	1282
6	Minotaur	6	1283 ▶ Lasts until fatigued.

## Cause Fear

Will cause a chosen creature to flee unless it saves versus spells.

	<b>Resist Fire</b>	1322	<b>Against Magic Missile:</b>
1285		1323	Shield will completely prevent
1286	All creatures are protected	1324	Magic Missile.
1287	from fire, as follows:		
1288	► <b>Normal Heat:</b> Unharmed by	1325	<b>Silence</b>
1289	non-magical heat or fire.	1326	Choose a point. A 15' ra-
1290	► <b>Save Bonus:</b> Gain a +2	1327	dius area is rendered silent.
1291	bonus to all saving throws ver-	1328	Conversation and spell casting
1292	sus fire-based magical or	1329	are impossible. Noise from
1293	breath attacks.	1330	outside the area can be heard
1294	► <b>Fire-based Damage:</b> Is re-	1331	by those within it.
1295	duced by 1 point per damage	1332	Silence may be cast upon a
1296	die rolled.	1333	creature, which saves versus
1297	<b>Resist Cold</b>	1334	spells. If the save fails, the
1298	Protects from cold and ice	1335	area of silence moves with the
1299	instead of fire and heat.	1336	creature. If the save succeeds,
1300	<b>Shadow Hound</b>	1337	the spell's effect remains sta-
1301	A dog made of black smoke	1338	tionary—the creature may
1302	appears before the caster. It	1339	move out of it.
1303	obeys all spoken orders with	1340	Lasts until fatigued twice.
1304	absolute obedience until it is	1341	<b>Noise</b>
1305	destroyed.	1342	The area is instead filled
1306	The dog disappears when	1343	with magical noise, only heard
1307	fatigued.	1344	by those within it. Conversa-
1308	See Monster page 35.	1345	tion is impossible. Noise from
1309	<b>Shield</b>	1346	outside the area can not be
1310	Shield creates an invisible	1347	heard from within. Spells can
1311	field of force that protects the	1348	be cast if the caster first suc-
1312	caster for two turns.	1349	ceeds a save versus spells.
1313	<b>Against Missile Attacks:</b>	1350	<b>Sleep</b>
1314	The caster's AC is 2.	1351	A sleep spell causes a mag-
1315	<b>Against Other Attacks:</b>	1352	ical slumber for 4d4 turns. The
1316	The caster's AC is 4.	1353	spell may target either:
1317	<b>Against Magic:</b> Breath at-	1354	► A single creature with 4 HD,
1318	tacks and magic that allow a	1355	► A total of 2d8 HD of crea-
1319	save for half damage, instead	1356	tures of 4 HD or lower each.
1320	deal no damage with a suc-	1357	Undead are unaffected. Tar-
1321	cessful save.	1358	gets do not get a save versus
		1359	spells.
		1360	When targeting multiple
		1361	creatures, sleep targets crea-

1362 tures with the least HD are  
1363 first. Rolled HD not sufficient  
1364 to affect a creature are wasted.

1365 Creatures enchanted by this  
1366 spell are helpless and can be  
1367 killed instantly with a bladed  
1368 weapon. Slapping or wounding  
1369 awakens an affected creature.

### 1370 **Snake Charm**

1371 One or more snakes are  
1372 rendered non-hostile, rearing  
1373 up and swaying to and fro, but  
1374 not attacking.

1375 The spell affects snakes  
1376 whose total HD do not exceed  
1377 the caster's level. e.g a 7th  
1378 level caster can affect 7 HD of  
1379 snakes: equal seven 1 HD  
1380 snakes, or two 3 HD snakes  
1381 and one 1 HD snake, etc.

1382 **Duration:** When cast on  
1383 snakes that are already attack-  
1384 ing, the spell lasts for  $1d4+1$   
1385 rounds. Otherwise, it lasts for  
1386  $1d4+1$  turns.

### 1387 **Snake Discord**

1388 Instead, the snakes enter a  
1389 rage, recklessly attacking other  
1390 snakes, then other reptiles,  
1391 than any moving object.

### 1392 **Speak With Animals**

1393 The caster gains the ability  
1394 to speak with animals.

1395 This spell doesn't make an-  
1396 imals any more friendly or co-  
1397 operative than normal.

1398 The caster can ask ques-  
1399 tions, or even for small favors.

1400 Lasts until fatigued

### 1401 **Speak With Dead**

1402 Same as Speak with Ani-  
1403 mals but enables speech with  
1404 with corpses and undead. They  
1405 answer as they would in life.

### 1406 **Speak With Plants**

1407 Same as Speak with Ani-  
1408 mals but enables speech with  
1409 with plants, including mon-  
1410 strous plants.

### 1411 **Speak With Stones**

1412 Same as Speak with Ani-  
1413 mals but enables speech with  
1414 with stones, and earth elemen-  
1415 tals.

### 1416 **Summon Animals**

1417 Normal animals within  
1418 500' are summoned to the  
1419 caster's aid. The caster may  
1420 choose to limit the summons  
1421 to creatures of specific species.

1422 ► **Restrictions:** Insects, arach-  
1423 nids, and other bugs are not  
1424 summoned. Magical creatures  
1425 are not summoned.

1426 ► **Number Of Animals:** A  
1427 number of animals of total Hit  
1428 Dice equal to the caster's level  
1429 will respond to the summons.

1430 ► **Small Animals:** Normal,  
1431 small animals (e.g. mice, spar-  
1432 rows, squirrels, etc.) are  
1433 treated as one tenth of a HD.

1434 **Summoned Creatures:**  
1435 Behave as follows:

1436 ► **Arrival:** They will come to  
1437 the caster's location as fast as  
1438 they can.

1439 ► **Comprehension:** They understand the caster's words while the spell lasts.

1479 saving throw versus paralysis  
1480 is permitted to resist the trans-  
1481 formation

1442 ► **Aid:** They will aid the caster in whatever way they can. If the caster is being attacked: The summoned animals will attack the enemy, only fleeing if they fail a morale check.

### Striking

1483 One weapon is enchanted  
1484 to deal an additional 1d6 dam-  
1485 age, and becomes a magical  
1486 weapon.

1448 **Once An Animal Flees:** The spell is broken for that animal.

1487 Lasts one turn per level.

1451 Lasts until fatigued.

### Telekinesis

1489 The caster concentrates for  
1490 up to six rounds. During that  
1491 time, they are able to mentally  
1492 move objects or creatures  
1493 within a long distance.

1452 **Sticks To Snakes**  
1453 2d8 normal sticks are miraculously transformed into snakes that follow the caster's orders. When killed or the spell ends, they revert to sticks.

1494 ► **Weight:** Up to 2 item slots, or 50 lb, per level of the caster may be moved at once.

1459 **Poison:** There is a 50% chance of the snakes being poisonous.

1497 ► **Movement:** The target may be moved up to 2 squares per round, in whatever direction the caster wishes

1462 Lasts until fatigued.

### Telepathy

1463 See Monster page 26.

1502 Grants the caster the ability to perceive and understand the thoughts of other creatures.

### Snakes to Sticks

1465 2d8 HD of snakes HD 4 or less are turned into sticks.

1505 When the spell begins, the caster is assaulted by the thoughts of all creatures *dis-*  
1506 *tant* or closer. They are incom-  
1507 prehensible, but reveal the lo-  
1508 cation of the creature.

1467 Cancels Sticks to Snakes.

1468 Lasts until fatigued.

1509 By fully concentrating on  
1510 single creature, the caster can  
1511 perceive and understand that  
1512 creatures thoughts.

### Stone To Flesh

1470 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.

1511 The thoughts of magical  
1512 creatures may be dangerous.

### Flesh to Stone

1476 Turns one creature into a statue, including all gear and any items currently held. A

1517 Lasts one turn per level

1518      **Obstructions:** The ability  
1519 to perceive thoughts is ob-  
1520 structed by a thin layer of lead  
1521 or by rock of 2' thick or  
1522 greater.

### 1523      **Teleport**

1524      A touched creature disap-  
1525 pears and reappears at a loca-  
1526 tion of the caster's choosing,  
1527 including its gear

1528      **Destination:** May be at any  
1529 distance, but must be known to  
1530 the caster. The destination  
1531 must be an open space at  
1532 ground level. (It is not possible  
1533 to intentionally teleport the  
1534 subject into mid-air or into  
1535 solid matter.)

1536      **Risk:** There is a risk, when  
1537 teleporting, of accidentally ar-  
1538 riving above or below ground  
1539 level. The chance of a success-  
1540 ful teleportation depends on  
1541 the caster's knowledge of the  
1542 destination (see right). Roll  
1543 d% and consult the table

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

1544      ► **Ground Level:** The subject  
1545 appears at the desired destina-  
1546 tion.

1547      ► **Too High:** The subject ap-  
1548 pears 1d10×10' above the in-  
1549 tended destination. Should this  
1550 location already be occupied  
1551 by solid matter, the subject is  
1552 instantly killed. Otherwise, the  
1553 subject falls from a height.

1554      ► **Too Low:** The subject ap-  
1555 pears in the ground and is  
1556 killed instantly.

1557      **Knowledge Of Destina-  
1558 tion:** The caster's knowledge  
1559 of the destination is rated as  
1560 follows:

1561      ► **Scant:** A location that the  
1562 caster has visited once or  
1563 twice, has seen by magical  
1564 scrying, or has heard of from  
1565 descriptions.

1566      ► **Moderate:** A location that  
1567 the caster has visited often or  
1568 has studied via scrying for sev-  
1569 eral weeks.

1570      ► **Exact:** A location that the  
1571 caster has made a detailed  
1572 study of, in person

### 1573      **Tree Shape**

1574      The caster takes on the  
1575 form of a living or dead tree.  
1576 The tree form is completely re-  
1577 alistic, even to close inspec-  
1578 tion.

1579      While in this form, the  
1580 caster can perceive the sur-  
1581 roundings with their normal  
1582 senses.

1583      The caster may end the  
1584 spell at will, returning to their  
1585 normal form.

### 1586      **Ventriloquism**

1587      The caster may make their  
1588 voice appear to come from an-  
1589 other location or source (e.g. a  
1590 statue or animal).

1591      Lasts until fatigued.

## 1592 Wall Of Fire

1593 An immobile, opaque curtain of fire springs into existence. It remains as long as the 1594 caster fully concentrates.

1597 ► **Size:** The wall can be any 1598 size, shape, and dimensions 1599 the caster desires, up to 1,200 1600 sq. ft. The wall may not appear where objects are.

1602 ► **Monsters With <4 HD:** 1603 Cannot pass the wall of 1604 flames.

1605 ► **Monsters With ≥4 HD:**

1606 Take 1d6 hit points of damage 1607 when they pass through the 1608 wall. The wall deals double 1609 damage to undead creatures or 1610 creatures that use cold or are 1611 accustomed to cold.

## 1612 Wall of Ice

1613 An immobile, translucent, 1614 wall of ice springs into existence. Functions the same as 1615 wall of fire with the following 1616 changes:

1618 ► **Damage:** extra damage is 1619 dealt to creatures that use fire 1620 or are accustomed to fire.

1621 ► **Concentration:** The wall 1622 does not require concentration, 1623 instead it melts partly after two 1624 shifts, and completely after 1625 three, unless it is in a cold 1626 area.

## 1627 Wall Of Stone

1628 A wall of solid rock appears.

1630 **Size:** The wall may be of 1631 whatever shape the caster de- 1632 sires and is of 1,000 cubic feet

1633 in volume. (For example, a 2' 1634 thick wall, 50' long and 10' 1635 high.)

1636 **Location:** The wall must 1637 rest upon a solid surface and 1638 may not be evoked so that it 1639 appears where objects are.

## 1640 Wall of Air

1641 The wall functions the 1642 same as the wall of stone, but 1643 is made of an invisible air cur- 1644 rent. It lasts until fatigued 1645 twice.

## 1646 Warp Wood

1647 Wooden objects of the 1648 caster's choice warp and be- 1649 come useless. One small ob- 1650 ject is affected per level of the 1651 caster. Or, one large objects 1652 may also be targeted.

1653 **Magical Objects:** That are 1654 targeted have a chance of be- 1655 ing unaffected.

1656 **Held Objects:** Creatures 1657 may save versus spells to pre- 1658 vent their held objects from 1659 being warped.

## 1660 Water Breathing

1661 A touched creature can 1662 breathe water freely by means 1663 of this spell.

1664 The spell does not affect 1665 the subject's ability to breathe 1666 air. No additional proficiency 1667 at swimming is granted

1668 Lasts one day.

## 1669 Air Breathing

1670 Allows a subject to breath 1671 air. No additional walking 1672 ability is granted.

## Water Breathing 15' Radius

1674 Same as Water Breathing,  
1675 but affects the caster, and all  
1676 creatures a within 15'.

## Air Breathing 15' Radius

1678 Same as Air Breathing, but  
1679 affects the caster, and all crea-  
1680 tures a within 15'.

## Web

1682 Duration: 48 turns

1683 Range: 10'

1684 Web conjures a many-lay-  
1685 ered mass of strong, sticky  
1686 threads, blocking a 10' cube  
1687 area.

1688 Entanglement: Creatures  
1689 caught within a web become  
1690 entangled among the gluey fi-  
1691 bres. Entangled creatures can't  
1692 move, but can break free de-  
1693 pending on their strength (see  
1694 below).

1695 Flammable: The strands of  
1696 the web are flammable and can  
1697 be destroyed by fire in two  
1698 rounds. All creatures caught  
1699 within flaming webs suffer  
1700 1d6 points of damage from the  
1701 flames.

1702 Breaking free: Depends on  
1703 STR:

1704 Normal human range: The  
1705 creature can break free in 2d4  
1706 turns.

1707 Magically augmented STR  
1708 above 18: The creature can  
1709 break free in 4 rounds.

1710 Giant strength: The crea-  
1711 ture can break free in two  
1712 rounds.

## Wizard Lock

1714 A wizard lock spell magi-  
1715 cally locks a *touched* door,  
1716 gate, or any item that has a  
1717 lock or latch.

1718 **Bypassing:** The magical  
1719 lock is permanent but may be  
1720 temporarily bypassed as fol-  
1721 lows:

1722 ▶ **Password:** The caster may  
1723 set a password at the time of  
1724 casting. Speaking the pass-  
1725 word disables the lock for one  
1726 round.

1727 ▶ **A Knock Spell:** Disables the  
1728 lock for one round.

1729 ▶ **Higher Level Casters:** Any  
1730 magic-using character who is  
1731 at least 3 levels higher than the  
1732 caster of the wizard lock may  
1733 pass through unimpeded.

## Wizard Eye

1735 One of the casters eyes  
1736 pops harmlessly out of their  
1737 head. It becomes transparent,  
1738 nearly invisible and begins to  
1739 fly.

1740 ▶ **Movement:** The eye is men-  
1741 tally directed by the caster. It  
1742 can be moves up to 120' per  
1743 turn, and up to 240' from the  
1744 caster. Solid barriers block  
1745 passage, but it can pass  
1746 through a hole or space as  
1747 small as 1 inch in diameter

1748 ▶ **Seeing Through The Eye:**  
1749 By concentrating, the caster  
1750 can see through the eye, but  
1751 becomes blind to their own vi-  
1752 sion.

<sup>1753</sup> ► **Types Of Vision:** The magical eye grants both normal vision and infravision. See

<sup>1756</sup> Global page 11.

<sup>1757</sup> When the caster becomes fatigued, the eye floats slowly <sup>1758</sup> to the ground. If not placed in <sup>1759</sup> the casters head within 1 turn, <sup>1760</sup> the eye is destroyed. <sup>1761</sup>

Downtime

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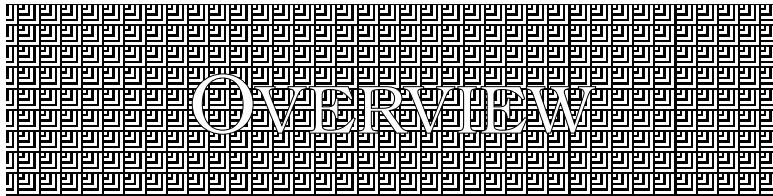
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- 2      Downtime activities are solo games that can be played during
- 3      Set Up.
- 4      Basic downtime is available to all characters.
- 5      Advanced downtime is only available to characters who meet
- 6      certain requirements.

## 7 Merit

8 Some activities grant merit.  
9 Once Set Up finishes, a  
10 charater's merit (if any) is re-  
11 duced to their level.

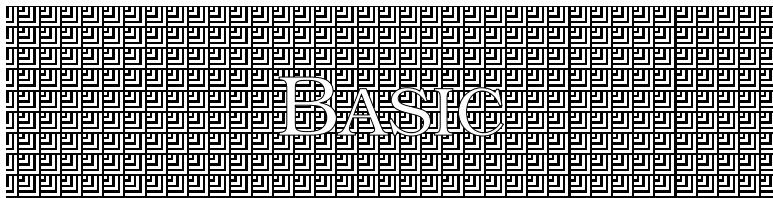
## 12 Boons

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

17 Once a boon is used, it is  
18 destroyed.

19 A boon can be discarded at  
20 anytime.

21 Boons can be bought with  
22 merit, while preforming cer-  
23 tain activities.



- 2 These downtime activities can be preformed by anyone.

# Animal Training

3 Placeholder

## **Tricks**

6 Come  
7 track  
8 Attack

## **Triggers**

10 Command word  
11 whistle  
12 hand sign

# Carousing

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

## **Gambling**

17 You can play up to ten  
19 games of dragon ante. The buy  
20 for each game is 1 cp. Roll a  
21 d20 and see the result.

### D20      Result

1 Jail! Pay a 10 cp fine, and  
preform a week of  
service.

2 Loose horribly. Pay 25 cp.

3-15 Loose your buy in.

16 Win 2 cp!

17 Win 3 cp!

18 Win the opportunity to  
play twice more!

19 Win 25 cp, anger a local.

20 Challenge the red  
dragon: Roll a d12. On a  
1, you pay 1 sp. On a 12,  
you can either win 5 sp,  
or challenge Tiamat: roll  
2d6; if you roll doubles  
you win 1 gp, 2 ep, 3 sp,  
4 cp.

## **Collecting Rumors**

22 While gambling, there is a  
24 2-in-6 chance you'll hear rele-  
25 vant rumors. If so, the referee  
26 will give them to you.

## 27 Finding A Mentor

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

32 Once found, the mentor can  
33 be hired. Most accept mone-  
34 tary wages, but clerics ask for  
35 one week of service instead of  
36 money. Wizards must be paid  
37 at least half in gemstones.

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

### **41 Odds Of Finding**

42 Decide the class, and level  
43 you are seeking. Then calcu-  
44 late the odds. The chance of  
45 knowing a particular spell is 2-  
46 in-6.

Class	Odds out of 100	Wages per week (gp)
Cleric	50 – Lv	-
Demi- human	40 – Lv	Lv + 3
Fighter	70 – Lv	Lv
Thief	40 – Lv	Lv x 2
Wizard	60 – (Lv x 2)	Lv <sup>2</sup>
Other	30	10

47 *Example:* Elron is seeking a  
48 5<sup>th</sup> level wizard that knows  
49 Fire Ball. The odds are 70 –  
50 5 = 65%. They roll 44 on  
51 percentile and find Glynyek  
52 the Wise. Unfortunately, they  
53 do not know Fire Ball.

## 54 Healing

55 Spending time at a temple  
56 will increase healing. A one  
57 week stay costs 1 gp, or one  
58 week of service, and will re-  
59 store all hit points. Gain 1  
60 merit.

# Recruiting

61 Go to three different estab-  
62 lishments, and roll on the ta-  
63 ble, adding your reaction modi-  
64 fier (see Character page 4). For  
65 each you roll well on, ask the  
66 Dungeon Master for a minion  
67 from that establishment.

## Tavern

d8

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

## Port

d8

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

## Forum

d8

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

## Sewers

d12

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

## Guild Hall

d20

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

# Selling

73 Finding and selling rare items.

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

75 If an object is more valuable than that, you must work for multiple weeks to sell it.

76 **True Merchant:** For each 1 merit spent, sell an additional 10%.

## Sale

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

78 If you get a low ball, you 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

Temples are always in search of volunteers. Most are there drafted for penants.

## 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.

► Heal 1d6.

### 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 attacked in melee, redirect it to yourself.

### Chaotic

► Pay 40 cp to have a goon do your service for you.

► If you are 4<sup>th</sup> 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.

# Taming

147 Take a wild animal as a  
149 minion.

150 Mundane wild animals can  
151 be tamed by anyone.

152 Magical animals can be  
153 tamed only by druids, elves,  
154 and some knights.

## Finding

156 **Mundane:** Theres a 5-in-6  
157 chance to find the type of ani-  
158 mal you're looking for.

159 **Specific:** To find a specific  
160 animal, pay the Traveling cost  
161 to go to its homeland. Then  
162 there is a 2-in-6 chance of en-  
163 countered it.

## Capturing

165 If a wild animal is cap-  
166 tured, its hostility increases by  
167 1 each week, but is found au-  
168 tomatically.

169 To capture a found animal,  
170 make an attack against it. If  
171 you succeed, theres a 5-in-6  
172 chance of capturing it.

## Taming

174 Each week spent taming re-  
175 duces the animals hostility by  
176 1d4. Once it reaches 0 or less,  
177 it is tamed, becomes it's  
178 tamer's minion, and can be  
179 trained.

180 Transferring a tamed animal  
181 to a new boss takes 1 week.

# Team-building

182 Spend the week attending  
183 leadership seminars, and mak-  
184 ing topped flat bread to enjoy  
185 with your or your friend's min-  
186 ions.

188 Costs 1 sp per minion.

189 Each participating minion has  
190 a 2-in-6 chance of gaining 1  
191 loyalty, to a maximum of 8.

## Boons

192 Each minion that gains loy-  
193 alty yields 1 merit.

195 **True Loyalty:** Costs 6  
196 merit. One loyalty check auto-  
197 matically succeeds.

198 **True Valor:** Costs 4 merit.  
199 When an ally is attacked in  
200 melee, redirect it to yourself.

## 201 Training

202 While you were Carousing,  
203 I studied the blade.

### 204 Mentoring

205 Roll a d20. If you roll your  
206 level or less, you find a pupil  
207 to train. If you do not, you can  
208 do a different downtime activ-

209 ity.

210 Acting as a mentor pays  
211 90cp times your level and  
212 grants 2d4 merit.

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

216 **True Strike:** Costs 15  
217 boon points. Have a AV of 10  
218 for one weapon attack.

219 **True Pain:** Costs 10 boon  
220 points. Instead of rolling, deal  
221 the maximum amount of dam-  
222 age on one weapon damage  
223 roll.

224 **True Valor:** Costs 4 boon  
225 points. When an ally is at-  
226 tacked in melee, redirect it to  
227 yourself.

### 228 Pupiling

229 You must find a mentor of  
230 the same class but a higher  
231 level. See p6.

232 Gain 12d20 XP.

233 For an additional 10 cp, up  
234 to three minions of the same  
235 class can train with you, and  
236 gain half the XP that you do.

## 237 Job Search

238 Spend the week looking for  
239 a job. Spend 10 XP for the  
240 privillage.

241 Roll a 3d6 to determine  
242 what kind of job you've been  
243 offered. Then make a charisma  
244 check to see if you secure the  
245 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

### 247 Store Clerk

d6	Business
1	Apothecary
2	Carpenter
3	Dungeon Supply
4	Fletcher
5	General Store
6	Stables

### 248 Blacksmith's Assistant

d6	Business
1-3	General Store
4-5	Weapon Smith
6	Armor Smith

# Working

249 If you do not have a job,  
250 you must find one first. See  
251 page 10.

252 Roll a d10 to determine the  
253 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**

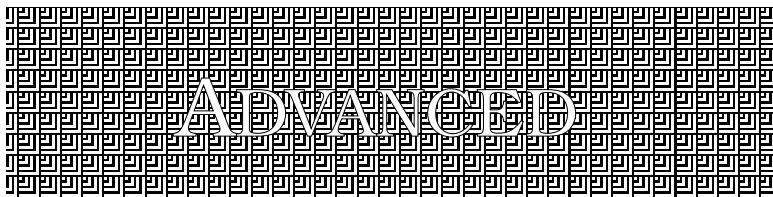
254 Upon receiving a promotion,  
255 your wages are increased  
256 by 20%. You receive your old  
257 wage for that week. Next time  
258 you work, you will have a  
259 higher title, and the new wage.

## **Employee Discount**

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

263 Tavern hands get free beer.

264 Wizard assistants have a  
265 1% discount on Magical Re-  
266 search.



## 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.

# 97 Forging

98 Only dwarves (and some  
99 fighters) can forge. Choose  
100 one option and gain 1d3 merit.

## 101 Honing

102 Costs 10 cp. A honed  
103 weapon deals an additional d4  
104 damage. When rolling a 4 on  
105 that bonus, the honing fades.

## 106 Repair

107 Costs 10 cp. Remove all  
108 mundane damage and wear  
109 from one item.

## 110 Construction

111 You can make any weapon.  
112 See Gear page 5. Get a note  
113 card to track your progress.  
114 Calculate the total points of  
115 the weapon being constructed,  
116 based on its damage, proper-  
ties, and enchantments:

Properties	Point
d4 or d6	1
d8	4
d10 or d12	7
slow, two-handed	2
blunt, charge, melee	4
splash, thrown	7
fired	11
risky	14
+1 enchantment	18
Flaming enchantment	30
Warning enchantment	24

118 Each week of construction  
119 costs 5 cp for normal weapons,  
120 and 200 cp for magic weapons.  
121 You progress 1d6 points to-  
122 wards completion.

# 123 Magical Research

125 Only arcane magic-users  
126 can preform magical research.

## 127 Adding To A Spell Book

128 Arcane magic-users can  
129 only add to their own book,  
130 and only spells on their spell  
131 list. See Magic page 8

## 132 Assimilating Spells

133 All spells must be identi-  
134 fied with Read Magic, and  
135 takes one week per spell level.

## 136 Spell Scrolls

137 Cost 1 gp per spell level.  
138 Destroys the scroll

139 **Success Rate:** (80 + your  
140 intelligence score)%.

## 141 Captured Spell Books

142 Cost 3 gp per spell level

143 **Success Rate:** (50 + your  
144 intelligence score)%.

## 145 Mentoring

146 You can learn a spell from  
147 a mentor. See Finding a Men-  
148 tor p6. In addition to the men-  
149 tor's wages, studies cost 5 sp  
150 and one week, per spell level.

## 151 Creating New Spells

152 The player describes in de-  
153 tail the spell they wish to cre-  
154 ate. The referee decides if the  
155 spell can be created.

156 The spell must be of a level  
157 the character can cast. Re-  
158 search takes two weeks *and*  
159 100gp per spell level.

# 160 Creating Magic Items

161 162 Only magic-users of 9<sup>th</sup>  
163 level or higher can create  
164 magic items.

165 The player describes in de-  
166 tail the item that they wish.  
167 The referee decides whether  
168 this is possible and, if so, what  
169 materials are required.

## 170 Restrictions

171 Divine spell casters May  
172 only create items that they are  
173 able to use themselves. Arcane  
174 spell casters may create any  
175 item except those that may  
176 only be used by divine spell  
177 casters.

## 178 Materials

179 Creating magic items re-  
180 quires rare components such as  
181 expensive gems or ingredients  
182 from rare monsters.

## 183 Cost and Time

184 If duplicating the effects of  
185 a spell, construction costs one  
186 week and 5g, per level of the  
187 mimicked spell, multiplied by  
188 the number of uses.

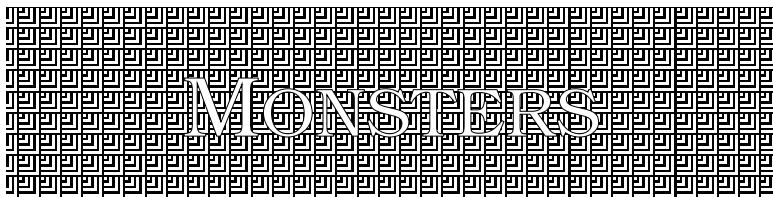
189 The referee must use dis-  
190 cretion for other items. As a  
191 general rule, items should cost  
192 from 100 to 1000gp and from  
193 4 to 52 weeks to complete.

# Dungeon Master

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## 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

<b>Hostility</b>	<b>Significance</b>
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.

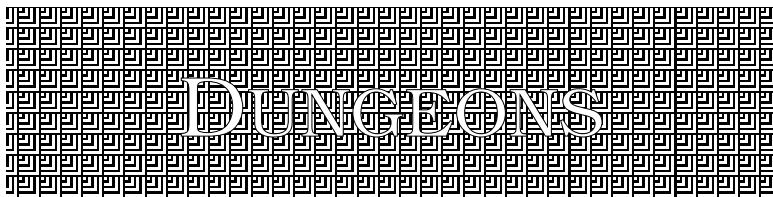
54 ► **1-4:** Monsters are neutral,  
55 but firm. +1 hostility.

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



## <sup>2</sup> Hazard

<sup>3</sup> Rather than track exact  
<sup>4</sup> time for every torch, rest,  
<sup>5</sup> spell, and encounter, roll a d12  
<sup>6</sup> at the end of every turn and let  
<sup>7</sup> probability space them out.

## <sup>31</sup> Sign

---

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

<sup>8</sup> Torches and lanterns burn  
<sup>9</sup> out. See Global page 11.

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

<sup>12</sup> Players become fatigued. If  
<sup>13</sup> they are already fatigued, they  
<sup>14</sup> take 1 damage.

<sup>15</sup> Ends certain spells.

<sup>16</sup> Ignore this result while  
<sup>17</sup> resting.

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

<sup>19</sup> Signs of monsters appear.  
<sup>20</sup> See page 7.

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

<sup>22</sup> Doors swing shut. If the  
<sup>23</sup> dungeon has features such as  
<sup>24</sup> sliding walls, they shift now.

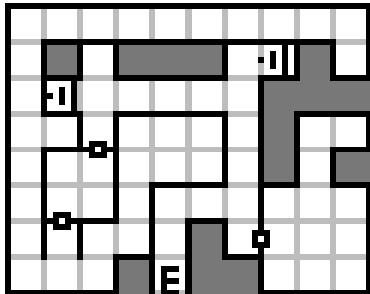
### **9-10. Stalking**

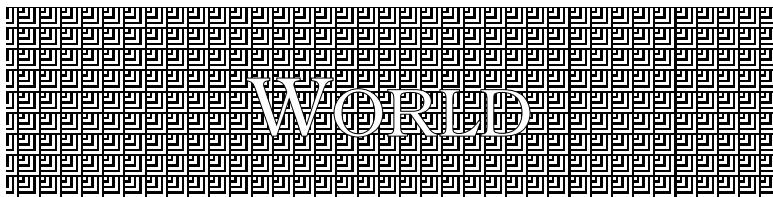
<sup>26</sup> If there is a monster stalk-  
<sup>27</sup> ing the players, they make a  
<sup>28</sup> sound or other sign.

### **11. Nothing**

### **12. Wandering Monster**

## 32 Mapping 33 Exercise 34 Solution





## 2 Weather

3 The intensity is measured  
4 from 1 to 4. 1 is mild, 2 is  
5 poor, 3 is bad, and 4 is horrid.

6 The intensity starts at zero,  
7 and changes slowly over the  
8 course of play.

### 9 Intensity

D6	Intensity
1-2	-1
3-5	+0
6	+1

### 10 Mild

D6	Weather
1	Overcast
2	Cold
3	Cloudy
4	Hot

### 11 Poor

D6	Weather
1	Overcast
2	Fog
3	Drizzle
4	Rain

### 12 Bad

D6	Weather
1	Rain
2	Wind
3	Storm
4	Thunder

### 13 Horrid

D6	Weather
1	Storm
2	Thunder
3	Snow
4	Hail

### 14 Effects

15 **Overcast, cloudy:** No ef-  
16 fect

17 **Hot/Cold:** If in a hot/cold  
18 climate, deal 1 damage. Other-  
19 wise no effect.

20 **Fog:** Reduces visibility and  
21 disorients.

22 **Drizzle:** Extinguishes can-  
23 dles. Soaks unprotected equip-  
24 ment.

25 **Rain:** Fog and drizzle.  
26 Drowns out most noise.

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

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

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

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

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

### 49 Hot And Cold Climates

50 In cold climates, there is a  
51 4-in-6 chance for rain to be-  
52 come snow, and storms to be-  
53 come hail.

<sup>54</sup> In hot climates, there is a 4-  
<sup>55</sup> in-6 chance of the opposite.

Monster

57 **Contents**

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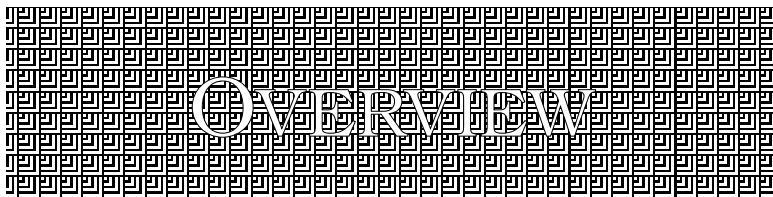
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# Statistics

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

## Descriptive

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

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

## Qualities

**Alignment (AL):** See Error: Reference source not found: Alignment 5.

**Observation Class (OC):** The monster's ability to notice.

*Hostility (HT):* The base hostility of the monster.

**Morale Rating (ML):** The monster's likelihood to persist in battle. See Error: Reference source not found: Morale 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:** Wierd.

► **P:** Paralysis/petrification.

► **B:** Blast, breath, etc.

► **S:** Spells/wands/magic.

## 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)

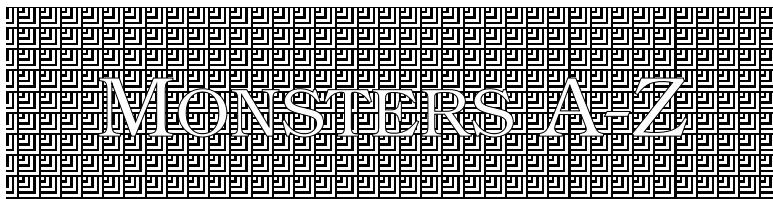
*Attacks:*  
3x *Claw:* 10, 1d6 (4).

---

<sup>173</sup> NA: 1d6, TT: P, XP: 75

---

<sup>174</sup> ► *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 1<sup>st</sup> 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 4<sup>th</sup> 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

163 Apex ambush predator.  
164 Large quadruped reptiles with  
165 powerful tails. Amphibious,  
166 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.

## Water Elemental

333

Huge waves of water.

334

**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

335

**Size:** 8' tall, 32' across.

336

**Water-bound:** Must remain within 60' of water.

337

**Mundane damage immunity:** Can only be harmed by magical attacks.

338

**Harm creatures in water:** Inflict extra 1d8 damage.

# Elves

349	<b>Signs</b>
350	<b>Elf</b>
351	<b>Aranel</b>
352	<b>Drow</b>
353	<b>Brethil</b>

# 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.

# Invisible Stalker

Highly intelligent, magical creatures summoned to perform tasks for powerful magic-users.

See Magic page 26.

## Signs

- 1 Claw marks.
- 2 Acrid chlorine smell.
- 3 Gentle breeze.
- 4 Broken Door.
- 5 Whispered murmurs.
- 6 Animal frozen in fear.
- 7 Flickering lights.
- 8 Displaced object.
- 9 Path cleared dust.
- 10 Condensation.

## Invisible Stalker

Creature from another plane.

**Alignment:** Lawful  
**OC:** 8, **HT:** 10, **ML:** 12

**MV:** walk

**Ability:**

**Str:** 16, **Dex:** 18, **Con:** 14,  
**Int:** 10, **Wis:** 15, **Cha:** 11

**Saves:**

**D:** 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

**AC:** 3, **HD:** 8 (36hp)

**Attacks:**

**Claw:** 12, 4d4 (10).

**NA:** 1, **TT:** T, **XP:** 1,300

► **Tracking:** Without fault, always succeeds tracking rolls.

► **Invisible:** Can't be seen without magic.

► **If Killed:** Returns to plane of origin.

# Kobold

483 Small dog like creatures.  
484 Barely 3' tall on hind legs.  
485 Dwell underground in packs.  
486 Have some intelligence. Will  
487 recognize individuals, set bait,  
488 and have a rudimentary lan-  
489 guage. Natural predator of  
490 gnomes and halflings.

## Signs

- 491 **1** Scat: soft and stinky.
- 493 **2** Gnawed animal bones.
- 494 **3** Yipping.
- 495 **4** Bait: animal leg.
- 496 **5** Paw prints.
- 497 **6** Stomach Contents.
- 498 **7** Stomach Contents.
- 499 **8** Fragrant urine.
- 500 **9** Chewed copper piece.
- 501 **10** Howling.

## Stomach Contents

- 503 **1** Rat
- 504 **2** Frog
- 505 **3** Herbs
- 506 **4** Grass
- 507 **5** Bird bones
- 508 **6** Feather
- 509 **7** Hair
- 510 **8** Kobold Tooth

## Kobold

511 **AC 9, HD ½ (2hp), Att 1 x**  
bite 1d4, OR 1 x Spear (1d6-  
1), **AV 19, MV 60', SV D14**  
**W15 P16 B17 S18 (NH), ML**  
**6, AL Chaotic, XP 5 NA 4d4,**  
**TT P**

## Guard

515 **AC 7, HD 2 (9hp), Att 1 x bite**  
1d4, OR 1 x Battle Axe (1d8-  
1), **AV 19, MV 60', SV D14**  
**W15 P16 B17 S18 (NH), ML**  
**6, AL Chaotic, XP 15 NA 1d6,**  
**TT P**

## Chieftain

525 **AC 7, HD 1+1 (6hp), Att 1 x**  
bite 1d4, OR 1 x dagger (1d4),  
**AV 19, MV 60', SV D14 W15**  
**P16 B17 S18 (NH), ML 8, AL**  
**Chaotic, XP 20 NA 2, TT J**

531 **— Leadership:** Kobolds under  
532 a chieftain's leadership start  
533 with 8 moral.

## Shaman

534 **AC 7, HD 1\* (5hp), Att 1 x**  
bite 1d4, OR 1 x Sling (1d4),  
**AV 19, MV 60', SV D11 W12**  
**P14 B16 S15 (D), ML 6, AL**  
**Neutral, XP 5 NA 1, TT P**

540 **— Spellcasting:** Once a day, a  
541 shaman can cast either En-  
542 tanglement p23 or Cure Wounds  
543 p21.

## 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

- 551 **1** Scat: buried.  
552 **2** Melodious howl.

### Koldire

554 Six legged intelligent wolf.

555 **Alignment:** Chaotic

556 **OC:** 8, **HT:** 8, **ML:** 8

557 **MV:** walk

#### Ability:

559 **Str:** 12, **Dex:** 12, **Con:** 12,

560 **Int:** 12, **Wis:** 12, **Cha:** 12

#### Saves:

561 **D:** 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

563 **AC:** 8, **HD:** 2 (9hp)

#### Attacks:

565 **Claw:** 18, 2d4 (5).

566 **NA:** 1, **TT:** T

567 ► **Tracking:** Without fault, al-  
568 ways succeeds tracking rolls.

569 ► **Invisible:** Can't be seen  
570 without magic.

571 ► **If Killed:** Returns to plane  
572 of origin.

## Ogre

573 **Ogre**  
574 Herbivorous fey hu-  
575 manoids, 8–10' tall. Dwell in  
576 caves and have stone-like  
577 leathery skin.

### Ogre

578 **AC:** 5, **HD:** 4+1 (19hp), **Att:** 1  
579 × club (1d10), **AV:** 15, **MV:** 30',  
580 **SVD:** 10 W11 P12 B13 S14,  
581 **ML:** 10, **AL:** Chaotic, **XP:** 125,  
582 **NA:** 1d6 (2d6), **TT:** C + 1,000 cp

# Orcs

584 Strong boar like demihumans, with lost fay ancestry.  
586  
587 Live in highly organized tribes, often engaging in pilgrimage and conquest. Hated by  
589 elves, and feared by humans, yet cautiously respected by  
591 dwarves and other demihumans. Known to take captives  
593 alive to barter.

## Signs

- 595 1 Corse black hair.
- 597 2 Boot prints.
- 598 3 Animal bones cracked for divination.
- 600 4 Dead slave.
- 5

## Orc

601 AC 6 [13], HD 1 (4hp), Att  
603 1 × weapon  
604 (1d6 or by weapon), AV 19  
605 [0], MV  
606 120' (40'), SV D12 W13  
607 P14 B15 S16 (1),  
608 ML 6 (8 with leader), AL  
609 Chaotic, XP 10  
610 (leader: 10, chieftain: 75),  
611 NA 2d4 (1d6 ×  
612 10), TT D  
613 ► Hate the sun: -1 to hit in full daylight.  
615 ► Weapons: Prefer axes, clubs, spears, or  
616 swords. Only leaders can  
618 use mechanical  
619 weapons (e.g. crossbows, catapults).

621 ► Craven: Afraid of larger  
622 or strong-  
623 er-looking creatures,  
624 though leaders may  
625 force them to fight.  
626 ► Leader: Groups are led  
627 by an orc with  
628 8 hit points. The leader  
629 gains a +1 bonus  
630 to damage rolls. Leaders  
631 have defeated  
632 other orcs in combat to gain  
633 their posi-  
634 tion.  
635 ► Orc chieftain: A 4HD  
636 (15hp) chieftain  
637 rules an orc tribe. The  
638 chieftain gains a +2  
639 bonus to damage rolls.  
640 ► Giant companions: For  
641 every 20  
642 orcs, there is a 1-in-6  
643 chance of an ogre  
644 (p194) accompanying  
645 them. There is a  
646 1-in-10 chance of a troll  
647 (p207) living in  
648 the lair.  
649 ► Tribal: Orcs of different  
650 tribes may  
651 fight among themselves,  
652 unless their  
653 leaders command them not  
654 to. Each tribe  
655 has its own lair and has as  
656 many females  
657 as males, and two whelps  
658 per two adults.

659 ► Mercenaries: Orcs may  
660 be hired to  
661 fight in Chaotic armies.  
662 They delight in  
663 wanton killing and razing  
664 of settlements.

### 665 Trading

666 Orcs mostly barter, occa-  
667 sionally using manticore teeth  
668 as currency. Prices are listed as  
669 a general reference. A tooth  
670 generally equates to 2 sp.

671 Orcs have a wide variety of  
672 items from the Error: Refer-  
673 ence source not foundApothe-  
674 cary, Carpenter, Dungeon Sup-  
675 ply, and Weapon Smith avail-  
676 able for 1.5x the town price.

Item	Price (ct)
Fire Arrows (3)	1
Herbal Brew	1
War Hammer	20

---

677 *Fire Arrow:* Takes one  
678 round to light. Deals an addi-  
679 tional d8 damage on impact,  
680 and sets flammable material on  
681 fire. Destroyed on use.

682 *Herbal Brew:* Increases  
683 natural healing by 1 hp. One  
684 drink has three doses.

# Salamander

685 Minor flame elemental. Ap-  
686 pears as a giant flaming am-  
687 phibian, which sometimes  
688 stands on hind legs. Reach  
689 upto 12' long.  
690

## Signs

- 691 **1** Trail of soot.  
692 **2** Fire crackling.  
693 **3** Classical guitar.  
694 **4** Pellets of ash.  
695

## Flame Salamander

696 Intelligent serpents with  
697 lizard-like heads and legs.  
698

699 *Alignment:* Chaotic  
700 *OC:* 5, *HT:* 7, *ML:* 8  
701 *MV:* 4.

702 *Ability:*

703 *Str:* 14, *Dex:* 9, *Con:* 9,  
704 *Int:* 14, *Wis:* 9, *Cha:* 14

705 *Saves:*

706 *D:* 8, *W:* 9, *P:* 10, *B:* 10, *S:* 12

707 *AC:* 7, *HD:* 4 (18hp)

708 *Attacks:*

709 *Old Sword:* 19, 1d6 (4).

710 *NA:* 2d4+1, *TT:* F, *XP:* --

711 ► **Heat Aura:** Close creatures  
712 take 1d4 damage per round.

713 ► **Fire Immunity**

714 ► **Fire Body:** Contact destroys  
715 wood weapons, shields, etc.

## Shadow

717 Sentient shadows. Often  
718 found in abandoned places.

### Signs

- 720 **1** Moving shadows.
- 721 **2** Shadow not cast by an ap-  
parent object.
- 723 **3** Object with no shadow.
- 724 **4** Frost.
- 725 **5** Momentary loss of vision.
- 726 **6** Whispers.
- 727 **7** Faint breeze.

### 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 ► **Invisibility:** in darkness.

743 ► **Strength Drain:** Victims  
744 lose 1 STR. Recover 1 per rest.  
745 If reduced to 0 become a  
746 shadow.

747 ► **Mundane Damage Immu-**  
748 **nity:** Can only be harmed by  
749 magical attacks and silver.

## Shadow Hound

750 Conjured familiar. See  
752 Magic page 35.

### Shadow Hound

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

757 AC 7, HD 1+2 (6hp), Att 1

758 × bite (1d6), AV 18, MV 180'

759 (60'),

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

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

# Skeleton

765 Skeletal remains of humanoids, reanimated as  
766 guardians by powerful magic-  
767 users or clerics. Often encoun-  
768 tered in cemeteries, crypts, or  
769 other forlorn places.  
770

## Signs

- 771 1 Skeletal Footprints.
- 772 2 Chattering bone.
- 773 3 Hollow Laughter.
- 774 4 Xylophone performance.
- 775 5 Faint clicking.
- 776 6 Well worn walking path.
- 777 7 Trail of disturbed dust.
- 778 8 Misplaced rib bone.

## Skeleton

781 Undead humanoid.

782 *Alignment:* Chaotic  
783 *OC:* 3, *HT:* 10, *ML:* 12  
784 *MV:* 4.

785 *Ability:*

786 *Str:* 11, *Dex:* 11, *Con:* 11,  
787 *Int:* 6, *Wis:* 6, *Cha:* 4

788 *Saves:*

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

790 *AC:* 7, *HD:* 1 (4hp)

791 *Attacks:*

792 *Old Sword:* 19, 1d6 (4).

793 *NA:* 3d4, *TT:* None, *XP:* 10

794 ► **Undead:** Silent when motionless. Immune to poison, charms, sleep, etc.

## 798 Snakes

### **799 Conjured Snakes**

800 See Magic page 37.

801 AC 6, HD 1 (4hp), Att 1 ×  
802 bite (1d4), AV 19, MV 90'  
803 (30'), SV D12 W13 P14 B15  
804 S16 (1), ML 7, AL Neutral, XP  
805 10 (13 if poisonous)

## 806 Spiders

807 Eight legged arthropods  
808 that often grow to giant size in  
809 dungeons. Spiders are typi-  
810 cally solitary ambush pred-  
811 tors.

### **812 Signs**

- 1** Webs
- 2** Small dark droppings
- 3** Harmless webs on walls
- 4** Molt
- 5** Egg sac casing
- 6** Giant fly exoskeleton

**7**

### **819 Webs**

820 Spider silk is nearly invis-  
821 ible to the inattentive eye. Un-  
822 less crawling, the front rank of  
823 the party will become para-  
824 lyzed by the web, and alert the  
825 spider.

826 Each round after being  
827 stuck for one full round, stuck  
828 creatures may attempt a save  
829 versus paralyses to escape.

830 The web has an AC of 9,  
831 and 10 hit points. Dealing non  
832 lethal damage will cause any  
833 cutting implement to become  
834 stuck in the web.

835 Webs can be destroyed by  
836 fire in two rounds. All crea-  
837 tures in a flaming web suffer  
838 1d8 points of damage.

### **839 Vanilla**

840 6" long, black spider.

841 **AC 6, HD 1/4 (1 hp) Att 1 ×**  
842 bite (1), **AV 19, MV 10'.** 50'  
843 in 23 webs.  
844 **SV D12 W13 P14 B15 S16**  
845 (2), **ML 8, AL Neutral, XP 15,**  
846 **NA 1d3 TT U**

- 
- 847 – **Cling:** Can walk on walls  
848 and ceilings.
  - 849 – **Poison:** Causes death in 1  
850 turn (save versus poison).

### 851 **Black Widow**

852 2' long, black spiders with  
853 a red hourglass pattern on their  
854 abdomens.

855 **AC 6, HD 3\* (13hp) Att 1 ×**  
856 bite (2d6 + poison), **AV 17,**  
857 **MV 30'.** 120' in webs.  
858 **SV D12 W13 P14 B15 S16**  
859 (2), **ML 8, AL Neutral, XP 50,**  
860 **NA 1d3 TT U**

- 
- 861 – **Cling:** Can walk on walls  
862 and ceilings.
  - 863 – **Poison:** Causes death in 1  
864 turn (save versus poison).

### 865 **Crab Spider**

866 3' long hunting spiders that  
867 can change their color to  
868 match their surroundings.

869 **AC 7, HD 2\* (9hp), Att 1 ×**  
870 bite (1d8 + poison), **AV 18,**  
871 **MV 120' SV D12 W13 P14**  
872 **B15 S16 (1), ML 7, AL Neu-**  
873 **tral, XP 25, NA 1d4, TT U**

- 
- 874 – **Cling:** Can walk on walls  
875 and ceilings.
  - 876 – **Poison:** Causes death in 1d4  
877 turns (save versus poison  
878 with +2 bonus).

### 879 **Tarantella**

880 7' long, hairy hunting spi-  
881 ders that resemble tarantulas.  
882 Magical in nature.

---

883 **AC 5, HD 4\* (18hp), Att 1 ×**  
884 bite (1d8 + poison), **AV 16,**  
885 **MV 120' SV D12 W13 P14**  
886 **B15 S16 (2), ML 8, AL Neu-**  
887 **tral, XP 125, NA 1d3 TT U**

- 
- 888 – **Poison:** Save vs poison or  
889 dance for 2d6 turns (suffering  
890 from painful, jerking spasms  
891 that resemble a macabre  
892 dance).

893 **Cling:** Can walk on walls  
894 and ceijjlings. Viewers of one  
895 affected by the poison must  
896 save versus spells or begin  
897 dancing in the same fashion,  
898 for as long as the poisoned vic-  
899 tim.

- 
- 900 – **Dancing:** Those affected  
901 suffer a +4 penalty to AV and  
902 AC. After 5 turns of dancing,  
903 they become exhausted: fall to  
904 the ground, helpless.

### 905 **Weaver**

906 6' long slender yellow spi-  
907 der. Mild poison, but expert  
908 web spinner.

---

909 **AC 6, HD 3\* (13hp) Att 1 x**  
910 bite (1d6 + poison) OR fling  
911 web: recharge 2. **AV 18.** **MV**  
912 30'. 120' in webs.

913 **SV D12 W13 P14 B15 S16**  
914 (2), **ML 8, AL Neutral, XP 50,**  
915 **NA 1d3 TT U**

- 
- 916 – **Cling:** Can walk on walls  
917 and ceilings.

918 — **Poison:** Causes extreme drowsiness. (save versus poison).

## 921 Wraith

922 The remains of a spirit.  
923 Guards the place of burial.

### 924 Signs

- 925 1 Chilled air.
- 926 2 Unnerving whine.
- 927 3 Frost.
- 928 4 Slight breeze.
- 929 5 Whispers.
- 930 6 Person crossing a hallway.

### 931 Wraith

932 Incorporeal undead.

933 *Alignment:* Any  
934 *OC:* 3, *HT:* 10, *ML:* 12  
935 *MV:* 8 fly.

936 *Ability:*  
937 *Str:* 11, *Dex:* 11, *Con:* 11,  
938 *Int:* 6, *Wis:* 6, *Cha:* 4

939 *Saves:*  
940 *D:* 10, *W:* 11, *P:* 12, *B:* 13, *S:* 14

941 *AC:* 3, *HD:* 4 (18hp)  
942 *Attacks:*  
943 *Touch:* 16, 1d6 (4) + drain.

944 *NA:* 1d4, *TT:* E, *XP:* 175

945 ► **Undead:** Silent when motionless. Immune to poison, charms, sleep, etc.

946 948 ► **Mundane Immunity:** Only  
947 harmed by silver weapons or  
950 magic.

951 952 ► **Damage Reduction:** Half damage from silver weapons.

953 954 ► **Energy Drain:** Save versus death or loose one level. A person drained of all levels be-

956 comes a Shadow, under the  
957 control of the wraith that killed  
958 them.

