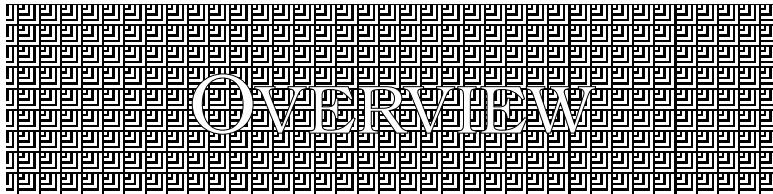


Global

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

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

Booklets

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

Global

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

Adventure

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

Character

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

Gear

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

Magic

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

Downtime

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

Dungeon Master

36 Instructions and resources
37 for the Dungeon Master.

Monster

39 List of monsters and their
40 abilities.

Player Roles

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

Score Keeper

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

Playing without a score keeper

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

Mapper

54 At least one player should
55 draw a map of the area based
56 on the Dungeon Master's de-
57 scription. See Adventure page
58 12.

Playing without a mapper

61 The players will get lost
62 eventually.

Caller

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

Playing without a caller

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

80 Philosophy

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

118 ▶ Have Characters both level
119 up and die frequently

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

87 Old School Renaissance

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

122 Dungeon

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

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

97 Chunked

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

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

106 Setting

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

Pillars

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

Power Levels

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

Role Play

132 Conversation with collaborative imagination.

Solo Play

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

Skills

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

Combat

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

Puzzles

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

Inventory

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

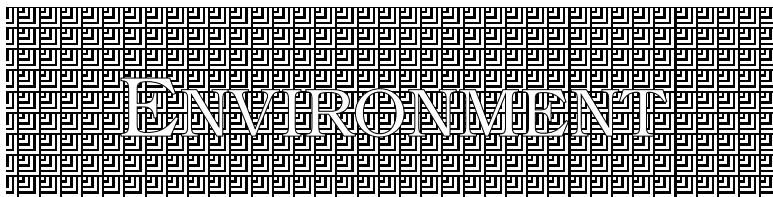
Exploration

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

World Building

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

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



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

4 Time

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

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

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

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

17 Distance

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

21 Step

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

24 **1** Moving to a door.
25 **2** Moving to the threshold.

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

28 The following also count as
29 a step:

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

32 ► Traversing stairs or a ladder.

33 ► Traversing a simple obstacle.

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

36 Squares

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

42 Feet

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

46 Zone

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

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

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

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

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

58 Noise

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

62 Loud

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

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

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

71 Quiet

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

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

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

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

84 Silent

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

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

90 Light

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

94 Dark

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

98 Dim

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

102 Bright

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

107 Light Power

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

Source	Power
Candle	1
Lantern	2
Magic	2
Torch	3

113 Blind

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

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

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

125 Marching Order

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

129 Burn

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

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

139 Magical light does not
140 burn.

141 Infravision

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

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

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

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

158 Status

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

163 Attacks against statuses
164 creatures always succeed.

165 Status creatures can not:

166 ► Move.

167 ► Make attacks.

168 ► Cast spells.

169 ► Use magic items.

170 ► Use class skills.

171 Status creatures may:

172 ► Hear and speak.

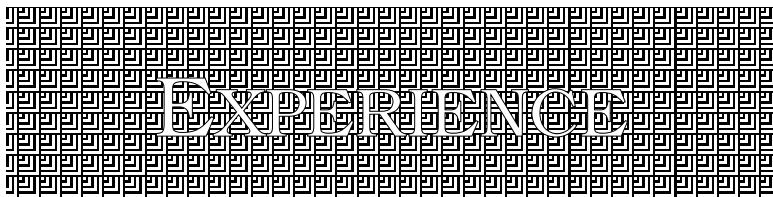
173 ► Make saving throws.

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

176 Override

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

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



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

Score Sheet

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

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

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

Prime Requisite

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

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

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

Minions

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

Scores

Treasure

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

40 Recovering a magic item
41 scores 1000 XP.

Defeated Monsters

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

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

Goal

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

Session Report

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

Mapping

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

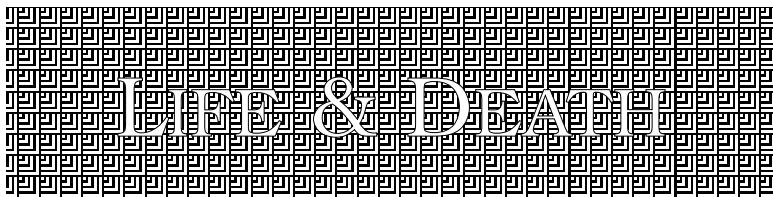
59 Leveling Up

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

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

68 One Session Maximum

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



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

3 Health Points

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

7 Health Die

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

12 Rolling Health

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

20 Damage

21 Slain

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

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

30 Destruction

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

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

38 Subdual

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

44 Item Damage

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

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

52 ► **WEAPONS:** -1 to damage.

53 ► **ARMOR:** +1 to AC.

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

56 Dwarves are able to repair
57 items. See Downtime page 15.

58 Healing

59 Healing removes damage.

60 Natural Healing

61 One week of Downtime
62 heals 2d6.

63 Bandaging

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

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

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

74 You may bandage yourself.

75 Magical Healing

76 Magic potions or spells can
77 provide instantaneous healing.

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

81 Saving Throws

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

86 Categories

87 There are five saving throw
88 categories:

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

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

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

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

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

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

109 Checking

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

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

117 Near Death

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

123 Death

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

128 Bonus

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

133 Dismemberment

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

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

After Death

141 Burial

142 Simple burial prevents the
143 body from being reanimated.

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

146 Cremation of the body pre-
147 vents resurrection.

148 Rites

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

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

155 Inheritance

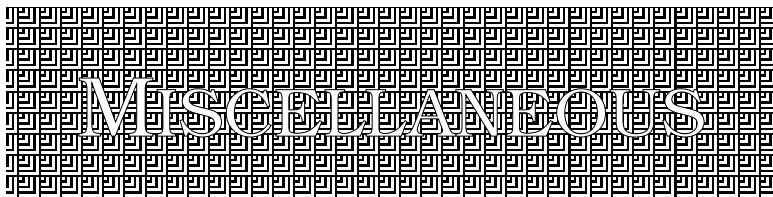
156 When a character dies, their
157 companions can either loot the
158 body, or abandon it in the dun-
159 geon.

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

166 Resurrection

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

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



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

3 Item Slots

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

7 ► **MOST OBJECTS:** one slot.

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

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

14 ► **PERSON OR BODY:** Three slots.

15 Number

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

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

22 Minions also have item
23 slots.

24 Encumbrance

25 Becoming encumbered
26 doubles a creatures item slots.

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

31 Horses

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

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

40 Abilities

41 There are six abilities:
42 **Strength, Dexterity,**
43 **Constitution, Intelligence,**
44 **Wisdom, and Charisma.**

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

47 Checking

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

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

53 Low Ability Score

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

57 Weapons

58 Blunt

59 Can be used to subdue. Required for clerics.

61 Fired

62 Used to make ranged attacks. Consumes ammo.

64 Charge

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

69 Fragile

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

73 Melee

74 Usable in melee.

75 Slow

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

80 Splash

81 Damages all targets in a square.

83 Thrown

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

86 Two-handed

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

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

90

(not all weapons available for purchase)

Advantage

⁹¹ When making a roll with advantage, roll twice and take the better.

Rounding

⁹⁹ When not otherwise specified, round down.

Disadvantage

⁹⁵ When making a roll with disadvantage, roll twice and take the worse.

102 Merit

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

107 Boons

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

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- 4 ► **HEADING 2:** Chapter.
- 5 ► **HEADING 3:** Page.
- 6 ► **HEADING 4:** Section.
- 7 ► **HEADING 5:** Subsection.

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Adventure

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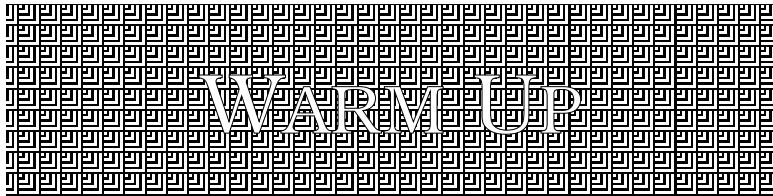
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2 Tough folk gather, ready to set off onto a perilous journey.
3 They make plans, secure allies, and gather supplies.

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

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

Solo Play

Downtime

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

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

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

Shopping

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

Hirelings

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

World Building

Rumors

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

Character

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

Adventurers Guild

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

44 45 Examples include:

46 ► The guild is named the
Craven Folk.

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

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

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

Other Prompts

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

Goals

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

64 Completing a goal scores
65 experience. See Global page
66 14.

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

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 some number of dun-
80 geon locations known.

List (simple)

81 Each location will have a
82 brief descriptor, and a number.
83 Pay the number times the cost
84 of rations. Begin Dungeon.

Map (detailed)

85 Each action, the party con-
86 sumes a number of rations. If
87 they do not, they take 1d6
88 damage.

Travel cost

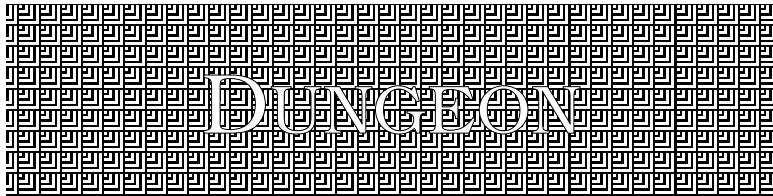
Creature	Rations	Fare
Person	1	1
Animal	2	2
Monster	3	10
Cart / Wagon	0	4

Actions

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

Hazard

100 After each action, there's a
101 chance of weather events. Af-
102 ter searching, or foraging,
103 there's a chance of wandering
104 monsters.



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

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

6 Basics

7 Time

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

10 See Global page 8.

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

14 Hazard

15 At the end of each turn, the
16 Dungeon Master will roll for
17 hazards such as **Fatigue** and
18 **Burn**. See Dungeon Master
19 page 8.

20 Moving

21 Normal

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

26 Slow

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

31 Fast

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

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

42 Marching

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

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

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

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

Searching

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

Time

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

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

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

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

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

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

Other Actions

Resting

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

Bandaging

80 See Global page 19.

Reclaiming Ammo

82 one half of ammo can be
83 reclaimed in a brief search.

85 Sneaking

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

90 Observation Class

91 The higher this number is, 92 the more likely a monster is to 93 notice a player.

94 A monster can have its OC 95 reduced by being distracted, 96 intoxicated, in conversation, or 97 asleep.

98 Checking

99 The default sneak die is a 100 d8.

101 Players succeed if their 102 sneak die rolls less than the 103 OC of the monster.

104 When they fail a sneak 105 check, the monster notices 106 them, but is tapped for one 107 round.

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

110 Some abilities also change 111 the die.

112 Doors

113 The Dungeon Master 114 should describe the material, 115 age, handle, hinges, etc.

116 Doors not held open will 117 swing silently shut during a 118 Shift.

119 Magical doors need special 120 conditions to be opened, and 121 can't be picked, or broken.

122 Checking Doors

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

125 Each door can only be 126 checked once.

127 The Dungeon Master rolls 128 a d6.

129 **PEEPHOLE:** If there is a peep 130 hole, or cracks, +2.

131 **CLASS:** If an adventurer has 132 a bonus from their class, add 133 only the strongest bonus.

134 **RESULTS:** A roll of 5 or more 135 will reveal information. Revealing "nothing" or "darkness" is indicative of either a 136 failure, or accurately assessing 137 a failure, or accurately assessing 138 a dark quiet room

140 Failing To Open

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

144 Breaking Doors

145 Physically destroying a 146 door takes one turn, requires 147 appropriate tools, and makes a 148 Loud noise.

149 Talking

150 Reaction Roll

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

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

159 A high roll will make the
160 monsters more friendly. A low
161 roll will make them more hos-
162 tile. A very high or very low
163 roll will also make them status
164 for one round. See Dungeon
165 Master p4.

166 Flashback

167 Each session, each player
168 may have up to one flashback.
169 It can be used for one of the
170 following options. In general,
171 anything that could have been
172 done during an Adventure
173 Warm Up can be done as a
174 flashback.

175 Purchase

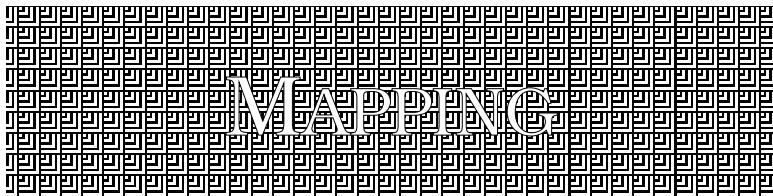
176 Have gotten a particular
177 item while shopping.

178 Spoken

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

181 Backstory

182 Role play the origin of a
183 character.



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

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

7 See also Global page 4.

8 Simple Method

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

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

16 Calls

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

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

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

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

32 Restrictions

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

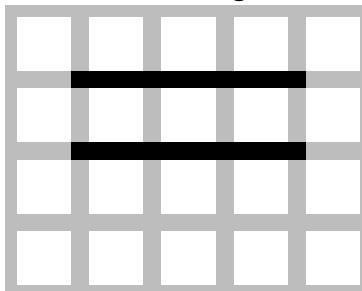
Corridor Calls

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

Hallway

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

47 DRAW: Two straight lines.

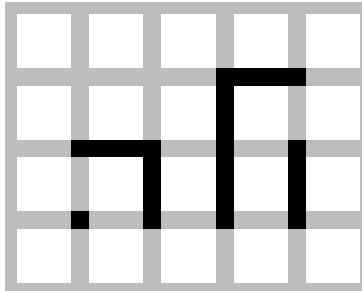


48 Hallway 3 west.

Turn

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

53 DRAW: A dot + an L shape.



54 Left: turn east.

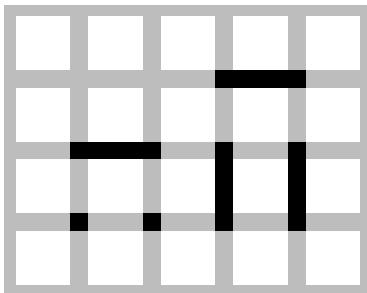
55 Right: Hallway 1 north.

56 AND Turn west.

Split

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

60 DRAW: Line + two dots.



61 Left: split.

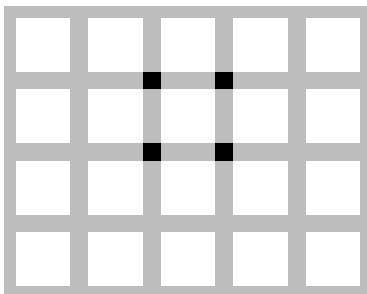
62 Right: hallway 1 north.

63 AND Split.

Cross

64 CROSS: indicates a square
65 with four openings.

66 DRAWING: Four dots

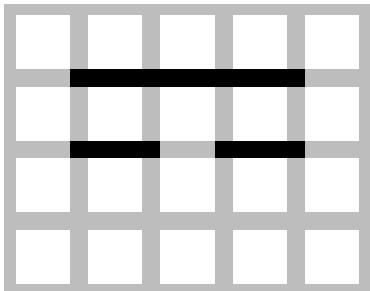


68 Cross.

69 **Branch**

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

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

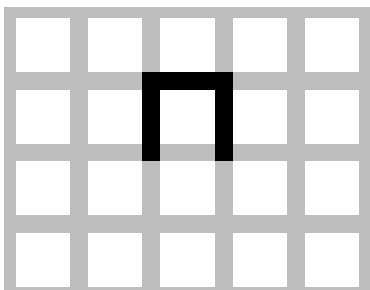


75 Hallway 1 east. AND
76 Branch south. AND Hallway 1
77 east.

78 **Terminate**

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

81 **DRAW:** Three sided U.

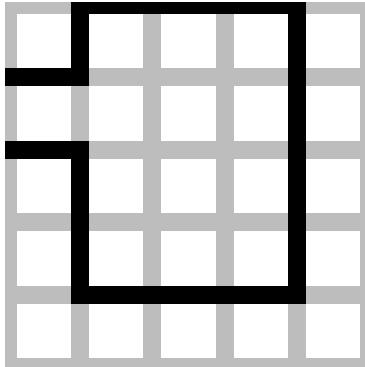


82 Terminate.

Rooms

84 Rectangular

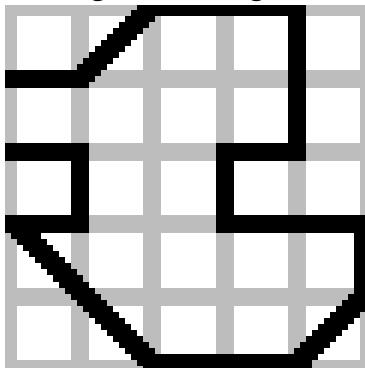
85 Designate a door as the entrance. Call how far the wall
86 extends to each side. Then de-
87 scribe the depth of the room.
88



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

91 Wall Trace

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



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

100 Large Rooms

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

106 Irregular Caverns

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

Doors / Exits

113 Doors are hinged panels.

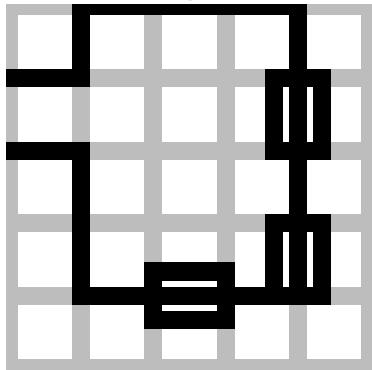
114 Exits are open passageways.

115 Call them after calling a
116 rooms or corridors.

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

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

125 **DRAW:** Pictogram



126 Doors: East wall 2nd & 4th

127 squares. South wall center.

128 Exit, west wall 2nd square.

Stairs

129 Stairs, and a direction (up

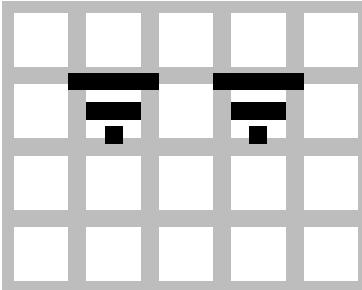
130 or down), indicate a square

131 filled with stairs. The stairs ex-

132 tend away from the previous

133 call.

134
135 **DRAW:** Pictogram.

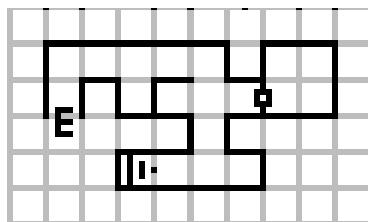


136 Left: Stairs going up.

137 Right: Stairs going down.

Example

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



142 **4** Hallway 1 north.

143 **5** Turn West.

144 **6** Hallway 1 west.

145 **7** Branch South.

146 **1** To the south:

147 **1** Terminate.

148 **8** To the east:

149 **1** Hallway 1 west.

150 **2** Turn South.

151 **3** Cross.

152 **1** To the west:

153 **1** Terminate.

154 **9** To the east:

155 **1** Terminate.

156 **2** Door, east wall.

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

159 **10** To the south:

160 **1** hallway 1 south

161 **2** Split.

162 **1** To the east:

163 **1** Terminate.

164 **2** To the west:

165 **1** hallway 1 west.

166 **2** Stairs down.

Exercise

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

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

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

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

192 13 Return to branch.

193 14 3 East.

194 15 Cross.

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

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

205 1 Door: south wall, 1.

206 1 Hallway 1 S.

2 Tee.

207 1 To the East:

208 1 Turn North.

209 2 Turn East.

210 3 Turn North.

211 4 1.

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

213 2 To the West:

214 1 Turn N.

215 2 3.

216 3 Branch E.

217 4 1 Terminate.

218 5 2 N.

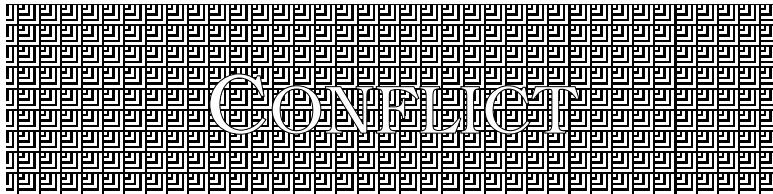
219 6 Turn E.

220 7 8.

221 8 Turn S.

222 9 Terminate.

223 225 The solution is in Dungeon
224 Master, on page 9



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

5 Basics

6 Time

7 The whole conflict will
8 take one dungeon turn.

9 Time within the conflict is
10 measured in rounds.

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

13 Mapping

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

19 Fighting

20 Initiative

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

25 Resolution Order

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

30 1 Melee Attacks

31 2 Ranged Attacks

32 3 Stunts & other actions

33 4 Magic

34 5 Flee

35 6 Slow Attacks

36 Melee

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

42 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: successful attack has an **Outnumber-in-6** chance of moving one step.

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

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

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

Magic (Spell Casting)

For complete instructions on casting spells, see Magic.

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

Flee

Leave a **Melee** if in one, and move two **Steps**. Begin retreat.

105 Attacking

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

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

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

114 Lower AV and AC scores
115 are better.

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

142 Types

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

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

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

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

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

120 Hitting An Attack

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

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

126 Resisting An Attack

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

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

132 Successful Attacks

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

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

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

158 Retreat

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

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

171 Chasing

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

177 Ending

178 There are several ways to
179 end a chase.

180 Points

181 Accumulates enough points
182 first. The goal is equal to half
183 the number of participants.

184 Dead Ends

185 If the fleeing side run into a
186 dead end, they automatically
187 loose.

188 Surrounding

189 If the fleeing side is sur-
190 rounded, they automatically
191 loose.

192 Superiority

193 If one side has superior
194 movement, such as flight, or
195 horseback, that side wins auto-
196 matically after two rounds.

Pursuing

- 197 1 Monsters
199 2 Tracking
200 3 Movement
201 4 Score

Monsters

203 At the start of each round,
204 the monster moves.

Tracking

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

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

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

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

Movement

217 All players move one **Step**.

Score

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

Victory

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

Defeat

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

Escaping

- 233 1 Movement
235 2 Actions
236 3 Monsters

Movement

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

Actions

Hide

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

245 **SUCCESS:** score one point.

246 Invisible creatures automatically succeed.

Drop

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

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

Monsters

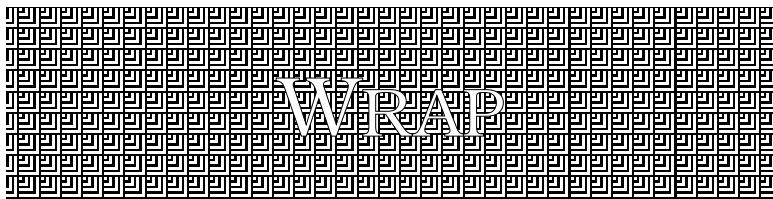
256 At the end of each round, the monster moves. They score one point: for seeing the players, for smelling the players, and for magically locating the players.

Victory

263 Players escape the monsters, who loose one moral.

Defeat

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



2 The final phase of the game.

Basics

Award Experience

See Global page 13.

Divide Treasure

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

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

Funerary Rites

See Global page 21.

Evaluate Loyalty

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

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

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

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

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

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

See Character page 33.

Character

37 **Contents**

Overview.....2

Creating A Character.....	3
Ability Scores.....	4
Alignment.....	5
Monstrous.....	5

Basic.....6

Cleric.....	7
Fighter.....	9
Wizard.....	10
Thief.....	11

Advanced.....14

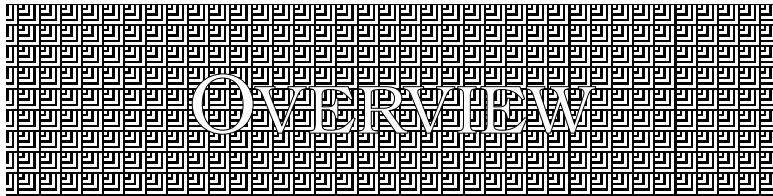
Acrobat.....	15
Bard.....	16
Druid.....	17
Knight.....	19
Princess.....	20
Warlock.....	21

Demihuman.....24

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

Minions.....32

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



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

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

⁶ For rules on spell casting, see Magic.

⁷ For rules on equipment, see Gear

8 Creating A 9 Character

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

13 1. Roll Ability Scores

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

19 Sub-par Characters

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

23 2. Adjust Ability Scores

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

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

31 Note Bonuses

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

35 3. Choose A Class

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

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

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

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

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

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

54 4. Choose Alignment

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

58 5. Starting Money

59 Start with 3d6x10 cp.
60 You'll be able to go shopping
61 during Warm Up.

62 6. Note XP And Level

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

65 (optional) Name An Heir

66 Note your inheritor. See
67 Global page 21.

Ability Scores

Strength

MELEE: Bonus to melee damage.

SLOTS: Bonus item slots .

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

Dexterity

ARMOR: Bonus to AC.

ATTACK: Bonus to AV.

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

Constitution

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

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

Intelligence

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

LITERACY: Level of literacy.

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

Wisdom

HEALING: Bonus healing when applying a bandage.

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

Charisma

REACTION: Applies to various interactions.

MINION: Maximum number of minions.

LOYALTY: Starting loyalty of hirelings.

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

Alignment

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

Alignment Language

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

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

Revealing Alignment

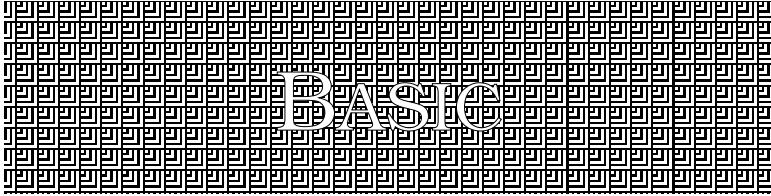
121 Players must reveal their
122 alignment to the referee, but
123 are not required to reveal to
124 each other.

Role Playing Alignment

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

Monstrous

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



BASIC

- 2 The four basic classes have no prerequisites and are 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 leave
61 the area, if possible, and will
62 not harm or make contact with
63 the cleric.

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

67 Divine Magic

68 See Magic for full details.

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

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

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

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

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

91 Magic Progression

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

92 After Reaching 9th Level

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

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

Fighter

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

A fighter fights monsters and defend other characters.

Progression

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

Fighter Skills

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

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

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

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

► **TACTION:** +4 bonus to Stunts.

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

Advanced skills

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

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

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

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

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

► **FORGE MASTER:** You can do Forging. See Downtime p15.

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

Stronghold

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

After 9th Level

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

Wizard

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

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

186 They appear to be still be
187 human.

Progression

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

Arcane Magic

190 See Magic for full details.

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

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

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

Magic Progression

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

After Reaching 11th Level

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

After Reaching 14th Level

207 A wizard undergoes **The
208 Transformation.**

Thief

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

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

Progression

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

Thieves Cant

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

Thief Skills

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

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

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

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

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

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

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

273 Skill Progression

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

After Reaching 9th Level

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

274 Back-Stab

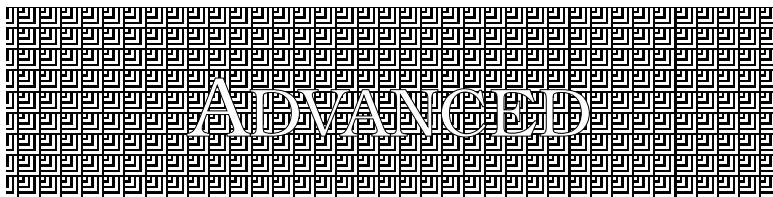
275 When attacking an unaware
276 opponent from behind, a thief
277 receives a -4 bonus to AV and
278 rolls triple damage.

279 Read Languages

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

290 Scroll Use

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



- 2 Advanced classes offer more options and variety.

Acrobat

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

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

Progression

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

Acrobat Skills

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

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

damage is reduced by the listed percentage.

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

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

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

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

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

Skill Progression

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

After Reaching 9th Level

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

Bard

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

Bards are minstrels and warrior poets.

Progression

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

Languages

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

Song

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

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

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

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

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

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

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

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

Restrictions

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

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

► Must be concentrating and playing a musical instrument.

► Creates loud noise.

► All effects end after 1 turn.

Druid

115 **REQUIREMENTS:** Neutral

117 **PRIME REQUISITE:** Wisdom

118 **HEALTH DIE:** d4

119 **MAXIMUM LEVEL:** 10

120 **ARMOUR:** Leather, shields

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

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

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

Progression

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

Limited Possessions

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

Divine Magic

141 See Magic for full details.

143 **HOLY SYMBOL:** A druid must

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

146 **DEITY DISFAVOR:** Druids

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

149 Tenets of the druid include:

150 ► Refusal of metal tools.

151 ► Sanctity of nature.

152 ► Sanctity of the hunt.

153 ► Respect of the dead.

154 **SPELL CASTING:** A druid may

155 pray to receive spells. The
156 power and number of spells

157 available to a cleric are deter-
158 mined by the character’s level.

159 Their spell list is found on

160 Magic page 10.

Magic Progression

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

Identification

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

Shape Change

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

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

173 on unique individuals, and on
174 separate days.

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

178 **Transforming**

179 ► Can only be used once per
180 day.

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

183 ► Follows the same rules as
184 spell casting.

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

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

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

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

Charm Immunity

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

Reaching 12th Level And 214 Above

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

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

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

Nature's Favor

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

Pass Without Trace

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

Knight

REQUIREMENTS: Constitution 9, Dexterity 9. Alignment.

PRIME REQUISITE: Strength

HEALTH DIE: d10

MAXIMUM LEVEL: 14

ARMOUR: Chainmail, platemail, shields

WEAPONS: All

LANGUAGES: Alignment, Common

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

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

Progression

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

Chivalric Code

Knights are bound by a code of honor. Breaking code

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

► Service of the knight's liege.

► Defense of all in their charge

► Sanctity of single combat.

► Death over dishonor.

Knightly Combat

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

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

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

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

Hospitality

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

Strength Of Will

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

Princess

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

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

EQUIPMENT: Princesses start with an extra 100 cp.

Progression

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

Royal Status

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

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

Her minions begin with one additional loyalty.

Hospitality

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

Lore

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

Inspiration

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

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

Castle

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

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

Warlock

REQUIREMENTS: 9 charisma, Chaotic.

PRIME REQUISITE: Charisma.

HEALTH DIE: d8

MAXIMUM LEVEL: 12

ARMOR: Leather, chainmail

WEAPONS: non-two-handed, non-blunt

LANGUAGES: Alignment, Common, Patron

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

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

Progression

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

Evil Aura

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

Divine Magic

385 See Magic for full details.

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

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

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

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

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

398 **3** Inscription of names.

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

400 **5** Lust for power.

401 **6** Secret Missions.

402 **7** Refusal to be enchanted.

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

405 **9** Sanctity of single combat.

406 **10** 15% tithe.

407 **11** Blind beyond 1 square.

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

410 **13** Sanctity of the hunt.

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

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

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

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

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

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

424 **20** No mercy for enemies.

425 **Redemption**

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

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

437 **Magic Progression**

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

438 **Blood Offerings**

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

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

450 **Blood Libations**

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

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

455 **Stronghold**

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

DEMIHUMAN

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

Dwarf

REQUIREMENTS: Minimum constitution 9

PRIME REQUISITE: Strength

HEALTH DIE: d8

MAXIMUM LEVEL: 12

ARMOUR: Any, shields

WEAPONS: Any

LANGUAGES: Alignment, Common, Dwarvish

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

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

Progression

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

Detect Construction

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

Infravision

Dwarves have infravision. See Global p10.

Tough

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

BERSERKER

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

Medic

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

After Reaching 9th Level

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

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

Elf

REQUIREMENT: Intelligence 9

PRIME REQUISITE: intelligence and strength.

HEALTH DIE: d6

MAXIMUM LEVEL: 10

ARMOUR: Any

WEAPONS: Any

LANGUAGES: Alignment, Common, High Elvish, Low Elvish, Sylvan

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

Progression

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

Detect Secret Doors

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

Keen Hearing

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

Arcane Magic

See Magic for full details.

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

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

Magic Progression

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

Immunity To Ghoul Paralysis

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

After 9th Level

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

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

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

Defensive Bonus

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

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.

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 p10.

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 consume rations 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 p10.

Back-Stab

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

Nature's Favor

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

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

Legomorph

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

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

Progression

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

Leap

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

Speak With Rabbits

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

by a Speak with Animals spell. See Magic 36.

Kick

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

Keen Hearing

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

Nature's Favor

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

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

After Reaching 5th Level

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

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

Ursadine

344 **REQUIREMENT:** Constitution
345 13

346 **PRIME REQUISITE:** Wisdom.

347 **HEALTH DIE:** d12

348 **MAXIMUM LEVEL:** 10

349 **ARMOUR:** none

350 **WEAPONS:** All

351 **LANGUAGES:** Alignment,
352 Common, Sylvan

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

358 **MONSTROUS:** ursadine are
359 monstrous. See p5.

Progression

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

Speak With Bears

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

Foodie

367 Once per session, an ursa-
368 dine can spend one round eat-
369 ing a ration to heal themselves
370 1d6+1.

Paws

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

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

Keen Smell

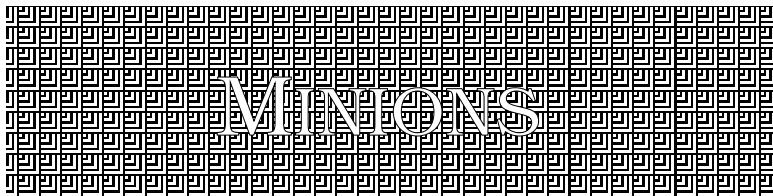
377 ursadine have a +1 to check
378 doors. See Adventure, page 9.

379 ursadine are able to track
380 via sent.

Nature's Favor

381 Due to their ability to for-
382 age, ursadines do not need to
383 consume rations when Travel-
384 ing.

385 386 387 388 389 390 ursadines get +1 healing
when receiving healing from a
druid, including bandaging.



- 2 NPC characters that might accompany the players.

4 Minions

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

10 LIMIT

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

15 LEVEL

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

19 DUTIES

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

24 Loyalty

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

28 Monsters start with 4 loy-
29 alty.

30 Animals start with loyalty
31 equal to their morale.

32 Loyalty Check

33 Roll 2d6. The check suc-
34 ceeds if the result is equal to or
35 less than the loyalty.

36 Peril

37 Before engaging in an un-
38 ussually perilous task, a
39 hireling will check loyalty. If
40 they fail, they refuse the task.

41 If they take damage during
42 the task, they loose one loy-
43 alty.

44 Evaluation

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

48 Betrayal

49 Minions with one or less
50 loyalty will betray their boss.

Hirelings

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

Upkeep

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

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

Recruitment

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

Items

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

Animals

Upkeep

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

Recruitment

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

Monsters

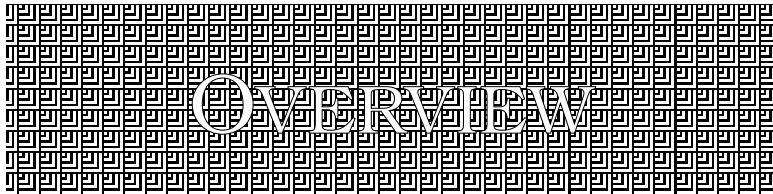
88 Occasionally, monsters
89 may be swayed to join the
90 party. Monsters may demand
91 food, treasure, a share of the
92 treasure, or something else as
93 payment.

94 Monsters with loyalty of 9
95 or higher will not demand pay-
96 ment.
97

Gear

99 **Contents**

Overview.....	2
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Apothecary.....	3
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Carpenter.....	4
Dungeon Supply.....	5
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General Store.....	6
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Temple.....	7
Weapon Smith.....	8



OVERVIEW

2 This chapter details adventuring gear, and where it can be
3 bought. For rules on item slots and carrying capacity, see Global
4 page 24, and for weapon properties see page 25.

5 Shopping

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

8 All prices are in copper pieces.

9 Storing In Town

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

13 Kits

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

16 Dungeon Kit – 19 cp

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

18 Soldier Kit – 96 cp

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

20 Cleric Kit – 130 cp

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

22 Adventure Kit – 8 cp

23 Sack, torches, pole, backpack

24 Thief Kit – 68 cp

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

26 Assayer

27 A clerk who assesses precious metals.

29 Currency

30 They can convert between 31 currency types.

32 CHARGE: 10% on transactions over 100gp.

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

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

39 Apothecary

40 An artisan who collects 41 plants and brews potions.

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

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

47 GARLIC: Useful against
48 vampires. Stacks.

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

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

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

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

61 WINE: Intoxicating beverage made from fermented fruit.

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

68 Armor Smith

69 An artisan who forges
70 metal armor.

Item	Price
Barding	200
Chainmail	60
Leather Armor	20
Platemail	100

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

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

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

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

83 Carpenter

84 An artisan who creates
85 wooden objects.

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

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

88 **CLUB:** Heavy stick.

89 **LANCE:** Thrusting weapon.

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

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

95 **STAFF:** Stout wooden cane.

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

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

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

Dungeon Supply

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

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

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

110 **Heavy.**

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

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

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

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

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

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

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

Fletcher

134 An artisan who makes
135 bows and arrows.

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

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

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

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

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

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

General Store

148 A store that sells mainly to
149 villagers.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Stables

185 A store that sells animals
187 and related goods.

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

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

191 **DOG:** Hunting dog.

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

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

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

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

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

Temple

206 Local place of worship.

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

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

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

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

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

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

232 Weapon Smith

233 An artisan who makes
234 weapons.

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

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

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

240 **GREAT SWORD:** Very heavy.

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

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

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

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

249 **SHORT SWORD:** Arm length.

250 **SLING:** Flings stones.

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

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

Magic

255 **Contents**

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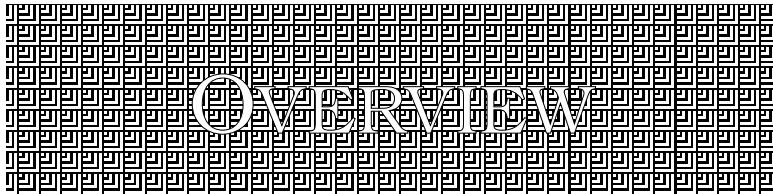
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2 Strange powers are had by some characters. They utilize this
3 powers using a mystical pattern of trance, which is produced us-
4 ing memorize gestures and words. Though, this power is limited
5 by memory.

6 There are two types of magic-users.

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

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

11 Memory

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

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

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

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

Arcane Magic

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

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

Divine Magic

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

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

44 Limitations

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

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

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

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

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

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

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

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

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

78 Concentration

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

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

90 **Breaking Concentration**

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

97 Charms

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

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

Deity Disfavor

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

Incurring Disfavor

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

Alignment

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

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

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

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

Court

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

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

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

Penalties

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

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

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

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

Forgiveness

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

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

Major Disfavor

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

Spell Books

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

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

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

178 To add additional spells,
179 see Downtime page 0.

Item Slots

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

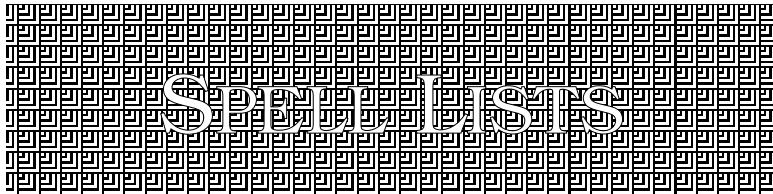
183 To carry more spells, addi-
184 tional spell books must be pur-
185 chased.

Replacing / Replicating

186 First a blank spell book
187 must be acquired.

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

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



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

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

Cleric Spell List

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

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

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

4th Level

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

5th Level

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

Druid Spell List

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

19 Warlock Spell
20 List

21 **1st Level**

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

22 **2nd Level**

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

23 **3rd Level**

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

24 **4th Level**

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

25 **5th Level**

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

26 Wizard / Elf 27 Spell List

28 1st Level

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

43 2nd Level

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

3rd Level

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

75 4th Level

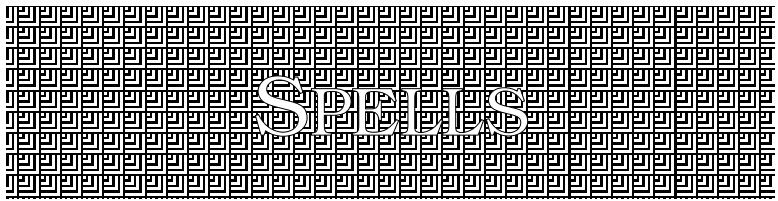
- 75 ► Confusion
- 77 ► Dimension Door
- 78 ► Growth of Plants / Shrink of Plants
- 80 ► Greater Charm
- 81 ► Hallucinatory Terrain
- 82 ► Locate Monster
- 83 ► Massmorph
- 84 ► Polymorph Others
- 85 ► Polymorph Self
- 86 ► Remove Curse / Curse
- 87 ► Water Breathing 15' Radius / Air Breathing 15' Radius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

91 5th Level

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

103 6th Level

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



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

4 Spells In Order

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

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

Animal Friendship

6 The caster **Touches** an ani-
7 mal, while holding a piece of
8 food. The animal must be
9 ► Neutral alignment
10 ► HD < the caster's level,
11 ► Find the food attractive.
12 **IF THE ANIMAL FAILS A SAVE**
13 **VERSUS SPELLS:** the animal be-
14 comes instantly tamed, and
15 bound to the caster as though
16 by a Lesser Charm. However,
17 the animal will make frequent
18 moral checks.

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

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

Animate Dead

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

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

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

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

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

45 dead as minions, or end the
46 spell.

Anti-Magic Shell

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

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

Hyper-magic Sphere

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

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

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

Barkskin

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

73 Lasts until fatigued.

Bless

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

79 Lasts until fatigued.

Blight

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

84 AV. A save versus spells is al-
85 lowed to resist the blight.

86 Charge

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

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

97 IMPOSSIBLE OR DEADLY

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

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

109 Remove Charge

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

124 ► ESTABLISH CONNECTION: To
125 establish a connection with a
126 creature, the caster must fully
127 concentrate for one turn.

128 ► AFTER THIS TURN: The visual
129 perceptions of the last con-
130 nected creature are relayed to
131 the caster. The caster is blind
132 to their own vision.

133 RESTRICTIONS: The spell is
134 blocked by a thin layer of lead
135 or by rock of 2' thick or
136 greater

137 Cloudkill

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

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

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

150 ► DAMAGE: All creatures in
151 contact with the vapors suffer
152 1 hit point of damage per
153 round of contact.

154 ► CREATURES WITH LESS THAN 5
155 HIT DICE: Must also save ver-
156 sus death (once per round of
157 contact) or die.

119 Clairvoyance

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

Commune

159 The caster calls upon divine powers in order to seek
160 knowledge. The communion
161 lasts three turns, where the
162 spell caster must be fully con-
163 centrating.

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

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

171 Commune may only be cast
172 once per month.

193 (air, earth, fire, water) to do
194 the caster’s bidding. See Mon-
195 ster page 12.

196 ► **MATERIALS:** The summons
197 requires a large volume of the
198 appropriate element.

199 ► **FULL CONCENTRATION:** Is re-
200 quired to command an elemen-
201 tal.

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

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

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

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

Contact Higher Plane

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

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

Conjure Elemental

190 A 16 HD elemental is sum-
191 moned from an elemental
192 plane of the caster’s choice

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

238 **ANSWERS:** For each question
239 asked, there is a chance of the
240 contacted being not knowing
241 the answer, or of answering
242 untruthfully.

243 **RESTRICTIONS:** Contact may
244 be cast at most once per
245 month.

246 **INSANITY:** Contact has a
247 chance of causing insanity. In-
248 sane characters are incapable
249 of action or communication.
250 the recovery time is a number
251 of weeks equal to the number
252 of the plane. For every level of
253 the caster above 10, this
254 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 invis-
257 ible orb appears, which casts
258 light. The magical light is day-
259 light. The spell may be cast
260 upon an object, in which case,
261 the light moves with the ob-
262 ject.

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

269 **3 CANCELLING DARKNESS:**
270 Continual light may cancel a
271 continual darkness spell.
272 **Continual Darkness**

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

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

Control Weather

282 By fully concentrating the
283 caster can control the weather
284 in a quarter mile radius. See
285 Dungeon Master p12. When
286 concentration is broken,
287 weather returns to normal.

288 This spell only functions
289 outdoors.

Control Earth

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

295 **MOVEMENT RATE:** The caster
296 can move earth in the area at
297 up to 60' per turn.

298 **EXCAVATIONS:** The range of
299 the spell also extends down-
300 wards, allowing excavations to
301 be made

Create Food

302 The caster reaches into an
303 empty sack. From it, they

305 magically produce food, sufficient for twelve humans and
306 twelve mounts for one day

308 **HIGHER LEVEL CASTERS:** If
309 the caster is higher than 8th
310 level, food sufficient for an additional 12 humans and
311 mounts is produced for each
313 level beyond 8th.

314 **Destroy Food**

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

318 **Create Water**

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

327 **HIGHER LEVEL CASTERS:** If
328 the caster is higher than 8th
329 level, water sufficient for an additional twelve humans and
331 mounts is produced for each
332 level beyond 8th.

333 **Destroy Water**

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

339 **Cure Disease**

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

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

345 **Cause Disease**

346 Inflicts a terrible, withering disease on a victim, if a saving throw versus spells is failed.
347 The disease has the following effects:

351 ► **DEATH:** Within 2d12 days.
352 ► **ATTACK PENALTY:** AV is increased by 2.

354 ► **NATURAL HEALING:** Takes twice the usual amount of time.

357 ► **MAGICAL HEALING:** Is utterly ineffective.

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

362 **Cure Wounds**

363 A **Touched** creature heals 1d6+1 damage. Any tapping effects are negated.

366 **Cause Wounds**

367 Inflicts 1d6+1 damage to a **Touched** creature.

369 **Detect Invisible**

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

373 Lasts until fatigued.

374 **Detect Magic**

375 Enchanted objects, areas, and creatures glow while **Close** to the caster.

378 Lasts until fatigued.

379 **Dimension Door**

380 A **Touched** creature is instantly transferred to another location up to 360' away. The

383 destination may be selected in 423 save succeeds, it flees the af-
384 two ways: 424 fected area.

385 **KNOWN LOCATION:** A loca- 425 ► **TARGET SINGLE MONSTER:** In-
386 tion, within 360', known to the 426 stantly banish or destroy a sin-
387 caster. 427 gle enchanted or undead mon-
388 **AN UNKNOWN LOCATION:** 428 ster, that's **Close**. The monster
389 Specified by a series of offsets 429 may save versus spells (with a
390 (e.g. 120' north, 160' east, 80' 430 -2 penalty) to avoid banish-
391 up) totaling not more than 431 ment or destruction. If the
392 360'. 432 monster's save succeeds, it
393 **RESTRICTIONS:** The follow- 433 flees the affected area.

394 ing apply:

395 ► If the destination is occupied
396 By a solid body, the spell fails.

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

400 **Disintegrate**

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

406 **IF A CREATURE IS TARGETED:**
407 It may save versus death to re-
408 sist disintegration.

409 **EXAMPLES OF OBJECTS:** The
410 following might be targeted: a
411 tree, a ship, a 1 square section
412 of wall.

413 **Dispel Evil**

414 This spell has three uses:

415 ► **WARD:** By fully concentrat-
416 ing for up to one turn, en-
417 chanted or undead monsters
418 that come **Close** to the caster
419 may be banished or destroyed.
420 Each monster may save versus
421 spells to avoid banishment or
422 destruction. If a monster's

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

434 ► **DISPEL CURSE:** Instantly dis-
435 pel the hold that a cursed item
436 has over a **Close** being.

437 **Dispel Magic**

438 One magical effect is
439 ended.

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

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

Empower Armor

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

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

Lasts until fatigued.

Disempower Armor

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

Entangle

Choose a **Distant** or closer point. Plants present in a 2 square radius entangle creatures.

SAVING THROW: Each creature in the affected area may save versus spells.

► **IF THE SAVE FAILS:** The creature is entangled, cannot move, and has a +2 penalty to AC.

Moving into or out of the area is a **Step**.

Lasts one turn.

Feeblemind

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

Find Traps

Trapped objects or areas glow while **close** to the caster. Magical and mechanical traps are both detected. No knowledge about the nature of the

trap or how to deactivate it is granted.

Lasts until fatigued.

Create Trap

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

Fire Ball

Flame streaks towards a point within **Sight** and detonates in a 2 square radius. Creatures caught in the fire ball suffer 1d6 damage per level of the caster, with a successful save versus spells indicating half damage.

Floating Disc

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

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

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

Fly

A **Touched** creature gains the ability to fly through the

529 air. Where they would normally move one **Step**, they can
530 move four.
531

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

535 Lasts until fatigued three
536 times.

Greater Charm

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

541 ► 3d6 creatures of 3 HD or less.

543 ► A single creature of more than 3 HD.

545 ► A single creature of 3 HD or less. 4-in-6 chance of remembering.

Greater Cure Wounds

549 A **Touched** creature heals 2d6+2 damage.

Greater Cause Wounds

552 Inflicts 2d6+2 damage to a **Touched** creature.

Growth Of Animal

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

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

562 Lasts until fatigued twice.

Shrink of Animal

564 The animal is instead halved in size.

Growth Of Plants

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

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

577 Only very large creatures can force their way through.

Shrink of Plants

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

Hallucinatory Terrain

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

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

Haste	Lasts one turn.
594 Up to 24 creatures are enchanted to be able to move and act twice as quickly as normal:	635 636 637 638 639 640 641 642
595 MOVEMENT: Where they would normally move one Step, they can move two.	Up to 3d6x10 Touched coins appear to be worthless debris for the duration. This illusion is solid to the touch, but will be revealed as an illusion by Detect Magic.
596 ATTACKS: Each round, they can make two attacks, or one attack and one stunt.	601 The spell lasts for three turns while the caster concentrates.
597 MAGIC: The number of spells and uses of magical devices per round is doubled	604 False Gold
608 Lasts until fatigued. Then deals 1 damage.	643 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.
Slow	646 The spell lasts for three turns while the caster concentrates. Then the coins turn to dust.
611 Up to 4d8 HD of creatures 4HD or less, or one creature of 4HD or more is affected. The creature(s) move half as quickly, only acting every other round.	610 Hold Monster
Heat Metal	657 Same as Hold Person but affects any non-undead creature.
618 All metal in the possession of a Touched creature are heated to extreme temperatures.	661 Free Monster
622 DROPPING ITEMS: A subject who drops all heated objects suffers no further harm.	662 Same as Free Person but affects any non-undead creature. A Free Monster spell is instantly ended.
625 WATER OR SNOW: Immersing heated metal negates the harmful effects.	666 Hold Portal
628 EFFECTS OF HEAT: the first round, the subject takes 1d6 damage. Each round after that, they take an additional 1d6 (i.e. 2d6, 3d6, 4d6...) and must save versus magic or sustain permanent injuries.	667 A door, window, or other kind of portal is magically held shut. Lasts for two Shifts. 670 OPENING BY MAGIC: A knock spell opens the portal. 672 OPENING BY FORCE: Creatures with at least 3 HD more than the caster's level can open

675 the held portal with one round
676 of effort.

Hold Person

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

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

Free Person

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

Insect Plague

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

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

699 ► **VISION:** Within the area of
700 the swarm is obscured.

701 ► **CREATURES OF 2 HD OR LESS:**
702 Are driven away, if caught
703 within the swarm.

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

707 **RESTRICTIONS:** The spell has
708 no effect if cast underground.

Infravision

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

713 Lasts one day.

Invisible Stalker

715 An invisible stalker (see
716 Monster page 16) is sum-
717 moned to the caster's presence
718 and magically bound to per-
719 form a mission of the caster's
720 choosing.

721 ► **WORDING:** The caster must be
722 careful with the wording of the
723 mission. Invisible stalkers will
724 follow the letter of the com-
725 mand while twisting the intent.

726 ► **DURATION:** The creature is
727 bound to attempt the mission
728 until it succeeds or is de-
729 stroyed.

730 ► **BANISHING:** The spell Dispel
731 Evil will banish an invisible
732 stalker, ending the spell.

Invisibility

734 The caster or another creature or object becomes invisible:

737 **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.

745 **IF CAST ON AN OBJECT:** The invisibility is permanent.

747 **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

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

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

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

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

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

Knock

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

Know Alignment

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

Obscure Alignment

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

Lesser Charm

792 A person is charmed, as follows:

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

798 ► **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.

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

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

813 one of these saves succeeds,
814 the spell ends.

815 ► **≤8:** New save each month.
816 ► **9–12:** New save each week.
817 ► **13–17:** New save each day.
818 ► **≥18:** New save each hour.

Levitate

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

823 ► **MOVEMENT:** The caster is not
824 granted any additional move-
825 ment, and must push against
826 solid objects to move.

827 ► **WEIGHT:** An encumbered
828 creature will sink to the
829 ground.

830 Lasts until fatigued.

Light

832 This spell has three usages:

833 **CONJURING LIGHT:** A magi-
834 cal light appears. The spell
835 may be cast upon an object, in
836 which case the light moves
837 with the object.

838 **BLINDING A CREATURE:** A
839 creature becomes blind.

840 **CANCELLING DARKNESS:**
841 Cancel a Darkness spell.

Darkness

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

Lightning Bolt

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

859 **BOUNCE:** If the lightning
860 bolt hits a solid barrier before
861 its full length is reached, it is
862 reflected and continues to its
863 full length.

Locate Monster

864 Same as Locate Object but
865 can locate any creature, magi-
866 cal or non-magical.

Locate Object

868 For six turns, the caster can
869 sense the direction (but not
870 distance) of an object, so long
871 as it is **Distant** or closer.

873 This spell has two uses:

874 ► **GENERAL CLASS:** (e.g. a stair-
875 way, an altar). The nearest ob-
876 ject of that type is located.

877 ► **SPECIFIC OBJECT:** The caster
878 must clearly visualize in all as-
879 pects.

880 **RESTRICTIONS:** This spell
881 cannot be used to locate crea-
882 tures.

Locate Plant Or Animal

884 Same as Locate Object but
885 locates a non-magical, non-hu-
886 man, plant or animal, of 4 HD
887 or less.

888 Locate Person

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

892 Massmorph

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

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

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

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

908 Magic Missile

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

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

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

920 Mirror Image

921 1d4 illusory duplicates of the caster appear. The mirror

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

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

931 Neutralize Poison

932 This spell has two uses:

933 ► **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.

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

941 Cause Poison

942 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.

943 Obscuring Mist

949 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.

954 The caster can see faintly through the mist.

956 Lasts one turn per level.
957 Winds reduce the spell's duration by three quarters

959 Clear Mist

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

964 Lasts until fatigued.

Pass-Wall

966 The caster **Touches** solid
967 stone. A 5' diameter hole is
968 temporarily opened, forming a
969 passage-way up to 10' deep.

970 After a **Shift**, the passage
971 seals, without a trace.

Part Water

973 The caster creates a path
974 10' wide and a maximum of
975 120' long through water, such
976 as a pond, lake, or other body.
977 Lasts six turns. The caster can
978 dismiss the spell's effect be-
979 fore the duration ends.

Phantasmal Force

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

986 ► **AN ILLUSIONARY MONSTER:**
987 That can be directed to attack.
988 The monster has an Armour
989 Class of 9 and will vanish if
990 hit in combat.

991 ► **AN ILLUSIONARY ATTACK:** For
992 example, an avalanche, a fall-
993 ing ceiling, a magic missile,
994 etc. Targets who save versus
995 spells are unaffected.

996 ► **A SCENE:** Either changing the
997 appearance of the affected area
998 or creating the appearance of
999 something new. The scene dis-
1000 appears if touched.

1001 **RESTRICTIONS:** The follow-
1002 ing apply:

1003 ► **FULL CONCENTRATION**

► ILLUSIONARY MONSTERS OR

1004 **ATTACKS:** May appear to be
1005 harmful but no real damage is
1006 ever inflicted. A character who
1007 appears to die actually falls
1008 unconscious, a character
1009 turned to stone will actually be
1010 paralyzed, and so on. Such ef-
1011 fects last for 1d4 turns.

Polymorph Others

1013 A creature is changed into
1014 another type of creature, as
1015 chosen by the caster:

1016 ► **HD:** The spell fails if the new
1017 HD is more than twice the sub-
1018 ject's HD.

1019 ► **DAMAGE:** The subject retains
1020 the same amount of damage.

1021 ► **ABILITIES:** The subject truly
1022 becomes the new form: all
1023 special abilities are acquired,
1024 along with behavioral patterns,
1025 tendencies, and intelligence.

1026 ► **SPECIFIC INDIVIDUALS:** The
1027 spell cannot be used to dupli-
1028 cate a specific individual.

1029 ► **REVERSION:** If the subject
1030 dies, it returns to its original
1031 form.

Polymorph Self

The caster transforms themselves into another being.

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

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

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

► **NON-PHYSICAL SPECIAL ABILITIES:** (e.g. immunities, breath weapons, spell casting) are not acquired.

► **CASTING SPELLS:** While polymorphed, the caster is unable to cast spells.

► **SPECIFIC INDIVIDUALS:** The spell cannot be used to duplicate a specific individual.

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

Lasts until fatigued twice.

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

Predict Weather

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

Projected Image

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

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

► **SUBSEQUENT SPELLS CAST:** Appear to originate from the image. (Targets must still be visible to the caster, however.)

► **SPELLS AND MISSILES:** The image appears unaffected by spells or missile weapons.

► **MELEE OR TOUCH:** If the image is touched or hit in melee, it disappears.

► **RANGE:** The image must remain **Distant** or closer to the caster.

Protection From Chaos

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

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

-1 bonus to AC when being attacked.

Lasts until fatigued.

Protection from Law

Provides the same wards, but against lawful creatures.

Protection From Chaos 10' Radius

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

1109 Lasts until fatigued.

Protection from Law 10' Radius

1112 Provides the same wards,
1113 but against lawful creatures.

Protection From Fire And Lightning

1116 A **Touched** creature gains
1117 protection against 6 damage,
1118 per level of the caster, from
1119 lightning and fire.

1120 **ENDING:** When all of the
1121 protection is used up, the spell
1122 end. The spell also ends after
1123 being fatigued.

Protection From Normal Missiles

1126 A creature gains complete
1127 immunity to small, non-magi-
1128 cal missiles (e.g. no protection
1129 is granted against hurled boul-
1130 ders or enchanted arrows)

1131 Lasts until fatigued.

Protection From Poison

1133 A **Touched** creature gains a
1134 ward against poisons. Any poi-
1135 sons that are actively affecting
1136 the subject are neutralized.

1137 **VENOM:** Complete immu-
1138 nity is granted against ven-
1139 omous attacks of monsters
1140 (e.g. bites) and poisonous
1141 gases (including those con-
1142 jured by magic).

1143 **BREATH WEAPONS:** The sub-
1144 ject gains a +4 bonus to saving
1145 throws against poisonous
1146 breath weapons.

1147 Lasts until fatigued.

Purify Food And Water

1149 Makes spoiled, rotten, poi-
1150 sonous, or otherwise contami-
1151 nated food and water pure and
1152 suitable for eating and drink-
1153 ing. One of the following may
1154 be affected:

1155 ▶ **DRINK:** 6 quarts.

1156 ▶ **RATIONS:** One ration

1157 ▶ **UNPRESERVED FOOD:** A quan-
1158 tity sufficient for 12 human-
1159 sized beings.

Raise Dead

1160 This spell has two uses:

1162 ▶ **RESTORE LIFE:** To a recently
1163 deceased person. The caster
1164 can raise an unburied corpse
1165 that has been dead for no
1166 longer than four days per level
1167 of the caster above 7th. See
1168 Global page 21 for the effects
1169 resurrection.

1170 ▶ **DESTROY UNDEAD:** A single
1171 undead monster is destroyed.

Finger of Death

1173 Directs a ray of deadly
1174 magic at a single target. If the
1175 target fails a saving throw ver-
1176 sus death, it dies instantly.

Read Languages

Reincarnation

1178 The caster may understand 1213 A dead character is re-
1179 any written language, includ- 1214 turned to life in a new physical
1180 ing coded messages, maps, and 1215 form that manifests in the
1181 other written instructions. This 1216 presence of the caster. The
1182 spell does not grant any ability 1217 character's new body is not
1183 to speak unknown language. 1218 necessarily the same as the
1219 original; it is determined by
1220 rolling on the Reincarnated
1221 Class table. The roll indicates
1222 either a character class or a
1223 monster:

1184 Lasts until fatigued.

Remove Language

1186 Causes one **Close** target to
1187 loose the ability to speak or
1188 understand language.

Read Magic

1190 For one turn, the caster can
1191 decipher magical inscriptions
1192 or runes, as follows:

1193 **SCROLLS:** The magical
1194 script of a scroll of arcane
1195 spells can be understood. The
1196 caster is then able to activate
1197 the scroll at any time in the fu-
1198 ture.

1199 **SPELL BOOKS:** A spell book
1200 written by another arcane spell
1201 caster can be deciphered.

1202 **INSCRIPTIONS:** Runes or
1203 magical words can be under-
1204 stood.

1205 **READING AGAIN:** Once the
1206 caster has read a magical in-
1207 scription using Read Magic,
1208 they are thereafter able to read
1209 that particular writing without
1210 recourse to the use of this
1211 spell.

1224 **CHARACTER CLASS:** The
1225 character is of experience level
1226 1d6 lower than they were in
1227 life.

1228 **MONSTER:** The type should
1229 be determined by the referee.
1230 The tables opposite may be
1231 used, or the referee may create
1232 their own tables. Monsters
1233 cannot gain experience or ad-
1234 vance in level.

Death Spell

1236 Choose a point within 240'.
1237 Up to 4d8 Hit Dice of crea-
1238 tures within a 3 square radius
1239 must save versus death or die,
1240 instantly.

1241 **RESTRICTIONS:** Undead and
1242 creatures with >7 HD are unaf-
1243 fected.

1244 Reincarnation Class

d12	Reincarnation		1248	Remove Curse
1	cleric	1249		Remove curse instantaneously removes one curse from a Touched creature. It
2	fighter	1250		may allow a character to discard a cursed magic item.
3	thief	1251		
4	wizard	1252		
5	D8: 1: acrobat, 2: bard, 3: druid, 4: knight, 5: knight, 6: princess, 7: warlock, 8: choice	1253		Curse
6	d6: 1: dwarf, 2: elf, 3: halfling, 4: kobold, 5: felidae , 6:legomorph	1254 1255 1256 1257 1258		Places a deleterious effect upon a Touched creature or object.
7-11	Monster	1259		The exact form and effects of the curse are determined by
12	Same	1260		the caster. Maximum possible effects include:

1245 Lawful Monsters

d6	Reincarnation	HD		
1	Gnome	1	1262	► A -2 penalty to saving throws.
2	Neanderthal	2	1263	
3	Pegasus	2	1264	► A +4 penalty to AV or AC.
4	Blink Dog	4	1265	► Reducing an ability score by 50%
5	Unicorn	4	1266	
6	Roc, small	6	1267	► Unable to put down the item.

1246 Neutral Monster

d6	Reincarnation	HD		MULTIPLE CURSES: May afflict a creature, as long as each has a different effect.
1	Pixie	1	1268	
2	Lizard Man	2	1269	
3	Rock Baboon	2	1270	
4	Ape, white	4	1271	
5	Centaur	4	1272	
6	Werebear	6	1273	The creature Touched is calmed and purged of fear.

1247 Chaotic Monster

d6	Reincarnation	HD		
1	Kobold	1	1274	Lasts until fatigued.
2	Orc	1	1275	Cause Fear
3	Gnoll	2	1276	Will cause a chosen creature to flee unless it saves versus spells.
4	Wererat	3	1277	
5	Ogre	4	1278	
6	Minotaur	6	1279	

Remove Curse

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

Curse

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

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

Remove Fear

MULTIPLE CURSES: May afflict a creature, as long as each has a different effect.

Remove Fear

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

Magically induced fear is also dispelled.

Cause Fear

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

Lasts until fatigued.

Lasts until fatigued.

Resist Fire

All creatures are protected from fire, as follows:

► **NORMAL HEAT:** Unharmed by non-magical heat or fire.

► **SAVE BONUS:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.

► **FIRE-BASED DAMAGE:** Is reduced by 1 point per damage die rolled.

Resist Cold

Protects from cold and ice instead of fire and heat.

Shadow Hound

A dog made of black smoke appears before the caster. It obeys all spoken orders with absolute obedience until it is destroyed.

The dog disappears when fatigued.

See Monster page 35.

Shield

Shield creates an invisible field of force that protects the caster for two turns.

AGAINST MISSILE ATTACKS: The caster's AC is 2.

AGAINST OTHER ATTACKS: The caster's AC is 4.

AGAINST MAGIC: Breath attacks and magic that allow a save for half damage, instead deal no damage with a successful save.

AGAINST MAGIC MISSILE:

Shield will completely prevent Magic Missile.

Silence

Choose a point. A 15' radius area is rendered silent.

Conversation and spell casting are impossible. Noise from outside the area can be heard by those within it.

Silence may be cast upon a creature, which saves versus spells. If the save fails, the area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary—the creature may move out of it.

Lasts until fatigued twice.

Noise

The area is instead filled with magical noise, only heard by those within it. Conversation is impossible. Noise from outside the area can not be heard from within. Spells can be cast if the caster first succeeds a save versus spells.

Sleep

A sleep spell causes a magical slumber for 4d4 turns. The spell may target either:

► A single creature with 4 HD, ► A total of 2d8 HD of creatures of 4 HD or lower each.

Undead are unaffected. Targets do not get a save versus spells.

When targeting multiple creatures, sleep targets creatures with the least HD are

1360 first. Rolled HD not sufficient
1361 to affect a creature are wasted.

1362 Creatures enchanted by this
1363 spell are helpless and can be
1364 killed instantly with a bladed
1365 weapon. Slapping or wounding
1366 awakens an affected creature.

Speak With Plants

1399 Same as Speak with Ani-
1400 mals but enables speech with
1401 with plants, including mon-
1402 strous plants.

Snake Charm

1368 One or more snakes are
1369 rendered non-hostile, rearing
1370 up and swaying to and fro, but
1371 not attacking.

1372 The spell affects snakes
1373 whose total HD do not exceed
1374 the caster's level. e.g a 7th
1375 level caster can affect 7 HD of
1376 snakes: equal seven 1 HD
1377 snakes, or two 3 HD snakes
1378 and one 1 HD snake, etc.

1379 **DURATION:** When cast on
1380 snakes that are already attack-
1381 ing, the spell lasts for 1d4+1
1382 rounds. Otherwise, it lasts for
1383 1d4+1 turns.

Speak With Animals

1385 The caster gains the ability
1386 to speak with animals.

1387 This spell doesn't make an-
1388 imals any more friendly or co-
1389 operative than normal.

1390 The caster can ask ques-
1391 tions, or even for small favors.

1392 Lasts until fatigued

Speak With Stones

1404 Same as Speak with Ani-
1405 mals but enables speech with
1406 with stones, and earth elemen-
1407 tals.

Summon Animals

1409 Normal animals within
1410 500' are summoned to the
1411 caster's aid. The caster may
1412 choose to limit the summons
1413 to creatures of specific species.

1414 ► **RESTRICTIONS:** Insects, arach-
1415 nids, and other bugs are not
1416 summoned. Magical creatures
1417 are not summoned.

1418 ► **NUMBER OF ANIMALS:** A num-
1419 ber of animals of total Hit Dice
1420 equal to the caster's level will
1421 respond to the summons.

1422 ► **SMALL ANIMALS:** Normal,
1423 small animals (e.g. mice, spar-
1424 rows, squirrels, etc.) are
1425 treated as one tenth of a HD.

1426 **SUMMONED CREATURES:** Be-
1427 have as follows:

1428 ► **ARRIVAL:** They will come to
1429 the caster's location as fast as
1430 they can.

1431 ► **COMPREHENSION:** They un-
1432 derstand the caster's words
1433 while the spell lasts.

1434 ► **AID:** They will aid the caster
1435 in whatever way they can. If
1436 the caster is being attacked:
1437 The summoned animals will

Speak With Dead

1394 Same as Speak with Ani-
1395 mals but enables speech with
1396 with corpses and undead. They
1397 answer as they would in life.

1438 attack the enemy, only fleeing 1476 age, and becomes a magical
1439 if they fail a morale check. 1477 weapon.

1440 **ONCE AN ANIMAL FLEES:** The 1478 Lasts until fatigued.
1441 spell is broken for that animal. 1479 If the caster is of 7th level or
1442 Lasts until fatigued. 1480 greater, it deals an additional
1481 2d6 damage instead.

1443 **Sticks To Snakes**

1444 2d8 normal sticks are
1445 miraculously transformed into
1446 snakes that follow the caster's
1447 orders. When killed or the
1448 spell ends, they revert to
1449 sticks.

1450 **Poison:** There is a 50%
1451 chance of the snakes being
1452 poisonous.

1453 Lasts until fatigued.

1454 See Monster page 24.

1455 **Snakes to Sticks**

1456 2d8 HD of snakes HD 4 or
1457 less are turned into sticks.

1458 Cancels Sticks to Snakes.

1459 Lasts until fatigued.

1460 **Stone To Flesh**

1461 This spell transforms stone
1462 into living flesh. It is espe-
1463 cially useful for restoring life
1464 to a petrified creature and its
1465 equipment to its normal state.

1466 **Flesh to Stone**

1467 Turns one creature into a
1468 statue, including all gear and
1469 any items currently held. A
1470 saving throw versus paralysis
1471 is permitted to resist the trans-
1472 formation

1473 **Striking**

1474 One weapon is enchanted
1475 to deal an additional 1d6 dam-

1482 **Telekinesis**

1483 The caster concentrates for
1484 up to six rounds. During that
1485 time, they are able to mentally
1486 move objects or creatures
1487 within a long distance.

1488 ► **WEIGHT:** Up to 2 item slots,
1489 or 50 lb, per level of the caster
1490 may be moved at once.

1491 ► **MOVEMENT:** The target may
1492 be moved up to 2 squares per
1493 round, in whatever direction
1494 the caster wishes

1495 **Telepathy**

1496 Grants the caster the ability
1497 to perceive and understand the
1498 thoughts of other creatures.

1499 When the spell begins, the
1500 caster is assaulted by the
1501 thoughts of all creatures
1502 **Distant** or closer. They are in-
1503 comprehensible, but reveal the
1504 location of the creature.

1505 By fully concentrating on
1506 single creature, the caster can
1507 perceive and understand that
1508 creatures thoughts.

1509 The thoughts of magical
1510 creatures may be dangerous.

1511 Lasts one turn per level

1512 **OBSTRUCTIONS:** The ability
1513 to perceive thoughts is ob-
1514 structed by a thin layer of lead

1515 or by rock of 2' thick or
1516 greater.

Teleport

1518 A touched creature disappears and reappears at a location of the caster's choosing, including its gear

1522 DESTINATION: May be at any distance, but must be known to the caster. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)

1530 RISK: There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see right). Roll d% and consult the table

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

1538 ► GROUND LEVEL: The subject appears at the desired destination.

1541 ► TOO HIGH: The subject appears 1d10×10' above the intended destination. Should this location already be occupied by solid matter, the subject is instantly killed. Otherwise, the subject falls from a height.

1548 ► TOO LOW: The subject appears in the ground and is killed instantly.

1551 KNOWLEDGE OF
1552 DESTINATION: The caster's knowledge of the destination is rated as follows:

1555 ► SCANT: A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.

1559 ► MODERATE: A location that the caster has visited often or has studied via scrying for several weeks.

1564 ► EXACT: A location that the caster has made a detailed study of, in person

Tree Shape

1567 The caster takes on the form of a living or dead tree. The tree form is completely realistic, even to close inspection.

1573 While in this form, the caster can perceive the surroundings with their normal senses.

1577 The caster may end the spell at will, returning to their normal form.

Ventriloquism

1581 The caster may make their voice appear to come from another location or source (e.g. a statue or animal).

1585 Lasts until fatigued.

Wall Of Fire

1587 An immobile, opaque curtain of fire springs into existence. It remains as long as the caster fully concentrates.

1591 ► **SIZE:** The wall can be any
1592 size, shape, and dimensions
1593 the caster desires, up to 1,200
1594 sq. ft. The wall may not ap-
1595 pears where objects are.

1596 ► **MONSTERS WITH <4 HD:** Can-
1597 not pass the wall of flames.

1598 ► **MONSTERS WITH ≥4 HD:** Take
1599 1d6 hit points of damage when
1600 they pass through the wall.
1601 The wall deals double damage
1602 to undead creatures or crea-
1603 tures that use cold or are ac-
1604 customed to cold.

1605 **Wall of Ice**

1606 An immobile, translucent,
1607 wall of ice springs into exis-
1608 tence. Functions the same as
1609 wall of fire with the following
1610 changes:

1611 ► **DAMAGE:** extra damage is
1612 dealt to creatures that use fire
1613 or are accustomed to fire.

1614 ► **CONCENTRATION:** The wall
1615 does not require concentration,
1616 instead it melts partly after two
1617 **Shifts**, and completely after
1618 three, unless it is in a cold
1619 area.

1620 **Wall Of Stone**

1621 A wall of solid rock ap-
1622 pears.

1623 **SIZE:** The wall may be of
1624 whatever shape the caster de-
1625 sires and is of 1,000 cubic feet
1626 in volume. (For example, a 2'
1627 thick wall, 50' long and 10'
1628 high.)

1629 **LOCATION:** The wall must
1630 rest upon a solid surface and
1631 may not be evoked so that it
1632 appears where objects are.

1633 **Wall of Air**

1634 The wall functions the
1635 same as the wall of stone, but
1636 is made of an invisible air cur-
1637 rent. It lasts until fatigued
1638 twice.

1639 **Warp Wood**

1640 Wooden objects of the
1641 caster's choice warp and be-
1642 come useless. One small ob-
1643 ject is affected per level of the
1644 caster. Or, one large objects
1645 may also be targeted.

1646 **MAGICAL OBJECTS:** That are
1647 targeted have a chance of be-
1648 ing unaffected.

1649 **HELD OBJECTS:** Creatures
1650 may save versus spells to pre-
1651 vent their held objects from
1652 being warped.

1653 **Water Breathing**

1654 A **Touched** creature can
1655 breathe water freely by means
1656 of this spell.

1657 The spell does not affect
1658 the subject's ability to breathe
1659 air. No additional proficiency
1660 at swimming is granted

1661 Lasts one day.

1662 **Air Breathing**

1663 Allows a subject to breath
1664 air. No additional walking
1665 ability is granted.

1666 **Water Breathing 15' Radius**

1667 Same as Water Breathing,
1668 but affects the caster, and all
1669 creatures a within 15'.

1670 **Air Breathing 15' Radius**

1671 Same as Air Breathing, but
1672 affects the caster, and all crea-
1673 tures a within 15'.

1674 **Web**

1675 Web conjures a many-lay-
1676 ered mass of strong, sticky
1677 threads, blocking one square.

1678 The web has an AC of 9,
1679 and 10 HP.

1680 **ENTANGLEMENT:** Creatures
1681 caught within a web become
1682 entangled among the gluey fi-
1683 bres. Entangled creatures are
1684 status, but can make attacks
1685 against the web.

1686 **FLAMMABLE:** The strands of
1687 the web are flammable and can
1688 be destroyed by fire in two
1689 rounds. All creatures caught
1690 within flaming webs suffer
1691 1d6 damage from the flames.

1692 **Wizard Lock**

1693 A wizard lock spell magi-
1694 cally locks a **Touched** door,
1695 gate, or any item that has a
1696 lock or latch.

1697 **BYPASSING:** The magical
1698 lock is permanent but may be
1699 temporarily bypassed as fol-
1700 lows:

1701 ► **PASSWORD:** The caster may
1702 set a password at the time of
1703 casting. Speaking the pass-
1704 word disables the lock for one
1705 round.

1706 ► **A KNOCK SPELL:** Disables the
1707 lock for one round.

1708 ► **HIGHER LEVEL CASTERS:** Any
1709 magic-using character who is
1710 at least 3 levels higher than the

1711 caster of the wizard lock may
1712 pass through unimpeded.

1713 **Wizard Eye**

1714 One of the casters eyes
1715 pops harmlessly out of their
1716 head. It becomes transparent,
1717 nearly invisible and begins to
1718 fly.

1719 ► **MOVEMENT:** The eye is men-
1720 tally directed by the caster. It
1721 can be moves up to 120' per
1722 turn, and up to 240' from the
1723 caster. Solid barriers block
1724 passage, but it can pass
1725 through a hole or space as
1726 small as 1 inch in diameter

1727 ► **SEEING THROUGH THE EYE:** By
1728 concentrating, the caster can
1729 see through the eye, but be-
1730 comes blind to their own vi-
1731 sion.

1732 ► **TYPES OF VISION:** The magical
1733 eye grants both normal vision
1734 and infravision. See Global
1735 page 10.

1736 When the caster becomes
1737 fatigued, the eye floats slowly
1738 to the ground. If not placed in
1739 the casters head within 1 turn,
1740 the eye is destroyed.

Downtime

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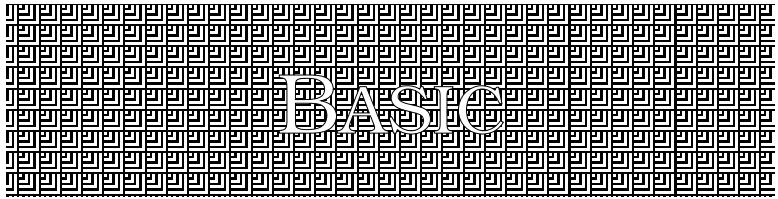
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OVERVIEW

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

Basic downtime is available to all characters, such as carousing, selling large items, and working a job.

6 Advanced downtime is only available to characters who meet
7 certain requirements, such as engaging in crime, or performing
8 Devotion or Magical Research.



- 2 These downtime activities can be preformed by anyone.

3 Carousing

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

7 Gambling

8 You can play up to ten
9 games of dragon ante. The buy
10 for each game is 1 cp. Roll a
11 d20 and see the result.

D20 Result

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

2 Loose horribly. Pay 25 cp.

3-15 Loose your buy in.

16 Win 2 cp!

17 Win 3 cp!

18 Win the opportunity to
play twice more!

19 Win 25 cp, anger a local.

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

12 Collecting Rumors

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

Finding A Mentor

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

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

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

31 Odds Of Finding

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

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

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

Healing

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

50 Merit.

Recruiting

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

59 Tavern

d8

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

60 Port

d8

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

61 Forum

d8

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

62 Sewers

d12

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

63 Guild Hall

d20

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

Selling

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

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

71 **TRUE MERCHANT:** For each 1
72 merit spent, sell an additional
73 10%.

Sale

75 When you sell the item, roll
76 a d% on the table and add you
77 three times your reaction mod-
78 ifier to see how much higher
79 or lower than the list price you
80 got.

D%	
≤5	Robbed! 0%
6-10	Low Ball: 75%
11-20	Low Ball: 90%
21-80	Asking Price: 100%
80-94	Tipped: 110%
≥95	Swindler! 200%

81 If you get a low ball, you
82 can refuse to sell.

83 If you got robbed, the Dun-
84 geon Master will give you a
85 lead on the thieves.

Service

87 Temples are always in
88 search of volunteers. Most are
89 there drafted for pennants.

Forgiveness

91 Divine magic-users can for-
92 give one disfavor.

Crime

94 Service may be required
95 because of a crime. The next
96 week must be used on service.

Merit

98 The first time a character
99 preforms service, they gain no
100 **Merit**. The second time a
101 character preforms service,
102 they gain one **Merit**. The third
103 and further times, they gain
104 three **Merit**.

Alignment

106 Depending on your align-
107 ment, you can choose one spe-
108 cial opportunity during ser-
109 vice.

Lawful

111 ► Gain 1d4-1 **Merit**.

112 ► If you have a cleric mentor,
113 you can count service done for
114 other reasons also for their
115 payment.

116 ► Reduce the estate tax to 10%
117 for a character who died in the
118 previous session.

119 ► **TRUE SERVICE:** Costs 4

120 **Merit**. Using this boon counts
121 as a week of service.

122 ► Heal 1d6.

Any Alignment

123 ► Gain 10 times your level XP.
124 ► 1-in-12 chance Gain a small
125 favor with a temple leader.

127 ► **TRUE VALOR:** Costs 4 **Merit**.

128 When an ally is attacked in
129 melee, redirect it to yourself.

130 ► **TRUE ABILITY:** Costs 50

131 **Merit**. The next time you suc-
132 ceed an ability check, other
133 than **Constitution**, increase
134 that score by one, to a
135 maximum of 16.

Chaotic

137 ► Pay 40 cp to have a goon do
138 your service for you.

139 ► If you are 4th level or higher,
140 you can pay 100 cp to bribe a
141 clerk to mark your service as
142 already done.

143 ► “Earn” Level 8d6 cp.

144 ► **TRUE PAIN:** Costs 10 **Merit**.

145 Instead of rolling, deal the
146 maximum amount of damage
147 on one weapon damage roll.

148 ► Aquire half of the estate tax
149 from a character who died in
150 the previous session.

Taming

151 Take a wild animal as a
153 minion.

154 Mundane wild animals can
155 be tamed by anyone.

156 Magical animals can be
157 tamed only by druids, elves,
158 and some knights.

Finding

160 **MUNDANE:** Theres a 5-in-6
161 chance to find the type of ani-
162 mal you're looking for.

163 **SPECIFIC:** To find a specific
164 animal, pay the Traveling cost
165 to go to its homeland. Then
166 there is a 2-in-6 chance of en-
167 countered it.

Capturing

168 If a wild animal is cap-
169 tured, its hostility increases by
170 1 each week, but is found au-
171 tomatically.

173 To capture a found animal,
174 make an attack against it. If
175 you succeed, theres a 5-in-6
176 chance of capturing it.

Taming

178 Each week spent taming re-
179 duces the animals hostility by
180 1d4. Once it reaches 0 or less,
181 it is tamed, becomes it's
182 tamer's minion, and can be
183 trained.

184 Transferring a tamed animal
185 to a new boss takes 1 week.

Team-building

186 Spend the week attending
187 leadership seminars, and mak-
188 ing topped flat bread to enjoy
189 with your or your friend's min-
190 ions.

192 Costs 1 sp per minion.

193 Each participating minion has
194 a 2-in-6 chance of gaining 1
195 **Loyalty**, to a maximum of 8.

Boons

196 Each minion that gains
197 **Loyalty** yields 1 **Merit**.

199 **TRUE LOYALTY:** Costs 6
200 **Merit**. One **Loyalty** check au-
201 tomatically succeeds.

202 **TRUE VALOR:** Costs 4 **Merit**.
203 When an ally is attacked in
204 melee, redirect it to yourself.

Training

While you were carousing,
I studied the blade.

Choose either mentoring,
or studying.

Mentoring

Roll a d20. If you roll your level or less, you find a pupil to train. If you do not, you can do a different downtime activity.

Acting as a mentor pays 90 times your level cp, and grants 2d4 **Merit**.

TRUE DODGE: Costs 4 **Merit**. Half the damage from one non-magical attack.

TRUE STRIKE: Costs 15 **Merit**. Have a AV of 10 for one weapon attack.

TRUE PAIN: Costs 10 **Merit**. Instead of rolling, deal the maximum amount of damage on one weapon damage roll.

TRUE VALOR: Costs 4 **Merit**. When an ally is attacked in melee, redirect it to yourself.

Studying

You must find a mentor of the same class but a higher level. See p5.

Gain 12d20 XP.

For an additional 10 cp, up to three minions of the same class can train with you, and gain half the XP that you do.

Job Search

Spend the week looking for a job. Spend 10 XP for the privilege.

Roll a 3d6 to determine what kind of job you've been offered. Then make a charisma check to see if you secure the offer.

3d6	Job	Wage
3-8	None	-
9-13	Tavern Hand	4 cp
14-16	Store Clerk	6 cp
17	Blacksmith Assistant	1 sp
18	Wizard Assistant	5 sp

Store Clerk

d6	Business
1	Apothecary
2	Carpenter
3	Dungeon Supply
4	Fletcher
5	General Store
6	Stables

Blacksmith's Assistant

d6	Business
1-3	General Store
4-5	Weapon Smith
6	Armor Smith

Working

253 If you do not have a job,
254 you must find one first. See
255 page 10.

257 Roll a d10 to determine the
258 results of your work week.

d10	Result
1	Fired: No wages + loose job
2-8	Normal: Receive wages
9	Tipped: Receive double wages
10	Promotion: See Below

Promotion

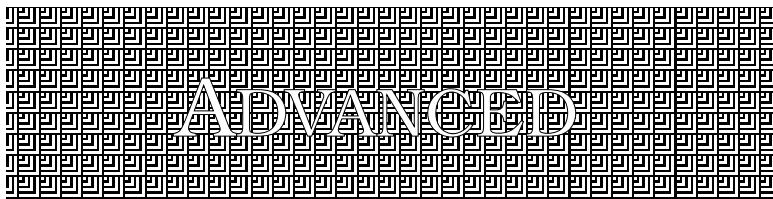
260 Upon receiving a promotion,
261 your wages are increased
262 by 20%. You receive your old
263 wage for that week. Next time
264 you work, you will have a
265 higher title, and the new wage.

Employee Discount

266 Store clerks and blacksmith
267 assistants get a 10% discount
268 at their business.

269 Tavern hands get free beer.

270 Wizard assistants have a
271 1% discount on Magical Re-
272 search.



- 2 Activities limited to certain classes.

Creating Magic Items

Only magic-users of 9th level or higher can create magic items.

The player describes in detail the item that they wish. The referee decides whether this is possible and, if so, what materials are required.

Restrictions

Divine spell casters May only create items that they are able to use themselves. Arcane spell casters may create any item except those that may only be used by divine spell casters.

Materials

Creating magic items requires rare components such as expensive gems or ingredients from rare monsters.

Cost And Time

If duplicating the effects of a spell, construction costs one week and 5g, per level of the mimicked spell, multiplied by the number of uses.

The referee must use discretion for other items. As a general rule, items should cost from 100 to 1000gp and from 4 to 52 weeks to complete.

Crime

38 Only thieves, acrobats, feli-
39 dae , kobold and warlocks can
40 pursue crime.

Heist

42 A heist is a single large
43 crime or scheme. Get a note
44 card to keep track of your
45 progress on the heist.

Tilling a Vacancy

47 Scoping out a new heist
48 takes one week.

49 **1** Write the location and the
50 target on your heist card.

51 **2** Roll a number of d12 equal
52 to your level. This is the **Value**
53 of the heist in sp.

54 **3** Roll a d6. This is the
55 **Potential** of the heist.

56 **4** Roll 2d4. This is the **Heat**
57 of the heist.

Boredom

59 If you're up for a challenge,
60 the **Heat** of the heist becomes
61 10, and the **Value** increases
62 tenfold.

Risk

64 Whenever you take a **Risk**,
65 make a sneak check against an
66 OC equal to the **Heat** of the
67 heist.

68 After the first failure, the
69 heist loses two **Potential**,
70 gains one **Heat**. And, you must
71 pay a fine equal to twice the
72 **Value** of the heist, and pre-
73 form a week of service.

74 After the second failure,
75 you end the heist, pay a fine of

76 four times the **Value**, and must
77 preform two weeks of service.

Loosing a Glove

79 If you are unable to pay the
80 fine, you instead have a hand
81 cut off.

Actions

82 Each week, you can take
83 one action on an existing heist.

Bite the Blow

86 If the heist has at least one
87 **Potential**, take a **Risk** to get
88 paid 20% of the **Value**.

89 Reduce the **Potential** by
90 one.

Fence

92 When a heist has zero
93 **Potential**, take a **Risk** to end
94 the heist, and get paid 100%
95 the **Value**.

Till a Rounder

97 Invite another character to
98 the heist. Each week they can
99 take one action.

Pay the Prigs

101 Add an NPC accomplice's
102 name to the heist card.

103 Each accomplice takes a
104 10% cut, but gives a +1 bonus
105 on **Risk**.

Tide the Vacancy

107 Increase the **Potential** by
108 one.

Tide the Heat

110 Spend a week carousing.
111 Reduce the **Heat** by one, to a
112 minimum of three.

Grease the Hamlet

114 Pay 1 gp. Take a **Risk** to
115 automatically succeed the next
116 three **Risks**.

Devotion

117 Only divine magic-users can preform devotion.

120 You have a 3-in-6 chance of getting 5 **Merit**.

Lawful

123 **TRUE AID:** Costs 7 **Merit**.

124 One successful bandage re-stores the maximum number of hit points.

127 **TRUE VALOR:** Costs 4 **Merit**. When an ally is attacked in melee, redirect it to yourself.

Neutral

131 **TRUE SPELL:** Costs 14 **Merit**. 3-in-6 chance of remembering a spell when cast.

134 **TRUE INTUITION:** Costs 4 **Merit**. **Search** in just 1 round.

Chaos

137 **TRUE FEIGN:** Costs 4 **Merit**. Dismember with advantage.

139 **TRUE DODGE:** Costs 4 **Merit**. Half the damage from one non-magical attack.

Forging

142 Only dwarves (and some fighters) can forge. Choose one option and gain 1d3 merit.

Honing

146 Costs 10 cp. A honed weapon deals an additional d4 damage. When rolling a 4 on that bonus, the honing fades.

Repair

152 Costs 10 cp. Heal 1 damage from an item.

Construction

154 You can make any weapon. See Global page 25. Get a note card to track your progress. Calculate the total points of the weapon being constructed, based on its damage, properties, and enchantments:

Properties	Point
d4 or d6	1
d8	4
d10 or d12	7
slow, two-handed	1
blunt, charge, melee	3
splash, thrown	5
fired, fragile	7
+1 enchantment	12
Flaming enchantment	20
Warning enchantment	16

162 Each week costs 5 cp for normal weapons, and 200 cp for magic weapons. Progress 1d6 points each week.

166 Up to two dwaves can work on the same weapon at a time.

168 Hibernate

169 Only ursadine and felidae
170 can rest this deeply.

171 Healing

172 Heal 2d6, or have a 2-in-6
173 chance to cure a minor disease
174 or neutralize a minor poison.

175 Merit

176 Gain 1d4 **Merit**.

177 Dreams

178 Gain one rumor from a
179 dream.

180 1-in-10 chance to have to
181 battle a monster in the dream
182 dimension.

183 Magical Research

185 Only arcane magic-users
186 can preform magical research.

187 Adding To A Spell Book

220

188 Arcane magic-users can
189 only add to their own book,
190 and only spells on their spell
191 list. See Magic page 8

192 Assimilating Spells

221

193 All spells must be identi-
194 fied with Read Magic, and
195 takes one week per spell level.

196 Spell Scrolls

197 Cost 1 gp per spell level. 222

198 Destroys the scroll

199 **SUCCESS RATE:** $(80 + \text{your}$
200 intelligence score)%.

201 Captured Spell Books

202 Cost 3 gp per spell level 223

203 **SUCCESS RATE:** $(50 + \text{your}$
204 intelligence score)%.

205 Mentoring

206 You can learn a spell from
207 a mentor. See finding a mentor 224
208 p5. In addition to the mentor's
209 wages, studies cost 5 sp and
210 one week, per spell level.

211 Creating New Spells

212 The player describes in de-
213 tail the spell they wish to cre-
214 ate. The referee decides if the
215 spell can be created.

216 The spell must be of a level
217 the character can cast. Re-
218 search takes two weeks *and*
219 100gp per spell level.

226

227

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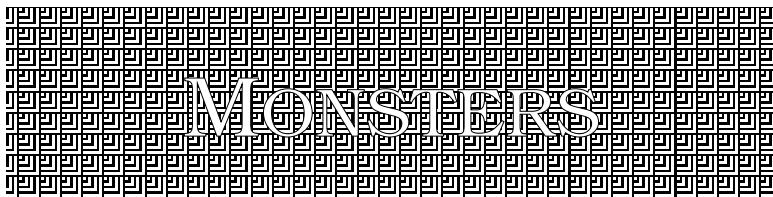
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2 Statistics relating to monsters.

4 Morale

5 Monsters behave brashly if
6 their morale is broken.

7 Morale Score

8 Morale will vary from 2 to
9 12. Creatures with a score of 2
10 will always flee. With score of
11 12, they will never flee.

12 Groups with a leader start
13 with the moral score of the
14 leader.

15 Incurring Morale Checks

16 Monsters make morale
checks when:

- 18 ► They begin combat status.
- 19 ► First blood on their side.
- 20 ► First death on their side.
- 21 ► Group is reduced to half its
22 initial number.
- 23 ► A leader is killed.

24 Monsters will not make
25 more than one moral check per
26 round; They automatically
27 succeed subsequent checks.

28 Making A Morale Check

29 Roll 2d6. If higher than the
30 morale score, they will flea or
31 surrender.

32 Otherwise, they will con-
33 tinue to fight, take 1 damage,
34 and have their morale reduced
35 by one.

36 Hostility

37 The higher a monster's
38 hostility, the more quickly they
39 will attack the players.

40 Depends on faction play,
41 monsters may be more or less
42 hostile to the players. Most
43 monsters have a hostility of 7

Hostility	Significance
4	Friendly
6	Neutral
8	Aggro

44 Reaction Roll

45 See Adventure, page 10.

46 ► Roll 2d6.

47 ► +/- reaction modifier.

48 ► - Hostility.

49 Results

50 ► ≤ 5 : Monsters are hostile, en-
51 raged, status, and bear a
52 grudge against the players. +2
53 hostility

54 ► $-5\text{--}0$: Monsters are hostile,
55 but keep their wits. +1 hostil-
56 ity.

57 ► $1\text{--}4$: Monsters are neutral, but
58 firm.

59 ► $5\text{--}7$: Monsters are neutral,
60 status, and likely to let some-
61 thing slide.

62 ► ≥ 8 : The monsters are
63 friendly and tapped. -1 hostil-
64 ity.

65 status end when another re-
66 action roll is made, or after 1
67 round.

Observation

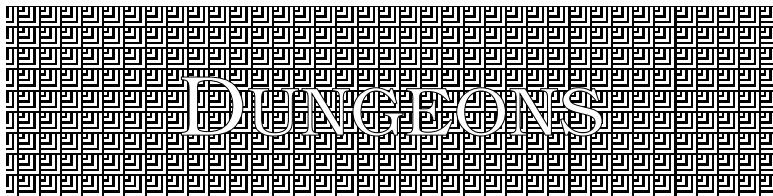
⁶⁸ Higher observation is
⁷⁰ harder to sneak past.

⁷¹ See Adventure page 9.

⁷² Normal sneaking is a d8,
⁷³ but can get as high as a d12 at
⁷⁴ first level, or 2d8 for a max
⁷⁵ level thief.

⁷⁶ A normal human at attention has an observation of 7.

⁷⁸ OC can be reduced by being distracted (-2), intoxicated
⁷⁹ (-2), in conversation (-4), or
⁸⁰ asleep (-6).



2 Procedures related to running dungeons

4 Hazard

5 Rather than track exact
6 time for every torch, rest,
7 spell, and encounter, roll a d12
8 at the end of every turn and let
9 probability space them out.

33 Sign

10 1-2. Burn

11 Torches and lanterns burn
12 out. See Global page 10.

13 3-4. Fatigue

14 Players become fatigued. If
15 they are already fatigued, they
16 take 1 damage.

17 Ends certain spells.

18 Ignore this result while
19 resting.

20 5-6. Sign

21 Signs of monsters appear.
22 See page 8.

23 7-8. Shift

24 Doors swing shut. If the
25 dungeon has features such as
26 sliding walls, they shift now.

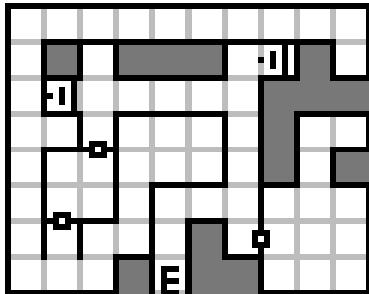
27 9-10. Stalking

28 If there is a monster stalk-
29 ing the players, they make a
30 sound or other sign.

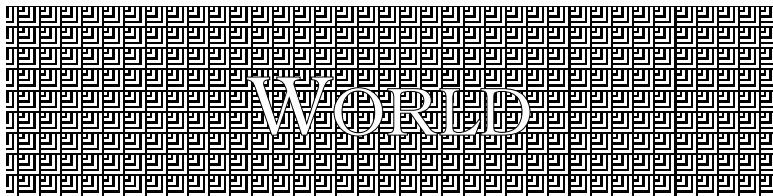
31 11. Nothing

32 12. Wandering Monster

34 Mapping
35 Exercise
36 Solution



37 This is the solution to the
38 exercise in Adventure on page
39 19.



2 Procedures related to running the world and enviornment

Weather

6 The intensity is measured
7 from 1 to 4. 1 is mild, 2 is
8 poor, 3 is bad, and 4 is horrid.

9 The intensity starts at zero,
10 and changes slowly over the
11 course of play.

Intensity

D6	Intensity
1-2	-1
3-5	+0
6	+1

Mild

D6	Weather
1	Overcast
2	Cold
3	Cloudy
4	Hot

Poor

D6	Weather
1	Overcast
2	Fog
3	Drizzle
4	Rain

Bad

D6	Weather
1	Rain
2	Wind
3	Storm
4	Thunder

Horrid

D6	Weather
1	Storm
2	Thunder
3	Snow
4	Hail

Effects

17 **Overcast, cloudy:** No effect

18 **Hot/Cold:** If in a hot/cold
19 climate, deal 1 damage. Other-
20 wise no effect.

21 **Fog:** Reduces visibility and
22 disorients.

23 **Drizzle:** Extinguishes can-
24 dles. Soaks unprotected equip-
25 ment.

26 **Rain:** Fog and drizzle.
27 Drowns out most noise.

28 **Wind:** Extinguishes can-
29 dles and torches. Non-magical
30 ranged attacks impossible.
31 Sailing is twice as fast.

32 **Storm:** Wind and rain. Un-
33 lowered sails have a 2-in-6
34 chance to tear.

35 **Thunder:** Storm; Drowns
36 out all noise. Divine magic-
37 users with deity disfavor are
38 struck by lightening (3d6 dam-
39 age).

40 **Snow:** Rain. Deals 1 dam-
41 age to all creatures without
42 protection. In cold environ-
43 ments, rain becomes snow, 4-
44 in-6 times.

45 **Hail:** Storm; Drowns out
46 all noise. Humans take 1 dam-
47 age. In cold environments,
48 storm becomes hail, 4-in-6
49 times.

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.

⁵⁷ In hot climates, there is a 4-
⁵⁸ in-6 chance of the opposite.

Monster

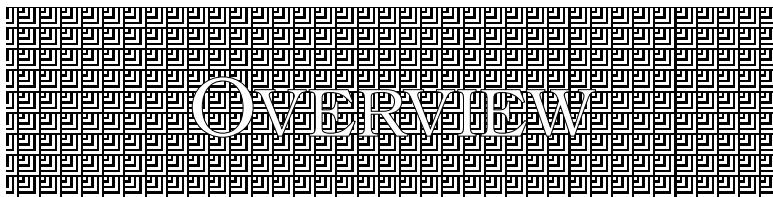
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2 Overview of statistics.

Statistics

Monsters are described by the following statistics. Each section is separated with a horizontal line.

Descriptive

NAME: Stat blocks begin with the name of the monster.

DESCRIPTION: One or two sentence description of the monster in natural language.

Qualities

Alignment (AL): See Character page 5.

Observation Class (OC): The monster's ability to notice. See Dungeon Master page 5.

HOSTILITY (HT): The base hostility of the monster. See Dungeon Master page 4.

Morale Rating (ML): The monster's likelihood to persist in battle. See Dungeon Master: morale page 4.

Movement Rate (MV): The number of **Steps** the monster can move in one round. Characters have a MV of 1. This also lists alternate speeds for flying, moving on webs, etc.

Saves: The monster's saving throw values:

► **D:** Death/poison.

► **W:** Weird.

► **P:** Paralysis/petrification.

► **B:** Blast, breath, etc.

► **S:** Spells/wands/magic.

Combat

Armour Class (AC): The monster's ability to avoid damage in combat. See Adventure page 23.

Hit Dice (HD): The number of d8s rolled to determine an individual's hit points. Modifiers are applied after rolling. Some monsters are listed as having less than one HD, either as $\frac{1}{2}$ (roll 1d4) or as a fixed number of hp.

Average hit points: The average hit point value is listed in parentheses.

Attacks: The attacks that the monster can use each round. Each option will list the AV for that attack, then the damage die, then the average damage.

Recharge: X-in-6 chance of recharging each round.

Dungeon

Number Appearing (NA): the number of monsters encountered roaming in a dungeon level equal to their HD. If the monster is encountered on a level greater than its HD, the number appearing maybe increased; if encountered on a level less than its HD, the number appearing should be reduced.

Treasure Type (TT): The letter code used to determine the amount and type of treasure possessed by the monster(s) (see Treasure

⁸³ Types, p230). The letters listed
⁸⁴ are used as follows:

⁸⁵ **A to O:** Indicate a hoard:
⁸⁶ the sum wealth of a large mon-
⁸⁷ ster or a community of smaller
⁸⁸ monsters, usually hidden in the
⁸⁹ lair.

⁹⁰ **P to V:** If listed for an intel-
⁹¹ ligent monster, indicate trea-
⁹² sure carried by individuals (P
⁹³ to T) or a group (U, V). If
⁹⁴ listed for an unintelligent mon-
⁹⁵ ster, indicate treasure from the
⁹⁶ bodies of its victims.

Special Actions

¹⁰⁰ Sound the alarm

Other

⁹⁷ Other abilities are indicated
⁹⁸ in a bulleted list.

102 Example

103 Monsters are creatures
104 which inhabit dungeons. Many
105 are hostile or predatory to hu-
106 mans. But many are also neu-
107 tral. Most are creatures living
108 their own lives.

109 There are many signs that
110 there's monsters near by.
111 Here's some to use when you
112 roll sign on Hazard.

113 Signs

- 144 1 Claw marks.
- 145 2 Monster dookie.
- 146 3 Scary growls.
- 147 4 Discarded human bones.
- 148 5 Big bloody paw prints.
- 149 6 3"x3" golden yellow paper
150 that reads "ominous".
- 151 7 The word "gullible" written
152 on the ceiling.
- 153 8 Empty Doritos bag.
- 154 9 Empty monster energy can.
- 155 10 Ten things.

126 Non-Combat

127 Monsters often come with
128 traps, trade goods, or other
129 modes of interacting.

130 If offered, this monster will
131 accept a friendly game of
132 poker with a 1 gp maximum
133 bet.

134 Monster

135 Scary creature that kills and
136 eats reckless players.

137 **ALIGNMENT:** Lawful
138 **OC:** 5, **HT:** 10, **ML:** 12
139 **MV:** 1, fly 2.
140 **SAVES:**
141 **D:** 5, **W:** 5, **P:** 5, **B:** 5, **S:** 5
142 **AC:** 0, **HD:** 6+1 (28hp)

143 **ATTACKS:**
144 **3x CLAW:** 10, 1d6 (4).
145 **OR**

146 **FIRE-BREATH, RECHARGE 2:**
147 60' cone, 8d6 (28). Save vs
148 Breath for half.

149 **NA:** 1, **TT:** T

150 ► **SPELLCASTING:** Once per day,
151 can cast Polymorph Self.

152 Baby Monster

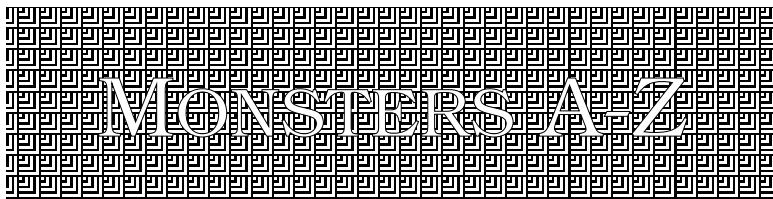
153 Little scary thing.

154 **ALIGNMENT:** Lawful
155 **NC:** 5, **HT:** 12, **ML:** 10
156 **MV:** ½, burrow ½.
157 **SAVES:**
158 **D:** 10, **W:** 10, **P:** 10, **B:** 10, **S:** 10

159 **AC:** 2, **HD:** 4 (18hp)
160 **ATTACKS:**
161 **3x CLAW:** 10, 1d4 (3).

162 **NA:** 1d6, **TT:** P

163 ► **CRY:** When injured, magi-
164 cally alerts nearby monsters.



- 2 List of monsters and their abilities.

4 Acolyte

5 A temple has sent a small
6 group of men into the depths
7 of the dungeon. They risk their
8 lives, but know the end,
9 whether good or bad, is al-
10 ready written; They are hear
11 merely to play it out.

12 Signs

- 13 1 Circle of burnt out candles.
- 14 2 Incense.
- 15 3 Vegetarian food scraps.
- 16 4 Urine.
- 17 5 Smell of stale incense.
- 18 6 Smell of soup.
- 19 7 Spilled soup.
- 20 8 Chalk mark, safe
- 21 9 Chalk mark, danger
- 22 10 Spiked door

23 Quests

- 24 1 Recover a relic.
- 25 2 Pilgrimage.
- 26 3 Rescue a prisoner.
- 27 4 Destroy a relic.
- 28 5 Acquire rare herb.
- 29 6 Investigate a vision.

30 History

- 31 1 Reformed criminal.
- 32 2 Medicine man.
- 33 3 Acetic.
- 34 4 Elder.
- 35 5 Evangelist.
- 36 6 Believer of the old way.

37 Acolyte

38 1st level human cleric.

39 **Alignment:** Any

40 **OC:** 5, **HT:** 5, **ML:** 9

41 **MV:** 40'.

42 **Ability:**

43 **Str:** 9, **Dex:** 9, **Con:** 9,

44 **Int:** 9, **Wis:** 9, **Cha:** 9

45 **Saves:**

46 **D:11,W:12,P:14,B:16,S:15**

47 **AC:** 3, **HD:** 1 (4hp)

48 **Attacks:**

49 **Mace:** 19, 1d6 (4).

50 **NA:** 1d8, **TT:** U, **XP:** 10

51 Priestess

52 4th level human cleric.

53 Leads several acolytes.

54 **Alignment:** Any

55 **NC:** 6, **HT:** 5, **ML:** 11

56 **MV:** 40'

57 **Ability:**

58 **Str:** 9, **Dex:** 9, **Con:** 9,

59 **Int:** 10, **Wis:** 13, **Cha:** 10

60 **Saves:**

61 **D:11,W:12,P:14,B:16,S:15**

62 **AC:** 3, **HD:** 4 (18hp)

63 **Attacks:**

64 **Flail:** 19, 1d8 (5).

65 **NA:** 1, **TT:** U, **XP:** 125

66 ► **Spellcasting:** Depending on

67 alignment, has 2x Cure

68 Wounds / Cause Wounds, and

69 1x Silence / Noise .

70 Basilisk

71 A magical reptile petrifies
72 its victims. Then, comes back
73 at its leisure to eat them. Be-
74 cause it is the only creature
75 able to digest petrified victims,
76 it's ample kills tend to pile up.

77 Signs

78 **1** A scared and very lifelike
79 statue of an orc, or similar lo-
80 cal monster.

81 **2** Shed scales. 1-in-6 to find
82 the whole skin.

83 **3** Strange shaped stones, un-
84 like the cavern walls (food
85 scraps).

86 **4** Smooth gravel (feces).

87 **5** Trail of gravel.

88 **6** Stone hand, broken from a
89 statue.

90 **7** Stone basilisk looking in a
91 puddle.

92 **8** A statue of an animal, with
93 a blank expression, now a nest
94 for mice.

95 **9** A stone chest, filled with
96 stone coins.

97 **10** Statue of person in a comic,
98 regrettable pose.

99 Basilisk

100 10' long magical lizard that
101 turns prey to stone.

102 **Alignment:** Neutral

103 **OC:** 4, **HT:** 8, **ML:** 5

104 **MV:** 20'.

105 Ability:

106 **Str:** 16, **Dex:** 8, **Con:** 15,

107 **Int:** 3, **Wis:** 8, **Cha:** 7

108 Saves:

109 **D:** 10, **W:** 11, **P:** 12, **B:** 13, **S:** 14

110 **AC:** 4, **HD:** 6+1 (28hp)

111 Attacks:

112 **Bite:** 13, 1d10 (6) + petrifi-
113 cation.

114 **Gaze:** Petrification.

115 **NA:** 1d6, **TT:** F, **XP:** 950

116 ▶ **Petrifying Gaze:** Anyone
117 meeting a basilisk's gaze is
118 turned to stone (save versus
119 petrify). Unless averting eyes
120 (+4 AV, -2 AC), or using a mir-
121 ror (+1 THAC0), one charac-
122 ter in melee is affected each
123 round.

124 ▶ **Mirrors:** The reflection of a
125 basilisk is harmless, except to
126 itself.

127 ▶ **Petrifying Touch:** Anyone
128 touched by a basilisk is turned
129 to stone (save vs petrify).

Carcass Crawler

130 This scavenger often stalks
131 prey, waiting for it to expire.
132 It's able to digest bone, and
133 happy share eat a scraps.

Signs

- 136 1 Rhythmic clicking.
- 137 2 Rotting smell that seems to
138 be everywhere.
- 139 3 Rot smell.
- 140 4 Rot smell.
- 141 5 Amber egg sac on ceiling.
- 142 6 Shallow burrow.
- 143 7 Rancid slime.
- 144 8 Molted skin.
- 145 9 Half-eaten, rotten corpse.
- 146 10 Exhausted kobold.

Carcass Crawler

147 4' long millipede with large
148 maw, and many tentacles.

150 **Alignment:** Neutral

151 **OC:** 8, **HT:** 7, **ML:** 5

152 **MV:** 40'.

153 **Ability:**

154 **Str:** 14, **Dex:** 13, **Con:** 16,

155 **Int:** 1, **Wis:** 12, **Cha:** 5

156 **Saves:**

157 **D:**12, **W:**13, **P:**14, **B:**15, **S:**16

158 **AC:** 7, **HD:** 3 (13hp)

159 **Attacks:**

160 **Tentacle:** 16, 1 + paralysis
161 for 2d4 turns.

162 **NA:** 1d3, **TT:** B, **XP:** 50

163 ► **Cling:** Can walk on walls
164 and ceilings.

Crocodile

165 Apex ambush predator.
166 Large quadruped reptiles with
167 powerful tails. Amphibious,
168 live in rivers and marshes.

169 Attracted to blood and
170 movement.

Signs

- 171 1 Shed skin.
- 172 2 Scat, large and firm. 3lb.
- 173 3 Large soft eggs.
- 174 4 Large animal carcass.
- 175 5 Lost tooth.
- 176 6 Reptilian moan.
- 177 7 Splashing.
- 178 8 Mating sounds.
- 179 9 Green moss.
- 180 10 Mud trail

Crocodile

181 9'-12' long.

182 **Alignment:** Neutral

183 **OC:** 5, **HT:** 5, **ML:** 5

184 **MV:** 1', swim 6'

185 **Ability:**

186 **Str:** 18, **Dex:** 13, **Con:** 16,

187 **Int:** 2, **Wis:** 5, **Cha:** 2

188 **Saves:**

189 **D:**12, **W:**13, **P:**14, **B:**15, **S:**16

190 **AC:** 5, **HD:** 2 (9hp)

191 **Attacks:**

192 **Bite:** 18, 1d8 + tapped.

193 **NA:** 1d3, **TT:** None, **XP:**

194 20

198 ►
199 Giant Crocodile
200 More than 50' long. Usu-
201 ally encountered
202 in Lost World regions. Will
203 attack small
204 ships.
205 AC 1 [18], HD 15 (67hp),
206 Att 1 × bite
207 (3d8), AV 9 [+10], MV 90'
208 (30') / 90'
209 (30') swimming, SV D8
210 W9 P10 B10 S12
211 (8), ML 9, AL Neutral, XP
212 1,350, NA 0
213 (1d3), TT None
214 Large Crocodile
215 20' or more long. May at-
216 tack small water-
217 craft (canoes, rafts).
218 AC 3 [16], HD 6 (27hp),
219 Att 1 × bite
220 (2d8), AV 14 [+5], MV 90'
221 (30') / 90'
222 (30') swimming, SV D12
223 W13 P14 B15
224 S16 (3), ML 7, AL Neutral,
225 XP 275, NA 0
226 (1d4), TT None

Dwarf

228 S

Signs

- 230 1 Beard trimmings.
- 231 2 Spilled ale.
- 232 3 Singing.
- 233 4 Chalk marks.
- 234 5 Ration scraps.
- 235 6 Mining sounds.
- 236 7 Mining tool.
- 237 8 Freshly carved passage-way
- 238 9 Old campfire.
- 240 10 Torch Stump.

Chalk Marks

242 Dwarves have a sophisticated set of symbols. They will 269 also tag the mark with a personal identifier, and the level 245 of certain: either doubtful, 246 false, or certain.

- 248 1 Unsafe.
- 249 2 Somewhat safe.
- 250 3 Safe.
- 251 4 Looted.
- 252 5 Passed through.
- 253 6 Trying to leave.

Dwarf

255 Short, stocky, bearded demihuman. Expert miner.

257 **Alignment:** Lawful

258 **OC:** 5, **HT:** 4, **ML:** 8

259 **MV:** 40'.

Ability:

261 **Str:** 9, **Dex:** 9, **Con:** 9,

262 **Int:** 9, **Wis:** 9, **Cha:** 9

Saves:

264 **D:8,W:9,P:10,B:13,S:12**

265 **AC:** 5, **HD:** 1 (4hp)

Attacks:

266 **Battle Axe:** 19, 1d8 (5).

268 **NA:** 3d6, **TT:** G, **XP:** 10

Dwarven Chief

270 Dwarf :)

271 **Alignment:** Any

272 **OC:** 5, **HT:** 5, **ML:** 10

273 **MV:** 40'

Ability:

274 **Str:** 9, **Dex:** 9, **Con:** 9,

275 **Int:** 10, **Wis:** 13, **Cha:** 10

Saves:

276 **D:11,W:12,P:14,B:16,S:15**

279 **AC:** 1, **HD:** 4 (18hp)

Attacks:

280 **Short Sword:** 17, 1d6 (4).

282 **NA:** 1, **TT:** U, **XP:** 75

283 ► **Magic Item:** 2-in-10 chance
284 to have a magic item.

Elemental

	Fire Elemental
322	Whirling columns of fire.
323	AC -2, HD 16* (72hp), Att 1
324	× blow (3d8), AV 8, MV 120' (40'), SV D2 W3 P4 B3 S6 (16), ML 10, AL Neutral, XP 2,300
328	Size: 16' tall, 16' across.
329	Blocked by water: Cannot cross a channel wider than own diameter.
332	Mundane damage immunity: Can only be harmed by magical attacks.
335	Harm cold-based creatures: Inflict extra 1d8 damage.
338	Water Elemental
339	Huge waves of water.
340	AC -2 , HD 16* (72hp), Att 1
341	× blow (3d8), AV 8, MV 60' (20') / 180' (60') swimming,
343	SV D2 W3 P4 B3
344	S6 (16), ML 10, AL Neutral, XP 2,300
346	Size: 8' tall, 32' across.
347	Water-bound: Must remain within 60' of water.
349	Mundane damage immunity: Can only be harmed by magical attacks.
352	Harm creatures in water: Inflict extra 1d8 damage.
311	Size: 16' tall.
312	Blocked by water: Cannot cross a channel wider than own height.
315	Mundane damage immunity: Can only be harmed by magical attacks.
318	Harm creatures on the ground: Inflict extra 1d8 damage.
285	Air Elemental
287	Huge vortexes of whirling air.
289	AC -2, HD 16* (72hp), Att 1
290	× blow (3d8), AV 8, MV 360' (120') flying, SV D2 W3 P4 B3 S6 (16), ML 10, AL Neutral, XP 2,300
294	Size: 32' tall, 8' across.
295	Whirlwind: Creatures with less than 2HD swept aside (save versus death).
298	Mundane damage immunity: Can only be harmed by magical attacks.
301	Harm flying creatures: Inflict extra 1d8 damage.
303	Earth Elemental
304	Huge humanoid figures of earth or stone.
306	AC -2 , HD 16* (72hp), Att 1
307	× blow (3d8), AV 8 , MV 60' (20'), SV D2 W3 P4 B3 S6 (16), ML 10, AL Neutral, XP 2,300
311	Size: 16' tall.
312	Blocked by water: Cannot cross a channel wider than own height.
315	Mundane damage immunity: Can only be harmed by magical attacks.
318	Harm creatures on the ground: Inflict extra 1d8 damage.

Elves

354 Signs
355 Elf
356 Aranel
357 Drow
358 Brethil

Gelatinous Cube

360 Predator perfectly adapted
361 for the dungeon. Typically
362 grow to the exact width of the
363 corridors. Nearly perfectly
364 clear, so their digestive con-
365 tents seem to float down the
366 hallway.
367

Signs

- 368 1 Perfectly clean hallway.
369 2 Slightly moist hallway.
370 3 1d6 sp.

Cube

371 Transparent jelly cube.

372 **Alignment:** Lawful

373 **OC:** 5, **HT:** 4, **ML:** 8

374 **MV:** 2.

375 **Ability:**

376 **Str:** 9, **Dex:** 9, **Con:** 9,
377 **Int:** 9, **Wis:** 9, **Cha:** 9

378 **Saves:**

379 **D:12,W:13,P:14,B:15,S:16**

380 **AC:** 8, **HD:** 4 (18hp)

381 **Attacks:**

382 **Touch:** 16, 0 + save vs
383 paralysis or tapped 2d4 turns +
384 moves victim inside.

385 **Battle Axe:** 19, 1d8 (5).

386 **NA:** 1, **TT:** V, **XP:** 125

387 ► **Digestion:** Creatures in the
388 cube take 1 damage each
389 round.

392 Giant Bugs

393 Giant Fly

394 A cat-sized fly. Harmless
395 unless provoked.

396 **AC 9, HD ½ (2hp), Att 1 x**
397 bite 1d4, **AV 19, MV 60' fly,**
398 **SV D14 W15 P16 B17 S18**
399 **ML 4 AL Neutral, NA 2d6,**
400 **TT n/a/**

401 Goblins

402 Small, grotesque hu-
403 manoids with pallid, earth-
404 coloured skin and glowing, red
405 eyes. Dwell underground.

406 Signs

- 407 **1** Audible bickering.
- 408 **2** Small footprints.
- 409 **3** Crude drawing of a dwarf.
- 410 **4** Broken spear.
- 411 **5** Feces: dark and watery.
- 412 **6** Urine: thin, pale.
- 413 **7** Small bloody hand-prints.
- 414 **8** Dried soup stains.
- 415 **9** Barbaric chanting.
- 416 **10** Cooking smells.

417 Culture

- 418 ► Many goblins worship Baal
- 419 as a large bucephalus goblin.
- 420 ► Mark territory with images
- 421 of dwarvish suffering.
- 422 ► Leave bloody hand-prints at
- 423 the location successful hunt.
- 424 ► Cannibalize their dead.
- 425 ► Before meals, they single out
- 426 one of their own to chastise.
- 427 ► Tame and ride dire wolves.

428 Goblin

429 **AC 6, HD 1–1 (3hp), Att 1 ×**
430 weapon **AV 19, MV 20' SV**
431 **D14 W15 P16 B17 S18 ML 7**
432 **AL Chaotic, NA 6d10, TT R**

433 Goblin King

434 **AC 6, HD 3* (15hp), Att 1 ×**
435 weapon + 1 **AV 18, MV 20 SV**

436 D13 W14 P15 B16 S17 **ML** 8

437 **AL Chaotic, NA 1, TT R**

438 **Royal Aura:** Allies within
439 10' gain a -1 bonus to AV

440 **Goblin Guard**

441 **AC 4, HD 2 (9hp), Att 1 ×**

442 **weapon AV 17, MV 40' SV**

443 D14 W15 P16 B17 S18 **ML** 8

444 **AL Chaotic, NA 2d6, TT R**

445 **Hoard**

446 Only have treasure type C

447 when encountered in the

448 wilderness or in their lair.

449 Invisible Stalker

450 Highly intelligent, magical
451 creatures summoned to per-
452 form tasks for powerful magic-
453 users.

454 See Magic page 26.

455 Signs

- 456 **1** Claw marks.
- 457 **2** Acrid chlorine smell.
- 458 **3** Gentle breeze.
- 459 **4** Broken Door.
- 460 **5** Whispered murmurs.
- 461 **6** Animal frozen in fear.
- 462 **7** Flickering lights.
- 463 **8** Displaced object.
- 464 **9** Path cleared dust.
- 465 **10** Condensation.

466 Invisible Stalker

467 Creature from another
468 plane.

469 **ALIGNMENT:** Lawful

470 **OC:** 8, **HT:** 10, **ML:** 12

471 **MV:** walk

472 **ABILITY:**

473 **STR:** 16, **DEX:** 18, **CON:** 14,

474 **INT:** 10, **WIS:** 15, **CHA:** 11

475 **SAVES:**

476 **D:** 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

477 **AC:** 3, **HD:** 8 (36hp)

478 **ATTACKS:**

479 **CLAW:** 12, 4d4 (10).

480 **NA:** 1, **TT:** T, **XP:** 1,300

481 ► **TRACKING:** Without fault, al-
482 ways succeeds tracking rolls.

483 ► **INVISIBLE:** Can't be seen

484 without magic.

485 ► **IF KILLED:** Returns to plane

486 of origin.

Kobold

488 Small dog like creatures.
489 Barely 3' tall on hind legs.
490 Dwell underground in packs.
491 Have some intelligence. Will
492 recognize individuals, set bait,
493 and have a rudimentary lan-
494 guage. Natural predator of
495 gnomes and halflings.

Signs

- 496 **1** Scat: soft and stinky.
- 498 **2** Gnawed animal bones.
- 499 **3** Yipping.
- 500 **4** Bait: animal leg.
- 501 **5** Paw prints.
- 502 **6** Stomach Contents.
- 503 **7** Stomach Contents.
- 504 **8** Fragrant urine.
- 505 **9** Chewed copper piece.
- 506 **10** Howling.

Stomach Contents

- 508 **1** Rat
- 509 **2** Frog
- 510 **3** Herbs
- 511 **4** Grass
- 512 **5** Bird bones
- 513 **6** Feather
- 514 **7** Hair
- 515 **8** Kobold Tooth

Kobold

516 **AC 9, HD ½ (2hp), Att 1 x**
518 bite 1d4, OR 1 x Spear (1d6-
519 1), **AV 19, MV 60', SV D14**
520 **W15 P16 B17 S18 (NH), ML**
521 **6, AL Chaotic, XP 5 NA 4d4,**
522 **TT P**

Guard

523 **AC 7, HD 2 (9hp), Att 1 x bite**
525 1d4, OR 1 x Battle Axe (1d8-
526 1), **AV 19, MV 60', SV D14**
527 **W15 P16 B17 S18 (NH), ML**
528 **6, AL Chaotic, XP 15 NA 1d6,**
529 **TT P**

Chieftain

530 **AC 7, HD 1+1 (6hp), Att 1 x**
532 bite 1d4, OR 1 x dagger (1d4),
533 **AV 19, MV 60', SV D14 W15**
534 **P16 B17 S18 (NH), ML 8, AL**
535 **Chaotic, XP 20 NA 2, TT J**

536 **— Leadership:** Kobolds under
537 a chieftain's leadership start
538 with 8 moral.

Shaman

539 **AC 7, HD 1* (5hp), Att 1 x**
541 bite 1d4, OR 1 x Sling (1d4),
542 **AV 19, MV 60', SV D11 W12**
543 **P14 B16 S15 (D), ML 6, AL**
544 **Neutral, XP 5 NA 1, TT P**

545 **— Spellcasting:** Once a day, a
546 shaman can cast either En-
547 tangle p23 or Cure Wounds
548 p21.

Koldire

549 Inelegant fey appearing as
551 a large dog like demihuman,
552 with four forelegs. Often train
553 wild animals, especially
554 kobold.

Signs

- 555 **1** Scat: buried.
557 **2** Melodious howl.

Koldire

559 Six legged intelligent wolf.

560 **ALIGNMENT:** Chaotic

561 **OC:** 8, **HT:** 8, **ML:** 8

562 **MV:** walk

563 **ABILITY:**

564 **STR:** 12, **DEX:** 12, **CON:** 12,

565 **INT:** 12, **WIS:** 12, **CHA:** 12

566 **SAVES:**

567 **D:** 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

568 **AC:** 8, **HD:** 2 (9hp)

569 **ATTACKS:**

570 **CLAW:** 18, 2d4 (5).

571 **NA:** 1, **TT:** T

572 ► **TRACKING:** Without fault, always succeeds tracking rolls.

574 ► **INVISIBLE:** Can't be seen without magic.

576 ► **IF KILLED:** Returns to plane of origin.

Ogre

578 Herbivorous fey humanoids, 8–10' tall. Dwell in caves and have stone-like leathery skin.

Ogre

583 **AC:** 5, **HD:** 4+1 (19hp), **Att:**
584 1 × club (1d10), **AV:** 15, **MV:**
586 30', **SV:** D10 W11 P12 B13
587 S14, **ML:** 10, **AL:** Chaotic, **XP:**
588 125, **NA:** 1d6 (2d6), **TT:** C +

589 1,000 cp

Orcs

591 Strong boar like demihumans, with lost fay ancestry.
592 Live in highly organized tribes, often engaging in pilgrimage and conquest. Hated by elves, and feared by humans, yet cautiously respected by dwarves and other demihumans. Known to take captives alive to barter.

Signs

- 602 1 Corse black hair.
- 603 2 Boot prints.
- 604 3 Animal bones cracked for divination.
- 606 4 Dead slave.

5

Orc

608 AC 6 [13], HD 1 (4hp), Att 609 1 × weapon
610 (1d6 or by weapon), AV 19
611 [0], MV
612 120' (40'), SV D12 W13
613 P14 B15 S16 (1),
614 ML 6 (8 with leader), AL
615 Chaotic, XP 10
616 (leader: 10, chieftain: 75),
617 NA 2d4 (1d6 ×
618 10), TT D
619 ► Hate the sun: -1 to hit in full daylight.
620 ► Weapons: Prefer axes, clubs, spears, or swords. Only leaders can use mechanical weapons (e.g. crossbows, catapults).

627 ► Craven: Afraid of larger or strong-
628 er-looking creatures, though leaders may force them to fight.
632 ► Leader: Groups are led by an orc with 8 hit points. The leader gains a +1 bonus to damage rolls. Leaders have defeated other orcs in combat to gain their position.
641 ► Orc chieftain: A 4HD (15hp) chieftain rules an orc tribe. The chieftain gains a +2 bonus to damage rolls.
646 ► Giant companions: For every 20 orcs, there is a 1-in-6 chance of an ogre (p194) accompanying them. There is a 1-in-10 chance of a troll (p207) living in the lair.
655 ► Tribal: Orcs of different tribes may fight among themselves, unless their leaders command them not to. Each tribe has its own lair and has as many females as males, and two whelps per two adults.

665 ► Mercenaries: Orcs may
666 be hired to
667 fight in Chaotic armies.
668 They delight in
669 wanton killing and razing
670 of settlements.

671 **Trading**

672 Orcs mostly barter, occa-
673 sionally using manticore teeth
674 as currency. Prices are listed as
675 a general reference. A tooth
676 generally equates to 2 sp.

677 Orcs have a wide variety of
678 items from the Error: Refer-
679 ence source not foundApothe-
680 cary, Carpenter, Dungeon Sup-
681 ply, and Weapon Smith avail-
682 able for 1.5x the town price.

Item	Price (ct)
Fire Arrows (3)	1
Herbal Brew	1
War Hammer	20

683 **Fire Arrow:** Takes one
684 round to light. Deals an addi-
685 tional d8 damage on impact,
686 and sets flammable material on
687 fire. Destroyed on use.

688 **Herbal Brew:** Increases
689 natural healing by 1 hp. One
690 drink has three doses.

691 Salamander

692 Minor flame elemental. Ap-
693 pears as a giant flaming am-
694 phibian, which sometimes
695 stands on hind legs. Reach
696 upto 12' long.

697 Signs

- 698 **1** Trail of soot.
699 **2** Fire crackling.
700 **3** Classical guitar.
701 **4** Pellets of ash.

702 Flame Salamander

703 Intelligent serpents with
704 lizard-like heads and legs.

705 **Alignment:** Chaotic

706 **OC:** 5, **HT:** 7, **ML:** 8

707 **MV:** 4.

708 **Ability:**

709 **Str:** 14, **Dex:** 9, **Con:** 9,

710 **Int:** 14, **Wis:** 9, **Cha:** 14

711 **Saves:**

712 **D:** 8, **W:** 9, **P:** 10, **B:** 10, **S:** 12

713 **AC:** 7, **HD:** 4 (18hp)

714 **Attacks:**

715 **Old Sword:** 19, 1d6 (4).

716 **NA:** 2d4+1, **TT:** F, **XP:** --

717 ► **HEAT AURA:** Close creatures
718 take 1d4 damage per round.

719 ► **FIRE IMMUNITY**

720 ► **FIRE BODY:** Contact destroys
721 wood weapons, shields, etc.

Shadow

722 Sentient shadows. Often found in abandoned places.

Signs

726 **1** Moving shadows.

727 **2** Shadow not cast by an apparent object.

729 **3** Object with no shadow.

730 **4** Frost.

731 **5** Momentary loss of vision.

732 **6** Whispers.

733 **7** Faint breeze.

Shadow

735 Sentient shadow

736 **Alignment:** Neutral

737 **OC:** 6, **HT:** 7, **ML:** 12

738 **MV:** 2.

Ability:

740 **Str:** 14, **Dex:** 14, **Con:** 5,

741 **Int:** 8, **Wis:** 8, **Cha:** 4

Saves:

743 **D:**

744 **12,W:13,P:14,B:15,S:16**

745 **AC:** 12, **HD:** 2+2 (11hp)

Attacks:

747 **Touch:** 17, 1d4 (3) + drain.

748 **NA:** 1d8, **TT:** F, **XP:** 35

749 ► **INVISIBILITY:** in darkness.

750 ► **STRENGTH DRAIN:** Victims lose 1 STR. Recover 1 per rest.
751 If reduced to 0 become a
752 shadow.

754 ► **MUNDANE DAMAGE IMMUNITY:**

755 Can only be harmed by magical attacks and silver.
756

Shadow Hound

757 Conjured familiar. See Magic page 35.

Shadow Hound

760 Black smoke in the shape of a large dog, with excellent sense of smell.

764 **AC:** 7, **HD:** 1+2 (6hp), Att 1

765 × bite (1d6), **AV:** 18, **MV:** 180' (60'),

767 **SV:** D12 **W:** 13 **P:** 14 **B:** 15 **S:** 16
768 (1), **ML:** 12, **AL:** Lawful, **XP:** 15

769 ► **Tracking:** By scent. Once started, very difficult to put off the trail.

770

771

772

Skeleton

772 Skeletal remains of hu-
773 manoids, reanimated as
774 guardians by powerful magic-
775 users or clerics. Often encoun-
776 tered in cemeteries, crypts, or
777 other forlorn places.

Signs

- 780 **1** Skeletal Footprints.
- 781 **2** Chattering bone.
- 782 **3** Hollow Laughter.
- 783 **4** Xylophone performance.
- 784 **5** Faint clicking.
- 785 **6** Well worn walking path.
- 786 **7** Trail of disturbed dust.
- 787 **8** Misplaced rib bone.

Skeleton

788 Undead humanoid.

789 **Alignment:** Chaotic

790 **OC:** 3, **HT:** 10, **ML:** 12

791 **MV:** 4.

Ability:

792 **Str:** 11, **Dex:** 11, **Con:** 11,

793 **Int:** 6, **Wis:** 6, **Cha:** 4

Saves:

794 **D:**

795 **12,W:13,P:14,B:15,S:16**

796 **AC:** 7, **HD:** 1 (4hp)

Attacks:

797 **Old Sword:** 19, 1d6 (4).

798 **NA:** 3d4, **TT:** None, **XP:**

799 **10**

800 ► **UNDEAD:** Silent when mo-
801 tionless. Immune to poison,
802 charms, sleep, etc.

807 Snakes

808 Conjured Snakes

809 See Magic page 37.

810 AC 6, HD 1 (4hp), Att 1 ×
811 bite (1d4), AV 19, MV 90'
812 (30'), SV D12 W13 P14 B15
813 S16 (1), ML 7, AL Neutral, XP
814 10 (13 if poisonous)

815 Spiders

816 Eight legged arthropods
817 that often grow to giant size in
818 dungeons. Spiders are typi-
819 cally solitary ambush preda-
820 tors.

821 Signs

- 822 1 Webs
823 2 Small dark droppings
824 3 Harmless webs on walls
825 4 Molt
826 5 Egg sac casing
827 6 Giant fly exoskeleton

7

828 Webs

829 Spider silk is nearly invis-
830 ible to the inattentive eye. Un-
831 less crawling, the front rank of
832 the party will become para-
833 lyzed by the web, and alert the
834 spider.

835 Each round after being
836 stuck for one full round, stuck
837 creatures may attempt a save
838 versus paralyses to escape.

839 The web has an AC of 9,
840 and 10 hit points. Dealing non
841 lethal damage will cause any
842 cutting implement to become
843 stuck in the web.

844 Webs can be destroyed by
845 fire in two rounds. All crea-
846 tures in a flaming web suffer
847 1d8 points of damage.

848 Vanilla

849 6" long, black spider.

850 **AC 6, HD 1/4 (1 hp) Att 1 ×**
851 bite (1), **AV 19, MV 10'.** 50'
852 in 23 webs.
853 **SV D12 W13 P14 B15 S16**
854 (2), **ML 8, AL Neutral, XP 15,**
855 **NA 1d3 TT U**

-
- 856 – **Cling:** Can walk on walls
857 and ceilings.
858 – **Poison:** Causes death in 1
859 turn (save versus poison).

Black Widow

860 2' long, black spiders with
861 a red hourglass pattern on their
862 abdomens.

864 **AC 6, HD 3* (13hp) Att 1 ×**
865 bite (2d6 + poison), **AV 17,**
866 **MV 30'.** 120' in webs.
867 **SV D12 W13 P14 B15 S16**
868 (2), **ML 8, AL Neutral, XP 50,**
869 **NA 1d3 TT U**

-
- 870 – **Cling:** Can walk on walls
871 and ceilings.
872 – **Poison:** Causes death in 1
873 turn (save versus poison).

Crab Spider

875 3' long hunting spiders that
876 can change their color to
877 match their surroundings.

878 **AC 7, HD 2* (9hp), Att 1 ×**
879 bite (1d8 + poison), **AV 18,**
880 **MV 120' SV D12 W13 P14**
881 **B15 S16 (1), ML 7, AL Neu-**
882 **tral, XP 25, NA 1d4, TT U**

-
- 883 – **Cling:** Can walk on walls
884 and ceilings.
885 – **Poison:** Causes death in 1d4
886 turns (save versus poison
887 with +2 bonus).

Tarantella

888 7' long, hairy hunting spi-
889 ders that resemble tarantulas.
890 Magical in nature.

892 **AC 5, HD 4* (18hp), Att 1 ×**
893 bite (1d8 + poison), **AV 16,**
894 **MV 120' SV D12 W13 P14**
895 **B15 S16 (2), ML 8, AL Neu-**
896 **tral, XP 125, NA 1d3 TT U**

897 **Poison:** Save vs poison or
898 dance for 2d6 turns (suffering
899 from painful, jerking spasms
900 that resemble a macabre
901 dance).

902 **Cling:** Can walk on walls
903 and ceijjlings. Viewers of one
904 affected by the poison must
905 save versus spells or begin
906 dancing in the same fashion,
907 for as long as the poisoned vic-
908 tim.

909 **Dancing:** Those affected
910 suffer a +4 penalty to AV and
911 AC. After 5 turns of dancing,
912 they become exhausted: fall to
913 the ground, helpless.

Weaver

914 6' long slender yellow spi-
915 der. Mild poison, but expert
916 web spinner.

918 **AC 6, HD 3* (13hp) Att 1 x**
919 bite (1d6 + poison) OR fling
920 web: recharge 2. **AV 18. MV**
921 30'. 120' in webs.

922 **SV D12 W13 P14 B15 S16**
923 (2), **ML 8, AL Neutral, XP 50,**
924 **NA 1d3 TT U**

925 – **Cling:** Can walk on walls
926 and ceilings.

927 — **Poison:** Causes extreme
928 drowsiness. (save versus poi-
929 son).

Wraith

930 The remains of a spirit.
931 Guards the place of burial.

Signs

- 934 **1** Chilled air.
935 **2** Unnerving whine.
936 **3** Frost.
937 **4** Slight breeze.
938 **5** Whispers.
939 **6** Person crossing a hallway.

Wraith

941 Incorporeal undead.

942 **Alignment:** Any
943 **OC:** 3, **HT:** 10, **ML:** 12
944 **MV:** 8 fly.

945 **Ability:**
946 **Str:** 11, **Dex:** 11, **Con:** 11,
947 **Int:** 6, **Wis:** 6, **Cha:** 4

Saves:

949 **D:**
950 **10,W:11,P:12,B:13,S:14**

951 **AC:** 3, **HD:** 4 (18hp)

Attacks:

953 **Touch:** 16, 1d6 (4) + drain.

954 **NA:** 1d4, **TT:** E, **XP:** 175

955 ► **UNDEAD:** Silent when mo-
956 tionless. Immune to poison,
957 charms, sleep, etc.

958 ► **MUNDANE IMMUNITY:** Only
959 harmed by silver weapons or
960 magic.

961 ► **DAMAGE REDUCTION:** Half
962 damage from silver weapons.

963 ► **ENERGY DRAIN:** Save versus
964 death or loose one level. A per-

965 son drained of all levels be-
966 comes a Shadow, under the
967 control of the wraith that killed
968 them.

