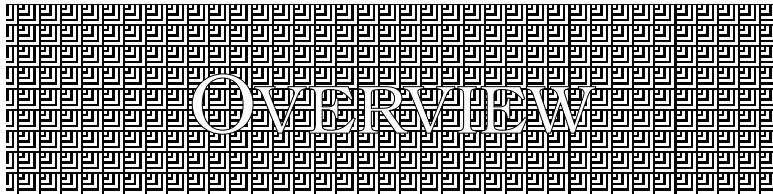


Global

## **Contents**

---

<b>Overview.....</b>	<b>2</b>
Booklets.....	3
Philosophy.....	3
Pillars.....	4
Roles.....	5
<b>Environment.....</b>	<b>6</b>
Time.....	7
Distance.....	7
Zone.....	8
Noise.....	8
Light.....	9
Status.....	10
Item Slots.....	10
<b>Experience.....</b>	<b>12</b>
Score Sheet.....	12
Score.....	12
Leveling Up.....	13
<b>Life &amp; Death.....</b>	<b>14</b>
Health Points.....	15
Damage.....	15
Healing.....	16
Near Death.....	16
Saving Throws.....	17
Burial.....	17
Resurrection.....	18
Inheritance.....	18
<b>Miscellaneous.....</b>	<b>20</b>
Advantage.....	21
Abilities.....	21
Rounding.....	22
<b>Full Contents.....</b>	<b>24</b>



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.

# Philosophy

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

## Old School Renaissance

49 This is essentially a hack of  
50 B/X. I started running vintage  
51 modules after playing in a  
52 game with *Old School Esse-  
53 nitals*.

54 I found myself moving  
55 away from vintage modules  
56 and rules. Eventually I came to  
57 write this rule set to support an  
58 OSR style game.

## Light

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

63 Players don't need to read  
64 the entire rule book. Instead,  
65 byte sized chunks can be  
66 taught quickly, without break-  
67 ing the flow of the game.

68 The players should be  
69 should be able to learn the me-  
70 chanics quickly enough to not  
71 hinder game play, even when  
72 learning to make their first at-  
73 tack or sneak roll.

74 This leads to a somewhat  
75 object oriented approach.

## Setting

77 This game is intended as a  
78 dungeon crawler run by a  
79 Dungeon Master, in a high

80 fantasy, sword and sorcery setting.

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

### Dungeon

92 The dungeon is a restricted  
93 environment in which play  
94 happens. The game is opti-  
95 mized to work in that environ-  
96 ment.

## Pillars

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

### Role Play

102 Conversation with collabora-  
103 tive imagination.

### Skills

105 Roll a target number in or-  
106 der to be able to do something.

### Combat

108 Reduce the enemy's re-  
109 sources before they reduce  
110 yours.

### Puzzles

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

### Inventory

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

### Exploration

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

### World Building

124 World building is not just  
125 for the referee. As players ad-  
126 vanced they're are encouraged  
127 to develop their characters be-  
128 yond their stats and abilities.

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

## 133 Power Levels

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

## 137 Solo Play

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

## 143 Roles

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

### 146 Score Keeper

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

### 150 Playing without a mapper

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

### 154 Mapper

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

### 160 Playing without a mapper

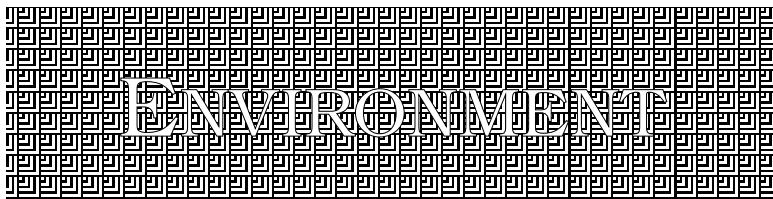
161 The players will get lost  
162 eventually.

### 163 Caller

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

### 174 Playing without a mapper

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



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

## 4 Time

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

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

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

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

## 17 Distance

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

### 21 Step

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

24 1 Moving to a door.

25 2 Moving to the threshold.

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

28 The following also count as  
29 a step:

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

32 ▶ Traversing stairs or a ladder.

33 ▶ Traversing a simple obstacle.

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

### 36 Squares

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

### 42 Feet

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

## 46 Zone

---

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

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

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

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

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

## 58 Noise

---

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

### 61 Loud

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

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

### 70 Quiet

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

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

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

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

### 83 Silent

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

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

# 89 Light

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

## 92 Dark

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

## 96 Dim

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

## 100 Bright

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

## 105 Light Power

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

Source	Power
Candle	1
Lantern	2
Magic	3
Torch	4

## 111 Blind

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

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

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

## 123 Marching Order

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

## 126 Burn

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

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

## 138 Infravision

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

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

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

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

## Status

154     *Status* results from *blindness*, *Hold Person*, and many  
155 other conditions. It is almost  
156 completely restrictive.

159     Attacks against statuses  
160 creatures always succeed.

161     Status creatures can not:

162 ► Move.

163 ► Make attacks.

164 ► Cast spells.

165 ► Use magic items.

166 ► Use class skills.

167     Status creatures may:

168 ► Hear and speak.

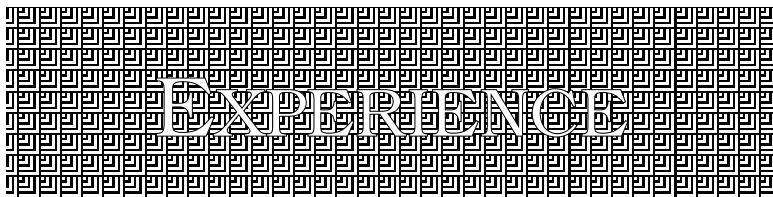
169 ► Make saving throws.

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

### **Override**

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

176     Apply the most restrictive  
177 *status* available.



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

## Score Sheet

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

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

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

### Prime Requisite

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

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

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

### Minions

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

## Score

33 A score is something that  
34 awards XP.

### Treasure

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

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

48 Achieving a goal scores  
49 100 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

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

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

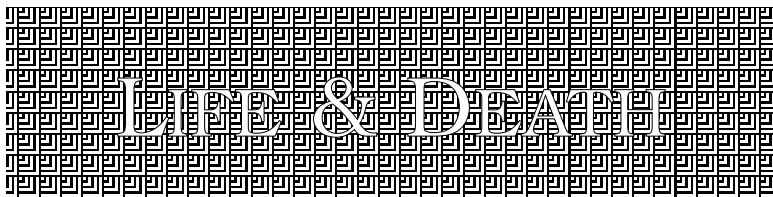
<sup>60</sup> ...

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

<sup>67</sup> They also roll their health  
<sup>68</sup> (see page 17).

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

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



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

## 2 Health Points

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

### **6 Health Die**

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

### **11 Rolling Health**

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

## 19 Damage

### **20 Slain**

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

24 *Slain* Minions and Mon-  
25 sters die. *Slain* player Charac-  
26 ters are *near death* (p18); If  
27 not healed within one turn,  
28 they die.

### **29 Destruction**

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

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

### **37 Subdual**

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

# Healing

44 Healing removes damage.

## Natural Healing

46 One week of Downtime  
47 heals 2d6.

## Bandaging

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

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

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

59 You may bandage yourself.

## Magical Healing

60 Magic potions or spells can  
62 provide instantaneous healing.

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

# Near Death

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

## Death

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

## Bonus

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

## Dismemberment

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

## Result Dismemberment

≤0 Unharmed

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

6-7 Lost eye.

8 Lost arm.

9 Broken leg: +2 AC.

≥10 Dead

## 88 Saving Throws

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

### 93 Categories

94 There are five saving throw  
95 categories:

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

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

### 101 Paralysis Or Petrification

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

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

### 108 Spells Or Magic (S):

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

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

### 118 Checking

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

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

## 126 Burial

127 Simple burial prevents the  
128 body from being reanimated.  
129 If a cleric uses one turn to pre-  
130 form a blessing, the soul will  
131 not return. Temples will also  
132 bury and bless the dead.

133 Cremation of the body pre-  
134 vents resurrection.

### 135 Rites

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

## Resurrection

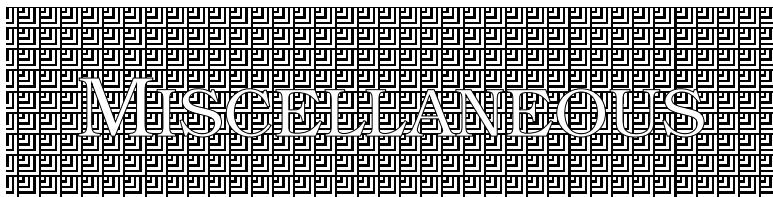
139     Returning from death is an  
140    ordeal. Until the subject gets  
141    two full weeks of bed rest,  
142    they have 1 hit point, move at  
143    half the normal rate, cannot  
144    carry heavy items, and cannot  
145    attack, cast spells, or use other  
146    class abilities. This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

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

## Inheritance

---

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



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

## <sup>2</sup> Advantage

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

## <sup>6</sup> Disadvantage

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

## <sup>10</sup> Abilities

---

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

## <sup>16</sup> Checking

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

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

## 22 Rounding

23 When not otherwise specified, round down.

## 25 Flashback

26 Each session, each player  
27 may have one flashback. It can  
28 be used for one of the following options. In general, anything that could have been  
30 done during Adventure Set Up  
32 can be done as a flashback.

### **33 Purchase**

34 Have gotten a particular  
35 item while shopping.

### **36 Spoken**

37 Role play a brief conversation had before the adventure.

# CONTENTS

- 2 Full table of contents for the entire system, up to heading 5.
- 3 ► **Heading 1:** Booklet.
- 4 ► **Heading 2:** Chapter.
- 5 ► **Heading 3:** Page.
- 6 ► **Heading 4:** Section.
- 7 ► **Heading 5:** Subsection.

Global.....	0
<b>Overview.....</b>	<b>2</b>
Booklets.....	3
Global.....	3
Adventure.....	3
Character.....	3
Gear.....	3
Magic.....	3
Downtime.....	3
Dungeon Master.....	3
Monster.....	3
Philosophy.....	3
Old School Renaissance.....	3
Light.....	3
Setting.....	3
Dungeon.....	4
Pillars.....	4
Role Play.....	4
Skills.....	4
Combat.....	4
Puzzles.....	4
Inventory.....	4
Exploration.....	4
World Building.....	4
Power Levels.....	5
Solo Play.....	5
Roles.....	5
Score Keeper.....	5
Playing Without A Mapper.....	5
Mapper.....	5
Playing Without A Mapper.....	5
Caller.....	5
Playing Without A Mapper.....	5
<b>Environment.....</b>	<b>6</b>
Time.....	7
Distance.....	7
Step.....	7
Squares.....	7
Feet.....	7
Zone.....	8
Noise.....	8
Loud.....	8
Quiet.....	8
Silent.....	8
Light.....	9
Dark.....	9
Dim.....	9
Bright.....	9
Light Power.....	9
Blind.....	9
Marching Order.....	9
Burn.....	9
Infravision.....	9
Status.....	10
Override.....	10
Item Slots.....	10
Number.....	10
Encumbrance.....	10
Horses.....	10
<b>Experience.....</b>	<b>12</b>
Score Sheet.....	12
Prime Requisite.....	12
Minions.....	12
Score.....	12
Treasure.....	12
Defeated Monsters.....	12
Goal.....	13
Session Report.....	13
Mapping.....	13
Leveling Up.....	13
One Session Maximum.....	13
<b>Life &amp; Death.....</b>	<b>14</b>
Health Points.....	15
Health Die.....	15
Rolling Health.....	15
Damage.....	15
Slain.....	15
Destruction.....	15
Subdual.....	15
Healing.....	16

Natural Healing.....	16	
Bandaging.....	16	
Magical Healing.....	16	
<b>Near Death.....</b>	<b>16</b>	
Death.....	16	
Bonus.....	16	
Dismemberment.....	16	
<b>Saving Throws.....</b>	<b>17</b>	
Categories.....	17	
Checking.....	17	
<b>Burial.....</b>	<b>17</b>	
Rites.....	17	
<b>Resurrection.....</b>	<b>18</b>	
<b>Inheritance.....</b>	<b>18</b>	
<b>Miscellaneous.....</b>	<b>20</b>	
Advantage.....	21	
Disadvantage.....	21	
Abilities.....	21	
Checking.....	21	
Rounding.....	22	
<b>Full Contents.....</b>	<b>24</b>	
		<b>Adventure.....0</b>
		<b>Set Up.....2</b>
		<b>Solo Play.....3</b>
		Downtime.....3
		Shopping.....3
		Hirelings.....3
		<b>World Building.....3</b>
		Rumors.....3
		Character.....3
		Adventurers Guild.....3
		<b>Goals.....4</b>
		<b>Traveling.....4</b>
		<b>Dungeon.....6</b>
		<b>Basics.....7</b>
		Time.....7
		Error: Reference Source Not Found.....7
		<b>Moving.....7</b>
		Normal.....7
		Slow.....7
		Fast.....7
		Marching.....7
		<b>Searching.....8</b>
		<b>Other Actions.....8</b>
		Resting.....8
		Bandaging.....8
		Reclaiming Ammo.....8
		<b>Sneaking.....9</b>
		Observation Class.....9
		Checking.....9
		<b>Doors.....9</b>
		Checking Doors.....9
		Failing To Open.....9
		Breaking Doors.....9
		<b>Talking.....10</b>
		Reaction Roll.....10

Retcon.....	10	Attacking.....	23
Purchase.....	10	Hitting An Attack.....	23
Spoken.....	10	Resisting An Attack.....	23
<b>Mapping.....</b>	<b>12</b>	Successful Attacks.....	23
Simple Method.....	13	Types.....	23
Calls.....	13	<b>Retreat.....</b>	<b>24</b>
Restrictions.....	13	Chasing.....	24
Corridor Calls.....	14	Ending.....	24
Hallway.....	14	Points.....	24
Turn.....	14	Dead Ends.....	24
Split.....	14	Surrounding.....	24
Cross.....	14	Superiority.....	24
Branch.....	14	<b>Pursuing.....</b>	<b>25</b>
Terminate.....	15	Monsters.....	25
Rooms.....	15	Tracking.....	25
Rectangular.....	15	Movement.....	25
Wall Trace.....	15	Score.....	25
Doors / Exits.....	16	Victory.....	25
Stairs.....	16	Defeat.....	25
Example.....	17	<b>Escaping.....</b>	<b>25</b>
Exercise.....	18	Movement.....	25
<b>Conflict.....</b>	<b>20</b>	Actions.....	25
Basics.....	21	Hide.....	25
Time.....	21	Drop.....	25
Mapping.....	21	Monsters.....	25
Fighting.....	21	Victory.....	25
Initiative.....	21	Defeat.....	25
Resolution Order.....	21	<b>Wrap.....</b>	<b>26</b>
Melee.....	21	Basics.....	27
Outnumbering.....	21	Award Experience.....	27
Action.....	21	Divide Treasure.....	27
Actions.....	22	Funerary Rites.....	27
Melee Attack.....	22	Evaluate Loyalty.....	27
Ranged Attack.....	22		
Stunts.....	22		
Suggestions.....	22		
Magic (Spell Casting).....	22		
Flee.....	22		

Character.....	0
<b>Overview.....</b>	<b>2</b>
Creating A Character.....	3
1. Roll Ability Scores.....	3
Sub-par Characters.....	3
2. Adjust Ability Scores.....	3
Note Bonuses.....	3
3. Choose A Class.....	3
4. Choose Alignment.....	3
5. Starting Money.....	3
6. Note XP And Level.....	3
Ability Scores.....	4
Strength.....	4
Dexterity.....	4
Constitution.....	4
Intelligence.....	4
Wisdom.....	4
Charisma.....	4
Alignment.....	5
Alignment Language.....	5
Revealing Alignment.....	5
Role Playing Alignment.....	5
Monstrous.....	5
<b>Basic.....</b>	<b>6</b>
Cleric.....	7
Progression.....	7
Turn Undead.....	7
Restrictions.....	7
Turning Table.....	7
Successful Turning.....	8
Divine Magic.....	8
Magic Progression.....	8
After Reaching 9th Level.....	8
Fighter.....	9
Progression.....	9
Fighter Skills.....	9
Advanced Skills.....	9
Stronghold.....	9
After 9th Level.....	9
Wizard.....	10
Progression.....	10
Arcane Magic.....	10
Magic Progression.....	10
After Reaching 11th Level.....	10
After Reaching 14th Level.....	10
<b>Thief.....</b>	<b>11</b>
Progression.....	11
Thieves Cant.....	11
Thief Skills.....	11
Skill Progression.....	12
Back-Stab.....	12
Read Languages.....	12
Scroll Use.....	12
After Reaching 9th Level.....	12
<b>Advanced.....</b>	<b>14</b>
Acrobat.....	15
Progression.....	15
Acrobat Skills.....	15
Skill Progression.....	15
After Reaching 9th Level.....	15
Bard.....	16
Progression.....	16
Languages.....	16
Song.....	16
Restrictions.....	16
Druid.....	17
Progression.....	17
Limited Possessions.....	17
Divine Magic.....	17
Magic Progression.....	17
Identification.....	17
Shape Change.....	17
Transforming.....	18
Nature's Favor.....	18
Pass Without Trace.....	18
Charm Immunity.....	18
Reaching 12th Level And Above.....	18
Knight.....	19
Progression.....	19
Chivalric Code.....	19
Knightly Combat.....	19
Hospitality.....	19
Strength Of Will.....	19
Princess.....	20
Progression.....	20

Royal Status.....	20
Hospitality.....	20
Lore.....	20
Inspiration.....	20
Castle.....	20
<hr/>	
Warlock.....	21
Progression.....	21
Divine Magic.....	21
Magic Progression.....	21
Evil Aura.....	21
Stronghold.....	22
<hr/>	
<b>Demihuman.....</b>	<b>24</b>
<hr/>	
Dwarf.....	24
Progression.....	24
Detect Construction.....	24
Infravision.....	24
Tough.....	25
Berserker.....	25
Medic.....	25
After Reaching 9th Level.....	25
<hr/>	
Elf.....	25
Progression.....	25
Detect Secret Doors.....	25
Keen Hearing.....	25
Arcane Magic.....	26
Magic Progression.....	26
Immunity To Ghoul Paralysis	26
After 9th Level.....	26
<hr/>	
Halfling.....	26
Progression.....	26
Defensive Bonus.....	26
Sneaky.....	27
Keen Hearing.....	27
Missile Attack Bonus.....	27
Lucky.....	27
Stronghold.....	27
<hr/>	
Kobold.....	27
Progression.....	27
Keen Smell.....	27
Speak With Dogs.....	27
Natural Weapon.....	28
Defensive Bonus.....	28
Infravision.....	28
Sneaky.....	28
Nature's Favor.....	28
After Reaching 5th Level.....	28
<hr/>	
<b>Felidae.....</b>	<b>28</b>
Progression.....	28
Nine Lives.....	28
Speak With Cats.....	28
Paws.....	28
Keen Smell.....	29
Infravision.....	29
Back-Stab.....	29
Nature's Favor.....	29
<hr/>	
<b>Legomorph.....</b>	<b>29</b>
Progression.....	29
Leap.....	29
Speak With Rabbits.....	29
Kick.....	30
Keen Hearing.....	30
Nature's Favor.....	30
After Reaching 5th Level.....	30
<hr/>	
<b>Minions.....</b>	<b>32</b>
<hr/>	
Minions.....	33
Limit.....	33
Level.....	33
Duties.....	33
<hr/>	
Loyalty.....	33
Loyalty Check.....	33
Peril.....	33
Evaluation.....	33
<hr/>	
Hirelings.....	34
Wages.....	34
Upkeep.....	34
Recruitment.....	34
<hr/>	
Animals.....	34
Tricks.....	34
Recruitment.....	34
<hr/>	
Monsters.....	35

Gear.....	0
<b>Overview.....</b>	<b>2</b>
Shopping.....	3
Storing In Town.....	3
Kits.....	4
Dungeon Kit – 19 Cp.....	4
Soldier Kit – 96 Cp.....	4
Cleric Kit – 130 Cp.....	4
Adventure Kit – 8 Cp.....	4
Thief Kit – 68 Cp.....	4
Wear.....	4
Weapons.....	5
Blunt.....	5
Fired.....	5
Charge.....	5
Melee.....	5
Risky.....	5
Slow.....	5
Splash.....	5
Thrown.....	5
Two-handed.....	5
<b>Shops.....</b>	<b>6</b>
Assayer.....	6
Currency.....	6
Apothecary.....	6
Armor Smith.....	7
Carpenter.....	8
Dungeon Supply.....	8
Fletcher.....	9
General Store.....	9
Stables.....	10
Temple.....	11
Weapon Smith.....	11
<b>Magic.....</b>	<b>0</b>
<b>Overview.....</b>	<b>2</b>
Memory.....	3
Arcane Magic.....	3
Divine Magic.....	3
Limitations.....	3
Concentration.....	4
Breaking Concentration.....	4
Charms.....	4
Deity Disfavor.....	5
Incurring Disfavor.....	5
Alignment.....	5
Court.....	5
Penalties.....	5
Forgiveness.....	5
Major Disfavor.....	5
Spell Books.....	6
Item Slots.....	6
Replacing / Replicating.....	6
<b>Spell Lists.....</b>	<b>8</b>
Cleric Spell List.....	9
1st Level.....	9
2nd Level.....	9
3rd Level.....	9
4th Level.....	9
5th Level.....	9
Druid Spell List.....	10
1st Level.....	10
2nd Level.....	10
3rd Level.....	10
4th Level.....	10
5th Level.....	10
Warlock Spell List.....	11
1st Level.....	11
2nd Level.....	11
3rd Level.....	11
4th Level.....	11
5th Level.....	11

Wizard Spell List.....	12	Ground.....	24
1st Level.....	12	Greater Charm.....	24
2nd Level.....	12	Greater Cure Wounds.....	24
3rd Level.....	12	Greater Cause Wounds.....	24
4th Level.....	12	Growth Of Animal.....	24
5th Level.....	13	Shrink Of Animal.....	24
6th Level.....	13	Growth Of Plants.....	24
Spells.....	14	Shrink Of Plants.....	24
Spells In Order.....	15	Hallucinatory Terrain.....	24
Animal Friendship.....	17	Haste.....	25
Animate Dead.....	17	Slow.....	25
Anti-Magic Shell.....	17	Heat Metal.....	25
Hyper-magic Sphere.....	17	Hide Gold.....	25
Barkskin.....	17	False Gold.....	25
Bless.....	17	Hold Monster.....	25
Blight.....	17	Free Monster.....	25
Charge.....	18	Hold Portal.....	25
Remove Charge.....	18	Hold Person.....	26
Clairvoyance.....	18	Free Person.....	26
Cloudkill.....	18	Insect Plague.....	26
Commune.....	19	Infravision.....	26
Confusion.....	19	Invisible Stalker.....	26
Conjure Elemental.....	19	Invisibility.....	27
Contact Higher Plane.....	19	Invisibility 10' Radius.....	27
Continual Light.....	20	Knock.....	27
Continual Darkness.....	20	Know Alignment.....	27
Control Weather.....	20	Obscure Alignment.....	27
Control Earth.....	20	Lesser Charm.....	27
Create Food.....	20	Levitate.....	28
Destroy Food.....	21	Light.....	28
Create Water.....	21	Darkness.....	28
Destroy Water.....	21	Lightning Bolt.....	28
Cure Disease.....	21	Locate Monster.....	28
Cause Disease.....	21	Locate Object.....	28
Cure Wounds.....	21	Locate Plant Or Animal.....	28
Cause Wounds.....	21	Locate Person.....	29
Detect Invisible.....	21	Massmorph.....	29
Detect Magic.....	21	Magic Missile.....	29
Dimension Door.....	21	Mirror Image.....	29
Disintegrate.....	22	Neutralize Poison.....	29
Dispel Evil.....	22	Cause Poison.....	29
Dispel Magic.....	22	Obscuring Mist.....	29
Empower Armor.....	23	Clear Mist.....	29
Disempower Armor.....	23	Pass-Wall.....	30
Entangle.....	23	Part Water.....	30
Feeblemind.....	23	Phantasmal Force.....	30
Find Traps.....	23	Polymorph Others.....	30
Create Trap.....	23	Polymorph Self.....	31
Fire Ball.....	23	Predict Weather.....	31
Floating Disc.....	23	Projected Image.....	31
Fly.....	23	Protection From Chaos.....	31
		Protection From Law.....	31
		Protection From Chaos 10' Radius.....	31

Protection From Law 10'	32
Radius.....	32
Protection From Fire And	
Lightning.....	32
Protection From Normal	
Missiles.....	32
Protection From Poison.....	32
Purify Food And Water.....	32
Raise Dead.....	32
Finger Of Death.....	32
Read Languages.....	33
Remove Language.....	33
Read Magic.....	33
Reincarnation.....	33
Death Spell.....	33
Reincarnation Class.....	34
Lawful Monsters.....	34
Neutral Monster.....	34
Chaotic Monster.....	34
Remove Curse.....	34
Curse.....	34
Remove Fear.....	34
Cause Fear.....	34
Resist Fire.....	35
Resist Cold.....	35
Shadow Hound.....	35
Shield.....	35
Silence.....	35
Noise.....	35
Sleep.....	35
Snake Charm.....	36
Snake Discord.....	36
Speak With Animals.....	36
Speak With Dead.....	36
Speak With Plants.....	36
Speak With Stones.....	36
Summon Animals.....	36
Sticks To Snakes.....	37
Snakes To Sticks.....	37
Stone To Flesh.....	37
Flesh To Stone.....	37
Striking.....	37
Telekinesis.....	37
Telepathy.....	37
Teleport.....	38
Tree Shape.....	38
Ventriloquism.....	38
Wall Of Fire.....	39
Wall Of Ice.....	39
Wall Of Stone.....	39
Wall Of Air.....	39
Warp Wood.....	39
Water Breathing.....	39
Air Breathing.....	39
Water Breathing 15' Radius...	40

Downtime.....	0
<b>Overview.....</b>	<b>2</b>
Merit.....	3
Boons.....	3
<b>Basic.....</b>	<b>4</b>
Animal Training.....	5
Tricks.....	5
Triggers.....	5
Carousing.....	5
Gambling.....	5
Collecting Rumors.....	5
Finding A Mentor.....	6
Odds Of Finding.....	6
Healing.....	6
Recruiting.....	7
Tavern.....	7
Port.....	7
Forum.....	7
Sewers.....	7
Guild Hall.....	7
Selling.....	7
Sale.....	7
Service.....	8
Forgiveness.....	8
Crime.....	8
Merit.....	8
Alignment.....	8
Lawful.....	8
Neutral.....	8
Chaotic.....	8
Taming.....	9
Finding.....	9
Capturing.....	9
Taming.....	9
Team-building.....	9
Boons.....	9
Training.....	10
Mentoring.....	10
Pupiling.....	10
Job Search.....	10
Store Clerk.....	10
Blacksmith's Assistant.....	10
Working.....	11
Promotion.....	11
Employee Discount.....	11
<b>Advanced.....</b>	<b>12</b>
Crime.....	12
Heist.....	12
Planting A Tree.....	12
Boredom.....	12
Risk.....	12
Loosing A Glove.....	12
Paying The Prigs.....	12
Rounder.....	13
Bite The Blow.....	13
Grease Hamlet.....	13
Finishing The Fence.....	13
Devotion.....	14
Lawful.....	14
Neutral.....	14
Chaos.....	14
Forging.....	14
Honing.....	14
Repair.....	14
Construction.....	14
Magical Research.....	15
Adding To A Spell Book.....	15
Assimilating Spells.....	15
Spell Scrolls.....	15
Captured Spell Books.....	15
Mentoring.....	15
Creating New Spells.....	15
Creating Magic Items.....	15
Restrictions.....	15
Materials.....	15
Cost And Time.....	15

Dungeon Master.....	0
<b>Monsters.....</b>	<b>2</b>
Morale.....	3
Morale Score.....	3
Incurring Morale Checks.....	3
Making A Morale Check.....	3
Hostility.....	3
Reaction Roll.....	3
Results.....	3
Observation.....	4
<b>Dungeons.....</b>	<b>6</b>
Hazard.....	7
1-2. Burn.....	7
3-4. Fatigue.....	7
5-6. Sign.....	7
7-8. Shift.....	7
9-10. Stalking.....	7
11. Nothing.....	7
12. Wandering Monster.....	7
Sign.....	7
Mapping Exercise Solution	8
<b>World.....</b>	<b>10</b>
Weather.....	11
Intensity.....	11
Mild.....	11
Poor.....	11
Bad.....	11
Horrid.....	11
Effects.....	11
Hot And Cold Climates.....	11
Monster.....	0
<b>Overview.....</b>	<b>2</b>
Statistics.....	3
Descriptive.....	3
Qualities.....	3
Combat.....	3
Dungeon.....	3
Other.....	4
Special Actions.....	4
Example.....	5
Signs.....	5
Non-Combat.....	5
Monster.....	5
Baby Monster.....	5
<b>Monsters A-Z.....</b>	<b>6</b>
Acolyte.....	7
Signs.....	7
Quests.....	7
Acolyte.....	7
Priestess.....	7
Basilisk.....	8
Signs.....	8
Basilisk.....	8
Carcass Crawler.....	9
Signs.....	9
Carcass Crawler.....	9
Crocodile.....	9
Signs.....	9
Crocodile.....	9
Dwarf.....	11
Signs.....	11
Chalk Marks.....	11
Dwarf.....	11
Dwarven Chief.....	11
Elemental.....	12
Air Elemental.....	12
Earth Elemental.....	12
Fire Elemental.....	12
Water Elemental.....	12

Elves.....	13	Shadow.....	22
Signs.....	13	Signs.....	22
Elf.....	13	Shadow.....	22
Aranel.....	13	Shadow Hound.....	22
Drow.....	13	Shadow Hound.....	22
Brethil.....	13	Skeleton.....	23
Gelatinous Cube.....	13	Signs.....	23
Signs.....	13	Skeleton.....	23
Cube.....	13	Snakes.....	23
Giant Bugs.....	14	Conjured Snakes.....	23
Giant Fly.....	14	Spiders.....	24
Goblins.....	14	Signs.....	24
Signs.....	14	Webs.....	24
Culture.....	14	Vanilla.....	24
Goblin.....	14	Black Widow.....	24
Goblin King.....	14	Crab Spider.....	24
Goblin Guard.....	15	Tarantella.....	25
Hoard.....	15	Weaver.....	25
Invisible Stalker.....	16	Wraith.....	26
Signs.....	16	Signs.....	26
Invisible Stalker.....	16	Wraith.....	26
Kobold.....	17		
Signs.....	17		
Stomach Contents.....	17		
Kobold.....	17		
Guard.....	17		
Chieftain.....	17		
Shaman.....	17		
Koldire.....	18		
Signs.....	18		
Koldire.....	18		
Ogre.....	18		
Ogre.....	18		
Orcs.....	19		
Signs.....	19		
Orc.....	19		
Trading.....	20		
Salamander.....	21		
Signs.....	21		
Flame Salamander.....	21		

Adventure

## <sup>9</sup> Contents

---

### **Set Up.....2**

Solo Play.....	3
World Building.....	3
Goals.....	4
Traveling.....	4

---

### **Dungeon.....6**

Basics.....	7
Moving.....	7
Searching.....	8
Other Actions.....	8
Sneaking.....	9
Doors.....	9
Talking.....	10
Retcon.....	10

---

### **Mapping.....12**

Simple Method.....	13
Calls.....	13
Corridor Calls.....	14
Rooms.....	15
Doors / Exits.....	16
Stairs.....	16
Example.....	17
Exercise.....	18

---

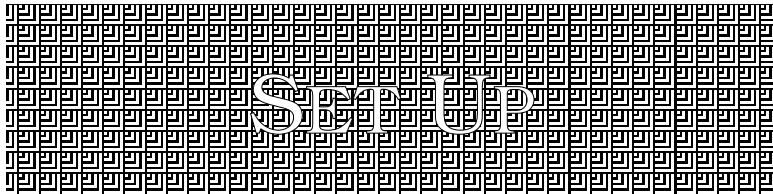
### **Conflict.....20**

Basics.....	21
Fighting.....	21
Actions.....	22
Attacking.....	23
Retreat.....	24
Chasing.....	24
Pursuing.....	25
Escaping.....	25

---

### **Wrap.....26**

Basics.....	27
Evaluate Loyalty.....	27



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

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

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

# **Solo Play**

## **Downtime**

9     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 18.

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**

37     38 The players are all part of  
39 an adventurers guild. They  
40 should put forward at least one  
41 detail about it to the Dungeon  
42 Master.

43     44 Examples include:

45 ► The guild is named the  
46 Craven Folk.

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

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

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

## Goals

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

63     Completing a goal scores  
64 experience. See Global page  
65 13.

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

72     Examples of goals:

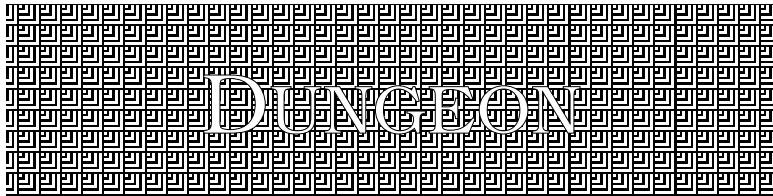
- 73 ► No character deaths.
- 74 ► Get to the third level of the  
75 dungeon.
- 76 ► Rescue a prisoner.
- 77 ► Kill a particular monster.

## Traveling

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

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

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



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

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

# 6 Basics

## 7 Time

8 Time passes in turns, with  
9 most actions taking one turn.  
10 See Global page 7.

## 11 Error: Reference Source 12 Not Found

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

# 19 Moving

## 20 Normal

21 At a cautious dungeon  
22 speed, moving three steps  
23 takes one turn. See Global  
24 page 7.

## 25 Slow

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

## 30 Fast

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

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

## 41 Marching

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

46 Marching order is split into  
47 *ranks*.

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

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

# Searching

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

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

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

# Other Actions

## Resting

63 Spending one turn resting will remove *fatigue*.

## Bandaging

64 See Global page 18.

## Reclaiming Ammo

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

# 73 Sneaking

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

## 78 Observation Class

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

82 A monster can have its OC 83 reduced by being distracted, 84 intoxicated, in conversation, or 85 asleep.

## 86 Checking

87 The default sneak die is a 88 d8.

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

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

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

98 Some abilities also change 99 the die.

# 100 Doors

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

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

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

## 110 Checking Doors

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

113 Each door can only be 114 checked once.

115 The Dungeon Master rolls 116 a d6.

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

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

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

## 128 Failing To Open

129 Attempting to open a stuck, 130 bared, or locked door fails quietly.

## 132 Breaking Doors

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

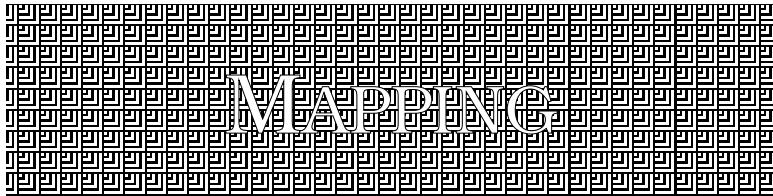
# Talking

## **Reaction Roll**

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

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

A high roll will make the monsters more friendly. A low roll will make them more hostile. A very high or very low roll will also make them status for one round. See Dungeon Master p3.



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

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

<sup>7</sup> See also Global page 5.

## 8 Simple Method

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

## 15 Calls

---

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

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

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

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

### **31 Restrictions**

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

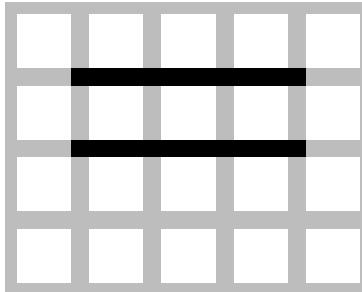
# Corridor Calls

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

## 41 Hallway

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

46 **Draw:** Two straight lines.

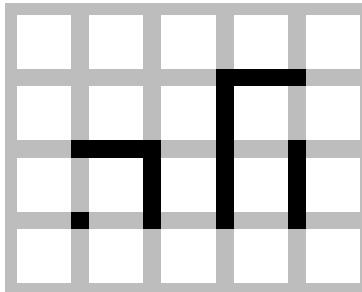


47 Hallway 3 west.

## 48 Turn

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

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



53 Left: turn east.

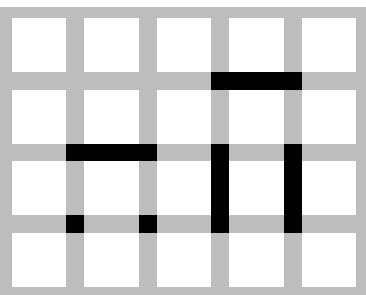
54 Right: Hallway 1 north.

55 Turn west.

## 56 Split

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

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



60 Left: split.

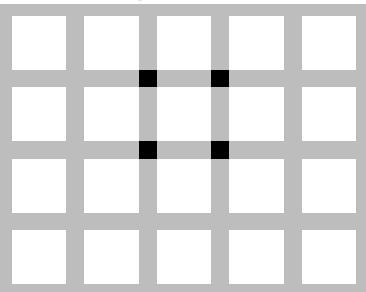
61 Right: hallway 1 north.

62 Split.

## 63 Cross

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

66 **Drawing:** Four dots

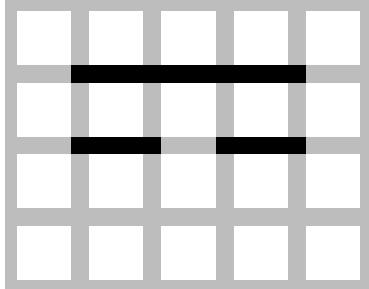


67 Cross.

## 68 Branch

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

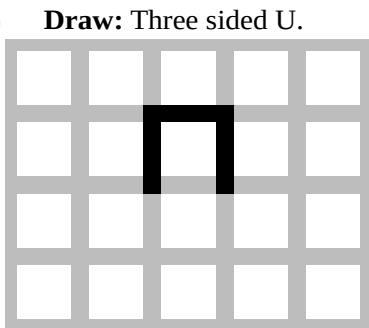
73 **Draw:** Line + two dots.



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

### Terminate

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

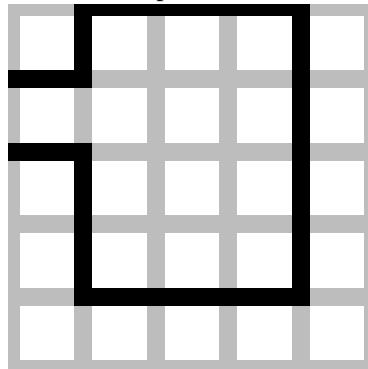


80 Terminate.

## Rooms

### Rectangular

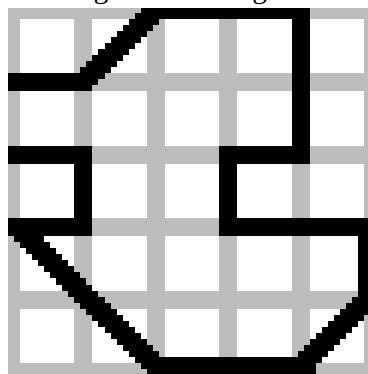
83 Designate a door as the en-  
84 trance. Call how far the wall  
85 extends to each side. Then de-  
86 scribe the depth of the room.



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

### Wall Trace

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



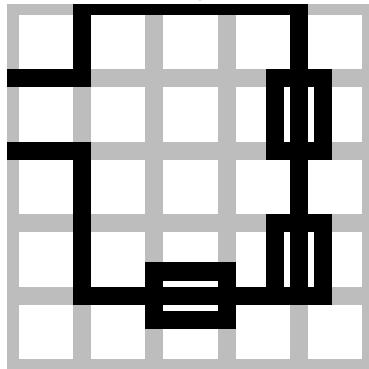
93 Room, wall trace: north  
94 east 1, east 2, south 2, west 1,  
95 south 1, east 2, south 1, south  
96 west 1, west 2, north east 2,  
97 east 1, north 1

## 98 Doors / Exits

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

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

111    **Draw:** Pictogram

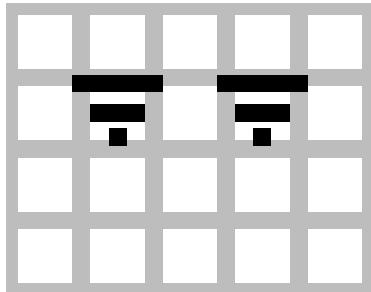


112    Doors: East wall 2<sup>nd</sup> & 4<sup>th</sup>  
113    squares. South wall center.  
114    Exit, west wall 2<sup>nd</sup> square.

## 115 Stairs

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

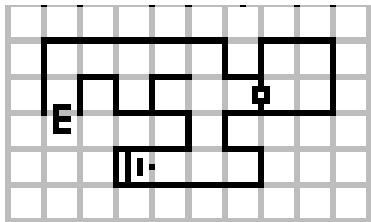
121    **Draw:** Pictogram.



122    Left: Stairs going up.  
123    Right: Stairs going down.

## Example

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



128 4 Hallway 1 north.

129 5 Turn West.

130 6 Hallway 1 west.

131 7 Branch South.

132 1 To the south:

133 1 Terminate.

---

134 8 To the east:

135 1 Hallway 1 west.

136 2 Turn South.

137 3 Cross.

138 1 To the west:

139 1 Terminate.

---

140 9 To the east:

141 1 Terminate.

142 2 Door, east wall.

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

---

145 10 To the south:

146 1 hallway 1 south

147 2 Split.

148 1 To the east:

149 1 Terminate.

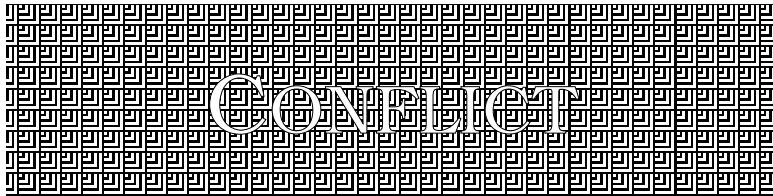
150 2 To the west:

151 1 hallway 1 west.

152 2 Stairs down.

# Exercise

153	Follow these map calls.	189	16 Room: 1 west, 0 east. 2 deep.
154	The calls get harder as it goes on.	190	1 Door: south wall, 1.
155		191	1 Hallway 1 S.
156		192	2 Tee.
157	1 Mark the entrance in the bottom center of the page.	193	1 To the East:
158		194	1 Turn North.
159	2 Hallway 2 north.	195	2 Turn East.
160	3 Turn to the east.	196	3 Turn North.
161	4 Hallway 1.	197	4 1.
162	5 Tee (North-South).	198	5 Room: 0 west, 2 east, 2 deep.
163	6 To the south:	199	2 To the West:
164	1 Terminate.	200	1 Turn N.
165	2 There is a door on the east wall.	201	2 3.
166		202	3 Branch E.
167	7 Room: 1 north, 1 south, 3 deep.	203	1 Terminate.
168		204	4 2 N.
169	1 Exit: north wall 2.	205	5 Turn E.
170	1 Hall 1 north.	206	6 8.
171	2 Turn East.	207	7 Turn S.
172	3 Terminate.	208	8 Terminate.
173	8 Return to the tee.	209	
174	9 Hallway 2 north.	210	
175	10 Branch west.	211	The solution is in Dungeon
176	11 Turn east.	212	Master, on page 8
177	12 Stairs up.		
178	13 Return to branch.		
179	14 3 East.		
180	15 Cross.		
181	1 To the North:		
182	1 Terminate.		
183	2 To the West:		
184	1 Stairs down.		
185	3 To the South:		
186	1 Terminate.		
187	2 Door on the south wall.		
188			



- 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, it's 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 13.

## 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, it's 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 com-  
38 batants locked in a brawl. A  
39 new *melee* is formed when en-  
40 emies come within *touch* of  
41 each other.

### 42 Outnumbering

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

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

### 49 Action

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

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

# Actions

## Melee Attack

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

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

See page 23.

## Ranged Attack

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

## Stunts

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

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

Stunts may not cause damage directly.

## Suggestions

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

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

**Disarming:** replace damage with a dexterity check.

## Magic (Spell Casting)

For complete instructions on casting spells, see Magic.

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

## Flee

Leave a *melee* if in one, and move two *steps*. Begin retreat.

# 103 Attacking

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

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

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

112 Lower AV and AC scores  
113 are better.

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

## 146 Types

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

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

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

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

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

## 118 Hitting An Attack

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

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

## 124 Resisting An Attack

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

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

## 130 Successful Attacks

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

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

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

## 156 Retreat

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

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

## 169 Chasing

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

### **175 Ending**

176 There are several ways to  
177 end a chase.

### **178 Points**

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

### **182 Dead Ends**

183 If the fleeing side run into a  
184 dead end, they automatically  
185 loose.

### **186 Surrounding**

187 If the fleeing side is sur-  
188 rounded, they automatically  
189 loose.

### **190 Superiority**

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

# Pursuing

- 196 1 Monsters
- 197 2 Tracking
- 198 3 Movement
- 199 4 Score

## Monsters

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

## Tracking

204 Each round, up to two play-  
205 ers can make a *wisdom* check.

206 **Success:** Learn monster lo-  
207 cation, and score one point.

208 **Failure:** monsters score a  
209 point.

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

## Movement

214 All players move one *step*.

## Score

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

## Victory

222 The monsters are cornered  
223 and exhausted. They loose one  
224 moral, take one damage, and  
225 either surrender or begin fight-  
226 ing. They can no longer flee.

## Defeat

228 The monsters get away.  
229 The players become *fatigued*.

# Escaping

- 231 1 Movement
- 232 2 Actions
- 233 3 Monsters

## Movement

235 Each player moves one  
236 *step* and gets one action.

## Actions

### Hide

239 Each round, up to two play-  
240 ers can try to hide. Make a  
241 sneak check. See page 9.

242 **Success:** score one point.

243 Invisible creatures automati-  
244 cally succeed.

### Drop

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

249 If the monsters are suscep-  
250 tible to the item, the players  
251 score two points.

## Monsters

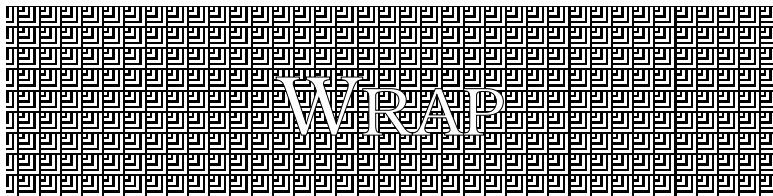
253 At the end of each round,  
254 the monster moves. They score  
255 one point: for seeing the play-  
256 ers, for smelling the players  
257 for magically locating the  
258 players.

## Victory

260 Players escape the mon-  
261 sters, who loose one moral.

## Defeat

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



2 The final phase of the game.

## **Basics**

### **Award Experience**

See Global page 12.

### **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 19.

## **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**

---

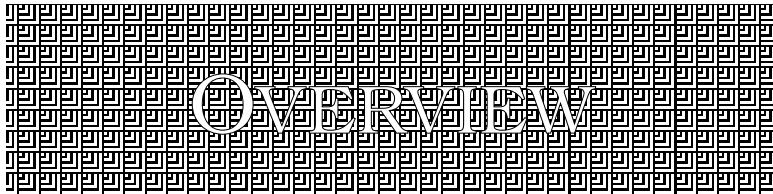
Dwarf.....	24
Elf.....	25
Halfling.....	26
Kobold.....	27
Felidae.....	28
Legomorph.....	29

---

**Minions.....32**

---

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



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

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

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

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

# Creating A Character

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

## 1. Roll Ability Scores

Roll 3d6 for *Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma*.

These are assigned in order.

## Sub-par Characters

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

## 2. Adjust Ability Scores

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

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

## Note Bonuses

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

## 3. Choose A Class

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

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

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

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

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

Record your saving throw scores from the progression table.

## 4. Choose Alignment

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

## 5. Starting Money

Start with  $3d6 \times 10$  cp. You'll be able to go shopping during Set Up.

## 6. Note XP And Level

Characters start at 1st level with 0 xp.

# Ability Scores

## Strength

**Melee:** Bonus to melee damage.

**Slots:** Bonus item slots .

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

## Dexterity

**Armor:** Bonus to AC.

**Attack:** Bonus to AV.

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

## Constitution

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

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

## Intelligence

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

**Literacy:** Level of literacy.

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

## Wisdom

**Healing:** Bonus healing when applying a bandage.

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

## Charisma

**Reaction:** Applies to various interactions.

**Minion:** Maximum number of minions.

**Loyalty:** Starting loyalty of 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

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

## Alignment Language

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

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

## Revealing Alignment

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

## Role Playing Alignment

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

# Monstrous

127 Monstrous characters face additional challenges:

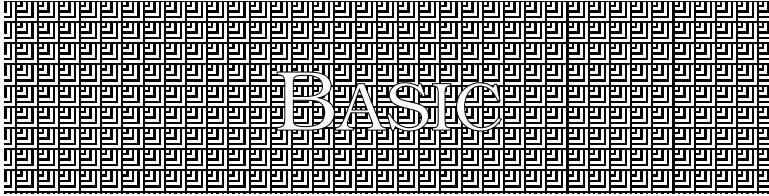
128 ► They are not welcome in urban areas unless accompanied by a human, elf, or dwarf.

130 ► They can not employ human hirelings.

133 ► They do not automatically know the common language.

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

140 ► When in sunlight, they have 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  
61 leave the area, if possible, and  
62 will not harm or make contact  
63 with the cleric.

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

## 67     Divine Magic

68     See Magic for full details.

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

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

77 ► Only using blunt weapons.

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

80 ► 10% tithe to the temple.

81 ► Respect of all royalty.

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

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

### 91     Magic Progression

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

### 92     After Reaching 9th Level

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

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

# Fighter

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

A fighter fights monsters and defend other characters.

## Progression

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

## Fighter Skills

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

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

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

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

► **Taction:** +4 bonus to Stunts.

## Advanced Skills

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

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

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

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

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

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

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

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

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

► **Tough:** Dismember with advantage. See Global, page 18.

## Stronghold

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

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

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

# Wizard

173 **Requirements:** None

174 **Prime Requisite:**

175 intelligence

176 **Health Die:** d4

177 **Maximum Level:** 14

178 **Armour:** None

179 **Weapons:** Dagger, Staff

180 **Languages:** Alignment,

181 Common

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

187 They appear to be still be  
188 human.

## Progression

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

## Arcane Magic

190 See Magic for full details.

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

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

196 the formulae for arcane spells.

197 The table shows the number

198 they may memorize, deter-

199 mined by the character's expe-

200 rience level. Their spell list is

201 found on Magic p12.

## Magic Progression

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

## After Reaching 11th Level

204 A wizard may build a

205 stronghold, often a great tower.

206 1d6 apprentices of levels 1–3

207 will then arrive to study under

208 the wizard.

## After Reaching 14th Level

211 A wizard undergoes the

212 transformation.

# Thief

213 **Requirements:** None

215 **Prime Requisite:** Dexterity

216 **Health Die:** d4

217 **Maximum Level:** 14

218 **Armour:** Leather

219 **Weapons:** Any

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

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

## Progression

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

## Thieves Cant

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

## Thief Skills

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

### ► Climb Sheer Surfaces

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

245 **► Check Doors (CD):** A thief  
246 gets a bonus to check doors  
247 See Adventure, page 9.

248 **► Sneak Die (SD):** The thief  
249 rolls this die when sneaking.  
250 See Global p9.

251 **► Open Locks (OL):** Requires  
252 thieves' tools (see Gear). A  
253 thief can only try this skill  
254 once per lock. If the roll fails,  
255 the thief may not try the same  
256 lock again before gaining an  
257 experience level.

258 **► Pick Pockets (PP):** If the  
259 victim is 4 HD or greater, the  
260 thief's roll is penalized by 5%  
261 for every HD more than 4.  
262 There is always at least a 1%  
263 chance of failure. A roll of  
264 more than twice the percentage  
265 required for success means  
266 that the attempted theft is no-  
267 ticed.

### Checking Skills With A

268 **Percent Chance:** roll d%. If it  
269 is the listed value or less, the  
270 skill succeeds.

## 274 Skill Progression

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

## After Reaching 9th Level

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

## 275 Back-Stab

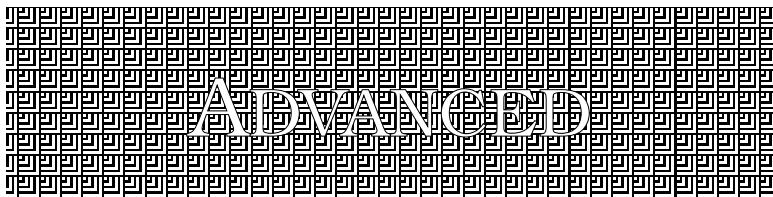
276 When attacking an unaware  
277 opponent from behind, a thief  
278 receives a -4 bonus to AV and  
279 rolls triple damage.

## 280 Read Languages

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

## 291 Scroll Use

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



- 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 can catch a non-magical projectile.

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

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

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

► **Quick Movement (QM):**

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

## Skill Progression

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

## After Reaching 9th Level

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

# Bard

**Requirements:** Dexterity and Intelligence 9.

**Prime Requisite:** Charisma  
**Health Die:** d6

**Maximum Level:** 14

**Armour:** Leather, Chainmail

**Weapons:** thrown, fired,  
non-two-handed

**Languages:** Alignment,  
Common, Carnie.

67 Bards are minstrels and  
68 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

71 Bards learn a new spoken  
72 languages at every odd level  
73 (i.e. 1<sup>st</sup>, 3<sup>rd</sup>, etc.). They can't  
74 learn special languages such as  
75 druidic or thieves cant.

## Song

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

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

84 ► **Chant De Guerre:** allies  
85 that can hear have +1 on loy-  
86 alty checks and spell saves.

87 ► **J'aime Les Animaux:** Same  
88 effects as Animal Friendship.  
89 ► **Impressionner Les Fées:** 3-  
90 in-6 chance to impress Fey  
91 with HD less than the bard's  
92 level.

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

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

102 ► **Flirter Avec Les Drag-  
103 onnes:** Same effects as Lesser  
104 Charm. At 8<sup>th</sup> level, same ef-  
105 fects as Greater Charm in-  
106 stead.

## Restrictions

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

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

112 ► Must be concentrating and  
113 playing a musical instrument.

114 ► Creates loud noise.

115 ► All effects end after 1 turn.

# Druid

116 Requirements: Neutral

118 Prime Requisite: Wisdom

119 Health Die: d4

120 Maximum Level: 10

121 Armour: Leather, shields

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

125 Languages: Alignment,  
126 Common, Druidic, Sylvan

127 Druids are priests of nature,  
128 protecting wild lands from the  
129 encroachment of “civilized”  
130 Law and the corrupting touch  
131 of Chaos. They worship the  
132 force of nature itself. Their  
133 holy doctrine forbids the use  
134 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

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

## Divine Magic

143 See Magic for full details.

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

147 **Deity Disfavor:** Druids  
148 must be faithful to the tenets of  
149 their alignment and religion.

150 Tenets of the druid include:

151 ▶ Refusal of metal tools.

152 ▶ Sanctity of nature.

153 ▶ Sanctity of the hunt.

154 ▶ Respect of the dead.

155 **Spell Casting:** A druid  
156 may pray to receive spells. The  
157 power and number of spells  
158 available to a cleric are deter-  
159 mined by the character’s level.  
160 Their spell list is found on  
161 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

163 164 Druids can identify plants,  
165 animals and clean water.

## Shape Change

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

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

174 on unique individuals, and on  
175 separate days.

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

### 179 **Transforming**

180 ► Can only be used once per  
181 day.

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

184 ► Follows the same rules as  
185 spell casting.

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

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

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

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

### 199 **Nature's Favor**

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

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

### 208 **Pass Without Trace**

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

214 at normal speed and without  
215 impediment

### 216 **Charm Immunity**

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

### 219 **Reaching 12th Level And 220 Above**

221 There can only be nine  
222 druids of 12th level. When a  
223 druid has enough experience to  
224 reach 12th level, they must  
225 challenge an existing 12th  
226 level druid. The character only  
227 advances to 12th level if the  
228 other druid is defeated. Such  
229 challenges may take any form  
230 that is agreed by both parties,  
231 including combat (which need  
232 not be fatal). Likewise, there  
233 can only be three druids of  
234 13th level and a single druid  
235 (known as the arch-druid) of  
236 14th level.

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

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

# Knight

**Requirements:** Constitution

9, Dexterity 9. Alignment.

**Prime Requisite:** Strength

**Health Die:** d10

**Maximum Level:** 14

**Armour:** Chainmail,  
platemail, shields

**Weapons:** All

**Languages:** Alignment,

Common

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

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

## Progression

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

## Chivalric Code

Knights are bound by a code of honor. Breaking code

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

► Service of the knight's liege.

► Defense of all in their charge

► Sanctity of single combat.

► Death over dishonor.

## Knightly Combat

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

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

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

► A knight of 5th level or higher can train magical animals, using 4 weeks of downtime. See Downtime page 5.

## Hospitality

A knight of 3rd level or higher can expect hospitality and aid from nobles and other knights of the same alignment

or social affiliation. A knight is expected to extend such hospitality in kind.

## Strength Of Will

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

# Princess

**Requirements:** Charisma 9,  
Lawful.

**Prime Requisite:**

Intelligence

**Health Die:** d4

**Maximum Level:** 14

**Armour:** Chainmail

**Weapons:** Dagger, sword,  
short bow

**Languages:** Alignment,  
Common, High Elvish

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

**Equipment:** Princesses start with an extra 100 cp.

## Progression

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

## Royal Status

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

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

Her minions begin with one additional loyalty.

## Hospitality

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

## Lore

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

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

**Patron Language:** A warlock knows the language of their patrons.

## Progression

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

## Evil Aura

Undead and fiends won't attack a warlock until provoked.

## Divine Magic

See Magic for full details.

**Unholy Symbol:** must

carry an unholy symbol to use

magic. Begin the game with one. If lost, it is difficult to replace.

**Deity Disfavor:** Warlock must be faithful to the tenets of their alignment, and their patron(s). Take three at random.

**1** Dedication slain enemies.

**2** Use of a cursed weapon.

**3** Inscription of names.

**4** Become monstrous.

**5** Lust for power.

**6** Secret Missions.

**7** Refusal to be enchanted.

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

**9** Sanctity of single combat.

**10** 15% tithe.

**11** Blind beyond 1 square.

**12** Missing an attack, causes the weapon to wear.

**13** Sanctity of the hunt.

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

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

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

**17** Secrecy of the pact.

**18** Bearing of a cursed amulet.

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

**20** No mercy for enemies.

## Redemption

If a warlock acquires three or more disfavors, they become either a cleric or a fighter.

432 **Spell Casting:** A warlock 460 they can build a keep or abbey  
433 may pray to receive spells. The 461 and control the surrounding  
434 power and number of spells 462 lands. 1d6 apprentices of lev-  
435 available to a warlock are de- 463 els 1–3 will then arrive to  
436 termined by the character's 464 study under the warlock.  
437 level. Their spell list is found  
438 on Magic p12.

#### 439 **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

#### 440 **Blood Offerings**

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

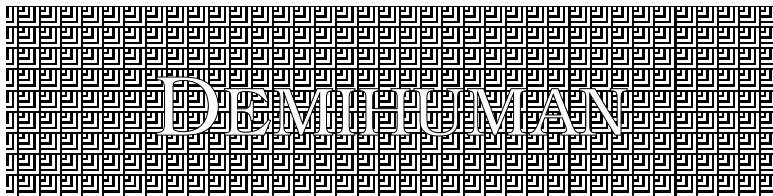
444 If they are holding a silver  
445 dagger, they may choose to  
446 take additional damage for a  
447 chance of the cast spell being  
448 remembered. The chance is  
449 equal to X-in-8 where X is the  
450 additional damage, divided by  
451 the level of the spell.

#### 452 **Blood Libations**

453 Starting at 6<sup>th</sup> level, a war-  
454 lock can deal up to half the  
455 damage from blood offerings  
456 to a *touched* status creature.

#### 457 **Stronghold**

458 Any time a warlock wishes  
459 (and has sufficient money),



# DEMIHUMAN

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

# Dwarf

**Requirements:** Minimum constitution 9

**Prime Requisite:** Strength

**Health Die:** d8

**Maximum Level:** 12

**Armour:** Any, shields

**Weapons:** Any

**Languages:** Alignment, Common, Dwarvish

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

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

## Progression

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

## Detect Construction

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

## Infravision

Dwarves have infravision. See Global p9.

## Tough

Dwarves dismember with a advantage. See Global, page 18.

## 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 18.

## 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

<sup>117</sup> **Requirements:** Minimum constitution 9, minimum dexterity 9

<sup>121</sup> **Prime Requisite:** Dexterity and strength

<sup>123</sup> **Health Die:** d6

<sup>124</sup> **Maximum Level:** 8

<sup>125</sup> **Armour:** Any appropriate to size, including shields

<sup>127</sup> **Weapons:** non-two-handed, short bows.

<sup>129</sup> **Languages:** Alignment, Common, Halfling

<sup>131</sup> Halfling are small demihumans. They weigh about 50 pounds and are around 3' tall. <sup>133</sup> 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

<sup>142</sup> Halflings gain a -2 bonus to AC when attacked by large opponents (greater than human-sized).

## Sneaky

<sup>147</sup> A halfling rolls a d10 for sneaking. See Global p9.

## Keen Hearing

<sup>150</sup> Halflings have a +1 to check doors. See Adventure, page 9.

## Missile Attack Bonus

<sup>153</sup> Halflings have a -1 bonus to AV when using ranged or thrown weapons.

## Lucky

<sup>157</sup> Once per session, a halfling can gain advantage on any one roll.

## Stronghold

<sup>161</sup> 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. <sup>169</sup> The leader of the community <sup>170</sup> is called the Sheriff.

# Kobold

**Requirements:** Three scores  $\leq 8$ . Chaotic.

**Prime Requisite:** Strength  
**Health Die:** d4

**Maximum Level:** 8

**Armour:** Leather,  
Chainmail, Shield

**Weapons:** non-two-handed

**Languages:** Alignment,  
Kobold

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 p9.

## Sneaky

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

## Nature's Favor

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

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

## After Reaching 5th Level

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

# Felidae

**Requirement:** Dexterity 9

**Prime Requisite:** Wisdom.

**Health Die:** d4

**Maximum Level:** 10

**Armour:** Leather, Chainmail

**Weapons:** All

**Languages:** Alignment,

Common, Sylvan

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

## Progression

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

## Nine Lives

A total of nine times, a felid may choose to roll a 10 on dismemberment. See Global, page 18.

## 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 p9.

## Back-Stab

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

## Nature's Favor

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

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

# Legomorph

285	<b>Requirement:</b> Constitution
286	9
287	<b>Prime Requisite:</b> Charisma.
288	<b>Health Die:</b> d8
289	<b>Maximum Level:</b> 10
290	<b>Armour:</b> Leather, Chainmail
291	<b>Weapons:</b> Any
292	<b>Languages:</b> Alignment, Common, Sylvan

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

## Progression

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

## Leap

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

## Speak With Rabbits

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

313 by a Speak with Animals spell.  
314 See Magic 36.

## Kick

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

## Keen Hearing

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

## Nature's Favor

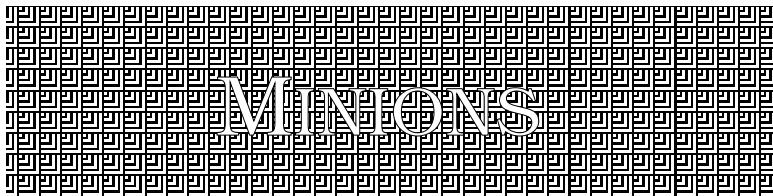
324 Due to their ability to forage, Legomorphs do not need  
325 to pay for themselves when  
326 Traveling.

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

## After Reaching 5th Level

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

332 They can retire, and bestow  
333 80% of their XP, and half their  
334 money to a new character.



- 2 NPC characters that might accompany the players.

## 2 Minions

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

### **8 Limit**

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

### **13 Level**

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

### **17 Duties**

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

## 22 Loyalty

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

26 Monsters start with 4 loyalty.

28 Animals start with loyalty  
29 equal to their morale.

### **30 Loyalty Check**

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

### **34 Peril**

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

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

### **42 Evaluation**

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

## Hirelings

47 Hirelings are human or  
48 demihuman minions that seek  
49 employment from the party

### **Upkeep**

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

56 Hirelings will accept a 50%  
57 reduction in wages in ex-  
58 change for a half share of the  
59 treasure.

### **Recruitment**

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

### **Items**

66 The hiring PC must provide  
67 for food and lodging while  
68 traveling, as well as for any  
69 new adventuring gear,  
70 weapons, or mounts.

## Animals

### **Upkeep**

72 Animals do not accept  
73 money or treasure. However  
74 they do need to be fed. Their  
75 upkeep cost is 1 cp per HD.

### **Recruitment**

76 Some animals can be  
77 bought. See Gear. Wild ani-  
78 mals can be tamed. See Down-  
79 time, page 9.

## Monsters

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

89      Monsters with loyalty of 9  
90      or higher will not demand pay-  
91      ment.  
92

Gear

94 **Contents**

---

**Overview.....2**

---

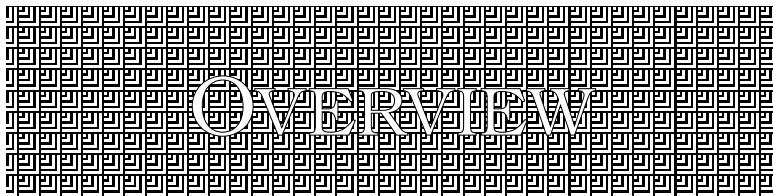
Shopping.....	3
Storing In Town.....	3
Kits.....	4
Wear.....	4
Weapons.....	5

---

**Shops.....6**

---

Assayer.....	6
Apothecary.....	6
Armor Smith.....	7
Carpenter.....	8
Dungeon Supply.....	8
Fletcher.....	9
General Store.....	9
Stables.....	10
Temple.....	11
Weapon Smith.....	11



<sup>2</sup> This chapter details adventuring gear, and where it can be  
<sup>3</sup> bought.

## Item Slots

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

► **Most Objects:** one slot.

► **Heavy Objects:** Such as plate armor, and two handed weapons; two slots.

► **Stack Items:** Items such as torches can *stack* five items to one slot.

► **Person Or Body:** Three slots.

### Number

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

Backpacks, and some class abilities grant additional slots.

Minions also have item slots.

### Encumbrance

Becoming encumbered doubles a creatures item slots.

Encumbered creatures are *status*, but make attacks with disadvantage, and move at half speed.

### Horses

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

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

## Shopping

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

All prices are in copper pieces.

## Storing In Town

48 The characters adventures  
49 guild provides a bank in which  
50 cp can be stored, and a locker  
51 in which any number of items  
52 can be stored.  
53

## Kits

---

54 The following are pre-  
55 selected packages of items, pre-  
56 sented for convenience.

### **Dungeon Kit – 19 Cp**

57 Compass, iron spikes x5,  
58 hammer, chalk, match box

### **Soldier Kit – 96 Cp**

60 Chainmail, sword, shield,  
61 javelins x5, bandages x5

### **Cleric Kit – 130 Cp**

64 holy symbol, holy water,  
65 chain, mace, shield

### **Adventure Kit – 8 Cp**

67 Sack, torches, pole, back-  
68 pack

### **Thief Kit – 68 Cp**

71 Thieves tools, caltrops,  
72 rope, leather armor, dagger x5

## 73 Wear

74 Some items can become

75 worn.

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

81 Items with more than 3  
82 wear break completely.

83 Magic items are immune to  
84 wear.

# 85 Weapons

## 86 Blunt

87 Can be used to subdue. Required for clerics.

## 89 Fired

90 Used to make ranged attacks. Consumes ammo.

## 92 Charge

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

## 97 Melee

98 Usable in melee.

## 99 Risky

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

## 103 Slow

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

## 108 Splash

109 Damages all targets in a square.

## 111 Thrown

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

## 114 Two-handed

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

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



- <sup>2</sup> These are the various shops which offer adventuring items.
- <sup>3</sup> Not every possible item will be available in town.

## 2 Assayer

3 A clerk who assesses pre-  
4 cious metals.

### 5 Currency

6 They can convert between  
7 currency types.

8 **Charge:** 10% on transac-  
9 tions over 100gp.

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

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

## 15 Apothecary

16 An artisan who collects  
17 plants and brews potions.

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

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

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

25 **Ointment:** Applied when  
26 bandaging wounds. +1 heal-  
27 ing. Stacks.

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

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

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

37 **Wine:** Intoxicating bever-  
38 age made from fermented  
39 fruit.

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

## 44 Armor Smith

45 An artisan who forges  
46 metal armor.

Item	Price
Barding	200
Chainmail	60
Leather Armor	20
Platemail	100

47 **Barding:** Armor for horses  
48 made from leather and steel.  
49 Provides a base AC of 5

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

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

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

## 60 Carpenter

61 An artisan who creates  
62 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

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

65 **Club:** Heavy stick.

66 **Lance:** Thrusting weapon.

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

69 **Heavy.**

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

72 **Staff:** Stout wooden cane.

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

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

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

# 81 Dungeon Supply

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

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

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

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

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

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

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

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

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

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

109 **Torch:** The tip of this 2'  
110 wooden pole is holds resin.  
111 Burns unreliable. See Global  
112 page 9. *Stacks*.

# 113 Fletcher

114 An artisan who makes  
115 bows and arrows.

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

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

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

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

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

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

## General Store

A store that sells mainly to villagers.

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

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

**Bandages:** Used to treat injuries. Global page 18. *Stacks*.

**Candle:** Slow burning wax. See Global page 9. *Stacks*.

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

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

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

**Lantern:** Enclosed oil lamp. See Global page 9.

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

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

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

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

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

# Stables

163 A store that sells animals  
164 and related goods.

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

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

169 *Stacks.*

170 **Dog:** Hunting dog.

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

173 **Saddle And Bridle:**

174 Leather tack and seat needed  
175 to ride a horse.

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

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

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

# Temple

185 Local place of worship.

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

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

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

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

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

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

# 211 Weapon Smith

212 An artisan who makes  
213 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

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

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

219 **Great Sword:** Very heavy.

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

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

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

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

228 **Short Sword:** Arm length.

229 **Sling:** Flings stones.

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

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

Magic

234 **Contents**

---

**Overview.....2**

---

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

---

**Spell Lists.....8**

---

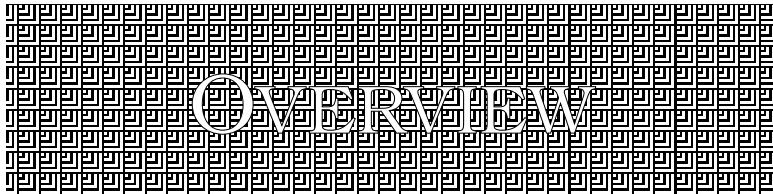
Cleric Spell List.....	9
Druid Spell List.....	10
Warlock Spell List.....	11
Wizard Spell List.....	12

---

**Spells.....14**

---

Spells In Order.....	15
----------------------	----



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

6     There are two types of magic-users.

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

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

# Memory

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

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

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

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

## Arcane Magic

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

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

## Divine Magic

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

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

# Limitations

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

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

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

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

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

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

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

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

74 **Range:** Spell effects are  
75 limited to *close* and *touch*, un-  
76 less specified otherwise. See  
77 Global page 7.

# 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.

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

## Penalties

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

Disfavors	Rand.	None
1	2-in-6	-
2	4-in-6	1-in-6
3	4-in-6	2-in-6
$\geq 4$	-	6-in-6

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

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

## Forgiveness

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

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

## Major Disfavor

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

# Spell Books

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

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

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

179 To add additional spells,  
180 see Downtime page 15.

## **Item Slots**

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

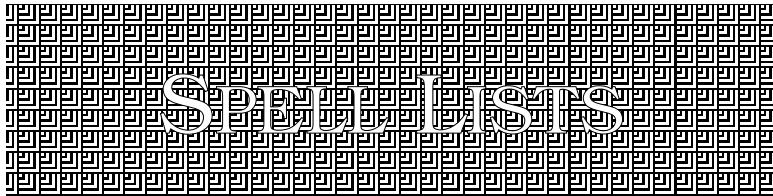
184 To carry more spells, additional  
185 spell books must be pur-  
186 chased.

## **Replacing / Replicating**

187 First a blank spell book  
188 must be acquired.

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

193 Replacing a spell that was  
194 once memorized takes 100 cp  
195 and one week per 1 level of  
196 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			14 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			16 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			
17 3rd Level			18		
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

55 3rd Level

- 56 ► Clairvoyance
- 57 ► 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

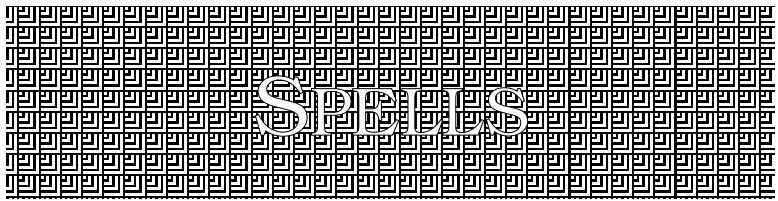
- 76 ► Confusion
- 77 ► Dimension Door
- 78 ► Growth of Plants / Shrink of Plants
- 80 ► Greater Charm
- 81 ► Hallucinatory Terrain
- 82 ► Locate Monster
- 83 ► Massmorph
- 84 ► Polymorph Others
- 85 ► Polymorph Self
- 86 ► Remove Curse / Curse
- 87 ► Water Breathing 15' Radius / Air Breathing 15' Radius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

**91 5th Level**

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

**103 6th Level**

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



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

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

---

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

---

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

## 4 Animal Friendship

5 The caster *touches* an animal, while holding a piece of 6 food. The animal must be  
7  
8 ► Neutral alignment  
9 ► HD < the caster's level,  
10 ► Find the food attractive.

11 **If The Animal Fails A  
Save Versus Spells:** the animal 12 becomes instantly tamed, 13 and bound to the caster as 14 though by a Lesser Charm. 15 However, the animal will 16 make frequent moral checks.

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

21 **Higher Levels:** If the 22 caster is of 4<sup>th</sup> level or higher, 23 the spell can instead target all 24 animals, within a short distance, 25 of a species, with 1 HD 26 or fewer.

## 27 Animate Dead

28 This spell turns the bones 29 or bodies of dead creatures 30 into undead skeletons or zombies:

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

35 ► **Special Abilities:** They are 36 unable to use any special abilities 37 that they possessed in life.

38 ► **Number:** The spell animates 39 a number of Hit Dice of zombies 40 or skeletons equal to the 41 caster's level.

42 ► **Minion:** After one day, the 43 caster must either take the un-

44 dead as minions, or end the 45 spell.

## 46 Anti-Magic Shell

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

53 **Blocks Magic:** No spells or 54 spell effects can pass through 55 this barrier, whether from in- 56 side or outside.

## 57 Hyper-magic Sphere

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

61 ► **Spell Saves:** Two successful 62 saves are required to resist 63 spell effects.

64 ► **1st Level Spells:** have a 4-in-6 chance of being remembered when cast.

## 67 Barkskin

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

72 Lasts until fatigued.

## 73 Bless

74 Allies who are not yet in 75 melee gain a +1 bonus to damage 76 rolls, a +1 bonus to loyalty, and a -1 bonus to AV.

78 Lasts until fatigued.

## 79 Blight

80 Enemies incur a -1 penalty 81 to damage rolls, a -1 penalty to 82 morale, and a +1 penalty to

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

### Charge

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

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

### Impossible Or Deadly

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

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

### Remove Charge

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

123 ► **Establish Connection:** To  
124 establish a connection with a  
125 creature, the caster must fully  
126 concentrate for one turn.

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

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

### Cloudkill

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

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

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

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

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

### Clairvoyance

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

## Commune

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

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

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

Commune may only be cast once per month.

## Confusion

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

**Subjects Of 2 HD Or Greater:** May save versus spells each round to resist the spell’s effect, acting normally each round they succeed.

**Subjects Of 2 HD Or Lower:** May not make a saving throw.

**Behavior:** Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

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

## Conjure Elemental

A 16 HD elemental is summoned from an elemental

plane of the caster’s choice (air, earth, fire, water) to do the caster’s bidding. See Monster page 12.

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

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

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

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

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

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

## Contact Higher Plane

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

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

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 ques-  
239 tion asked, there is a chance of  
240 the contacted being not know-  
241 ing the answer, or of answer-  
242 ing 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 in-  
257 visible orb appears, which  
258 casts light. The magical light is  
259 daylight. The spell may be cast  
260 upon an object, in which case,  
261 the light moves with the ob-  
262 ject.

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.

### 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 p11. 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  
296 caster can move earth in the  
297 area at 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  
312 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  
325 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  
330 mounts is produced for each  
331 level beyond 8th.

### 333 **Destroy Water**

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

### 339 **Cure Disease**

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

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

### 345 **Cause Disease**

346 Inflicts a terrible, withering  
347 disease on a victim, if a saving  
348 throw versus spells is failed.  
349 The disease has the following  
350 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 434 ▶ **Dispel Curse:** Instantly dis-  
396 By a solid body, the spell fails. 435 pel the hold that a cursed item  
397 ▶ If the target is unwilling it 436 has over a *close* being.

398 may save versus spells to resist 437 **Dispel Magic**

399 the teleportation.

438 One magical effect is  
439 ended.

### 400 **Disintegrate**

401 The material form of a sin- 440 If the level of the caster of  
402 gle, non-magical, *distant* or 441 the effect to be dispelled is  
403 closer, creature or object is in- 442 higher than the level of the  
404 stantly and permanently de- 443 caster of dispel magic, there is  
405 stroyed. 444 a 5% chance per level differ-  
406 **If A Creature Is Targeted:** 445 ence that the attempt to dispel  
407 It may save versus death to re- 446 will fail.

408 sist disintegration.

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

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

Spells

## 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.  
537

### 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.

<b>Haste</b>	Lasts one turn.
594 Up to 24 creatures are enchanted to be able to move and act twice as quickly as normal:	635 636 Lasts one turn. <b>Hide Gold</b>
595 Up to 24 creatures are enchanted to be able to move and act twice as quickly as normal: 596 <b>Movement:</b> Where they would normally move one step, they can move two.	637 638 Up to 3d6x10 <i>touched</i> 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.
597 <b>Movement:</b> Where they would normally move one step, they can move two. 598 <b>Attacks:</b> Each round, they can make two attacks, or one attack and one stunt.	639 640 641 642 Up to 3d6x10 <i>touched</i> 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. 643 The spell lasts for three turns while the caster concentrates.
599 <b>Magic:</b> The number of spells and uses of magical devices per round is doubled. 600 <b>Slow</b>	643 The spell lasts for three turns while the caster concentrates. <b>False Gold</b>
601 <b>Slow</b>	644 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.
602 <b>Slow</b>	645 The spell lasts for three turns while the caster concentrates. Then the coins turn to dust.
603 <b>Slow</b>	646 <b>Hold Monster</b>
604 <b>Heat Metal</b>	647 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.
605 All metal in the possession of a <i>touched</i> creature are heated to extreme temperatures.	648 The spell lasts for three turns while the caster concentrates. Then the coins turn to dust. <b>Hold Monster</b>
606 <b>Dropping Items:</b> A subject who drops all heated objects suffers no further harm.	649 Same as Hold Person but affects any non-undead creature.
607 <b>Water Or Snow:</b> Immersing heated metal negates the harmful effects.	650 Same as Hold Person but affects any non-undead creature. <b>Free Monster</b>
608 <b>Effects Of Heat:</b> the first round, the subject takes 1d6 damage. Each round after that, they take an additional 1d6 (i.e. 2d6, 3d6, 4d6...) and must save versus magic or sustain permanent injuries.	651 A Free Monster spell is instantly ended. <b>Hold Portal</b>
609 <b>Effects Of Heat:</b> the first round, the subject takes 1d6 damage. Each round after that, they take an additional 1d6 (i.e. 2d6, 3d6, 4d6...) and must save versus magic or sustain permanent injuries.	652 Same as Free Person but affects any non-undead creature. <b>Hold Portal</b>
610 <b>Effects Of Heat:</b> the first round, the subject takes 1d6 damage. Each round after that, they take an additional 1d6 (i.e. 2d6, 3d6, 4d6...) and must save versus magic or sustain permanent injuries.	653 A door, window, or other kind of portal is magically held shut. Lasts for two <i>shifts</i> . <b>Opening By Magic:</b> A knock spell opens the portal.
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.	654 A Free Monster spell is instantly ended. <b>Opening By Force:</b> Creatures with at least 3 HD more than the caster's level can open

675 the held portal with one round  
676 of effort.

### 677 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.

### 683 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.

### 691 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**  
702 **Less:** Are driven away, if  
703 caught 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.

### 709 Infravision

710 A touched creature is able  
711 to see in the dark with infravi-  
712 sion. See Global page 9.

713 Lasts one day.

### 714 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  
722 be careful with the wording of  
723 the mission. Invisible stalkers  
724 will follow the letter of the  
725 command while twisting the  
726 intent.

727 ► **Duration:** The creature is  
728 bound to attempt the mission  
729 until it succeeds or is de-  
730 stroyed.

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

## 734 Invisibility

735 The caster or another creature or object becomes invisible:

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

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

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

## 753 Invisibility 10' Radius

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

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

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

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

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

## 774 Knock

775 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).

## 783 Know Alignment

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

## 788 Obscure Alignment

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

## 793 Lesser Charm

794 A person is charmed, as follows:

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

799 ► **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.

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

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

814 one of these saves succeeds,  
815 the spell ends.

816 ► ≤8: New save each month.

817 ► 9–12: New save each week.

818 ► 13–17: New save each day.

819 ► ≥18: New save each hour.

### Levitate

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

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

828 ► **Weight:** An encumbered  
829 creature will sink to the  
830 ground.

831 Lasts until fatigued.

### Light

833 This spell has three usages:

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

839 **Blinding A Creature:** A  
840 creature becomes blind.

841 **Cancelling Darkness:**  
842 Cancel a Darkness spell.

### Darkness

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

### Lightning Bolt

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

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

### Locate Monster

866 Same as Locate Object but  
867 can locate any creature, magi-  
868 cal or non-magical.

### Locate Object

869 For six turns, the caster can  
870 sense the direction (but not  
871 distance) of an object, so long  
872 as it is *distant* or closer.

874 This spell has two uses:

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

878 ► **Specific Object:** The caster  
879 must clearly visualize in all as-  
880 pects.

881 **Restrictions:** This spell  
882 cannot be used to locate crea-  
883 tures.

### Locate Plant Or Animal

885 Same as Locate Object but  
886 locates a non-magical, non-hu-  
887 man, plant or animal, of 4 HD  
888 or less.

## 889 Locate Person

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

924 images look and behave ex-  
925 actly as the caster. Attacks on  
926 the caster destroy one of the  
927 mirror images (even if the at-  
928 tack misses).

## 893 Massmorph

894 A force of human-sized  
895 creatures within a 240' dia-  
896 meter area is veiled by illusion to  
897 appear as a copse of trees or  
898 orchard.

929 Ends when fatigued, or  
930 when the last duplicate is de-  
931 stroyed.

## 932 Neutralize Poison

899 **Moving Through:** Once  
900 the illusion is in place, even  
901 creatures moving among the  
902 veiled subjects are deceived.

933 This spell has two uses:

903 **Subjects Who Leave The**  
904 **Affected Area:** Cease to be  
905 veiled.

934 ▶ **Creatures:** Neutralize the  
935 effects of poison on a *touched*  
936 creature. A creature who has  
937 died from poisoning can be re-  
938 vived, if neutralize poison is  
939 cast within one turn.

906 **Dismissing:** The caster  
907 may dismiss the illusion in its  
908 entirety at any time.

940 ▶ **Items:** Remove poison from  
941 a *touched* item.

## 942 Cause Poison

## 909 Magic Missile

910 This spell conjures a glow-  
911 ing dart of energy shoots at a  
912 target of the caster's choice.  
913 The missile hits unerringly (no  
914 attack roll), and can hit a *dis-*  
915 *tant* target. The missile inflicts  
916 1d6+1 damage.

943 The *touched* creature be-  
944 comes poisoned unless they  
945 save versus death. Each turn,  
946 they're tapped, and take 1d4  
947 damage, until they die or are  
948 cured.

## 949 Obscuring Mist

917 **Higher Level Casters:**  
918 May conjure more missiles.  
919 They may be directed at a the  
920 same or different targets.

949 A cloud of misty vapor em-  
950 anates from the ground, filling  
951 the air *close* to the caster. The  
952 mist is 10' high and blocks vi-  
953 sion, including infravision.

955 The caster can see faintly  
956 through the mist.

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

957 Lasts one turn per level.  
958 Winds reduce the spell's dura-  
959 tion by three quarters

## 960 Clear Mist

## 921 Mirror Image

922 1d4 illusory duplicates of  
923 the caster appear. The mirror

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

965 Lasts until fatigued.

### 966 Pass-Wall

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

971 After a *shift*, the passage  
972 seals, without a trace.

### 973 Part Water

974 The caster creates a path  
975 10' wide and a maximum of  
976 120' long through water, such  
977 as a pond, lake, or other body.  
978 Lasts six turns. The caster can  
979 dismiss the spell's effect be-  
980 fore the duration ends.

### 981 Phantasmal Force

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

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

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

997 ▶ **A Scene:** Either changing  
998 the appearance of the affected  
999 area or creating the appearance  
1000 of something new. The scene  
1001 disappears if touched.

1002 **Restrictions:** The follow-  
1003 ing apply:

1004 ▶ **Full Concentration**

### 1005 ▶ **Illusionary Monsters Or**

1006 **Attacks:** May appear to be  
1007 harmful but no real damage is  
1008 ever inflicted. A character who  
1009 appears to die actually falls  
1010 unconscious, a character  
1011 turned to stone will actually be  
1012 paralyzed, and so on. Such ef-  
1013 fects last for 1d4 turns.

### 1014 Polymorph Others

1015 A creature is changed into  
1016 another type of creature, as  
1017 chosen by the caster:

1018 ▶ **HD:** The spell fails if the  
1019 new HD is more than twice the  
1020 subject's HD.

1021 ▶ **Damage:** The subject retains  
1022 the same amount of damage.

1023 ▶ **Abilities:** The subject truly  
1024 becomes the new form: all  
1025 special abilities are acquired,  
1026 along with behavioral patterns,  
1027 tendencies, and intelligence.

1028 ▶ **Specific Individuals:** The  
1029 spell cannot be used to dupli-  
1030 cate a specific individual.

1031 ▶ **Reversion:** If the subject  
1032 dies, it returns to its original  
1033 form.

## Polymorph Self

The caster transforms themselves into another being.

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

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

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

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

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

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

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

Lasts until fatigued twice.

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

## Predict Weather

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

## Projected Image

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

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

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

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

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

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

## Protection From Chaos

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

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

-1 bonus to AC when being attacked.

Lasts until fatigued.

## Protection from Law

Provides the same wards, but against lawful creatures.

## Protection From Chaos 10' Radius

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

1110 Lasts until fatigued.

### 1111 Protection from Law 10' Radius

1113 Provides the same wards,  
1114 but against lawful creatures.

### 1115 Protection From Fire And 1116 Lightning

1117 A touched creature gains  
1118 protection against 6 damage,  
1119 per level of the caster, from  
1120 lightning and fire.

1121 **Ending:** When all of the  
1122 protection is used up, the spell  
1123 end. The spell also ends after  
1124 being fatigued.

### 1125 Protection From Normal 1126 Missiles

1127 A creature gains complete  
1128 immunity to small, non-magi-  
1129 cal missiles (e.g. no protection  
1130 is granted against hurled boul-  
1131 ders or enchanted arrows)

1132 Lasts until fatigued.

### 1133 Protection From Poison

1134 A touched creature gains a  
1135 ward against poisons. Any poi-  
1136 sons that are actively affecting  
1137 the subject are neutralized.

1138 **Venom:** Complete immu-  
1139 nity is granted against ven-  
1140 omous attacks of monsters  
1141 (e.g. bites) and poisonous  
1142 gases (including those con-  
1143 jured by magic).

1144 **Breath Weapons:** The sub-  
1145 ject gains a +4 bonus to saving  
1146 throws against poisonous  
1147 breath weapons.

1148 Lasts until fatigued.

### 1149 Purify Food And Water

1150 Makes spoiled, rotten, poi-  
1151 sonous, or otherwise contami-  
1152 nated food and water pure and  
1153 suitable for eating and drink-  
1154 ing. One of the following may  
1155 be affected:

1156 ▶ **Drink:** 6 quarts.

1157 ▶ **Rations:** One ration

1158 ▶ **Unpreserved Food:** A quan-  
1159 tity sufficient for 12 human-  
1160 sized beings.

### 1161 Raise Dead

1162 This spell has two uses:

1163 ▶ **Restore Life:** To a recently  
1164 deceased person. The caster  
1165 can raise an unburied corpse  
1166 that has been dead for no  
1167 longer than four days per level  
1168 of the caster above 7th. See  
1169 Global page 20 for the effects  
1170 resurrection.

1171 ▶ **Destroy Undead:** A single  
1172 undead monster is destroyed.

### 1173 Finger of Death

1174 Directs a ray of deadly  
1175 magic at a single target. If the  
1176 target fails a saving throw ver-  
1177 sus death, it dies instantly.

## Read Languages

## Reincarnation

1179 The caster may understand 1213 A dead character is re-  
1180 any written language, includ- 1214 turned to life in a new physical  
1181 ing coded messages, maps, and 1215 form that manifests in the  
1182 other written instructions. This 1216 presence of the caster. The  
1183 spell does not grant any ability 1217 character's new body is not  
1184 to speak unknown language. 1218 necessarily the same as the  
1185 Lasts until fatigued.

### Remove Language

1187 Causes one *close* target to  
1188 loose the ability to speak or  
1189 understand language.

## Read Magic

1191 For one turn, the caster can  
1192 decipher magical inscriptions  
1193 or runes, as follows:

1194 **Scrolls:** The magical script  
1195 of a scroll of arcane spells can  
1196 be understood. The caster is  
1197 then able to activate the scroll  
1198 at any time in the future.

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.

## 1244 Reincarnation Class

d12	Reincarnation	
1	cleric	1249
2	fighter	1250
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
6	d6: 1: dwarf, 2: elf, 3: halfling, 4: kobold, 5: felidae , 6:legomorph	1254 1255 1256 1257 1258
7-11	Monster	1259
12	Same	1260

## 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:

## 1245 Lawful Monsters

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

► A -2 penalty to saving throws.

► A +4 penalty to AV or AC.

► Reducing an ability score by 50%

► Unable to put down the item.

## 1246 Neutral Monster

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

**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.

## 1247 Chaotic Monster

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

Lasts until fatigued.

## Cause Fear

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

Lasts until fatigued.

## Resist Fire

All creatures are protected from fire, as follows:

► **Normal Heat:** Unharmed by non-magical heat or fire.

► **Save Bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.

► **Fire-based Damage:** Is reduced by 1 point per damage die rolled.

## Resist Cold

Protects from cold and ice instead of fire and heat.

## Shadow Hound

A dog made of black smoke appears before the caster. It obeys all spoken orders with absolute obedience until it is destroyed.

The dog disappears when fatigued.

See Monster page 35.

## Shield

Shield creates an invisible field of force that protects the caster for two turns.

**Against Missile Attacks:** The caster's AC is 2.

**Against Other Attacks:** The caster's AC is 4.

**Against Magic:** Breath attacks and magic that allow a save for half damage, instead deal no damage with a successful save.

## Against Magic Missile:

Shield will completely prevent Magic Missile.

## Silence

Choose a point. A 15' radius area is rendered silent. Conversation and spell casting are impossible. Noise from outside the area can be heard by those within it.

Silence may be cast upon a creature, which saves versus spells. If the save fails, the area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary—the creature may move out of it.

## Noise

The area is instead filled with magical noise, only heard by those within it. Conversation is impossible. Noise from outside the area can not be heard from within. Spells can be cast if the caster first succeeds a save versus spells.

## Sleep

A sleep spell causes a magical slumber for 4d4 turns. The spell may target either:

► A single creature with 4 HD, or a total of 2d8 HD of creatures of 4 HD or lower each.

Undead are unaffected. Targets do not get a save versus spells.

When targeting multiple creatures, sleep targets creatures with the least HD are

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 Animals but enables speech with  
1400 plants, including mon-  
1401 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 Stones

1404 Same as Speak with Ani-  
1405 mals but enables speech with  
1406 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  
1419 number of animals of total Hit  
1420 Dice equal to the caster's level  
1421 will respond to the summons.

### 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

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:**  
1427 Behave 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 if they fail a morale check.	1477	age, and becomes a magical
1439		1478	weapon.
1440	<b>Once An Animal Flees:</b>	1479	Lasts until fatigued.
1441	The spell is broken for that animal.	1480	If the caster is of 7 <sup>th</sup> level or
1442		1481	greater, it deals an additional
1443	Lasts until fatigued.	1482	2d6 damage instead.

1444	<b>Sticks To Snakes</b>	1483	<b>Telekinesis</b>
1445	2d8 normal sticks are miraculously transformed into snakes that follow the caster's orders. When killed or the spell ends, they revert to sticks.	1484	The caster concentrates for up to six rounds. During that time, they are able to mentally move objects or creatures within a long distance.
1451	<i>Poison:</i> There is a 50% chance of the snakes being poisonous.	1489	► <b>Weight:</b> Up to 2 item slots, or 50 lb, per level of the caster may be moved at once.
1454	Lasts until fatigued.	1492	► <b>Movement:</b> The target may be moved up to 2 squares per round, in whatever direction the caster wishes
1455	See Monster page 23.	1496	<b>Telepathy</b>
1456	<b>Snakes to Sticks</b>	1497	Grants the caster the ability to perceive and understand the thoughts of other creatures.
1457	2d8 HD of snakes HD 4 or less are turned into sticks.	1500	When the spell begins, the caster is assaulted by the thoughts of all creatures <i>distant</i> or closer. They are incomprehensible, but reveal the location of the creature.
1459	Cancels Sticks to Snakes.	1506	By fully concentrating on single creature, the caster can perceive and understand that creatures thoughts.
1460	Lasts until fatigued.	1510	The thoughts of magical creatures may be dangerous.
1461	<b>Stone To Flesh</b>	1512	Lasts one turn per level
1462	This spell transforms stone into living flesh. It is especially useful for restoring life to a petrified creature and its equipment to its normal state.	1513	<b>Obstructions:</b> The ability to perceive thoughts is obstructed by a thin layer of lead
1467	<b>Flesh to Stone</b>	1514	
1468	Turns one creature into a statue, including all gear and any items currently held. A saving throw versus paralysis is permitted to resist the transformation	1515	
1474	<b>Striking</b>		
1475	One weapon is enchanted to deal an additional 1d6 dam-		

1516 or by rock of 2' thick or  
1517 greater.

### 1518 Teleport

1519 A touched creature disap-  
1520 pears and reappears at a loca-  
1521 tion of the caster's choosing,  
1522 including its gear

1523 **Destination:** May be at any  
1524 distance, but must be known to  
1525 the caster. The destination  
1526 must be an open space at  
1527 ground level. (It is not possible  
1528 to intentionally teleport the  
1529 subject into mid-air or into  
1530 solid matter.)

1531 **Risk:** There is a risk, when  
1532 teleporting, of accidentally ar-  
1533 riving above or below ground  
1534 level. The chance of a success-  
1535 ful teleportation depends on  
1536 the caster's knowledge of the  
1537 destination (see right). Roll  
1538 d% and consult the table

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

1539 ► **Ground Level:** The subject  
1540 appears at the desired destina-  
1541 tion.

1542 ► **Too High:** The subject ap-  
1543 pears  $1d10 \times 10'$  above the in-  
1544 tended destination. Should this  
1545 location already be occupied  
1546 by solid matter, the subject is  
1547 instantly killed. Otherwise, the  
1548 subject falls from a height.

1549 ► **Too Low:** The subject ap-  
1550 pears in the ground and is  
1551 killed instantly.

1552 **Knowledge Of Destina-**  
1553 **tion:** The caster's knowledge  
of the destination is rated as  
1555 follows:

1556 ► **Scant:** A location that the  
1557 caster has visited once or  
1558 twice, has seen by magical  
1559 scrying, or has heard of from  
descriptions.

1560 ► **Moderate:** A location that  
1561 the caster has visited often or  
1562 has studied via scrying for sev-  
1563 eral weeks.

1564 ► **Exact:** A location that the  
1565 caster has made a detailed  
1566 study of, in person

### Tree Shape

1569 The caster takes on the  
1570 form of a living or dead tree.  
1571 The tree form is completely re-  
1572 alistic, even to close inspec-  
1573 tion.

1574 While in this form, the  
1575 caster can perceive the sur-  
1576 roundings with their normal  
1577 senses.

1578 The caster may end the  
1579 spell at will, returning to their  
1580 normal form.

### Ventriloquism

1582 The caster may make their  
1583 voice appear to come from an-  
1584 other location or source (e.g. a  
1585 statue or animal).

1586 Lasts until fatigued.

### Wall Of Fire

1588 An immobile, opaque cur-  
1589 tain of fire springs into exis-  
1590 tence. It remains as long as the  
1591 caster fully concentrates.

1592 ► **Size:** The wall can be any  
1593 size, shape, and dimensions  
1594 the caster desires, up to 1,200  
1595 sq. ft. The wall may not ap-  
1596 pears where objects are.

1597 ► **Monsters With <4 HD:**  
1598 Cannot pass the wall of  
1599 flames.

1600 ► **Monsters With ≥4 HD:**  
1601 Take 1d6 hit points of damage  
1602 when they pass through the  
1603 wall. The wall deals double  
1604 damage to undead creatures or  
1605 creatures that use cold or are  
1606 accustomed to cold.

### 1607 **Wall of Ice**

1608 An immobile, translucent,  
1609 wall of ice springs into exis-  
1610 tence. Functions the same as  
1611 wall of fire with the following  
1612 changes:

1613 ► **Damage:** extra damage is  
1614 dealt to creatures that use fire  
1615 or are accustomed to fire.

1616 ► **Concentration:** The wall  
1617 does not require concentration,  
1618 instead it melts partly after two  
1619 shifts, and completely after  
1620 three, unless it is in a cold  
1621 area.

### 1622 **Wall Of Stone**

1623 A wall of solid rock ap-  
1624 pears.

1625 **Size:** The wall may be of  
1626 whatever shape the caster de-  
1627 sires and is of 1,000 cubic feet  
1628 in volume. (For example, a 2'  
1629 thick wall, 50' long and 10'  
1630 high.)

1631 **Location:** The wall must  
1632 rest upon a solid surface and

1633 may not be evoked so that it  
1634 appears where objects are.

### 1635 **Wall of Air**

1636 The wall functions the  
1637 same as the wall of stone, but  
1638 is made of an invisible air cur-  
1639 rent. It lasts until fatigued  
1640 twice.

### 1641 **Warp Wood**

1642 Wooden objects of the  
1643 caster's choice warp and be-  
1644 come useless. One small ob-  
1645 ject is affected per level of the  
1646 caster. Or, one large objects  
1647 may also be targeted.

1648 **Magical Objects:** That are  
1649 targeted have a chance of be-  
1650 ing unaffected.

1651 **Held Objects:** Creatures  
1652 may save versus spells to pre-  
1653 vent their held objects from  
1654 being warped.

### 1655 **Water Breathing**

1656 A *touched* creature can  
1657 breathe water freely by means  
1658 of this spell.

1659 The spell does not affect  
1660 the subject's ability to breathe  
1661 air. No additional proficiency  
1662 at swimming is granted

1663 Lasts one day.

### 1664 **Air Breathing**

1665 Allows a subject to breath  
1666 air. No additional walking  
1667 ability is granted.

### 1668 **Water Breathing 15' Radius**

1669 Same as Water Breathing,  
1670 but affects the caster, and all  
1671 creatures a within 15'.

**1672 Air Breathing 15' Radius**

1673 Same as Air Breathing, but  
1674 affects the caster, and all crea-  
1675 tures a within 15'.

**1676 Web**

1677 Web conjures a many-lay-  
1678 ered mass of strong, sticky  
1679 threads, blocking one square.

1680 The web has an AC of 9,  
1681 and 10 HP.

1682 **Entanglement:** Creatures  
1683 caught within a web become  
1684 entangled among the gluey fi-  
1685 bres. Entangled creatures are  
1686 status, but can make attacks  
1687 against the web.

1688 **Flammable:** The strands of  
1689 the web are flammable and can  
1690 be destroyed by fire in two  
1691 rounds. All creatures caught  
1692 within flaming webs suffer  
1693 1d6 damage from the flames.

**1694 Wizard Lock**

1695 A wizard lock spell magi-  
1696 cally locks a *touched* door,  
1697 gate, or any item that has a  
1698 lock or latch.

1699 **Bypassing:** The magical  
1700 lock is permanent but may be  
1701 temporarily bypassed as fol-  
1702 lows:

1703 ► **Password:** The caster may  
1704 set a password at the time of  
1705 casting. Speaking the pass-  
1706 word disables the lock for one  
1707 round.

1708 ► **A Knock Spell:** Disables the  
1709 lock for one round.

1710 ► **Higher Level Casters:** Any  
1711 magic-using character who is  
1712 at least 3 levels higher than the

1713 caster of the wizard lock may  
1714 pass through unimpeded.

**1715 Wizard Eye**

1716 One of the casters eyes  
1717 pops harmlessly out of their  
1718 head. It becomes transparent,  
1719 nearly invisible and begins to  
1720 fly.

1721 ► **Movement:** The eye is men-  
1722 tally directed by the caster. It  
1723 can be moves up to 120' per  
1724 turn, and up to 240' from the  
1725 caster. Solid barriers block  
1726 passage, but it can pass  
1727 through a hole or space as  
1728 small as 1 inch in diameter

1729 ► **Seeing Through The Eye:**  
1730 By concentrating, the caster  
1731 can see through the eye, but  
1732 becomes blind to their own vi-  
1733 sion.

1734 ► **Types Of Vision:** The magi-  
1735 cal eye grants both normal vi-  
1736 sion and infravision. See  
1737 Global page 9.

1738 When the caster becomes  
1739 fatigued, the eye floats slowly  
1740 to the ground. If not placed in  
1741 the casters head within 1 turn,  
1742 the eye is destroyed.

Downtime

# Contents

---

## Overview.....2

---

Merit.....	3
Boons.....	3

---

## Basic.....4

---

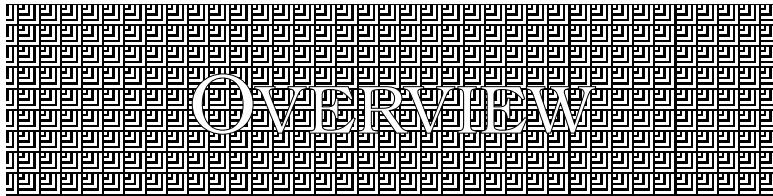
Animal Training.....	5
Carousing.....	5
Finding A Mentor.....	6
Healing.....	6
Recruiting.....	7
Selling.....	7
Service.....	8
Taming.....	9
Team-building.....	9
Training.....	10
Job Search.....	10
Working.....	11

---

## Advanced.....12

---

Crime.....	12
Devotion.....	14
Forging.....	14
Magical Research.....	15
Creating Magic Items.....	15



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

## 7 Merit

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

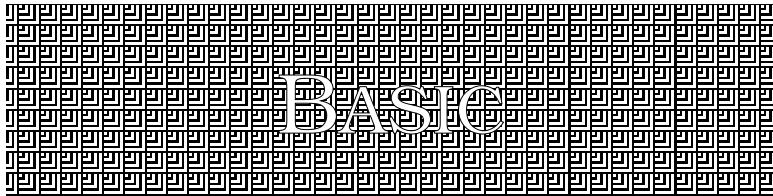
## 12 Boons

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

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

19 A boon can be discarded at  
20 anytime.

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



- 2 These downtime activities can be preformed by anyone.

# Animal Training

3 Placeholder

## **Tricks**

6 Come

7 track

8 Attack

## **Triggers**

10 Command word

11 whistle

12 hand sign

# Carousing

13 Go out gambling, drinking,

15 and cruising. A week of

16 carousing costs 10 cp.

## **Gambling**

18 You can play up to ten

19 games of dragon ante. The buy

20 for each game is 1 cp. Roll a

21 d20 and see the result.

### **D20**

### **Result**

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

2 Loose horribly. Pay 25 cp.

3-15 Loose your buy in.

16 Win 2 cp!

17 Win 3 cp!

18 Win the opportunity to  
play twice more!

19 Win 25 cp, anger a local.

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

## **Collecting Rumors**

23 While gambling, there is a

24 2-in-6 chance you'll hear rele-

25 vant rumors. If so, the referee

26 will give them to you.

## 27 Finding A Mentor

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

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

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

### **41 Odds Of Finding**

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

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

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

## 54 Healing

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

# Recruiting

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

## Tavern

d8

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

## Port

d8

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

## Forum

d8

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

## Sewers

d12

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

## Guild Hall

d20

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

# Selling

74 Finding and selling rare items.

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

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

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

## Sale

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

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

## D%

1	Robbed! 0%
2-10	Low Ball: 75%
11-20	Low Ball: 90%
21-80	Asking Price: 100%
80-90	Tipped: 110%
100	Swindler! 200%

# Service

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

## Forgiveness

100 Divine magic-users can for-  
101 give one disfavor.

## Crime

103 Service may be required  
104 because of a crime. The next  
105 week must be used on service.

## Merit

107 The second time you pre-  
108 form service, you gain one  
109 merit. Each time after that, you  
110 gain three merit.

## Alignment

112 Depending on your align-  
113 ment, you can choose one spe-  
114 cial opportunity during service.

115 Lawful and Chaotic may  
116 choose to act as neutral.

### Lawful

118 ► Gain 1d4-1 merit.

119 ► If you have a cleric mentor,  
120 you can count service done for  
121 other reasons for their pay-  
122 ment.

123 ► **True Service:** Costs 4 merit.

124 Using this boon counts as a  
125 week of service.

126 ► Heal 1d6.

### Neutral

128 ► Gain 10 times your level XP.

129 ► 1-in-12 chance Gain a small  
130 favor with a templar leader.

131 ► **True Valor:** Costs 4 boon  
132 points. When an ally is at-  
133 tacked in melee, redirect it to  
134 yourself.

### Chaotic

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

138 ► If you are 4<sup>th</sup> level or higher,  
139 you can pay 100 cp to bribe a  
140 clerk to mark your service as  
141 already done.

142 ► “Earn” Level d6 cp.

143 ► **True Pain:** Costs 10 boon  
144 points. Instead of rolling, deal  
145 the maximum amount of dam-  
146 age on one weapon damage  
147 roll.

# Taming

148 Take a wild animal as a  
150 minion.

151 Mundane wild animals can  
152 be tamed by anyone.

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

## Finding

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

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

## Capturing

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

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

## Taming

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

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

# Team-building

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

189 Costs 1 sp per minion.

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

## Boons

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

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

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

## 202 Training

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

### 205 Mentoring

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

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

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

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

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

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

### 229 Pupiling

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

233 Gain 12d20 XP.

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

## 238 Job Search

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

242 Roll a 3d6 to determine  
243 what kind of job you've been  
244 offered. Then make a charisma  
245 check to see if you secure the  
246 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

### 248 Store Clerk

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

### 249 Blacksmith's Assistant

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

# Working

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

254 Roll a d10 to determine the  
255 results of your work week.

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

## **Promotion**

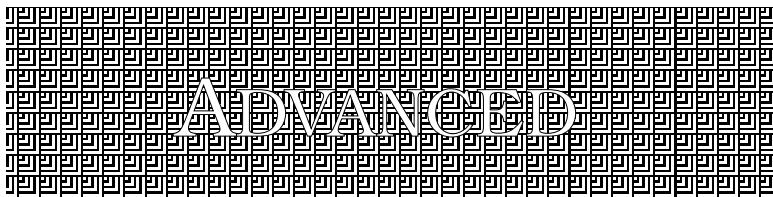
256 Upon receiving a promotion,  
257 your wages are increased  
258 by 20%. You receive your old  
259 wage for that week. Next time  
260 you work, you will have a  
261 higher title, and the new wage.  
262

## **Employee Discount**

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

266 Tavern hands get free beer.

267 Wizard assistants have a  
268 1% discount on Magical Re-  
269 search.  
270



2 Activities limited to certain classes.

## 2 Crime

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

### 6 Heist

7 A heist is a single large  
8 crime, or crime spree. Get a  
9 note card to keep track of your  
10 progress on the heist.

### 11 Planting A Tree

12 Scoping out a new heist  
13 takes one week. Write the lo-  
14 cation and the target on your  
15 heist card.

16 Roll a number of d8 equal  
17 to your level. This is the value  
18 of the heist in sp.

19 Roll a d6. This is the maxi-  
20 mum progress of the heist.

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

### 23 Boredom

24 If your up for a challenge,  
25 the risk of the heist becomes  
26 10, and the value becomes gp.

### 27 Risk

28 Whenever you take a *risk*,  
29 make a sneak check against an  
30 OC equal to the heat of the  
31 heist.

32 If you fail, you loose you  
33 blunder your heist, pay a fine  
34 equal to twice the value of the  
35 heist, and must preform a  
36 week of service.

### 37 Loosing a Glove

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

### 41 Paying The Prigs

42 Finding an accomplice,  
43 such as an adam tiler, or an  
44 amuser. It takes one week.  
45 Each accomplice takes a 10%  
46 cut, but gives a +1 bonus on  
47 risk.

48 Add your accomplice's  
49 name to the heist card.

### 50 Rounder

51 You can take on another  
52 character as an accomplice.  
53 Doing so doesn't take any  
54 down time, and allows them to  
55 paying the prigs and bite the  
56 blow on the heist.

### 57 Bite The Blow

58 Take a risk to removes one  
59 progress, and get paid 10% of  
60 the value.

### 61 Grease Hamlet

62 Take a risk to bribe a local  
63 official. Costs 100 cp, ignore  
64 the next three risks.

### 65 Finishing The Fence

66 When a heist has no  
67 progress left, take one final  
68 *risk* to end the heist, and pay  
69 out 100% of the heists value.

# 70 Devotion

71 Only divine magic-users  
72 can preform devotion.

73 You have a 3-in-6 chance  
74 of getting 5 merit.

## 75 Lawful

76 **True Aid:** Costs 7 merit.  
77 One successful bandage re-  
78 stores the maximum number of  
79 hit points.

80 **True Valor:** Costs 4 boon  
81 points. When an ally is at-  
82 tacked in melee, redirect it to  
83 yourself.

## 84 Neutral

85 **True Spell:** Costs 14 merit.  
86 3-in-6 chance of remembering  
87 a spell when cast.

88 **True Intuition:** Costs 4  
89 boon points. *Search* in just 1  
90 round.

## 91 Chaos

92 **True Feign:** Costs 4 merit.  
93 Dismember with advantage.

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

# 97 Forging

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

## 101 Honing

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

## 106 Repair

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

## 110 Construction

111 You can make any weapon.  
112 See Gear page 6. Get a note  
113 card to track your progress.  
114 Calculate the total points of  
115 the weapon being constructed,  
116 based on its damage, proper-  
117 ties, and enchantments:

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

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

# 123 Magical Research

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

## 127 Adding To A Spell Book

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

## 132 Assimilating Spells

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

## 136 Spell Scrolls

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

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

## 141 Captured Spell Books

142 Cost 3 gp per spell level

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

## 145 Mentoring

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

## 151 Creating New Spells

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

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

# 160 Creating Magic Items

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

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

## 170 Restrictions

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

## 178 Materials

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

## 183 Cost and Time

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

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

# Dungeon Master

## Contents

---

### **Monsters.....2**

---

Morale.....3

Hostility.....3

Observation.....4

---

### **Dungeons.....6**

---

Hazard.....7

Sign.....7

Mapping Exercise Solution

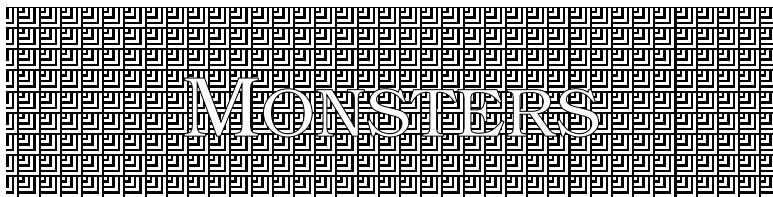
.....8

---

### **World.....10**

---

Weather.....11



## 2 Statistics relating to monsters.

## 2 Morale

3 Monsters behave brashly if  
4 their morale is broken.

### **5 Morale Score**

6 Morale will vary from 2 to  
7 12. Creatures with a score of 2  
8 will always flee. With score of  
9 12, they will never flee.

10 Groups with a leader start  
11 with the moral score of the  
12 leader.

### **Incurring Morale Checks**

14 Monsters make morale  
checks when:

- 16 ► They begin combat status.
- 17 ► First blood on their side.
- 18 ► First death on their side.
- 19 ► Group is reduced to half its  
20 initial number.

21 ► A leader is killed.

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

### **Making A Morale Check**

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

30 Otherwise, they will con-  
31 tinue to fight, take 1 damage,  
32 and have their morale reduced  
33 by one.

## 34 Hostility

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

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

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

### **Reaction Roll**

42 See Adventure, page 10.

43 ► Roll 2d6.

44 ► +/- reaction modifier.

45 ► +/- 1 for the situation.

46 ► - Hostility.

### **Results**

47 ► **-5:** Monsters are hostile,  
48 enraged, status, and bear a  
49 grudge against the players. +2  
50 hostility

51 ► **-5-0:** Monsters are hostile,  
52 but keep their wits. +1 hostil-  
53 ity.

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

56 ► **5-7:** Monsters are neutral,  
57 status, and likely to let some-  
58 thing slide.

59 ► **≥8:** The monsters are  
60 friendly and tapped. -1 hostil-  
61 ity.

62 status end when another re-  
63 action roll is made, or after 1  
64 round.

## Observation

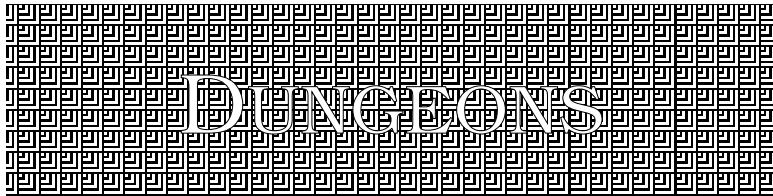
<sup>67</sup> Higher observation is  
<sup>68</sup> harder to sneak past.

<sup>69</sup> See Adventure page 9.

<sup>70</sup> Normal sneaking is a d8,  
<sup>71</sup> but can get as high as a d12 at  
<sup>72</sup> first level, or 2d8 for a max  
<sup>73</sup> level thief.

<sup>74</sup> A normal human at attention has an observation of 7.

<sup>75</sup> OC can be reduced by being distracted (-2), intoxicated  
<sup>76</sup> (-2), in conversation (-4), or  
<sup>77</sup> asleep (-6).



## 2 Procedures related to running dungeons

## 2 Hazard

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

## 31 Sign

### **8 1-2. Burn**

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

### **11 3-4. Fatigue**

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

15 Ends certain spells.

16 Ignore this result while  
17 resting.

### **18 5-6. Sign**

19 Signs of monsters appear.  
20 See page 7.

### **21 7-8. Shift**

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

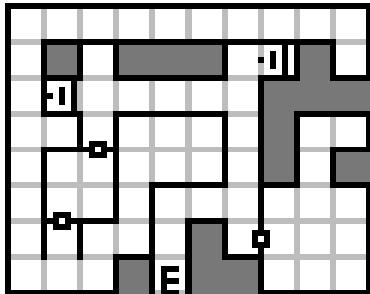
### **25 9-10. Stalking**

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

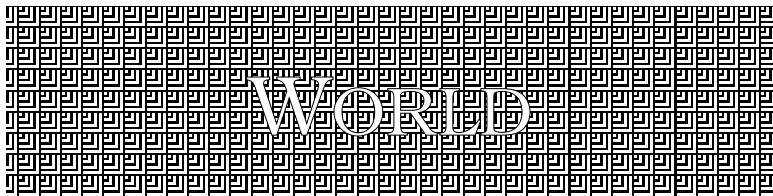
### **29 11. Nothing**

### **30 12. Wandering Monster**

<sup>32</sup> Mapping  
<sup>33</sup> Exercise  
<sup>34</sup> Solution



<sup>35</sup> This is the solution to the  
<sup>36</sup> exercise in Adventure on page  
<sup>37</sup> 18.



## 2 Procedures related to running the world and enviornment

# 2 Weather

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

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

## 9 Intensity

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

## 10 Mild

D6	Weather
1	Overcast
2	Cold
3	Cloudy
4	Hot

## 11 Poor

D6	Weather
1	Overcast
2	Fog
3	Drizzle
4	Rain

## 12 Bad

D6	Weather
1	Rain
2	Wind
3	Storm
4	Thunder

## 13 Horrid

D6	Weather
1	Storm
2	Thunder
3	Snow
4	Hail

## 14 Effects

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

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

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

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

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

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

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

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

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

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

## 49 Hot And Cold Climates

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

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

Monster

57 **Contents**

---

**Overview.....2**

---

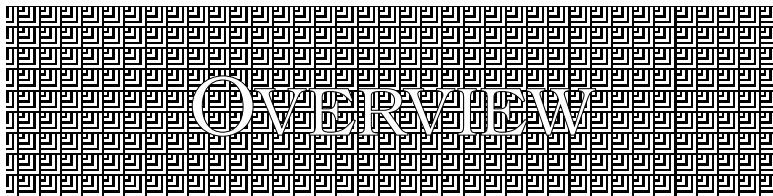
Statistics.....	3
Special Actions.....	4
Example.....	5

---

**Monsters A-Z.....6**

---

Acolyte.....	7
Basilisk.....	8
Carcass Crawler.....	9
Crocodile.....	9
Dwarf.....	11
Elemental.....	12
Elves.....	13
Gelatinous Cube.....	13
Giant Bugs.....	14
Goblins.....	14
Invisible Stalker.....	16
Kobold.....	17
Koldire.....	18
Ogre.....	18
Orcs.....	19
Salamander.....	21
Shadow.....	22
Shadow Hound.....	22
Skeleton.....	23
Snakes.....	23
Spiders.....	24
Wraith.....	26



## 2 Overview of statistics.

# 2 Statistics

3 Monsters are described by  
4 the following statistics. Each  
5 section is separated with a hor-  
6 izontal line.

## 7 Descriptive

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

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

## 13 Qualities

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

16 **Observation Class (OC):**  
17 The monster's ability to no-  
18 tice. See Dungeon Master page  
19 4.

20 **Hostility (HT):** The base  
21 hostility of the monster. See  
22 Dungeon Master page 3.

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

27 **Movement Rate (MV):**  
28 The number of *steps* the mon-  
29 ster can move in one round.  
30 Characters have a MV of 1.  
31 This also lists alternate speeds  
32 for flying, moving on webs,  
33 etc.

34 **Saves:** The monster's sav-  
35 ing throw values:

36 ► **D:** Death/poison.

37 ► **W:** Weird.

38 ► **P:** Paralysis/petrification.

39 ► **B:** Blast, breath, etc.

40 ► **S:** Spells/wands/magic.

## 41 Combat

42 **Armour Class (AC):** The  
43 monster's ability to avoid  
44 damage in combat. See Ad-  
45 venture page 23.

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

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

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

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

## 65 Dungeon

66 **Number Appearing (NA):**  
67 the number of monsters en-  
68 countered roaming in a dun-  
69 geon level equal to their HD.  
70 If the monster is encountered  
71 on a level greater than its HD,  
72 the number appearing maybe  
73 increased; if encountered on a  
74 level less than its HD, the  
75 number appearing should be  
76 reduced.

77 **Treasure Type (TT):** The  
78 letter code used to determine  
79 the amount and type of trea-  
80 sure possessed by the  
81 monster(s) (see Treasure

<sup>82</sup> Types, p230). The letters listed  
<sup>83</sup> are used as follows:

<sup>84</sup> **A to O:** Indicate a hoard:  
<sup>85</sup> the sum wealth of a large mon-<sup>100</sup>  
<sup>86</sup> ster or a community of smaller  
<sup>87</sup> monsters, usually hidden in the  
<sup>88</sup> lair.

<sup>89</sup> **P to V:** If listed for an intel-  
<sup>90</sup> ligent monster, indicate trea-  
<sup>91</sup> sure carried by individuals (P  
<sup>92</sup> to T) or a group (U, V). If  
<sup>93</sup> listed for an unintelligent mon-  
<sup>94</sup> ster, indicate treasure from the  
<sup>95</sup> bodies of its victims.

## Special Actions

Sound the alarm

### **Other**

<sup>96</sup> Other abilities are indicated  
<sup>97</sup> in a bulleted list.  
<sup>98</sup>

# Example

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

106 There are many signs that  
107 there's monsters near by.  
108 Here's some to use when you  
109 roll sign on Hazard.

## Signs

- 111 1 Claw marks.
- 113 2 Monster dookie.
- 114 3 Scary growls.
- 115 4 Discarded human bones.
- 116 5 Big bloody paw prints.
- 117 6 3"x3" golden yellow paper  
118 that reads "ominous".
- 119 7 The word "gullible" written  
120 on the ceiling.
- 121 8 Empty Doritos bag.
- 122 9 Empty monster energy can.
- 123 10 Ten things.

## Non-Combat

125 Monsters often come with  
126 traps, trade goods, or other  
127 modes of interacting.

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

## Monster

132 Scary creature that kills and  
133 eats reckless players.

135 **Alignment:** Lawful  
136 **OC:** 5, **HT:** 10, **ML:** 12  
137 **MV:** 1, fly 2.  
138 **Saves:**  
139 **D:** 5, **W:** 5, **P:** 5, **B:** 5, **S:** 5

140 **AC:** 0, **HD:** 6+1 (28hp)  
141 **Attacks:**

142 **3x Claw:** 10, 1d6 (4).

143 OR

144 **Fire-breath, Recharge 2:**  
145 60' cone, 8d6 (28). Save vs  
146 Breath for half.

147 **NA:** 1, **TT:** T

148 ► **Spellcasting:** Once per day,  
149 can cast Polymorph Self.

## Baby Monster

150 Little scary thing.

151 **Alignment:** Lawful  
152 **NC:** 5, **HT:** 12, **ML:** 10  
153 **MV:** ½, burrow ½.  
154 **Saves:**  
155 **D:** 10, **W:** 10, **P:** 10, **B:** 10, **S:** 10

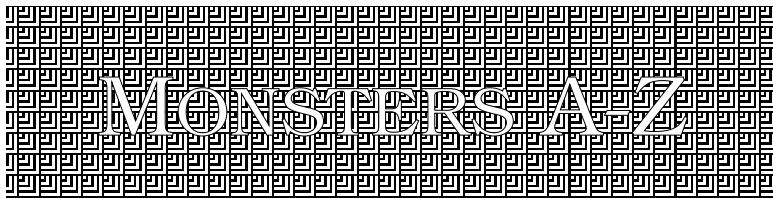
156 **AC:** 2, **HD:** 4 (18hp)

157 **Attacks:**

158 **3x Claw:** 10, 1d4 (3).

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

160 **Cry:** When injured, magi-  
161 cally alerts nearby monsters.



- 2 List of monsters and their abilities.

## **Acolyte**

3 A temple has sent a small  
 4 group of men into the depths  
 5 of the dungeon. They risk their  
 6 lives, but know the end,  
 7 whether good or bad, is al-  
 8 ready written; They are hear  
 9 merely to play it out.

### **Signs**

- 10 **1** Circle of burnt out candles.
- 11 **2** Incense.
- 12 **3** Vegetarian food scraps.
- 13 **4** Urine.
- 14 **5** Smell of stale incense.
- 15 **6** Smell of soup.
- 16 **7** Spilled soup.
- 17 **8** Chalk mark, safe
- 18 **9** Chalk mark, danger
- 19 **10** Spiked door

### **Quests**

- 21 **1** Recover a relic.
- 22 **2** Pilgrimage.
- 23 **3** Rescue a prisoner.
- 24 **4** Destroy a relic.
- 25 **5** Acquire rare herb.
- 26 **6** Investigate a vision.

### **History**

- 28 **1** Reformed criminal.
- 29 **2** Medicine man.
- 30 **3** Acetic.
- 31 **4** Elder.
- 32 **5** Evangelist.
- 33 **6** Believer of the old way.

## **Acolyte**

35 1<sup>st</sup> level human cleric.

36 *Alignment:* Any

37 *OC:* 5, *HT:* 5, *ML:* 9

38 *MV:* 40'.

39 *Ability:*

40 *Str:* 9, *Dex:* 9, *Con:* 9,

41 *Int:* 9, *Wis:* 9, *Cha:* 9

42 *Saves:*

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

44 *AC:* 3, *HD:* 1 (4hp)

45 *Attacks:*

46 *Mace:* 19, 1d6 (4).

47 *NA:* 1d8, *TT:* U, *XP:* 10

## **Priestess**

48 4<sup>th</sup> level human cleric.

49 Leads several acolytes.

50 *Alignment:* Any

51 *NC:* 6, *HT:* 5, *ML:* 11

52 *MV:* 40'

53 *Ability:*

54 *Str:* 9, *Dex:* 9, *Con:* 9,

55 *Int:* 10, *Wis:* 13, *Cha:* 10

56 *Saves:*

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

58 *AC:* 3, *HD:* 4 (18hp)

59 *Attacks:*

60 *Flail:* 19, 1d8 (5).

61 *NA:* 1, *TT:* U, *XP:* 125

62 ► *Spellcasting:* Depending on

63 alignment, has 2x Cure

64 Wounds / Cause Wounds, and

65 1x Silence / Noise .

# 68 Basilisk

69 A magical reptile petrifies  
70 its victims. Then, comes back  
71 at its leisure to eat them. Be-  
72 cause it is the only creature  
73 able to digest petrified victims,  
74 it's ample kills tend to pile up.

## 75 Signs

76 **1** A scared and very lifelike  
77 statue of an orc, or similar lo-  
78 cal monster.

79 **2** Shed scales. 1-in-6 to find  
80 the whole skin.

81 **3** Strange shaped stones, un-  
82 like the cavern walls (food  
83 scraps).

84 **4** Smooth gravel (feces).

85 **5** Trail of gravel.

86 **6** Stone hand, broken from a  
87 statue.

88 **7** Stone basilisk looking in a  
89 puddle.

90 **8** A statue of an animal, with  
91 a blank expression, now a nest  
92 for mice.

93 **9** A stone chest, filled with  
94 stone coins.

95 **10** Statue of person in a comic,  
96 regrettable pose.

## 97 Basilisk

98 10' long magical lizard that  
99 turns prey to stone.

100 *Alignment:* Neutral

101 *OC:* 4, *HT:* 8, *ML:* 5

102 *MV:* 20'.

## 103 Ability:

104 *Str:* 16, *Dex:* 8, *Con:* 15,

105 *Int:* 3, *Wis:* 8, *Cha:* 7

106 *Saves:*

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

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

109 *Attacks:*

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

112 *Gaze:* Petrification.

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

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

122 ► *Mirrors:* The reflection of a  
123 basilisk is harmless, except to  
124 itself.

125 ► *Petrifying touch:* Anyone  
126 touched by a basilisk is turned  
127 to stone (save vs petrify).

# Carcass Crawler

129 This scavenger often stalks  
130 prey, waiting for it to expire.  
131 It's able to digest bone, and  
132 happy share eat a scraps.

## Signs

- 134 **1** Rhythmic clicking.
- 135 **2** Rotting smell that seems to  
136 be everywhere.
- 137 **3** Rot smell.
- 138 **4** Rot smell.
- 139 **5** Amber egg sac on ceiling.
- 140 **6** Shallow burrow.
- 141 **7** Rancid slime.
- 142 **8** Molted skin.
- 143 **9** Half-eaten, rotten corpse.
- 144 **10** Exhausted kobold.

## Carcass Crawler

145 4' long millipede with large  
146 maw, and many tentacles.

148 *Alignment:* Neutral  
149 *OC:* 8, *HT:* 7, *ML:* 5  
150 *MV:* 40'.  
151      *Ability:*  
152      *Str:* 14, *Dex:* 13, *Con:* 16,  
153      *Int:* 1, *Wis:* 12, *Cha:* 5  
154      *Saves:*  
155      *D:*12, *W:*13, *P:*14, *B:*15, *S:*16  
156      *AC:* 7, *HD:* 3 (13hp)  
157      *Attacks:*  
158      *Tentacle:* 16, 1 + paralysis  
159 for 2d4 turns.

160      *NA:* 1d3, *TT:* B, *XP:* 50

161 ► *Cling:* Can walk on walls  
162 and ceilings.

# Crocodile

163 Apex ambush predator.  
164 Large quadruped reptiles with  
165 powerful tails. Amphibious,  
166 live in rivers and marshes.

168 Attracted to blood and  
169 movement.

## Signs

- 170 **1** Shed skin.
- 171 **2** Scat, large and firm. 3lb.
- 172 **3** Large soft eggs.
- 173 **4** Large animal carcass.
- 174 **5** Lost tooth.
- 175 **6** Reptilian moan.
- 176 **7** Splashing.
- 177 **8** Mating sounds.
- 178 **9** Green moss.
- 179 **10** Mud trail

## Crocodile

180 9'-12' long.

181 *Alignment:* Neutral  
182 *OC:* 5, *HT:* 5, *ML:* 5  
183 *MV:* 1', swim 6'  
184      *Ability:*  
185      *Str:* 18, *Dex:* 13, *Con:* 16,  
186      *Int:* 2, *Wis:* 5, *Cha:* 2  
187      *Saves:*  
188      *D:*12, *W:*13, *P:*14, *B:*15, *S:*16

189 *AC:* 5, *HD:* 2 (9hp)  
190      *Attacks:*  
191      *Bite:* 18, 1d8 + tapped.  
192      *NA:* 1d3, *TT:* None, *XP:* 20

195 ►  
196 Giant Crocodile  
197 More than 50' long. Usu-  
198 ally encountered  
199 in Lost World regions. Will  
200 attack small  
201 ships.  
202 AC 1 [18], HD 15 (67hp),  
203 Att 1 × bite  
204 (3d8), AV 9 [+10], MV 90'  
205 (30') / 90'  
206 (30') swimming, SV D8  
207 W9 P10 B10 S12  
208 (8), ML 9, AL Neutral, XP  
209 1,350, NA 0  
210 (1d3), TT None  
211 Large Crocodile  
212 20' or more long. May at-  
213 tack small water-  
214 craft (canoes, rafts).  
215 AC 3 [16], HD 6 (27hp),  
216 Att 1 × bite  
217 (2d8), AV 14 [+5], MV 90'  
218 (30') / 90'  
219 (30') swimming, SV D12  
220 W13 P14 B15  
221 S16 (3), ML 7, AL Neutral,  
222 XP 275, NA 0  
223 (1d4), TT None

# Dwarf

225 S

## Signs

- 227 1 Beard trimmings.
- 228 2 Spilled ale.
- 229 3 Singing.
- 230 4 Chalk marks.
- 231 5 Ration scraps.
- 232 6 Mining sounds.
- 233 7 Mining tool.
- 234 8 Freshly carved passage-way
- 235 9 Old campfire.
- 237 10 Torch Stump.

## Chalk Marks

239 Dwarves have a sophisticated set of symbols. They will 240 also tag the mark with a personal identifier, and the level 241 of certain: either doubtful, 242 false, or certain.

- 245 1 Unsafe.
- 246 2 Somewhat safe.
- 247 3 Safe.
- 248 4 Looted.
- 249 5 Passed through.
- 250 6 Trying to leave.

# Dwarf

251  
252 Short, stocky, bearded  
253 demihuman. Expert miner.

254 Alignment: Lawful  
255 OC: 5, HT: 4, ML: 8  
256 MV: 40'.  
257 Ability:  
258 Str: 9, Dex: 9, Con: 9,  
259 Int: 9, Wis: 9, Cha: 9  
260 Saves:  
261 D:8,W:9,P:10,B:13,S:12

262 AC: 5, HD: 1 (4hp)  
263 Attacks:  
264 Battle Axe: 19, 1d8 (5).

265 NA: 3d6, TT: G, XP: 10

# Dwarven Chief

266 Dwarf :)  
267 Alignment: Any  
268 OC: 5, HT: 5, ML: 10  
269 MV: 40'.  
270 Ability:  
271 Str: 9, Dex: 9, Con: 9,  
272 Int: 10, Wis: 13, Cha: 10  
273 Saves:  
274 D:11,W:12,P:14,B:16,S:15

275 AC: 1, HD: 4 (18hp)  
277 Attacks:  
278 Short Sword: 17, 1d6 (4).  
279 NA: 1, TT: U, XP: 75

280 ► Magic Item: 2-in-10 chance  
281 to have a magic item.

# Elemental

282

## Air Elemental

284 Huge vortexes of whirling air.

286 **AC -2, HD 16\* (72hp), Att 1**  
287 × blow (3d8), **AV 8, MV 360'**  
288 (120') flying, **SV D2 W3 P4**  
289 **B3 S6 (16), ML 10, AL Neu-**  
290 **tral, XP 2,300**

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

292 **Whirlwind:** Creatures with  
293 less than 2HD swept aside  
294 (save versus death).

295 **Mundane damage immu-**  
296 **nity:** Can only be harmed by  
297 magical attacks.

298 **Harm flying creatures:**  
299 Inflict extra 1d8 damage.

## Earth Elemental

301 Huge humanoid figures of  
302 earth or stone.

303 **AC -2 , HD 16\* (72hp), Att 1**  
304 × blow (3d8), **AV 8 , MV 60'**  
305 (20'), **SV D2 W3 P4 B3 S6**  
306 (16), **ML 10, AL Neutral, XP**  
307 2,300

308 **Size:** 16' tall.

309 **Blocked by water:** Cannot  
310 cross a channel wider than  
311 own height.

312 **Mundane damage immu-**  
313 **nity:** Can only be harmed by  
314 magical attacks.

315 **Harm creatures on the**  
316 **ground:** Inflict extra 1d8 dam-  
317 age.

## Fire Elemental

318

319 Whirling columns of fire.

320 **AC -2, HD 16\* (72hp), Att 1**  
321 × blow (3d8), **AV 8, MV 120'**  
322 (40'), **SV D2 W3 P4 B3 S6**  
323 (16), **ML 10, AL Neutral, XP**  
324 2,300

325 **Size:** 16' tall, 16' across.

326 **Blocked by water:** Cannot  
327 cross a channel wider than  
328 own diameter.

329 **Mundane damage immu-**  
330 **nity:** Can only be harmed by  
331 magical attacks.

332 **Harm cold-based crea-**  
333 **tures:** Inflict extra 1d8 dam-  
334 age.

## Water Elemental

335 Huge waves of water.

336 **AC -2 , HD 16\* (72hp), Att 1**  
337 × blow (3d8), **AV 8, MV 60'**  
338 (20') / 180' (60') swimming,  
339 **SV D2 W3 P4 B3**  
340 **S6 (16), ML 10, AL Neutral,**  
341 **XP 2,300**

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

343 **Water-bound:** Must re-  
344 main within 60' of water.

345 **Mundane damage immu-**  
346 **nity:** Can only be harmed by  
347 magical attacks.

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

# Elves

351      **Elves**  
352      **Signs**  
353      **Elf**  
354      **Aranel**  
355      **Drow**  
356      **Brethil**

# Gelatinous Cube

357      **Gelatinous Cube**  
358      Predator perfectly adapted  
359      for the dungeon. Typically  
360      grow to the exact width of the  
361      corridors. Nearly perfectly  
362      clear, so their digestive con-  
363      tents seem to float down the  
364      hallway.

## Signs

- 365      **1** Perfectly clean hallway.  
367      **2** Slightly moist hallway.  
368      **3** 1d6 sp.

## Cube

370      Transparent jelly cube.

371      *Alignment:* Lawful  
372      *OC:* 5, *HT:* 4, *ML:* 8  
373      *MV:* 2.

374      *Ability:*  
375      *Str:* 9, *Dex:* 9, *Con:* 9,  
376      *Int:* 9, *Wis:* 9, *Cha:* 9

377      *Saves:*  
378      *D:12,W:13,P:14,B:15,S:16*

379      *AC:* 8, *HD:* 4 (18hp)

380      *Attacks:*

381      *Touch:* 16, 0 + save vs  
382      paralysis or tapped 2d4 turns +  
383      moves victim inside.

384      *Battle Axe:* 19, 1d8 (5).

385      *NA:* 1, *TT:* V, *XP:* 125

386      ► *Digestion:* Creatures in the  
387      cube take 1 damage each  
388      round.

## 389 Giant Bugs

### 390 Giant Fly

391 A cat-sized fly. Harmless  
392 unless provoked.

393 **AC 9, HD ½ (2hp), Att 1 x**  
394 bite 1d4, **AV 19, MV 60' fly,**  
395 **SV D14 W15 P16 B17 S18**  
396 **ML 4 AL Neutral, NA 2d6,**  
397 **TT n/a/**

## 398 Goblins

399 Small, grotesque hu-  
400 manoids with pallid, earth-  
401 coloured skin and glowing, red  
402 eyes. Dwell underground.

### 403 Signs

- 404 **1** Audible bickering.
- 405 **2** Small footprints.
- 406 **3** Crude drawing of a dwarf.
- 407 **4** Broken spear.
- 408 **5** Feces: dark and watery.
- 409 **6** Urine: thin, pale.
- 410 **7** Small bloody hand-prints.
- 411 **8** Dried soup stains.
- 412 **9** Barbaric chanting.
- 413 **10** Cooking smells.

### 414 Culture

- 415 ► Many goblins worship Baal
- 416 as a large bucephalus goblin.
- 417 ► Mark territory with images
- 418 of dwarvish suffering.
- 419 ► Leave bloody hand-prints at
- 420 the location successful hunt.
- 421 ► Cannibalize their dead.
- 422 ► Before meals, they single out
- 423 one of their own to chastise.
- 424 ► Tame and ride dire wolves.

### 425 Goblin

426 **AC 6, HD 1–1 (3hp), Att 1 ×**  
427 **weapon AV 19, MV 20' SV**  
428 **D14 W15 P16 B17 S18 ML 7**  
429 **AL Chaotic, NA 6d10, TT R**

### 430 Goblin King

431 **AC 6, HD 3\* (15hp), Att 1 ×**  
432 **weapon + 1 AV 18, MV 20 SV**

433 D13 W14 P15 B16 S17 **ML** 8

434 **AL Chaotic, NA 1, TT R**

435 **Royal Aura:** Allies within

436 10' gain a -1 bonus to AV

437 **Goblin Guard**

438 **AC 4, HD 2 (9hp), Att 1 ×**

439 **weapon AV 17, MV 40' SV**

440 D14 W15 P16 B17 S18 **ML** 8

441 **AL Chaotic, NA 2d6, TT R**

442 **Hoard**

443 Only have treasure type C

444 when encountered in the

445 wilderness or in their lair.

# 446 Invisible Stalker

447 Highly intelligent, magical  
448 creatures summoned to per-  
449 form tasks for powerful magic-  
450 users.

451 See Magic page 26.

## 452 Signs

- 453 **1** Claw marks.
- 454 **2** Acrid chlorine smell.
- 455 **3** Gentle breeze.
- 456 **4** Broken Door.
- 457 **5** Whispered murmurs.
- 458 **6** Animal frozen in fear.
- 459 **7** Flickering lights.
- 460 **8** Displaced object.
- 461 **9** Path cleared dust.
- 462 **10** Condensation.

## 463 Invisible Stalker

464 Creature from another  
465 plane.

466 **Alignment:** Lawful

467 **OC:** 8, **HT:** 10, **ML:** 12

468 **MV:** walk

469 **Ability:**

470 **Str:** 16, **Dex:** 18, **Con:** 14,

471 **Int:** 10, **Wis:** 15, **Cha:** 11

472 **Saves:**

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

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

475 **Attacks:**

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

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

478 ► **Tracking:** Without fault, al-  
479 ways succeeds tracking rolls.

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

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

# Kobold

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

## Signs

- 493 **1** Scat: soft and stinky.  
495 **2** Gnawed animal bones.  
496 **3** Yipping.  
497 **4** Bait: animal leg.  
498 **5** Paw prints.  
499 **6** Stomach Contents.  
500 **7** Stomach Contents.  
501 **8** Fragrant urine.  
502 **9** Chewed copper piece.  
503 **10** Howling.

## Stomach Contents

- 504 **1** Rat  
**2** Frog  
**3** Herbs  
**4** Grass  
**5** Bird bones  
**6** Feather  
**7** Hair  
**8** Kobold Tooth

## Kobold

514 **AC 9, HD ½ (2hp), Att 1 x**  
515 bite 1d4, OR 1 x Spear (1d6-  
516 1), **AV 19, MV 60', SV D14**  
517 **W15 P16 B17 S18 (NH), ML**  
518 **6, AL Chaotic, XP 5 NA 4d4,**  
519 **TT P**

## Guard

521 **AC 7, HD 2 (9hp), Att 1 x bite**  
522 **1d4, OR 1 x Battle Axe (1d8-1), AV 19, MV 60', SV D14**  
523 **W15 P16 B17 S18 (NH), ML**  
525 **6, AL Chaotic, XP 15 NA 1d6,**  
526 **TT P**

## Chieftain

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

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

## Shaman

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

542 **— Spellcasting:** Once a day, a  
543 shaman can cast either Entangle p23 or Cure Wounds  
544 p21.  
545

## 546 Koldire

547 Inelegant fey appearing as  
548 a large dog like demihuman,  
549 with four forelegs. Often train  
550 wild animals, especially  
551 kobold.

### 552 Signs

- 553 **1** Scat: buried.  
554 **2** Melodious howl.

### 555 Koldire

556 Six legged intelligent wolf.

557 **Alignment:** Chaotic

558 **OC:** 8, **HT:** 8, **ML:** 8

559 **MV:** walk

560 **Ability:**

561 **Str:** 12, **Dex:** 12, **Con:** 12,

562 **Int:** 12, **Wis:** 12, **Cha:** 12

563 **Saves:**

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

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

566 **Attacks:**

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

568 **NA:** 1, **TT:** T

569 ► **Tracking:** Without fault, al-  
570 ways succeeds tracking rolls.

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

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

## 575 Ogre

576 Herbivorous fey hu-  
577 manoids, 8–10' tall. Dwell in  
578 caves and have stone-like  
579 leathery skin.

### 580 Ogre

581 *AC 5, HD 4+1 (19hp), Att 1*  
582 *× club (1d10), AV 15, MV 30',*  
583 *SV D10 W11 P12 B13 S14,*  
584 *ML 10, AL Chaotic, XP 125,*  
585 *NA 1d6 (2d6), TT C + 1,000 cp*

# Orcs

587 Strong boar like demihumans, with lost fay ancestry.  
588 Live in highly organized  
589 tribes, often engaging in pil-  
590 lage and conquest. Hated by  
591 elves, and feared by humans,  
592 yet cautiously respected by  
593 dwarves and other demihu-  
594 mans. Known to take captives  
595 alive to barter.

## Signs

- 598 1 Corse black hair.
- 599 2 Boot prints.
- 600 3 Animal bones cracked for  
601 divination.
- 602 4 Dead slave.

## 5

## Orc

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

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

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

### 667 **Trading**

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

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

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

---

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

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

# Salamander

687 Minor flame elemental. Ap-  
688 pears as a giant flaming am-  
689 phibian, which sometimes  
690 stands on hind legs. Reach  
691 upto 12' long.  
692

## Signs

- 693 **1** Trail of soot.  
694 **2** Fire crackling.  
695 **3** Classical guitar.  
696 **4** Pellets of ash.  
697

## Flame Salamander

698 Intelligent serpents with  
699 lizard-like heads and legs.  
700

701 *Alignment:* Chaotic  
702 *OC:* 5, *HT:* 7, *ML:* 8  
703 *MV:* 4.

### *Ability:*

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

### *Saves:*

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

---

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

### *Attacks:*

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

---

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

713 ► **Heat Aura:** Close creatures  
714 take 1d4 damage per round.

715 ► **Fire Immunity**

716 ► **Fire Body:** Contact destroys  
717 wood weapons, shields, etc.

## Shadow

719 Sentient shadows. Often found in abandoned places.

### Signs

722 1 Moving shadows.

723 2 Shadow not cast by an apparent object.

725 3 Object with no shadow.

726 4 Frost.

727 5 Momentary loss of vision.

728 6 Whispers.

729 7 Faint breeze.

### Shadow

731 Sentient shadow

732 *Alignment:* Neutral

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

734 *MV:* 2.

735 *Ability:*

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

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

738 *Saves:*

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

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

741 *Attacks:*

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

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

744 ► **Invisibility:** in darkness.

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

749 ► **Mundane Damage Immunity:**

750 Can only be harmed by magical attacks and silver.

## Shadow Hound

752 Conjured familiar. See

754 Magic page 35.

### Shadow Hound

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

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

760 × bite (1d6), AV 18, MV 180'  
761 (60'),

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

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

# 767 Skeleton

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

## 773 Signs

- 774 1 Skeletal Footprints.
- 775 2 Chattering bone.
- 776 3 Hollow Laughter.
- 777 4 Xylophone performance.
- 778 5 Faint clicking.
- 779 6 Well worn walking path.
- 780 7 Trail of disturbed dust.
- 781 8 Misplaced rib bone.

## 782 Skeleton

783 Undead humanoid.

784 *Alignment:* Chaotic  
785 *OC:* 3, *HT:* 10, *ML:* 12  
786 *MV:* 4.

787 *Ability:*

788 *Str:* 11, *Dex:* 11, *Con:* 11,  
789 *Int:* 6, *Wis:* 6, *Cha:* 4

790 *Saves:*

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

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

793 *Attacks:*

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

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

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

# 800 Snakes

## 801 Conjured Snakes

802 See Magic page 37.

803 AC 6, HD 1 (4hp), Att 1 ×  
804 bite (1d4), AV 19, MV 90'  
805 (30'), SV D12 W13 P14 B15  
806 S16 (1), ML 7, AL Neutral, XP  
807 10 (13 if poisonous)

# Spiders

808 Eight legged arthropods  
809 that often grow to giant size in  
810 dungeons. Spiders are typi-  
811 cally solitary ambush preda-  
812 tors.  
813

843 **AC 6, HD ¼ (1 hp) Att 1 ×**  
844 bite (1), **AV 19, MV 10'.** 50'  
845 in23 webs.  
846 **SV D12 W13 P14 B15 S16**  
847 (2), **ML 8, AL Neutral, XP 15,**  
848 **NA 1d3 TT U**

## Signs

- 814 **1 Webs**  
816 **2 Small dark droppings**  
817 **3 Harmless webs on walls**  
818 **4 Molt**  
819 **5 Egg sac casing**  
820 **6 Giant fly exoskeleton**

7

## Webs

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

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

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

837 Webs can be destroyed by  
838 fire in two rounds. All crea-  
839 tures in a flaming web suffer  
840 1d8 points of damage.

## Vanilla

842 6" long, black spider.

849 **— Cling:** Can walk on walls  
850 and ceilings.

851 **— Poison:** Causes death in 1  
852 turn (save versus poison).

## Black Widow

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

856 **AC 6, HD 3\* (13hp) Att 1 ×**  
858 bite (2d6 + poison), **AV 17,**  
859 **MV 30'. 120' in webs.**

860 **SV D12 W13 P14 B15 S16**  
861 (2), **ML 8, AL Neutral, XP 50,**  
862 **NA 1d3 TT U**

863 **— Cling:** Can walk on walls  
864 and ceilings.

865 **— Poison:** Causes death in 1  
866 turn (save versus poison).

## Crab Spider

868 3' long hunting spiders that  
869 can change their color to  
870 match their surroundings.

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

876 **— Cling:** Can walk on walls  
877 and ceilings.

878 **— Poison:** Causes death in 1d4  
879 turns (save versus poison  
880 with +2 bonus).

## Tarantella

7' long, hairy hunting spiders that resemble tarantulas.  
Magical in nature.

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

**Poison:** Save vs poison or dance for 2d6 turns (suffering from painful, jerking spasms that resemble a macabre dance).

**Cling:** Can walk on walls and ceilings. Viewers of one affected by the poison must save versus spells or begin dancing in the same fashion, for as long as the poisoned victim.

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

## Weaver

6' long slender yellow spider. Mild poison, but expert web spinner.

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

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

**Cling:** Can walk on walls and ceilings.

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

## Wraith

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

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

### Signs

- 1 Chilled air.
- 2 Unnerving whine.
- 3 Frost.
- 4 Slight breeze.
- 5 Whispers.
- 6 Person crossing a hallway.

### Wraith

Incorporeal undead.

*Alignment:* Any  
*OC:* 3, *HT:* 10, *ML:* 12  
*MV:* 8 fly.  
*Ability:*  
*Str:* 11, *Dex:* 11, *Con:* 11,  
*Int:* 6, *Wis:* 6, *Cha:* 4  
*Saves:*  
*D:* 10, *W:* 11, *P:* 12, *B:* 13, *S:* 14

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

*Attacks:*  
*Touch:* 16, 1d6 (4) + drain.

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

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

► **Mundane Immunity:** Only harmed by silver weapons or magic.

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

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

