Plunder

A lightweight system for old school RPG modules.

2024

Contents

Intro

Plunder is an attempt to create a blend between two RPG play styles:

- The old school, focused on exploration, pushing your luck, and resource management
- Modern D&D, emphasizing balance, flavorful character abilities, and unified mechanics

It's compatible with adventures for Original D&D and Old School Renaissance (OSR) games, to take advantage of all the great content produced for these systems over the years. But unlike these retro games, I want to include more interesting player character options.

I called it Plunder as many of its parts are taken from OSR blog posts or other systems. For instance, the magic system is mostly copied from the Goblin Laws of Gaming (GLOG). However, Plunder is also a playground for experimenting with new mechanics. I also want to shake up some long-standing conventions in D&D, like ability scores, armor, and dice roll resolution. See the Features section for an overview of all these new mechanics.

Ultimately, though, the goal of Plunder is to have the mechanics fade into the background, and for players to interact with the game world directly. The system is lightweight and oriented towards common-sense GM rulings over rules. Character stats are static numbers to roll against to speed up action resolution. Combat is intended to be less abstract to hopefully make it more engaging than the typical "I attack the orc again."

This works well with the old school playstyle - we only roll dice when there are consequences for failure, and adventurers are assumed to be competent at adventuring tasks. The GM never fudges rolls, and characters can get wounded or die easily, meaning each roll is a point of tension - a last ditch resort after other ways of solving a problem have been tried. Character abilities are intended as open-ended tools to help solve these problems. There might be some negotiation about the outcome. But instead of reaching for the rule book, the GM makes a call and the game moves forward.

In the end, we're all at the table to imagine our characters braving dangers and getting stronger while they pile up the loot. So this is my attempt to create a system that's minimalist, fast, but still packed with flavor.

Features

Roll-over dice

Every dice roll is resolved by rolling a d2o versus a pre-calculated target number. No modifiers, what you roll is what you get!

Single-roll combat

A single d2o roll determines whether a combat action succeeds, how much damage is done, and when in the round this occurs.

Phased combat, simultaneous turns

Turns are divided into phases, and everyone who acts in a phase rolls simultaneously. Rolls are resolved from highest to lowest.

Wound effects

Simple wound system to give the game a more visceral feel.

Reimagined ability scores

Three of the six classic ability scores have been replaced - each ability score now has clear active uses.

Weapon choice matters

Your weapon determines how hard it is to score a hit on you. Every weapon also has different properties, giving you meaningful choices.

Active abilities

Classes and kin only grant active abilities, not passive or conditional benefits you have to memorize.

Easy inventory and item durability

A slot-based system makes it easy to track what your character is carrying.

Glossary

Abilities

Your character's core physical and mental attributes. There are six abilities, divided into three categories:

Body

Strength and Dexterity

Mind

Instinct and Intelligence

Soul

Courage and Cunning

Armor

Grants extra Hit Points, and reduces the severity of Wounds.

Bonus action

Granted by some talents. A bonus action takes place immediately following a regular action in combat.

Defense

Determines how difficult it is to hit a target. Calculated based on the character's Dexterity and weapon bonus. All weapons give at least +1 Defense.

Exhaustion

A measurement of your character's fatigue. Takes up one inventory slot.

Hit Dice (HD)

Your character's reserve stamina, represented by a dice. Characters have one HD per level.

Hit Points (HP)

How much of a beating your character can take before being seriously injured.

Inventory

All the items your character is carrying with you. Divided into equipped items and packed items.

Kin

Your character's ancestry.

Magic Dice (MD)

Your reserves of magical power. To cast a spell, you have to spend Magic Dice.

Margin of Failure/Success

This is the amount by which you fail or succeed a d20 check. Most commonly used to determine attack damage.

For example, Geldan the ranger has a ranged target of 9. He fires an arrow at a goblin equipped with a shield (+2 Defense), for a total Target Number of 11. He rolls a 15 on a d20. His margin of success is 15 - 11 = 4, so the attack does 4 damage.

Notch

A measure of an item's durability. Each item can take up to three Notches. An item with no Notches is in perfect condition, while an item

with three Notches is no longer usable.

Skills

Special knowledge your character has. There are four skill ranks: Apprentice, Journeyman, Expert, Master.

Talent

A special ability granted by your class or kin.

Target

This is a number from 1-20 which determines how likely you are to succeed on a task of average difficulty. To see if you succeed, roll a d20. If you roll equal to or higher than the target number, you succeed.

For example, Torbane the berserker has a Strength target of 14. To force open a stuck door, a task of average difficulty, he needs to roll 14 or higher on a d20.

Wound

A physical wound suffered by the character, which has a negative effect depending on hit location and severity. Each Wound takes up an inventory slot. Healing a Wound requires a long rest.
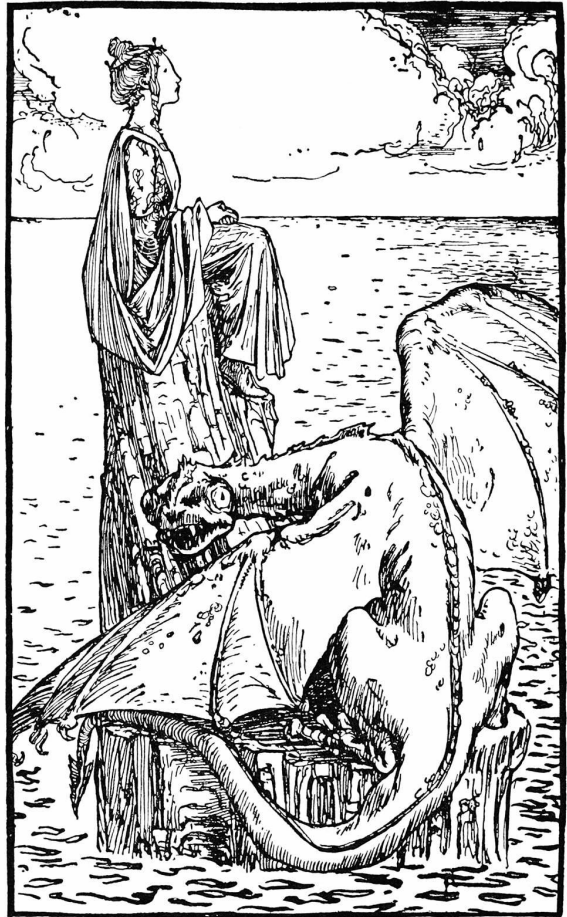
Character Creation

Follow this process step by step, writing everything down on your character sheet.

1. Ability targets

Body	Mind	Soul
Strength	Instinct	Courage
Dexterity	Intelligence	Cunning

For each category:

1. Roll 6d6
2. Add up the three highest rolls and compare it to the table below
3. Assign the result to one of the two abilities in that category
4. Repeat steps 2 and 3, using the three lowest rolls

Dice roll	Ability
3	18
4-5	17
6-8	16
9-12	15
13-15	14
16-17	13
18	12

2. Note your ability effects

Write down the stats granted by each ability. See Ability Targets for details.

3. Class

Your chosen adventuring profession. Write down the Hit Dice, Magic Dice, Signature Talent, Skills, and equipment from your class. Then, note your Hit Points and Defense once you have picked your equipment.

4. Kin

Choose a kin and write down the Talent it grants you.

5. Note level and XP

Your character beings at level 1 with 0 XP.

6. Name your character

Get creative!

7. Party creation

If you're not starting a new campaign, you can skip this step.

The GM introduces the campaign and the scenario that the characters will be facing. Go around the table and describe your character and their background. Then, the group can discuss together how they all know each other.

8. Equipment

Going around the table, each player picks one item from the Equipment list worth 20sp or less. Do this a total of three times.

If you're joining an ongoing campaign, you can instead just pick three items worth 20sp or less.

Ability Targets

Abilities measure your character's physical and mental characteristics. They are used to resolve most actions in the game that require dice rolls.

Each ability is a target that indicates how likely you are to succeed on a task of average difficulty.

An ability can range from 12 to 18. To resolve an ability check, roll a d20 and compare it to your target. If it's equal or higher, you succeed. In other words, lower ability targets are better!

Additionally, abilities determine your saving throws and other important characteristics.

The abilities are grouped by categories, Body, Mind, and Soul. Abilites in each category are defined in opposition to each other. Characters are typically good at one or the other, not both.

Body

Strength

Physical might, brawn, and constitution.

- Damage is an extra dice you roll with your melee attacks, adding or subtracting based on your Str
- Cross out inventory slots on your sheet until you get to the one labeled with your Str target. You can't use these crossed out slots

Target	Save	Damage	Slots
18	14	−1d4	7
17	13	−1d3	8
16	12	−1d2	9
15	11	-	10
14	10	1d2	11
13	9	1d3	12
12	8	1d4	13

Dexterity

Precision, speed, and technique.

- Melee is your target for all melee attacks
- Defense stacks with the Defense bonus on your weapon

Target	Save	Melee	Defense
18	17	13	−3
17	16	12	−2
16	15	11	−1
15	14	10	+0
14	13	9	+1
13	12	8	+2
12	11	7	+3

Mind

Intelligence

Logic, reasoning, and the arcane arts.

- Magic is your target for all attacks with spells or magic items
- You can pick any bonus skill. If you later gain that same skill from your class, you can pick another one at that time.

Target	Save	Magic	Skills
18	16	13	Apprentice Language (native)
17	15	12	Journeyman Language (native)
16	14	11	Expert Language (native)
15	13	10	Master Language (native)
14	12	9	+ Journeyman Language (any), +1 bonus
13	11	8	+ Expert Language (any), +2 bonus
12	10	7	+ Master Language (any), +3 bonus

Instinct

Perception, composure, and aim.

- Ranged is your target for all attacks with ranged or thrown weapons
- Surprise is used to see if your party is surprised. Only the party's lowest Surprise target is used.

Target	Save	Ranged	Surprise
18	15	13	17
17	14	12	16
16	13	11	15
15	12	10	14
14	11	9	13
13	10	8	12
12	9	7	11

Soul

Courage

Inspiration, leadership, and steadfastness.

- Max retainers determines how many retainers you can have
- Loyalty determines how likely retainers are to stick with you in danger

Target	Save	Max retainers	Loyalty
18	15	1	4
17	14	2	5
16	13	3	6
15	12	4	7
14	11	5	8
13	10	6	9
12	9	7	10

Cunning

Stealth, trickery, and charm.

- The Reactions bonus is added by the GM to the NPC reaction roll. Only the party's highest bonus is used.

Target	Save	Reactions
18	15	−1d4
17	14	−1d3
16	13	−1d2
15	12	-
14	11	+1d2
13	10	+1d3
12	9	+1d4

Classes

Berserker

Fierce warriors from the mountains who take on the strengths of beasts. Folk from the lowlands are scared of their bloodthirsty practices, but know that one who crosses a berserker is not likely to keep their head for long.

Class Features

Hit Dice: d8
Armor: None
Weapons: All axes, swords, and spears, unarmed

Skills

• Apprentice Survival

Equipment

You start with the following equipment:

• Three weapons of your choice

Signature Talent: Berserkergang

You can work yourself into a rage, during which no Stabs or Slashes from iron, nor fire, will hurt you. The rage lasts until there is no immediate danger. Then, you gain a level of exhaustion.

At 5th level, you can attack twice in a turn when using this ability.

Talents

When you gain a new Talent, choose one from this list:

Beastskin

Using the skin of a beast you or your party has slain, you can perform a ritual at a bonfire to imbue yourself with one characteristic of that beast, as long as you're wearing its skin (typically as a cloak). The beast must be your size or larger, but it can't have more HD than you.

Every time you rest while wearing this cloak, the spirit of the beast begins to take over. Roll a HD. On a 3 or less, lose it, and gain this condition:

One with the beast

This condition stacks. For each one you have, gain another effect from this list:

1. You can't and don't want to take off the beast pelt
2. You crave the taste of blood and raw meat, and can't eat anything else
3. Lose the ability to speak
4. Become the beast

Eat anything

Steel yourself, and you can eat anything, up to twice your size, without any harm. If what you eat is actually nutritious, you gain a bonus HD. Once you've used this ability, you can't use it again until you've taken a long rest.

Axe vaulter

You can use a longaxe or spear to launch yourself twice as far or high as normal, and use axes instead of climbing gear. If you fall on an enemy while using this ability, you can transfer all falling damage to them.

Evil eye

Channel your fury into a curse that either renders the target's weapons blunt and brittle (they take 1 Notch and can't deal wounds), or intimidates them (they have to roll Morale). For each target, roll a HD. On a 3 or less, you lose the HD. The effect lasts as long as you concentrate on it.

Blót

Sacrifice any number of living creatures in the name of a specific purpose. You may invite any number of people to the ritual, but each person must be drenched in blood over the course of the ritual. For each HD sacrificed in this way, a blood drink can be prepared. Drinking this grants an automatic success on one action if it contributes directly towards achieving the named purpose. You can make one drink per participant in the ritual. A blót can only be performed once every new moon.

Paragon

Many foes can give a man but one death.

Some warriors never join a warband or swear fealty to a jarl. Instead, they roam the lands seeking justice and glory, heroes without a cause. These warriors are called paragons.

Class Features

Hit Dice per level: d8
Armor: All armor
Weapons: All melee weapons

Equipment

You start with the following equipment:

- Scale armor
- Two weapons of your choice and a shield

Signature Talent: Battle Cry

In combat, you may perform a Battle Cry instead of a melee attack. A Battle Cry is any action where you fearlessly lead and assist your friends, and you may improvise uses for it. Examples:

- **Taunt**. A target adjacent to you gets disadvantage on actions other than attacking you until your next turn. If the margin of success is 10+, the taunt lasts for the rest of the fight.
- **Distract**. Create an opening for your ally to escape an enemy's reach. Roll against the target's Defense. The ally can add the result

to their Dexterity roll to get away from Melee range.

Starting on level 5, you can use a Battle Cry as a bonus action.

Talents

When you gain a new Talent, choose one from this list:

Natural leader

After your party has accomplished a heroic deed, you may make an appeal in the nearest town, asking for volunteers to join your adventures. Roll Courage.

Margin of success	Result
2 - 4	Gain a non-fighting retainer
5 - 10	Gain a fighting follower, level 1
10+	Gain result's worth of retainers, 50% non-fighting and 50% fighting

Lead the charge

If you move and attack an enemy on your turn, you may Rally as a bonus action. Anyone affected by this Rally can ignore one condition until the end of combat (once per combat).

Oathbind

If you publicly swear an oath to complete a quest, you will be bound to it. While you are bound, when you

make a dice roll that will directly help complete the quest, you may instead decide the result of the roll. Once you've used this ability to decide a roll, you can't do so again until you've seen the light of a new day.

Marshal

Muster your followers when they're out of the fight. Roll Courage, and note the margin of success. Starting with the follower with the highest HD, return them to the fight, then subtract their score from your result before comparing it to the next follower. Once this talent has been used, it can't be used again until you and your followers have completed a long rest.

Tough it

When you use this ability, you can ignore the effect of a Wound until the next rest. Then, you gain a level of exhaustion.

Pyromancer

Through the darkness of future past, the magician longs to see. One chants out between two worlds:

Fire walk with me.

When the lands were under the Great Frost, the pyromancers kept fire alive and brought light and warmth to desperate townships. Now, with their order no longer needed, they have become outcasts and mercenaries.

Class Features

Hit Dice: d6
Magic Dice per level: 1
Armor: Leather
Weapons: Axe, dagger, hand axe, short spear, spear, sword
Magic items: Fire-related wands and staves

Equipment

You start with the following equipment:

- Censer (protects fire from wind and rain)
- Leather armor
- A weapon of your choice

Signature Talent: Shape Fire

You can hold fire in your hands and make it grow or shrink. You can also spread the fire through you to another object or creature. Items that normally don't catch fire remain on fire as long as you concentrate on the spell. The fire deals 1 MD damage every round at the start of their turn,

and any wounds dealt with a fiery object also grant a Burn Wound. The fire doesn't hurt you.

Maximum size of the fire:

1d: Embers 2d: Campfire 3d: Bonfire 4d: Dragon's breath

Talents

When you gain a new Talent, choose one from this list. All these Talents are Spells.

Throw fire

Any fire you hold with Shape Fire can be thrown to a Near distance. When used as an attack, add (sum) damage on hit.

Range: Near (1d), Short (2d), Medium (3d), Long (4d)

Engulf

You can engulf yourself in flames, burning everything in melee range around you. The fire doesn't hurt you. You can ignore the penalty for using a spell in melee. Add (sum) damage on hits.

Visions in flame

Duration: concentration up to (sum) hours

Peering through a fire, you can sense all other fires within range. You can see through any of these fires as if you were standing in it, but you become blind to anything you don't see in the fire. For each additional

MD spent, add another sense, or speak through the fire.

Ancient flame

Cast upon ashes to determine what they were before they were burnt. You can see what happened in the (sum) rounds before the object caught fire. (dice) determines how old the ashes can be:

1d: a day 2d: a month 3d: a year 4d: a century

Unburn

Duration: concentration up to (sum) minutes

Cause a burnt item up to (dice) size to become whole again in (dice) rounds. Target will burn again once you stop concentrating.

1d: Tiny 2d: Small 3d: Large 4d: Huge

Ranger

Part of a loose confederation of warriors who keep the forces of darkness at bay, rangers are nevertheless often mistrusted by villagers. They are often said to be in league with witches and beasts.

Class Features

Hit Dice: d6
Armor: Leather, chain
Weapons: All axes, swords, spears, quarterstaff, shield, unarmed, all bows, sling

Skills

- Apprentice Survival
- Master Language (any)

Equipment

You start with the following equipment:

- A bow and arrows
- Leather or chain armor
- Two weapons of your choice

Signature Talent: Marksman

You can find the weak spot of any creature or object. If you spend one round aiming, the next hit will cause a Wound as if it was a critical hit. You can choose the Wound location. If you hit an object and it could conceivably be destroyed by an arrow, it breaks.

At level 5, you can ignore armor when you use this Talent.

Talents

When you gain a new Talent, choose one from this list:

Beastmaster

You understand what an animal wants or fears. If you are able to help the animal with either of these things, you can make an Instinct check, with the animal's HD added as difficulty. On success, the animal becomes your loyal companion, as long as you treat it well. You can command it on a bonus action. You can only have one such companion at a time.

At level 5, you can have any number of companions with total HD up to your HD.

Eyes of the wild

While holding something from an animal's body (e.g. a tuft of hair, a claw, a feather), you can focus your inner eye and see through that animal's eyes. Your own eyes roll to the back of your skull, and your body remains in place. While doing this, you can command the creature to move to a spot in sight or to stand still. Each time you do so, the item withers, taking a Notch. At 3 Notches, it rots completely, and your senses return to your body.

Vanish

While standing still in dense foliage or shadows, you can choose to

become invisible until you attack or move again.

Beast scent

Sharpening your scent, you can sense the direction of a type of beast you choose within a day's travel. If you have an item that has been in touch with a particular beast, you can smell that individual. The scent lasts as long you concentrate on it. When you use this Talent, roll a HD. On a 3 or less, you lose the HD.

The Seven Secrets of Herblore

Craft useful ointments from herbs found in nature. When you are in one of these locations, you know where to look for these herbs, using Survival. Gain a number of uses of each herb equal to the margin of success. The GM may add a difficulty modifier if growth is sparse in the area.

Herb	Location
Wolvesbane	Mountaintop, cliffs
Mirrorroot	Over stalagmites and under stalactites
Blood moss	Sinkholes, predator lairs
Belladonna	Waterfalls, underground streams
Hemlock	Graveyards
Ramson	By woodland ponds
Corpsebloom	Sarcophagi, long-dead corpses
King's foil	Forest clearings

These herbs can be combined to create these ointments:

Ointment	Effect	Herbs
Poultice	Grants auto success on one Recovery roll	Blood Moss, Belladonna, King's foil
Antidote	Remove 1 Poisoned condition	Wolvesbane or any venom, garlic, mirrorroot
Reaper's Woe	Remove 1 disease	Mirrorroot, garlic, corpsebloom
Hexbane	Ignore a curse until midnight	King's Foil, Hemlock
Nightshade	Grants 1 Poisoned condition	Wolvesbane/ any venom, Blood Moss, Hemlock
Somnloence	Target sleeps 1d8 hours	Belladonna, Corpsebloom, King's Foil
Delirium	Target is lost in hallucinations. Each round, roll 1d6, on 1 will attack own friends, on 6 will attack party members	Hemlock, Wolvesbane, Belladonna

Swashbuckler

Death is not an uncommon sight in the great city states of the Screaming Sea. Often, it's at the hands of swashbucklers - fearless, dashing duelists, always looking to prove themselves in a fight.

Class Features

Hit Dice: d6
Armor: Leather, chain
Weapons: All swords, quarterstaff, improvised weapons, unarmed

Starting skills

- Apprentice Legerdemain

Equipment

You start with the following equipment:

- Leather armor
- A sword or a quarterstaff

Signature Talent: The Art of Fencing

You're trained in swift and elegant fighting. As part of an attack, you can perform a maneuver. You can attempt any plausible maneuver you can think of. Examples:

- **Disarm**. Make your opponent's weapon fly out of their hand to near.
- **Trip**. Cause your opponent to go prone.
- **Feint**. Make your opponent think you're attacking somewhere else, giving you advantage on your next attack.

At level 5, you can perform this maneuver as a bonus action before your attack.

Talents

When you gain a new Talent, choose one from this list:

Scorpion stance

When you use this ability, add +5 to your Defense until the end of your next turn. If someone attacks you before then and misses, you strike them in a riposte and they take damage equal to the margin of error.

Panache

When the group is declaring actions, you may use this ability to declare that you go first. Roll your Hit Dice and add the number to the first roll you make. If you roll a 1 on the Hit Dice, the check fails regardless of the total result.

Uncanny acrobatics

Jump twice as far as normal, or do an acrobatic stunt like swing from a chandelier, slide down a bannister, or land on your feet on uneven ground, without rolling a check. When you use this ability, roll a HD. On a 1, lose the HD.

Improvisational genius

You are proficient in using any object as a weapon. The first time you use

this ability in an encounter, the
enemy is considered surprised.

Notorious

Pick a nickname and a calling sign
representing you (like a letter carved
on a wall, an outrageous outfit, or a
certain flower). By leaving behind a
calling sign or otherwise associating
your nickname with the scene of a
heroic deed, you gain a point of
notoriety with that location.

When returning, at the start of any
encounter, you may dramatically
reveal the symbol, and everyone will
instantly know who you are. You may
then reduce any target by the
notoriety number in that location.
This effect ends when you roll a 1.

Thief

In the city states, the guilds ensure that their profession is tightly controlled, lest the powers that be crack down too hard. But many thieves choose the life of the road, seeking the hidden treasures of the world.

Class Features

Hit Dice: d4
Armor: Leather
Weapons: Dagger, hand axe, unarmed, short bow, sling

Skills

- Apprentice Burglary
- Apprentice Legerdemain

Equipment

You start with the following equipment:

- Leather armor
- Two daggers or a sword and a dagger
- Lockpicks
- Toolkit

Signature Talent: Cunning Action

You can Feint, Dash, or perform a Dirty Trick as a bonus action. Dirty Tricks are "dishonorable" maneuvers performed in combat. To use a Dirty Trick, roll Cunning. Depending on the dirty trick you choose, the enemy's Defense may not apply. You can improvise any plausible trick you can think of.

Examples:

- **Throw sand**: Blind opponent until the end of their next round.
- **Low blow:** Opponent is Dazed until the end of their next round.

Starting at level 5, you can perform a cunning action as a bonus action.

Talents

When you gain a new Talent, choose one from this list:

Sneak attack

When you hit a target with an attack and you have advantage, you can choose to not apply the attack's damage to the target, and instead apply a Wound to the target, rolling on the Wound table for the hit location you choose.

Wall climb

Climb regular walls without making a check, and climb impossible walls with a check.

Use Magic Device

You can use an action and roll a Cunning check to try to use any magic device, ignoring requirements such as class, level, or alignment.

Great escape

You can automatically escape from something that is restraining you and that you could plausibly escape from. This includes grapples, lynchings, and awkward social situations, but not sealed coffins. You can't use this

ability again until you have acquired some treasure.

Impersonate

If you have listened to someone's voice for a minute, you can use this ability to impersonate their voice and mannerisms perfectly until your next long rest.

Wizard

When the empires of old fell to the Frost, their great works of magic were extinguished, just as their cities were ground to dust by the ice. But there are those who seek to revive these arcane practices, and who will stop at nothing to achieve it. These folk are called wizards.

Class Features

Hit Dice: d4
Magic Dice per level: 1
Armor: None
Weapons: Quarterstaff, sword
Magic items: Scrolls, staves, and wands

Skills

- Apprentice Arcana
- Apprentice Lore

Equipment

You start with the following equipment:

- A quarterstaff or a sword
- An arcane focus

Signature Talent: Telekinesis

Levitate or throw an object or creature.

Range: Short (1d), Medium (2d), Long (3d), Extreme (4d); Target: (dice); Duration: Instant or concentration.

When used as an attack, adds (sum) damage on a hit.

Maximum object sizes:

1d: A rock that can be held in one hand, any non-Heavy inventory item
2d: Heavy inventory items, a chest
3d: A humanoid
4d: A horse, a cart

Talents

When you gain a new talent, choose one from this list:

Lumotheurgy

Manipulate light or darkness.

Range: Melee (1d), Short (2d), Medium (3d), Long (4d); Target: A single point in range; Duration: Concentration

Fill the area around the selected point with light or darkness. Darkness is always inky black, but the strength of the light depends on the amount of MD.

1-2d: Bright at the source, but with a dim aura
3-4d: The area is bathed in daylight

Transmutation

Transfer an aspect of a creature or an object to another. For instance, turn a sword into a twig, give a human the gills of a fish for underwater breathing, or turn yourself into a dragon. Using this spell requires holding the creature part or object the aspect is transferred from, which will whither and pulverize in the process.

Range: Melee; Target: A single object or creature; Duration: (sum) rounds

The types of targets are limited by the amount of MD invested:

1d: A non-heavy inanimate object 2d: Heavy inanimate object 3d: Part of a humanoid-sized creature
4d: A whole humanoid-sized creature

Metamagic
Once per short rest, you can twist a spell as you cast it, changing some of its aspects, using one of the following options:

- **Subtle spell.** Cast a spell without the verbal and somatic components
- **Improvise focus**. Channel your energy through an object, allowing it to act as an arcane focus. The object must be made from precious metals, gemstone, or glass. It shatters and is pulverized on use
- **Quicken spell**. Cast the spell as a bonus action
- **Extend spell.** Double the spell's range.

Ritual spellcasting
Using salt or chalk, you can draw a magic circle on the ground. Anything inside this circle will count as a target of the next spell you cast. The circle is consumed when the spell ends.

Kin

Human

Many credit the survival of the humans during their Great Frost to their adaptability. While the dwarves retreated to their mountains and the elves escaped to the deep forests, humans maintained a scrappy existence in the ghosts of old townships.

Versatile

You may use this ability to roll a skill check as if you had the Apprentice rank in that skill. If you fail, you can't use this ability again until you have completed a long rest.

Halfling

Small, nimble, excellent traveling companions.

Halfling characters are Small-sized.

A nose for delicacies

You have a naturally sensitive sense of taste, and an eye for good ingredients. When using this ability, you are considered proficient when searching for ingredients for a Good Meal, and any Good Meal you cook grants an extra Hit Dice on a long rest. Once you you this ability, you can't use it until you've had a regular meal again.

Dwarf

Short, stout, with a knack for treasure.

Goldscent

If you close your eyes and concentrate, you can smell the sweet, honeyde w aroma of gold, silver, and other treasure nearby.

Additionally, you can roughly estimate the value of any piece of treasure.

Elf

Tall, graceful, children of the moon.

Wane

You and any party members inside the reach of the character's arms blend into their surroundings, becoming indistinguishable as long as they stand still.

Once this ability has been used, it can't be used again until you gaze upon the moon for the first time in a day.

Skin-changer

Also called changelings, skinwalkers, or feybairn, skin-changers are believed to be fey spirits left in place of stolen children. As such, they are usually ostracized from their communities.

They appear mostly human, but have wizened features coupled with parchment-like skin and dark eyes.

A mirror will reveal a skin-changer's true fey form, which appears to

humanoids as a twisted, grotesque version of their own kind.

Horrifying Visage

Once per long rest, a skin-changer may reveal its true form, forcing all humanoids to see it to roll a Morale check.

Inventory

Characters can carry a certain amount of items based on their Strength. The more you carry, the slower you move, as indicated on your character sheet.

Significant items

Only significant items are counted towards encumbrance. Generally, an item that can be carried in one hand takes up one slot, while items that require two hands to carry take up two slots. Big or heavy items may take up three or more slots, as decided by the GM.

Equipped items

Items that you are holding, or have somewhere readily available on your person. These can be freely used in combat. Equipped items also include armor.

Packed items

Items that you carry in your pack. These take an action to retrieve in combat.

Treasure

Every 100 coins take up a slot.

Expedition resources

Items that are useful for the entire party are considered expedition resources. If one character is carrying the item, there is enough for the entire group to use. Mark one Notch for each use.

Notches

When an expendable item is used, or an item is damaged, it gains a Notch. When an item receives three Notches, it is depleted or destroyed. Notches can be cleared for 10% of the original item cost per dot.

- **Weapons and armor:** Weapons gain Notches on Fumbles (rolling a natural 1 on use). Armors gain Notches when protecting from Wounds.
- **Ammunition:** After a fight, roll a d6. On 4-6, mark a Notch on the ammunition.
- **Expedition resources:** Mark a Notch after usage.
- **Other gear:** If used in a way that could break or deplete it, the GM may ask you to mark a Notch.

Exhaustion

Each level of exhaustion you gain takes up a pack slot.

Movement rates

A character can carry a certain amount of items before they are encumbered, as indicated on their character sheets. An unencumbered character can move 120 feet in a turn, or 40 feet in combat. Getting encumbered means reducing this speed to the level indicated on the character sheet.

Equipment

All prices listed below are in silver pieces (sp).

1 gp = 10 sp. 1 sp = 5 cp.

Adventuring gear

Name	Cost
10 foot pole	1
Small sack	1
50 feet of rope	1
Mallet	1
Large sack	2
Backpack	5
Lantern	10
Crowbar	15
Grappling hook	25
Steel hand mirror	25
Ear trumpet	50
Lockpicks	75

Expedition resources

Name	Cost
Waterskin	1
Torches	1
Wine	1
Iron spikes	2
Oil	2
Bandages	2
Stakes	2
Garlic	5
Wolvesbane	10
Belladonna	10
Rations	10
Camping gear	20

Ammunition

Name	Cost
Arrows	10
Silver arrows	100
Sling bullets	3

Mounts, tack, and vehicles

Name	Cost
Saddle bags	10
Mule	25
Saddle	25
Draft horse	30
Light horse	40
Raft	40
Cart	100
Small boat	100
Barding	150
Warhorse	200
Wagon	200
Small merchant ship	5000
Small galley	10000
Large merchant ship	20000
Large galley	30000

Town services

Name	Cost
A bath	1
A day's stay at an inn	1
A week's stay at an inn	6
A month's stay at an inn	20
Burial	50

Melee weapons

Name	Defense	Properties	Attacks	Cost
Axe	+2	Gruesome, Versatile	Slash	7
Dagger	+2	Light, Thrown	Slash, Stab	3
Handaxe	+1	Gruesome, Light, Thrown	Slash	3
Longaxe	+3	Gruesome, Reach, Two-handed	Slash	12
Longsword	+5	Versatile	Slash, Stab	15
Mace	+2	Armor crushing	Slam	10
Quarterstaff	+4	Two-handed	Slam	2
Short spear	+4	Thrown	Stab	3
Spear	+6	Reach, Versatile	Stab	4
Sword	+4	Light	Slash, Stab	10
Shield	+1	Bull Rush	Slam	10
Club	+1	-	Slam	1

Ranged weapons

Name	Defense	Properties	Range	Attacks	Cost
Bow	+0	Two-handed	5-50 / 51-100 / 101-150	Stab	20
Longbow	+0	Heavy, Two-handed	5-70 / 71-140 /141-210	Stab	40
Sling	+0	-	5-40 / 41-80 /81-160	Slam	5

Attack types

Name	Description
Slash	Roll twice on the Wound table and apply both wounds.
Stab	If your opponent is Prone or Grappling, you can attempt to Stab through gaps in their armor. Make the attack with disadvantage. On a hit, ignore their Wound protection.
Slam	If the Wound would grant the Bleeding condition, it instead grants the Dazed condition.

Weapon properties

Name	Description
Versatile	Can be wielded with two hands. If you do so, roll a d6 together with your attack. If you hit, use the result as damage if it's higher than the margin of success.
Two-handed	Requires two hands. Roll a d10 together with your attack. If you hit, use the result as damage if it's higher than the margin of success.
Gruesome	Wounds caused by critical hits are not removed at the end of next round.
Thrown	You can throw this weapon to make a ranged attack (range 1-20 / 21-40 / 41-60).
Light	Can be used without disadvantage while grappling.
Reach	This weapon has 10 feet reach. If an enemy moves into your melee range, they have to make an attack. On a miss, they take damage equal to the margin of failure.
Bull Rush	When you Shove a creature in combat, roll a d4 and add the result to your roll.
Flanged	Add +1d4 damage vs. heavy armor and +1d2 vs medium armor on a hit.
Heavy	This item takes two slots.

Armor

Each armor gives you a fixed amount of HP per level. The heavier the armor, the more HP.

Armor also provides protection against Wounds. When you suffer a Wound, subtract the number for your armor type from the damage total before looking up the Wound result. If the number is negative, you don't suffer a Wound.

Armor	Wound Protection	HP / Level	Slots	Cost
Leather	3	+1	1	15
Chain	5	+2	1	30
Scale	8	+4	2	50

Progression

As you adventure, you will gain Experience Points (XP). Once you've reached the XP level in the chart below, you gain a level.

Leveling up

When you level up, you may choose to continue with the same class, or select another class. In either case, the table below tells you what you gain at that level.

Level	XP	Targets	Feature
1	0	0	Talent
2	2000	0	Talent
3	4000	0	Skill rank
4	8000	−2	
5	16000	−2	Talent
6	32000	−2	Skill rank
7	64000	−5	
8	120000	−5	Talent
9	240000	−5	Skill rank
10	360000	−7	Talent

Talent

Choose a Talent from your class.

If you have levels in more than one class, you can select any Talent from either class, including Signature Talents. You can never have more Talents from a class than you have levels in that class, however.

Skill rank

When you gain a skill rank, you can choose to advance a skill you have up one rank, or gain the Apprentice rank in a skill you don't have.

Characters with high Intelligence gain bonus skill ranks, as shown in the Ability targets table.

Weapon and armor proficiency

Instead of choosing a new skill, you may learn to use a new weapon or armor type. Learning to use chain armor requires knowing how to use leather armor, and learning scale armor requires knowing how to use chain armor.
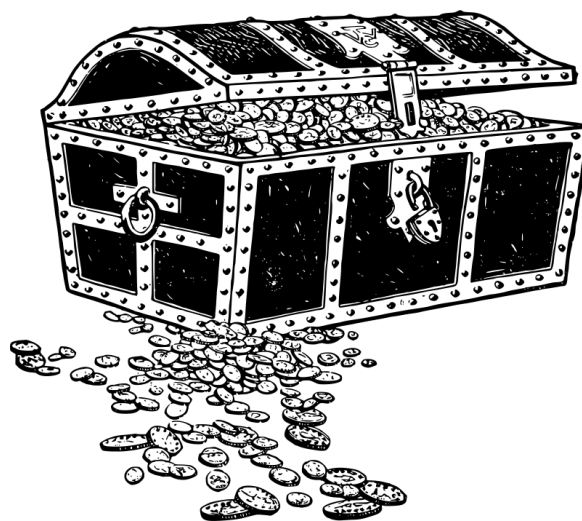
Target reductions

Reduce your Attack and Saving Throw targets by the number in the Target column.

Treasure and XP

Each SP of treasure brought back to town is worth 1 XP.

XP is divided equally between all members of the party, including retainers. Retainers suffer a -50% penalty to the XP they receive, however, since they are just following orders.

XP from combat

Defeating monsters also grants the party XP, as listed in their stat block.

Fallen comrades

Bringing back the body of a fallen comrade and giving them a proper burial grants XP equal to 20% of their XP total.

What is treasure?

Gems, jewelry, gold, and finely crafted objects all count as treasure, and XP is awarded according to their value in SP, divided equally between party members.

Magic items, being their own reward, don't grant XP.

I shall not today attempt further to define the kinds of material I understand to be embraced within that shorthand description, and perhaps I could never succeed in intelligibly doing so. But I know it when I see it.

— Associate Justice Potter Stewart

Combat

Combat sequence

Combat is divided into rounds. Each round has six phases. Each combatant can move once and perform one action per round.

1. Declare spells
2. Monster morale
3. Movement
4. Ranged attacks
5. Spells
6. Melee and miscellaneous

Movement

If there is conflict of who will reach a space in a turn, the player needs to succeed on a Dexterity check to be first.

Simultaneous actions

In each phase, everyone who wants to act declares their action. Then, they roll a d20 for their action. Sort the rolls from highest to lowest, and resolve them in that order. Actions by combatants early in the round can invalidate actions of combatants who act later. It's not possible to redeclare actions.

For example: Regdar the fighter is fighting an orc. The orc wants to shove Regdar away, while Regdar is trying to hit the orc with his sword. Regdar rolls 15, while the orc rolls 18. The orc goes first, and pushes Regdar out of melee range. Regdar is now out of melee range, so his attack now misses despite rolling successfully.

Advantage and disadvantage

If an action by an earlier combatant confers advantage or disadvantage on a later roll, that combatant rolls a second d20 when their action is being resolved, and uses that result.

Attacking

When you attack someone, the target number is your relevant attack target plus the enemy's Defense. If the roll is equal or higher than the target, it's a hit.

Damage is equal to the margin of success, plus any modifiers. A successful attack always does at least 1 damage, even if a modifier would bring it below 1.

Some weapons have properties that grant different damage calculations.

Also, some creatures have attacks that are determined by a damage dice instead of this calculation.

Melee attacks

In melee combat, the target's Defense is determined by the weapons they have equipped plus their Dexterity modifier or other special modifiers. Typically, longer and well-balanced weapons have higher Defense.

When you score a hit in melee, add your damage dice to the margin of success.

Ranged attacks

When you make a ranged attack, the enemy's Defense is determined by their Dexterity, their shield's Defense if any, and how far away they are.

Each ranged weapon has a range modifier, noted in the weapon description.

- **Short range:** -1
- **Medium range:** +0
- **Long range:** +1
- **Beyond long range:** Attack not possible

Damage is equal to the margin of success.

If you are in melee, you have disadvantage on the attack.

Spell attacks

When casting a spell in combat, use the same rules as ranged attacks.

Spell attacks are made using Intelligence.

Hit locations and attack type

The attacker specifies what type of attack they want to make, and where the attack is made: head, torso, right or left arm, right or left leg. Attack types are listed on the weapon's stats.

Making the same kind of attack twice in a row grants disadvantage on that attack roll.

Do not repeat the tactics which have gained you one victory, but let your methods be regulated by the infinite variety of circumstances.

— Sun Tzu, the Art of War

Critical Hits

If the attacker rolls a natural 20, the attack is always a hit. Additionally, the target receives a Wound that lasts until the end of their next turn, and their armor is damaged and takes one Notch. Roll on the Wound Table for the hit location to determine the Wound's nature.

Fumbles

A natural 1 on an attack roll is a miss regardless of the target's Defense and results in a mishap. This means that they slam their weapon into a nearby obstacle, overextend their bow, or overcharge their arcane focus. The item is damaged and takes one Notch.

Hit Points and Wounds

Hit Points are a measure of your stamina and ability to avoid getting seriously injured.

Any damage that reduces you to 0 Hit Points will give you a Wound. Look up the damage on the Wound Table to determine its nature.

Each Wound takes up one Inventory slot. If all your inventory slots are filled up with Wounds or Exhaustion, you're dead.

Instant Death

If a character would gain a Wound and the damage is equal to their maximum HP, they instead die instantly.

How to kill a monster

A monster or NPC can have a number of Wounds equivalent to half their Hit Dice, rounded down. If they suffer any more Wounds, they die instantly.

Opportunity attacks

Certain actions expose you to opportunity attacks from enemies in melee range from you. To avoid such an attack, roll Dexterity modified by the enemy's Defense. Failure means you get hit, damage equals to the margin of failure. These actions include:

- Moving out of melee range
- Getting up when prone
- Picking up an item from the ground

Common actions

Dodge

Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker.

Feint

Trick opponent into misdirecting their weapon, allowing the next attack against them to ignore their Defense. To determine success, roll against Cunning.

Grapple

Grab your opponent. Roll Strength and add the target's Defense. Failure means you get hit, damage equals 10 minus your result. If you succeed, you and your opponent gain the Grappling condition. You may move with your opponent. On their next turn, your opponent may roll Strength to break free.

Rally

Inspire your party by taking the lead. While moving towards the enemy, roll Courage modified by highest number of HD among the enemies. Restore a number of Hit Points among members of your party equal to the margin of success, starting with the party member with the lowest HP.

Shove

Shove your opponent. Roll Strength modified by your opponent's Defense. Failure means you get hit, damage equals 10 minus your result. If you succeed, you can shove your opponent Prone, or away from you a number of feet equal to the margin of success.

Wounds

Wound Severity

The effects on this table stack.

For example, if you would take 8 damage, you gain the Bleeding Out condition and a Wound.

Damage	Effect
1-3	Gain the Bleeding Out condition.
4-9	The attacker rolls on the Wound table. Gain that Wound.
10+	Gain the Unconscious condition.

Table: Head Wounds

Roll	Location	Condition
1	Temple	Dazed
2	Ear	Ear Disabled
3	Nose	Nose Disabled
4	Jaw	Jaw Disabled
5	Eyes	Blinded
6	Skull	Stunned

Table: Torso Wounds

Roll	Location	Condition
1	Chest	Dazed
2	Chest	Dazed
3	Guts	Poisoned
4	Guts	Poisoned
5	Lungs	Incapacitated
6	Plexus	Stunned

Table: Arm Wounds

Roll	Location	Condition
1	Hand	Arm Disabled (Hand)
2	Wrist	Arm Disabled (Wrist)
3	Forearm	Arm Disabled (Forearm)
4	Elbow	Arm Disabled (Elbow)
5	Biceps	Arm Disabled (Biceps)
6	Shoulder	Arm Disabled (Shoulder)

Table: Leg Wounds

Roll	Location	Condition
1	Foot	Leg Disabled (Foot)
2	Ankle	Leg Disabled (Ankle)
3	Shin	Leg Disabled (Shin)
4	Knee	Leg Disabled (Knee)
5	Thigh	Leg Disabled (Thigh)
6	Hip	Leg Disabled (Hip)

Spellcasting

All abilities that use Magic Dice count as spellcasting. Unless the description states otherwise, casting a spell requires a verbal, a somatic component, and an arcane focus.

This means the caster has to loudly utter the arcane incantations, and resolutely mimic the spell's effect with the arcane focus.

An arcane focus is typically a crystal attached to the end of a quarterstaff, but can also take other forms, like a wand or an orb, but it has to be held in at least one hand when casting spells.

Magic Dice

You get Magic Dice based on your level as a caster. You cast a spell by choosing how many dice you want to invest in it. On a roll of 3 or less, the Magic Dice is spent, but on a roll of 4 or more the they come back immediately. Spent Magic Dice can be regained by spending Hit Dice during a short or long rest, or fully regained after a full rest.

If the spell requires an attack roll, add the MD sum after a hit is confirmed.

Cantrips

When you are out of Magic Dice, you can cast your spells as cantrips. Use a 1d4 as the Magic Dice. On a roll of 2 or less, you gain a level of exhaustion.

Concentration

Automatically breaks on being hit.

Burden

Each spell you know takes up an inventory slot.

Scrolls and spell books

In order to use a spell from a scroll, you need to understand the language it's written in. Additionally, you need to absorb the magic into your mind before you can use it. This takes a turn, and you need to roll a Magic Dice. On a roll of 1-3, you lose the dice. If you don't have any Magic Dice, you instead gain a level of exhaustion.

The same applies to each spell in a spell book. Once you have absorbed a spell in this way, you may cast the spell by expending one Magic Dice. If the spell has a spell level, use one Magic Dice level.

Arcane spells

These are written down in arcane runes, often using idiosyncratic cyphers that take time and effort to decode.

Divine spells

Usually written in Common, or the language of the mystic who committed the spell to paper.

Dungeon adventuring

Time in the dungeon is divided into turns, which are roughly 10 minutes long. Each turn follows this sequence:

1. Wandering monsters
2. The party describes their actions
3. Actions are resolved and their results described by the GM
4. End of turn. The GM updates time records, and the players update any information on their sheets, such as the status of torches, items, and spells

Doors

Most doors in the dungeon will be closed, and possibly stuck or locked.

Stuck doors

Forcing a stuck door requires a successful Strength check. Failing to open a stuck door alerts monsters on the other side.

Locked doors

Opening a locked door requires a successful Burglary check. The character must have lockpicks.

Listening at doors

Hearing sounds beyond a door requires a successful Instinct check. Only one attempt may be made by the party. Some monsters may not make any sound.

Secret doors

Characters may search a 10x10 foot area secret doors. If they're searching in the right place, they can make an Intelligence check to find the door.

Movement

The character's movement speed in the dungeon assumes that they are moving carefully, exploring, and mapping. When moving through familiar areas, they may move three times faster.

Resting

Every six turns, the party has to spend a turn to rest, or suffer a disadvantage to all combat rolls.

Traps

There are two kinds of traps:

- Room traps
- Treasure traps

Characters have a 2-in-6 chance of triggering a trap when they take an action that could trigger it.

Searching for traps

Room traps can be found with a successful Intelligence check. Treasure traps require a successful Burglary skill.

Wandering monsters

The GM rolls for wandering monsters every second dungeon turn. The chance is usually 1-in-6. Monsters are 2d6x10 feet away. Roll a d8 to decide the direction, where 1 is north, 2 is north east, 3 is east, etc.
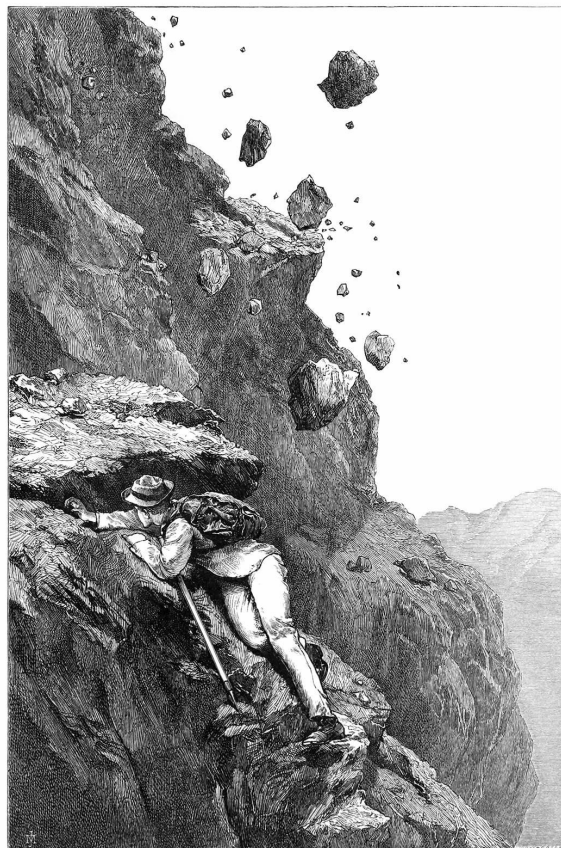
Saving throws

Some attacks or magical effects call for a saving throw. These represent the last-ditch effort to avoid harm.

There are six saving throws, one for each ability. The GM chooses the most appropriate save for the situation.

When using OSR-compatible modules, the existing saves are covered:

Name	Description
Strength	Resist death rays and poison
Dexterity	Dodge out of the way of breath attacks and wands
Instinct	Resist paralysis and petrification
Intelligence	Avoid the effects of spells, rods, and staves
Courage	Ignore any fear-related effects
Cunning	See through illusions

Rolling saving throws

The target number for each saving throw is listed on the character's sheet.

Succeeding on a saving throw against damage halves the damage taken.

Saves against poison are usually fatal. If an attack with poison also deals damage, a successful saving throw vs. poison does not reduce the damage.

Rest and healing

Resources such as HP, HD, MD, and class abilities are replenished when characters rest. In Plunder, rest is divided into three categories:

Short rest

A short breather between other activities, taking around 10 minutes. Replenishes abilities that refresh on a short rest, and allows players to spend Hit Dice to regain Hit Points. If a character has 0 HP, they regain 1 HP at the end of the short rest, and can spend Hit Dice to regain HP or attempt a recovery roll.

Long rest

Taking half a day to eat, rest, and sleep. After completing a long rest, players regain a number of Hit Dice equal to half their level. They can then spend this Hit Dice, and any Hit Dice left over from before resting. This Hit Dice can be used to regain Hit Points, Magic Dice, remove exhaustion, or attempt a recovery roll.

Each item or circumstance that can provide comfort during a long rest provides a bonus HD. Examples: A good hot meal, good drink, camping gear, a campfire when it's cold out, a good book to read, and inspiring story told around the campfire.

Similarly, each circumstance that gives discomfort gives a 1 HD penalty. Examples: Sleeping on rocks, lack of food, freezing, being exposed to rain.

Bonuses and penalties cancel each other out.

Characters can only gain the benefit of a long rest once a day.

Full rest

The party retreats to safety, resting for a week. Recovery rolls are rolled with advantage.

Recovery

Recovery rolls are required to heal a Wound. They represent binding and cleaning the wound. To attempt a recovery roll, roll a Hit Dice and compare the number to the Severity of the Wound. If it meets or exceeds it, the recovery was successful. Otherwise, recovery fails. If it was attempted on a short rest, recovery can't be attempted again until a long rest, and if attempted on a long rest, can't be tried again until a full rest. A failed recovery roll on a full rest means the Wound is permanent.

Conditions

- **Bleeding out**: A character who is Bleeding out gains 1 level of exhaustion every round unless pressure is applied to the wound. Remove by applying a bandage.
- **Prone**: Melee attackers have advantage, ranged attackers have disadvantage against a prone creature. Prone creatures also have disadvantage on attacks. Getting up takes a move action. When getting up, roll a Dexterity check and add the highest Defense of adjacent opponents. Failure means taking damage equal to the margin of failure.
- **Ear disabled:** You have disadvantage on any checks that rely on hearing.
- **Nose disabled**: You are unable to smell.
- **Jaw disabled**: You are unable to speak discernably, though you can yell.
- **Grappling:** A creature with this condition can't use their Defense bonus, can't take move actions, and have disadvantage on weapon attacks.
- **Dazed:** Attacks against you have advantage.
- **Poisoned:** All your rolls have disadvantage.

Disabled

- **Limb disabled**: The affected limb can't be used directly, for example to swing a sword. The character has disadvantage on any activity that would normally be supported by the limb, for example climbing a rope.
- **Arm disabled (part)**: When you gain this condition, any item held with this arm is flung 10 feet away. The arm can't be used directly, for example to swing a sword. You have disadvantage on any activity that would normally be supported by the part of the arm listed in parentheses, for example climbing a rope.
- **Leg disabled (part):** When you gain this condition, you also gain the Prone condition. Your speed is halved. The leg can't be used directly, for example to kick, and you have disadvantage on any activity that would normally be supported by the part of the arm listed in parentheses, for example evading an enemy.

Monsters

Defense (DF) Armor (AR) HD Attack Target (AT) Movement (MV) Str, Dex, Int, Ins, Cou, Cun Morale (AL) Alignment (AL) XP Number appearing (NA) Treasure Type (TT)

Ability Targets

Monsters use Ability Targets for ability checks and saving throws. They don't gain the other penalties and bonuses a player character would.

Attacks

Humanoid monsters will have their weapons listed, which have the same properties as those used by PCs.

Monster attacks may have a damage listed. In that case, roll that dice alongside the attack roll and use that number instead of the margin of success on a hit.

Conversion from OSE

1. Take the monster's Ascending Armor Class and divide the number between Defense and Armor, as it makes sense from the monster's description
2. Add the armor bonus for each level of HD
3. Take the ascending attack bonus and subtract it from 10 to get the Attack Target
4. Replace saves with Ability Targets, adjusting the numbers as it makes sense for the monster. Higher HD monsters should have reduced Targets, roughly 1 per HD
5. Use the remaining statistics and descriptions as they are

Goblin
DF +1, AR 1, HD 1d8+1, AT 10, dagger or handaxe, MV 90ft, Str 15, Dex 14, Int 17, Ins 15, Cou 17, Cun 13, ML 7, AL C, XP 10, NA 2d4 (6d10), TT R (C)

Acolyte
DF +3, AR 4, HD 1d8+4, AT 10, mace + shield, MV 90ft, Str 15, Dex 15, Int 14, Ins, 15, Cou 14, Cun 16 ML 7, AL Any, XP 10, NA 1d8 (1d20), TT U

Bandit
DF +2, AR 1, HD 1d8+1, AT 10, dagger, MV 90ft, Str 15, Dex 14, Int 15, Ins 15, Cou 17, Cun 14, ML 8, AL N, XP 10, NA 1d8 (3d10), TT U (A)

Brigands

Footman
DF +2, AR 1, HD 1d8+1, AT 10, handaxe + shield or shortbow, MV 120ft,

Cavalry
DF +3, AR 2, HD 1d8+2, AT 10, axe + shield, MV 120ft

Leader
DF +5, AR 4, HD 2d8+4, AT 10, short spear + shield, MV 120ft,

Str 12, Dex 15, Int 16, Ins 14, Cou 14, Cun 15, ML 8, AL C, XP 10, NA 0 (1d4x10), TT A

Giant Rat

DF +2 AR 0, HD 1d4, AT 10, bite 1d3 + disease, MV 120ft, Str 16, Dex 14, Int 20, Ins 14, Cou 20, Cun 13 ML 8, AL N, XP 5, NA 3d6 (3d10), TT C

Orc

DF +2, AR 1, HD 1d8+1, AT 10, axe or club and shield, MV 120ft, Str 13, Dex 16, Int 17, Ins 15, Cou 18, Cun 15 ML 6 (8 with leader), AL C, XP 10 (leader 10, chieftain 75), NA 2d4 (1d6x10), TT D

Skeleton

DF +2, AR 0, HD 1d8, AT 10, axe or handaxe/club and shield, MV 60ft, Str 15, Dex 15, Int 20, Ins 17, Cou 20, Cun 20 ML 12, AL CC, XP 10, NA 3d4 (3d10), TT None

Fire Beetle

DF +2 AR 2, HD 1d8+2, AT 9, bite, MV 120ft Str 13, Dex 16, Int 20, Ins 15, Cou 20, Cun 19 ML 7, AL N, XP 15, NA 1d8 (2d6), TT None

Ogre

DF +3, AR +1, HD 4d8+5, AT +4, club +1 dmg, MV 90ft Str 10, Dex 16, Int 18, Ins 15, Cou 15, Cun 18 ML 10, AL C, XP 125, NA 1d6 (2d6), TT C + 1000gp

Bear

DF +3, AR 0, HD 4d8, AT +3, 2x claw (1d3) + bite, MV 120ft Str 12, Dex 15, Int 20, Ins 13, Cou 18, Cun 15 ML 7, AL N, XP 75, NA 1d4 (1d4), TT U

Basilisk

DF +2, AR 3, HD 6d8+18, AT +6, bite + petrification + gaze (petrification), MV 60ft Str 10, Dex 14, Int 18, Ins 14, Cou 18, Cun 15 ML 9, AL N, XP 950, NA 1d6 (1d6), TT F

Gelatinous Cube

DF 0, AR 0, HD 4d8, AT +3 touch + paralysis, MV 60ft, Str 18, Dex 18, In 20, Ins 18, Cou 20, Cun 15 ML 12, AL N, XP 125, NA 1 (0), TT V