



# Lodstone

TABLETOP ROLEPLAYING GAME SRD

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# BUILT ON **CALTROP CORE**

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# INTRODUCTION



ODSTONE IS A ROLEPLAYING GAME, MEANING players create characters and act out their characters' actions to work together to tell a story. This roleplay is directed by the Guide, a player of sorts whose job it is to supply the characters with the framework of the story.

It is always the players' jobs to tell the story, the Guide is present to construct the world for the players. This involves playing bad guys, setting traps, building dungeons, and sending monsters to terrorize the players.

The spirit of Lodstone is the idea of a player's character always being good at the thing they chose to be good at. The higher a player makes a stat or skill, the lower their character's chance of failure. This allows for characters that are consistent and reliable, which makes story-telling smoother. It may seem like this makes games predictable, but there are many aspects of every roleplaying game that the characters simply cannot control.

## SYSTEM STRUCTURE

Lodstone is built on stats. Characters have ten stats, described in Chapter 1. These stats are what a character uses most often. These stats are used to interact with an NPC, make an attack roll, or to avoid some negative effect.

Besides stats, a character also has a set of skills. These skills represent how a character specializes, whether a character wants to focus on skills that make them a good spy, or if they'd rather be a rugged outdoorsman. Skills are chosen by a player to represent their character.

The last, and some may say most important, aspect of Lodstone is called Saving Throws. These are special rolls that don't quite follow the same rules as stat rolls. Saving throws are made to resist certain negative effects, such as spells, a dragon's fire breath, and even death. Chapter 1 talks more about saving throws in detail.

### COMPATIBLE SYSTEMS

Lodstone is based on Old School Renaissance, Old School Revival, or OSR roleplaying games. These systems use a set of common rules that cover monsters, spells, weapons, armor, among other things that game masters and players alike can use, regardless of the specific system. Lodstone is fully compatible with these systems, though some conversion may be required. Fear not, this SRD includes its own definition of these rules and also tells the Guide how to convert from another OSR system to this one.

## HOW TO PLAY

If you've never played an OSR RPG, or any other tabletop RPG, have no fear! Lodstone is a wonderful starting point.

### THE CAMPAIGN

A game of Lodstone is called a campaign. The Guide prepares this campaign with a world, the framework of a story, and populates it with any people or non-player characters (NPCs) that may propel the players through the adventure.

### SESSIONS

A campaign is usually a long term adventure, spanning weeks and even months in the real world. Of course, sometimes it's not possible to play the same game for the entirety of a month. This is why the game is divided up into "sessions" that are a few hours, or whatever is most comfortable for the group of people playing. The group then collectively decides how often they hold a session.

### PLAYING

A session of play usually follows three basic steps.

**1. The Guide describes the scene.** The Guide tells the players where their characters are, may it be a tavern, a dungeon, or the forest. The Guide may choose to set the scene by listing the types of noises or smells the characters may be experiencing. The Guide then presents the players with any options their characters may have in a scene, such as how many doors lead out of the room they're in. The Guide may rather decide to present the players with an obstacle, such as a raging river cutting through their path.

**2. The players describe what they want to do.** Once the Guide has set the scene, it is up to the players to interact with it. The players can ask questions about the scene to formulate a plan. They may also consult their characters' abilities for ways to overcome the obstacle in front of them. Then the players describe what their characters do, how they use their abilities, or how they respond to any new information they uncover. The Guide may ask for stat rolls to be made, or skills to be used, depending on what the players want to do.

**3. The Guide narrates the outcome of the characters' actions.** Once the players have made any necessary rolls or used any skills, the Guide describes what happens as a result. The Guide may describe how a character triumphantly scales a wall, or how another character attempts to scale the wall but slips and falls. This brings the cycle back to step 1, as the scene has now changed.

These three steps follow the players throughout the campaign.

## GAME DICE

The game uses polyhedral dice with different numbers of sides. You can find dice like these in game stores and in many bookstores. In these rules, the different dice are referred to by the letter d followed by the number of sides: d4, d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the typical cube that many games use). Percentile dice, or d100, work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice numbered from 0 to 9. One die (designated before you roll) gives the tens digit, and the other gives the ones digit. If you roll a 7 and a 1, for example, the number rolled is 71. Two 0s represent 100. Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the ones digit. In this case, a roll of 70 and 1 is 71, and 00 and 0 is 100.

When you need to roll dice, the rules tell you how many dice to roll of a certain type, as well as what modifiers to add. For example, “3d8 + 5” means you roll three eight-sided dice, add them together, and add 5 to the total. The same d notation appears in the expressions “1d3” and “1d2.” To simulate the roll of 1d3, roll a d6 and divide the number rolled by 2 (round up). To simulate the roll of 1d2, roll any die and assign a 1 or 2 to the roll depending on whether it was odd or even. (Alternatively, if the number rolled is more than half the number of sides on the die, it’s a 2.)

## MAKING STAT ROLLS

Unless otherwise noted, when you make a stat roll, you roll a number of d4's equal to the stat and take the highest. If you have a 0 in a stat, you roll 2d4 and take the lowest number.

For example, if you have a 3 for a stat, you roll 3d4 when you make a roll with that stat and take the highest.

If the stat is negative, the player rolls 2d4 plus a number of d4 equal to the negative number. The player then takes the lowest number.

For example, if you have a -2 for a stat, you roll 4d4 when you make a roll with that stat and take the lowest.

The exception overrules the general, so a stat roll should always be used in the most specific way.

## INTERPRETING STAT ROLLS

The following table describes what a certain roll most commonly means.

### STAT ROLL TABLE

#### Stat

#### Roll Result

Stat	Roll	Result
1	1	<b>Absolute Failure.</b> You don't get what you want and things get a lot worse.
2	2	<b>Partial Failure.</b> You don't get what you want.
3	3	<b>Partial Success.</b> You get what you want, but things get complicated.
4	4	<b>Absolute Success.</b> You get what you want — and more.

## RESISTANCE

Sometimes the task a player requests to do is more difficult than usual. The Guide needs to decide how much resistance a character faces when trying to accomplish their task. The Resistance of a task is the number of d4's removed from a player's roll. If something is easy and only relies on the character's abilities, the task's resistance is 0. This means that the player rolls as many dice as they can for the given task. A Resistance of 1 would have the player roll 1 fewer die, and so on. Resistance can reduce the number of d4's rolled to below 0.

## GAME MAP

Lodstone is played on a hexagonal grid. Each grid space is 1 meter along its shortest dimension, meaning the grid spaces are 1 meter apart. Distance in Lodstone is expressed in terms of these spaces.

## PART 1 - PLAYING THE GAME



# CHAPTER 1: SO WHAT DOES IT ALL MEAN?



HIS CHAPTER DEFINES A LOT OF THE TERMS THAT will be used throughout Lodstone. It starts out with a description of the different game stats, skills, and resources.

## STAT DESCRIPTIONS

There are two types of stats: Given and Discovered. Given stats come from a character's race or from the path they choose to follow. Discovered stats are those that a character finds within themselves, for better or for worse.

### GIVEN STATS

These are stats that are given as a flat number when creating your character, or determined randomly later based on your class. These stats have special rolls associated with them.

**Agency.** Agency is the number of things a character can do in a round.

**Speed.** Speed is how far a character can move when you spend an Agency to move.

**Health.** Health is how much damage a character can take before being killed.

### DISCOVERED STATS

These are stats that the player randomly determines when creating their character.

**Initiative.** Initiative is used to determine the turn order of a round.

**Force.** Force is used to determine the damage dealt by a melee weapon. Melee weapons are assumed to always hit, unless otherwise noted by a weapon.

**Accuracy.** Accuracy is used to determine if you hit an enemy with a ranged weapon. Ranged weapons do the same damage every hit, unless otherwise noted by a weapon.

**Awareness.** Awareness is used to notice subtle things during different situations, such as how someone is feeling, what an enemy is planning to do in combat, or find someone who's hiding.

**Cunning.** Cunning is used to determine how well you can be strategic, tricky, or how well you can find clues.

**Personality.** Personality is used to weave your words when talking with an NPC or performing in front of a crowd.

**Resolve.** Resolve is used to demonstrate your ability to resist the inclination to run away from a situation.

The descriptions here are how the stats are meant to work. If a stat feels relevant to a situation that is otherwise not listed here, the Guide and players are encouraged to be creative.

## SKILL DESCRIPTIONS

There are 4 categories of skills: Athletics, Wilderness Survival, Espionage, Husbandry, and Knowledges. The skills in Knowledges function slightly differently than the other skills. Each skill and skill category are described below.

### HELPING WITH A SKILL

Sometimes the number a character has in a skill isn't sufficient to achieve the result they want. If a character has at least 1 in a skill, they can spend 1 Agency to help another character, giving them a +1 to the same skill. Multiple characters can help the same character, each contributing a +1. A character with a 0 in a skill can still attempt to help but must roll 1d4. On a 4 they successfully help. This roll is made after the helping character spends their Agency to help.

## ATHLETICS

These are physical skills that adventurers may use to face challenges while exploring.

### JUMP

If a character moves at least 2 spaces horizontally before jumping, they can jump a number of spaces vertically equal to their Jump, or a number of spaces horizontally equal to twice their Jump. If the character doesn't move before jumping, the distance they can jump is halved (rounded down) for vertical or horizontal jumps. Jumping costs 1 Agency, but if a character spent Agency to move at least once on their turn then they can jump once without spending Agency.

### SWIM

A character can swim at a speed equal to their half their Speed for a number of phases equal to their Swim (minimum 5 minutes). After this time the character becomes fatigued and cannot swim again until they finish a short rest.

### HOLDING YOUR BREATH

A character can hold their breath a number of minutes equal to their Swim (minimum 10 seconds). After this time the character is suffocating and falls unconscious and is dying.

## CLIMB

A character can spend 1 Agency to climb at a speed equal to half their Speed. A character's Climb represents the type of surface they can climb. A character with 0 Climb can only climb things like ladders. A character with a 5 Climb can climb a nearly sheer surface like a smooth wall. Some surfaces may require a Climb that is higher than 5.

## WRESTLE

Wrestling describes any course of action that is made to physically subdue another creature, disarm an opponent, forcefully take an item, etc. Generally, a character's Wrestle is the amount of Resistance added to their opponent's Force roll made to avoid the character's intentions.

## WILDERNESS SURVIVAL

These are the skills necessary for an adventurer to, well, survive out in the wilderness.

### FORAGE

Foraging is the process of looking for food in the wilderness. A character can spend 2 phases and collect a number of ounces of food and ounces of water equal to their Forage.

### SCAVENGE

A character's Scavenge describes how effectively they can gather materials and items from around them. A character can spend 1 hour scavenging and collect a number of pounds of raw materials (such as wood, grass, and stone) equal to their Scavenge. Alternatively, a character can spend 1 phase to scavenge from a corpse and collect a number of individual items (bones, weapons, gear, etc.) equal to their Scavenge.

### MAKE CAMP

The quality of a camp in the wilderness determines how likely a party is disturbed. Some different environments are harsher than others, making it harder to make a safe camp. This effect is represented with a penalty to a character's Make Camp, lowering the quality of the camp. Some environments give a bonus to this.

#### DISTURBANCES WHILE CAMPING

To determine if a party is disturbed while camping, the Guide rolls 1d6. If the number is greater than the camp-maker's Make Camp, the party is disturbed. When the disturbance occurs is entirely up to the Guide.

### TRACK

Tracking allows a character to follow a target through the wilderness. To track, a character makes an Awareness roll Resisted by the target's Hide Trail, along with any other Resistance that may be added. The

tracking character reduces any Resistance to their Awareness roll by an amount equal to their Track.

### HIDE TRAIL

While travelling, it may be necessary to make sure that you're not followed. A character's Hide Trail is the amount of Resistance added to Awareness rolls made to track them. Some environments are more impressionable than others, making it harder to hide any evidence of your presence. The Guide determines any bonuses or penalties to a character's Hide Trail based on the environment.

### NAVIGATE

Navigating is the ability to find your way while travelling on land or on sea without the use of a map, such as when a party heads off the beaten path and has no landmarks.

### LITERATE MAP

This skill combines two abilities, creating and reading maps. A character's Literate Map only applies when they are using a map and describes their ability to identify landmarks and notations on the map. A character's Literate Map also describes their ability to create a map, either of a dungeon or of a realm. A character can spend 1 phase to create a map of their travels up to a number of phases (in a dungeon) or hours (in the wilderness) in the past.

#### FINDING YOUR WAY

Whenever a character wants to get from point A to point B, they need to navigate or follow a map.

### DRESS WOUND

The number of rounds added to the number of rounds a dying creature has to live.

### HUSBANDRY

#### TRAIN ANIMAL

Tame a wild animal, or train a tamed animal.

#### HANDLE ANIMAL

Calm or drive a tamed animal.

#### NURTURE

Nurture plants or animals.

#### COOK

A character's Cook describes their skill at preparing edible food. A character's Cook is the number of ounces of foraged food and water that they can make safe to eat or drink in 1 phase. A character can then spend 1 hour preparing a number of sustaining meals equal to their Cook.

## ESPIONAGE

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These are the skills that an adventurer needs to covertly gather information or survive through a dangerous dungeon.

### EAVESDROP

The number of spaces at which a character can hear a whisper without the whisperer knowing the character can hear them.

### LIE

Resistance to Awareness rolls made by other creatures to detect a character's lie.

### DISARM TRAP

The level of trap a character can disarm.

### HIDE

Resistance to Awareness rolls made by other creatures to find a character.

### MOVE SILENTLY

Resistance to Awareness rolls made by other creatures to hear a character's movement.

### PICK POCKET

Quality of reward from picking a pocket if picking nonchalantly, or Resistance to Awareness rolls made by the creature being pick pocketed to detect the picking of something specific.

### PICK LOCK

Level of lock that a character can pick.

### CREATE DISGUISE

Resistance to Awareness or Cunning rolls made by other creatures to see through a character's disguise.

## KNOWLEDGES

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This special category contains skills that describe a character's ability to recall information about a certain area.

### HISTORY

History describes lore about the world, nations, or people.

### RELIGION

Religion describes lore about the gods, cosmology, or specific religions.

### ARCANA

Arcana describes lore about magic, spells, or certain environmental effects.

### MEDICINE

Medicine describes information about diseases, certain poisons, and

### PLANTS

Plants describes information and potentially lore about the flora of the world.

## ANIMALS

Plants describes information and potentially lore about the fauna and megafauna of the world.

## MONSTERS

Monsters describes lore and anatomy of monsters.

## TECHNOLOGY

Technology describes information and potentially lore about burgeoning innovation in the world.

## RESOURCES

There are a few types of what Lodstone refers to as resources. Anything that a character spends is a resource. Some stats are also considered resources.

## AGENCY

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Agency is the number of things you can do in a round. Attacking, moving, and other things cost Agency. You regain all spent Agency at the beginning of a round, before spending it to choose what you do on your turn. A player can also declare that they wish to hold their Agency to react to a dynamic battlefield. A player may hold up to 1 Agency and must declare what trigger their character is waiting for and what their reaction will be. If this reaction is casting a spell, the character expends any resources required for the spell only if their reaction is triggered.

## RECOIL

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Recoil is the opposite of Agency. During combat, at the beginning of each round before you decide what to do, your Agency is reduced by an amount equal to the amount of Recoil you have. Your Recoil is then reduced by 1.

## HEALTH

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Health isn't spent so much as it's taken. When a character takes damage they lose Health. A character regains Health when they are healed, through magic or by resting (see Chapter 2).

## HIT DICE

Hit dice are specially-named dice designated by a character's class and are rolled to determine how much a character's maximum Health increases when they gain a level. Because different characters may have different hit dice, their Health rolls will also be different.

## MANA

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You spend Mana to cast spells and other abilities as noted. If an ability costs Mana it's considered magical.

## FORTITUDE

When you take damage you can spend 1 Fortitude to roll 3d4. If you roll two 4's you take half damage (rounded up). If you roll all 4's then you take no damage.

## CRITICAL

You can spend at least 1 Critical to deal extra damage on an attack. You can spend Critical immediately (if you gain it during a weapon attack) or wait to spend it. You lose all unspent Critical after 1 minute. For every Critical you spend you deal extra damage equal to 1d4.

## SAVING THROWS

There are five categories of saving throw: **Death Ray or Poison**, **Magic Items or Abilities**, **Paralysis or Petrify**, **Innate Abilities**, and **Spells**. These categories describe the kinds of effects that saving throws are made to protect against. When a character makes a saving throw (or “save”), they locate which category includes the triggering effect. A character’s class tells the player what they should roll to make each of these saving throws. A character’s saving throws will change as they gain levels.

### OSR SAVING THROW CATEGORIES

There is a slight difference between the names of the saving throw categories in OSR systems and Lodstone. **Magic Items or Abilities** in Lodstone corresponds to **Magic Wands** in OSR systems. **Innate Abilities** in Lodstone corresponds to **Dragon Breath** in OSR systems. The other categories have the same names.

## ROLLING A SAVING THROW

A character’s class gives saving throws in the format of “first number : second number”. The colon (:) here acts similarly to the colon in a ratio. The first number is the number of d4’s a player will roll. The player then takes the highest of those dice rolled, similar to a stat roll. The difference is that the *highest* number rolled *must equal* the second number in the saving throw.

For example, 3:4 means that you roll 3d4 and take the highest, succeeding if the highest is 4. 6:1 would mean that you roll 6d4 and take the highest, succeeding if the highest is 1.

Normally you only roll what is given as your saving throw by your class. For some saving throws, however, you get a chance to modify your saving throw by making an extra roll. The following table tells you what extra roll to make. If the extra roll succeeds, you can shift your save up or down by 1, potentially turning a failure into a success.

Effect	Extra Roll	Result Needed for Success
Poison	Health	5+
Charm	Personality	4+
Illusions	Cunning	4+
Fear	Resolve	4+

## GAME TIME

Lodstone uses specific units of time to describe how long certain events take. This means that regardless of how long it takes the players to act out or resolve what their characters do, from rolling damage to encouraging their comrades, their characters’ actions take a defined amount of time *within* the game.

**Round.** A period of 10 seconds, usually used to describe the progression of combat.

**Phase.** A period of 10 minutes in which certain courses of action can take place, such as moving through a dungeon, building a camp fire, or crafting an item.

Besides these two specific allocations of game time, there are the usual minutes, hours, days, etc.

## CREATURE SIZE

As you will see in Chapter 3, characters have a certain Size based on their race. Not only player characters but all creatures can be assigned a specific Size.

### CREATURE SIZE

Size	Longest Dimension (m)	Map Spaces
Pocket	0.05	1/6
Light	0.5	1/3
Small	1	1/2
Medium	2	1
Large	3	3
Huge	4	4
Colossal	5+	7

The Map Spaces column above indicates the number of hex grid spaces the creature occupies. These spaces need not be clumped up, but can stretch out in a line (to represent a serpentine enemy, for instance). The Guide decides how the spaces are arranged. The only requirement is that the spaces are connected. For some of the sizes, the Map Spaces column has fractions. In this case the denominator of the fraction is the number of same-sized creatures can fit into a single space.

# WEAPON SIZE

Like creatures, weapons have certain Sizes and even Classes. Weapons have the same sizes as creatures: Pocket, Light, Small, Medium, Large, Huge, and Colossal.

The below table indicates how a weapon is classed based on its relative size to a creature. The Size Difference column refers to how the weapon's size compares to the size of the creature that wishes to wield the weapon.

## CREATURE/WEAPON SIZE DISPARITY

Size Difference	Weapon Class
Two or more sizes smaller.	Undersized
Same size or one size smaller.	Appropriate
One size larger.	Heavy
Two or more sizes larger.	Oversized

A creature cannot effectively wield an Oversized or Undersized weapon. They may be able to carry the weapon but they cannot use it properly.

Heavy weapons require two hands to wield. The weapon doesn't necessarily require two hands to carry, only to make attacks.

Appropriate weapons only require one hand to wield, but some weapons may be wielded with two hands for an extra benefit.

# CHAPTER 2: ADVENTURING



HIS CHAPTER DESCRIBES THE DIFFERENT THINGS that characters may encounter while out in their adventure.

## CARRYING CAPACITY

A creature's carrying capacity is the number of pounds of equipment and items they can carry. Any time an item's weight is given without a unit, the unit is pounds (lbs). There are different tiers of carrying capacity, known as Loads. The first of these tiers is called a Light Load. Different size creatures have different Light Loads based on their Force. To determine a creature's Light Load, use the following formula:

$$\text{Light Load} = (\text{Force} + 5) \times \text{Carry Multiplier}$$

A creature's Carry Multiplier depends on their Size.

### CREATURE CARRY MULTIPLIER

Size	Carry Multiplier
Pocket	2
Light	4
Small	6
Medium	12
Large	24
Huge	36
Colossal	72

## LOAD

If a creature is carrying a weight less than their Light Load, they are considered unloaded. If a creature is carrying more than double their Light Load, the creature is carrying a Heavy Load.

### ENCUMBRANCE

When a character is carrying a Heavy Load, they are considered encumbered. If a character is wearing armor that they don't gain the benefits from, or carrying a weapon that is too big for them, they are also considered encumbered. While encumbered, a character's Speed is halved.

## TRAVELLING

### WALKING

Creatures can travel on foot a number of miles in 2 hours equal to their Speed. A creature can travel on foot for 10 hours in a day before becoming fatigued. At the end of each hour a creature travels on foot while fatigued, the creature must succeed on a save vs. **Death**

Ray or become exhausted and cannot continue travelling.

### RIDING MOUNTS

When travelling mounted, follow the same rules as walking but with the mount's stats.

### RIDING VEHICLES

Characters may gain access to a vehicle like a sailing ship or magical item. The speed at which a vehicle travels and for how long is described in the vehicle's description.

## RESTING

During an adventuring day, it is more than likely that a party needs to take a break. There are two types of rest: short and long.

### SHORT REST

A short rest is any number of phases up to 10. At the end of each phase, a character can spend one of their hit dice to make a Health roll and regain Health equal to the roll. Characters can only short rest up to a total of 4 hours before they must take a long rest. This means that characters can take, at most, 24 short rests that are only 1 phase each.

Short rests are also used as an opportunity for characters to regain the use of certain class and race abilities they may have. These abilities sometimes require short rests of a minimum length to be able to use them again. Characters with these abilities can still take short rests that are shorter than the required amount and spend hit dice to regain Health, they just won't regain the use of those abilities that need longer short rests. Any ability that recharges after a short rest also recharges after a long rest.

### LONG REST

A long rest is any number of hours no fewer than 6, up to 10. A character that needs sleep must do so for at least 6 of these hours, separated by no more than 1 hour of strenuous activity (such as emergency travel or combat). A character does not gain the benefits of a long rest if they do not.

For every hour that a character spends resting past 6 hours, they can make a Health roll and regain Health equal to the roll, without spending hit dice. At the end of a long rest a character regains any hit dice they may have spent during short rests during the day.

Long rests allow characters to more thoroughly rest. They regain the use of almost every ability and spent resource they have.

## GOING WITHOUT SLEEP

Characters that need sleep must finish a long rest every 24 hours. Characters that fail to meet this requirement become exhausted.

## EATING

A sustaining meal is one that provides sufficient nutrition for a single character. A Medium sized character needs to eat drink

## POSITIONS

A position is the physical orientation of a character.

### SITTING

- A sitting creature's Speed becomes 0.
- A sitting creature must spend 1 Agency to rise to standing or kneeling.

### KNEELING

- A kneeling creature has half as much Speed for the purposes of making Speed rolls.
- A creature can rise to standing (or drop to kneeling) at no cost, but only when deciding what to do in combat at the beginning of a round.

### PRONE

- A prone creature cannot spend Agency to move and must spend 1 Agency to rise to standing or kneeling.
- A creature can drop to prone at no cost, but only when deciding what to do in combat at the beginning of a round.
- A prone creature adds 1 Resistance to ranged attack rolls made against them, and adds 1 Resistance to any melee attack roll they make.
- Melee attacks made against a prone creature gain 1 Critical.

## CONDITIONS

Conditions are usually negative effects imposed by the environment, monsters, some spells, and even character abilities.

### INCAPACITATED

An incapacitated creature can't speak or spend Agency.

### UNCONSCIOUS

An unconscious creature is incapacitated and automatically fails all stat rolls except for Health.

### STUNNED

- A stunned creature is incapacitated.
- A stunned creature can only speak one word every round.

- When a stunned creature exits the stunned state they gain 1 Recoil.

### PARALYZED

A paralyzed creature's Speed becomes 0 and they are incapacitated.

### PETRIFIED

A petrified creature is made of stone or other solid material. They are unconscious and paralyzed.

### FATIGUED

- A fatigued character's skills are all considered halved.
- Whenever a fatigued creature makes a stat roll, the respective stat is considered to be 1 less.

### EXHAUSTED

- An exhausted character's skills are all considered 0.
- An exhausted character cannot regain Health through non-magical means, regain any resources, or recharge any race or class abilities.
- Whenever an exhausted creature makes a stat roll, the respective stat is considered to be 2 less.
- An exhausted character remains exhausted until they sleep for at least 8 unbroken hours.

## CLIMATE AND WEATHER

The world is full of different places with varying climates and weather. Below are described the consequences of adventuring through these different environments.

### HOT CLIMATE

Characters must drink twice as much water per day in a Hot climate. For every hour a character spends in a Hot climate while wearing armor, they gain 1 Resistance to every stat roll they make. After 5 hours in armor, or if the character fails to drink enough water for the day, they must make a save vs **Death Ray**. On a failure, the character falls unconscious if they weren't already, and survives 1d6 more hours before dying from dehydration. A dehydrated character can be stabilized with water as long as they're not wearing armor.

### COLD CLIMATE

For every hour a character spends in a Cold climate without warm clothing, or further than 3 spaces from a campfire, they must make a save vs **Death Ray**. On a failure, the character falls unconscious, if they weren't already, and survives 1d6 more hours before dying from hypothermia. A character with hypothermia can be stabilized with proper warmth.

## HEAVY PRECIPITATION

Heavy rain and snow add 1 Resistance to all Awareness rolls. If a character takes a short or long rest in heavy rain or snow unprotected by a tent or other lodging, the character does not receive the benefits of the rest.

Heavy rain distinguishes open flames.

## FOG

Fog adds 2 Resistance to Awareness rolls made to see.

## STRONG WIND

Strong wind distinguishes open flames and adds 1 Resistance to Awareness rolls made to hear.

## COMBINING WEATHER

The Guide can combine weather effects to create types of weather not covered here. Whenever two or more types of weather are combined, their effects are added together.

For example, a sandstorm could be created by adding fog and strong wind. This means that characters have 2 Resistance to Awareness rolls made to see and 1 Resistance to Awareness rolls made to hear. The Guide could also say that the sandstorm is in a hot climate.

## DEATH AND DYING

When a character is reduced to 0 Health they can make a save vs. **Death Ray**. On a failure, the character dies. On a success, they remain alive but unconscious and dying for  $2d10$  rounds, after which they die unless their wounds are treated (through magic or other means). The Guide makes this roll in secret. Another character can spend 1 Agency to treat a dying character's wounds, adding their Dress Wounds to the number of rounds that the dying creature has to live. If this increases the number of rounds the dying creature has to live to more than 20, the dying creature becomes stable and is no longer dying. A stable creature regains consciousness with 1 Health  $2d4$  hours later, unless healed sooner.

# CHAPTER 3: COMBAT

## ORDER OF COMBAT

Combat takes place in rounds. At the beginning of each round every character or creature involved in the combat decides what they want to do in the round, spending Agency for each thing. Characters can choose an enemy and make an Awareness roll resisted by the enemy's Cunning. On a 4, the player can know what the enemy decided to do in the round. The player can choose to make this roll before spending Agency. Then, everyone makes an Initiative roll, taking the total. Players with 0 Initiative take the lowest as normal. Each player can shift their result up or down by an amount up to their Cunning. Starting with the highest result, each creature's actions are resolved in descending order.

## ATTACKING

Characters can spend 1 Agency to make an attack. This attack can be with a weapon, an item, or unarmed.

### ATTACKING WITH A WEAPON

When you make an attack with a weapon, follow that weapon's description. Melee weapons use Force and ranged weapons use Accuracy (unless otherwise noted). When you spend Agency to attack, you must decide your target.

#### TARGETS OF MELEE ATTACKS

If you choose to make a melee attack, your target is a space within reach of your melee weapon (usually 1 space), whether there's a target there or not. As all combatants decide their actions simultaneously, the space you choose to attack may contain an enemy if it was empty before. It may also be empty if there was an enemy there. If there is not a target in the space you chose when your attack resolves, your attack misses and no damage is done. This is why it is valuable to make Awareness checks at the beginning of a round to get a strategic assessment of the battle field.

#### TARGETS OF RANGED ATTACKS

There are two types of ranged weapons: missile and thrown. Read the following for missile weapons, and see below for thrown weapons.

If you make a ranged attack, your target changes depending on the range of your weapon. There are three types of ranges: Short, Medium, and Long.

**Short Range.** To make an attack within Short range you can target a specific creature and maintain them as your target as long as they are within Short range when your attack resolves, following Cover rules.

**Medium Range.** To make an attack within Medium range you must choose a specific direction to fire your projectile. When your attack resolves, you make attack rolls against each object in the line of your attack,

starting with the closest object, and ending when you hit something or exceed Medium range. Your projectile can only be destroyed on the last attack roll (whether it's a hit or miss).

**Long Range.** To make an attack within Long range, you must pick a space, whether a creature is there or not. When your attack resolves, it ignores cover and also targets the next closest space from your original target space. You can't target anything outside of Long range.

#### SCORING CRITICAL

When attacking with a weapon, a character gains a number of Critical equal to 1 less than the number of 4's they roll in their attack roll.

#### ATTACKING WITH OSR WEAPONS

When you attack with an OSR weapon, make a Force or Accuracy roll as normal depending on if the weapon is melee or ranged.

#### OSR MELEE ATTACK WITH OSR WEAPON

Roll	Outcome
1 - Absolute Failure	Roll 1d4. On a 1 you gain 1 Recoil.
2 - Partial Failure	Roll 1d4. On a 4 you do 1 damage.
3 - Partial Success	Roll the weapon's damage dice and add your Force, but you only do half damage.
4 - Absolute Success	Roll the weapon's damage dice and add your Force.

#### RANGED ATTACK WITH OSR WEAPON

Roll	Outcome
1 - Absolute Failure	You miss and your missile is destroyed.
2 - Partial Failure	You miss and you can recover your missile.
3 - Partial Success	You do the average of your weapon's damage and your missile is destroyed.
4 - Absolute Success	You do the average of your weapon's damage and you can recover your missile.

## ATTACKING WITH AN ITEM

When you make an attack with an item, you can make a melee attack or throw the item to make a ranged attack. If the item is fragile or consumable (like food or a potion) then it is destroyed after the attack regardless of the roll.

### MELEE ATTACK

If you make a melee attack then make a Force roll.

Roll	Outcome
1 - Absolute Failure	The item is destroyed and you deal 0 damage.
2 - Partial Failure	You deal 1 damage and then the item is destroyed.
3 - Partial Success	You deal 1 damage and then the item is not destroyed.
4 - Absolute Success	You deal 2 damage and the item is not destroyed.

### RANGED ATTACK

If you make a ranged attack then make an Accuracy roll.

Roll	Outcome
1 - Absolute Failure	You miss your target and the item is destroyed if it hits something.
2 - Partial Failure	You miss your target and the item isn't destroyed if it hits something.
3 - Partial Success	You hit the target and deal 1 damage. Roll a d4. On a 1 or 2 the item is destroyed.
4 - Absolute Success	You hit the target and deal 1 damage. Roll a d4. On a 1 the item is destroyed.

### THROWING WEAPONS AND ITEMS

The ranges (Short, Medium, and Long) for thrown attacks are based on a character's Force, despite the attacks being made with Accuracy. Medium range for thrown objects (a weapon or an item) is equal to the character's Force. Short range is equal to half of this (rounded down). Long range is equal to Short range plus Medium range ( $1.5 \times \text{Force}$ ).

## ATTACKING UNARMED

When you attack unarmed, you make a Force roll as normal. On a 4, you deal 1 damage.

## COVER

Normally, attack rolls face no Resistance. However, characters and enemies can take cover behind objects (or other creatures). Cover can also Resist Awareness rolls made to see a covered creature. To determine how much cover a creature has from an attack or Awareness roll, draw a straight line from the center of the attacker's space to the center of the target's space.

If this straight line intersects any non-empty spaces, the target is covered by those spaces. Since Lodstone uses hexagon spaces, the spaces have corners (6 each). The line from attacker to target cuts the covering hexagon spaces in some way, leaving a number of corners on either side of the line.

For each covering hex space, count the number of corners of the hexagon on each side of the straight line. Choose the least of the two numbers; this is the amount of cover granted by that space. Compare the cover that each covering space grants, and take the highest cover granted. This is the amount of cover the target has from the attacker. The attack or Awareness roll made against the target gains an amount of Resistance equal to the cover.

## PART 2 - CHARACTER CREATION

# CHAPTER 4: WHO IS YOUR CHARACTER?



HIS CHAPER COVERS ROLLING FOR STATS, describes the races and classes a character can choose, and covers character advancement.

## DISCOVERING YOUR STATS

To determine your character's Discovered Stats (see Chapter 1), roll 1d4-1 seven times (once for each stat). This limits each stat to a maximum of 3, and a minimum of 0. Alternatively, if the Guide allows, players can roll 1d6-3 for each stat. This keeps the maximum of each stat at 3, but also grants the opportunity for stats that are lower than 0. Once you've determined the seven numbers that will become your stats, you can allocate them however you like.

## CHARACTER RACES



OUR CHARACTER'S RACE DETERMINES THEIR SIZE, Agency, and Speed. The races listed here are intended to be system-neutral, with only basic lore to provide context for their existence.

## HUMAN

*Humans are a versatile species, exceeding every other race in adaptability. This allows them to have survived throughout the ages. Physically, humans are the basis for what is average. However, never underestimate a human's ability to overcome adversity.*

**Humanoid.** Humans are one of the few races that are only humanoid.

**Size.** Humans are between 5 feet and 6 feet tall. Your size is Medium.

**Agency.** You have 2 Agency.

**Speed:** You have a Speed of 8.

**Jack of All Trades.** Two stats of your choice increase by

1. When you reach 13th level you gain a feat of your choice.

## DWARF

*Dwarves are the stout, battle-hardened miners that are also some of the world's best smiths. Dwarven forges produce some of the highest quality weapons and armor that money can buy. They are very proud of their heritage.*

**Humanoid.** Dwarves are humanoid.

**Size.** Dwarves are between 4 feet and 5 feet tall. Your size is Medium.

**Agency.** You have 2 Agency.

**Speed.** Dwarves' stout nature and general gait makes them slightly slower. Your speed is 6.

**Dwarven Fortitude.** If you fail a saving throw against poison you can reroll, taking the new result.

Beginning at 13th level, whenever you make a saving throw against poison, your Health roll automatically succeeds.

**Dwarven Battle Training.** You can wield any appropriate melee weapon.

## ELF

Elves are the pinnacle of high-class society. They are elegant, beautiful, and pompous. Most elves come from a fae lineage and have inherent magic. This gives elves an air of mysticity that they don't shy away from using to their advantage.

**Humanoid.** Despite their lineage, elves are long-since too far removed from their ancestors to inherit their type. Elves are humanoid.

**Size.** Elves stand between 5.5 feet and 6 feet. You are Medium.

**Agency.** You have 2 Agency.

**Speed.** You have a Speed of 8.

**Fey Ancestry.** If you fail a saving throw against being charmed you can reroll, taking the new result. When you reach 13th level you learn one spell from the Magic-User spell list. The level of this spell can be of a level up to 3rd. You can spend 1 Agency to cast this spell. You can cast this spell twice per long rest.

## HALFLING

Halflings are a small, humble race. They are hospitable to a fault, and lucky to boot. They are colloquial and mild-mannered, but don't think that a halfling wouldn't carry a grudge. They respect all that exists, and don't tolerate it when they see anything different from others.

**Humanoid.** Halflings are humanoid.

**Size.** Halflings stand between 3 and 4 feet tall. You are Small.

**Agency.** Halflings are tricky and quick witted. You have 3 Agency.

**Speed.** Halflings may be nimble, but there's no helping their small stature. You have a Speed of 6.

**Halfling Luck.** Whenever you make a stat roll, if you get a 1 on two or more dice, you can reroll one of the 1's. You can only do this if you're taking the highest dice roll. Beginning at 13th level, whenever you make a stat roll and get a 1 on at least one die, you can reroll one of the 1's.

## GNAME

Gnomes are clever tinkers, always innovating and inventing. Experts at crafting and enchanting, gnomes are masters at creating magical items. Many gnomes enjoy leading the advancements in technology, creating constructs that perform a variety of functions. Some gnomes enjoy taking life a little slower, crafting potions in a little cabin in the forest.

**Humanoid.** Gnomes are humanoid.

**Size.** Gnomes stand between 3.5 and 4 feet. You are Small.

**Agency.** Gnomes are meticulous and intentional. You have 2 Agency.

**Speed.** Gnomes find peace in reliability. You have a Speed of 8.

**Natural-born Tinker.** Your Cunning increases by 1 and it takes you half the time to create Fabrication recipes. Beginning at 13th level, the time it takes you to fabricate an item is also halved.

## GOBLIN

Goblins are generally urchins and outcasts scattered across the realm. Many people see a goblin and immediately assume that they're up to no good. This is entirely unfair, as many goblins are kind, respectful folk. Unfortunately, stereotypes catch on and are hard to shake, especially when some goblins choose to perpetuate those stereotypes.

**Goblinoid Humanoid.** Goblins are part of a larger subset of creature known as goblinoid. Other goblinoids include hobgoblins, bugbears, and ogres.

**Size.** Goblins stand between 4.5 feet and 6 feet. You are Medium.

**Agency.** Goblins are nimble and crafty. You have 3 Agency.

**Speed.** Goblins are quick and agile. You have a Speed of 10.

**Goblin Agility.** Beginning at 13th level, at the beginning of each round you can choose to move once up to your Speed without spending Agency. You can only move without spending Agency once per round.

## GILA

Gilas are reptilian outlanders that hunt in packs. They have a strong tribal bond with each other, and gilas in the same tribe share the coloration pattern of their scales. While not superstitious, most gilas find peace in following a religion.

**Humanoid Beast.** Gilas are reptilian creatures that share many characteristics with the animals they hunt alongside.

**Size.** Gilas stand between 2 and 4 feet. You are Small.

**Agency.** Gilas are relatively simple folk. You have 2 Agency.

**Speed.** Gilas tend to rely on attrition to do their hunting. You have a Speed of 8.

**Reptilian Bite.** You can spend 1 Agency to make a venomous bite attack. Your bite is considered a melee weapon that does 1d6 damage. When you deal damage to a creature with your bite attack the creature must make a save vs **Poison** or they take an extra 1d6 damage from your venom. When you reach 13th level, your size increases to Medium. In addition, your bite damage increases to 2d6 and if a creature fails its saving throw against your venom, and they are at or below half of their Health, they die.

## DRACONIAN

Draconians are the product of a recessive lineage contaminated with dragon blood. Many draconians are born to non-draconian parents who may have had no idea that there was draconic influence in their bloodline. Most draconians exhibit only minor draconic features such as a smattering of scales around the base of the neck. Others show even less, while still others are nearly wholly covered in scales and grow horns.

**Humanoid Dragon or Humanoid.** Based on the distance between the draconian and the dragon from which they inherit their traits, the draconian may be too far removed to be considered dragon. Work with your Guide to determine whether your character has enough draconic influence to gain the dragon type.

**Size.** Draconians are born of other races, but the dragon blood in their veins causes them to stabilize in size. You are Medium.

**Agency.** Draconians have reliable, powerful abilities. You have 2 Agency.

**Speed.** You have a Speed of 8.

**Breath Weapon.** You can spend 1 Agency to force an enemy within 2 spaces to make a save vs **Innate Abilities.** On a failure, the enemy gains 2 Recoil. Once you do this you can't do it again until you finish a short rest. When you reach 13th level the range of your breath weapon increases to 5 spaces and affects all creatures within a line within that range. In addition, choose a type of dragon. Creatures that fail their saving throw against your breath weapon also take 2d12 damage associated with the type of dragon you chose.

## ARTIFACT

Artifacts are the apex of construct innovation. Artifacts are automatons created by someone of immense skill and magical prowess. Artifacts are any construct that has been given life.

**Construct.** Artifacts are constructs.

**Size.** Artifacts' size depends entirely on their creator. Artifacts can be any size from Light to Large.

**Agency.** You have 2 Agency.

**Speed.** An Artifact's Speed depends greatly on its size. Artifacts have similar power, so smaller varieties can move faster.

### ARTIFACT SPEED BY SIZE

Size	Speed
Light	12
Small	10
Medium	8
Large	6

**Construct Resilience.** You are immune to poison and do not need to sleep when you take a long rest. You also don't need to eat or breathe. Beginning at 13th level, you are immune to being exhausted and if you fail a saving throw against **Spells or Magic Items or Abilities**, you can reroll, taking the new result.

# CHAPTER 5 : WHAT IS YOUR CHARACTER'S PATH?



OW THAT YOU'VE DISCOVERED ALL THE QUALITIES GIVEN TO YOUR CHARACTER BY THE UNIVERSE, IT'S TIME TO LOOK forward to the future and decide where their story will take them.

## CHARACTER CLASSES



CHARACTER'S CLASS IS THE ARCHETYPE OF ABILITIES A CHARACTER HAS, SUCH AS WHETHER THEY CAN CAST SPELLS OR what kinds of weapons they can use. Different characters of the same class will have extremely similar abilities, besides any choices each character may have made to specialize themselves.

### BARD

*Bards are highly skilled poets and musicians who perform in the courts of rulers and nobles, or study and teach in universities across the realm. They are revered for their ability to tell stories, sing songs, and recite poetry, often accompanied by a harp or other musical instrument.*

*Bards play a significant role in preserving the oral traditions of their cultures, as they were responsible for memorizing and passing down historical events, myths, and legends through their performances. They are also known for their improvisational skills, able to create new songs and stories on the spot, often incorporating current events or personal details about their audience.*

### BARD SAVING THROWS

Level	Death Ray or Poison	Magic Items or Abilities	Paralysis or Petrify	Innate Abilities	Spells
1	2:4	2:4	2:4	1:4	3:3
2-3	2:4	2:4	2:4	3:3	3:3
4-5	2:4	3:4	2:4	3:3	3:3
6-7	2:4	3:4	2:4	3:3	3:3
8-9	2:4	3:4	3:4	3:3	3:3
10-11	2:4	3:4	3:4	2:4	2:4
12-13	3:4	4:4	3:4	2:4	2:4
14-15	3:4	4:4	4:4	2:4	2:4
16-17	3:4	4:4	4:4	2:4	3:4
18-19	3:4	4:4	5:4	2:4	3:4
20	4:4	5:4	6:4	2:4	3:4

### QUICK BUILD

Bards are masters of the social, whether through academics or performance. Personality and Initiative are a bard's most important stats.

### BARD ARMOR AND EQUIPMENT

- Bards can only wear Leather Armor and Chain Mail and cannot use shields.
- Bards can only wield appropriate weapons.

### BARD HIT DICE

1d8 per level. Whenever you gain a level in Bard, make a Health roll and add your Personality. Your current Health and maximum Health both increase by an amount equal to the result.

## BARD FEATURES

### BARDIC EDUCATION

At 1st level, the Bard learns a 1st-level spell of their choice. The Bard can cast this spell by spending 1 Agency. Once they cast the spell they can't cast it again until they finish a short rest that lasts at least 20 minutes.

### BARD SUBCLASS

At level 3, choose a subclass. This represents your character seeking to preserve their culture in a specific way, through education or performance.

#### EMBOLDENING SPEECH

Beginning at 6th level, the Bard can spend 10 minutes (which can coincide with a short rest) giving a speech to up to 6 humanoids that can hear the Bard. At the end of the speech, the Resolve and Morale of each humanoid that heard the Bard increase by 1 for 1 hour. The Bard can give this speech a number of times per long rest equal to their Personality.

#### RESTFUL CEREMONY

Beginning at 11th level, whenever the Bard takes a short rest, they can choose to host a Ceremony. The Bard chooses a number of humanoids that can hear the Bard, up to the Bard's Personality. Whenever one of these humanoids makes a Health roll to regain Health during the Ceremony, they regain additional Health equal to the Bard's Personality. The Bard can end the Ceremony early but it otherwise lasts until the end of the short rest.

#### ARCANE RITES

Beginning at 17th level, the Bard can perform a ritual at the end of a long rest that lasts 1 hour. At the end of this ritual, the Bard learns one spell of their choice up to 6th-level. The Bard knows this spell until they repeat the ritual. Once the Bard casts this spell they must complete a short rest that lasts at least 1 hour before they can cast it again.

## BARD SUBCLASSES

### PERFORMER

The Performer is an expert at playing instruments and charming an audience. The Performer knows the spells Charm Person, Ventriloquism, Magic Mouth, Mirror Image, Phantasmal Force, Remove Fear, Bless, and Hold Person. To cast a spell, the Performer must spend 1 Agency to play an instrument that they are holding (or can reach) and the spell is cast with the spent Agency. The Performer can cast a number of spells per long rest equal to their Personality. In addition, if the Performer gets a 1 on a Personality roll, they can reroll but must take the new result.

### INSPIRING TUNE

Beginning at 5th level, the Performer can spend 1 Agency to choose a creature that the Performer can see and that can hear the Performer. This creature gains a +1 to the next stat roll they make. Once the Performer does this they cannot do it again until they finish a short rest. At 9th level the bonus increases to +2, and at 14th level the bonus increases to +3.

### UNFETTERED PERFORMANCE

At 18th level the Performer can cast their spells as many times as they like.

### SCHOLAR

When you take this subclass, choose a Field of Study from below (or roll randomly).

d6 Field of Study	Spell
1 History and Lore	Locate Object
2 Science and Technology	ESP
3 Magic	Detect Magic
4 Monsters	Detect Evil
5 Literature and Legislature	Read Languages
6 Plants and Animals	Speak with Animals

Whenever the Scholar hears information that falls within the field of their study, they can make a Cunning roll. The DM decides any Resistance to this roll. On a 4, the Scholar knows whether the information they just heard is true or false. In addition, the Scholar knows Read Magic and one other spell associated with their Field of Study (see table above). The scholar can cast these spells by spending 2 Agency but without needing to spend Mana.

#### HIGHER EDUCATION

At 5th level, the Scholar learns another spell from Bardic Education, but the spell can be up to 2nd-level.

#### EXPANDED FIELD

At 9th level, the Scholar may pick another Field of Study, gaining that Field's associated spell and all the benefits of that Field.

#### DEEPER UNDERSTANDING

Beginning at 14th level, whenever the Scholar makes a Cunning roll to determine if information about their field is true or false, they succeed on a 3 or 4.

#### ALL-LEARNED

At 18th level, the Scholar gains the spells and benefits from every Field of Study.

# DIPLOMAT

A diplomat is someone who actively works to prevent or resolve conflicts and promote peaceful coexistence among individuals or groups. A diplomat understands that violence only begets more violence and believes that differences can be resolved through peaceful means.

Diplomats possess a range of personal qualities, including empathy, patience, and the ability to listen and understand the perspectives of others. They are skilled communicators who are able to facilitate dialogue between conflicting parties and find common ground for peaceful solutions.

Overall, a diplomat is a person who embodies the values of compassion, empathy, and understanding, and works tirelessly to promote peace and nonviolence in their community and the world at large.

## DIPLOMAT SAVING THROWS

Level	Death Ray or Poison	Magic Items or Abilities	Paralysis or Petrify	Innate Abilities	Spells
1-2	2:4	3:3	3:3	1:4	6:3
3-5	3:4	2:4	3:3	3:3	1:4
6-10	4:4	3:4	2:4	3:3	3:3
11-15	5:4	4:4	3:4	2:4	3:3
17-20	6:4	5:4	4:4	3:4	2:4

## DIPLOMAT FEATURES

### DIPLOMAT ENLIGHTENMENT

At 1st level, and again at 6th, 11th, and 17th level, the Diplomat gains a stage of Enlightenment. When this happens, the Diplomat can increase their Awareness, Cunning, Initiative, Personality, or Resolve by 1.

### DIPLOMACY

Beginning at 3rd level, whenever the Diplomat makes a Personality check to interact with an NPC, any Resistance the Diplomat faces is reduced by an amount equal to the Diplomat's Enlightenment (minimum 0 Resistance).

### DIPLOMAT SUBCLASS

At level 3, choose a subclass. This specialization represents how a diplomat wants to spread peace and bring harmony to the realm.

## DIPLOMAT SUBCLASSES

### GURU

When a Diplomat becomes a Guru, they pick one skill category and each skill in that category increases by 1.

### SOCIAL STAMINA

At 5th level, the Guru gains an amount of Fortitude equal to their Enlightenment. The Guru regains spent

## QUICK BUILD

Diplomats are masters of conversation, eloquent with their words and insightful of others. Personality and Awareness are a diplomat's most important stats.

## DIPLOMAT ARMOR AND EQUIPMENT

- Diplomats can only wear Leather Armor or Chain Mail and can use shields.
- Diplomats cannot wield weapons.

## DIPLOMAT HIT DICE

1d6 per level. Whenever you gain a level in Diplomat, make a Health roll and add your Personality. Your current Health and maximum Health both increase by an amount equal to the result.

Fortitude whenever they finish a short rest.

### SAVE SAVANT

Beginning at 9th level, when the Guru makes a saving throw they can increase their effective level for the saving throw by an amount equal to their Awareness. If doing this increases the Guru's effective level above 20, they automatically succeed on the saving throw. The Guru can do this a number of times equal to their Enlightenment every long rest.

### FURY OF A PATIENT MAN

Beginning at 14th level, whenever the Guru takes damage while at 0 Fortitude, the Guru rolls 1d4. On a 4, the Guru gains 1 Critical.

### PREACHER

When the Preacher fails a saving throw against **Death Ray** or **Petrify** they can choose to succeed instead. They can do this a number of times equal to their Enlightenment every long rest.

### DIVINE WORDS

At 5th level, the Preacher gains 3 Mana and learns spells from the Cleric spell list such that the total level of the spells equals 3 (e.g. one 1st-level spell and one 2nd-level spell).

## **EMISSARY OF THE GODS**

At 9th level, the Preacher learns the spells *commune*, and *word of recall* and can cast them using this feature. Once the Preacher uses this feature a number of times equal to their Enlightenment, they must finish a long rest before using this feature again.

## **AVATAR**

At 14th level, the Preacher gains the following benefits.

- They become immune to poison, disease, and exhaustion.
- They can cast their Divine Word spells without spending Mana.
- They can spend 1 Agency to touch a creature and spend 1 Mana to remove the exhausted or petrified conditions (the Preacher picks one when they spend the Mana).
- They can spend 10 phases to bring a dead creature back to life. This does not regenerate any lost limbs or decay.

# KNIGHT

A knight is a member of the warrior caste and holds a prestigious rank in the social hierarchy. Knights are known for their military prowess and chivalry, which encompasses a code of conduct that emphasizes loyalty, bravery, and honor.

Knights are typically granted their status through a process of knighting, which involves being dubbed with a sword by a lord or monarch. They are expected to devote their lives to serving their lord and fighting on his behalf, often receiving land or other privileges in return for their service.

Knights are usually heavily armored and some ride horses. All are skilled in combat with swords, spears, and other weapons.

## KNIGHT SAVING THROWS

Level	Death Ray or Poison	Magic Items or Abilities	Paralysis or Petrify	Innate Abilities	Spells
1	2:4	2:4	3:3	3:3	3:3
2-3	2:4	2:4	3:3	3:3	3:3
4-5	2:4	2:4	2:4	3:3	3:3
6-7	3:4	2:4	2:4	3:3	2:4
8-9	3:4	3:4	2:4	2:4	2:4
10-11	3:4	3:4	2:4	2:4	2:4
12-13	4:4	3:4	3:4	2:4	2:4
14-15	4:4	4:4	3:4	2:4	2:4
16-17	4:4	4:4	3:4	3:4	2:4
18-19	5:4	4:4	4:4	3:4	3:4
20	6:4	5:4	4:4	3:4	3:4

## KNIGHT FEATURES

### KNIGHT STATION

At 1st level, the Knight chooses a Station. The Knight gains different benefits based on their Station.

**Barricade.** While holding a shield, attack rolls against you gain 1 Resistance.

**Cavalry.** While riding a mount, you can choose an enemy for your mount to follow. Your mount doesn't get its own turn but moves with the enemy that you chose, getting as close as it can to the enemy.

**Infantry.** If you spend Agency to move, you can wait until after your movement has resolved to spend any Agency to attack. The attack resolves immediately.

**Archers.** Resistance to your ranged attacks is reduced by 1.

### KNIGHT SUBCLASS

At level 3, choose a subclass. This represents how your character chooses to serve their lord or kingdom.

## QUICK BUILD

Knights are devoted to their kingdom. Resolve and Force are a knight's most important stats.

### KNIGHT ARMOR AND EQUIPMENT

- Knights can wear any armor and can use shields.
- Knights can wield any weapon.

### KNIGHT HIT DICE

1d8 per level. Whenever you gain a level in Knight, make a Health roll and add your Resolve. Your current Health and maximum Health both increase by an amount equal to the result.

### EXTRA ATTACK

Beginning at 6th level, the Knight can spend 1 Agency to make two weapon attacks.

### STALWART BASTION

Beginning at 11th level, whenever an ally you can see within 2 spaces of you is dealt damage, you can choose to take the damage instead.

### COMMANDER IN CHIEF

Beginning at 17th level, the Knight can spend 1 Agency to rouse their allies with vigor. Each ally within 10 spaces of the Knight that can hear the Knight gains a number of Fortitude equal to the Knight's Resolve.

# KNIGHT SUBCLASSES

## RAGER

Whenever the Rager takes damage they enter a Frenzy if they aren't already in a Frenzy. When the Rager first enters their Frenzy they gain 1 Fortitude. The Rager's Frenzy lasts until they have no Fortitude. While in this Frenzy, the Rager can make an additional weapon attack each time they spend Agency to make a weapon attack.

### BATTLE HARDNESS

Beginning at 5th level, the Rager can add 1 to any Force roll they make. If the result is a 5 or higher, the Rager gains 1 Critical that lasts until they finish a short rest. In addition, whenever the Rager enters their Frenzy, they gain a number of Fortitude equal to their Force instead of just 1.

### FRENZIED STATION

Beginning at 9th level, the Rager's Knight Station improves while they are in a Frenzy.

**Barricade.** While holding a shield, the Rager can reroll a failed save vs. **Innate Ability**.

**Cavalry.** When the Rager enters their Frenzy, the Rager's mount gains an equal amount of Fortitude.

**Infantry.** When the Rager enters their Frenzy their Speed increases by 2 for 1 minute or until their Frenzy ends.

**Archers.** While in a Frenzy, the Rager can add their Force to their missile damage.

### DEATH DEFIANCE

Beginning at 14th level, the Rager is in a Frenzy while at one quarter their max Health or lower. At the same time, any Force roll they make is automatically a 4 and when the Rager spends Fortitude, one of the d4's is automatically a 4.

### PERSISTENT FRENZY

Beginning at 18th level, whenever the Rager enters their Frenzy, it only ends when they choose to end it. Any Fortitude that the Rager gained from entering their Frenzy regenerates at the start of every round.

## HOLY WARRIOR

The Holy Warrior has an amount of Mana equal to half their level (rounded up). This Mana regenerates when the Knight finishes a long rest. The Holy Warrior can pray for spells from their deity from the Cleric spell list based on the table below. The Holy Warrior then spends Mana equal to the level of the spell to cast the spell. Casting a spell costs 1 Agency unless otherwise noted.

Knight Level	Number of Spells	Max Spell Level
3-8	2	1
9-14	3	2
15-20	4	3

In addition, the Holy Warrior can Turn Undead as if they were a Cleric of equal level.

### SMITE THE UNHOLY

Beginning at 5th level, whenever the Holy Warrior does damage with a weapon or spell, they can spend 1 Mana to roll 1d8 and add the result to the damage. If the target of the damage is a fiend or undead, they take an additional 1d8 damage.

### HOLY TOUCH

Beginning at 9th level, the Holy Warrior can spend 1 Agency and 1 Mana to touch a creature within 1 space of them, causing them to regain 1d8 Health. If the amount of Health regained is 5 or more then the creature is also cured of one disease afflicting them. If the amount of Health regained is 8, the creature is cured of one curse afflicting them.

### HOLY REST

Beginning at 14th level, whenever the Holy Warrior finishes a short rest, they regain 2 Mana.

### CHANNEL HOLINESS

Beginning at 18th level, the Holy Warrior can beseech their deity for aid. The Holy Warrior can spend 1 Agency to ask their god to perform a single task. It is up to the TK to determine if the task is within the god's power or inclination, but there is no limit to what can be asked.

# RONIN

Ronins are warriors who embody the spirit of independence and self-reliance. They operate outside the traditional military and social hierarchies and do not align themselves with any particular government or organization. Instead, they take on a variety of paid assignments, ranging from personal protection to participating in staged duels or battles for entertainment.

In combat, the ronin draws on the techniques and skills of a variety of weapons and combat styles, but with a focus on individual prowess and agility. They fight primarily for their own satisfaction and honor.

As a masterless warrior, the ronin must rely on their own strength, skill, and wit to survive in a world of shifting alliances and political intrigues. They may be called upon to settle disputes, protect the innocent, or engage in battles on behalf of those who cannot fight for themselves. However, their ultimate loyalty is to themselves and their own sense of justice and honor.

## RONIN SAVING THROWS

Level	Death Ray or Poison	Magic Items or Abilities	Paralysis or Petrify	Innate Abilities	Spells
1	2:4	2:4	3:3	3:3	2:2
2-3	2:4	2:4	3:3	3:3	1:4
4-5	2:4	2:4	2:4	3:3	3:3
6-7	3:4	2:4	2:4	3:3	3:3
8-9	3:4	3:4	2:4	2:4	3:3
10-11	3:4	3:4	2:4	2:4	2:4
12-13	4:4	3:4	3:4	2:4	2:4
14-15	4:4	4:4	3:4	2:4	2:4
16-17	4:4	4:4	3:4	3:4	2:4
18-19	5:4	4:4	4:4	3:4	2:4
20	6:4	5:4	4:4	3:4	3:4

## RONIN FEATURES

### RONIN CUNNING

At 1st level, the Ronin adds 1 Resistance to Awareness checks enemies make to find out what the Ronin will do on their turn. When the Ronin makes an Awareness roll to find out what an enemy will do on its turn, the Resistance of the roll is reduced by 1.

### RONIN SUBCLASS

At level 3, choose a subclass. This represents how the Ronin chooses to focus their training.

### PHYSICAL PROWESS

At 6th level, each of the Ronin's Athletics skills increase by 1.

Overall, the ronin is a skilled and independent warrior. They are a formidable opponent in combat, and a sought-after asset for those in need of a warrior's services.

## QUICK BUILD

Ronins are masters of combat and technique. Force and Accuracy are a Ronin's most important stats.

## RONIN ARMOR AND EQUIPMENT

- Ronins can wear any armor and cannot use shields.
- Ronins can wield any weapon.

## RONIN HIT DICE

1d10 per level. Whenever you gain a level in Ronin, make a Health roll and add your Force. Your current Health and maximum Health both increase by an amount equal to the result.

## EQUIPMENT MASTER

Beginning at 11th level, the Ronin can wield heavy weapons as if they were appropriate. In addition, whenever the Ronin makes an attack with an item it can't be destroyed.

### IMPROVED REACH

Beginning at 17th level, whenever the Ronin makes a melee attack, the target of the attack can be 1 space further away.

## RONIN SUBCLASSES

### FIGHTER

The Fighter can spend 1 Agency to make two weapon attacks. In addition, the Fighter gains a +2 to the damage they deal and their armor reduces damage by 1 more point.

## **TACTICAL MOVEMENT**

Beginning at 5th level, when the Fighter spends Agency to make their two weapon attacks, they can choose to replace one attack with movement up to half their Speed.

## **SUPERIORITY**

At 9th level, each of the Fighter's Athletics skills increase by 1.

## **WEAPON SOVEREIGN**

Beginning at 14th level, the Fighter can wield oversized weapons as if they were heavy and undersized weapons as if they were appropriate.

## **CONSTANT STAMINA**

At 18th level the Fighter gains 1 Fortitude that regenerates after being spent.

## **SKULKER**

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Each of the Skulker's Espionage skills increase by 1. The Skulker also chooses one skill to increase by 1.

If the Skulker does damage to a creature that cannot see them, the Skulker can roll a number of d6's equal to their Accuracy as extra damage to the target.

## **ASSASSINATE**

Beginning at 5th level, the Skulker gains 1 Critical whenever they deal damage to a creature that cannot see them.

## **HOARDED CRITICAL**

At 9th level, if the Skulker starts a round with 0 Critical, they gain 1 Critical.

## **RELIABILITY**

Beginning at 14th level, the Skulker adds 2d6 damage to every weapon attack that hits.

## **WITHOUT A TRACE**

Beginning at 18th level the Skulker can spend 1 Agency to become invisible for 1 round or until they deal damage to a creature.

# FEATS



EATS ARE ABILITIES THAT ARE IRRESPECTIVE OF CLASS OR RACE. SOME FEATS MAY HAVE PREREQUISITES, BUT OTHERWISE anyone can take any feat.

## HARDY

When you take this feat your maximum Health increases by an amount equal to your level. Whenever you gain a level your maximum Health increases by an additional 1.

## MEDIC

You can spend 1 phase tending to a single creature's wounds, causing them to regain an amount of Health equal to your Dress Wound. This healing is non-magical.

## MAGE INITIATE

You learn one spell from the Magic-User or Cleric spell list. You can cast this spell by spending 1 Agency. Once you cast this spell you can't cast it again until you finish a long rest.

## SHIELD TRAINING

When you take this feat you gain the ability to use shields.

If you can already use shields, shields you use reduce damage by an additional 1.

## WEAPON TRAINING

When you take this feat pick four weapons. You gain the ability to wield these weapons.

## PIOUS

When you take this feat, pick a deity. You gain certain benefits based on the alignment of your deity.

### Alignment

	Benefit
Lawful	Whenever a creature you can see would reroll a dice roll, you can force them to keep the original roll. Once you do this you cannot do it again until you finish a long rest.
Neutral	Whenever you make a dice roll, you can choose to take the average. Once you do this you cannot do it again until you finish a long rest.
Chaotic	Whenever another creature you can see makes a dice roll, you can force them to reroll and take the new result. Once you do this you cannot do it again until you finish a long rest.

### Alignment

	Benefit
Good	If an ally within 2 spaces of you would die, you can make a save vs <b>Death Ray</b> . On a success, that ally instead falls unconscious. Once you do this you cannot do it again until you finish a long rest.
Neutral	Whenever a creature deals you damage and you have at least 1 Agency, you can spend 1 Agency to have that creature take an equal amount of damage as they dealt you. Once you do this you cannot do it again until you finish a long rest.
Evil	Whenever you kill a creature, a stat of your choice increases by 1 until you finish a long rest.

# CHARACTER ADVANCEMENT



ODSTONE IS AN EXPERIENCE BASED SYSTEM. THIS means that characters earn experience points (called XP in Lodstone) from defeating monsters, finishing dungeons, collecting treasure, and whatever else the Guide may decide.

## ADVANCEMENT TABLE

Level	XP Required	Feature
1	0	Class Feature
2	750	Feat
3	1,500	Class Feature
4	2,000	Stat Increase
5	3,000	Subclass Feature
6	4,000	Class Feature
7	5,500	Speed increases by 1.
8	8,000	Stat Increase
9	11,500	Subclass Feature
10	16,000	Feat
11	22,500	Class Feature
12	32,000	Stat Increase
13	45,500	Racial Feature
14	64,000	Subclass Feature
15	90,500	Agency increases by 1.
16	128,000	Stat Increase
17	181,000	Class Feature
18	256,000	Subclass Feature
19	362,000	Feat
20	512,000	Stat Increase

## STAT INCREASE

At 4th, 8th, 12th, 16th, and 20th level you can increase one of your Discovered Stats by 1, to a maximum of 5.

## FEAT

At 2nd, 10th, and 19th level you gain a feat. You can only take a feat once unless otherwise noted in the feat's description.

## GAINING EXPERIENCE

### DEFEATING MONSTERS

There are many ways of collecting XP, the most common of which is defeating monsters. Lodstone is compatible with any bestiary that awards experience points, however discretion is advised since different systems have different experience scales.

Monsters are defeated as a group and thus XP should be rewarded equally to all party members.

### COLLECTING TREASURE

Lodstone rewards characters with 10 XP for every Cone (see Chapter 5) an adventuring party collects. Regardless of how a party chooses to divide up their treasure, they collected the total as a group and should be rewarded XP accordingly.

### MILESTONES

Lodstone recognizes the importance of story-based development in an RPG, as it can be far more compelling than experience points. This is why XP is not only earned from combat. Lodstone encourages Guides to reward XP freely, even granting levels as they see fit.

It may help to look at character advancement in tiers.

- Levels 1-4 are Tier 1
- Levels 5-8 are Tier 2
- Levels 9-12 are Tier 3
- Levels 13-16 are Tier 4
- Levels 17-20 are Tier 5

It's suggested that each character is rewarded 100 XP per Tier for finishing small or side quests, 200 XP per Tier for finishing dungeons or mini-adventures, and 400 XP per Tier for finishing quests that are connected to the main story.

Once again, the Guide is encouraged to reward XP however they see fit.

## PART 3 - EQUIPPING YOUR CHARACTER



# CHAPTER 6: EQUIPMENT

## CONES

The currency of Lodstone is the Cone. Cones are pocket objects, about 8cm in diameter at the base and about 7cm in height. Cones are open at the base like an ice-cream cone or paper cup and can be stacked in tubes like a coin changer.

A Cone's value is determined by weight; any merchant worth their salt carries a scale around with them. By shaving off pieces from a Cone a person can pay in fractions of a Cone, so someone's cone purse may contain rings or shavings.

You'll see below that many items cost fractions of Cones.

### CONVERTING BETWEEN CONES AND GOLD PIECES

For easy conversion between Lodstone and other RPG systems, 1 Cone equates to 10 gp.

## WEAPONS

Lodstone is compatible with any other OSR weapons, so using your favorite weapons from other systems is a breeze. Weapons in Lodstone are divided up into Melee weapons and Ranged weapons.

### MELEE WEAPONS

Here is a basic template for generic weapons based on size. The cost of such weapons is up to the Guide, as material and other special properties aren't taken into account here. For ease, take an weapon's weight and divide it by 10 to determine the weapon's Cone cost.

Size	Damage	Weight
Pocket	1d3	2
Light	1d4	4
Small	1d6	6
Medium	1d8	12
Large	1d10	24
Huge	1d12	36
Colossal	1d20	72

### RANGED WEAPONS

There are two types of ranged weapons, missile and thrown. Missile weapons are those that launch a projectile through the air. Thrown weapons are weapons that may or may not be normally melee. For all ranged weapons, the generic table is essentially the same, but the damage column is a flat number instead of a die size. This follows the rules for Combat in Lodstone (see Chapter 3). Additionally, missile weapons are about half the weight per size.

### MISSILE WEAPONS

All missile weapons require two hands.

Size	Damage	Weight	Short	Medium	Long
			Range	Range	Range
Pocket	1	1	4	8	12
Light	2	2	6	12	18
Small	3	3	8	16	24
Medium	4	6	10	20	30
Large	5	12	12	24	36
Huge	6	18	14	28	42
Colossal	10	36	16	32	48

### THROWN WEAPONS

See Chapter 3 for the ranges for thrown weapons.

Size	Damage	Weight
Pocket	1	2
Light	2	4
Small	3	6
Medium	4	12
Large	5	24
Huge	6	36
Colossal	10	72

## ARMOR

Lodstone has only 3 kinds of armor: Leather, Chain Mail, and Plate Mail. Armor in Lodstone reduces damage taken from any source, unless otherwise noted by the damage source. Shields are also mentioned here.

Armor	Damage Reduction	Weight	Cones
Leather	3	15	2
Chain Mail	5	40	6
Plate Mail	7	50	30
Shield	1	5	0.7

## ADVENTURING GEAR

*This section is under development*

Lodstone is compatible with any RPG equipment.

# CHAPTER 7: SPELLS



PELLS ARE POWERFUL MAGIC THAT CREATE EFFECTS capable of transforming the world around the caster.

*This section is under development. The following spell lists are taken from [Basic Fantasy.org](#), where you can also find the descriptions for these spells. However, these spells are common to OSR RPGs so they are easy to find online. Any OSR spell is compatible with Lodstone (though some conversion is necessary), and we are working on creating our own spell lists and descriptions.*

Spellcasters must have at least one hand free, and be able to speak, in order to cast spells; thus, binding and gagging a spellcaster is an effective means of preventing them from casting spells.

Some spells are reversible; such spells are shown with an asterisk after the name.

## CLERIC SPELLS

### FIRST LEVEL CLERICAL SPELLS

Cure Light Wounds\*  
Detect Evil\*  
Detect Magic  
Light\*  
Protection from Evil\*  
Purify Food and Water  
Remove Fear\*  
Resist Cold

### SECOND LEVEL CLERICAL SPELLS

Bless\*  
Charm Animal  
Find Traps  
Hold Person  
Resist Fire  
Silence 15' radius  
Speak with Animals  
Spiritual Hammer

### THIRD LEVEL CLERICAL SPELLS

Continual Light\*  
Cure Blindness  
Cure Disease\*  
Growth of Animals  
Locate Object  
Remove Curse\*  
Speak with Dead  
Striking

### FOURTH LEVEL CLERICAL SPELLS

Animate Dead  
Create Water  
Cure Serious Wounds\*  
Dispel Magic  
Neutralize Poison\*  
Protection from Evil 10' radius\*  
Speak with Plants  
Sticks to Snakes

### FIFTH LEVEL CLERICAL SPELLS

Commune  
Create Food  
Dispel Evil  
Insect Plague  
Quest\*  
Raise Dead\*  
True Seeing  
Wall of Fire

### SIXTH LEVEL CLERICAL SPELLS

Animate Objects  
Blade Barrier  
Find the Path  
Heal\*  
Regenerate  
Restoration  
Speak with Monsters  
Word of Recall

## MAGIC-USER SPELLS

### FIRST LEVEL MAGIC-USER SPELLS

Charm Person  
Detect Magic  
Floating Disc  
Hold Portal  
Light\*  
Magic Missile  
Magic Mouth  
Protection from Evil\*  
Read Languages  
Shield  
Sleep  
Ventriloquism

## **SECOND LEVEL MAGIC-USER SPELLS**

Continual Light\*  
Detect Evil\*  
Detect Invisible  
ESP  
Invisibility  
Knock  
Levitate  
Locate Object  
Mirror Image  
Phantasmal Force  
Web  
Wizard Lock

## **SIXTH LEVEL MAGIC-USER SPELLS**

Anti-Magic Shell  
Death Spell  
Disintegrate  
Flesh to Stone\*  
Geas\*  
Invisible Stalker  
Lower Water  
Projected Image  
Reincarnate  
Wall of Iron

## **THIRD LEVEL MAGIC-USER SPELLS**

Clairvoyance  
Darkvision  
Dispel Magic  
Fireball  
Fly  
Haste\*  
Hold Person  
Invisibility 10' radius  
Lightning Bolt  
Protection from Evil 10' radius\*  
Protection from Normal Missiles  
Water Breathing

## **FOURTH LEVEL MAGIC-USER SPELLS**

Charm Monster  
Confusion  
Dimension Door  
Growth of Plants\*  
Hallucinatory Terrain  
Ice Storm  
Massmorph  
Polymorph Other  
Polymorph Self  
Remove Curse\*  
Wall of Fire  
Wizard Eye

## **FIFTH LEVEL MAGIC-USER SPELLS**

Animate Dead  
Cloudkill  
Conjure Elemental  
Feeblemind  
Hold Monster  
Magic Jar  
Passwall  
Telekinesis  
Teleport  
Wall of Stone

## PART 4 - EXTRAS

# CHAPTER 8: APPENDIX



THE FOLLOWING INFORMATION IS TAKEN FROM  
[BasicFantasy.org](http://BasicFantasy.org)

## TURNING UNDEAD

Clerics can Turn the undead, that is, drive away undead monsters by means of faith alone. The Cleric brandishes his or her holy symbol and calls upon the power of his or her divine patron. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Cleric's level on the Clerics vs. Undead table, and cross-references it with the undead type or Hit Dice. (The Hit Dice row is provided for use with undead monsters not found in the Core Rules; only use the Hit Dice row if the specific type of undead monster is not on the table and no guidance is given in the monster's description.) If the table indicates "No" for that combination, it is not possible for the Cleric to affect that type of undead monster. If the table gives a number, that is the minimum number needed on 1d20

to Turn that sort of undead. If the table says "T" for that combination, that type of undead is automatically affected (no roll needed). If the result shown is a "D," then that sort of undead will be Damaged (and possibly destroyed) rather than merely Turned. If the roll is a success, 2d6 hit dice of undead monsters are affected; surplus hit dice are lost (so if zombies are being Turned and a roll of 7 is made, at most 3 zombies can be Turned), but a minimum of one creature will always be affected if the first roll succeeds. If a mixed group of undead (say, a wight and a pair of zombies) is to be Turned, the player still rolls just once. The result is checked against the weakest sort first (the zombies), and if they are successfully Turned, the same result is checked against the next higher type of undead. Likewise, the 2d6 hit dice are rolled only once. For example, if the group described above is to be Turned by a 2nd level Cleric, he or she would first need to have rolled a 15 or higher to Turn the zombies. If this is a success, 2d6 are rolled; assuming the 2d6 roll is a 7, this would Turn both zombies and leave a remainder of 3 hit dice of effect. Wights are, in fact, 3 hit die monsters, so assuming the original 1d20 roll was a 20, the wight is Turned as well. Obviously, were it a group of 3 zombies and a wight, the 2d6 roll would have to be a total of 9 or higher to affect them all.

### CLERICS VS. UNDEAD TABLE

Cleric Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire	Ghost
	1 Hit Die	2 Hit Dice	3 Hit Dice	4 Hit Dice	5 Hit Dice	6 Hit Dice	7 Hit Dice	8 Hit Dice	9+ Hit Dice
1	13	17	19	No	No	No	No	No	No
2	11	15	18	20	No	No	No	No	No
3	9	13	17	19	No	No	No	No	No
4	7	11	15	18	20	No	No	No	No
5	5	9	13	17	19	No	No	No	No
6	3	7	11	15	18	20	No	No	No
7	2	5	9	13	17	19	No	No	No
8	T	3	7	11	15	18	20	No	No
9	T	2	5	9	13	17	19	No	No
10	T	T	3	7	11	15	18	20	No
11	D	T	2	5	9	13	17	19	No
12	D	T	T	3	7	11	15	18	20
13	D	D	T	2	5	9	13	17	19
14	D	D	T	T	3	7	11	15	18
15	D	D	D	T	2	5	9	13	17
16	D	D	D	T	T	3	7	11	15
17	D	D	D	D	T	2	5	9	13
18	D	D	D	D	T	T	3	7	11
19	D	D	D	D	D	T	2	5	9
20	D	D	D	D	D	T	T	3	7

If a Cleric succeeds at Turning the undead, but not all undead monsters present are affected, he or she may try again in the next round to affect those which remain. If any roll to Turn the Undead fails, that Cleric may not attempt to Turn Undead again for one full turn. A partial failure (possible against a mixed group) counts as a failure for this purpose. Undead monsters which are Turned flee from the Cleric and his or her party at maximum movement. If the party pursue and corner the Turned undead, they may resume attacking the party; but if left alone, the monsters will not return or attempt to attack the Cleric or those near him or her for at least 2d4 turns. Undead monsters subject to a D (Damaged) result suffer 1d8 damage per level of the Cleric (roll once and apply the same damage to all undead monsters affected); those reduced to zero hit points are utterly destroyed, being blasted into little more than dust. Those surviving this damage are still Turned as above.