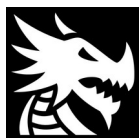


Heroic Cairn Player's Handbook



Cairn is an adventure game for one facilitator (the **Warden**) and at least one other player. Players act as hardened adventurers exploring a dark & mysterious Wood filled with strange folk, hidden treasure, and unspeakable monstrosities.

Heroic Cairn consolidates Cairn rules for ancestries, classes, additional spells. Any rules marked *Optional*: additions new to the Heroic Cairn.

Acknowledgments

Cairn is licensed under CC-BY-SA 4.0 by Yochai Gal. <https://github.com/yochaigal/cairn>. **Classic Classes** by Danger is Real is licensed under CC-BY-SA 4.0 <https://dangerisreal.itch.io/classic-classes-for-cairn>. **Leveling Up** and **Advanced Combat Options** by Adam Hensley, from the Cairn Adventurer's Guide licensed under CC-BY-SA 4.0. Spiked dragon head icon by Delapouite under CC BY 3.0 <https://game-icons.net/1x1/delapouite/spiked-dragon-head.html>

Cairn was written with the following design philosophies in mind:

Neutrality: The Warden's role is to portray the rules,

situations, NPCs, and narrative clearly, while acting as a neutral arbiter.

Classless: A character's role or skills are not limited by a single class. Instead, the equipment they carry and their experiences defines their specialty.

Death: Characters may be powerful, but they are also vulnerable to harm in its many forms. Death is always around the corner, but it is never random or without warning.

Fiction First: Dice do not always reflect an obstacle's difficulty or its outcome. Instead, success and failure are arbitrated by the Warden in dialogue with the players, based on in-world elements.

Growth: Characters are changed through in-world advancement, gaining new skills and abilities by surviving dangerous events and overcoming obstacles.

Player Choice: Players should always understand the reasons behind the choices they've made, and information about potential risks should be provided freely and frequently.

Principles: The Warden and the players each have guidelines that help foster a specific play experience defined by critical thinking, exploration, and an emergent narrative.

Shared Objectives: Players trust one another to engage with the shared setting, character goals, and party challenges. Therefore, the party is typically working together towards a common goal, as a team.

Principles for Wardens

Information

- Provide useful information about the game world as the characters explore it.
- Players do not need to roll dice to learn about their circumstances.
- Be helpful and direct with your answers to their questions.
- Respond honestly, describe consistently, and always let them know they can keep asking questions.

Difficulty

- Default to context and realism rather than numbers and mechanics.
- If something the players want to do is sincerely impossible, no roll will allow them to do it.
- Is what the player describes and how they leverage the situation sensible? Let it happen.
- Saves cover a great deal of uncertain situations and are often all that is necessary for risky actions.

Preparation

- The game world is organic, malleable and random. It intuitively and makes sharp turns.
- Use random tables and generators to develop situations, not stories or plots.
- NPCs remember what the PCs say and do, and how they affect the world.
- NPCs don't want to die. Infuse their own self-interest and will to live into every personality.

Narrative Focus

- Emergent experience of play is what matters, not math or character abilities. Give the players weapon trainers and personal quests to facilitate improvement and specialization.
- Pay attention to the needs and wants of the players, then put realistic opportunities in their path.
- A dagger to your throat will kill you, regardless of your expensive armor and impressive training.

Danger

- The game world produces real risk of pain and death for the player characters.
- Telegraph serious danger to players when it is present. The more dangerous, the more obvious.
- Put traps in plain sight and let the players take time to figure out a solution.
- Give players opportunities to solve problems and interact with the world.

Treasure

- A Treasure is specific to the environment from where it is recovered. It tells a story.
- Treasure is highly valuable, almost always bulky, and rarely useful beyond its worth and prestige.
- Relics are not Treasure, though they are useful and interesting.
- Use Treasure as a lure to exotic locations under the protection of intimidating foes.

Choice

- Give players a solid choice to force outcomes when the situation lulls.
- Use binary “so, A or B?” responses when their intentions are vague.
- Work together with this conversational progress to keep the game moving.
- Ensure that the player character’s actions leave their mark on the game world.

Die of Fate

- Occasionally you will want an element of randomness (e.g. the weather, unique character knowledge, etc.).
- In these situations, roll 1d6. A roll of 4 or more generally favors the players.
- A roll of 3 or under tends to mean bad luck for the PCs or their allies.

Principles for Players

Agency

- Attributes and related saves do not define your character. They are tools.
- Don’t ask only what your character would do, ask what you would do, too.
- Be creative with your intuition, items, and connections.

Teamwork

- Seek consensus from the other players before barreling forward.
- Stay on the same page about goals and limits, respecting each other and accomplishing more as a group than alone.

Exploration

- Asking questions and listening to detail is more useful than any stats, items, or skills you have.
- Take the Warden’s description without suspicion, but don’t shy away from seeking more information.
- There is no single correct way forward.

Talking

- Treat NPCs as if they were real people, and rely on your curiosity to safely gain information and solve problems.
- You’ll find that most people are interesting and will want to talk things through before getting violent.

Caution

- Fighting is a choice and rarely a wise one; consider whether violence is the best way to achieve your goals.
- Try to stack the odds in your favor and retreat when things seem unfavorable.

Planning

- Think of ways to avoid your obstacles through reconnaissance, subtlety, and fact-finding.
- Do some research and ask around about your objectives.

Ambition

- Set goals and use your meager means to take steps forward.
- Expect nothing. Earn your reputation.
- Keep things moving forward and play to see what happens.

Character Creation

Ancestry

Choose an ancestry for your character.

Dwellers of the Underground

- **Darkvision:** Perfect vision in low-light, somewhat blinded by bright lights.
- **Rocksniiff:** You always know the location of nearby jewels and minerals.
- **Earthhardy:** You are tougher than sun-dwellers, often recovering from injuries or poison thought to be lethal.

Fair Folk

- **Magic-Sense:** You can tell when arcane energies are at work, and where.
- **Third Eye:** You cannot be fooled by magical illusions, save those created by one of your own.
- **Fae Cunning:** Whether by the reputation of your people or some ancient ways other-kind cannot lie to you.

Smallfolk

- **Easily Missed:** Enemies tend to ignore you, going for the bigger targets first or ignoring you altogether.
- **Quicksilver:** Escaping sudden capture or a killing blow is like second nature to you. Sneaking comes naturally, too.
- **Second Breakfast:** You have to eat a lot, at least 5 times a day. Fortunately you can

consume nearly anything if you have to.

Greenskin

- **Blood Brothers:** Being surrounded by at least two other trusted warriors bolsters your battle sense, and you always go first.

Humankind

- **Eclectic (optional):** Humans are many and varied. Select an additional background.

Classes

Choose a class for your character.

Warrior Classes

You are the Fighter, the Mercenary, the Barbarian, the Gladiator, The Knight. You are the master of the arts of combat and warfare.

Fighter: You are skilled in combat. Your weapons deal the next highest damage dice, so for example, a dagger does d8 for you.

Mercenary: You have a contact you can turn to in almost every city. They aren't always happy to see you, though. Men blindly follow you in battle (they always pass morale saves).

Barbarian: Your place is in the wilderness, you despise civilization and fear magic. You drink blood like ale, regain 1d3 HP when you kill or CD an enemy. Your battle rage is so strong that you can harm creatures immune to mundane damage.

Gladiator: Your favorite weapon is an extension of you (your attacks are enhanced). You are a

trained merciless killer. Your reputation is not always serving you and your former master is probably looking for you.

Knight: Your rank gives you credibility with the nobles. The peasantry will generally follow you into dangerous situations without the slightest hesitation. However if you fail them somehow, they may strip you of your rank. You are also a skilled horseman, your mounted attacks are enhanced.

Warrior character creation:

- Start with 1d4+2 HP.
- **Swirl:** do a Blast attack and gain 1 Fatigue.
- **Death Storm:** when you kill or CD an enemy you can attack again.

Warrior starting gear:

- Roll 1d10+10 on the Armor Table.
- Roll 1d10+10 on the Helmets and Shields Table.
- Roll for Weapons and choose a second one.
- Roll the rest as usual.

Divine Classes

You are the Cleric, the Druid, the Paladin. You are a faithful servant of your deity.

Cleric: You always find help and resources in the temple of your deity but stay in line with the dogma of your religion or be disfavored. You can invoke the divine power, brandishing your holy symbol, to repel undead (creatures Save WIL to resist). Clerics know 2 Cantrip spells and 1 additional Cleric spell.

Druid: You belong to the wild lands and feel uncomfortable in cities. You worship the elements and the old bestial deities. You can communicate with animals and always find resources in the wilderness. You can shape-shift into your totem animal (get 1 Fatigue when you shift back). Druids know 2 Cantrip spells.

Paladin: As a sacred warrior of your faith you will be obeyed by zealots. Priests will favor you but if you step out of the line you will fall in disgrace. You dedicate your life to the cult and sworn vow of humility (you should not hoard treasures). Once per day you can Lay on Hands on someone to cure disease, poison or heal 1d6 STR. Paladins gain no Cantrips.

Divine character creation:

- Salvation Grace: Once per day you heal 1D6 to any abilities but you became Deprived until you take the time to mediate, pray or sleep.
- Miracles: you can choose 3 spells related to your religion to cast without Spellbooks while holding your holy symbol.

Divine starting gear:

- You start with a holy symbol from your deity.
- Roll 1d12+8 on the Armor Table.
- Roll 1d12+8 on the Helmets and Shields Table.
- Roll the rest as usual.

Magic-User Classes

You are the Wizard, the Necromancer, the Elementalist, the Enchanter.

You are the scholar of the arcane, you handle spells and magic like no one else.

Wizard: You have spent time in magic school and libraries, Your knowledge is broad and you often know something about old and forgotten things. You have a small magic creature as Familiar. You can communicate with it telepathically as long as you can see it. If it dies it can be re-summoned during an 8 hours ritual, you end up Deprived.

Necromancer: You manipulate the forces of life and death and have a sick attraction for undead creatures. You will be despised, banished, or imprisoned in most settlements. You can speak with recently deceased corpses, they will talk to you like a friend. Get 1 Fatigue at the end of the conversation.

Elementalist: You summon the forces of the four elements: Water, Earth, Fire and Air. You choose one element: You always have 3 Armor against it and your attack spells based on it are enhanced.

Enchanter: You have sharpened your magic ability to seduce and charm mundane creatures with your words. You can hypnotize an intelligent creature by holding a trinket and speaking directly to him/her. The creature is dazed and confused until a WIL Save is passed.

Magic-User character creation:

- Grimoire (Bulky). This is the fruit of your research and your most precious belongings (only you can decipher it). You can spend four hours to copy a standard Spellbook into your Grimoire followed by a successful WIL Save. During this process the original Spellbook is destroyed. Scrolls cannot be copied.
- All Magic-Users know 2 Cantrip spells.
- You are not comfortable wearing bulky armor. Spell casting wearing one will cost 2 Fatigue.

Magic-User starting gear:

- You start with your Grimoire with a random spell inscribed..
- Roll 1d6 on the Armor Table.
- Don't roll on the Helmets and Shields Table.
- Roll the rest as usual.

Thief Classes

You are the Rogue, the Assassin, the Ranger, the Tomb Robber. You are the master of stealth, acrobatics and deception.

Rogue: The larcenous arts are your way of living, you have contacts with the mob in most cities, You always hear the best rumors and nice job proposals. You get cheap equipment from selected shops. Nevertheless, Your reputation will not help you with the authorities and you probably "wanted" somewhere. You know how to cut a purse and you have learned the mysteries of lock-picking. As accomplished burglars you can attempt to climb unthinkable sheer surfaces.

Assassin: You have learned many ways of killing, you are a deadly shadow. You still owe your mentors, probably a guild, and beware of the day they will hold you accountable. With the right ingredients you can brew all kinds of poison. With some observations and study you can create disguises that will fool detailed scrutiny.

Ranger: You are a protector of nature, you are a wilderness survival expert and you know how to travel fast and unnoticed. Always aware, you are rarely surprised. You have a semi intelligent faithful pet of your choice. You have a deep connection with him/her and you will always protect each other. Your pet will always find you back but if it dies you will need to raise a cub.

Tomb Robber: You are stealing things from the dead, they don't need it after all. You are a specialist of underground exploration and ancient structures. You feel at home in dark and damp places. You have developed skills for disabling traps, only the most advanced one should catch you. You can smell Undead creatures when they are close.

Thief character creation:

- Backstab: when you attack an unaware opponent from behind you do STR damage.
- Read languages: you can read approximately any text.

- Improvisation (Optional): You may try to improvise one type of tool if you have access to a similar item (such as hairpins being used as lockpicks), but you gain 1 Fatigue.

Thief starting gear:

- You start with an Expeditionary Gear and a Tool of your choice.
- Choose a Weapon.
- Roll the rest as usual.

Knave

Knaves have no special abilities. Roll d20 for all gear.

Name, Background & Traits

First, choose or roll a **name** for your character from the Name & Background tables, then their **background**, which informs their knowledge and potential skills.

Next, roll for the rest of your character's **traits** (appearance, speech, mannerisms, beliefs, reputation, etc.) on the *Character Traits* tables.

Ability Scores

Player Characters (PCs) have just three attributes:

Strength (STR), Dexterity (DEX), and Willpower (WIL). When creating a PC, the player should roll 3d6 for each of their character's ability scores, in order. They may then swap any two of the results.

Example: Ines rolls for her character's **STR**, resulting

in a **2**, a **4**, and a **6**, totaling **12**. The next two ability rolls result in a **9** for **DEX** and a **13** for **WIL**. She decides to swap the **12** and the **9**, for a character with **9 STR, 12 DEX** and **13 WIL**.

Hit Protection

Roll 1d6 to determine your PC's starting **Hit Protection** (HP), which reflects their ability to avoid damage in combat. HP does not indicate a character's health or fortitude; nor do they lose it for very long (see **Healing**). If an attack takes a PC's HP exactly to 0, the player must roll on the **Scars** table.

Inventory

Characters have a total of 10 inventory slots: a backpack with six slots, one slot for each hand, and two slots for their upper body (such as the belt, chest, or head). The backpack can also double as an emergency sleeping bag but only if emptied of its contents.

Most items take up one slot, and small items can be bundled together. Slots are abstract and can be rearranged per the Warden's discretion.

Bulky items take up two slots and are typically two-handed or awkward to carry. Anyone carrying a full inventory (e.g. filling all 10 slots) is reduced to 0 HP.

A PC cannot carry more items than their inventory allows. Carts (which must be pulled with both hands), horses, or mules can increase inventory.

Hirelings can also be paid to carry equipment.

Starting Gear

All PCs begin with:

- Three days' rations (one slot)
- A torch (one slot)
- 3d6 gold pieces

Roll on the **Starting Gear** tables to determine your PC's armor, weapons, tools, and equipment. If indicated, roll on the *Spellbooks* table with a d100 (or roll 2d10, using one die as the ones place, and one as the tens place).

See the **Equipment List** for related armor, damage, and slot values. Smaller items can sometimes be bundled together into one slot.

If you would like something closer to traditional classes, refer to the list of *Optional Gear Packages*.

Name & Background (d20)

Background

1. Alchemist
2. Beggar
3. Butcher
4. Burglar
5. Charlatan
6. Cleric
7. Cook
8. Cultist
9. Gambler
10. Herbalist
11. Magician
12. Mariner
13. Mercenary
14. Merchant
15. Outlaw
16. Performer
17. Pickpocket
18. Smuggler
19. Student
20. Tracker

Virtue

1. Ambitious
2. Cautious
3. Courageous
4. Disciplined
5. Gregarious
6. Honorable
7. Humble
8. Merciful
9. Serene
10. Tolerant

Vice

1. Aggressive
2. Bitter
3. Craven
4. Deceitful
5. Greedy
6. Lazy
7. Nervous
8. Rude
9. Vain
10. Vengeful

Reputation

1. Ambitious
2. Boor
3. Dangerous
4. Entertainer
5. Honest
6. Loafer
7. Oddball
8. Repulsive
9. Respected
10. Wise

Misfortunes

1. Abandoned
2. Addicted
3. Blackmailed
4. Condemned
5. Cursed
6. Defrauded
7. Demoted
8. Discredited
9. Disowned
10. Exiled

Starting Gear (d20)

Armor

- 1-3: None
- 4-14: Studded Leather
- 5-19: Chainmail
- 20: Plate

Helmets & Shields

- 1-13: None
- 14-16: Helmet
- 17-19: Shield
- 20: Helmet & Shield

Weapons

- 1-5: Dagger, Cudgel, Staff
- 6-14: Sword, Mace, Axe
- 15-19: Longbow, Crossbow, Sling
- 20: Halberd, War Hammer, Battleaxe

Expeditionary Gear

1. Air Bladder
2. Antitoxin
3. Cart (+4 slots, bulky)
4. Chain (10ft)
5. Dowsing Rod
6. Fire Oil
7. Grappling Hook
8. Large Sack
9. Large Trap
10. Lockpicks
11. Manacles
12. Pick
13. Pole (10ft)
14. Pulley
15. Repellent
16. Rope (25ft)
17. Spirit Ward
18. Spyglass
19. Tinderbox
20. Wolfsbane

Tools

1. Bellows
2. Bucket
3. Caltrop
4. Chalk

5. Chisel
6. Cook Pots
7. Crowbar
8. Drill (Manual)
9. Fishing Rod
10. Glue

Trinkets

1. Bottle
2. Card Deck
3. Dice Set
4. Face Paint
5. Fake Jewels
6. Horn
7. Incense
8. Instrument
9. Lens
10. Marbles

Bonus Item (roll on table indicated)

- 1-5: Tool or Trinket
- 6-13: Expeditionary Gear
- 14-17: Armor or Weapon
- 18-20: Spellbook

Spellbooks (d100)

Roll d100 and compare to *100 Spells* section.

Equipment List (Prices in Gold Pieces)

Armor

- Shield (+1 Armor): 10
- Helmet (+1 Armor): 10
- Padded Armor (*Gambeson*) (+1 Armor): 15
- Studded Leather (*Brigandine*) (1 Armor, bulky): 20
- Chainmail (2 Armor, bulky): 40
- Plate (3 Armor, bulky): 60

Weapons

- Dagger, Cudgel, Sickle, Staff, etc. (d6 damage): 5

- Spear, Sword, Mace, Axe, Flail, etc. (d8 damage): 10
- Halberd, War Hammer, Long Sword, etc. (d10 damage, bulky): 20
- Sling (d4 damage): 5
- Bow (d6 damage, bulky): 20
- Crossbow (d8 damage, bulky): 30

Gear & Tools

- Air Bladder: 5
- Bellows: 10
- Bedroll: 5
- Book: 50
- Bucket: 5
- Caltrops: 10
- Cart (+4 slots, bulky): 30
- Chain (10ft): 10
- Chalk: 1
- Chisel: 5
- Cook Pots: 10
- Crowbar: 10
- Drill (Manual): 10
- Face Paint: 10
- Fire Oil: 10
- Fishing Rod: 10
- Glass Marbles: 5
- Glue: 5
- Grease: 10
- Grappling Hook: 25
- Hammer: 5
- Holy Water: 25
- Horn: 10
- Horse (+4 slots): 75
- Hourglass: 50
- Incense: 10
- Ladder (bulky, 10ft): 10
- Lantern & Oil: 10
- Large Trap: 20
- Large Sponge: 5
- Lens: 10
- Lockpicks: 25
- Manacles: 10
- Metal File: 5
- Mirror: 5
- Mule (+6 slots, slow): 30
- Net: 10
- Oilskin Bag: 5

- Pick: 10
- Pulley: 10
- Pole (10ft): 5
- Quill & Ink: 10
- Rations (three day's worth): 10
- Rope (25ft): 5
- Saw: 5
- Sack: 5
- Shovel: 5
- Soap: 1
- Spike: 1
- Spiked Boots: 5
- Spyglass: 40
- Tar: 10
- Tent (fits 2 people, bulky): 20
- Torch: 1
- Wagon (+8 slots, slow): 200
- Wolfsbane: 10

Rules

Abilities

Each of the three **abilities** are used in different circumstances (see **saves**, below).

- **Strength (STR):** Used for saves requiring physical power, like lifting gates, bending bars, resisting poison, etc.
- **Dexterity (DEX):** Used for saves requiring poise, speed, and reflexes like dodging, climbing, sneaking, balancing, etc.
- **Willpower (WIL):** Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, manipulate spells, etc.

Saves

A save is a roll to avoid bad outcomes from risky choices and circumstances. PCs roll a d20 for an appropriate ability score. If they roll equal to or under that ability score, they pass. Otherwise, they fail. A 1 is always a success, and a 20 is always a failure.

Example: *Bea encounters a group of heavily-armed Goblins standing guard before a tunnel entrance. Her player carefully plots a course, recognizing that her 13 DEX makes sneaking past the guards the best option. She rolls a d20, and resulting in a 10 - a success!*

Advantage and Disadvantage

Optional: Cairn likes to keep things simple for saves, where if a character is likely to succeed you let them succeed, and if something is impossible it can't be done. But there is a lot of space between impossible and inevitable, so while nothing in Cairn incorporates **advantage** (where a character rolls two d20 and uses the higher roll) or **disadvantage** (where a character rolls two d20 and uses the lower roll), it can be used by wardens to provide easy nuance to saves.

Deprivation & Fatigue

A PC **deprived** of a crucial need (such as food or rest) is unable to recover HP or ability scores. Anyone deprived for more than a day adds **Fatigue** to their inventory, one for each day. Each Fatigue occupies one slot and lasts until they are

able to recuperate (such as a full night's rest in a safe spot).

PCs can also gain Fatigue by **casting spells** or through events in the fiction.

Resting for a few moments and having a drink of water restores lost HP but leaves the party exposed. Ability loss can usually be restored with a week's rest facilitated by a healer or other appropriate source of expertise. Some of these services may be free, while more expedient or magical means of recovery may come at a cost.

Optional: One level of ability loss can be restored if a player passes a corresponding save after a rest.

Armor

Before calculating damage to HP, subtract the target's **Armor** value from the result of damage rolls. Shields and similar armor provides a bonus defense (e.g. +1 Armor), but only while the item is held or worn.

No one can have more than 3 Armor.

Shields, gauntlets, and helms may provide additional benefits according to their use.

Reactions

When the PCs encounter an NPC whose reaction to the party is not obvious, the Warden may roll 2d6 and consult the following table:

- 2: Hostile
- 3-5: Wry
- 6-8: Curious
- 9-11: Kind

- 12: Helpful

Morale

Enemies must pass a WIL save to avoid fleeing when they take their first casualty and again when they lose half their number. Some groups may use their leader's WIL in place of their own. Lone foes must save when they're reduced to 0 HP. Morale does not affect PCs.

Wealth & Treasure

The most common coin is the gold piece (gp), which is equal to 10 silver pieces (sp) and 100 copper pieces (cp).

Treasure is highly valuable, usually bulky, and rarely useful beyond its value. It can be a lure, taking PCs to exotic and even dangerous locations, and is often under the protection of intimidating foes.

Villages, strongholds, and ports of call barter and trade based on the local rarity and value of an item or commodity.

Magic

Spellbooks contain a single spell and take up one slot. They cannot be transcribed or created; instead they are recovered from places like tombs, dungeons, and manors.

Spellbooks sometimes display unusual properties or limitations, such as producing a foul or unearthly smell when opened, possessing an innate intelligence, or being legible only when held in moonlight.

Spellbooks will attract the attention of those who seek

the arcane power within, and it is considered dangerous to display them openly.

Scrolls are similar to Spellbooks, however:

- They do not take up an inventory slot.
- They do not cause fatigue.
- They disappear after one use.

Casting Spells

Anyone can cast a spell by holding a Spellbook in both hands and reading its contents aloud. They must then add a Fatigue to inventory, occupying one slot. Given time and safety, PCs can enhance a spell (e.g., affecting multiple targets, increasing its power, etc.) without any additional cost. If the PC is deprived or in danger, the Warden may require a PC to make a WIL save to avoid any ill-effects from casting the spell. Consequences of failure are on par with the intended effect, and may result in added Fatigue, the destruction of the Spellbook, injury, and even death.

Relics

Relics are items imbued with a magical spell or power. They do not cause Fatigue. Relics usually have a limited use, as well as a recharge condition. A few examples:

Honeyclasp, 3 charges. A rusted ring that shrinks the bearer to 6" tall. Recharge: place in a thimble-sized cup of royal jelly.

Falconer's Friend, 1 charge. A bolt-shaped wand

carrying the Haste spell. Recharge: fire from a crossbow and recover.

Staff of Silence, 1 charge. This blackened rod temporarily disables all magic within 50ft. Recharge: bathe in the light of a full moon.

Leycap, 1 use. Anyone ingesting this green-flecked mushroom loses a Fatigue, but is then required to make a WIL save to avoid its addictive properties. A fail leaves the PC deprived and unable to focus until they can eat another leycap, providing only a brief reprieve from the addiction.

Combat

Rounds

The game typically plays without strict time accounting. In a fight or circumstance where timing is helpful, use rounds to keep track of when something occurs. A **round** is roughly ten seconds of in-game time and is comprised of turns.

Actions

On their turn, a character may move up to 40ft and take up to one action. This may be casting a spell, attacking, making a second move, or some other reasonable action.

Each round, the PCs declare what they are doing before dice are rolled. If a character attempts something risky, the Warden calls for a save for appropriate players or NPCs. All actions, attacks, and movements take place simultaneously.

Turns

The Warden will telegraph the most likely actions taken by NPCs or monsters. At the start of combat, each PC must make a DEX save to act before their opponents.

Example: *Bea has accidentally stumbled onto the stomping grounds of a massive Wood Troll. In order to make a move before the Troll, she makes a DEX save. She fails, and the Troll gets to attack first.*

Attacking & Damage

The attacker rolls their weapon die and subtracts the target's armor, then deals the remaining total to their opponent's HP. Unarmed attacks always do 1d4 damage.

Example: *The Wood Troll roars, swinging its club at Bea, who has 5 HP. The club does 1d10 damage and the Warden rolls a 4. They subtract 1 to account for Bea's leather armor, leaving Bea with 2 HP remaining.*

Multiple Attackers

If multiple attackers target the same foe, roll all damage dice and keep the single highest result.

Optional: For any attacker whose roll is not used, they may roll an appropriate save (STR for melee, DEX for ranged, WIL for magic) to add a +1 to the damage.

Attack Modifiers

If fighting from a position of weakness (such as through cover or with bound hands), the attack is **impaired** and the attacker must roll 1d4 damage regardless of the attacks damage die.

If fighting from a position of advantage (such as against a helpless foe or through a daring maneuver), the attack is **enhanced**, allowing the attacker to roll 1d12 damage instead of their normal die.

Dual Weapons

If attacking with two weapons at the same time, roll both damage dice and keep the single highest result.

Blast

Attacks with the **blast** quality affect all targets in the noted area, rolling separately for each affected character. Blast refers to anything from explosions to huge cleaving onslaughts to the impact of a meteorite. If unsure how many targets can be affected, roll the related damage die for a result.

Scars

When damage to a PC reduces their HP to exactly 0, they are sometimes changed irrevocably. See the **Scars** for more.

Critical Damage

Damage that reduces a target's HP below zero decreases a target's STR by the amount remaining. They must then make a STR save to avoid **critical damage**. Additionally, some enemies will have special abilities or

effects that are triggered when their target fails a critical damage save.

Any PC that suffers critical damage cannot do anything but crawl weakly, grasping for life. If given aid and rest, they will stabilize. If left untreated, they die within the hour.

Ability Score Loss

If a PC's STR is reduced to 0, they die. If their DEX is reduced to 0, they are paralyzed. If their WIL is reduced to 0, they are delirious.

Complete DEX and WIL loss renders the character unable to act until they are restored through extended rest or by extraordinary means.

Unconsciousness & Death

When a character dies, the player is free to create a new character or take control of a hireling. They immediately join the party in order to reduce downtime.

Detachments

Large groups of similar combatants fighting together are treated as a single **detachment**. When a detachment takes critical damage, it is routed or significantly weakened. When it reaches 0 STR, it is destroyed.

Attacks against detachments by individuals are impaired (excluding blast damage).

Attacks against individuals by detachments are enhanced and deal blast damage.

Retreat

Running away from a dire situation always requires a successful DEX save, as well as a safe destination to run to.

Advanced Combat Options

Weapon Traits

Below are some optional traits a magical or good quality weapon might have. Sweep, parry, and reach are traits any weapon of that type can have. Any of the other traits should be limited to 1 per rare, special, or magic weapon.

Common Traits:

- Sweep: (2 handed weapons only) Make a second attack against an enemy within reach if you roll for maximum damage or your attack reduces the targets HP to zero or lower.
- Parry: (swords and daggers only) Melee damage of 1-2 is harmlessly parried away.
- Reach: (polearms only) When attacked with a melee weapon without reach, the attacker must roll half or higher on their damage roll or else you get to attack them first.

Rare Traits:

- Enchanted: (magic weapons) Damage ignores armor.
- Brutal: (magic bludgeoning weapons; 2h only) Critical Damage resulting from a Damage roll of 8 or more from this weapon is an instant kill, and forces a morale Save on the enemy.

- **Deadly:** (magic weapons; rare) Re-roll on max damage and add to total.
- **Vorpal:** (magic blades; rare) Damage immediately bypasses HP, going straight to STR and requiring a save against Critical Damage
- **Blood-Thirsty:** (cursed magic weapons; rare) On max damage, upgrade dice type. 6>8>10. 10 on a d10 will reset the weapon to its base dice and the weapon will need 2d6 hours to recharge. Should have some type of curse or drawback.

Shield Trait:

- **Shield Splintering:** Players can opt to absorb all damage and effects from an attack in exchange for their shield breaking.

Magic Damage Types

Below are some magic weapon damage types other than +1 damage. Magic damage type on a weapon should lower it's damage by 1 dice size to account for the extra effect.

- **Cold:** On a hit, target makes a STR save or next attack is impaired.
- **Thunder:** On a hit, target makes a DEX save or can't move next turn.
- **Necrotic:** On a hit, target makes a WIL save or loses next turn.
- **Poison:** On a hit, target makes a STR save or 1d4 damage for 1d4 rounds.
- **Disintegration:** On a hit, target makes a DEX save vs instant obliteration and the wielder takes 1 fatigue. Exceptionally powerful and rare.

Special Materials

Most weapons will be made from steel. Some special weapons, however, could potentially come from different materials. Consider making a weapon of a special material one dice size less to compensate for its advantages.

- **Cold-Iron:** Heavy and prone to breaking. Enhanced vs. fey.
- **Silver:** Expensive. Enhanced vs. undead and certain monsters.
- **Mithril:** Elven alloy. Silvery-gold. Enhanced vs. goblins.
- **Orichalcum:** Dwarven alloy. Deep red-bronze. Enhanced vs. undead.
- **Electrum:** Magically forged alloy. Green-gold. Enhanced vs. demons.
- **Meteor Ore:** Rare star metal. Multi-hued. Enhanced vs. dragons.

Scars

When an attack reduces a PC's HP to exactly 0, they are uniquely impacted. Look up the result on the table below based on the total damage taken:

1. **Lasting Scar:** Roll 1d6 | 1: Neck, 2: Hands, 3: Eye, 4: Chest, 5: Legs, 6: Ear. Roll 1d6. If the total is higher than your max HP, take the new result.
2. **Rattling Blow:** You're disoriented and shaken. Describe how you refocus. Roll 1d6. If the total is higher than your max HP, take the new result.
3. **Walloped:** You're sent flying and land flat on your face, winded. You are deprived until you

rest for a few hours. Then, roll 1d6. Add that amount to your max HP.

4. **Broken Limb:** Roll 1d6 | 1-2: Leg, 3-4: Arm, 5: Rib, 6: Skull. Once mended, roll 2d6. If the total is higher than your max HP, take the new result.
5. **Diseased:** You're afflicted with a gross, uncomfortable infection. When you get over it, roll 2d6. If the total is higher than your max HP, take the new result.
6. **Reorienting Head Wound:** Roll 1d6 | 1-2: STR, 3-4: DEX, 5-6: WIL. Roll 3d6. If the total is higher than your current ability score, take the new result.
7. **Hamstrung:** You can barely move until you get serious help and rest. After recovery, roll 3d6. If the total is higher than your max DEX, take the new result.
8. **Deafened:** You cannot hear anything until you find extraordinary aid. Regardless, make a WIL save. If you pass, increase your max WIL by 1d4.
9. **Re-brained:** Some hidden part of your psyche is knocked loose. Roll 3d6. If the total is higher than your max WIL, take the new result.
10. **Sundered:** An appendage is torn off, crippled or useless. The Warden will tell you which. Then, make a WIL save. If you pass, increase your max WIL by 1d6.

11. **Mortal Wound:** You are deprived and out of action. You die in one hour unless healed. Upon recovery, roll 2d6. Take the new result as your max HP.
12. **Doomed:** Death seemed ever so close, but somehow you survived. If your next save against critical damage is a fail, you die horribly. If you pass, roll 3d6. If the total is higher than your max HP, take the new result.

Leveling Up

Experience Points (XP)

Gain a new level every 1,000 XP. Optionally increase the XP needed each level. A good place to start is adding between 500-1,000 XP each level.

Gaining XP

Experience points are gained at a rate of 1 XP for every 1 gold (or your game's standard currency) retrieved and returned to the safety of a town or your base of operations.

Optional: Characters level up after playing a certain number of adventures at their current level, and this number of adventures is often some multiple of their current level. For example, if your multiple was 5, a character would go from being level 2 to level 3 after playing about 10 adventures at level 2.

Increasing HP and Ability Scores each time you level up:

- Roll 1d6 and add to your HP total.
- Re-roll each Ability Score with 3d6. If a result is higher than your current score, increase that Ability Score by 1.
- Optional: Players gain a point of **Perseverance** every level up, which can be used to remove one **Fatigue**. **Perseverance** is restored when a player rests to regain their fatigue.

Bestiary

Root Goblin: 4 HP, 8 STR, 14 DEX, 8 WIL, spear (d6)

- Avoid combat unless they have the advantage (such as greater numbers).
- Guard their stolen goods to the death.
- Prize Spellbooks; willing to trade.

Hooded Men: 12 HP, 9 STR, 12 DEX, 14 WIL, leystaff (d8), a Spellbook (Choose one: Charm, Hypnotize, Push/Pull, Shield)

- The Watchers of the Wood; a cult that derive their power from ley lines, rune stones, and the like.
- Critical damage: leech a part of the victim's soul (1d4 WIL damage).

Cobblehounds: 12 HP, 2 Armor, 14 STR, 1 DEX, 8 WIL, bite (d10)

- Immobile constructs typically used as guardians to great tombs or artifacts.
- Unaffected by mundane persuasion techniques - but do love a good bone.

Wood Troll: 12 HP, 15 STR, 12 DEX, 7 WIL, claws and bite (d8+d8 blast)

- As an action, can recover lost HP.
- Critical damage: moss and twigs begin growing out of target's wounds.

Frost Elf: 14 HP, 1 Armor, 8 STR, 13 DEX, 14 WIL, icicle dagger (d6), a Spellbook (Choose one: Sleep, Teleport, Detect Magic)

- Beautiful, amoral, and long-lived.
- Resistant to most forms of magic.

Boggart: 3 HP, 4 STR, 17 DEX, 13 WIL

- A wild, hairy trickster that takes pleasure in being a minor nuisance.
- Prizes relics and shiny trinkets above all else but unwilling to trade for coin.
- Boggarts have names that describe their true nature. Knowing their true name allows one to control a Boggart.

Creating Monsters

Use the following template to model any more sophisticated Monster or NPC:

Name:

X HP, X Armor, X STR, X DEX, X WIL, Weapon (dX, special items, qualities)

- Engaging descriptor of appearance or demeanor
- Quirk, tactic, or peculiarity making this NPC unique
- Special effect or critical damage consequence

General Principles

Ability Scores: 3 is deficient, 6 is weak, 10 is average, 14 is noteworthy, and 18 is legendary. Adjust as necessary.

- Give average creatures 3 HP, give hardy ones 6 HP, and serious threats get 10+ HP.
- Use flavor and style to help them stand out. Players will remember a pig-faced humanoid looking for his missing sheep more easily than a generic goblin archer.
- Use critical damage to lean into the threat or strangeness of any aggressive NPC.
- Remember that HP is **Hit Protection**, not Hit Points. It's a measure of resilience, luck, and gumption - not health.

Converting from OSR Games

- Give 1 HP per HD for most creatures.
- Most humanoids have at least 4HP.
- **Morale** can also be used as a baseline.
- Damage die are roughly the same, though armed attacks do at least 1d6 damage.

Some pointers:

- Is it good at avoiding a hit? Give it HP.
- Does it soak up damage? Give it Armor.
- Is it strong? Give it a high **STR**.
- Is it nimble? Give it high **DEX**.
- Is it charismatic? Give it high **WIL**.

Magic

100 Spells

1. Adhere: Object is covered in extremely sticky slime.
2. Animate Object: Object obeys your commands as best it can. It can walk 15ft per round.
3. Anthropomorphize: A touched animal either gains human intelligence or human appearance for L days.
4. Arcane Eye: You can see through a magical floating eyeball that flies around at your command.
5. Astral Prison: An object is frozen in time and space within an invulnerable crystal shell.
6. Attract: L+1 objects are strongly magnetically attracted to each other if they come within 10 feet.
7. Auditory Illusion: You create illusory sounds that seem to come from a direction of your choice.
8. Babble: A creature must loudly and clearly repeat everything you think. It is otherwise mute.
9. Beast Form: You and your possessions transform into a mundane animal.
10. Befuddle: L creatures of your choice are unable to form new short-term memories for the duration of the spell.
11. Bend Fate: Roll L+1 d20s. Whenever you must roll a d20 after casting the spell, you must choose and then discard one of the rolled results until they are all gone.
12. Bird Person: Your arms turn into huge bird wings.
13. Body Swap: You switch bodies with a creature you touch. If one body dies, the other dies as well.
14. Catherine: A woman wearing a blue dress appears until end of spell. She will obey polite, safe requests.
15. Charm: L creatures treat you like a friend.
16. Command: A creature obeys a single, three-word command that does not harm it.
17. Comprehend: You become fluent in all languages.
18. Control Plants: Nearby plants and trees obey you and gain the ability to move at 5 feet per round.
19. Control Weather: You may alter the type of weather at will, but you do not otherwise control it.
20. Counterspell: Make an opposed Intelligence save against the Intelligence of the caster of a nearby spell. You may do this out of turn as a reaction, or against an ongoing magical effect. On a success, you may cancel the spell.
21. Deafen: All nearby creatures are deafened.
22. Detect Magic: You hear nearby magical auras singing. Volume and harmony signify the aura's power and refinement.

23. Disassemble: Any of your body parts may be detached and reattached at will, without causing pain or damage. You can still control them.
24. Disguise: You may alter the appearance of L characters at will as long as they remain humanoid. Attempts to duplicate other characters will seem uncanny.
25. Displace: An object appears to be up to L×10ft from its actual position.
26. Earthquake: The ground begins shaking violently. Structures may be damaged or collapse.
27. Elasticity: Your body can stretch up to L×10ft.
28. Elemental Wall: A straight wall of ice or fire L×40ft long and 10ft high rises from the ground.
29. Filch: L visible items teleport to your hands.
30. Fog Cloud: Dense fog spreads out from you.
31. Frenzy: L creatures erupt in a frenzy of violence.
32. Gate: A portal to a random plane opens.
33. Gravity Shift: You can change the direction of gravity (for yourself only) up to once per round.
34. Greed: L creatures develop an overwhelming urge to possess a visible item of your choice.
35. Haste: Your movement speed is tripled.
36. Hatred: L creatures develop a deep hatred of another creature or group of creatures and wish to destroy it.
37. Hear Whispers: You can hear faint sounds clearly.
38. Hover: An object hovers, frictionless, 2ft above the ground. It can hold up to L humanoids.
39. Hypnotize: A creature enters a trance and will truthfully answer L yes or no questions you ask it.
40. Icy Touch: A thick ice layer spreads across a touched surface, up to L×10ft in radius.
41. Illuminate: A floating light moves as you command.
42. Increase Gravity: The gravity in an area triples.
43. Invisible Tether: Two objects within 10ft of each other cannot be moved more than 10ft apart.
44. Knock: L nearby mundane or magical locks unlock.
45. Leap: You can jump up to L×10ft in the air.
46. Liquid Air: The air around you becomes swimmable.
47. Magic Dampener: All nearby magical effects have their effectiveness halved.
48. Manse: A sturdy, furnished cottage appears for L×12 hours. You can permit and forbid entry to it at will.
49. Marble Madness: Your pockets are full of marbles, and will refill every round.
50. Masquerade: L characters' appearances and voices become identical to a touched character.
51. Miniaturize: You and L other touched creatures are reduced to the size of a mouse.
52. Mirror Image: L illusory duplicates of yourself appear under your control.
53. Mirrorwalk: A mirror becomes a gateway to another mirror that you looked into today.
54. Multiarm: You gain L extra arms.
55. Night Sphere: An L×40ft wide sphere of darkness displaying the night sky appears.
56. Objectify: You become any inanimate object between the size of a grand piano and an apple.
57. Ooze Form: You become a living jelly.
58. Pacify: L creatures have an aversion to violence.
59. Phantom Coach: A ghostly coach appears until end of spell. It moves unnaturally fast over any terrain, including water.
60. Phobia: L creatures become terrified of an object of your choice.
61. Pit: A pit 10ft wide and L×5ft deep opens in the ground.
62. Primeval Surge: An object grows to the size of an elephant. If it is an animal, it is enraged.
63. Psychometry: The referee answers L yes or no questions about a touched object.
64. Pull: An object of any size is pulled directly towards you with the strength of L men for one round.

65. Push: An object of any size is pushed directly away from you with the strength of L men for one round.
66. Raise Dead: L skeletons rise from the ground to serve you. They are incredibly stupid and can only obey simple orders.
67. Raise Spirit: The spirit of a dead body manifests and will answer L questions.
68. Read Mind: You can hear the surface thoughts of nearby creatures.
69. Repel: L+1 objects are strongly magnetically repelled from each other if they come within 10 feet.
70. Scry: You can see through the eyes of a creature you touched earlier today.
71. Sculpt Elements: All inanimate material behaves like clay in your hands.
72. Shroud: L creatures are invisible until they move.
73. Shuffle: L creatures instantly switch places. Determine where they end up randomly.
74. Sleep: L creatures fall into a light sleep.
75. Smoke Form: Your body becomes living smoke.
76. Snail Knight: 10 minutes after casting, a knight sitting astride a giant snail rides into view. He is able to answer most questions related to quests and chivalry, and may aid you if he finds you worthy.
77. Sniff: You can smell even the faintest traces of scents.
78. Sort: Inanimate items sort themselves according to categories you set. The categories must be visually verifiable.
79. Spectacle: A clearly unreal but impressive illusion of your choice appears, under your control. It may be up to the size of a palace and has full motion and sound.
80. Spellseize: Cast this as a reaction to another spell going off to make a temporary copy of it that you can cast at any time before this spell ends.
81. Spider Climb: You can climb surfaces like a spider.
82. Summon Cube: Once per second, (6 times per round) you may summon or banish a 3-foot-wide cube of earth. New cubes must be affixed to the earth or to other cubes.8.50"
83. Swarm: You become a swarm of crows, rats, or piranhas. You only take damage from area effects.
84. Telekinesis: You may mentally move L items.
85. Telepathy: L+1 creatures can hear each other's thoughts, no matter how far apart they move.
86. Teleport: An object disappears and reappears on the ground in a visible, clear area up to L×40ft away.
87. Thaumaturgic Anchor: Object becomes the target of every spell cast near it.
88. Thicket: A thicket of trees and dense brush up to L×40ft wide suddenly sprouts up.
89. Time Jump: An object disappears as it jumps L×10 minutes into the future. When it returns, it appears in the unoccupied area nearest to where it left.
90. Summon Idol: A carved stone statue the size of a four poster bed rises from the ground.
91. Time Rush: Time in a 40ft bubble starts moving 10 times faster.
92. Time Slow: Time in a 40ft bubble slows to 10%.
93. True Sight: You see through all nearby illusions.
94. Upwell: A spring of seawater appears.
95. Vision: You completely control what a creature sees.
96. Visual Illusion: A silent, immobile, illusion of your choice appears, up to the size of a bedroom.
97. Ward: A silver circle 40ft across appears on the ground. Choose one thing that cannot cross it: Living creatures, dead creatures, projectiles or metal.
98. Web: Your wrists can shoot thick webbing.
99. Wizard Mark: Your finger can shoot a stream of ulfire-colored paint. This paint is only visible to you, and can be seen at any distance, even through solid objects.
100. X-Ray Vision: You gain X-Ray vision.

20 Cleric Spells:

1. Blessing: Target's attacks are enhanced and non-Blast attacks are impaired against them until they next take damage.
2. Cure-All: A single illness or disease dissipates at your touch.
3. Curse Unlife: Deals 1d4+2 STR loss to one undead, ignoring armor and resistances.
4. Fortify: Damage from heat, ice, acid or electricity are impaired against a target for the next hour.
5. Healing Grace: A target heals 1d6 STR, and you become deprived until you take the time to mediate, pray or sleep.
6. Induce Despair: Target must pass a WIL save or its attacks are impaired.
7. Lichsense: You feel any undead within 60ft. WIL save to avoid detection by intelligent undead.
8. Light Show: You control a dazzling display of light and color.
9. Linguist: For the next hour you can speak and understand any mundane language.
10. Magic Seal: Magically locks a door, portal or chest.
11. Master Undead: Undead creatures obey your command. Intelligent undead make a WIL save.
12. Otherworldly Gate: Opens a portal to another reality. It works in both directions.

13. Passage: Creates a temporary path through wood, stone or brick.
14. Perfect Preservation: A weapon you touch becomes immune to wear, mundane damage or elemental effects. The spell wears off after a day.
15. Planar Anchor: Bars extradimensional movement.
16. Ravenless Message: You send a short message 1 mile that anyone along its path can hear.
17. Scrying Ward: For 24 hours you become aware of any magical eavesdropping.
18. Song of Repose: Target falls into a deep slumber.
19. Uncurse: A person or object you touch is freed from a curse or nefarious spell.
20. Word of Pain: A single phrase from your lips does 1d12 blast damage. Affected targets are also deafened.

20 Cantrips (Optional)

Clerics and Wizards know 2 cantrips. Cantrips are spells that can be cast without gaining fatigue if the caster makes a WIL save.

1. Create Water: Create 2 gallons of water.
2. Detect Alignment: Concentrate for 1 round in direction and sense alignment specified in 150x10 ft.
3. Detect Magic: Concentrate for 1 round in direction to sense magic in varying

- degrees of strength in a 50x10 ft area. Passes through thin barriers.
4. Detect Poison: Detect whether one target has been poisoned/is poisonous.
5. Endure Elements: Ignore intense weather conditions for 24 hours.
6. Ghost Sounds: Create any type of sound up no louder than 4 humans within 150 ft.
7. Light: Make an object within 150 ft. light a 30ft radius.
8. Purify Food and Drink: Make food eatable.
9. Detect Animals/Nature: Concentrate for 1 round in direction to natural animals/nature in varying degrees of strength in a 50x10 ft area. Passes through thin barriers.
10. Know Direction: Immediately know where North is.
11. Arcane Mark: Leave visible/invisible message.
12. Mage Hand: Lift something 5 lbs 15 ft any direction/rnd. Lasts 10 min.
13. Mending: Fix breaks in a mundane non-complex item you can touch.
14. Message: Caster can whisper to target in sight as if at ear.
15. Prestidigitation: Within 10 ft. you can magically: 1) create a harmless sensory effect. 2) light or snuff out a fire. 3) clean or soil a small object. 4) chill, warm something. 5) make a color, a small mark, or a symbol appear on an object or

- a surface for 1 hour. 6) create a nonmagical trinket or an illusory image that can fit in your hand and that lasts until the end of your next turn.
16. Ray of Frost: 1d6 damage OR target makes a STR save or next attack is impaired.
 17. Shocking Grasp: Your next melee attack is Enhanced.
 18. Acid Splash: 1d6 damage Blast that can hit two targets.
 19. Poison Spray: 10 ft range. 1d12 damage if the target fails a STR save.
 20. Fire Bolt: 1d8 damage. Can light things on fire.

Heroic Cairn Warden's Handbook

This contains selections from Cairn Adventurer's Guide, The Hazard System, the Cairn Bestiary, and additional spells.

Acknowledgements

Cairn is licensed under CC-BY-SA 4.0 by Yochai Gal. <https://github.com/yochaigal/cairn>. **CAIRN Adventurer's Guide Moduar Rules and Procedures for Cairn RPG** by Adam Hensley. Text licensed under CC-BY-SA 4.0 # **The Hazard System** by Necropraxis Productions (CC-BY-SA) <http://www.necropraxis.com/hazard-system/> **Cairn Bestiary** compiled by Yochai Gal (CC-BY-SA 4.0) <https://cairnnpgr.com/>

Any rules marked *Optional*: additions new to the Cairn Player's Handbook.

CAIRN Adventurer's Guide

Moduar Rules and Procedures for Cairn RPG by Adam Hensley. Text licensed under CC-BY-SA 4.0

Note: L is used in reference to player level. Example: A level 2 player would see Ld6 and roll 2d6.

NPC Reactions

When the PCs encounter an NPC whose reaction to the party is not obvious, the Warden may roll 2d6 and consult the following table.

- 2: Hostile
- 3-5: Wary
- 6-8: Curious
- 9-11: Friendly
- 12: Helpful

What Do They Want? Most NPCs will have something they want. Roll a d10 on the following table to find out what they want.

D10. Want: Description

1. Food: You can distract them with rations, point them towards corpses, cast a food illusion.
2. Aid: They could be hurt and need medical aid of some sort.
3. Money: They want money. Extortion, toll, tax, tribute, or greed.
4. Valuables: Rare or unique items. Excellent pairings can result in their friendship or gaining as allies.

5. Territory: This is their turf. They will defend it, ask you to leave, or to prove why you should be able to pass through.
6. Info: They want to know about a nearby NPC, faction, landmark, or location.
7. Help: They need something from nearby, probably somewhere dangerous. Kill something, clear out an area, retrieve something.
8. Trade: They have random equipment (from each category on equipment tables) and want to trade or sell. 1 in 6 chance they have something rare or valuable. Good business means possible friendship.
9. Mission: They're in service to another nearby NPC or faction and are helping to achieve a goal for them.
10. Directions: They are lost and need directions somewhere, or help being escorted there safely.

Dungeon Exploration

Dungeon Turns

A dungeon turn is approximately 10 minutes. Dungeon exploration can be turned into a subsystem of managing resources, making strategic decisions, and structuring the dungeon crawl into a sort of mini-game. There is an element of pushing your luck as you spend more time searching, checking for hidden things, and lingering in dangerous locations. Time spent always has a cost, and that cost is

provoking an encounter roll. These encounters can involve running into monsters, but can also challenge or reward the party in other ways.

Sequence of Play Per Turn

1. Encounter Roll: GM makes a d6 loaded encounter roll once every few dungeon turns, or at their discretion.
2. Actions: The party decides what action to take. (e.g. moving, searching, listening, entering or exiting rooms).
3. Description: GM describes and resolves what happens. If encounters were rolled, they happen here. If (1) was rolled on the encounter die, make a reaction roll and proceed from there.
4. End of turn: GM updates time, and management of light, food, need to rest, or any sort of usage dice rolls can be made.

Dungeon Turn Movement

- Players can move carefully about 200 ft. in a 10 minute turn. Players moving carefully spot signs of all traps. Traps should be designed to be disarmed or subverted with ingenuity and creative thinking using common sense and inventory.
- Players can quickly move 600 ft. in a 10-minute turn. Players moving quickly may get a chance to roll under WIL to notice a trap (GM discretion). Otherwise,

they may trigger a trap if it is concealed (usually 1-2 on a d6, adjust as necessary for trap deadliness)

Searching

- A quick search takes 1 minute, covers roughly a 30x30' space, and reveals only the most obvious information.
- A detailed search takes 10 minutes (1 turn), covers roughly a 30x30' space, and reveals most hidden information, at the GM's discretion.
- You can replace 30x30 with small, medium, and large rooms, and require additional turns to complete a detailed search.

Loaded Encounter Roll

Roll a d6 encounter dice every 2 or 3 rounds (at your discretion, adjust as needed) or when players make noise. Only a roll of 1 will result in an encounter, and they won't always be hostile. Roll the reaction dice to see their disposition, and remember that they're already doing something. Optionally, you can roll non-loaded encounters with only and encounter occurring on a roll of 1, while nothing else happens otherwise.

1. Encounter (roll on encounter table or choose, roll reactions + wants)
2. Sign (Clue, "spoor", track, abandoned lair, scent, victim, droppings, etc.)
3. Locality (context-dependent timer, water rising, ritual completing, The party's

surroundings shift or escalate in some way.)

4. Exhaustion (rest next round or deprived)
5. Expiration (Ongoing effects end, light usage roll, resource usage, bellies rumble.)
6. Discovery or Treasure (The party finds something interesting and possibly beneficial.)

Light

Torches, lanterns, and other radial sources of light illuminate 40' clearly and provide dim outlines and shadows for a further 40'. In the dark, light sources are visible miles away. Standard torches will last about 6 turns, or 1 hour, before they burn out.

Wilderness Exploration

Hex Crawling

Each hex represents 6 miles. An adventuring day is divided into 6 turns of approximately 4 hours each. Two of these phases, approximately 8 hours, must be spent sleeping in order to avoid becoming deprived. In each turn, the following procedure is followed:

1. Exploration Action: The party decides on one exploration action for that turn.
2. Event Roll: The GM rolls on the event die for encounters and other random events.
3. Resolution: The action and event rolls are resolved.

Exploration Actions

The party may choose one of the following standard actions each 4-hour wilderness turn.

- **Travel:** Exiting a hex and moving into an adjacent one.
- **Roads:** The party travels through two tiles (three if mounted).
- **Standard Terrain:** 1 tile is traversed.
- **Difficult Terrain:** 1/2 tile is traversed. (requires 8 hours, or 2 turns)
- **Treacherous Terrain:** 1/4 tile is traversed. (requires 16 hours, or 4 turns)
- **Getting Lost:** There is a 1-in-6 chance, when traveling off-road, of getting lost. This is increased to 2-in-6 in tiles classified as difficult or treacherous. An experienced woodsman or explorer decreases the chance of getting lost by 1-in-6.
- **Off-Course:** When lost, assign a number to each adjacent tile starting from the top (north) as 1, continuing clockwise. Roll 1d6 and move the players one tile off-course that direction.
- **Weather:** Adverse weather can optionally increase the chances of getting lost or the difficulty of the terrain, at your discretion.
- **Reorientation:** If players get lost, they will need to spend the next turn reorienting themselves.
- **Explore:** Looking for interesting features within a hex. There is a 4-in-6 chance of discovering the main location in the hex description. Difficult terrain reduces this to 3-

in-6. An experienced woodsman increases the chance by 1-in-6.

- **Locate:** Looking for something which was previously encountered in a hex. The basic chance is 5-in-6 or 4-in-6 in difficult terrain. An experienced woodsman, tracker, or navigator increases the chance by 1-in-6.
- **Interact:** Staying in the current location (e.g. exploring a dungeon, town, etc).
- **Camp:** Resting and/or sleeping. See later for details on resting in the wilds.
- **Forage:** Hunt, fish, or forage for food. There is a basic 3-in-6 chance of success. An experienced hunter, angler, or woodsman increases the chance.

Event Roll

The GM rolls a d6 and consults the table appropriate to the party's location.

1. **Encounter:** Roll on an encounter table for that terrain type or location. Don't forget to roll for reaction and want.
2. **Sign:** Clue, spoor, or indication of nearby encounter, locality, hidden feature, or information about a nearby hex.
3. **Locality:** Shifts in weather, terrain, or other local changes.
4. **Expiration:** Resources are drained in some way. Roll a d4. 1-2: Exhaustion (rest for a turn or add 1 fatigue); 3-4: Hunger (Eat a ration or add 1 fatigue)

5. **Discovery:** Discover something useful such as food, treasure, or other resources.
6. **Hidden Feature:** The main feature of the hex is discovered, or, choose or roll randomly for a unique hex feature from a random table. Options include small dungeons, secret areas, factions, etc.

The Hazard System

By Necropraxis Productions (CC-BY-SA)
<http://www.necropraxis.com/hazard-system/>

Hazard System (v0.3)

The six-sided hazard die deploys threats, manages resources such as light, and keeps time. It is the engine that drives gameplay forward, ensuring that choices have consequences while minimizing bookkeeping. To take a turn, have a player roll the hazard die and have the referee interpret the results relative to the current turn type. During a turn, each player may take one full action. The general form of the hazard die is:

1. Setback
2. Fatigue
3. Expiration
4. Locality
5. Percept
6. Advantage

Hazard Die Interpretations

d6. Result: Interpretation

Haven Turn Interpretation

1. Setback: Encounter (use regional table) or disaster (see below)
2. Fatigue: Shortage (1 medicine, 2-3 drought, 4-5 famine, 6 trust)
3. Expiration: Clear one or more haven conditions
4. Locality: Advance season (or other local change)
5. Percept: Foreshadow looming disaster
6. Advantage: Full recovery

Wilderness Turn Interpretation

1. Setback: Encounter (use regional table) or road/bridge out
2. Fatigue: Rest and consume rations (1/person) or suffer minor harm (1 HP)
3. Expiration: Expire transient wilderness condition
4. Locality: Shift weather (or other local change)
5. Percept: Spoor or clue regarding next encounter
6. Advantage: Free wilderness turn

Dungeon Turn Interpretation

1. Setback: Encounter (use zone table)
2. Fatigue: Rest and consume rations (1/party) or suffer minor harm (1 HP)
3. Expiration: Expire transient dungeon conditions (light, spell, etc)
4. Locality: Shift dungeon state (or other local change)
5. Percept: Spoor or clue regarding next encounter

6. Advantage: Free dungeon turn

Combat Turn Interpretation

1. Setback: Opponents act first or additional encounter (use zone table)
2. Fatigue: Suffer minor harm (1 HP) if engaged in melee
3. Expiration: Expire transient combat conditions (light, burning, etc)
4. Locality: Shift battlefield (or other local change)
5. Percept: Spoor or clue regarding next encounter
6. Advantage: Free combat turn

- Some disasters (1d6): 1 invasion, 2 insurrection, 3 fire, 4 earthquake, 5 flood, 6 falling star
- Some dungeon localities (1d6): 1 obstruction, 2-3 seal/open door, 4-5 divert water, 6 expose secret
- Use common sense: ignore results that do not make fictional sense, but only the first time
- Keep time abstract: quantifying the details precisely is rarely worth the hassle

Moves and Conditions

Moves represent actions relevant to the current fictional context, such as exploring a trackless stretch of swamp. Conditions represent persistence of a transient state, such as adventurer exhaustion. Conditions can apply to areas, parties, or individuals. Strictness

tracking conditions is a matter of style. Tokens can help. The lists of moves and conditions below are suggestive rather than complete. Improvise others as appropriate, according to referee ruling.

Haven turns represent several days or weeks of rest and recovery.

- Free haven moves: advance/level up, prepare spells, recover, recruit, resupply
- Full haven moves: craft gear, scribe scroll, conduct research
- Haven conditions: curse, famine, pestilence, shortage, siege, winter

Wilderness turns represent travel and making camp, approximately one day and night. Making a wilderness move requires consuming a ration or taking the exhausted condition in addition to rolling the hazard die. If already exhausted, at the start of a wilderness turn suffer minor harm (1 HP). Determine randomly whether setbacks occur during day or night.

- Free wilderness moves: access known landmark in current area, survey adjacent areas
- Full wilderness moves: travel to adjacent area, search, explore, hunt, track
- Wilderness conditions: exhausted, lost

Lost: Travel is no longer an option. Use search to locate a landmark, removing the lost condition on success.

Dungeon turns represent exploration at architectural scale, approximately tens of minutes or a few hours,

assuming careful advance into hostile places.

- Free dungeon moves: look under a rug, open unstuck door, pull lever
- Full dungeon moves: climb, force a door, move to adjacent area, pick a lock, search
- Dungeon conditions: candlelight, torchlight, overburdened Combat turns represent tactical actions occurring over seconds or minutes.
- Free combat moves: shout command, drop held item,
- Full combat moves: shoot, spell, strike, throw, withdraw
- Combat conditions: burning, defended, grappled, prone Notes and Further Reading
- Consider using a simple slot-based encumbrance system, such as one item per point of strength.
- Locality results work best if you design areas with countdowns or aspects that can shift between states.
- I replace traditional initiative with the combat hazard die.

Casirn Beasiary

<https://cairnnp.com/CairnBestiary> compiled on April 28, 2023 by Yochai Gal (CC-BY-SA 4.0)
<https://cairnnp.com/>

Acolyte: 4 HP, 1 Armor, 14 WIL, mace (d8) or ceremonial dagger (d6), Holy Symbol (Ward once per day). Holy men and women bound to a particular deity.. Normally travel in groups of 4+.

Ankheg: 7 HP, 1 Armor, 16 STR, 8 WIL, bite (d10), acid squirt (d8, Blast). Huge insectoids with multiple legs and shiny black eyes. Subsists from dirt, roots, and flesh.. Burrows just beneath the surfaces to ambush unsuspecting creatures.

Ape, White: 5 HP, 14 STR, claws (d6+d6), rocks (d6, Blast). Albino gorillas with nocturnal habits.. Defend their territory with threatening gestures, followed by sudden violence.

Aranea: 6 HP, 12 DEX, 15 WIL, bite (d6), two random spellbooks. 6' long, intelligent spiders of greenish-black coloration. Have an odd lump on the back, housing its large brain. Two front legs have digits, allowing an aranea to grasp tools. Dwell in web-filled lairs where they conduct magical research.. Scared of fire, avoid spells of such effect.. Creatures caught in its webs are entangled and unable to move. Breaking free requires an STR save.

Bandit: 4 HP, 11 STR, 14 DEX, 12 WIL, dagger (d6). Thieves who value wealth over all else.. Use disguises, stealth, and trickery to surprise victims.

Banshee: 8 HP, 3 Armor, 6 STR, 12 DEX, 15 WIL, ghostly touch (d8). Incorporeal spirits that long after death to haunt the living.. Unharmed by cold, heat, or the elements.. Wail: Anyone in earshot must make a WIL save or be fall unconscious.

Basilisk: 10 HP, 1 Armor, 12 STR, 13 DEX, 13 WIL, bite (d10). Long, serpentine

lizards that nest deep below the earth or in brambles just underfoot.. Gaze: A PC meeting the Basilisk's gaze must make a WIL save or turn instantly to stone. Its reflection is harmless.. Fighting a Basilisk without meeting its gaze is difficult (direct attacks are Impaired).

Bat, Vampire: 3 HP, 6 STR, 14 DEX, bite (d8). Large, nocturnal mammals that feed on the blood of their victims.. Unaffected by darkness or blinding effects. Loud noises and holy rituals may frighten them.. Critical Damage: Recovers full STR and HP if the target has blood.

Bear, Black: 6 HP, 14 STR, 12 DEX, 6 WIL, claws (d6+d6), bite (d8). 4' tall bears (twice that much if standing) that subsist mostly on berries and roots. Drawn to campsites in search of food.. Aggressive if cornered or feel that their young are threatened.

Bear, Cave: 8 HP, 17 STR, 13 DEX, 8 WIL, claws (d10+d10), bite (d12). Ferocious, 15' tall carnivorous bears. Make their dens in caves.. Excellent trackers despite their poor eyesight, relying on their keen sense of smell.. Hug: On Critical Damage, the target loses an additional d6 damage as they are squeezed into a pulp.

Bear, Grizzly: 6 HP, 15 STR, 13 DEX, 5 WIL, claws (d8+d8), bite (d10). Aggressive, 9' tall reddish-brown bears found in mountains, woodlands, and prairies.. They prefer to eat fish and meat, and are not opposed to attacking the

rare unfortunate to cross their path.

Bear, Polar: 7 HP, 16 STR, 12 DEX, 6 WIL, claws (d8+d8), bite (d10). 11' tall white-furred bears who live in cold regions, subsisting mostly from fish.. Excellent swimmers that also move effortlessly through both snow and ice.

Beetle, Fire: 2 HP, 4 STR, 12 DEX, 6 WIL, bite (d4). 3' long beetles commonly found both deep underground and buried in thick brambles.. Produces a orange slime through the abdomen that lasts for several days. The productive organ is very valuable alchemists.

Beetle, Tiger: 3 HP, 6 STR, 12 DEX, 6 WIL, bite (d6). 4' long striped carnivorous insect with powerful mandibles.. Prefers smaller prey but will not shy from hunting the occasional humanoid.

Berserker: 10 HP, 1 Armor, 14 STR, 13 DEX, 15 WIL, twin axes (d8+d8). Ruthless warriors that derive their power from the skins they wear: bears, wolves, boards, etc.. Ignores the Morale rule and is never treated as part of a detachment.. Rage: The Berserker enters a state of pure fury, their attacks gaining the Enhanced and Blast quality until they take STR damage.

Black Pudding: 12 HP, 11 STR, 5 DEX, 3 WIL, devouring touch (d8). Giant, brainless blobs of black jelly driven only by their insatiable hunger.. Moves along walls and across ceilings. Squeeze through holes and cracks with ease.. Immune to mundane

attacks, save fire. Normal attacks splits the Black Pudding. creating two Puddings that share HP and STR.. Dissolve: On Critical Damage, armored targets lose 1 Armor point. STR loss to unarmored targets is permanent.

Blink Dog: 5 HP, 11 STR, 14 DEX, 5 WIL, bite (d6). Intelligent, wild dogs that travel in packs.. After each attack, they may teleport a safe distance away.

Blood Elk: 4 HP, 12 STR, 13 DEX, 5 WIL, horns (d8). Born from a wound caused by a greedy or selfish act that has been left to fester.. Attacks and kills to eat meat, but gains no sustenance.. Critical Damage: gores its victims by ripping out their entrails.

Boar: 3 HP, 12 STR, 6 WIL, tusks (d6). Omnivorous wild boars that dwell primarily in forests.. Not naturally aggressive, but dangerous if disturbed.. Critical Damage: Gores its victims, causing great loss of blood.

Boggart: 3 HP, 4 STR, 17 DEX, 13 WIL. A wild, hairy trickster that takes pleasure in being a minor nuisance.. Prizes relics and shiny trinkets above all else but unwilling to trade for coin.. Boggarts have names that describe their true nature. Knowing their true name allows one to control a Boggart.

Brigand: 4 HP, 1 Armor, 12 STR, 12 DEX, 9 WIL, shortsword (d6) or short bow (d6). Outlaws and mercenaries who raid settlements and ambush travelers. Travel in large groups of at least one detachment.. A detachment

always travels with one leader wearing chainmail or similar (2 Armor) and a longsword (d8) or crossbow (d8).. When testing Morale, save using the leader's WIL (13). If the leader dies, the Brigands will flee.

Buccaneer: 4 HP, 11 STR, 14 DEX, 12 WIL, scimitar (d6). Outlaw sailors who raid coastal settlements, as well as other ships.. Travel in large ship crews, only fighting in clear advantage (generally numerical).

Bugbear: 4 HP, 1 Armor, 14 STR, 12 DEX, 11 WIL, club (d8, bulky). Large, goblinoids covered in animal-like hair.. Prefers stealth and trickery to gain an advantage.

Camel: 3 HP, 12 STR, 13 DEX, 4 WIL, bite (d6). Beasts of burden native to dry, arid lands.. Can survive without water for weeks at a time.. Moves through sand and broken ground without difficulty.

Cat, Lion: 5 HP, 12 STR, 12 DEX, 11 WIL, bite (d10), claws (d6+d6). Hunts in a pride of at least 4. Lives in the savannahs or other similarly dry lands.. Carnivorous. Only hunts humans if desperately hungry or in clear advantage.. Blood-sense: Can follow bleeding prey over great distances.

Catoblepas: 7 HP, 1 Armor, 16 STR, 9 DEX, 13 WIL, tail (d8). A monstrous creature with the body of a Cape buffalo, scales on its back, and the head of a wild boar. Its enormous head always points towards the ground.. Paralyze: Its stare turns a single target to stone.

Moonlight reverses the effect.

Cat, Panther: 4 HP, 11 STR, 14 DEX, 5 WIL, bite (d8), claws (d6+d6). Dark furred cats that live on forests and plains.. Hunts medium or small-sized animals, using their extreme speed and night vision to their advantage.

Cat, Sabre-Toothed Tiger: 8 HP, 15 STR, 14 DEX, 3 WIL, bite (d12), claws (d6+d6). Huge, primeval cats with enormous fangs.. Extremely rare, generally found in regions untouched by civilization.

Cat, Tiger: 6 HP, 14 STR, 14 DEX, 6 WIL, bite (d8), claws (d6+d6). Striped, solitary felines. Lives in woodlands and in colder regions.. Uses camouflage and stealth to hunt and surprise their victims.

Cave Locust: 2 HP, 6 STR, 12 DEX, 6 WIL, bite (d4). Giant, herbivorous crickets that dwell in caves. Blends into stone due to their natural coloration.. Emits loud shrieks when threatened that can be heard from very far away.. Immune to most types of poison.

Centaur: 6 HP, 1 Armor, 14 STR, 12 DEX, spear (d8) or short bow (d6). Creatures with the lower body and legs of a horse and the upper body, arms and head of a humanoid.. Uses their great speed to hunt for food in the forest and plains.

Centipede, Giant: 1 HP, 6 STR, 3 WIL, sting (d6). 2' long centipedes that live in damp, underground places.. Generally shy, but will attack if approached..

Critical Damage: the venom renders the target deprived for up to 10 days (save STR once a day to recover).

Chimera: 10 HP, 14 STR, bite and gore (d10+d10), fire breath (d12, Blast). A three-headed flying aberration. A hybrid of lion, goat, and dragon.. Created through powerful magic, these creatures are can be bound to a master or roaming free.

Cobblehounds: 12 HP, 2 Armor, 14 STR, 1 DEX, 8 WIL, bite (d10). Immobile constructs typically used as guardians to great tombs or artifacts.. Unaffected by mundane persuasion techniques, but does love a good bone.

Cockatrice: 5 HP, 8 STR, 14 DEX, beak (d6). Small creatures resembling chickens with reptilian features.. Notably agile and hard to pin down, their greatest enemy is the weasel.. Critical Damage: the victim is turned to stone until the Cockatrice is killed.

Bone Construct: 8 HP, 2 Armor, 15 STR, 8 WIL, sharpened arms (d8, Blast). 6' tall humanoid constructs made of bone and sorcery. Four-armed, with sharpened ends spread around their torso.. Mindless guardians, they simply detect and attack any living creature besides their creator.. Mundane attacks are Impaired against the construct.

Bronze Construct: 15 HP, 3 Armor, 18 STR, 6 DEX, fists (d10+d10), detachment. Towering humanoid constructs made of pure bronze. Resemble

old men with long beards and hair, and emanate a strong heat.. Immune to fire and heat. Mundane attacks are Impaired.. If it takes Critical Damage from bladed weapons it spurts a burning liquid, doing d12 Blast damage.

Flesh Construct: 9 HP, 1 Armor, 15 STR, 8 DEX, 8 WIL, fists (d10+d10). 7' tall bloated humanoid abominations made of flesh stitched together.. Mundane attacks, fire, and cold attacks are Impaired against it.. Absorb Lightning: If the construct is ever hit by electricity, it fully recovers both HP and STR, and its next attacks are Enhanced.

Iron Construct: 18 HP, 3 Armor, 18 STR, 8 WIL, sword (d12+d12). 12' humanoid statues forged of metal, fire, and magic. Wield massive swords of iron.. Immune to mundane attacks, electricity, and cold. Fire damage is absorbed, and heals any lost STR.. Poison Gas: Releases a cloud of poisonous gas (d4 STR damage to all nearby). Anyone breathing the gas must also pass a STR save or die of toxic death.

Couatl: 9 HP, 6 STR, 12 DEX, 15 WIL, bite (d6). Long, feathered serpents with colorful wings. Live in hot jungles, and are considered divine by some civilizations.. Highly intelligent and magical, they are capable of speaking any language.. Can shapechange into the form of a person or small animal.

Giant Crocodile: 15 HP, 3 Armor, 16 STR, 6 DEX, 5 WIL, bite (d12), detachment. 60' long, extremely rare reptiles

found on unexplored fluvial regions.. Attracted to the scent of blood or movement in the water.. Their crushing bite can tear ships (or armor) apart with ease.

Crypt Guardian: 12 HP, 12 STR, 11 DEX, 14 WIL, ethereal claws (d8). An animated skeleton clothed in billowing robes. Its eye sockets are hypnotically red. Defends crypts and tombs, and will not attack if left undisturbed.. Non-magical attacks against it are Impaired.. Can teleport any target in eyesight to a random room nearby.

Cyclops: 9 HP, 18 STR, 8 DEX, 6 WIL, club (d10). Giant humanoids with a single large eye centered on the face. Dwell in caves and herd small animals.. Slow-witted, can easily be fooled by other intelligent beings.

Deep One: 6 HP, 12 WIL, spear (d8). Amphibious, fish-like humanoids with webbed fingers. Live in deep seas and are able to see in the darkness.. Highly resistant to magical effects.. Occasionally surface to trade with coastal settlements, frequently requesting union between one of them and a human.

Demonic Knight: 12 HP, 3 Armor, 16 STR, 8 DEX, 12 WIL, longsword (d10). Once holy warriors who fell to the temptation of dark powers that they now serve in undeath. Rides nightmarish steeds into battle.. Lesser undead creatures mindlessly follow their command.. Their evil aura frightens anyone who comes into melee range.. Critical Damage: Everyone who sees the knight landing the blow

is driven into bloodthirsty hatred.

Devil Swine: 9 HP, 16 STR, 8 DEX, gore (d6+d6). Corpulent humans who can change into massive swine. Lurk in isolated human settlements, hunting the people to eat their flesh.. Can only shape change at night, hunt in the dark, surprising victims.. Critical Damage: A human victim gets infected, becoming a lycanthrope of the same type after a couple of weeks.

Djinn: 10 HP, 1 Armor, 15 DEX, fists (d10+d8). Tall, cloudy humanoids from the plane of air. Highly intelligent, use invisibility and illusions to trick other beings.. May transform into a whirlwind, sweeping everything on its path.. Capable of granting a wish per person, the result always is distorted based on the wording of the wish.

Dog, Hunting: 3 HP, 12 DEX, bite (d6). Bulky, domestic breeds with a ferocious nature.. Track by scent. Once started, very difficult to put off the trail.. Only attack at their owner's command.

Dog, War: 6 HP, 1 Armor, 13 STR, bite (d10). Large breeds selected by their bulk and strength.. Not scared by noise or battle.. Trained to fight until death if not ordered to stop.

Dog, Wild: 3 HP, 12 DEX, bite (d6). Wild dogs that roam in forests in large packs.. A Wild dog automatically succeeds Morale saves while among its pack.

The Black Dragon: 16 HP, 1 Armor, 13 STR, 18 DEX,

14 WIL, bite (d12), claws (d10+d8), detachment. A giant amphibious reptile with glossy black scales. Dwells in swamps and other hostile flooded environments.. Extremely cruel and violent, makes use of the dark, difficult environment and its surprising agility to separate its victims and kill them one by one.. Any Critical Damage saves provoked by the dragon's bite automatically fail, due to its powerful acidic saliva.

The Blue Dragon: 14 HP, 2 Armor, 14 STR, 16 DEX, 15 WIL, bite (d10), claws (d8+d8, Blast), detachment. A 100 ft long, centipede-like reptilian creature that dwells in deserts and rocky drylands, specially amidst sandstorms. Proud and vain, often keep victims as slaves. The more prestigious the person, the more the dragon would be interested in keeping it.. Builds it's lairs by tunneling deep into the earth, and use said tunnels to ambush nearby travelers walking on the surface.. Thunder Clap: The dragon releases the lightning coalesced in its mouth and claws in a large explosion centered on itself, dealing d12 Blast damage and knocking prone any target hit. It needs a short rest before being able to do this again.

The Green Dragon: 12 HP, 2 Armor, 14 STR, 15 DEX, 18 WIL, bite (d12), venom spit (d8, Blast), detachment. 50 ft long serpentine creature with spiked scales. Dwell in dense forests, staying atop the trees to attack it's victims from above.. Trick victims to obey it's commands in exchange

for their lives, only to devour them anyway when they're no longer useful.. Critical Damage: The poison takes hold of the victim's body, killing it if an antidote isn't applied within one day.

Metallic Dragon: 15 HP, 3 Armor, 18 STR, 13 DEX, 16 WIL, bite (d12+d10), detachment. Majestic draconic beings with shiny metallic scales. Said to be created by a Red Dragon embraced by divine power. Feed on precious metals like gold, silver or copper, with its scales matching the metal it has eaten the most.. Master shapechangers, can take the form of any humanoid or animal.. Gas Cloud: Breathes a thick cloud of white hot smoke, dealing d12 damage to all caught and leaving them drowsy and slowed. It needs a short rest before being able to do this again.

The Red Dragon: 18 HP, 3 Armor, 18 STR, 12 DEX, 16 WIL, bite (d12), claws (d10+d8), detachment. A gargantuan flaming creature, it's wingspan over a hundred feet. Arrogant and greedy, sees everything as its possession and everyone as its servant. Lairs within mountains with high volcanic activity.. Made of pure fire, is completely unharmed by any form of heat. Any cold vanishes within its presence.. Fire Breath: The dragon breathes a massive cone of pure flame dealing 12 damage (no roll) to all caught, the flame ignores and destroys any mundane armor. It needs a short rest before being able to do this again.

Dragon Turtle: 15 HP, 3 Armor, 18 STR, 6 DEX, 12

WIL, bite (d12+d12), detachment. Gargantuan sea monsters with the shell of a turtle and draconic features. Lurk in deep oceans and can be mistaken for a small island when on the surface.. Attack ships, sinking them to add any treasure to their massive underwater hoards.. Breathes massive clouds of steam, clogging visions and damaging all inside for d10 damage.

The White Dragon: 16 HP, 1 Armor, 16 STR, 16 DEX, 12 WIL, bite (d12), claws (d8+d8), detachment. A massive winged creature of frost, it appears as if the winter itself coalesced into life. Wanders in the coldest regions, along with harsh snowstorms.. Extremely ferocious, is at the same time a clever hunter and a bestial predator. Tracks everything that lives, as if it was trying to satiate a endless hunger.. It's always surrounded by a storm of ice and cold wind, dealing d6 Blast damage every round to everything nearby, in addition to its normal attacks.

Draugr: 12 HP, 2 Armor, 15 STR, 9 DEX, 13 WIL, rusty broadsword (d8). Undead horror made of withered flesh. Rises from those killed in battle and left to rot.. Critical Damage: target is instantly killed, only to rise later as a Thrall.

Driver Ant: 3 HP, 12 DEX, bite (d6). Giant, omnivorous black ants that build their colonies deep underground.. When hungry, they will consume anything in their path.. Once in melee combat, it will not stop attacking its victim until dead.

Dryad: 4 HP, 14 WIL, unarmed (d4). Shy, peaceful tree spirits whose manifest in a beautiful female form.. Spiritually bound with a tree, may disappear by joining with the tree again. Can't go too far away from it and dies if the tree is destroyed.. Charm strangers that come near. Charmed creatures mindlessly walk into the tree, disappearing forever if not rescued quickly.

Dwarf: 4 HP, 2 Armor, 14 STR, hammer (d8). Short, bulky, humanoids with tough skin like earth and stone. Dwell in mountains and underground.. Do not rely on light, being able to see shapes and heat patterns in darkness.. Highly resistant to poison and disease.

Elemental, Air: 16 HP, 11 STR, 15 DEX, 8 WIL, wind blow (d10). Huge, living vortexes of whirling air.. Lighter creatures are swept away by its presence.. It's attacks ignore any worn armor.

Elemental, Earth: 12 HP, 3 Armor, 16 STR, 6 DEX, fists (d12). Huge humanoid beings made of earth and stone.. Create constant earth tremors with their presence.. Can meld into the earth and move through it as if swimming.

Elemental, Fire: 16 HP, 12 DEX, 14 WIL, flare (d10, Blast). Living columns of pure flame that burn everything in their path.. Highly vulnerable to being touched by water or rain.. Can scatter their flames, freely changing its form.

Elemental, Water: 12 HP, 2 Armor, 15 STR, blow (d8).

Huge waves of flowing water.. Must stay near a body of water.. Envelop victims inside their forms to drown then.

Elephant: 9 HP, 16 STR, 6 DEX, tusks (d10). Large tusked animals that dwell near hot forests. Found both alone and in herds.. With enough open ground for a clear run, it will charge its victims, enhancing damage.. Its tusks can be sold for high amounts of gold if removed whole.

Elf: 4 HP, 1 Armor, 8 STR, 14 DEX, 14 WIL, shortsworads (d6+d6) or longbow (d8), a Spellbook (choose one: Charm or Detect Magic). Slender, long-lived, fey humanoids with pointed ears. Live in harmony with nature, adapting to it instead of conquering.. Highly resistant to charming and mind-controlling effects.

Estrie: 10 HP, 11 STR, 15 DEX, 14 WIL, draining hair (1d8). Appears as a woman with long dark hair that extends all the way to her feet.. Can transform into owls, but only at night. Their shriek is ear-piercing.. Drinking blood gives them power, but they can obtain sustenance from eating bread and salt if taken from those they have wronged.. Binding their hair prevents their transformation. They can be killed, but their head must then be buried, the mouth stuffed with dirt.. Critical Damage: target falls unconscious for 1d4 days.

Etin: 10 HP, 16 STR, 6 WIL, club (d10). Two-headed giant kin of low intelligence and aggressive behavior. Lay underground and only act in darkness..

One head is always vigilant, preventing being surprised.

Eye of Terror: 15 HP, 8 DEX, 18 WIL, bite (d8+d8). Floating spheres with a large maw, one big central eye, and several small eyes on stalks scattered through the body. Scheming and greedy, lair deep underground.. Cancels any magic effect in a nearby range facing its central eye.. The eyestalks cast one of those spells each round randomly: (1-Charm, 2-Phobia, 3-Telekinesis, 4-Sleep, 5-Shuffle, 6-Vision).

False Dragon: 4 HP, 8 STR, 14 DEX, 12 WIL, sting (d6). Tiny winged draconic creatures with a sting-tipped tail and reddish scales. Found in forests and caverns.. Capable of communicating telepathically with nearby creatures.. Critical Damage: The sting's poison leaves the victim in a comatose state for 1d6 days.

Flail Snail: 4 HP, 2 Armor, 14 STR, 6 DEX, tentacles (d8+d8). Giant snails with heavy, club-like tentacles and a colorful shell. Dwell underground.. Its colorful shell can deflect magic, possibly annulling it or reflecting it to its caster.

Foxwoman: 6 HP, 12 STR, 14 DEX, 11 WIL, teeth (d6), claws (d8+d8). Appears as a 7-foot tall with a human woman with the head of a fox.. Transforms into a fox at will.

Frost Elf: 14 HP, 1 Armor, 8 STR, 13 DEX, 14 WIL, icicle dagger (d6), a Spellbook (Choose one: Sleep, Teleport, Detect Magic). Beautiful, amoral,

and long-lived.. Resistant to most forms of magic.

Gargoyle: 8 HP, 3 Armor, 14 STR, 6 DEX, 12 WIL, claws (d8+d6). Magical creatures that look like monstrous, horned, winged statues.. Guard places by standing still to pass like inanimate statues and attacking what comes near.. Cannot be charmed and put to sleep.

Gelatinous Cube: 8 HP, 15 STR, 6 DEX, 3 WIL, devouring touch (d8). Large cubes of transparent jelly, dwell in dungeons absorbing items and living creatures.. Difficult to be detected due to being transparent.. Critical Damage: The target is engulfed into the cube and keeps being absorbed.

Ghost: 8 HP, 15 WIL, cold touch (d4). Incorporeal spirits of the restless dead. Avoids direct confrontation, instead it quietly possesses a target and acts through them when possible.. Immune to most forms of damage, only susceptible to magic and holy water.. Possession: One target must save WIL or be possessed, being controlled by the ghost until it's somehow driven off.

Ghoul: 6 HP, 14 STR, 3 WIL, elongated claws jagged teeth (d8+d6). Grey-skinned man-things wearing shredded clothes, hunkering over the ground.. Craves the flesh of the living, as it grows only more powerful with each victim.. Critical Damage: target is paralyzed. The wound turns fatal in a day if not treated by a priest or skilled healer. If not burned, the body will rise as a Ghoul.

Cloud Giant: 14 HP, 1 Armor, 16 STR, 12 DEX, 18 WIL, mace (d10+d10), detachment. 20' tall humanoids with hair and skin in tones of grey and white. House in castles built atop the highest mountains or floating in cloud banks.. Cannot be surprised due to its keen sight and smell.. Strong winds constantly surround it, Impairing projectile attacks.

Giant Crab: 6 HP, 3 Armor, 14 STR, 3 DEX, 8 WIL, pincers (d12). Huge crustaceans that live in coastal areas and mindlessly attack anything that comes near.. Their pincers crush with enough strength to ignore any armor lesser than plate.. Their heavy carapace makes them notably hardy but equally slow.

Giant Draco: 6 HP, 14 STR, 14 DEX, bite (d10). 6' long carnivorous lizards with skin flaps between legs that allow gliding.. Dwell mostly on the surface, but sometimes can be found underground.. Hunt by waiting atop tall places and gliding down to surprise targets.

Fire Giant: 13 HP, 3 Armor, 17 STR, 8 DEX, greatsword (d12+d10). 16' tall humanoids with red hair and charcoal skin. Wear heavy armor made of brass, bronze or copper. Lair in fortresses built near volcanoes.. Masters of craft and war, know how to forge the finest weaponry.. Immune to fire and heat.

Giant Flame Lizard: 8 HP, 14 STR, 12 WIL, bite (d8+d6) or fire breath (d6,Blast). 30' long grey and red lizards that are

sometimes mistaken by dragons.. Lair underground where they sleep most of the day, but hunt on the surface.. Unharmed by flames and heat.. Their eggs can be sold for a high price.

Frost Giant: 14 HP, 2 Armor, 18 STR, 12 WIL, greataxe (d12+d10) or longbow (d12). 18' tall humanoids with blue-ish skin and pale hair. Wear furs and iron Armor.. Unharmed by cold and ice.. Excellent trackers, hunt accompanied by dire wolves.

Giant Chameleon: 6 HP, 14 STR, 12 WIL, bite (d8). 7' long lizards that camouflage by changing the color of their scales.. Use their camouflage to surprise victims.. Can attack further away targets by grabbing them with their elongated tongue. The victim must save STR or be pulled to the lizard's mouth and bitten.

Giant Piranha: 7 HP, 15 DEX, bite (d10). 5' long piranhas with colorful scales. Live in rivers and attack anything in the water.. Dwell in groups and overwhelm victims by swarming them.. Once it smells blood, it will not stop attacking.

Giant Rockfish: 5 HP, 1 Armor, 12 STR, spine (d6). Spiny fish with rock-like scales. Live in saltwater. Normally passive, but attacks if disturbed.. Camouflages in rocks and coral formations.. Critical Damage: The spines release a highly lethal venom (d8 extra STR damage).

Stone Giant: 12 HP, 2 Armor, 15 STR, 15 DEX, stone club (d8+d8) or rocks

(d12). 14' tall slender humanoids with stone-like gray skin. Dwell in caverns or build homes of stone in valleys.. Prefer attacking by throwing rocks from far away, only fighting on melee if cornered.. Can easily camouflage into stone, hiding to avoid direct confrontation.

Storm Giant: 18 HP, 2 Armor, 18 STR, 16 DEX, 18 WIL, greatsword (d12+d10), detachment. 25' tall humanoids with bronze-hued skin and light-colored hair. Live in mountain peaks and sometimes rocky coastlines.. Unharmed by lightning, can summon storm clouds at their will.. Able to fly along the winds at a slower pace.. Lightning Bolt: The giant crashes a powerful lightning at a point within its reach, dealing d12 Blast damage that ignores armor. It needs a short rest before being able to do it again.

Gnoll: 6 HP, 1 Armor, 12 STR, 8 WIL, spear (d8) or short bow (d6). Ferocious humanoid hyenas. Legend says they were created in a wizard's experiments.. Attack in packs, intimidating its victims with numbers.. Critical Damage: the gnoll enters in a rampage after tasting blood, making another attack immediately.

Gnome: 4 HP, 8 STR, 12 DEX, 14 WIL, crossbow (d8, bulky). Short humanoids with long noses and ears. Live underground or deep in forests.. Intelligent tinkers, love messing with any kind of mechanism. Can easily be convinced by the promise of something novel or uncommon.. Can understand and communicate with small

mammals like moles or squirrels.

Goblin: 4 HP, 8 STR, 12 DEX, 8 WIL, dagger (d6) or sling (d4). Small, grotesque humanoids with skin in earthy tones of green, brown, and grey.. Avoid combat, only attacking when in advantage, using hit-and-run tactics.. Sometimes are found using dire wolves as mounts.

Golem, Original: 16 HP, 2 Armor, 15 STR, 6 DEX, 2 WIL, cobblestone fists (d10). A hulking 9' tall statue made of clay, mud, and prayer.. Mindlessly follows whatever commands given by its master, even after their death.. Immune to mundane blades and missile weapons. Damage from fire is Enhanced.. If destroyed, the Golem eventually reforms and carries out its previous orders.

Gorilla: 6 HP, 14 STR, fists (d6+d6). Large, muscular apes that dwell in hot jungles.. Mostly peaceful until provoked, but will impose itself on the presence of its young.. Critical Damage: Rends the victim for 1d4 extra STR damage.

Green Slime: 3 HP, 18 STR, 6 DEX, 3 WIL, acidic touch (d10+d8). Large blobs of green slime that stick to walls and ceiling. Attack by dropping on top of their victims.. The acid corrodes both metal and wood along with the carrier, but cannot affect stone. Consumed flesh becomes more green slime.. Immune to all damage except fire. Once stuck on a victim, can only be removed if burned away.

Griffon: 7 HP, 14 STR, 15 DEX, beak (d8+d8) or claws (d6, Blast). Ravenous hybrid predators, with the head and wings of an eagle and the lower body of a lion.. Fly and attack at astonishing speeds, being able to dive for an attack and fly away before the target can react.. Can be used as a mount if taken young and properly trained.

Black Hag: 10 HP, 12 STR, 16 WIL, talons (d8+d6). Hideous, 8' tall creatures that reassemble female humans of old age with blue-black skin. Their talons and teeth are hard like iron.. Dwell in dead forests and swamps, crave eating human flesh.. Can cloak their true appearance with an illusory form, and can see through any illusion.. Avid magic users, each Hag carries 1d4 random spellbooks.

Sea Hag: 6 HP, 12 STR, 14 WIL, knife (d6). Ghostly looking, green-skinned hags that dwell in seaweed forests and warm shallow waters. Crave eating human flesh.. Highly resistant to magic effects.. Hideous Gaze: Everyone facing the Hag must save WIL or drop to 0 HP, each target can only be affected once per encounter.

Halfling: 4 HP, 8 STR, 14 DEX, 14 WIL, shortwords (d6+d6). Small humanoids with hairy feet live in small settlements called shires.. Highly resistant to fear effects.. Each shire is led by a stronger halfling called shire-riff, who has access to better equipment.

Harpy: 8 HP, 12 DEX, 14 WIL, claws (d6+d6) or song (save). Hideous

monstrosities with the body of a giant eagle and a humanoid head.. Its movements and flight are clumsy due to its unproportional size. Rely on charmed victims to do anything of note.. Charming Song: Anyone who hears the song of a harpy must save WIL or be charmed, following the harpy and defending it from any threat. The charm is broken when the victim leaves the harpy's presence.

Giant Hawk: 10 HP, 8 STR, 15 DEX, 8 WIL, talons and beak (d8+d6). Large birds of prey, the size of a wolf. Can carry animals up to their size.. Hunt animals that they can carry, but might attack humans or greater prey if despaired.. Surprise their victims by diving to attack from a great height.. Can supposedly be trained to be hunting companions.

Hellhound: 8 HP, 12 STR, 15 DEX, bite (d8+d6) or fire breath (d8). Monstrous, intelligent dogs with the size of a large wolf. Dwell near volcanoes and sometimes accompany other fire-related creatures.. Immune to fire and heat, its insides are hot enough to melt iron if it is swallowed.. Don't rely on sight to find its foes, due to its keen sense of smell.

Hobgoblin: 6 HP, 2 Armor, 14 STR, 8 DEX, mace (d8). Large and burly relatives of goblins. Dwell in underground fortresses, but frequently march in aboveground campaigns.. Strongly lawful and militarized culture, follow orders without question.. Automatically succeed in Morale Saves if a

commander is present.. Trained to fight together, damage dealt is Enhanced if an ally is also engaged with the same enemy.

Hooded Men: 12 HP, 9 STR, 12 DEX, 14 WIL, leystaff (d8), a Spellbook (Choose one: Charm, Hypnotize, Push/Pull, Shield). The Watchers of the Wood; a cult that derive their power from ley lines, rune stones, and the like.. Critical Damage: leech a part of the victim's soul (1d4 WIL damage).

Hydra: 18 HP, 2 Armor, 15 STR, 12 WIL, bite (d12, Blast). A large reptilian creature with nine serpentine heads. Can attack a number of targets equal to the number of heads.. Each time it takes damage to STR, loses one head. Severed heads regrow after one turn, recovering 1d4 HP for each head regrown.. Fire damage received is Enhanced, and stops head regrowth for a turn.

Ifrit: 10 HP, 15 STR, 14 WIL, flaming sword (d10+d8, bulky). Clever, treacherous beings from the elemental plane of fire. Manifest as huge men with terrifying faces and an aura of heat and smoke.. Might be summoned by powerful magic and ordered to complete tasks, but will subvert commands while following them to the letter.. Pillar of Flame: The Ifrit transforms into a tall, 30' wide column of flame, torching everything touched for d12 damage. It needs a short rest before being able to do it again.

Invisible Stalker: 8 HP, 12 STR, 12 DEX, 15 WIL,

unarmed blows (d6+d4). Intelligent beings coalesced from arcane energies into a humanoid shape. Summoned by powerful wizards to perform tasks for them.. Completely invisible and silent, detecting it is virtually impossible.. If killed, the energies disperse and can later be reformed by its summoner.

Killer Bees: 6 HP, 6 STR, 14 DEX, 8 WIL, sting (d6), detachment. Oversized bees that build underground hives. Hyper aggressive, attack anything that comes near.. Produce special honey that can heal d6 HP once per day if consumed.. When the bees cause STR damage, the sting is lodged into the target, dealing d4 damage each round until removed.

Kobold: 3 HP, 8 STR, bite (d6). Small canine humanoids with hairless, scaly, red-brown skin. Can see perfectly in the dark, but are harmed by direct sunlight.. Fight dirty, ambushing their victims in cramped spaces and running away as soon as the tide turns. Try to ambush adventurers and take their possessions.. Critical Damage: The Kobold bites off a chunk of flesh from the target.

Lamia: 9 HP, 14 STR, 14 WIL, claws and bite (d8+d6). Centaur-like monsters with the head and upper body of a woman and the lower body of a scaled beast. Prey on humanoids, drinking their blood and eating their flesh.. Can disguise their true form with illusions, appearing as a human woman.. Critical Damage: The lamia saps the victim's wisdom (d6 WIL

damage). A victim who reaches 0 WIL this way mindlessly obeys the lamia's commands.

Lich: 18 HP, 1 Armor, 18 WIL, soul dagger (d8). Powerful wizards who refused death by turning themselves in soulless undead.. Able to cast virtually any spell without suffering consequences. Carries 2d6 random spellbooks with them.. Critical Damage: The target is paralyzed until it fully rests.

Lizard Man: 5 HP, 1 Armor, 14 STR, 12 DEX, bone spear (d8). Tribal amphibian humanoids with reptilian heads and tails. Dwell in jungles nearby large bodies of water.. Craft their armor and weapons from the bones of their prey.. Carnivorous, eat even the flesh of other humanoids as a display of power.

Manticore: 6 HP, 15 DEX, 12 WIL, claws (d4+d4) or tail spike (d6). Monstrosities with a human face, a lion body, bat wings, and a spiked tail. Dwell in mountainous regions.. Prey on humans, following them and attacking with the spikes when they see an opening.. Attack with their tails by throwing the spikes like darts. The spikes regrow after a few days.

Giant Mantis: 10 HP, 1 Armor, 14 DEX, 12 WIL, claws (d8+d6). 10' long insects with clawed forelimbs and slicing mandibles. Dwell in warm forests and jungles.. Hunt any prey, using their green coloration to camouflage in the foliage. Will not attack obviously stronger foes.. Critical Damage: Locks the

victim in their claws, and bites their head off.

Medusa: 10 HP, 8 STR, 12 DEX, 16 WIL, snake bites (d6+d4) or gaze (save). Magical creatures that look like women with snakes in place of hair.. Clever and proud, but reasonable. Will let adventurers go free if they somehow please its ego.. Gaze: Anyone who looks directly at the medusa's face must save WIL or be turned to stone. Averting eyes from the face prevents this effect, but impairs any damage dealt.. Targets turned into stone can be recovered by a willing kiss of the medusa, or by being bathed in its blood. The blood of a medusa is only enough to recover a single victim.

Mimic: 9 HP, 2 Armor, 13 STR, 12 WIL, bite (d12). Monstrous shape-shifters that take on the form of inanimate objects made of wood and stone. Found only underground.. Remain motionless (generally in the form of chests or doors), devouring anything that touches it.. The mimic's saliva is extremely sticky, taking great strength to remove something from its mouth once glued.

Mind Lasher: 12 HP, 8 STR, 12 DEX, 18 WIL, tentacles (d6+d4), or mind Blast (save). Humanoid creatures with purple skin and an octopus-like head. Dwell deep underground, plotting to slave humanity. Feed on the brains of other humanoids.. Mind Blast: Emits a frequency that affects the brains of nearby creatures, all caught must save WIL or be paralyzed.. Critical Damage: The tentacle rips the victim's

brain out of the skull, and the mind lasher eats it, gaining all of the victim's memories.

Minotaur: 12 HP, 1 Armor, 16 STR, 8 WIL, axe (d10) or horns (d6+d6). A large, muscular humanoid with the head of a bull. Generally lair in a maze or dungeon, making the whole place it's territory.. Notably strong, is able to easily break stone, which it uses to alter the environment and separate its foes to kill then one by one.. If the minotaur succeeds in a Critical Damage save, it is driven into a bloodthirsty state, enhancing all its attacks and impairing all attacks against it. Only stops when killed or if it no longer sees any foe.

Mummy: 6 HP, 12 STR, 8 DEX, 6 WIL, infected touch (d10). Undead humanoids wrapped in funerary bandages. Found in ruins of temples and tombs.. The first time anyone sees the mummy, it must save WIL or be paralyzed. The paralysis ends immediately if the mummy attacks or goes out of sight.. Critical Damage: The mummy inflicts a disease that rots open wounds, making them impossible to heal normally. Can only be removed by magic.

Nightmare: 8 HP, 15 STR, 12 DEX, 18 WIL, flaming hooves (d8+d6). Intelligent demonic horses with burning-red eyes, smoldering nostrils, and flaming hooves.. Constantly breathe a thick cloud of smoke, impairing damage dealt by anyone in melee with the nightmare.. Sometimes are used as steeds by other powerful demonic creatures.

Giant Octopus: 8 HP, 14 STR, 8 WIL, tentacles (d6, Blast). Large, eight-armed saltwater creatures. Dwell nearby warm coasts.. Can attack up to 8 nearby creatures.. When threatened, spills a thick cloud of ink and quickly swims away.

Ogre: 6 HP, 1 Armor, 16 STR, 8 DEX, 6 WIL, club (d10). 10' tall brute humanoids dressed in animal hides. Mostly live in caves.. Mostly antisocial, drive away any other beings from nearby its lair.. Easily impressed by shiny materials, carry sacks full of coins with them.

Owl Bear: 9 HP, 16 STR, beak (d10) or claws (d8+d6). Huge, carnivorous bear-like creatures with the face of an owl. Found in dense forests.. Excellent trackers, can detect even the slightest signs of prey.. Highly territorial, attack anything that comes too close.. Critical Damage: Maul the target, crushing armor and tearing a limb apart.

Pegasus: 6 HP, 12 STR, 15 DEX, 15 WIL, hooves (d6+d6). A intelligent winged horse, wilful and proud. Seen as a symbol of beauty and nobility.. Have a rigid sense of morality and can feel if a person has broken it.. Will offer to help adventurers as a mount if it judges the person's cause as noble and just.

Phoenix: 18 HP, 12 STR, 18 DEX, 18 WIL, talons (d12+d10). Giant eagle-like birds made of pure flame, found in isolated regions and only attack in self-defense.. Possesses simple intelligence and watches

travellers carefully to judge if they are a threat.. Its feathers are capable to heal any disease, but cannot be taken, only given by the phoenix.. Unharmed by fire and heat. Emits an aura of fire that does d8 damage to anyone that comes nearby.. If killed, disappears into a small sphere of flames. After a turn, it is reborn from its ashes and flees.

Pixie: 6 HP, 3 STR, 18 DEX, 15 WIL, dagger (d6). Tiny humanoids with insectoid wings. Close relatives of fairies.. Extremely agile, it's impossible to simply attack one with a weapon.. Naturally invisible, can reveal itself if it chooses to.. Its small wings only allow it to fly for short periods of time before needing to rest.

Purple Worm: 18 HP, 1 Armor, 18 STR, 8 DEX, 6 WIL, bite (d10+d10), detachment. Gargantuan worms with bodies more than 100' long and 10' thick. Burrow in tunnels underground and surface to eat other creatures. Found in deserts and other drylands.. Victims that save against Critical Damage caused by the worm are swallowed whole. Anything inside the worm receives d12 acid damage each round.. Critical Damage: The target is devoured and crushed inside the worm.

Red Cap: 6 HP, 12 DEX, 8 WIL, two sickles (d6+d6). Borne from blood left to rot in the fae. Hats colored by blood; they even bathe in blood.. Attack travelers, but will ignore those with little to live for, as there is no pleasure in it.. Critical Damage: eviscerate the target, showering in blood,

restoring any lost STR and HP.

Roc: 18 HP, 18 STR, 14 DEX, 12 WIL, claws (d8+d8, Blast) or bite (d10+d10), detachment. Gargantuan birds of prey that nest atop the highest peaks and attack anything that approaches their nests. Considered myths by most people.. Surprise victims by swooping down from above.. Legend says that if someone steals a egg and nurses until it hatches, the bird will whisper powerful knowledge to the caretaker before flying away.

Root Goblin: 4 HP, 8 STR, 14 DEX, 8 WIL, spear (d6). Avoid combat unless they have the advantage (such as greater numbers).. Guard their stolen goods to the death.. Prize Spellbooks; willing to trade.

Root Witch: 8 HP, 9 STR, 16 DEX, 14 WIL, tuber-fingers (d6). Excellent tunneler that hides underground near water. Wiggles tiny fronds into the air as lures.. Above-ground, appears vaguely humanoid with the face of a rotted tree stump.. Will exchange rare minerals for a "fresh corpse" of any kind.

Rust Eater: 5 HP, 12 DEX, 12 WIL, bite (d6). Armadillo-like creatures with long tails and two long antennae. Feed on rusted metal.. Any metal that touches its antennae instantly becomes rust. Relics are partially resistant to this effect.. Can smell metal from a long distance.

Satyr: 6 HP, 12 DEX, 16 WIL, horns (d6) or pipes (save). Magical humanoids with the legs and horns of a

goat that love to dance and drink. Found in deep forests.. Highly resistant to magic effects.. Pipes: Anyone who hears the music from a satyr's pipes must save WIL or fall asleep, be charmed or frightened. The Satyr chooses which effect when playing the pipes.

Giant Scorpion: 8 HP, 2 Armor, 12 DEX, 8 WIL, claws (d10+d8) or sting (d8). Huge arachnids, the size of a horse, with pincers and poisonous stingers. Found in drylands and caverns. Highly aggressive, normally attack on sight.. Immobilizes its victims with the claws, and then attack with the sting.. Critical Damage: The sting's poison paralyzes the target, killing it in one day if not treated.

Shadow: 6 HP, 8 STR, 14 WIL, draining touch (d6, ignores armor). Incorporeal monsters that look like animated shadows.. Unharmed by mundane attacks, sleep or mind control.. Critical Damage: The target loses another d4 STR, if reduced to 0 STR, they become a shadow.

Shambling Mound: 9 HP, 15 STR, 6 DEX, 8 WIL, tendrils (d8+d8). Plant monsters with the rough shape of a 9' tall humanoid made of slimy vegetation. Dwell in dark swamps and damp undergrounds.. Damage from mundane weapons are Impaired.. Grapples its targets and tries to drown them in water bodies.

Great White Shark: 8 HP, 14 STR, 14 DEX, 6 WIL, bite (d10+d10). 30' long aggressive fish of a grey coloration. Dwell deep salt water, and sometimes

attack smaller boats.. Can detect the smell of blood from many miles away.. Once moves to attack, doesn't stop until death.

Skeleton: 5 HP, 1 Armor, 13 DEX, rusty sword (d6). If a skeleton is killed and its bones are not scattered, it reforms.

Snake Person: 6 HP, 1 Armor, 12 DEX, 14 WIL, bite (d6). Creatures with the body, tail, and head of a giant snake and scaled humanoid torso and arms. Capture other humanoids to be eaten or enslaved by their cruel masters. Dwell in hot jungles.. Highly resistant to magic effects.. Supposedly can breed with humans, creating hybrids that have the appearance of humans with reptilian eyes and forked tongues.

Snake, Pit Viper: 3 HP, 12 DEX, bite (d6). 5' long snakes with greyish scales, found in caves and other dark places.. Does not rely on vision, instead, senses its victims by their body heat.. Critical Damage: The poison kills the target in a day if a antidote isn't applied.

Snake, Spitting Cobra: 3 HP, 14 DEX, acid spit (d6). 3' long snake with grey and white scales. Notably shy, live in places where they can blend in.. Attack from distance with their acidic spit, always aiming for the head of the target.. Critical Damage: The acid corrodes the target's face, permantly damaging its visage and senses.

Sphinx: 12 HP, 12 STR, 15 WIL, claws (d8+d6) or roar (save). Large monsters with bird wings, the body of a lion, and a human face.

Collect puzzles, riddles, and obscure knowledge. Might pose riddles to those they meet, attacking and consuming any who cannot give the correct answer..

Roar: Anyone who hears the sphinx's roar must save WIL or flee in fear.. Carry 1d4 spellbooks with them, preferring magic related to knowledge or communication, but taking any.

Spider, Giant Aquatic: 4 HP, 12 DEX, bite (d6). 4' long spiders that dwell in large bodies of freshwater. Build air-filled nests in aquatic vegetation.. Are able to hold breath for long periods of time, and lurk just below the water's surface to surprise its victims.. Critical Damage: The poison paralyzes the victim (d8 DEX damage), the spider drags paralyzed victims to its lair to eat them.

Giant Phase Spider: 6 HP, 14 DEX, 12 WIL, bite (d6). 8' long, black spiders that have the ability to become intangible. Dwell in web-filled lairs and sometimes prey on humans.. Can freely shift in and out of existence. When threatened, phases out and only phases in for a seceond when it attacks.. Critical Damage: The poison kills the target in a day if not treated.

Titan: 18 HP, 2 Armor, 16 STR, 12 DEX, 18 WIL, sword (d12+d10). 20' tall humanoids of radiant beauty and athletic build. Beneficent of character, but prone to megalomania. Natives of other planes, but sometimes have strongholds in the mortal world.. Can levitate at will, with precise control of its movement..

Masters of spellcasting, carry 2d6 spellbooks and can always enchance spell effects without risk or need to prepare for it.

Treant: 10 HP, 3 Armor, 15 STR, 3 DEX, 12 WIL, roots (d10+d8, Blast). A human face made of bark on the trunk of a massive tree. Found in the center of thick forests where it spreads its massive roots.. Connected to all trees on its forest, can control their growth and move their branches.. It feeds by draining energy from fresh bodies, any amount can be used, but the mightier the creature the better.

Triton: 6 HP, 12 STR, 12 DEX, 12 WIL, trident (d8). Aquatic humanoids with silvery skin, blue-green hair, and scaled legs ending in fins. Dwell in warm waters both at shallows and at great depths.. Extremely proud, consider themselves a better version of any other folk, going through great efforts to prove so.. Lair in beautiful castles sculpted from sea rocks and corals, guarded by other sea creatures under their command.

Troll: 6 HP, 1 Armor, 14 STR, 12 DEX, talons and bite (d10+d6). Wicked, 8' tall humanoids with rubbery bodies. Consume the flesh of other humanoids. Dwell underground, in the barren wilderness, and in the ruined homes of former victims.. Fire and acid damage received is Enhanced, and stops a troll's regeneration. When attacked with either of those, the troll fails all morale checks.. Regains 3 HP per round, and even severed limbs are

reattached. If killed, will regenerate and fight again in an hour.

Tyrannosaurus: 18 HP, 1 Armor, 18 STR, 12 DEX, bite (d10+d10), detachment. Massive, two-legged, predatory reptiles with huge jaws.. Extremely rare, can only be found in large regions of untouched wilderness.. Only hunt large and dangerous prey, always attacking the most threatening foe first.

Unicorn: 6 HP, 12 DEX, 14 WIL, horn (d10, ignores armor). Magical horses with a single long horn on its forehead. Timid, but proud and wilful, are seen as divine beings.. Its hairs are worth small fortunes due to its powerful healing properties.. Can teleport to any place in its sight once a day.

Vampire: 12 HP, 1 Armor, 14 STR, 12 DEX, 16 WIL, bite (d10). Charming, undead creatures that drink the blood of mortals. Act at night and sleep in a coffin during the day. Can change its form to the one of a bat.. Regeneration: A damaged vampire regains 6 HP when it bites a target that has blood. If killed, it becomes a cloud of gas and retreats to its coffin, reforming at the next nightfall. Can only be killed if exposed to sunlight or if the coffin is destroyed.. Critical Damage: The vampire drains the targets's essence, dealing d12 damage to WIL. If the target reaches 0 WIL this way, it dies and is raised as a thrall of the vampire

Warper: 8 HP, 14 DEX, 12 WIL, tentacles (d8, Blast). Large panther like predators with many edged

tentacles growing out of their backs.. Can teleport short distances at will, which it uses to ambush prey.. Highly resistant to magical effects.

Giant Weasel: 6 HP, 15 STR, 14 DEX, bite and claws (d12+d10). 6' long, predatory mammals with rich fur of brown, gold, or white. Dwell in subterranean tunnels, hunting alone or in small groups.. Vicious trackers, can smell blood at long distances. Prefer to stalk targets that are already wounded to finish them off.. After attacking, locks its powerful jaws on the target and keeps biting, only releasing if its sure the victim is dead.

Werewolf: 8 HP, 15 STR, 14 DEX, 6 WIL, claws (d6+d6) or bite (d8). Ferocious humanoid and wolf hybrids that hunt with abandon. Created by a curse being placed in a human or a wolf.. Its piercing howls can be heard for miles away, and are capable of calling regular wolves to its aid.. Mundane attacks are Impaired against the werewolf, but weapons made of silver are Enhanced.. Critical Damage: The target becomes infected, transforming into a werewolf by the next full moon.

Dire Wolf: 8 HP, 14 STR, 12 DEX, bite (d10). Horse-sized, semi-intelligent wolves. Highly territorial, live in forests or mountains and ferociously guard its surroundings.. Regular wolves are scared of them, but will fight alongside them against invaders.. Can be trained like dogs if captured

young, but it's a extremely difficult challenging.

Wolf: 6 HP, 12 STR, 14 DEX, bite (d8). Large canines that dwell primarily in wildlands, but occasionally lair in caves.. Can be trained like dogs if captured young.. When found in packs of at least 4, wolfs never fail morale saves.

Wood Troll: 10 HP, 15 STR, 12 DEX, 7 WIL, claws and bite (d8+d8, Blast). Large humanoid beings with elongated arms. Live in forests, sharing a deep connection with the vegetation around it.. As an action the troll can eat a handful of moss to fully recover its HP.. Critical Damage: Moss and twigs begin growing out of target's wounds.

Wyvern: 7 HP, 14 DEX, bite (d8+d8) or poisonous sting (d6). Winged, two-legged, reptilian monsters with a long tail tipped with a venomous sting. Dwell in any terrain, but favor dry cliffs.. Shy away from other creatures, but attacks anything that comes in the vicinity of its nest.. Critical Damage: The deadly poison permanently debilitates the target, reducing its maximum STR to the current value.

Zombie: 6 HP, 6 DEX, 3 WIL, rusted weapon (d6). Slow, mindless re-animated corpses. Created by wicked wizards to serve as guardians in hordes.. Simply attacks anything that comes nearby.. Cannot be affected by anything that targets the mind.

More Spells

1. Adaptive Skin: Target can exist comfortably in hot or cold environments.
2. Addle Brain: Target must pass WIL save or drop to 0 WIL for 1 hour.
3. Animal Call: Summons a mundane beast. It holds no loyalty towards you or your allies.
4. Anti-Magic Globe: A thin shell of magical protection surrounds a small area around the caster. For every additional minute the globe is active they take one additional Fatigue.
5. Arachnid's Finesse: Target can walk on walls and ceilings.
6. Arcane Arrow: Green energy bursts from your fingers, dealing 1d6 damage and ignoring mundane armor.
7. Arcane Confinement: Target is bound by magical rope, able only to speak but nothing more.
8. Arcane Epistle: You write a letter that only its intended reader can understand.
9. Arcane Fireworks: Target flame becomes a great conflagration of heat, light and sound.
10. Arcane Stain: Inscribe an invisible rune you can feel. Suffer 1d4 WIL loss if removed.
11. Architect's Eye: Any hidden doors within 60ft light up as if on fire.
12. Architect's Perfection: Create a holographic wall, floor, or ceiling that looks absolutely real.
13. Astral Step: You and anyone touching you instantly transport to a known location you have been to before.
14. Banishment: WIL save or creature to returns to native plane.
15. Become Unseen: Target becomes invisible for 1 hour, and are still able use abilities and attack without detection. Afterwards they become incapacitated (deprived)
16. Beguilement: Target humanoid must make a WIL save or is controlled telepathically.
17. Bewildering Fog: A hazy fog surrounds you in a radius of 20ft. Attacks within the mist are impaired.
18. Blazing Defense: You manifest a shield of flame (+1 Armor, 1d6 damage). Fire cannot hurt you.
19. Blessing: Target's attacks are enhanced and non-Blast attacks are impaired against them until they next take damage.
20. Bolster: A person you can see is emboldened by your words for a few minutes: their attacks are enhanced and they cannot become deprived.
21. Bound: Target can make a single jump to any place they can see.
22. Boundless Message: Delivers a single sentence to any one creature instantaneously, no matter the distance.
23. Breath Soup: Blocks vision and slows movement.
24. Burning Missile: You fire an acid missile that does 1d6 damage to a target for every round it is not washed off.
25. Burnishing Bubble: Target is enclosed by an impenetrable sphere that rolls along the ground, unless they pass a DEX save.
26. Calcify: Target object turns to stone at the caster's touch. Living targets save vs STR.
27. Catsense: Target has heightened senses for the next hour, especially at night.
28. Chilling Graze: Target loses 1d4+1 STR and is deprived.
29. Cinder Flesh: Energy beams burn enemies (1d10 blast damage) in a straight line.
30. Circle of Arcane Protection: Magical or godly beings cannot enter a 10ft circle.
31. Cleanse: Rotten or poisoned food becomes edible.
32. Cold Spray: A spray of cold air does d6 damage 20ft in one direction.
33. Conceal Object: Masks an object against divination or scrying.
34. Conquer Gravity: Target moves up or down according to your whims.
35. Cosmic Fingertips: Your hands sculpt stone, rock or minerals into any form you please.
36. Coup de Grâce: An ally's next attack ignores armor and

- takes damage directly from their target's STR.
37. Craft from Clay: Any natural, earthen target is transformed (rock to mud, lava to rock, etc).
 38. Create Unlife: Creates 1d4 undead skeletons and zombies from corpses. WIL save every hour to control them.
 39. Curse of the Sightless: Anyone within eyesight must make a WIL save or be blinded.
 40. Curse Unlife: Deals 1d4+2 STR loss to one undead, ignoring armor and resistances.
 41. Cure-All: A single illness or disease dissipates at your touch.
 42. Cute Ink: A single page in a book can be altered to hide its true content.
 43. Darksight: Target can see 60 ft. in total darkness.
 44. Death's Breath: You summon a poisonous cloud (d6 STR loss) you can control.
 45. Devil's Comedian: WIL save or target laughs uncontrollably, unable to take any action.
 46. Disaster Fluid: Anything in a 10ft square becomes slippery; DEX save to avoid slipping.
 47. Disrupt Scry: Future divinations of one creature or object are misled according to your will.
 48. Doppelganger: You spawn 1d6 decoy duplicates of someone you touch. Decoys are dispelled with a touch.
 49. Doubleskin: Target humanoid doubles in size.
 50. Dreampoison: Target is deprived after suffering a night of bad dreams.
 51. Dreamtalker: Sends a message to anyone currently asleep.
 52. Earsplit: Anyone within earshot is deafened.
 53. Easy Descent: Objects or creatures nearby fall very slowly.
 54. Edifice: You summon a stone wall up to 20ft wide that you can control.
 55. Energize Rope: A rope-like objects moves at your command.
 56. Ensorcelled: Creatures are enraptured for a few minutes unless they pass a WIL save.
 57. Envision: Spies on a target you have met, even across vast distances. On a WIL save, they can feel your presence.
 58. Ephemeral Audio: Point to a spot. Anyone nearby hears a sound you choose at any volume.
 59. Epidemic: Infects target with disease, which spreads until the source of magic is destroyed.
 60. Extraplanar Convocation: Summons any extraplanar being onto your plane. It holds no loyalty towards you or your allies.
 61. Extraplanar Request: Ask a single question of a random extraplanar entity.
 62. Feline Dexterity: Target becomes limber, lithe and as fast as quicksilver.
 63. Find Virulence: Detects poison in any creature or object within 30ft.
 64. Fire Curse: An object you touch is imbued with a hidden flame-trap dealing 1d4+2 STR loss.
 65. Firey Missile: A bow you touch can fire flaming arrows (1d10 damage) for one minute.
 66. Fish Lung: A target can breathe underwater until they surface again.
 67. Fleetfooted: One creature moves at double speed.
 68. Flicker: Target randomly vanishes and reappears once at will.
 69. Fog of Nausea: A cloud of nauseating vapors pours out from the Spellbook's pages. Anyone nearby makes a STR save or vomit uncontrollably.
 70. Fold Portal: A door you touch opens into another door you've stepped through before until it is shut again.
 71. Foolishness: A target you touch becomes vulnerable to wild mood swings, sweeping conclusions and silly behavior. They also lose 1d6 WIL for 24 hours (down to a minimum of 1).
 72. Fortify: Damage from heat, ice, acid or electricity are impaired against a target for the next hour.
 73. Frozen Corpse: A corpse you touch is preserved.
 74. Gale: You summon an impenetrable wall of energy up to 15ft wide.

75. Ghost Whisper: You and a sympathetic ally are linked, able to converse in short sentences for an hour.
76. Gift of Flight: Target can fly for a short while.
77. Glacier: You create a wall of ice (15 HP, 3 Armor) around a creature you choose.
78. Gorgon's Gaze: Target is transformed into a statue on a failed WIL save. A success reverses the spell; holder must pass a WIL save or the book is destroyed.
79. Great Ball of Fire: You fire a ball of flame (1d10 damage) up to 20 feet away.
80. Hand of the Protector: A giant, floating hand blocks all damage from a single opponent until you are safe from danger.
81. Healing Grace: A target heals 1d6 STR, and you become deprived until you take the time to mediate, pray or sleep.
82. Heatless Torch: Turns any object into a permanent, heatless torch.
83. Hedgemagick: You perform a minor magical trick (create flame, wind, light or sound).
84. Hempen Hoop: A rope moves at your command.
85. Hide Mind: The next person to scry your mind or your whereabouts is fooled.
86. Hoodwink Monster: Target monster makes a WIL save or treats you as an ally.
87. Hoodwink Person: Target becomes a friend until out of sight.
88. Hovering Protection: A hovering, transparent disk materializes around an ally granting 1 Armor.
89. Ice Ray: Ice and snow flow from your fingerprints, dealing 1d8 damage (blast) in a straight line.
90. Icy Tempest: Hail deals 1d12 damage in a 20ft radius.
91. Ill Fate: Target automatically fails next their next save.
92. Illusory Landscape: You can make one type of terrain appear like another.
93. Incorporeal Shrug: Ignore any one attack.
94. Induce Despair: Target must pass a WIL save or its attacks are impaired.
95. Induce Horror: Target makes a WIL save or flees.
96. Inferno: You summon a flaming wall up to 15ft wide. Anyone passing through suffers 1d6 STR loss.
97. Influence: Target gains armor 3 but running and swimming are impossible.
98. Insubstantiate: Target becomes insubstantial and can float.
99. Kraken's Curse: Tentacles grapple all within 20 ft, STR save to break free.
100. Lamp's Hue: Target object shines like a torch for one hour.
101. Latch: An unlocked box, cabinet or door opens or closes at your command.
102. Librarian's Trap: Deals 1d4+2 STR loss when read.
103. Lichsense: You feel any undead within 60ft. WIL save to avoid detection by intelligent undead.
104. Light Show: You control a dazzling display of light and color.
105. Lightning Strike: Electricity flings from your fingertips doing 1d12 damage (blast) in a line.
106. Linguist: For the next hour you can speak and understand any mundane language.
107. Magic Seal: Magically locks a door, portal or chest.
108. Major Genesis: Creates an object of nonliving stone or metal no greater than 5 cubic foot in size.
109. Maker: Transforms raw materials into finished items.
110. Manic Fury: A target's attacks are enhanced. They must make a WIL save after a successful killing or lose control, attacking anyone in sight.
111. Masquerade: You assume the likeness of a similar creature you have seen.
112. Master Undead: Undead creatures obey your command. Intelligent undead make a WIL save.
113. Mental Tripwire: Intruders set off an alarm audible only to you.
114. Mind Bond: Two allies can communicate via a mental link for the rest of the day.

115. Mind Reader: You can see or hear any person you have met before.
116. Miniaturize: An object shrinks to one tenth its size.
117. Minor Aegis: A target you touch ignores the next instance of harm from a specific source.
118. Minor Genesis: Creates an object of nonliving matter no greater than one cubic foot in size.
119. Mirage: You summon a noiseless & simple illusion of your choice.
120. Molasses Veins: A single target moves at half speed.
121. Murky Bubble: You create a bubble supernatural shadow within a 20ft radius.
122. Necrotic Touch: Target must DEX save or is paralyzed.
123. Obfuscate: Target cannot be observed either through divination or scrying.
124. Obfuscation: Changes your appearance.
125. Obscuring Mist: A rolling fog obscures vision in a 300ft radius.
126. Opaque Cover: Details about your person become obscured and unmemorable.
127. Orb of Ignus: You control a floating ball of fire (1d8 damage) for a short while.
128. Orb of Immortality: Mundane attacks cannot harm anyone within a 10ft radius, or vice-versa.
129. Otherwordly Pet: Summons an unintelligent extraplanar creature up to the size of a small dog. It holds no loyalty towards you or your allies.
130. Otherworldly Gate: Opens a portal to another reality. It works in both directions.
131. Paincurrent: An arc of electricity passes from your fingertips to a target you touch. They take 1d8 damage (1d12 if wearing metal armor).
132. Passage: Creates a temporary path through wood, stone or brick.
133. Passive Invisibility: Target is invisible until they attempt harm.
134. Peeping Warlock: You control a pair of floating eyes so long as yours remain closed.
135. Perfect Illusion: Creates an image with sound, smell and thermal effects, activated according to a trigger you choose. Touching the image or making a successful WIL save will reveal the illusion.
136. Perfect Preservation: A weapon you touch becomes immune to wear, mundane damage or elemental effects. The spell wears off after a day.
137. Phantom Hound: A ghostly canine (4 HP, bite (1d4)) obeys your commands for up to one hour.
138. Phase Anchor: Binds an extraplanar creature to your will until it performs a task specific task, after which they must pass a WIL save to escape (good luck).
139. Phase Sneak: Anyone within a 10ft radius is rendered invisible.
140. Phase Touch: A disembodied, floating hand obeys your whims but is immaterial. The next Spellbook, ability or item that relies on touch now works from a distance.
141. Philolomancy: You understand all spoken and written languages.
142. Philosopher's Mind: Target is immune to spiritual or psychic attacks, as well as any attempts at mental or spiritual manipulation or persuasion.
143. Planar Anchor: Bars extradimensional movement.
144. Plant Scourge: Plants within eyesight wither and die.
145. Pocket Container: Summons a chest from an immaterial plane. It holds up to 6 items. The chest is dismissed at will.
146. Pocket Sun: You create a halo of bright light in a 60ft radius.
147. Prisma Shard: An array of hypnotic lights fascinate nearby creatures, unless they pass a WIL save.
148. Profane Reveal: Target an empty space to reveal invisible objects or creatures.
149. Psychic Eye: Invisible floating eye allowing you to observe a single location as present.
150. Psychokinesis: Magically moves an object up to half your weight.
151. Puppeteer: You can throw your voice a great distance away

152. Purge Text: Mundane or magical writing vanishes at your touch.
153. Pyramid of Passivity: Target creatures must make a DEX save or their attacks are impaired.
154. Psychic Touch: You can hear target's surface thoughts, so long as you touch them.
155. Rat-Tat-Tat: Loudly opens a locked or magically sealed door or chest.
156. Ravenless Message: You send a short message 1 mile that anyone along its path can hear.
157. Reject Unlife: Nearby undead are immobilized for 30 seconds or until you take another action.
158. Remembered Voice: A spot you mark becomes the trigger for a supernatural recording of your voice, delivering a short message of your choice.
159. Reverie: Targets become dazed for a moment, as if lost in daydream.
160. Runic Harm: A rune you draw causes great pain to the reader, who must WIL save or scream until they pass out (1d4 WIL loss). A successful save destroys the rune.
161. Runic Slumber: A rune you draw puts the reader into a magical sleep that lasts 1d6 hours.
162. Safe Haven: You summon a floating, invisible refuge for 8 hours. It fits up to 8 people comfortably.
163. Scintillate: Target must WIL save or their attacks become impaired.
164. Scry Creature: Indicates the precise location of a familiar creature.
165. Scry Object: Indicates the precise location of an object, known or otherwise.
166. Scrying Ward: For 24 hours you become aware of any magical eavesdropping.
167. Sculpt Water: Raise, lower or part nearby water.
168. Secret Attaché: You summon an invisible creature of great power that obeys your every command. Reading from other Spellbooks dispels the creature.
169. Shelter: Creates a standing edifice that can shelter up to 10 creatures, disappearing after 24 hours.
170. Shrinking Cant: A humanoid creature you touch halves in size.
171. Signal: Sends up a flare that can be seen for some distance.
172. Simple Illusion: Creates a simple image with sound. A cursory investigation will reveal the illusory image.
173. Sinister Flame: Target's palms are lined with flames (1d4+1 STR loss) for one minute.
174. Sinister Polymorph: WIL save or target is transformed into a harmless animal.
175. Skillfull Repair: You make minor repairs to a nonliving object.
176. Sky Raft: You summon a 3ft wide floating disk that holds up to 100lbs.
177. Solar Portal: Sends an extraplanar message to all beings that wish to enter your plane. You have no choice which being answers and it holds no loyalty to you or your allies.
178. Song of Repose: Target falls into a deep slumber.
179. Sonic Shattering: A sonic wave causes 1d6 STR loss to susceptible objects or crystalline creatures, ignoring armor.
180. Sorcerer's Lock: Any door (magical or otherwise) is held shut until you leave its vicinity.
181. Soul Annex: Target's spirit is caged within their body and replaced with the caster's. If the body is slain the original soul departs, but the caster must pass a WIL save to return to their body.
182. Steer's Strength: Target's strength triples; unarmed attacks are enhanced.
183. Strength Tap: A target you touch loses 1d6 STR, which is transferred to you (up to your max STR).
184. Stumbling Steps: A target you touch becomes deprived and loses 1 STR.
185. Stupefaction: Target temporarily loses sense of place and time. WIL save to overcome.
186. Sudden Slumber: Target falls asleep for 1d4 hours.
187. Summon Elemental: A being of fire, wire,

- earth, or wind manifests from available matter to perform a single task for the caster. It follows this command against its will.
188. Sway Will: A target is compelled to follow a stated course of action, without understanding why.
189. Temporary Reprieve: Target regains any lost STR, but loses it again after a few minutes.
190. Terrify: Targets within eyesight must pass a WIL save or flee.
191. Terrifying Illusion: A target is hunted by a terrible creature only they can see. Its attacks do 1d12 damage; on Critical Damage they must pass a WIL save or become catatonic.
192. Thief's Bane: An object appears trapped, even to an experienced thief.
193. Thwart the Elements: Damage from energy blasts are impaired against a target for the next hour.
194. Tongue of the Blue Serpent: Rust-colored, serpentine letters materialize on a surface you choose. Anyone reading these words becomes immobilized unless they succeed a WIL save.
195. Torrential Moat: You summon a powerful wind that deflects arrows, smaller creatures, and noxious gases.
196. Toxic Blast: A small orb of acid deals 1d6 blast damage to a target.
197. Transform Aura: Target's aura is made non-magical or vice-versa.
198. True Name: Determines the properties of a magical item you touch.
199. Trueshift: A willing target takes on a new form (keeping only their WIL), but must pass a WIL save to shift out.
200. Twilight Steed: Summons an arcane steed that never tires, but dissipates within daylight.
201. Ultimate Sacrifice: The book's holder transfer's their life force into a corpse, reviving both body and soul.
202. Uncurse: A person or object you touch is freed from a curse or nefarious spell.
203. Undefinable Target: An ally becomes immune to mundane ranged attacks for one round.
204. Undeniable Courage: Target passes next WIL save and their attacks are enhanced.
205. Unflappable Endurance: Target does not take Fatigue from non-magical activities or become deprived until their next rest.
206. Vermin Plague: Summons a swarm of bats, rats, spiders or similar creatures of your choice. They are harmless but distracting and hold no loyalty towards you or your allies.
207. Vines of Ichor: You spread sticky spiderwebs on the walls, floor and ceilings within a 20ft radius.
208. Warrior's Edge: Target weapon is enhanced, and victim automatically fails a critical damage save.
209. Windborn: You direct a powerful wind in a straight line, strong enough to blow over small boulders.
210. Winter's Woe: An icy storm assails multiple targets, obscuring visibility and making the ground icy and treacherous.
211. Witch Sight: Magical auras become visible to you for one hour.
212. Wizard's Exit: You and anyone you touch can flee to safety at double speed.
213. Wizard's Grasp: You control a phantasmal hand that can lift up to 5 pounds.
214. Wizard's Haven: A small, walled-in area cannot be scryed.
215. Wizard's Sniff: You can feel any magic within a 60ft radius.
216. Word of Pain: A single phrase from your lips does 1d12 blast damage. Affected targets are also deafened.