

Mini Cairn Warden's Handbook

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

Acknowledgements

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<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
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<http://www.necropraxis.com/hazard-system/>
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Any rules marked *Optional*: additions new to the Cairn Player's Handbook.

CAIRN Adventurer's Guide

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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 an 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.
- 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

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<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)

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.

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://cairnrbg.com/Cairn Bestiary](https://cairnrbg.com/Cairn%20Bestiary)
compiled on April 28, 2023 by Yochai Gal
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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 their 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, shortswords (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.

Ettin: 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 earthly 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, short swords (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 a 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 its territory.. Notably strong, is able to easily break stone, which it uses to alter the environment and separate its foes to kill them 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 mall 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 an 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, permanently 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 second 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 enhance 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 return to native plane.
15. Become Unseen: Target becomes invisible for 1 hour, and are still able to 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. Dark sight: 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, water, 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 transfers 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.