

WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Bastard sword	10 gp	M	C	1d8/1d10	V, 2 slots
Club	5 cp	M	C	1d4	-
Crossbow	8 gp	R	F	1d6	2H, L
Dagger	1 gp	M/R	C/N	1d4	F, Th
Greataxe	10 gp	M	C	1d8/1d10	V, 2 slots
Greatsword	12 gp	M	C	1d12	2H, 2 slots
Javelin	5 sp	M/R	C/F	1d4	Th
Longbow	8 gp	R	F	1d8	2H
Longsword	9 gp	M	C	1d8	-
Mace	5 gp	M	C	1d6	-
Shortbow	6 gp	R	F	1d4	2H
Shortsword	7 gp	M	C	1d6	-
Spear	5 sp	M/R	C/N	1d6	Th
Staff	5 sp	M	C	1d4	2H
Warhammer	10 gp	M	C	1d10	2H

ARMOR

Item	Cost	Gear Slots	AC	Properties
Leather armor	10 gp	1	11 + DEX mod	-
Chainmail	60 gp	2	13 + DEX mod	Disadv on stealth, swim
Plate mail	130 gp	3	15	No swim, disadv stealth
Shield	10 gp	1	+2	Occupies one hand
Mithral (metal armor only)	x4	-1	-	No penalty stealth, swim

Difficulty Class

Easy, DC 9. Leaping a narrow chasm, sneaking up on an inattentive guard.

Normal, DC 12. Kicking open a stuck door, picking a poor lock.

Hard, DC 15. Swimming against a strong current, giving first aid to stop a character from dying.

Extreme, DC 18. Climbing a slippery cliff one-handed, restraining a frenzied lion.

Morale

Enemies who are reduced to half their number (or half their hit points for a solo enemy) **flee** if they fail a DC 15 Wisdom check.

Large Groups. Make one check using the leader's WIS modifier.

Dying

Death Timer. $1d4 + \text{CON}$ modifier rounds (min. 1). On turn, roll a d20. 20 = rise with 1 HP.

Stabilize. Close range, DC 15 INT check. On success, target stops dying (but is still unconscious).

Distance/Movement

Close = 5 feet. **Near** = up to 30 feet. **Far** = within sight.

Climbing. DEX or STR check, half speed. Fall if fail by 5+ points.

Falling. 1d6 damage every 10'.

Moving Through. Move freely through allies. Pass a STR or DEX check to move through enemies.

Swimming. Swim half speed (STR check in rough water). CON check if holding breath (fail = 1d6 damage/rd until exiting hazard).

Spell Focus

You can't cast other focus spells while focusing. Do a spellcasting check at the start of your turn for the focus spell to maintain it.

Success. The spell stays in effect until the start of your next turn.

Failure. The spell ends. If you were focusing, you do **not** lose the ability to cast that spell.

Distraction. Immediately do a spellcasting check to maintain focus.

ShadowDark

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ShadowDark



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Introduction



In these nighted halls, doom and glory bloom
eternal. This is the story of the Shadowdark.

They were **crawlers**, and so they dared the lost halls of the Shadowdark.

They went down through the old trapdoor in the Rusty Mug's cellar, greasing the owner's palm with a few silver drems.

First came the spiders. Prickling legs, burning fangs, they descended on silent threads from the dark, high ceilings.

Creeg finally burned the skittering devils to ash with blasts of magical fire.

The carved stone walls grew denser, darker.

Iraga almost lost her head to a scythe snapping out of the wall.

It was **Ralina** who found the hidden door behind a demonic statue.

And so they went **deeper**.

The worked stone turned to damp cavern walls. Distant hisses and screams echoed in the pitch black, and leather-winged abominations swooped in with hooked talons, tearing at **Jorbin's** shield and flesh.

But the **treasure** they found! Dusty gold coins stamped with forgotten emperors, fat rubies dangling from silver chains, glittering swords plucked from the hands of moldy skeletons.

Soon, the torches grew thin. The wounds grew numerous. The magic grew weak.

The crawlers had met their true foe. It was all around them, never slowing, never sleeping, never ending.

It was the **ShadowDark**.

And the fight had only just begun.

Shadowdark



WHAT IS SHADOWDARK?

Shadowdark RPG is a fantasy adventure game where you and your companions delve into buried ruins, lost cities, spider-infested forests, and even fearsome dragon lairs in search of gold and glory.

The Shadowdark is any place where danger and darkness hold sway. It clutches ancient secrets and dusty treasures in its rotting claws, daring fortune seekers to tempt their fates.

With your adventuring companions at your side, you confront the Shadowdark's sinister traps, formidable magics, and ruthless monsters.

If you survive, you'll bring back untold riches plucked from the jaws of death itself. And before long, you'll hear the Shadowdark's call once again!

WHAT DEFINES THIS GAME?

Speed, danger, and simplicity. Magic is perilous, and battles are fast and deadly. Being clever is crucial for survival.

Shadowdark RPG is rules-light and intuitive. It encourages quick decisions rather than hunting through the rulebook for answers.

In this game, a torch only holds back the pressing darkness for one hour of real-world time. There isn't a moment to waste when the flames are burning low...

HOW DO I PLAY?

Everything you need to play or run a game is in this tome. Turn to the next section to get familiar with the basics!

The Basics

If this is your first time playing *Shadowdark RPG*, it's helpful to start with a premade character. The free digital *Shadowdark RPG Quickstart Set* has a few!

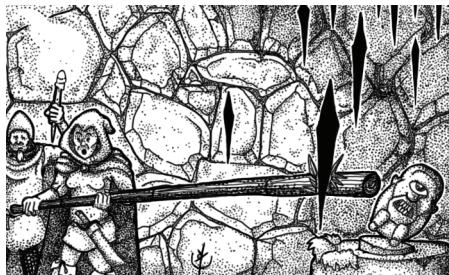
CHARACTERS

You decide your character's actions and tell them to the referee, or Game Master (**GM**).

The GM determines if your actions are successful and describes the results.

This back-and-forth between you, the GM, and your adventuring companions grows and shapes the game world.

Always ask yourself: If you were really your character, what would you do right now?



DESCRIBE AN ACTION

On your **turn**, describe an **action** you want to do. For example, you could say you're going to shoot your bow at a troll.

The GM might ask you to do a **check** (see Checks) to determine whether your action succeeds.

MOVEMENT

During your turn, you can **move** up to **near** (roughly 30 feet). You can break this movement up in any way. If you don't take an action, you can move near again.

ROUNDS

Each person takes a turn, starting with the GM and going clockwise. The GM controls the monsters and environment and narrates how everyone's actions change the game world.

Once everyone has taken a turn, that completes one **round**. Then, a new round begins.

THE DICE

You'll need a four-sided (**d4**), six-sided (**d6**), eight-sided (**d8**), ten-sided (**d10**), twelve-sided (**d12**) and twenty-sided (**d20**) die.

Multiples. $3d6 =$ three six-sided dice. Roll them together and add them.

Advantage. Roll two times and use the better result.

Disadvantage. Roll two times and use the worse result.

STATS

Stats are your characteristics. Each stat goes from 3-18 and has a bonus or penalty (called a **modifier**, or MOD) from -4 to +4.

Strength. Physical power.

Dexterity. Agility, reflexes.

Constitution. Endurance, resistance to injury.

Intelligence. Logical ability.

Wisdom. Instinct, willpower.

Charisma. Appeal, presence.

CHECKS

When attempting a risky action, roll a d20 and add a modifier. That's called making a **check**.

The GM chooses the check's linked stat and a number called a difficulty class (**DC**). If the total of your d20 roll + stat modifier equals or beats the DC, your action succeeds.

For example, the GM might say leaping over a narrow chasm requires a DC 9 Strength check.

HIT POINTS

Injuries cause you to take **damage** and lose hit points (**HP**). Typical weapons deal 1d6 damage to your HP. You regain lost HP after a night of rest.

Characters at zero HP **die** in 1d4 + Constitution modifier (minimum 1) rounds. Dead characters are retired from play!

WHAT'S NEXT?

You could play a whole game with just the basics. But once you're ready for more, the next chapters expand upon them.



Characters



Both the wise and foolish risk their fortunes in the Shadowdark. The darkness decides who is who.

Overview

To make a **Shadowdark RPG** character (also called a player character, or **PC**), grab your dice, a blank character sheet, and go through the next few pages. You can also view a walkthrough at youtube.com/thearcanelibrary.

NAME

Choose a worthy name for your adventurer.

ANCESTRY

Your character's cultural and ancestral heritage.

CLASS

Your character's job.

LEVEL

You start at either 0 or 1st level. You gain levels by earning XP.

XP

You start with 0 experience points (**XP**). You gain XP based on the treasure and boons you earn from adventuring.

ALIGNMENT & DEITY

Your character's cosmic link to the opposing forces of Law and Chaos, or balanced Neutrality.

TITLE

As you gain levels, your prestige grows. Your title is based on your level, class, and alignment.

BACKGROUND

Your history and past experience. You are adept at tasks related to your background.

STATS

The six scores that determine your physical and mental characteristics.

HP

Hit points (**HP**) represent the amount of injury you can sustain before you die. Taking damage from weapons, traps, spells, or other sources temporarily reduces your HP. You can regain HP by resting.

AC

Armor class (**AC**) is a type of difficulty class that shows how tough it is to injure you, whether because you're agile or you wear armor. Your class determines the type of armor you can wear.

ATTACKS

The weapons you wield and how you use them to fight an enemy (see Combat on pg. 88 for details). You can wield the weapons listed for your class.

TALENTS

Your special abilities. Your class, ancestry, and talent rolls grant you these. The benefits of talents combine (even the same talent rolled multiple times).

SPELLS

Some classes can learn and cast magic spells.

GEAR

Your equipment. You can carry a number of items equal to 10 or your Strength stat, whichever is higher (see the Gear section on pg. 34 for more details).



Starting Level

0-LEVEL CHARACTERS

Some games begin with 0-level characters — weak peasants who have not yet attained the skill required to be adventurers.

0-level characters are fragile. GMs should see *The Gauntlet* on pg. 116 for more insight.

Because 0-level characters have **beginner's luck**, they can wield all gear until 1st level.

0-level characters start with:

- Stats, pg. 15
- Choice of ancestry, pg. 16
- Hit points equal to their Constitution modifier (minimum 1)
- Background, pg. 26
- Choice of alignment, pg. 27
- Starting gear, pg. 33

0-level characters reach **1st level** after surviving their first adventure (see pg. 39).

1ST-LEVEL CHARACTERS

Some games begin with 1st-level characters — fledgling heroes who are ready to go on dangerous adventures.

These characters are tougher than their 0-level counterparts and have more defined roles in their adventuring teams.

1st-level characters start with:

- Stats, pg. 15
- Choice of ancestry, pg. 16
- Choice of class, pg. 18-24
- One class talent roll
- Hit points equal to one roll of their class's hit points die + their Constitution modifier (minimum 1); these replace the hit points the character had at level 0
- Background, pg. 26
- Choice of alignment, pg. 27
- Title, pg. 30
- Starting gear, pg. 33

Stats

To determine your character's stats, roll 3d6 in order for each one. Note each total and modifier on your character sheet.

Optionally, if none of your stats are 14 or higher, you may roll a new set of six numbers.

Strength. Fight with a sword, bash open doors, swim. Important for fighters.

Dexterity. Shoot a bow, balance on a ledge, sneak silently, hide. Important for thieves.

Constitution. Hold your breath, resist poison, endure injury.

Intelligence. Cast wizard spells, decipher runes, learn new skills. Important for wizards.

Wisdom. Cast priest spells, detect the hidden, recognize omens. Important for priests.

Charisma. Convince creatures to be friendly, resist mental control.

STATS	
-------	--

Stat	Modifier
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18+	+4



Ancestry

DWARF

Brave, stalwart folk as sturdy as the stone kingdoms they carve inside mountains.

You know the Common and Dwarvish languages.

Stout. Start with +2 HP. Roll hit points per level with advantage.

ELF

Ethereal, graceful people who revere knowledge and beauty. Elves see far and live long.

You know the Common, Elvish, and Sylvan languages.

Farsight. You get a +1 bonus to attack rolls with ranged weapons or a +1 bonus to spellcasting checks.

GOBLIN

Green, clever beings who thrive in dark, cramped places. As fierce as they are tiny.

You know the Common and Goblin languages.

Keen Senses. You can't be surprised.

HALF-ORC

Towering, tusked warriors who are as daring as humans and as relentless as orcs.

You know the Common and Orcish languages.

Mighty. You have a +1 bonus to attack and damage rolls with melee weapons.

And so the Primordial Age ended, and the gods fled.
In their place rose mortals, and they scattered the
earth with their shining kingdoms and lost ruins...

HALFLING

Small, cheerful country folk with mischievous streaks. They enjoy life's simple pleasures.

You know the Common language.

Stealthy. Once per day, you can become invisible for 3 rounds.

HUMAN

Bold, adaptable, and diverse people who learn quickly and accomplish mighty deeds.

You know the Common language and one additional common language (pg. 32).

Ambitious. You gain one additional talent roll at 1st level.



Fighter Class

Blood-soaked gladiators in dented armor, acrobatic duelists with darting swords, or far-eyed elven archers who carve their legends with steel and grit.

Weapons: All weapons

Armor: All armor and shields

Hit Points: 1d8 per level

Hauler. Add your Constitution modifier, if positive, to your gear slots.

Weapon Mastery. Choose one type of weapon, such as longswords. You gain +1 to attack and damage with that weapon type. In addition, add half your level to these rolls (round down).

Grit. Choose Strength or Dexterity. You have advantage on checks of that type to overcome an opposing force, such as kicking open a stuck door (Strength) or slipping free of rusty chains (Dexterity).

FIGHTER TALENTS

2d6	Effect
2	Gain Weapon Mastery with one additional weapon type
3-6	+1 to melee and ranged attacks
7-9	+2 to Strength, Dexterity, or Constitution stat
10-11	Choose one kind of armor. You get +1 AC from that armor
12	Choose a talent or +2 points to distribute to stats

- | | |
|-------|---|
| 2 | Gain Weapon Mastery with one additional weapon type |
| 3-6 | +1 to melee and ranged attacks |
| 7-9 | +2 to Strength, Dexterity, or Constitution stat |
| 10-11 | Choose one kind of armor. You get +1 AC from that armor |
| 12 | Choose a talent or +2 points to distribute to stats |

“Nothing sings sweeter than a whistling axe!”
-Jorbin, dwarf fighter



Priest Class

Crusading templars, prophetic shamans, or mad-eyed zealots who wield the power of their gods to cleanse the unholy.

Weapons: Club, crossbow, dagger, mace, longsword, staff, warhammer

Armor: All armor and shields

Hit Points: 1d6 per level

Languages. You know Celestial, Diabolic, or Primordial.

Turn Undead. You know the *turn undead* spell. It doesn't count toward your number of known spells.

Deity. Choose a god to serve who matches your alignment (see Deities, pg. 28). You have a holy symbol for your god (it takes up no gear slots).

Spellcasting. You can cast priest spells you know.

You know two tier 1 spells of your choice from the priest spell list on pg. 51.

Each time you gain a level, you choose new priest spells to learn according to the Priest Spells Known table.

For casting priest spells, see Spellcasting on pg. 44.

PRIEST TALENTS

2d6	Effect
2	Gain advantage on casting one spell you know
3-6	+1 to melee or ranged attacks
7-9	+1 to priest spellcasting checks
10-11	+2 to Strength or Wisdom stat
12	Choose a talent or +2 points to distribute to stats

PRIEST SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2



Thief Class

Rooftop assassins, grinning con artists, or cloaked cat burglars who can pluck a gem from the claws of a sleeping demon and sell it for twice its worth.

Weapons: Club, crossbow, dagger, shortbow, shortsword

Armor: Leather armor, mithral chainmail

Hit Points: 1d4 per level

Backstab. If you hit a creature who is unaware of your attack, you deal an extra weapon die of damage. Add additional weapon dice of damage equal to half your level (round down).

Thievery. You are adept at thieving skills and have the necessary tools of the trade secreted on your person (they take up no gear slots).

You are trained in the following tasks and have advantage on any associated checks:

- Climbing
- Sneaking and hiding
- Applying disguises
- Finding and disabling traps
- Delicate tasks such as picking pockets and opening locks

THIEF TALENTS

2d6 Effect

2 Gain advantage on initiative rolls (reroll if duplicate)

3-5 Your Backstab deals +1 dice of damage

6-9 +2 to Strength, Dexterity, or Charisma stat

10-11 +1 to melee and ranged attacks

12 Choose a talent or +2 points to distribute to stats



Wizard Class

Rune-tattooed adepts, bespectacled magi, and flame-conjuring witches who dare to manipulate the fell forces of magic.

Weapons: Dagger, staff

Armor: None

Hit Points: 1d4 per level

Languages. You know two additional common languages and two rare languages (see pg. 32).

Learning Spells. You can permanently learn a wizard spell from a spell scroll by studying it for a day and succeeding on a DC 15 Intelligence check.

Whether you succeed or fail, you expend the spell scroll.

Spells you learn in this way don't count toward your known spells.

Spellcasting. You can cast wizard spells you know.

You know three tier 1 spells of your choice from the wizard spell list (see pg. 52).

Each time you gain a level, you choose new wizard spells to learn according to the Wizard Spells Known table.

For casting wizard spells, see Spellcasting on pg. 44.



WIZARD SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2

WIZARD TALENTS

2d6 Effect

- | | |
|-------|---|
| 2 | Make 1 random magic item of a type you choose (pg. 282) |
| 3-7 | +2 to Intelligence stat or +1 to wizard spellcasting checks |
| 8-9 | Gain advantage on casting one spell you know |
| 10-11 | Learn one additional wizard spell of any tier you know |
| 12 | Choose a talent or +2 points to distribute to stats |

Background

Your background knowledge and skills might prove useful during your adventures.

Work with the GM to determine if your background provides you advantages in a given situation.

BACKGROUND

d20 Details

- | | |
|----|--|
| 1 | Urchin. You grew up in the merciless streets of a large city |
| 2 | Wanted. There's a price on your head, but you have allies |
| 3 | Cult Initiate. You know blasphemous secrets and rituals |
| 4 | Thieves' Guild. You have connections, contacts, and debts |
| 5 | Banished. Your people cast you out for supposed crimes |
| 6 | Orphaned. An unusual guardian rescued and raised you |
| 7 | Wizard's Apprentice. You have a knack and eye for magic |
| 8 | Jeweler. You can easily appraise value and authenticity |
| 9 | Herbalist. You know plants, medicines, and poisons |
| 10 | Barbarian. You left the horde, but it never quite left you |
| 11 | Mercenary. You fought friend and foe alike for your coin |
| 12 | Sailor. Pirate, privateer, or merchant — the seas are yours |
| 13 | Acolyte. You're well trained in religious rites and doctrines |
| 14 | Soldier. You served as a fighter in an organized army |
| 15 | Ranger. The woods and wilds are your true home |
| 16 | Scout. You survived on stealth, observation, and speed |
| 17 | Minstrel. You've traveled far with your charm and talent |
| 18 | Scholar. You know much about ancient history and lore |
| 19 | Noble. A famous name has opened many doors for you |
| 20 | Chirurgeon. You know anatomy, surgery, and first aid |

Alignment

Alignment defines your role in the clash between good and evil. All creatures are connected to the eternal conflict waged by Law, Chaos, and Neutrality, whether they know it or not.

Law is benevolence, Chaos is malevolence, and Neutrality is impartial, favoring neither.

Choose one of the following three alignments.



CHAOTIC

Chaotic characters align themselves with destruction, ambition, and wickedness. Chaotic characters adopt a “survival of the fittest” mentality.

LAWFUL

Lawful characters align themselves with fairness, order, and virtue. Lawful characters operate from a “good of the whole” mentality.

NEUTRAL

Neutral characters find balance between Law and Chaos. They align with the cycle of growth and decline, adopting a “nature must take its course” mentality.

Deities

The many gods of the universe are the personifications of Law, Chaos, and Neutrality.

The most well-known gods are listed here. A character may worship any deity, or none.

Priests must choose one god to serve faithfully. A priest's deity can revoke the gift of spellcasting if the priest commits blasphemous acts.

Most folk worship one of **The Four Lords**, the lawful and neutral gods who stand for justice, order, and mercy.

Malevolent beings worship one of **The Dark Trio**, chaotic deities who evince power, destruction, and cruelty.

There were once nine primary gods, but two are **The Lost**, forbidden or forgotten. Many folk still refer to The Nine in the oaths they swear, and ancient stories always begin with, "Beneath the Eyes of The Nine..."

SAINT TERRAGNIS (LAWFUL)

A legendary knight who is the patron of most lawful humans. She ascended to godhood long ago and is the embodiment of righteousness and justice.

GEDE (NEUTRAL)

The god of feasts, mirth, and the wilds. Gede is usually peaceful, but primal storms rage when her anger rises. Many elves and halflings worship her.

MADEERA THE COVENANT (LAWFUL)

Madeera was the first manifestation of Law. She carries every law of reality, a dictate called the Covenant, written on her skin in precise symbols.

ORD (NEUTRAL)

Ord the Unbending, the Wise, the Secret-Keeper. He is the god of magic, knowledge, secrets, and equilibrium.

MEMNON (CHAOTIC)

Memnon was the first manifestation of Chaos. He is Madeera's twin, a red-maned, leonine being whose ultimate ambition is to rend the cosmic laws of the Covenant from his sister's skin.

RAMLAAT (CHAOTIC)

Ramlaat is the Pillager, the Barbaric, the Horde. Many orcs worship him and live by the Blood Rite, a prophecy that says only the strongest will survive a coming doom.

SHUNE THE VILE (CHAOTIC)

Shune whispers arcane secrets to sorcerers and witches who call to her in the dark hours. She schemes to displace Ord so she can control the vast flow of magic herself.

THE LOST (?)

Two of The Nine are lost to the ages, their names expunged from history and memory. Yet their whispered legend lives on in ancient texts and forgotten places...

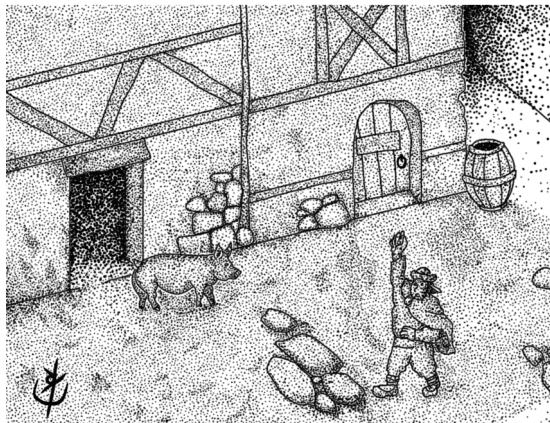


Titles

As you gain levels, your title changes to reflect an increase in your fame (or infamy).

Your legend begins to precede you as your renown grows, for good or for ill.

An improved title could present opportunities that were previously out of your reach.

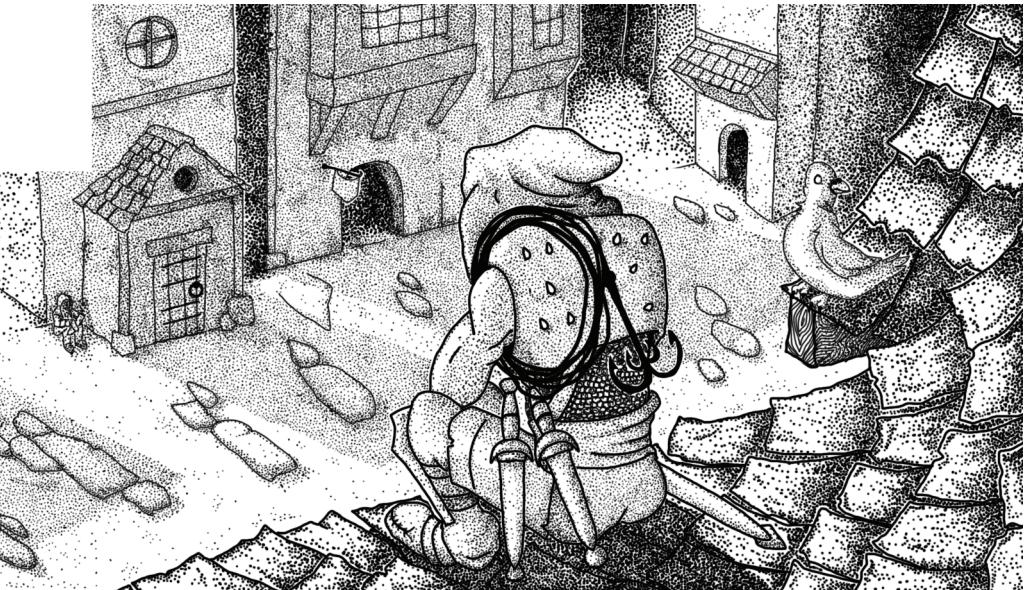


FIGHTER TITLES

Level	Lawful	Chaotic	Neutral
1-2	Squire	Knave	Warrior
3-4	Cavalier	Bandit	Barbarian
5-6	Knight	Slayer	Battlerager
7-8	Thane	Reaver	Warchief
9-10	Lord/Lady	Warlord	Chieftain

PRIEST TITLES

Level	Lawful	Chaotic	Neutral
1-2	Acolyte	Initiate	Seeker
3-4	Crusader	Zealot	Invoker
5-6	Templar	Cultist	Haruspex
7-8	Champion	Scourge	Mystic
9-10	Paladin	Chaos Knight	Oracle



THIEF TITLES

Level	Lawful	Chaotic	Neutral
1-2	Footpad	Thug	Robber
3-4	Burglar	Cutthroat	Outlaw
5-6	Rook	Shadow	Rogue
7-8	Underboss	Assassin	Renegade
9-10	Boss	Wraith	Bandit King/Queen

WIZARD TITLES

Level	Lawful	Chaotic	Neutral
1-2	Apprentice	Adept	Shaman
3-4	Conjurer	Channeler	Seer
5-6	Arcanist	Witch/Warlock	Warden
7-8	Mage	Diabolist	Sage
9-10	Archmage	Sorcerer	Druid

Languages

COMMON LANGUAGES

Language	Who Speaks It
Common	Most humanoids
Dwarvish	Dwarves
Elvish	Elves
Giant	Giants, ogres, trolls
Goblin	Bugbears, goblins, hobgoblins
Merran	Merfolk, sahuagin, sirens
Orcish	Orcs
Reptilian	Lizardfolk, viperians
Sylvan	Centaurs, dryads, faeries
Thanian	Minotaurs, beastmen, manticores

RARE LANGUAGES

Language	Who Speaks It
Celestial	Angels
Diabolic	Demons, devils
Draconic	Dragons
Primordial	Elder things, elementals

“Language is the key to the most important doors.”

-Creeg, human wizard

Starting Gear, AC

STARTING GEAR

0-level characters start with 1d4 of the following items:

GEAR	
d12	Gear
1	Torch
2	Dagger
3	Pole
4	Shortbow and 5 arrows
5	Rope, 60'
6	Oil, flask
7	Crowbar
8	Iron spikes (10)
9	Flint and steel
10	Grappling hook
11	Club
12	Caltrops (one bag)

1st-level characters start with 2d6 x 5 gold pieces to buy gear (see Gear, pg. 34).

ARMOR CLASS

Your armor class (**AC**) is 10 + your Dexterity modifier. Wearing armor changes your AC (see Armor, pg. 36).

You can wear the types of armor listed for your class. 0-level PCs can wear all armor until 1st level.



Gear

Arrows. Ammunition for shortbows or longbows.

Backpack. Holds all the gear you can carry. Don't lose it.

Caltrops. Tiny, triangle-shaped iron spikes. Living creatures who step on caltrops take 1 damage and can only move at half speed for 10 rounds.

Coin. One gold piece (**gp**) is worth 10 silver pieces (**sp**) or 100 copper pieces (**cp**).

Crossbow bolts. Ammunition for crossbows.

Crowbar. Grants advantage on checks to pry open stuck objects.

Flask or bottle. Glass containers that hold one draught of liquid.

Flint and steel. A small fire starter. With it, routine attempts to light a fire always succeed.

Gem. Gems come in numerous varieties and are very valuable.

Grappling hook. A rope anchor with three curved tines.

Iron spikes. Strong spikes. Each has a hole for threading rope. Can be hammered in with weapons or other iron spikes.

Lantern. Casts light up to a double near distance (see Light Sources, pg. 84). Requires oil. Has a shutter to hide the light.

Mirror. A small, polished mirror.

Oil flask. Fuels a lantern for one hour of real time. One flask covers a close area and burns for 4 rounds, dealing 1d4 damage each round.

Pole. Wooden, 10' long.

Rations. One day of food and water supply for one person.

Rope. Hemp, 60' long.

Torch. Sheds light to a near distance (see Light Sources, pg. 84). Burns for one hour of real time.

BASIC GEAR

Item	Cost	Quantity Per Gear Slot
Arrows (20)	1 gp	1-20
Backpack	2 gp	1 (first one free to carry)
Caltrops (one bag)	5 sp	1
Coin	Varies	100 (first 100 free to carry)
Crossbow bolts (20)	1 gp	1-20
Crowbar	5 sp	1
Flask or bottle	3 sp	1
Flint and steel	5 sp	1
Gem	Varies	1-10
Grappling hook	1 gp	1
Iron spikes (10)	1 gp	1-10
Lantern	5 gp	1
Mirror	10 gp	1
Oil, flask	5 sp	1
Pole	5 sp	1
Rations (3)	5 sp	1-3
Rope, 60'	1 gp	1
Torch	5 sp	1

GEAR SLOTS

You can carry a number of items equal to your Strength stat or 10, whichever is higher.

Unless noted, all gear besides typical clothing fills one **gear slot**. Gear that is hard to transport might fill more than one slot.

CRAWLING KIT

A crawling kit costs 7 gp. It uses 7 gear slots and contains the following items.

CRAWLING KIT

Items	Quantity	Gear Slots	Total Cost
Backpack	1	0	2 gp
Flint and steel	1	1	5 sp
Torch	2	2	1 gp
Rations	3	1	5 sp
Iron spikes	10	1	1 gp
Grappling hook	1	1	1 gp
Rope, 60'	1	1	1 gp

ARMOR

Item	Cost	Gear Slots	AC	Properties
Leather armor	10 gp	1	11 + DEX mod	-
Chainmail	60 gp	2	13 + DEX mod	Disadv on stealth, swim
Plate mail	130 gp	3	15	No swim, disadv stealth
Shield	10 gp	1	+2	Occupies one hand
Mithral (metal armor only)	x4	-1	-	No penalty stealth, swim

WEAPONS

Weapon	Cost	Type	Range	Damage	Properties
Bastard sword	10 gp	M	C	1d8/1d10	V, 2 slots
Club	5 cp	M	C	1d4	-
Crossbow	8 gp	R	F	1d6	2H, L
Dagger	1 gp	M/R	C/N	1d4	F, Th
Greataxe	10 gp	M	C	1d8/1d10	V, 2 slots
Greatsword	12 gp	M	C	1d12	2H, 2 slots
Javelin	5 sp	M/R	C/F	1d4	Th
Longbow	8 gp	R	F	1d8	2H
Longsword	9 gp	M	C	1d8	-
Mace	5 gp	M	C	1d6	-
Shortbow	6 gp	R	F	1d4	2H
Shortsword	7 gp	M	C	1d6	-
Spear	5 sp	M/R	C/N	1d6	Th
Staff	5 sp	M	C	1d4	2H
Warhammer	10 gp	M	C	1d10	2H

Finesse (F). You may use your STR or DEX when attacking with this weapon.

Loading (L). You must forgo moving to reload this weapon.

Thrown (Th). You may throw this weapon to make a ranged attack with it using STR or DEX.

Two-handed (2H). You must use this weapon with two hands.

Versatile (V). You can use this weapon with one or two hands. Use the higher damage die if you're wielding it with two.

Weapon types. Melee weapons (M) strike at arm's reach, and ranged weapons (R) strike at a distance.

Range. You can use a weapon at close (C), near (N), or far (F) range (see Distances, pg. 85).

Character Names

CHARACTER NAMES

d20	Dwarf	Elf	Goblin	Halfling	Half-Orc	Human
1	Hilde	Eliara	Iggs	Willow	Vara	Zali
2	Torbin	Ryarn	Tark	Benny	Gralk	Bram
3	Marga	Sariel	Nix	Annie	Ranna	Clara
4	Bruno	Tirolas	Lenk	Tucker	Korv	Nattias
5	Karina	Galira	Roke	Marie	Zasha	Rina
6	Naugrim	Varos	Fitz	Hobb	Hrogar	Denton
7	Brenna	Daeniel	Tila	Cora	Klara	Mirena
8	Darvin	Axidor	Riggs	Gordie	Tragan	Aran
9	Elga	Hiralia	Prim	Rose	Brolga	Morgan
10	Alric	Cyrwin	Zeb	Ardo	Drago	Giralt
11	Isolde	Lothiel	Finn	Alma	Yelena	Tamra
12	Gendry	Zaphiel	Borg	Norbert	Krull	Oscar
13	Bruga	Nayra	Yark	Jennie	Ulara	Ishana
14	Junnor	Ithior	Deeg	Barvin	Tulk	Rogar
15	Vidrid	Amriel	Nibs	Tilly	Shiraal	Jasmin
16	Torson	Elyon	Brak	Pike	Wulf	Tarin
17	Brielle	Jirwyn	Fink	Lydia	Ivara	Yuri
18	Ulfgar	Natinel	Rizzo	Marlow	Hirok	Malchor
19	Sarna	Fiora	Squib	Astrid	Aja	Lienna
20	Grimm	Ruhiel	Grix	Jasper	Zoraan	Godfrey

“Whoever named you sure got it right.”

-Ralina, halfling thief, to Rotbreath the Troll

Level Advancement

EXPERIENCE POINTS

XP represents your learning, influence, and increasing skill.

XP awards are based on the quality of the treasure and boons you gain during a session. GMs should see Awarding XP on pg. 117 for guidance.

The GM can award XP right away or at the end of each session.

LEVELING UP

To gain a level, you need to earn your **current level x 10 XP**.

Once you reach a new level, your total XP resets back to zero.

You get any new title, spells, and talent improvements listed for your level. Your maximum HP increases, and you might also gain a talent roll.

ADVANCEMENT

Level	Talent	Level Up At...
1	+1	10 XP
2	-	20 XP
3	+1	30 XP
4	-	40 XP
5	+1	50 XP
6	-	60 XP
7	+1	70 XP
8	-	80 XP
9	+1	90 XP
10	-	100 XP

TALENT ROLL

You gain one roll on your class's talent table when you reach the indicated levels. Duplicate talents stack unless noted.

INCREASED HP

Roll your class's hit points die and add it to your maximum HP.

“Certain doom is a challenge, not a promise.”

-Iraga, half-orc priest

Random Characters

You can use these tables to randomly generate a 0-level or 1st-level character.

Roll your stats (pg. 15), background (pg. 26), and class talents (pg. 20-24) as normal.

Make selections for your character if no table is provided.

ANCESTRY

d12	Ancestry
1-4	Human
5-6	Elf
7-8	Dwarf
9-10	Halfling
11	Half-orc
12	Goblin

CLASS

d4	Class
1	Fighter
2	Priest
3	Thief
4	Wizard

PRIEST SPELLS

d6	Spell
1	<i>Light</i>
2	<i>Cure wounds</i>
3	<i>Holy weapon</i>
4	<i>Protection from evil</i>
5	<i>Shield of faith</i>
6	Reroll

DEITY

d8	Deity
1-2	Saint Terragnis
3	Gede
4	Madeera the Covenant
5	Ord
6	Memnon
7	Shune the Vile
8	Ramlaat

LANGUAGE (R)

d4	Language
1	Celestial
2	Diabolic
3	Draconic (priest reroll)
4	Primordial

LANGUAGE (C)

d10	Language
1	Dwarvish
2	Elvish
3	Giant
4	Goblin
5	Merran
6	Orcish
7	Reptilian
8	Sylvan
9	Thanian
10	Reroll

ALIGNMENT

d6	Alignment
1-3	Lawful
4-5	Neutral
6	Chaotic

GEAR

Random **1st-level** characters have a crawling kit, one weapon, leather armor (if they can wear it), and 5 gold pieces.

Random **0-level** characters have 1d4 of the following items:

WIZARD SPELLS

d12	Spell
1	<i>Alarm</i>
2	<i>Burning hands</i>
3	<i>Charm person</i>
4	<i>Detect magic</i>
5	<i>Feather fall</i>
6	<i>Floating disk</i>
7	<i>Hold portal</i>
8	<i>Light</i>
9	<i>Mage armor</i>
10	<i>Magic missile</i>
11	<i>Protection from evil</i>
12	<i>Sleep</i>

GEAR

d12	Gear
1	Torch
2	Dagger
3	Pole
4	Shortbow and 5 arrows
5	Rope, 60'
6	Oil, flask
7	Crowbar
8	Iron spikes (10)
9	Flint and steel
10	Grappling hook
11	Club
12	Caltrops (one bag)



Magic



“What you call wizardry, I call faith. But in either case, it’s our dedication that fuels it.”
-Iraga, half-orc priest, to Creeg, human wizard

Casting Spells

Spellcasters use the raw power of creation and destruction to bend reality, shaping it to the will of their gods or ambitions.

Wizard magic is fickle, complicated, and volatile. Even the most learned mages tread carefully when reaching beyond the veil to grasp arcane energies.

Priest magic is miraculous, sacred, and instinctive. Priests who offend their gods might lose the ability to cast spells until they can undertake penance.



SPELLCASTING

When you **cast** a spell, you invoke magic to cause an effect. Casting a spell takes your action.

Characters with the spellcasting talent can cast spells.

To cast a **wizard** spell you know, make a spellcasting check by rolling $1d20 + \text{your Intelligence modifier}$.

To cast a **priest** spell you know, make a spellcasting check by rolling $1d20 + \text{your Wisdom modifier}$.

The **DC** to successfully cast a spell is $10 + \text{the spell's tier}$.

RESULTS

If you **succeed** on your spellcasting check, the spell takes effect.

If you **fail** your spellcasting check, the spell does not take effect. You can't cast that spell again until you complete a rest.

CRITICAL SUCCESS

If you roll a natural 20 on your spellcasting check, you may double one of the spell's numerical effects. This remains in effect on a **focus** spell (see pg. 50) until your next focus check.

CRITICAL FAILURE

If you roll a natural 1 on your spellcasting check, the spell does not take effect. If it was a **focus** spell, the spell immediately ends (see pg. 50 for more details on focus spells).

Wizard Spell. If the spell was a wizard spell, you can't cast that spell again until you successfully complete a rest. You must also roll on the Wizard Mishap table corresponding to the spell's tier (see pg. 46).

Priest Spell. If the spell was a priest spell, your deity is greatly displeased and revokes its power. You can't cast that spell again until you complete ritualistic penance to your deity and successfully complete a rest.



PENANCE

The GM determines the exact nature of the penance you must undertake based on your deity and alignment.

Penance requires a holy quest, ritualistic atonement, or a material sacrifice that you donate or destroy.

Inadequate or subversive penance (such as donating your sacrifice to a party member) only displeases your deity further and makes the spell loss permanent.

SACRIFICE VALUE

Spell Tier	Value
1	5 gp
2	20 gp
3	40 gp
4	90 gp
5	150 gp

Wizard Mishaps

WIZARD MISHAP TIER 1-2

d12 Effect

- | d12 | Effect |
|-----|---|
| 1 | Devastation! Roll twice and combine both effects (reroll any further 1s) |
| 2 | Explosion! You take 1d8 damage |
| 3 | Refraction! You target yourself with the spell |
| 4 | Your hand slipped! You target a random ally with the spell |
| 5 | Mind wound! You can't cast this spell again for a week |
| 6 | Discorporation! One random piece of your gear disappears forever |
| 7 | Spell worm! You lose the ability to cast a random spell on each of your turns until you pass a DC 12 Constitution check. You regain the ability to cast those spells after completing a rest |
| 8 | Harmonic failure! You lose the ability to cast a random spell until you complete a rest |
| 9 | Poof! You suppress all light within a near distance from you, including sunlight and magical light, for 10 rounds |
| 10 | The horror! You scream uncontrollably for 3 rounds in Primordial, drawing lots of attention |
| 11 | Energy surge! You glow bright purple for 10 rounds, granting enemies advantage on attacks against you |
| 12 | Unstable conduit! You have disadvantage on casting spells of the same tier for 10 rounds |

WIZARD MISHAP TIER 3-4

d12 Effect

- 1 **Devastation!** Roll twice and combine both effects (reroll any further 1s)
- 2 **Blast radius!** You and all near creatures take 2d6 damage
- 3 **Duplicate refraction!** You target yourself and the nearest ally with two identical copies of the spell
- 4 **You flubbed the incantation!** You cast a random spell from your known spells at the same targets, even if it would not normally be possible
- 5 **Ethereal bandersnatch!** Two random pieces of your gear disappear forever
- 6 **Arcano-mutagenesis!** You must pass a DC 12 Constitution check or a random stat drops to 3 (-4) until you successfully complete a rest
- 7 **Boom!** You open a 30-foot deep sinkhole in the ground with you at the center. You and all near creatures must pass a DC 15 Dexterity check or fall in
- 8 **Petrification!** 1d4 of your limbs petrify for the next 24 hours
- 9 **Stupefaction!** You lose the ability to cast all spells of the same tier until you complete a rest
- 10 **It cannot be unseen!** You must pass a DC 12 Wisdom check or descend into mad raving for 1d10 rounds
- 11 **Radioactive energies!** You whirl with repulsive energies, drawing the hostility and attacks of all enemies who can see you for the next 1d4 rounds
- 12 **Uncontained channeling!** You have disadvantage on casting spells of the same tier and lower for 10 rounds



WIZARD MISHAP TIER 5

d12	Effect
1	Devastation! Roll twice and combine both effects (reroll any further 1s)
2	Pyroclastic extrusion! You deal 3d8 damage to yourself and all creatures within near
3	Astral incision! An otherworldly blade cuts into your memory. You permanently forget one random spell
4	The grimlow! You accidentally summon a hostile grimlow in a space near to you. It persists for 2d4 rounds before disappearing whence it came
5	Dark plasma aura! Attacks against you pass through a vile aura, dealing double damage for the next 2d6 rounds
6	Gate! You open a magic portal to another location, whether on this plane or another. Something dreadful will come through in 1d4 rounds unless you close it with a DC 18 Intelligence check on your turn
7	Runaway arcana loop! Your spell targets a random creature you can see, even if it would not normally be possible. Each subsequent turn, you must pass a spellcasting check for that spell or you cast it on another random creature in the same way (effect ends on success)
8	Arcane obstruction! You lose the ability to cast all spells of a random tier until you complete a rest
9	What lurks beyond the veil! You must pass a DC 15 Wisdom check or fall into mad raving for 1d4 hours
10	Ord's balance! You must either permanently sacrifice a magic item or the ability to cast a tier 3+ spell you know
11	Unmitigated chain reaction! You have disadvantage on casting all spells for the next 10 rounds
12	Shred! You tear a large hole in the fabric of the universe close to you; the lightless tear grows larger every round

1 **Devastation!** Roll twice and combine both effects (reroll any further 1s)

2 **Pyroclastic extrusion!** You deal 3d8 damage to yourself and all creatures within near

3 **Astral incision!** An otherworldly blade cuts into your memory. You permanently forget one random spell

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8 **Arcane obstruction!** You lose the ability to cast all spells of a random tier until you complete a rest

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10 **Ord's balance!** You must either permanently sacrifice a magic item or the ability to cast a tier 3+ spell you know

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12 **Shred!** You tear a large hole in the fabric of the universe close to you; the lightless tear grows larger every round

Scrolls and Wands

USING SCROLLS AND WANDS

Scrolls and wands contain magic spells. Spellcasters can use them to cast these spells if the spell is on their spell list (even if they don't know the spell).

To do so, they must succeed on a spellcasting check with a DC of **10 + the tier** of the spell contained in the wand or scroll.

Failing to cast a spell from a wand or scroll does not impact the ability to cast known spells.

SCROLLS

After a spellcasting attempt with a scroll, the magical writing disappears from the scroll and it ceases to work. On a **critical failure**, casters with mishap tables must roll a mishap.

WANDS

On a failed casting attempt, the wand stops working until you complete a rest. On a **critical failure**, the wand permanently breaks, and casters with mishap tables must roll a mishap.



Spell Attributes

TIERS

Spells are classified according to their tiers, which range from 1-5.

RANGE

Range determines at what distance (close, near, or far) you can deliver the spell's effects. Self range means you can only target yourself with the spell.

DURATION

Duration is how long the spell effects last. Spells can have an instant effect or last for several turns, rounds, or longer. See Focus for spells with a focus duration.

OVERLAPPING EFFECTS

Ongoing effects of the same spell on the same target do not combine. The spell with the most powerful effect takes precedence, such as the spell with the longer remaining duration.

FOCUS

Some spells last for as long as you focus. You can't cast other focus spells while focusing. You can end a focus spell at any time.

To maintain focus, make a spellcasting check at the start of your turn as if you were casting that spell.

Success. The spell remains in effect until the start of your next turn.

Failure. The spell ends. If you were focusing, you do not lose the ability to cast that spell. However, if you **critically fail** on a check to maintain focus, treat it as a standard critical failure (see pg. 45 for details on criticals).

If you take damage or become distracted while focusing (due to an earthquake, for example), you must immediately make a spellcasting check to maintain focus.

Priest Spell List

TIER 1

- Cure Wounds
- Holy Weapon
- Light
- Protection From Evil
- Shield of Faith
- Turn Undead



TIER 2

- Augury
- Bless
- Blind/Deafen
- Cleansing Weapon
- Smite
- Zone of Truth

TIER 4

- Commune
- Control Water
- Flame Strike
- Pillar of Salt
- Regenerate
- Wrath

TIER 3

- Command
- Lay To Rest
- Mass Cure
- Rebuke Unholy
- Restoration
- Speak With Dead

TIER 5

- Divine Vengeance
- Dominion
- Heal
- Judgment
- Plane Shift
- Prophecy

Wizard Spell List

TIER 1

- Alarm
- Burning Hands
- Charm Person
- Detect Magic
- Feather Fall
- Floating Disk
- Hold Portal
- Light
- Mage Armor
- Magic Missile
- Protection From Evil
- Sleep

TIER 2

- Acid Arrow
- Alter Self
- Detect Thoughts
- Fixed Object
- Hold Person
- Invisibility
- Knock
- Levitate
- Mirror Image
- Misty Step
- Silence
- Web



TIER 3

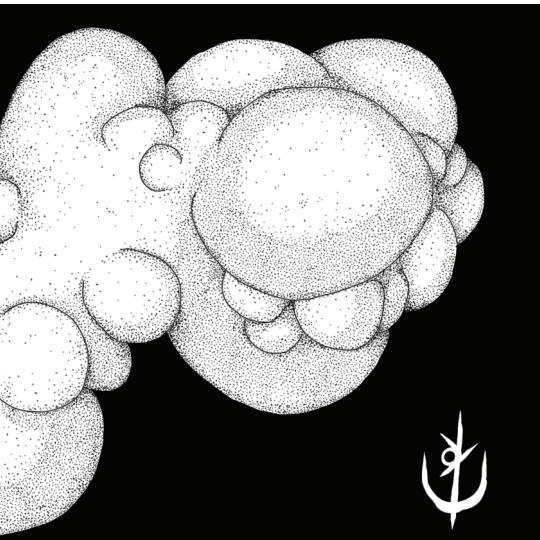
- Animate Dead
- Dispel Magic
- Fabricate
- Fireball
- Fly
- Gaseous Form
- Illusion
- Lightning Bolt
- Magic Circle
- Protection From Energy
- Sending
- Speak With Dead

TIER 4

- Arcane Eye
- Cloudkill
- Confusion
- Control Water
- Dimension Door
- Divination
- Passwall
- Polymorph
- Resilient Sphere
- Stoneskin
- Telekinesis
- Wall of Force

TIER 5

- Antimagic Shell
- Create Undead
- Disintegrate
- Hold Monster
- Plane Shift
- Power Word Kill
- Prismatic Orb
- Scrying
- Shapechange
- Summon Extraplanar
- Teleport
- Wish



Spells

ACID ARROW

Tier 2, wizard

Duration: Focus

Range: Far

You conjure a corrosive bolt that hits one foe, dealing 1d6 damage a round. The bolt remains in the target for as long as you focus.



ALTER SELF

Tier 2, wizard

Duration: 5 rounds

Range: Self

You magically change your physical form, gaining one feature that modifies your existing anatomy.

For example, you can grow functional gills on your neck or bear claws on your fingers. This spell can't grow wings or limbs.

ANIMATE DEAD

Tier 3, wizard

Duration: 1 day

Range: Close

You touch one humanoid's remains, and it rises as a zombie or skeleton under your control. The remains must have at least three limbs and its head intact.

The undead creature acts on your turn. After 1 day, the creature collapses into grave dust.

ALARM

Tier 1, wizard

Duration: 1 day

Range: Close

You touch one object, such as a door threshold, setting a magical alarm on it. If any creature you do not designate while casting the spell touches or crosses past the object, a magical bell sounds in your head.

ANTIMAGIC SHELL

Tier 5, wizard

Duration: Focus

Range: Self

An invisible, near-sized cube of null-magic appears centered on you.

Within the cube, no spells can be cast. Magic items and spells have no effect in the zone, and no magic can enter.

The cube moves with you. Spells such as *dispel magic* have no effect on it.

Another *antimagic shell* does not affect this one.

ARCANE EYE

Tier 4, wizard

Duration: Focus

Range: Near

You conjure an invisible, grape-sized eye within range.

You can see through the eye. It can see in the dark out to near range, fly near on your turn, and squeeze through openings as narrow as a keyhole.

AUGURY

Tier 2, priest

Duration: Instant

Range: Self

You interpret the meaning of supernatural portents and omens.

Ask the GM one question about a specific course of action. The GM says whether the action will lead to “weal” or “woe.”

BLESS

Tier 2, priest

Duration: Instant

Range: Close

One creature you touch gains a luck token.

BLIND/DEAFEN

Tier 2, priest

Duration: Focus

Range: Near

You utter a divine censure, blinding or deafening one creature you can see in range.

The creature has disadvantage on tasks requiring the lost sense.

BURNING HANDS

Tier 1, wizard

Duration: Instant

Range: Close

You spread your fingers with thumbs touching, unleashing a circle of flame that roars out to a close area around where you stand.

Creatures within the area of effect take 1d6 damage, and flammable objects catch fire.

CHARM PERSON

Tier 1, wizard

Duration: 1d8 days

Range: Near

You magically beguile one humanoid of level 2 or less within near range, who regards you as a friend for the duration.

The spell ends if you or your allies do anything to hurt it that it notices.

The target knows you magically enchanted it after the spell ends.

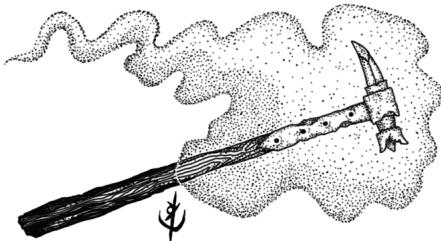
CLEANSING WEAPON

Tier 2, priest

Duration: 5 rounds

Range: Close

One weapon you touch is wreathed in purifying flames. It deals an additional 1d4 damage (1d6 vs. undead) for the duration.



CLOUDKILL

Tier 4, wizard

Duration: 5 rounds

Range: Far

A putrid cloud of yellow poison fills a near-sized cube within range. It spreads around corners.

Creatures inside the cloud are blinded and take 2d6 damage at the beginning of their turns.

A creature of LV 9 or less that ends its turn fully inside the cloud dies.

COMMAND

Tier 3, priest

Duration: Focus

Range: Far

You issue a verbal command to one creature in range who can understand you. The command must be one word, such as "kneel." The target obeys the command for as long as you focus.

If your command is ever directly harmful to the creature, it may make a Charisma check vs. your last spellcasting check. On a success, the spell ends.

COMMUNE

Tier 4, priest

Duration: Instant

Range: Self

You seek your god's counsel. Ask the GM up to three yes or no questions. The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.

CONFUSION

Tier 4, wizard

Duration: Focus

Range: Near

You mesmerize one creature you can see in range. The target can't take actions, and it moves in a random direction on its turn. If the target is LV 9+, it may make a WIS check vs. your last spellcasting check at the start of its turn to end the spell.

CONTROL WATER

Tier 4, priest, wizard

Duration: Focus

Range: Far

You move and shape water. You can cause a section of water up to 100 feet in width and depth to change shape, defy gravity, or flow in a different direction.



CREATE UNDEAD

Tier 5, wizard

Duration: 1 day

Range: Close

You conjure a vengeful undead creature to do your bidding.

When you cast this spell, you choose to summon either a wight or wraith. It appears next to you and is under your control.

The undead creature acts on your turn. After 1 day, it melts away into smoke.

CURE WOUNDS

Tier 1, priest

Duration: Instant

Range: Close

Your touch restores ebbing life.

Roll a number of d6s equal to 1 + half your level (rounded down). One target you touch regains that many hit points.

DETECT MAGIC

Tier 1, wizard

Duration: Focus

Range: Near

You can sense the presence of magic within near range for the spell's duration. If you focus for two rounds, you discern its general properties. Full barriers block this spell.

DETECT THOUGHTS

Tier 2, wizard

Duration: Focus

Range: Near

You peer into the mind of one creature you can see within range. Each round, you learn the target's immediate thoughts.

On its turn, the target makes a Wisdom check vs. your last spellcasting check. If the target succeeds, it notices your presence in its mind and the spell ends.

“Magic is simply the art of doing and undoing.”

-Creeg, human wizard

DIMENSION DOOR

Tier 4, wizard

Duration: Instant

Range: Self

You teleport yourself and up to one other willing creature within close to any point you can see.

DIVINATION

Tier 4, wizard

Duration: Instant

Range: Self

You throw the divining bones or peer into the blackness between the stars, seeking a portent.

DISINTEGRATE

Tier 5, wizard

Duration: Instant

Range: Far

A green ray shoots from your finger and turns a creature or object into ash.

A target creature of LV 5 or less instantly dies. If it is LV 6+, it takes 3d8 damage instead.

A non-magical object up to the size of a large tree is destroyed.

DISPEL MAGIC

Tier 3, wizard

Duration: Instant

Range: Near

End one spell that affects one target you can see in range.

You can ask the GM one yes or no question. The GM truthfully answers "yes" or "no."

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.

DIVINE VENGEANCE

Tier 5, priest

Duration: 10 rounds

Range: Self

You become the divine avatar of your god's wrath, wreathed in holy flames or a black aura of smoldering corruption.

For the spell's duration, you can fly a near distance, your weapons are magical, and you have a +4 bonus to your weapon attacks and damage.

DOMINION

Tier 5, priest

Duration: 10 rounds

Range: Near

Mighty beings come to your aid.

The beings must have a combined total of 16 levels or less. Chaotic PCs summon demons/devils, and lawful or neutral PCs summon angels.

The beings act of free will to aid you on your turn. After 10 rounds, they return to their realms.

You cannot cast this spell again until you complete penance.

FABRICATE

Tier 3, wizard

Duration: 10 rounds

Range: Near

This spell can't target creatures.

You turn a tree-sized collection of raw materials into a finished work. For example, you convert a pile of bricks or rocks into a bridge. The finished work converts back to raw materials when the spell ends.

FEATHER FALL

Tier 1, wizard

Duration: Instant

Range: Self

You may make an attempt to cast this spell when you fall.

Your rate of descent slows so that you land safely on your feet.

FIREBALL

Tier 3, wizard

Duration: Instant

Range: Far

You hurl a small flame that erupts into a fiery blast. All creatures in a near-sized cube around where the flame lands take 4d6 damage.

FIXED OBJECT

Tier 2, wizard

Duration: 5 rounds

Range: Close

An object you touch that weighs no more than 5 pounds becomes fixed in its current location. It can support up to 5,000 pounds of weight for the duration of the spell.

FLAME STRIKE

Tier 4, priest

Duration: Instant

Range: Far

You call down a holy pillar of fire, immolating one creature you can see within range. The target takes 2d6 damage.

GASEOUS FORM

Tier 3, wizard

Duration: 10 rounds

Range: Self

You and your gear turn into a cloud of smoke for the spell's duration.

FLOATING DISK

Tier 1, wizard

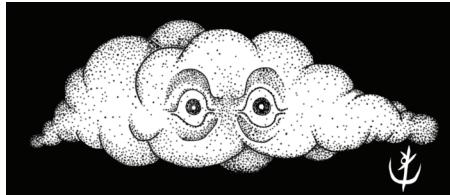
Duration: 10 rounds

Range: Near

You create a floating, circular disk of force with a concave center. It can carry up to 20 gear slots. It hovers at waist level and automatically stays within near of you. It can't cross over drop-offs or pits taller than a human.

You can fly and pass through any gap that smoke could. You can sense the terrain and any movement around you out to a near distance.

You can't cast spells while in this form.



FLY

Tier 3, wizard

Duration: 5 rounds

Range: Self

Your feet lift from the ground, and you take to the air like a hummingbird. You can fly near for the spell's duration and are able to hover in place.

HEAL

Tier 5, priest

Duration: Instant

Range: Close

One creature you touch is healed to full hit points.

You cannot cast this spell again until you complete a rest.

HOLD MONSTER

Tier 5, wizard

Duration: Focus

Range: Near

You paralyze one creature you can see within range. If the target is LV 9+, it may make a STR check vs. your last spellcasting check at the start of its turn to end the spell.

HOLD PERSON

Tier 2, wizard

Duration: Focus

Range: Near

You magically paralyze one humanoid creature of LV 4 or less you can see within range.

HOLD PORTAL

Tier 1, wizard

Duration: 10 rounds

Range: Near

You magically hold a portal closed for the duration. A creature must make a successful STR check vs. your spellcasting check to open the portal. The knock spell ends this spell.

HOLY WEAPON

Tier 1, priest

Duration: 5 rounds

Range: Close

One weapon you touch is imbued with a sacred blessing. The weapon becomes magical and has +1 to attack and damage rolls for the duration.

ILLUSION

Tier 3, wizard

Duration: Focus

Range: Far

You create a convincing visible and audible illusion that fills up to a near-sized cube in range.

The illusion cannot cause harm, but creatures who believe the illusion is real react to it as though it were.

A creature who inspects the illusion from afar must pass a Wisdom check vs. your last spellcasting check to perceive the false nature of the illusion.

Touching the illusion also reveals its false nature.

INVISIBILITY

Tier 2, wizard

Duration: 10 rounds

Range: Close

A creature you touch becomes invisible for the spell's duration.

The spell ends if the target attacks or casts a spell.



JUDGMENT

Tier 5, priest

Duration: 5 rounds

Range: Close

You instantly banish a creature you touch, sending it and all possessions it carries to face the judgment of your god.

You can banish an intelligent creature of LV 10 or less.

When the creature returns in 5 rounds, it has been healed to full hit points if its deeds pleased your god. It has been reduced to 1 hit point if its deeds angered your god. If your god can't judge its actions, it is unchanged.

KNOCK

Tier 2, wizard

Duration: Instant

Range: Near

A door, window, gate, chest, or portal you can see within range instantly opens, defeating all mundane locks and barriers.

This spell creates a loud knock audible to all within earshot.

LAY TO REST

Tier 3, priest

Duration: Instant

Range: Close

You instantly send an undead creature you touch to its final afterlife, destroying it utterly.

You can target an undead creature of LV 9 or less.

LIGHTNING BOLT

Tier 3, wizard

Duration: Instant

Range: Far

You shoot a blue-white ray of lightning from your hands, hitting all creatures in a straight line out to a far distance.

Creatures struck by the lightning take 3d6 damage.

LEVITATE

Tier 2, wizard

Duration: Focus

Range: Self

You can float a near distance vertically per round on your turn. You can also push against solid objects to move horizontally.



LIGHT

Tier 1, priest, wizard

Duration: 1 hour real time

Range: Close

One object you touch glows with bright, heatless light, illuminating out to a near distance for 1 hour of real time.

MAGE ARMOR

Tier 1, wizard

Duration: 10 rounds

Range: Self

An invisible layer of magical force protects your vitals. Your armor class becomes 14 (18 on a critical spellcasting check) for the spell's duration.

MAGIC CIRCLE

Tier 3, wizard

Duration: Focus

Range: Near

You conjure a circle of runes out to near-sized cube centered on yourself and name a type of creature (for example, demons).

For the spell's duration, creatures of the chosen type cannot attack or cast a hostile spell on anyone inside the circle. The chosen creatures also can't possess, compel, or beguile anyone inside the circle.

MAGIC MISSILE

Tier 1, wizard

Duration: Instant

Range: Far

You have advantage on your check to cast this spell.

A glowing bolt of force streaks from your open hand, dealing 1d4 damage to one target.



MASS CURE

Tier 3, priest

Duration: Instant

Range: Near

All allies within near range of you regain 2d6 hit points.

MIRROR IMAGE

Tier 2, wizard

Duration: 5 rounds

Range: Self

You create a number of illusory duplicates of yourself equal to half your level rounded down (minimum 1). The duplicates surround you and mimic you.

Each time a creature attacks you, the attack misses and causes one of the duplicates to evaporate. If all of the illusions have disappeared, the spell ends.

MISTY STEP

Tier 2, wizard

Duration: Instant

Range: Self

In a puff of smoke, you teleport a near distance to an area you can see.

PASSWALL

Tier 4, wizard

Duration: 5 rounds

Range: Close

A tunnel of your height opens in a barrier you touch and lasts for the duration.

The passage can be up to near distance in length and must be in a straight line.

PLANE SHIFT

Tier 5, priest, wizard

Duration: Instant

Range: Close

You fold space and time, transporting yourself and all willing creatures within close range to a location on another plane of your choice.

Unless you have been to your intended location before, you appear in a random place on the destination plane.

PILLAR OF SALT

Tier 4, priest

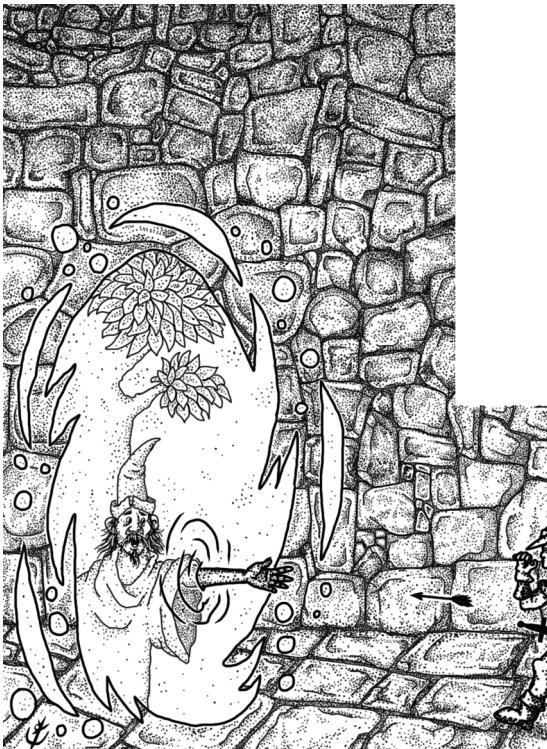
Duration: Focus

Range: Near

A creature you target turns into a statue made of hardened salt.

You can target a creature you can see of LV 5 or less.

If you successfully focus on this spell for 3 rounds in a row, the transformation becomes permanent.



POLYMORPH

Tier 4, wizard

Duration: 10 rounds

Range: Close

You transform a creature you touch into another natural creature you choose of equal or smaller size. Any gear the target carries melds into its new form.

The target gains the creature's physical stats and features, but it retains its non-physical stats and features.

If the target goes to 0 hit points, it reverts to its true form at half its prior hit points.

You can target any willing creature with this spell, or an unwilling creature whose level is less than or equal to half your level rounded down (min. 1).

POWER WORD KILL

Tier 5, wizard

Duration: Instant

Range: Near

You utter the Word of Doom. One creature you target of LV 9 or less dies if it hears you.

Treat a failed spellcasting check for this spell as a critical failure, and roll the mishap with disadvantage.

PRISMATIC ORB

Tier 5, wizard

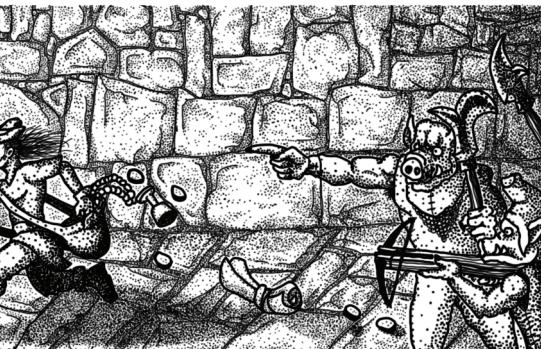
Duration: Instant

Range: Far

You send a strobing orb of energy streaking toward a target within range.

Choose an energy type from fire, cold, or electricity. The orb deals $3d8$ damage and delivers a concussive blast of the chosen energy type.

If the energy type is anathema to the target's existence (for example, cold energy against a fire elemental), the orb deals double damage to it instead.



PROPHECY

Tier 5, priest

Duration: Instant

Range: Self

You commune directly with your god for guidance.

Ask the GM one question. The GM answers the question truthfully using the knowledge your god possesses. Deities are mighty, but not omniscient.

You cannot cast this spell again until you complete penance.

PROTECTION FROM EVIL

Tier 1, priest, wizard

Duration: Focus

Range: Close

For the spell's duration, chaotic beings have disadvantage on attack rolls and hostile spellcasting checks against the target. These beings also can't possess, compel, or beguile it.

When cast on an already-possessed target, the possessing entity makes a CHA check vs. the last spellcasting check. On a failure, the entity is expelled.

PROTECTION FROM ENERGY

Tier 3, wizard

Duration: Focus

Range: Close

One creature you touch becomes impervious to the wild fury of the elements.

Choose fire, cold, or electricity. For the spell's duration, the target is immune to harm from energy of the chosen type.



REBUKE UNHOLY

Tier 3, priest

Duration: Instant

Range: Near

You rebuke creatures who oppose your alignment, forcing them to flee. You must present a holy symbol to cast this spell.

If you are lawful or neutral, this spell affects demons, devils, and outsiders. If you are chaotic, this spell affects angels and natural creatures of the wild.

Affected creatures within near of you must make a CHA check vs. your spellcasting check. If a creature fails by 10+ points and is equal to or less than your level, it is destroyed. Otherwise, on a fail, it flees from you for 5 rounds.

REGENERATE

Tier 4, priest

Duration: Focus

Range: Close

A creature you touch regains 1d4 hit points on your turn for the duration. This spell also regrows lost body parts.

RESILIENT SPHERE

Tier 4, wizard

Duration: 5 rounds

Range: Close

You conjure a weightless, glassy sphere around you that extends out to close range.

For the spell's duration, nothing can pass through or crush the sphere.

You can roll the sphere a near distance on your turn.



RESTORATION

Tier 3, priest

Duration: Instant

Range: Close

With the touch of your hands, you expunge curses and illnesses. One curse, illness, or affliction of your choice affecting the target creature ends.

SCRYING

Tier 5, wizard

Duration: Focus

Range: Self

You look into a crystal ball or reflecting pool, calling up images of a distant place.

For the spell's duration, you can see and hear a creature or location you choose that is on the same plane.

This spell is DC 18 to cast if you try to scry on a creature or location that is unfamiliar to you.

Each round, creatures you view may make a Wisdom check vs. your last spellcasting check. On a success, they become aware of your magical observation.



SHAPECHANGE

Tier 5, wizard

Duration: Focus

Range: Self

You transform yourself and any gear you carry into another natural creature you've seen of level 10 or less. You assume the creature's physical stats and features, but you retain your non-physical stats and features (including INT, WIS, and CHA).

If you go to 0 HP while under the effects of this spell, you revert to your true form at 1 HP.

SENDING

Tier 3, wizard

Duration: Instant

Range: Unlimited

You send a brief, mental message to any creature with whom you are familiar who is on the same plane.

SHIELD OF FAITH

Tier 1, priest

Duration: 5 rounds

Range: Self

A protective force wrought of your holy conviction surrounds you. You gain a +2 bonus to your armor class for the duration.

SILENCE

Tier 2, wizard

Duration: Focus

Range: Far

You magically mute sound in a near cube within the spell's range. Creatures inside the area are deafened, and any sounds they create cannot be heard.

SLEEP

Tier 1, wizard

Duration: Instant

Range: Near

You weave a lulling spell that fills a near-sized cube extending from you. Living creatures in the area of effect fall into a deep sleep if they are LV 2 or less.

Vigorous shaking or being injured wakes them.

SMITE

Tier 2, priest

Duration: Instant

Range: Near

You call down punishing flames on a creature you can see within range. It takes 1d6 damage.

SPEAK WITH DEAD

Tier 3, priest, wizard

Duration: Instant

Range: Close

A dead body you touch answers your questions in a distant, wheezing voice.

You can ask the dead body up to three yes or no questions (one at a time). The GM truthfully answers "yes" or "no" to each.

If you cast this spell more than once in 24 hours, treat a failed spellcasting check for it as a critical failure instead.



STONESKIN

Tier 4, wizard

Duration: 10 rounds

Range: Self

Your skin becomes like granite. For the spell's duration, your armor class becomes 17 (20 on a critical spellcasting check).



SUMMON EXTRAPLANAR

Tier 5, wizard

Duration: Focus

Range: Near

You reach into the outer planes, summoning forth a creature.

You summon an elemental or outsider of LV 7 or less. The creature is under your control and acts on your turn.

If you lose focus on this spell, you lose control of the creature and it becomes hostile toward you and your allies.

You must pass a spellcasting check on your turn to return the creature to the outer planes.



TELEKINESIS

Tier 4, wizard

Duration: Focus

Range: Far

You lift a creature or object with your mind. Choose a target that weighs 1,000 pounds or less.

You can move it a near distance in any direction and hold it in place.



TELEPORT

Tier 5, wizard

Duration: Instant

Range: Close

You and any willing creatures you choose within close range teleport to a location you specify on your same plane.

You can travel to a known teleportation sigil or to a location you've been before. Otherwise, you have a 50% chance of arriving off-target.



TURN UNDEAD

Tier 1, priest

Duration: Instant

Range: Near

You rebuke undead creatures, forcing them to flee. You must present a holy symbol to cast this spell.

Undead creatures within near of you must make a CHA check vs. your spellcasting check. If a creature fails by 10+ points and is equal to or less than your level, it is destroyed. Otherwise, on a fail, it flees from you for 5 rounds.

WALL OF FORCE

Tier 4, wizard

Duration: 5 rounds

Range: Near

You lift your hands, conjuring a transparent wall of force.

The thin wall must be contiguous and can cover a near-sized area in width and length. You choose its shape.

Nothing on the same plane can physically pass through the wall.

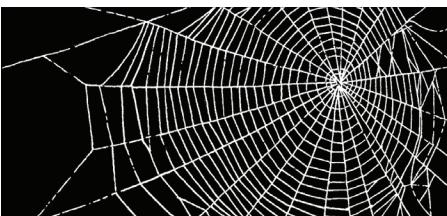
WEB

Tier 2, wizard

Duration: 5 rounds

Range: Far

You create a near-sized cube of sticky, dense spider web within the spell's range. A creature stuck in the web can't move and must succeed on a Strength check vs. your spellcasting check to free itself.



WISH

Tier 5, wizard

Duration: Instant

Range: Self

This mighty spell alters reality.

Make a single wish, stating it as exactly as possible. Your wish occurs, as interpreted by the GM.

Treat a failed spellcasting check for this spell as a critical failure, and roll the mishap with disadvantage.

WRATH

Tier 4, priest

Duration: 10 rounds

Range: Self

Your weapons become magical +2 and deal an additional d8 damage for the spell's duration.

ZONE OF TRUTH

Tier 2, priest

Duration: Focus

Range: Near

You compel a creature you can see to speak truth. It can't utter a deliberate lie while within range.



Gameplay



The Shadowdark is like a sleeping bear. Only go near it if you have a 10-foot pole and are prepared to die.

Creeg lifted his guttering **torch** high. The light danced over the stone door looming before him.

A carved demon's face leered down from the portal's moldering surface, fangs bared.

"You're sure it's safe?" he whispered to Ralina, who stood two paces behind him. She crouched forward on her toes, poised to leap aside.

"I checked it twice," she said. "No **traps**. The demon's just for decor."

Creeg raised an eyebrow. "Then why are you standing like the floor's about to drop away?"

Jorbin's deep voice cut in from the edge of the torchlight. "No time! They've caught our trail!"

A chorus of inhuman **screams** tore through the cavern.

Icy fear stabbed into Creeg's guts. No time. He sucked in a breath and pushed on the **door** with all his strength, half-expecting some hidden scythe or stone block to crash down on him.

But the portal rumbled open, and no scythe or stone block fell.

Beyond the threshold, heaps and piles of **gold** and **jewels** glittered in the torchlight like a thousand spider eyes.

"**Jiraal's Hoard**," Creeg whispered, eyes wide. "The story was true!"

"We need you, wizard!" Ralina cried.

Creeg spun to see a mob of slavering, gray-skinned **ghouls** lurching from the darkness, tongues lashing and claws seeking blood.

A gust of wind caught the torch, and it wavered, threatening to go out....

Adventuring

CRAWLERS

Those who dare the lost halls and caverns of the Shadowdark are called by many names. Crawlers, delvers, explorers, adventurers, treasure hunters.

In this chapter, you'll learn how to crawl with the best of them. Whether you're exploring a lightless barrow mound or the Shrouded Forest of Eld, the rules herein will guide you.

OUTSIDE THE SHEET

The first step to crawling is understanding your environment and imagining an action you want to take.

Don't simply scour your character sheet for ideas and options! Your crawling career depends on your ability to "think outside the sheet."

Imagine what you would really do if you were in your character's situation.

Do you see a suit of armor in an alcove? Maybe you lift the helm's visor and make sure nothing is looking back at you.

Do you hear faint voices behind a rotting, wooden door? Maybe you creep up and press your ear against it to hear what's happening on the other side.

Is a band of orcs chasing you and your companions down a hallway? Maybe tearing the decrepit tapestries from the walls will hamper their pursuit.

None of the above ideas are listed on a character sheet. Although you should use your stats, spells, gear, and talents, don't limit yourself only to those.

ONWARD!

The next sections detail the core rules of ***Shadowdark RPG***. Armed with your dice and your wits, you're ready to learn the legendary art of crawling. Stride boldly into the darkness!

Rolling the Dice

ADVANTAGE

When you have advantage on a roll, it means you're in a strong position to succeed.

For example, you might be attacking from the high ground, or you might have just failed at a task and now have insight into how to succeed if you try again.

To roll with advantage, roll the same die twice and use the better result.

DISADVANTAGE

When you have disadvantage on a roll, it means you're in a strong position to fail.

For example, you might be trying to strike an enemy while blinded by sand, or navigating a maze while confused by disorienting poison.

To roll with disadvantage, roll the same die twice and use the worse result.

CANCELING

If you have both advantage and disadvantage on a roll, they cancel each other out.

NATURAL 20

When a d20 die roll shows a 20, what you're doing succeeds to your maximum capacity. An attack roll automatically hits and is a critical hit (see Damage on pg. 89).

NATURAL 1

When a d20 die roll shows a 1, what you're doing fails to your maximum capacity. An attack roll automatically misses and might even strike an ally.

THE D6 DECIDER

If there's a random chance for an outcome, such as whether a dropped torch goes out, the GM calls for a d6 roll. A 1-3 results in the worse outcome for the players, and a 4-6 results in the better one.

Luck Tokens

Sometimes the GM awards a **luck token** to a player for exceptional roleplaying, heroism, or just plain coolness.

Big sacrifices, moving speeches, or incredibly daring maneuvers might be worthy of luck tokens, whether or not the characters' actions were successful.

Each player can only have one luck token at a time.

You can cash in a luck token to reroll any roll you just made. You must use the new result.

You can also give your luck token to a companion.

HOW MANY TO GIVE?

The GM might award 2-3 new luck tokens per player during the course of a session with a pulpy, heroic feel.

Alternatively, the GM might not give out any new luck tokens during a game session that is grim, difficult, and dark.



Using Stats

Certain tasks fall under specific stats. The following examples illustrate common uses for each one.

The difference between Intelligence and Wisdom can be tricky. If in doubt, remember **Wisdom** is for sensory acuity and instinct, while **Intelligence** covers knowledge and logic.

STRENGTH

- Smashing open locked doors
- Bending the bars of a prison cell or sewer grate
- Lifting a large rock overhead
- Stopping a runaway ship's helm from spinning

DEXTERITY

- Diving away from a trap that flings a hail of needles
- Disabling a tripwire without activating it
- Scaling a sheer castle wall
- Fooling onlookers with sleight of hand tricks

CONSTITUTION

- Holding your breath underwater
- Withstanding intense pain
- Resisting the effects of poison

INTELLIGENCE

- Giving first aid to a dying character
- Recalling the path through a twisting maze
- Finding food and water sources in the wilderness

WISDOM

- Spotting a well-hidden enemy
- Determining the direction of a faint noise or smell
- Deciphering the sounds on the other side of a door

CHARISMA

- Performing ventriloquism
- Applying a disguise
- Rallying allies who are terrified by a monster

Making Checks

WHEN TO ROLL?

Usually, you succeed at what you're trained to do without needing to roll a check.

For example, a wizard is always able to read magical runes, and a thief always finds a trap if searching in the right area.

If you take the time to scan the sky for threats or examine a stretch of wall for a secret door, you simply succeed.

Social encounters usually rely on what you say rather than Charisma checks. Narrating a moving speech or using secret information you gathered to influence an NPC does not require a check to succeed.

The GM asks for a check when the following is true:

- The action has a **negative consequence** for failure
- The action requires **skill**
- There is **time pressure**

DIFFICULTY CLASS

The four standard DCs represent how difficult an action is.

Easy, DC 9. Leaping a narrow chasm, sneaking up on an inattentive guard.

Normal, DC 12. Kicking open a stuck door, picking a poor lock.

Hard, DC 15. Swimming against a strong current, giving first aid to stop a character from dying.

Extreme, DC 18. Climbing a slippery cliff one-handed, restraining a frenzied lion.

CONTESTED CHECKS

If multiple creatures are working against each other on a conflicting task, a contested check decides who succeeds.

To make a contested check, each participant rolls one relevant stat check at the same time, even if it's not their turn. The highest result wins (reroll ties).

Time

REAL TIME

Time passes in the game world at the same pace it's passing in the real world. One minute or hour of game time is equal to one minute or hour in real time.

This matters for tracking light sources, because most light sources only last for one hour of real time.

If you can't track real time in your game, assume one hour is equal to 10 rounds.

TURNS AND ROUNDS

A **turn** is a player's moment to describe what their character does to the GM. Players act one by one on each of their turns.

Some turns need a bit of room to breathe. A character who is speaking with someone can make a few reasonable exchanges back and forth.

A **round** completes when each person has taken one turn.

TIME PASSES

Every moment in the game doesn't have to be accounted for in real time.

For example, if the characters want to spend 10 minutes examining a room from top to bottom, the GM and players can agree that time passes.

When time passes, the GM and players move any timers down by that amount.

Minutes Pass. Effects with a duration of rounds expire. The GM rolls one random encounter check that occurs on a 1-3 on a d6 while this time is passing.

Hours/Days Pass. Effects with a duration shorter than the time passed expire. The GM uses overland travel rules to check for encounters that occur while this time is passing (see pg. 90).

After resolving encounters, the game world fast-forwards to the new point in time.

Turn Order

INITIATIVE

Shadowdark RPG is played in turn order right from the start.

At the beginning of the game, the GM establishes **initiative**, or the order in which the players act. Everyone rolls a d20 and adds their DEX modifier. The GM adds the highest DEX modifier of any monsters, if relevant.

The person who rolled the highest takes the first turn, and the turn order moves clockwise from that individual.

FREEFORM MODE

Initiative need not be strict; some GMs keep only a loose round-robin, allowing the players to decide their turn order and actions before circling back to the GM's turn.

Players might declare their actions as a group or act simultaneously, and the GM will need to adjudicate. A round passes once everyone has acted.

PLAYER TURN

1. The player counts down any personal timers for spells and other effects.
2. The player takes an action and may move up to near (split up in any way). The player can move near again if skipping an action.
3. The GM describes what happens as a result of the player's turn.

GM TURN

1. The GM counts down any timers not tracked by players.
2. The GM checks for a random encounter, if needed.
3. The GM takes actions and makes movements for any relevant creatures or environmental effects.
4. The GM describes what the characters notice as a result of steps 1-3.

Crawling

THE SHADOWDARK

The Shadowdark is any place where darkness, danger, and myth reign supreme.

It could be in crumbling ruins, ancient mountain strongholds, or mysterious towers. It could be in gloomy forests, trap-laden pyramids, or haunted sea caves.

As long as the characters are going into danger with swords, spells, and torches ready, they're going into the Shadowdark.

CRAWLING ROUNDS

Characters are in **crawling rounds** while not in combat. They are exploring, talking, and engaging with the environment.

VISION

All characters need light to see, but that's not true for the darkness-adapted beings of the Shadowdark. Note that any area outside of a light source's illumination is in total darkness.

LIGHT SOURCES

Most light sources last for up to an hour of real time and illuminate a limited area.

Players have two options when lighting more than one light source at a time:

1. The newer light source "rides along" on the current timer.
2. Extinguish all old light sources. Start a new timer with the fresh light source.

The GM can make rulings counter to the above; the purpose is to make tracking light timers simple, not frustrating.

TOTAL DARKNESS

While in total darkness, a creature who is not darkness-adapted has disadvantage on tasks it undertakes that require sight. Also, the environment becomes **deadly**. The GM checks for a random encounter every crawling round.

MOVEMENT

Distances. Distances are broken up into **close** (5 feet), **near** (up to 30 feet), and **far** (within sight during an encounter or scene).

Climbing. Strength or Dexterity check to climb half your speed. Fall if you fail by 5+ points.

Falling. You take 1d6 damage for every 10 feet you fall.

Moving Through. You can move freely through allies. You must pass a Strength or Dexterity check to move through enemies.

Swimming. Swim half speed (requires a STR check in rough water). Make a CON check each round you hold your breath. On a failed CON check, 1d6 damage a round until you exit the hazard.

REGROUP

During crawling rounds, the GM can allow the players to **regroup**. PCs within reasonable reach of each other can come together into a marching order. They can also move as a group, taking a round each time. When needed, initiative shifts back to turns.

CONDITIONS

Some effects impose a condition on a character, such as blindness or immobility. Advantage and disadvantage apply to most situations. Use common sense.

For example, a blinded character has disadvantage on tasks requiring sight, and a PC stuck in a spider web can't move.

ACTIONS

While crawling, characters can take actions that might include:

- Prying a gem from a statue
- Sneaking up on a slumbering manticore
- Tapping on a suspicious wall to check for a hidden door
- Scanning a room for signs of hidden enemies
- Giving a rousing speech to a group of fearful townsfolk

ENCOUNTERS

An encounter occurs when any challenge presents itself that stops the characters' progress. See pg. 112 for information on **random encounters**.

Resting

RESTING

Injured characters can rest to recover from their wounds. To rest, a character must consume a ration and sleep for 8 hours.

Sleep can be broken up for light and routine tasks, such as taking a turn on watch.

Interruption. Each stressful interruption of rest (including combat) requires an affected character to make a DC 12 Constitution check.

On a failure, the character consumes a ration but gains no benefit from resting.

Success. A character who successfully rests regains all lost hit points and recovers any stat damage (all stat damage is temporary unless described otherwise).

Additionally, some talents, spells, or items regain their ability to be used after a successful rest.

DANGER LEVEL

Characters can rest anywhere, but doing so inside a dungeon or perilous environment carries a high chance of failure due to the risk of a random encounter.

While the characters are resting in a dangerous environment, the Game Master checks for random encounters using the overland travel cadence:

Unsafe. Check every 3 hours.

Risky. Check every 2 hours.

Deadly. Check every hour.

CAMPFIRE

In many cases, adventurers need a light source while resting. Characters can combine three torches into a campfire that can't be moved once lit.

A campfire lasts up to 8 hours while at least one character remains near to it, and it casts light out to a near distance.

Stealth and Surprise

HIDING AND SNEAKING

Creatures who are hiding or sneaking must succeed on Dexterity checks to go undetected by other creatures within eyesight or earshot.

The GM determines the frequency and difficulty of the check based on the environment.

The GM might secretly roll the check for a character if knowledge of the outcome impacts the situation.

Hiding Limitations. Creatures can't hide while other creatures are able to see them, even at a casual glance.

It might also be impossible to hide if there's nowhere for a creature to stay out of sight.



DETECTING

Detecting a hiding or sneaking creature requires the searcher to actively look or listen.

Looking in the right place automatically reveals a hidden creature. Otherwise, the searcher must succeed on a Wisdom check to perceive a sneaking or hiding creature.

SURPRISE

A creature who begins its turn undetected has the advantage of surprise. If combat hasn't started yet, those with surprise take one turn before the combat initiative roll (see Combat Initiative! on pg. 88).

A creature has advantage on attack rolls against surprised targets.

Attacking from hiding gives away the attacker's position afterwards unless the GM determines otherwise.

Combat

When a fight breaks out, **combat rounds** begin!

DETERMINE SURPRISE

The GM determines if any creatures are unaware of each other. A creature who surprises another takes one turn before a new initiative order is rolled.

COMBAT INITIATIVE!

After surprise turns, the GM calls for new initiative. Everyone makes a Dexterity check (the GM uses the highest Dexterity modifier of any monsters).

The person with the highest result takes the first turn. Turns go clockwise from that person.

COMBAT TURNS

Characters can take one action and move near on their turn, splitting up the movement however they want. Characters can move near again if they don't take an action.

ACTIONS

Melee Attack. Melee attacks use melee weapons. Roll 1d20 + your Strength modifier + talent bonuses. You hit the target if your total is equal to or greater than its AC.

Ranged Attack. Ranged attacks use ranged weapons. Roll 1d20 + your Dexterity modifier + talent bonuses. You hit the target if your total is equal to or greater than its AC.

Cast A Spell. Casting a spell takes one action (see Spellcasting on pg. 44).

Improvise. Do an improvised action, such as swinging across a ravine on a vine. The GM might determine it requires a stat check or attack roll.

Multitask. Characters can do small, parallel tasks on their turns, such as standing up, speaking, activating a magic item, or quaffing a potion. This doesn't typically use their action.

DAMAGE

When you hit a target with an attack or spell, you damage it. Roll your weapon or spell's damage dice + relevant bonuses. The GM subtracts that amount from the target's hit points.

Knockout. You can choose to knock a creature unconscious instead of killing it if you reduce it to 0 hit points.

Critical Hit. You deal a critical hit if you roll a natural 20 on an attack roll or spellcasting check. For a **weapon**, double its damage dice on the attack. For a **spell**, you may double one of its numerical effects (see pg. 45).

TERRAIN

Attacking or casting a spell on a creature that is hiding at least half its body behind interposing terrain has disadvantage.

If you can't see a creature at all due to terrain, you can't target it.

Creatures can only move half the normal distance through terrain that hampers free movement, such as ice or deep mud.

MORALE

Enemies who are reduced to half their number (or half their HP for a solo enemy) **flee** if they fail a DC 15 Wisdom check. For large groups, the GM makes one check with the leader's modifier.

DEATH

A character who goes to 0 HP falls unconscious and is **dying**. A character who goes above 0 HP wakes up and is no longer dying.

Death Timer. A dying character rolls $1d4 + \text{their CON modifier}$ (minimum 1 total) on their turn. They die in that many rounds unless healed or stabilized.

On each of the character's subsequent turns, that player rolls a d20. On a natural 20, the character rises with 1 hit point.

Stabilize. An intelligent being can give first aid to a dying creature at close range. On a successful DC 15 Intelligence check, the target stops dying (but is still unconscious).

Death. A character who perishes is retired from the game.

Overland Travel

The world is still perilous for fortune-seekers outside the gloomy Shadowdark. When traveling overland, these rules add to the crawling rules.

TURNS AND TIME

The game moves in initiative order as normal while traveling overland, and groups often travel in chunks that comprise several hours. Use the **Time Passes** rules (pg. 82) as needed.

Check for **random encounters** using the following cadence during overland travel:

Unsafe. Check every 3 hours.

Risky. Check every 2 hours.

Deadly. Check every hour.

LIGHT

If needed, determine how much time remains on the current light source by rolling $1d6 \times 10$ minutes. There is rarely total darkness outside, even at night.

TRAVEL PER DAY

PCs can travel for up to 8 hours a day. They must pass increasing CON checks to push further. Hexes are **6-miles** across.

CROSSING HEXES

Method	Time per Hex
Walking	4 hours
Mounted	2 hours
Sailing	1 hour
Difficult terrain	2x normal
Arduous terrain	8 hours

NAVIGATION

PCs in unfamiliar territory must have their navigator make an INT check upon exiting a hex. On a failure, the group moves into a random, adjacent hex.

FOOD AND WATER

PCs can go three days without consuming a ration. They take 1 CON damage each day after that (death at 0). A PC can forage for 1 ration per day with an INT check.

Downtime

Between adventures, you can choose to undertake one downtime activity.

CAROUSING

Carousing is a way for you to convert the coin you've earned into XP and other benefits.

You'll likely come out of a carousing event with a new NPC contact, whether friend or foe. You might even acquire a new magic item if you're bold and lucky enough.

Carousing can last for several days of in-game time, so the GM will use the Time Passes rule (pg. 82) as needed.

If you want to play out a gambling scene in detail, you can use the Wizards and Thieves game on pg. 94 to determine who wins a bet and how many valuables change hands.

See pg. 92 for more details on carousing.

LEARNING

Your character may wish to learn a new skill during downtime.

In order to learn a new skill, you must find a capable instructor who is willing to teach you.

You can't typically learn another class's or ancestry's unique talents, but you can learn auxiliary skills. Examples include a new language, or how to ride a sandworm using a harness.

Learning enables you to do new actions or gives you advantage on certain checks.

Work with the GM to determine what you can try to learn. Then, make an extreme (DC 18) Intelligence check. If you **succeed**, you learn the new skill.

If you **fail**, you can try again as your next downtime activity, this time lowering the difficulty of the Intelligence check by one step.

Carousing

When you return from the Shadowdark, you can carouse to celebrate your heroic exploits.

To carouse, each participant pitches in for the cost of the event. Then, each participant rolls 1d8 + the event's bonus to determine their own outcome.

OUTCOMES

Each character gains the XP noted for their result along with any other ill or positive effects.

If the group decides to play out the results of an individual roll, the entire carousing group is usually present for the events.

CAROUSING EVENT

Cost	Event	Bonus
30 gp	A worthy night of drinking and festivity	+0
100 gp	A full day and night of revelry, gambling, and recounting your exploits	+1
300 gp	Two days of crawling dozens of taverns to sing, buy rounds, and celebrate	+2
600 gp	A three-day voyage into the finest food, drink, and gambling you can find	+3
900 gp	A hazy, weeklong bender that runs multiple well-known taverns dry	+4
1,200 gp	A spirited fete lasting ten days that attracts hordes of revelers and takes over an entire town or a city district	+5
1,800 gp	Two legendary weeks of drinking and debauchery widespread enough to take over a whole city. It attracts countless celebrants, including famous nobles and bards; the streets run red with wine	+6

CAROUSING OUTCOME

d8	Outcome	Benefit
1	You wake up blearily in your bed	Gain 2 XP
2	You're locked in the stocks for 1d4 days and fined 20% of your total wealth for setting a building on fire	Gain 2 XP
3	You wake up in a gutter with 15% of your total wealth spent	Gain 3 XP
4	You hazily remember donating 10% of your total wealth to a glib priest	Gain 3 XP and a priest ally
5	You're fined 10% of your total wealth for starting a full-tavern brawl	Gain 3 XP and be barred from a tavern
6	The Thieves' Guild bilked you for 5% of your total wealth	Gain 4 XP
7	You led an entire tavern in a wildly insulting song about a disliked noble	Gain 4 XP and a famous bard ally
8	You survived a blindfolded knife-throwing demonstration unscathed	Gain 4 XP and a luck token
9	By talent (50%) or trickery (50%), you beat a rival crawler in a test of skill	Gain 5 XP and an NPC ally or enemy
10	An angry wizard cast a deadly spell at you, but you reflected it off your cup	Gain 5 XP and a luck token
11	You performed a humiliating prank on a despised and corrupt merchant	Gain 5 XP and an ally in the City Watch
12	You defeated a noble in a highly wagered drinking contest	Gain 5 XP and a debt owed by the noble
13	You pulled off an ill-advised heist inside a feared sorcerer's tower	Gain 6 XP and an 80-100 item from your treasure table
14+	You wake up deep inside the local ruler's stronghold holding one of their priceless family heirlooms. Footsteps approach	Gain 6 XP and a 90-100 item from your treasure table, if you escape

Wizards and Thieves

In smoky gambling dens, raucous taverns, and dim back alleys, the clatter of dice signals a game of Wizards and Thieves.

Wizards and Thieves is a fast-paced betting game beloved by gamblers of all stripes. Use it when you want to play out a wager using a quick system.

TO START

To begin, the players agree to a number of coins each will bring to the game (typically 20). Each player adds 6 coins to the pot.

All players roll 3d6. The player with the highest result becomes the **active player**. Gameplay moves clockwise from that person.

Rolls of **wizards** (6s) and **thieves** (1s) **cancel** each other out on a one-to-one basis when determining majorities. **Ignore** results of 1 and 6 when adding to or taking from the pot unless no other die type remains.

GAMEPLAY

The active player declares *wizard* or *thief* before rolling 3d6.

Declared thief, rolled majority

thieves: The active player takes coins from the pot equal to the lowest remaining die after cancellations/ignores. The active player goes again.

Declared thief, rolled majority

wizards: The active player adds coins to the pot equal to the lowest remaining die after cancellations/ignores. Play passes to the next player.

Declared wizard, rolled majority

wizards: Everyone but the active player adds coins to the pot equal to the lowest remaining die after cancellations/ignores. The active player goes again.

Declared wizard, rolled majority

thieves: The active player adds coins to the pot equal to the lowest remaining die after cancellations/ignores. Play passes to the next player.

No wizard or thief majority: Play passes to the next player.

Rolled 3 wizards: The active player takes the whole pot. The game ends.

Rolled 3 thieves: The pot is split evenly among all the remaining players except the active player. The active player gets any remainder that doesn't divide evenly, a result called "honor among thieves." The game ends.

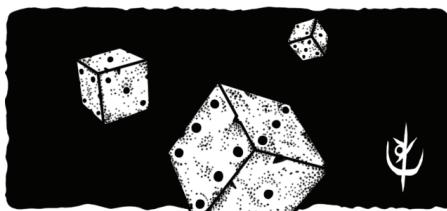
THE GAME ENDS

The game ends when the pot reaches 0.

If a player runs out of coins, that player is out of the game.

If all but one player loses their last coin, the pot goes to the player whose turn it would have been after the last roll.

The game's winner is the person who ends with the most coins.



LOW STAKES

d4	Played For...
1	Copper
2	Single drinks
3	Bragging rights
4	Minor baubles

MID STAKES

d4	Played For...
1	Gold
2	Drink rounds
3	A sworn favor owed
4	A personal trophy

HIGH STAKES

d4	Played For...
1	Jewelry
2	Finest drink in the city
3	A finger off your hand
4	An irreplaceable item

EPIC STAKES

d4	Played For...
1	Diamonds
2	Rarest drink in world
3	Your life
4	A magic item

Example of Play

In this gameplay example, a group of 1st-level crawlers are exploring a damp tomb they discovered beneath the ruins of Myre Castle.

The players are playing **Jorbin** (dwarf fighter), **Ralina** (halfling thief), **Iraga** (half-orc priest), and **Creeg** (human wizard).

For more gameplay demos, visit youtube.com/thearcanelibrary.

GM: Alright, crawlers. Let's start off with initiative!

Everyone rolls a d20 and adds their Dexterity modifier. The GM doesn't add anything since there are no active monsters.

GM: Did anyone beat my 14?

PC (Jorbin): I did! I got an 18.

GM: Then you're up first, Jorbin. We're going clockwise from you, so Ralina, you're on deck.

PC (Jorbin): How big is the door?

GM: The stone door in front of you is about six feet tall and covered in slimy chunks of moss.

PC (Iraga): I'm holding my torch up so Jorbin can see.

PC (Jorbin): Thanks, Iraga. No time to waste — I'm going to kick the door wide open!

PC (Ralina): So much for a stealthy entrance...

GM: Give me a hard Strength check, Jorbin. You get advantage because of your Grit talent.

Jorbin rolls two d20s, and the highest one shows a 14. With his Strength modifier of +3, he has a total of 17, beating the DC of 15.

PC (Jorbin): Success! I knock that thing off its moldy hinges! Alright, that's my turn.

The GM secretly makes a random encounter check due to the noise but rolls a 3 on the d6. No encounter for now.

GM: You're up, Ralina.

PC (Ralina): I peek my head in past the door. Do I see anything dangerous... or valuable?

GM: You see a circular chamber with a cracked, stone floor. Rusty torch sconces line the walls, and a shallow pool of green, murky water stands at the center.

PC (Ralina): Ew. I'll tiptoe into the room around the pool. Is there anything unusual about it?

GM: Now that you asked, you notice the water trembling and wobbling, almost like a jelly rather than a liquid.

PC (Ralina): Weird! I prepare to jump out of the way if something comes out of it. Iraga, you're tougher than me — do you want to check out the pond?

PC (Iraga): Definitely! I step into the room and free up my sword hand by placing the torch in one of the old sconces. Then I draw my blade and prod the water.

GM: A long, slimy tendril lashes back at you! Combat initiative!

Everyone rolls a d20 and adds their Dexterity modifier.

GM: Woohoo, natural 20! None of you beat that, so I'm up.

PC (Creeg): We are so dead.

GM: Iraga, one tendril whips out at you. Let's see, an 11 on the d20 plus its attack bonus of +3... What's your armor class?

PC (Iraga): It's 16! I'm safe!

GM: Ralina, a second tendril lashes out at you, but with disadvantage because you prepared to jump out of the way. A natural 4 on the lowest d20 — surely a miss, since that's only a 7 total. Creeg, it's your turn!

PC (Creeg): Not a moment too soon. I hobble into the chamber and point my fingers at the pool, chanting the words of my favorite spell. *Burning hands!*

Creeg rolls a DC 11 spellcasting check and gets a total of 18.

PC (Creeg): Got it! Take [rolls a d6] 4 damage, you filthy pond scum. That's my turn!

PC (Jorbin): Time to meet my axe! I barrel into the room and chop down into the pool [*rolls a d20*]... and roll a natural 1.

PC (Iraga): Uh oh!

GM: Jorbin, your foot slips on the slimy edge of the pool and you fall in! One of the tendrils tries to wrap around your neck — roll a normal DEX check to escape.

Jorbin rolls an 8 on the d20 and adds his -1 Dexterity modifier.

PC (Jorbin): A 7. Normal is DC 12, right? Looks like it got me!

GM: The tendril latches on and drags you toward the pond's center! Ralina, what do you do?

PC (Ralina): We better take care of this thing before it eats Jorbin! I stab it with my dagger!

Ralina rolls a 10 on a d20 and adds +3 for her attack bonus.

PC (Ralina): Does a 13 hit?

GM: That's its exact armor class, so yes! Roll 1d4 damage!

PC (Ralina): [*Rolls*] 3, not bad!

GM: The scum jelly barely seems to notice your dagger, almost as if it didn't hurt it...

PC (Creeg): Not good. Maybe stabbing attacks can't injure it?

PC (Iraga): You know what St. Terragnis says: "Kill it with fire!" I sheathe my sword and spring back to grab the torch off the wall. Can I lunge forward and jab it into the jelly?

GM: Absolutely. Make an attack roll with it like a melee weapon.

Iraga rolls 1d20 plus her STR modifier, getting a total of 14.

PC (Iraga): Its AC is 13, so I hit! How much damage?

GM: I'd say a lit torch does 1d4 damage from the flames.

PC (Iraga): [*Rolls*] 4 damage!

GM: The jelly writhes and sizzles from the burn! Now I need you to roll a d6 to see if the torch extinguishes. 1-3 is bad.

PC (Iraga): Ops. Forgot about that. [*Rolls a 2*] Well... it's suddenly very dark in here.

PCs (everyone): Oh no!

GM: Looks like it's my turn. Jorbin, the tendril wrapping around your neck constricts. You take *[rolls a d4]* 2 damage.

PC (Jorbin): No attack roll?

GM: No, that tendril already has you in its clutches. But the jelly has to roll for its second tendril! It can see in the dark and you're off your feet, so it has advantage. *[Rolls]* Does an 18 hit you?

PC (Jorbin): Urk. Yes.

GM: *[Rolls a d6]* Yikes, 6 damage!

PC (Jorbin): That takes me to 0 hit points. Dwarf down, you all!

GM: Creeg, it's your turn!

PC (Creeg): This is why you always bring a wizard. I cast the *light* spell on the end of my staff!

Creeg rolls a 6 on his d20, plus his spellcasting bonus of +4.

PC (Creeg): That was a DC 11 spell! Not enough. The magic fizzles out, and I can't cast *light* again until we finish a rest.

GM: Jorbin, it'd normally be your turn, but you're out cold. Roll a d4 plus your CON mod to see how many rounds until you die.

PC (Jorbin): *[Rolls]* 3 rounds. Ralina, you're up next! Save us!

PC (Ralina): It's up to me! I fumble around in my backpack and pull out a spare torch, plus flint and steel. Can I light it?

GM: You're working by feel, so make a DC 12 DEX check. Your Thievery talent would normally give you advantage on this, but the blinding darkness cancels it.

PC (Ralina): *[Rolls]* Success! A blaze of torchlight fills the room!

PC (Iruga): Just in time for me to plunge into the scum to cast *cure wounds* on Jorbin.

Iruga rolls a 12 on her d20 and adds her spellcasting bonus of +2, beating the DC of 11.

PC (Iruga): Nice! Jorbin, you wake up with *[rolls a d6]* 3 HP.

PC (Jorbin): Thanks, Iruga! Now I just have to break free of this jelly and introduce it to my axe!



Game Master



At times, the Shadowdark seemed sentient in its malevolence. It was as though some hand guided it.

Your Role

THE GAME MASTER

The Game Master is the world-spinner, the all-wise, the ventriloquist.

You are the deadly pit trap and the assassin in the night. You are the storm. The army. The gods.

You hold ultimate power.

Yet you only want one thing: to see your players triumph.

So you craft malevolent villains worth defeating. You sculpt marvelous treasures worth stealing. You fill the world with rot, darkness, and death so it can be driven back by sword, spell, and flame.

Through this, you offer an invitation. You propose it loudly with roaring dragons, humbly with helpless villagers, secretly with hidden treasure maps.

You call the players to adventure. And they answer.

THE ONLY RULE

The Only Rule is that you make the rules.

What's written in this book is a guide, not a constraint, and none of it takes precedence over your judgment.

If something doesn't work at your table, change it or throw it out and don't look back.

THE PACT

You and your players are gaming together to have fun, prop each other up, and strengthen bonds. This is The Pact.

The Pact is often unspoken and unseen, but it is always felt.

It is based on goodwill, respect, and fellowship.

Its enemies are selfishness, antagonism, and arrogance.

Decisions made to defend The Pact are always good ones.

The Players

ADVENTURE HOOKS

When you give adventure hooks to the characters, you're actually encouraging the *players* to grab onto those threads.

While you can't expect your players to take every hook, you can make a call to adventure more enticing by knowing what your players want.

Player motivations generally fall into the following categories. Powerful adventure hooks contain elements of all three.

Reward. Players want more treasure and XP to make their characters stronger.

Heroism. Players want to right wrongs, save the day, or make a name for their characters. This is especially true for players who love role-playing.

Discovery. Much like solving a mystery, players want to know why a problem or location exists and what secrets it hides.

THE AUDIENCE

The players are the real audience to the game's story, not the characters. Lean into this!

For example, the players might be in great suspense because you just rolled a random encounter check in front of them. Similar to a horror movie where the audience watches a murderer slink toward the main character, the suspense comes from the *players* not knowing what is about to happen.

DRAMATIC QUESTION

Most encounters have a simple yes/no question driving the interest. When that question is answered, the encounter is no longer exciting to the players, and it's time to move forward.

Dramatic questions are not always obvious. The question for an encounter with a troll guarding a bridge is not whether the characters can kill the troll, but whether they can get across!

Core Ethos

These are *Shadowdark RPG's* core principles and foundations.

TIME

The most important resource. It must haunt the characters' every decision. They don't have time to search every floor tile for a trap.

DARKNESS

Respect the darkness. It is the true foe. Few things can hold it at bay, and nothing must make those prized tools obsolete.

GEAR

Gear is precious and limited. Give value and utility to all of it.

ACTION ECONOMY

PCs get just one action per turn. Make it count. Use multitasking (pg. 88) for boring small stuff.

INFORMATION

Dispense information freely. If the characters test the floor where there's a trap, they find it.

DISTANCE

Close, near, and far distances are loose and don't require precise measurement. Nobody wants to miss firing an arrow into a dragon's eye because of a mere 5-foot deficit.

DANGER

Casting spells comes with great risk. Magic items are volatile. Fights are fast and unfair. Monsters are insidious.

REWARDING INVESTMENT

Honor what has been earned. If a character learns a new language, make it matter. Allow new titles or iconic deeds to have an impact on the characters' lives.

STAT CHECKS

The characters automatically succeed at what they are trained to do. Only use stat checks when there is time pressure and failure has dire consequences.

On Balance

BE UNPREDICTABLE

In this book, more than a few words are spent explaining the "typical" amount of treasure (pg. 117) or the "average" build of a monster (pg. 192).

But typical and average adventuring is not the goal.

These numbers are calibrations so you know where to start. Use them to feel out the rudder of your game and know what makes something easy or hard.

Then, become unpredictable.

If the players think they can win every fight, they won't feel fear. They won't be careful. They won't use their wits.

If all treasure is similar in value, there will be no epic trophies to pursue. No motivation.

Instead, fill your world with stark dangers and stunning treasures. The most glorious victories are the hard-earned ones.

TELEGRAPH DANGER

When you remove predictability, you'll want to add a replacement ingredient: telegraphing danger.

Don't make threats a secret (unless the players utterly failed to gather information).

If the characters are getting close to a manticore's cave, describe the crushed skulls and bones, the reek of rotting meat, and the silence of the birds.

CHOICES MATTER

A choice between two identical options ("Which door do you open, the one on the left or the right?") is not actually a choice.

Players need a way to gather information about their options and make an informed decision. That creates interesting choices.

Careful players should be able to find the deep claw marks on one of the doors or catch the low snoring on the other side.

Running the Game

ADVENTURES

An adventure is a set of related encounters and incidents that tie to a common plot thread. For example, the characters might go on an adventure to defeat the ruinous plague-cultists hiding beneath the Temple of Krull.

Devising an adventure requires the characters to have a problem or desire they can solve using their unique skills. These are usually tied to a person, location, or item. Often, there is time pressure driving the characters to act.

See the Adventures section on pg. 122 for adventure ideas.

CAMPAIGNS

Adventures that tie together into a series of related stories are a campaign. Sometimes, campaigns are centered around a plot or villain, and sometimes they grow out of the characters' explorations and deeds.

NPCS

Non-player characters (NPCs) are rich sources of quests, treasure, danger, and motivation.

Not all NPCs need a backstory, but giving each a name, appearance, mannerism, and secret makes them into memorable personas.

See NPCs on pg. 124 and Rival Crawlers on pg. 126 for ideas and generation tables.

THE MUNDANE

The characters transform from weak peasants into legendary heroes by adventuring. During that journey, the importance of basic gear, the fleeting nature of wealth, and the danger of a pack of armed bandits should never become mere trifles.

Even a 10th-level character's life should sometimes depend on whether a simple, mundane rope snaps or holds.

SETTING DCS

The four standard DCs of **easy** (9), **normal** (12), **hard** (15), and **extreme** (18) are universal and help you quickly decide a DC.

When determining the difficulty of a task, take the creature into account. Finding a trail in a sunny field would be an easy task for a forest elf with tracking skills, but it would be a hard task for a sun-dazzled cave troll.

When you ask players to make a check, state what kind of check it is. For example, an *easy Charisma check* or a *DC 15 Dexterity check*. That way, the players know what they need to roll to succeed.

CHALLENGE VARIETY

The characters should face a multitude of challenges during an adventure, including combat, dealing with NPCs, or overcoming the environment.

Each class excels at different tasks. Thieves love to scout and talk to NPCs, fighters and priests shine in combat, and wizards dominate the environment.

CHARACTER SKILL VS. PLAYER SKILL

Characters aren't the only ones who level up. Players also gain experience!

For example, players will learn where to look for secret doors and what the "tells" are. As they go on more adventures, they become better at gameplay.

Encourage this by giving players the opportunity to make decisions that rely on their creativity and wits, not on their dice rolls or stat bonuses.

RULES VS. RULINGS

If there were a rule for every situation, we would be living inside the rulebook instead of the game world.

As the GM, you have infinite power with only a handful of rules. Stat checks and the standard DCs can resolve any action. You need nothing more.

Rather than pore through the book, adjudicate using what you already know. Make a ruling, roll the dice, and keep going!

Not the Enemy

NEUTRAL ARBITER

You're not the players' enemy; you're portraying the world as it is. Roll your dice out in the open and let the players create their own trouble.

Shadowdark RPG has the following mechanics that tempt the players into taking risks.

Random encounters. Characters push their luck the longer they linger in dangerous areas. Not all wandering monsters are hostile (see Reaction Check, pg. 113), but there's no guarantee.

Light timers. If the characters run out of light, they have a poor chance of surviving a monster attack or deadly trap.

Resource management. Gear slots are precious. Is it more important to make room for treasure or bring extra torches?

XP. The temptation of treasure and XP pulls many characters deeper into the dungeon.

CHARACTER DEATH

Character deaths will happen (especially among 0-level adventurers)! The dice can be fickle, and crawlers sometimes get into more trouble than they can handle down in the Shadowdark.

When a character dies due to the player's choices and it makes sense, it was a just death.

If there is uncertainty ("Did you remember to add your Constitution modifier to your death timer?"), clarify, and then let fate fall.

A game world without death is one without risk or tension.



Set the Tone

THE WORLD

What is your game world like? Decide on a few major elements to start. You'll want to consider the following:

- What's the **environment** like? Jungle, desert, swamps, cityscape, oceanic, tundra?
- How does the world handle **magic**? Are wizards abundant, or in hiding? Can priests use healing spells?
- What's the overall **theme**? Grimdark, mythical, urban, gonzo, horror?

THE CHARACTERS

Are there any character creation rules in your game world? For example, some GMs only allow lawful or neutral characters.

Allow the players' ideas to shape reality. Is the priest from an order of witch-hunting zealots? Is the fighter a Red Siege veteran? Add those backstory elements to the game world!

SESSION ZERO

Help the players make their characters ahead of the first session.

This is an opportunity for the players to establish how their characters know each other, build out backstories, and roleplay precursory scenes.

START SMALL

You don't have to develop much for your first game. You need a starting location, a few interesting NPCs, and a short adventure site.

Since the characters already know each other from session zero, kick off the first game in the middle of a dangerous incident or dramatic situation. Bring on the action!

Problems and rumors lead to adventures. If you keep introducing both to the characters, your world will continue to sprout and grow.

Let There Be Darkness

ATTACK THE LIGHT

A main source of time pressure in *Shadowdark RPG* is the limited duration of light sources.

Don't let light sources be "set it and forget it." The characters must protect their light sources and keep them from going out.

Here are some ideas for how to attack the light source:

- Imperil torches and lanterns on **random encounter tables**.
- Have **enemies** try to extinguish light sources.
- Have opposing **spellcasters** hit the target of *light* spells with *dispel magic* or other magic-neutralizing effects.
- Have the **environment** put the light source at risk; gusts of wind, dead-magic zones, thin air, dripping cave ceilings, explosive gas, falling debris.
- Remember that **dropping** a torch or lantern might extinguish or break it.

LIGHT MISHAPS

d6 Details

1 **Dud.** The light source (even a magical one) goes out and needs to be replaced or recast.

2 **Fire.** The light source (even a magical one) flares and burns your hand. Take 1 damage. DC 18 DEX or drop it.

3 **Air.** A rogue wind or pocket of thin air blows through. DC 15 DEX or the flames go out.

4 **Water.** A sudden rain shower or dripping ceiling hits the light source. DC 15 DEX or the flames go out.

5 **Earth.** Falling rocks, mud, leaves, or ash cover the light source. DC 12 DEX to protect it.

6 **Spark.** If the light source is open flame, it sparks and catches on 1d4 flammable objects within close. DC 12 DEX to extinguish each one.

Modes of Play

Mix and match these optional rules to create new challenges and gameplay styles.

BLITZ MODE

- Light timers last 30 minutes.

CHAOS MODE

- Reroll initiative at the start of every combat round.

DEADLY MODE

- Death timers are always 1.
- DC 18 INT to stabilize dying.

FATALITY MODE

- Characters die at 0 hit points.

GRINDER MODE

- With each successful rest, you only regain 1 stat damage per stat and HP equal to one roll of your hit points die (dwarves roll with advantage).
- Spellcasters choose 1d4 lost spells to regain after a successful rest.

HUNTER MODE

- Defeated monsters grant XP equal to half their level (round down).

MOMENTUM MODE

- You have advantage on checks to repeat an action you failed if you try the exact same action again on your next turn.
- Damage dice explode. If you roll maximum damage on a die, roll again and add it to the total. There is no cap.

PULP MODE

- There are no maximum luck tokens a player can have.
- Players start every session with 1d4 luck tokens.
- You can use a luck token to turn a hit into a critical hit.
- You can use a luck token to take an extra action.
- You can use a luck token to force the GM to reroll a roll.

Random Encounters

PURPOSE

Random encounters are a way to keep time pressure up. If the characters linger too long, they'll run the risk of more encounters.

HOW OFTEN?

The GM checks for random encounters during crawling rounds (not combat) based on the environment's danger level.

Unsafe. Check every 3 rounds.

Risky. Check every 2 rounds.

Deadly. Check every round.

To check for a random encounter, the GM rolls 1d6. An encounter occurs on a result of 1.

The GM might also check for an encounter if the characters create a loud disturbance.

For **overland travel**, check for random encounters based on hours in place of rounds (see pg. 90 for overland travel details).

STARTING DISTANCE

If one or more wandering creatures appear, roll 1d6 for their distance from the group.

DISTANCE	
d6	Starting Distance
1	Close
2-4	Near
5-6	Far

WHAT IS IT DOING?

When the characters encounter new creatures, roll to determine the creatures' current activity. This might impact how likely they are to notice the characters.

ACTIVITY	
2d6	Activity
2-4	Hunting
5-6	Eating
7-8	Building/nesting
9-10	Socializing/playing
11	Guarding
12	Sleeping

REACTION CHECK

When the characters encounter random creatures, the GM rolls for the creatures' attitude (if it would not already be clear).

If the characters immediately interact with the creatures to influence their attitude, one of the interacting characters may **add their Charisma modifier** to the reaction check.

The interacting characters reveal their presence and position to the creatures.

Some vicious creatures, such as undead, are always hostile.

REACTION

2d6 + CHA mod	Attitude
0-6	Hostile
7-8	Suspicious
9	Neutral
10-11	Curious
12+	Friendly

TREASURE

There's a 50% chance a randomly encountered creature (or group of creatures) has no treasure.



Traps

Traps add peril and surprise to crawling. Characters typically get to make a relevant stat check to avoid a trap's effects.

A Tell. Most traps should have a hint or tell. Be careful not to make traps too frequent or the game pace will suffer.

Finding. Characters who search a specific area or object for a trap automatically find it.

Disabling. Thieves and characters who are trained in tinkering can describe how they disable or circumvent a trap.

If the character has enough time and uses a reasonable method, the character succeeds.

If there is time pressure or the trap requires a great deal of skill to deactivate, the GM might call for a stat check.

TRAPS

d12	Trap	Trigger	Damage or Effect
1	Crossbow	Tripwire	1d6
2	Hail of needles	Pressure plate	1d6/sleep
3	Toxic gas	Opening a door	1d6/paralyze
4	Barbed net	Switch or button	1d6/blind
5	Rolling boulder	False step on stairs	2d8
6	Slicing blade	Closing a door	2d8/sleep
7	Spiked pit	Breaking a light beam	2d8/paralyze
8	Javelin	Pulling a lever	2d8/confuse
9	Magical glyph	A word is spoken	3d10
10	Blast of fire	Hook on a thread	3d10/paralyze
11	Falling block	Removing an object	3d10/unconscious
12	Cursed statue	Casting a spell	3d10/petrify

Hazards

Hazards add passive danger to the adventuring environment. There is often no way to defeat or permanently disable them.

Unlike traps, most hazards are obvious from the start.

Movement Restriction. Some hazards inhibit or prevent movement, such as quicksand pools or slippery ice. Hazards can even fully entrap characters.

Damage. Some hazards deal ongoing damage, such as toxic spores or acid rain.

Weakening. Certain hazards weaken or hamper the characters. These could include antimagic zones or vapors that sap physical strength.

Combining. The most insidious hazards combine one or more of these types into a single threat.

HAZARDS

d12	Movement	Damage	Weaken
1	Quicksand	Acid pools	Blinding smoke
2	Caltrops	Exploding rocks	Magnetic field
3	Loose debris	Icy water	Exhausting runes
4	Tar field	Lava	Antimagic zone
5	Grasping vines	Pummeling hail	Snuffs light sources
6	Steep incline	Steam vents	Disorienting sound
7	Slippery ice	Toxic mold	Magical silence
8	Rushing water	Falling debris	Numbing cold
9	Sticky webs	Acid rain	Sickening smell
10	Gale force wind	Curtain of fire	Sleep-inducing spores
11	Greased floor	Electrified field	Confusing reflections
12	Illusory terrain	Gravity flux	Memory-stealing

The Gauntlet

THE GAUNTLET

Game Masters can use a process called The Gauntlet to determine the players' starting characters.

The Gauntlet works best when the players use the random generation process (see pg. 40) to create four 0-level characters each.

Random generation prevents "build tuning" and over-investing in any single character, because The Gauntlet is...

DEADLY!

The Gauntlet is much deadlier than a typical adventure. Most characters won't survive it. 0-level PCs who fall to 0 HP die instantly.

Each player will end up with one peasant who makes it through the ordeal. Each player's active surviving character graduates to 1st level, gains a class, and becomes their character for future adventures.

HOW TO RUN IT

The Gauntlet usually takes place in a well-established dungeon stocked with brutal traps, large groups of monsters, and evil plots drawing close to fruition.

The monsters and traps aren't undefeatable, but many are likely to cause casualties.

The Gauntlet can sometimes be comedic in its savagery, but not everything should be a death trap. Include enticing rewards that encourage risk-taking.

Players each choose one of their 0-level characters to play at a time. Players replace dead characters from their backup pool and invent a fitting explanation. Reinforcements from town or a rescued prisoner!

TOTAL LOSS

If a player loses every 0-level character during The Gauntlet, that player can create $1d4$ more 0-level characters to pull from.

Awarding XP

Characters gain XP from the valuable treasures and boons they earn during an adventure.

XP awards don't need to reflect monetary value; boons or fabled items have intangible worth.

Treasure has four categories:

- **Poor** (0 XP): Mundane, low value, ordinary, unexciting.
- **Normal** (1 XP): Good value, worth protecting, useful.
- **Fabulous** (3 XP): Incredible, prized, well-guarded.
- **Legendary** (10 XP): Mythic, unique, quest-worthy.

Each PC gets the full XP value of each treasure. When PCs gain a new level, their XP resets to zero.

SOURCES OF XP

- Gold and gems
- Oaths, secrets, and blessings
- Magic items
- Meaningful trophies/tokens
- Clever thinking (award 1 XP for ingenious actions)

HOW MUCH GOLD?

Over time, PCs will earn and lose gold through adventuring, carousing, and buying gear.

Per **treasure find**, each group should gain about 10 gp x their average party level in value, or:

- 20 gp in value, levels 0-3
- 50 gp in value, levels 4-6
- 80 gp in value, levels 7-9

XP FOR TREASURE QUALITY

Quality	XP	Examples
Poor	0	Bag of silver, used dagger, knucklebone dice
Normal	1	Bag of gold, gem, fine armor, magic scroll
Fabulous	3	Magic sword, giant diamond, mithral chainmail
Legendary	10	The <i>Staff of Ord</i> , a djinni's wish, a dragon hoard

Something Happens!

SOMETHING HAPPENS!

d100 Details

- | | |
|-------|--|
| 01 | The ground shakes violently and a massive fissure opens |
| 02-03 | An unseen foe leaps out of hiding at close range |
| 04-05 | A horrible buzzing fills the air, growing louder and louder |
| 06-07 | You catch the acrid smell of smoke and flame |
| 08-09 | A bright star appears in the sky, visible even at midday |
| 10-11 | You spot a half-open bag with gold coins glinting inside |
| 12-13 | A man slips a note and an odd potion into your hand |
| 14-15 | Someone observing you from afar steps out of sight |
| 16-17 | A dwarf in a red hat hands you a rose, bows, and leaves |
| 18-19 | A cowled stranger in a black cloak approaches you |
| 20-21 | Someone tries to pick your pocket |
| 22-23 | A strange ticking sound comes from inside your bag |
| 24-25 | A frothing, frantic horse with a saddle but no rider appears |
| 26-27 | A mound in the earth quickly burrows toward you |
| 28-29 | You sense you are being magically scryed upon |
| 30-31 | Someone tries to plant an object on your person |
| 32-33 | You are filled with a strong sense of dread and danger |
| 34-35 | A woman hands you a black cat and then runs away |
| 36-37 | A small, woodland creature jumps out of a backpack |
| 38-39 | You smell lilacs and hear faint, ghostly laughter |
| 40-41 | A note wrapped around a thin dagger lands next to you |
| 42-43 | A green-glowing meteor streaks through the sky |
| 44-45 | Someone nearby is staring at you and mouthing words |

SOMETHING HAPPENS!

d100 Details

- 46-47 A pair of yellow eyes watches you from the darkness
- 48-49 An orc with an arrow in her back crashes through a door
- 50-53 You hear a beast cry out in pain just up ahead
- 54-55 A huge swarm of bats crashes over you and swirls away
- 56-57 A frail beggar whispers that he has a secret to tell you
- 58-59 An object falls from above and barely misses your head
- 60-61 A seagull lands on your head and coughs up an odd bottle
- 62-63 The smell of ozone rises and electricity crackles in the air
- 64-65 You spot a trail of tiny silver coins leading around a bend
- 66-67 A wild-eyed man approaches with a holy book held high
- 68-69 Every light source suddenly extinguishes
- 70-71 A stampede of wild animals bursts into view
- 72-73 An old woman points at you and yells, "There they are!"
- 74-75 A passing stranger presses an ancient coin into your hand
- 76-77 A chorus of howls echo in the distance
- 78-79 Two pinching and slapping goblins tumble into sight
- 80-81 You realize you are not alone; something is behind you
- 82-83 The sudden sound of rushing water crashes toward you
- 84-85 You hear an ear-splitting scream that nobody else hears
- 86-87 A man slaps you with a glove and throws it at your feet
- 88-89 A violent, windy storm kicks up without warning
- 90-91 Lightning strikes close and leaves a glowing object behind
- 92-93 A multicolored orb drifts up to you and then zips away
- 94-95 A runaway wagon crashes toward you
- 96-97 An NPC throws off their disguise, revealing an enemy
- 98-99 A demon appears to you and presents a tempting offer
- 00 A radiant being appears to you with a message of warning

Rumors

RUMORS

d100 Details

-
- 01 An armored beast the size of a ship is rampaging nearby
 - 02-03 A team of assassins is on its way to kill your group
 - 04-05 The local ruler has placed a 2,000 gp bounty on your heads
 - 06-07 The cult of Shune is planning a fiery coup at midnight
 - 08-09 An ancient, stone door has been found in the castle cellar
 - 10-11 Lizardfolk have been raiding caravans near the swamp
 - 12-13 Armored skeletons are roaming the misty graveyard
 - 14-15 An earthquake uncovered a ruin inside a deep rift
 - 16-17 A warband of orcs has taken over an abandoned keep
 - 18-19 There is a hall of golden statues underneath the well
 - 20-21 Those who survive the Trial of the Lotus gain a strange gift
 - 22-23 A Captain of the Guard has been taken hostage by thugs
 - 24-25 The Crystal Caves are home to a cult of psychic sorcerers
 - 26-27 A crocodile dragged a richly-laden mule into the sewers
 - 28-29 A fortune-telling witch speaks true omens and portents
 - 30-31 Every full moon, the Prancing Unicorn's larder is robbed
 - 32-33 A famous group of crawlers hasn't returned from a delve
 - 34-35 A glowing meteor crashed deep inside the marshlands
 - 36-37 Fire will not light or burn within sight of the Lion Fountain
 - 38-39 The lost Jewel of Barbalt is hidden in the Howling Caves
 - 40-41 A dwarven mining team has uncovered a tentacled statue
 - 42-43 The Red Owl tavern has a trapdoor to the Shadowdark
 - 44-45 2d12 viperians guard a shrine to a medusa in the jungle
-

RUMORS

d100 Details

-
- 46-47 Three thieves just pulled off a gemstone heist nearby
 - 48-49 Harpies keep watch from the cliffs around Diridia's Tomb
 - 50-53 A gorgon stalks the ruins of the Underhill Halls
 - 54-55 Beneath the Red Abbey is the forgotten Barrow of Ur-Din
 - 56-57 A dying sage is calling for a mighty group of heroes
 - 58-59 A wizard accidentally let his trio of cockatrices escape
 - 60-61 A local lord has somehow been stranded atop a high roof
 - 62-63 Bartomeu the Pirate Prince will be hanged at noon
 - 64-65 Goblin spelunkers found an underground cathedral
 - 66-67 The *Kytherian Mechanism* sank into the sea near Myrkhos
 - 68-69 Rare and valuable mushrooms grow inside an old crypt
 - 70-71 The Church of St. Terragnis will pay for the return of a relic
 - 72-73 A volcanic eruption revealed tunnels in the caldera's walls
 - 74-75 The cyclopean ruins of Tal-Yool lie deep within the forest
 - 76-77 A famous gambler will bet a ruby on a Wizard Thief game
 - 78-79 The Moon Druids will bless a sword used to slay a werewolf
 - 80-81 Gravediggers found a chained coffin in an unmarked plot
 - 82-83 An abandoned wizard's tower is full of clockwork creatures
 - 84-85 The Thieves' Guild is about to attack a rival merchant lord
 - 86-87 Windstorms uncovered a stone monolith in the desert
 - 88-89 A rival group of crawlers found the map to Jiraal's Hoard
 - 90-91 A monstrosity called The Carver lurks below the university
 - 92-93 The *Onyx Destrier* is in Ekmara's Keep in the wasteland
 - 94-95 The princess has been kidnapped by a group of sorcerers
 - 96-97 A Chaos Knight's tomb has been found beneath a temple
 - 98-99 The fabled Library of Gehemna appeared outside the city
 - 00 The dragon Ixamir has awoken from her 200-year slumber

Adventures

For these adventure generators, use some or all of the details and names you roll. Modify the connecting words as needed.

For example, "Tower of the Deepwood Swamp" could also be "Tower by Deepwood Swamp" or "Deepwood Swamp Tower."

ADVENTURE GENERATOR

d20	Detail 1	Detail 2	Detail 3
1	Rescue the	Goblet	Of the evil wizard
2	Find the	Prisoner	Stalking the wastes
3	Destroy the	Sword	At the bottom of the river
4	Infiltrate the	Vault	In the city sewers
5	Bypass the	Cult	Under the barrow mounds
6	Return the	Spirit	Of the fallen hero
7	Defeat the	Killer	In the magical library
8	Spy on the	Demon	In the king's court
9	Bribe the	Noble	Of the ancient lineage
10	Deliver the	Hunter	In the sorcerer's tower
11	Escape the	Hostage	In the Murkwood
12	Imprison the	Thief	Hiding in the slums
13	Stop the	Spy	Of the Dwarven lord
14	Befriend the	Werewolf	In the musty tomb
15	Pacify the	Relic	Of the royal knights
16	Persuade the	High priest	Sacrificing innocents
17	Steal the	Merchant	In the catacombs
18	Escort the	Witch	Blackmailing the baron
19	Banish the	Ritual	In the Thieves' Guild
20	Free the	Vampire	Murdering townsfolk

ADVENTURING SITE NAME

d20	Name 1	Name 2	Name 3
1	Mines of the	Cursed	Flame
2	Abbey of the	Whispering	Ghost
3	Tower of the	Bleeding	Darkness
4	Caves of the	Shrouded	Peak
5	Barrow of the	Lost	Borderlands
6	Warrens of the	Dead	King
7	Crypt of the	Deepwood	Twilight
8	Monastery of the	Fallen	Depths
9	Ruin of the	Revenant	Jewel
10	Tunnels of the	Frozen	God
11	Citadel of the	Shimmering	Lands
12	Tomb of the	Chaos	Storm
13	Castle of the	Abandoned	Swamp
14	Temple of the	Blighted	Ravine
15	Fortress of the	Forgotten	Valley
16	Isle of the	Slumbering	Horde
17	Keep of the	Savage	Skull
18	Dungeon of the	Unholy	Queen
19	Necropolis of the	Enchanted	Wastes
20	Shrine of the	Immortal	Hero

“Crypt of the Blighted Wastes? Sounds delightful.”

-Creeg, human wizard

NPCs

ANCESTRY

d12	Ancestry
1-4	Human
5-6	Elf
7-8	Dwarf
9-10	Halfling
11	Half-orc
12	Goblin

AGE

d8	Age
1	Child
2	Adolescent
3-4	Adult
5-6	Middle-Aged
7	Elderly
8	Ancient

ALIGNMENT

d6	Alignment
1-3	Lawful
4	Neutral
5-6	Chaotic

WEALTH

d6	Wealth
1	Poor
2-3	Standard
4-5	Wealthy
6	Extravagant



NPC QUALITIES

d20	Appearance	Does	Secret
1	Balding	Spits	Hiding a fugitive
2	Stocky build	Always eating	Adores baby animals
3	Very tall	Moves quickly	Obsessed with fire
4	Beauty mark	Card tricks	In a religious cult
5	One eye	Prays aloud	Is a half-demon
6	Braided hair	Writes in diary	Was a wizard's apprentice
7	Muscular	Apologetic	Needlessly picks pockets
8	White hair	Slaps backs	Has a false identity
9	Scar on face	Drops things	Afraid of storms
10	Willowy build	Swears oaths	Has functional gills
11	Sweaty	Makes puns	In deep gambling debt
12	Cleft chin	Rare accent	Works as a smuggler
13	Frail	Easily spooked	Is a werewolf
14	Big eyebrows	Forgetful	Can actually smell lies
15	Tattooed	Speaks quietly	Cast out of wealthy family
16	Floppy hat	Twitches	In love with a bartender
17	Gold tooth	Moves slowly	Left the Thieves' Guild
18	Six fingers	Speaks loudly	Best friends with a prince
19	Very short	Swaggers	Retired crawler
20	Large nose	Smokes pipe	Has a pet basilisk

OCCUPATION

d4, d4	1	2	3	4
1	Gravedigger	Carpenter	Scholar	Blacksmith
2	Tax collector	Farmer	Bartender	Beggar
3	Baker	Cook	Sailor	Butcher
4	Locksmith	Cobbler	Friar/nun	Merchant

Rival Crawlers

A rival party of Shadowdark crawlers has **1d4 + 1** members. All are of the same alignment.

ANCESTRY

d12	Ancestry
1-4	Human
5-6	Elf
7-8	Dwarf
9-10	Halfling
11	Half-orc
12	Goblin

CLASS

d4	Class
1	Fighter
2	Priest
3	Thief
4	Wizard

ALIGNMENT

d6	Party Alignment
1-2	Lawful
3-4	Neutral
5-6	Chaotic

Roll **1d6** to determine each rival crawler's starting level.

RENOWN

d6	Party Renown
1	Unknown
2-3	Locally known
4-5	Widely recognized
6	Extremely famous

SECRET

2d6	Party Secret
2	Betrayed an oath
3-4	False/stolen identities
5-6	In debt to Thieves' Guild
7-8	Map to major treasure
9-11	Suffering a curse
12	Has a powerful patron

WEALTH

d6	Party Wealth
1	Poor
2-4	Standard
5	Wealthy
6	Extravagant

PARTY NAME

d20	Name	Name	Known For...
1	The Savage	Wardens	Defeating a dragon
2	The Steel	Skulls	Specializing in undead
3	The Icy	Guardians	Zealous worship of a god
4	Hell's	Hammers	Slaying a two-headed ogre
5	The Dread	Rangers	Going missing for a year
6	The Marvelous	Explorers	Taking monster trophies
7	The Flaming	Moon	Setting taverns on fire
8	The Lone	Wolves	Their signature clothing
9	The Noble	Delvers	Brashness and arrogance
10	The Mighty	Dawn	A disastrous expedition
11	The Iron	Drakes	Dabbling in evil magic
12	The Devil's	Miscreants	Their frenzied admirers
13	The Emerald	Scimitars	Serving in a brutal war
14	The Vigilant	Storm	Large gambling debts
15	The Lightless	Trackers	Their pet lion
16	The Forest	Oath	Surviving the fall of Korint
17	Death's	Sentinels	Finding a legendary sword
18	The Dark	Lions	Spying on other crawlers
19	The Thundering	Knights	Defeating a necromancer
20	The Divine	Hunters	Poaching treasure finds

SIGNATURE TACTICS

d4	Lawful	Neutral	Chaotic
1	Always negotiate	Scout and sneak	Ambush rivals
2	Fight honorably	Follow rivals	Sacrifice NPCs
3	Never use stealth	Cache resources	Kill everything
4	Loyal followers	Buy information	Target the helpless

NPC Names

The **NPC Names By Ancestry** table has no repeats from the Character Names table (pg. 38).

For the **NPC Names By Syllable** table, use some or all of the generated syllables.

NPC NAMES BY ANCESTRY

d20	Dwarf	Elf	Goblin	Halfling	Half-Orc	Human
1	Hera	Sarenia	Kog	Myrtle	Troga	Hesta
2	Torin	Ravos	Dibbs	Robby	Boraal	Matteo
3	Ginny	Imeria	Fronk	Nora	Urgana	Rosalin
4	Gant	Farond	Irv	Percy	Zoraal	Endric
5	Olga	Isolden	Squag	Daisy	Scalga	Kiara
6	Dendor	Kieren	Mort	Jolly	Krell	Yao
7	Ygrid	Mirenel	Vig	Evelyn	Voraga	Corina
8	Pike	Riarden	Sticks	Horace	Morak	Rowan
9	Sarda	Allindra	Gorb	Willie	Draga	Hariko
10	Brigg	Arlomas	Yogg	Gertie	Sorak	Ikam
11	Zorli	Sylara	Plok	Peri	Varga	Mariel
12	Yorin	Tyr	Zrak	Carlsby	Ulgar	Jin
13	Jorgena	Rinariel	Dent	Nyx	Jala	Hana
14	Trogin	Saramir	Krik	Kellan	Kresh	Lios
15	Riga	Vedana	Mizzo	Fern	Zana	Indra
16	Barton	Elindos	Bort	Harlow	Torvash	Remy
17	Katrina	Ophelia	Nabo	Moira	Rokara	Nura
18	Egrim	Cydaros	Hink	Sage	Gartak	Vakesh
19	Elsa	Tiramel	Bree	Reenie	Iskana	Una
20	Orgo	Varond	Kreeb	Wendry	Ziraak	Nabilo

NPC NAMES BY SYLLABLE

d20	Prefix	Syllable 2	Syllable 3	Suffix
1	Ir-	an	I	-int
2	Van-	ish	n	-us
3	Cyr-	tos	pil	-ios
4	Den-	zar	g	-el
5	Cor-	ven	z	-inne
6	Hil-	sen	bor	-os
7	Sal-	win	t	-ian
8	Bri-	on	c	-ius
9	Mar-	en	ar	-iol
10	Gar-	lin	q	-an
11	Tin-	sor	v	-isk
12	Vor-	oc	iv	-erg
13	Nel-	vyn	ov	-ent
14	Ri-	al	b	-ial
15	Quor-	osh	den	-ant
16	Bal-	er	k	-iel
17	Mur-	in	s	-onne
18	Par-	el	r	-org
19	Tor-	un	jen	-enne
20	Lem-	nar	w	-ynne

IDENTIFIER

d4, d4	1	2	3	4
1	The Gray	One-Eye	The Lesser	The Cunning
2	Silvertongue	The Outcast	Fasthands	The Bold
3	The Elder	The Charmer	The Exiled	The Wise
4	Tree-Speaker	The Craven	The Red	Six-Finger

Shadowdark Maps

Roll or choose a site **size** and **type**. Then, take the number of dice listed for the dungeon's size and roll them together on a blank sheet of standard paper.

Note the position where each die fell. Draw an outline around the dice to form the site's shape, separating the rooms with walls and passages that match the dungeon's type.

Note the number on each die to determine the type of **room** it is. Roll on the corresponding table for the room's contents.

The site's **objective** or boss monster is located in the room with the highest room type roll.

Finally, roll for the dungeon's overall danger level.

DANGER LEVEL

d6	Level
1-3	Unsafe
4-5	Risky
6	Deadly

SITE SIZE

d6	Type	Dice
1-2	Small	5d10
3-5	Medium	8d10
6	Large	12d10

SITE TYPE

d6	Type
1-2	Cave
3	Tomb
4	Deep tunnels
5-6	Ruins

ROOM TYPE

d10	Feature
1-2	Empty
3	Trap
4	Minor hazard
5	Solo monster
6	NPC
7	Monster mob
8	Major hazard
9	Treasure
10	Boss monster

TRAP

d6	Detail	Detail
1	Crude	Ensnaring
2	Ranged	Toxic
3-4	Sturdy	Mechanical
5	Ancient	Magical
6	Large	Deadly

MONSTER MOB

d6	Detail	Detail
1	Stealthy	Outcasts
2-3	Reckless	Minions
4	Magical	Tricksters
5	Primitive	Vermin
6	Organized	Warriors

MINOR HAZARD

d6	Details
1	Short fall
2-3	Stuck or locked barrier
4	Dense rubble
5	Collapsing walls
6	Enfeebling magic

MAJOR HAZARD

d6	Details
1-2	Long fall
3	Toxic gas or vapors
4	Entrapping terrain
5	Antimagic zone
6	Drowning hazard

SOLO MONSTER

d6	Detail	Detail
1	Sneaky	Ambusher
2-3	Mighty	Brute
4-5	Clever	Spellcaster
6	Mutated	Pariah

TREASURE

d6	Details
1-2	Hidden
3-4	Guarded by monster
5	Protected by trap
6	Protected by hazard

NPC

d6	Details
1	Hiding
2-3	Captive
4-5	Wounded
6	Rival crawlers

BOSS MONSTER

d6	Details
1	Physically strongest
2	Religious leader
3-5	Guarded by minions
6	Supreme sorcerer

Overland Hex Maps

To begin an overland hex map, roll or choose a starting terrain type from the Hex Terrain table.

Each time the characters move into an empty hex, roll on the New Hex table.

Treat steps on the Hex Terrain table as a **circular loop**. Jump back to the beginning if you roll a New Hex result that would count you off the chart.

For each hex, roll a d6. On a 1, the hex has one **point of interest**. If you roll a cataclysm, use the below table.

CATACLYSM

d8	Type
1	Volcano
2	Fire
3	Earthquake
4	Storm
5	Flood
6	War
7	Pestilence
8	Magical disaster

HEX TERRAIN

2d6	Feature
2	Desert/arctic
3	Swamp
4-6	Grassland
7-8	Forest/jungle
9-10	River/coast
11	Ocean
12	Mountain

DANGER LEVEL

d6	Level
1	Safe
2-3	Unsafe
4-5	Risky
6	Deadly

NEW HEX

2d6	Details
2-3	Current terrain +1 step
4-8	Same as current terrain
9-11	Current terrain +2 steps
12	Roll a new hex terrain

POINTS OF INTEREST

d20	Location	Development
1	Small tower	Disaster! Roll on Cataclysm table
2	Fortified keep	Over/connected to a large tomb
3-4	Natural landmark	Being attacked by an invader
5	Temple	Home to an oracle
6	Barrow mounds	Around/over a sleeping dragon
7-8	Village	Abandoned and in ruins
9-10	Town	Guarded by its current residents
11	City/metropolis	Under siege by a warband
12	Ravine	Home to a religious cult
13-14	Monster nest	Where a secret circle of wizards meets
15	Hermit's abode	Occupied by a self-titled king/queen
16-17	Cave formation	Controlled by a malevolent sorcerer
18	Ancient dolmens	Protected by an age-old guardian
19	Barbarian camp	Hiding a great treasure
20	Holy shrine	With a door to another plane

SETTLEMENT NAME

d8	Village	Town	City/Metropolis
1	Bruga's Hold	Fairhollow	Doraine
2	Lastwatch	Ivan's Keep	Meridia
3	Darkwater	Galina	King's Gate
4	Ostlin	Brightlantern	Myrkhos
5	Treefall	Corvin's Crest	Rularn
6	Vorn	Ironbridge	Ordos
7	Hillshire	Skalvin	Thane
8	Nighthaven	Toresk	Rahgbat

Settlement Maps

Roll or choose a settlement type. Then, take the number of dice listed and roll them together on a blank sheet of standard paper.

Draw a broad outline around where the dice fell to determine the settlement's shape.

Then, note the position and number on each die to determine what **district** is in that location. Separate the districts by rough lines and shapes to create main streets.

The settlement's seat of government is located in the district with the highest roll.

Each district has 1d4 main **points of interest**.

Roll an alignment for the overall settlement or for each district. Treat **chaotic** settlements and districts as risky when checking for random encounters.

Roll taverns on pg. 136 and shops on pg. 138.

TYPE		
d6	Settlement Type	Dice
1	Village	3d4
2-3	Town	4d4
4-5	City	6d6
6	Metropolis	8d8

DISTRICTS	
d8	Type
1	Slums
2	Low district
3	Artisan district
4	Market
5	High District
6	Temple district
7	University district
8	Castle district

ALIGNMENT	
d6	Alignment
1-3	Lawful
4-5	Neutral
6	Chaotic

SLUMS

d6	Point of Interest
1	Seedy flophouse
2-3	Poor tavern
4	Criminal safehouse
5	Poor shop
6	Witch/warlock's hovel

HIGH DISTRICT

d6	Point of Interest
1	Guildhouse
2-3	Wealthy tavern
4	Manor house
5	Wealthy shop
6	City Watch outpost

LOW DISTRICT

d6	Point of Interest
1	Graveyard
2-3	Poor tavern
4	Poor shop
5	Standard shop
6	Warehouses/sheds

TEMPLE DISTRICT

d6	Point of Interest
1	Ruined temple
2-3	Minor deity's chapel
4	Forbidden shrine
5	Major god's temple
6	Revered holy site

ARTISAN DISTRICT

d6	Point of Interest
1	Stocks and pillories
2-3	Modest temple
4-5	Standard tavern
6	Wealthy shop

UNIVERSITY DISTRICT

d6	Point of Interest
1	Library
2-3	Lecture hall
4-5	Standard tavern
6	Wizard's tower

MARKET

d6	Point of Interest
1	Fortune teller
2-4	Rare and exotic goods
5	Apothecary
6	Illicit black market

CASTLE DISTRICT

d6	Point of Interest
1	Royal bathhouse
2-3	City Watch's garrison
4-5	Theater or coliseum
6	Royal castle

Taverns

- **Poor.** Drinks: 2 (roll a **d6** each). Food: 3 Poor.
- **Standard.** Drinks: 3 (roll **2d6** each). Food: 1 Poor + 2 Standard.
- **Wealthy.** Drinks: 4 (roll a **d12** each). Food: 2 Standard + 2 Wealthy.

TAVERN GENERATOR

d20	Name	Name	Known For...
1	The Crimson	Rat	High-stakes gambling
2	The Dancing	Wench	Illicit poison sales
3	The Dog &	Lantern	Wizard patrons
4	The Rusty	Eel	Cult rituals in the basement
5	The Demon's	Goblet	Rare food and drinks
6	The Singing	Trident	Dancing contests
7	The Boar &	Candle	Violent brawls
8	The Silver	Dagger	Ancient tunnels in the cellar
9	The Filthy	Wheel	Thugs for hire
10	The Captain's	Pig	Thieves' Guild spies
11	The Jolly	Snake	Hostility toward spellcasters
12	The Wise	Camel	City Watch patrons
13	Cloak &	Dragon	Underground pit fighting
14	The Royal	Axe	Famous bard performances
15	The Gilded	Bell	Treasonous meetings
16	The Blade &	Tankard	Ban on all weapons
17	The Drunken	Shield	Hostility toward non-regulars
18	Cup &	Blade	Exotic taxidermy collection
19	The Jeweled	Anvil	Pirate and smuggler patrons
20	The Frog &	Bard	Drinking contests

FOOD

d12	Poor (1d4 cp)	Standard (1d6 sp)	Wealthy (1d8 gp)
1	Boiled cabbage	Alligator steak	Fried basilisk eyes
2	Dates and olives	Rosemary ham	Giant snake filet
3	Goat stew	Raw flailfish	Griffon eggs
4	Pickled eggs	Seared venison	Candied scarabs
5	Cheese and bread	Buttered ostrich	Baked troll bones
6	Hearty broth	Spicy veal curry	Cockatrice wings
7	Meat pastry	Salted frog legs	Crispy silkworms
8	Mushroom kebab	Herbed snails	Roasted stingbat
9	Roasted pigeon	Grilled tiger eel	Dire lobster tail
10	Garlic flatbread	Spit-roasted boar	Wyvern tongue
11	Turkey leg	Saffron duck neck	Shrieking seaweed
12	Rat-on-a-stick	Crimson pudding	Dragon shanks

DRINKS

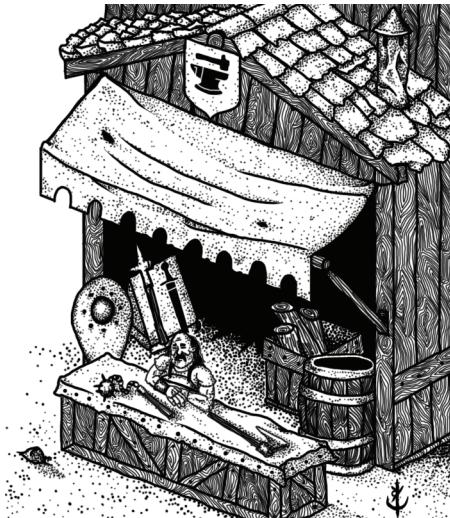
d* Details

1	Barnacle grog. 1 cp, DC 9 Constitution check or blind 1 hour
2	Watered-down swill. 3 cp, toxic, -1 Constitution 1 hour
3	Vinegary wine. 5 cp, stains teeth purple, -1 Charisma 1 hour
4	Stale ale. 5 cp, dulls the senses, -1 Wisdom 1 hour
5	Clear spirits. 1 sp, burns, ends 1 bad effect of another drink
6	House ale. 2 sp, crisp and clean, first mug is free
7	Autumn mead. 3 sp, floral, doubles effect of next drink
8	Halfling summer wine. 5 sp, sparkling, +1 Charisma 1 hour
9	Elvish brandy. 5 sp, spiced, +1 Intelligence 1 hour
10	Dwarvish gold ale. 5 sp, icy cold, regain 1d4 HP per mug
11	Aged royal wine. 2 gp, smooth and rich, +1 Wisdom 1 hour
12	Van Dinkle whiskey. 20 gp a sip, only 5 bottles made, +1 XP

Shops

POOR SHOP

d12	Shop
1	Filthy bakery
2	Used adventuring gear
3	Dead body collector
4	Pawn shop/fence
5	Moneylender
6	Manure collector
7	Tannery
8	Back-alley chirurgeon
9	Ratcatcher
10	Fishmonger
11	Gambling house
12	Drug den



STANDARD SHOP

d10	Shop
1	Brewer
2	Butcher
3	Tailor
4	Common blacksmith
5	Adventuring gear
6	Leatherworker
7	Shipwright/carpenter
8	Stonemason
9	Herald/town crier
10	Livestock

WEALTHY SHOP

d10	Shop
1	Fine tailor
2	Glassblower
3	Jeweler
4	Apothecary
5	Artist
6	Scribe
7	Guildhall
8	Goldsmith
9	Master blacksmith
10	Antiques and curios

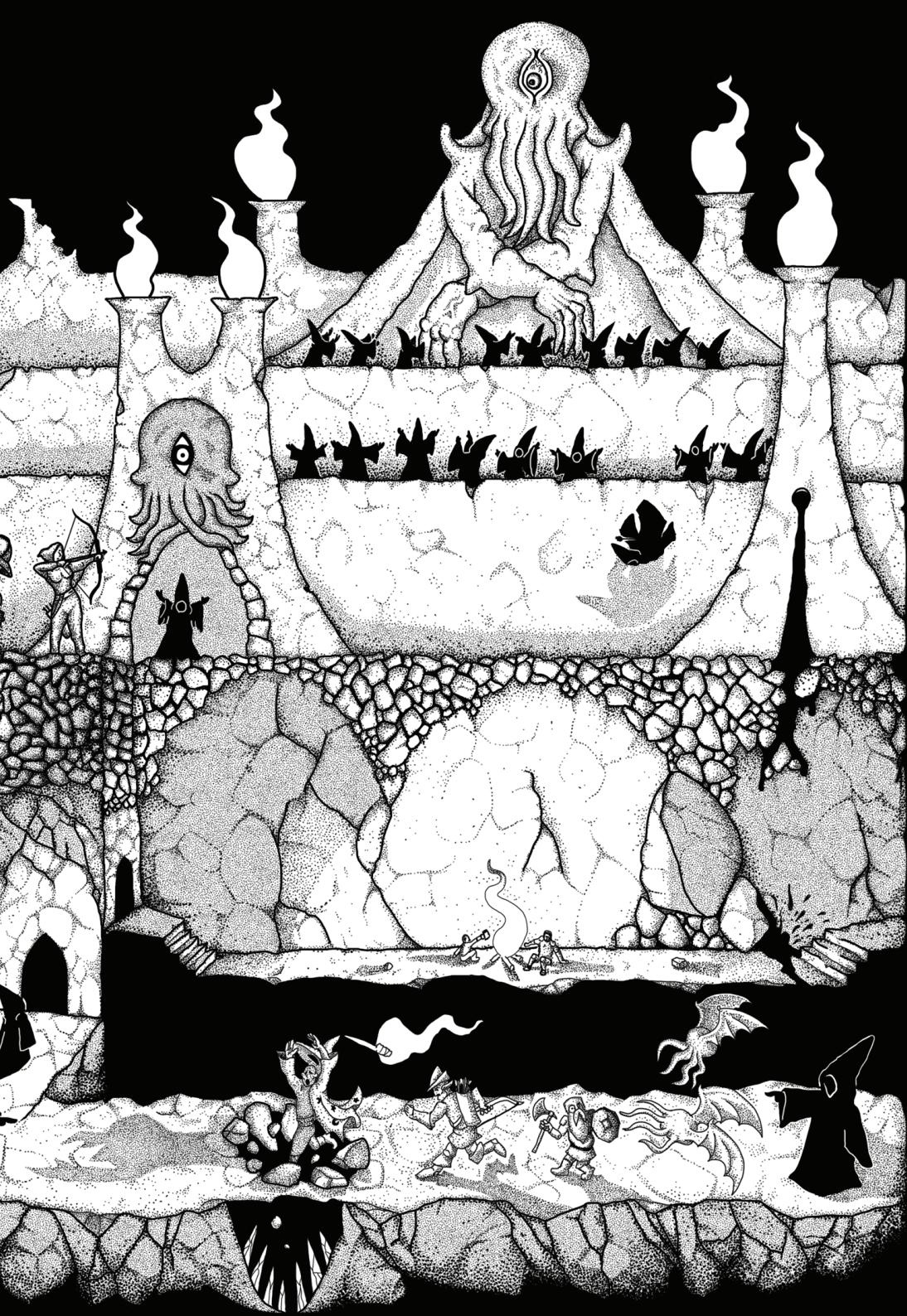
SHOP GENERATOR

d20	Name	Name	Known For...
1	Fink & Sons		Ancient, beloved owner
2	Imperial Toad		Buying anything of value
3	The Stout Hammer		Charging non-regulars extra
4	Rose's Commodities		Being a Thieves' Guild front
5	The King's Daughters		Resident cat, Crumpet
6	Fox & Sundries		Password required to enter
7	Noble Castle		Free ale with a purchase
8	Sylvia's Finery		Heavily armed bodyguards
9	Sunrise Oddments		Paying top coin for curios
10	The Corner Beetle		Secret room behind shelf
11	Grigor's Storehouse		Fencing illicit goods
12	Royal Keep		Ringing a gong at every sale
13	Crown & Coins		Goods from distant lands
14	Ralina's Hearth		Shoddy and cheap items
15	The Village Wheel		Accusing customers of theft
16	Golden Wares		All goods are dyed blue
17	Boot & Market		Owner's talking parrot
18	Marvolo's Lantern		Famous bronze imp statue
19	The Merry Vendibles		Being haunted
20	The Jade Stocks		Aggressive rodent problem

INTERESTING CUSTOMER

d4, d4	1	2	3	4
1	Odd wizard	1d10 children	Cackling crone	Loud dwarf
2	Nervous elf	Shifty thug	Town guard	1d4 priests
3	Goblin pirate	Cowled mage	Half-orc knight	Drunk man
4	Staring child	Rival crawlers	Glum halfling	Pickpocket





Arctic

ARCTIC ENCOUNTERS

d100 Details

- | | |
|-------|---|
| 01 | An albino kraken twitches inside a glassy mountain of ice |
| 02-03 | 2d20 cannibalistic bandits led by a frost troll make camp |
| 04-05 | A group of orcs and a snow ape battle over deer meat |
| 06-07 | A murderous fur trader on the run tries to sell stolen pelts |
| 08-09 | 3d6 ice-rimed skeletons burst from the snow |
| 10-11 | 1d6 will-o'-wisps made of ice float around a frozen pond |
| 12-13 | An unnatural glow emanates from a deep crevasse |
| 14-15 | A blind, dying mammoth charges toward sounds |
| 16-17 | A wyvern circles the skies looking for seals or deer |
| 18-19 | A blizzard kicks up, 1d4 damage/round if unsheltered |
| 20-21 | A group of 2d6 hobgoblins hunt with 1d4 winter wolves |
| 22-23 | White-scaled harpies lurk amid snowy rock shelves |
| 24-25 | The Ice Rat Tribe (3d6 goblins) sets traps, is willing to trade |
| 26-27 | The skull of a sapphire-eyed lich glares from a pillar of ice |
| 28-29 | Fire-hating treants pose as a grove of silent pine trees |
| 30-31 | 1d4 smilodons stalk a lone, injured mammoth |
| 32-33 | Six hobgoblin sorcerers perform a ritual in a snowy henge |
| 34-35 | Two remorhaz duel; the strangest pose held longest wins |
| 36-37 | The temperature drops, 1d6 damage/round if unsheltered |
| 38-39 | 2d8 winter wolves trail at a distance, waiting for night |
| 40-41 | The Waste Walker appears (LV 10 wight, icy greatsword) |
| 42-43 | A starving human is trapped in an icy, natural pit |
| 44-45 | Thin ice weakened by hot springs shifts and cracks |

ARCTIC ENCOUNTERS

d100 Details

-
- 46-47 A polar bear attacks anyone who approaches her 1d4 cubs
 - 48-49 Behind an icy waterfall, a frost dragon sleeps in a cave
 - 50-53 A broken-winged roc fights off 2d6 human trappers
 - 54-55 1d6 rusty bear traps lurk beneath undisturbed snow
 - 56-57 A frost giant drives a sled pulled by three polar bears
 - 58-59 2d6 frostbitten zombies in armor stagger across the snow
 - 60-61 2d4 elven trackers camp atop a shelf overlooking ice fields
 - 62-63 The Lumberjack (N ogre, giant greataxe) drags a log sled
 - 64-65 2d8 sun-dazzled duergar flee the Dwarf Lord's trackers
 - 66-67 A slowly sliding ziggurat of ice drifts along the horizon
 - 68-69 1d6 snow apes drag a slain moose toward their den
 - 70-71 1d6 giant spiders string frosty webs across a narrow ravine
 - 72-73 A remorhaz chases 1d6 halflings toward its nest of young
 - 74-75 A group of rival crawlers emerges from a snowy cave
 - 76-77 A field of glittering, white mushrooms hums resonantly
 - 78-79 Hermit Leedrin (reaver) chooses the PCs as his next prey
 - 80-81 1d6 ghouls hide inside the shattered hull of a sea galleon
 - 82-83 2d4 dwarves with two alpine mastiffs follow a trail
 - 84-85 A wide tunnel in the ice leads into a purple worm's mouth
 - 86-87 A field of 2d20 dwarf corpses are zombies that rise at night
 - 88-89 2d6 Red Tooth goblins use a baby owlbear as ambush bait
 - 90-91 A camp of 2d20 yak herders offers food and shelter
 - 92-93 Prismatic sun falling on the ice is a portal to the Fey realm
 - 94-95 A banished cubi devil trudges angrily through the snow
 - 96-97 The Wandering Merchant rides on a caribou pulling a sled
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 Steam rises from an oasis of sulfuric, regenerative springs

Artisan District

ARTISAN DISTRICT ENCOUNTERS

d100 Details

- | | |
|-------|---|
| 01 | An execution is about to happen; it's a PC's family member |
| 02-03 | An angry efreeti rises out of a tarnished, brass lamp |
| 04-05 | An assassin drops from above, mistaking a PC as a mark |
| 06-07 | A glassblower accuses a PC of breaking a priceless vase |
| 08-09 | A group of 2d6 thugs rush the stocks to free their leader |
| 10-11 | A fight breaks out between two groups of rival nobles |
| 12-13 | An herbalist accidentally creates a toxic cloud of smoke |
| 14-15 | Thieves' Guild goons pick pockets while posing as beggars |
| 16-17 | 1d6 bandits hold a vendor at knifepoint and demand coin |
| 18-19 | Horses being shod break free and stampede in the street |
| 20-21 | A cloaked figure defaces a shrine to Madeera and bolts |
| 22-23 | An arrogant warrior on a warhorse tries to kick a PC aside |
| 24-25 | Brightly dressed acrobats tumble by; a pick-pocket follows |
| 26-27 | 1d6 guards mistake a PC for Pliny the Swift, a criminal |
| 28-29 | Gaunt, robed clergy offer "cleansing" (forcible conversion) |
| 30-31 | 1d6 breathless guards chase a pack of 2d4 mangy mastiffs |
| 32-33 | A merchant hands a PC a gold goblet and screams, "thief!" |
| 34-35 | A disoriented manticore crash-lands in a busy square |
| 36-37 | A deep sinkhole falls open; a swift river rushes by far below |
| 38-39 | 1d6 thugs posing as guards demand the PCs pay a toll |
| 40-41 | A woman falls down, writhing, and rises as a wererat |
| 42-43 | An anvil being lifted by ropes plunges toward a bystander |
| 44-45 | A blacksmith's red-hot hammer slips and flies toward a PC |



ARTISAN DISTRICT ENCOUNTERS

d100 Details

-
- 46-47 Three halflings in a long jacket sell "tonic" (sewer water)
 - 48-49 An angry customer smashes around inside a pottery shop
 - 50-53 2d6 Bywater Barons (thugs) jump a jeweler locking up
 - 54-55 Dissidents tip a tall statue of the Overlord toward a crowd
 - 56-57 A passing man falls dead to a poison dart meant for a PC
 - 58-59 An old, drunk noble challenges a PC to a duel to the death
 - 60-61 An open square hosts a contest of insult-slinging bards
 - 62-63 A bald, spectacled man watches the PCs and takes notes
 - 64-65 A jumpy woman palms a PC a note: "They're watching!"
 - 66-67 A shiny object (crocodile eye) glints inside a sewer grate
 - 68-69 Sneering onlookers throw tomatoes at a harried bard
 - 70-71 A woman in a cowled cloak pulls down wanted posters
 - 72-73 2d4 kobolds pop out of the sewers and raid a bakery
 - 74-75 Bounty Festival celebrants whip passers with bound reeds
 - 76-77 A bronze statue of Ord winks and points toward a tavern
 - 78-79 A street mime follows a PC, imitating their actions
 - 80-81 A beggar holds up a bowl; inside is a freshly severed finger
 - 82-83 A cobbler jigs out into the street in a pair of cursed boots
 - 84-85 A turkey roaster offers a free leg to the strongest wrestler
 - 86-87 A lone City Watch member tries to swipe a necklace
 - 88-89 A group of women chase a halfling carrying a pie
 - 90-91 A hushed voice calls to a PC from inside a dark well
 - 92-93 A ray of sun outlines a hidden door back in an empty alley
 - 94-95 Rival crawlers challenge the group to a drinking contest
 - 96-97 The Wandering Merchant appears with a potion for sale
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 An appraisal reveals a PC's weapon is actually magical

Castle District

CASTLE DISTRICT ENCOUNTERS

d100 Details

- | | |
|-------|---|
| 01 | 2d20 guards surround the group, accusing a PC of murder |
| 02-03 | Piercing horns sound an alarm inside the royal palace |
| 04-05 | Prisoners on a chain revolt in unison against their escort |
| 06-07 | A drunk noble swings an axe, yelling, "Off with 'er head!" |
| 08-09 | Screaming, robed bathers stampede out of the bathhouse |
| 10-11 | A visiting noble's honor guard chases a gray street cat |
| 12-13 | A mounted group of knights charges down the busy street |
| 14-15 | A condemned prisoner's noose breaks; he scampers away |
| 16-17 | A fledgling gladiator takes offense at the garb a PC wears |
| 18-19 | Overhead, a crumbling gargoyle breaks loose and falls |
| 20-21 | A lion tears free from handlers leading it to the coliseum |
| 22-23 | A wild-eyed playwright calls a PC an "unread cretin" |
| 24-25 | Armed tax collectors stop each person to levy a war tax |
| 26-27 | A venerable knight mistakes a PC for Targ the Betrayer |
| 28-29 | Two holy orders of rival crusaders square off in the street |
| 30-31 | A hooded man slips into a sewer grate near the theater |
| 32-33 | An elephant dragging chains bursts from the coliseum |
| 34-35 | Mercenaries push people aside ahead of a visiting prince |
| 36-37 | The street crumbles, revealing a dry cistern full of tunnels |
| 38-39 | The water from a fountain rises into a humanoid shape |
| 40-41 | A gleaming knight parades a sickly captive to the garrison |
| 42-43 | Robal Goodwin darts by hauling bags of stolen royal gold |
| 44-45 | A 30' tall catapult in a military parade ignites in fast flames |

CASTLE DISTRICT ENCOUNTERS

d100 Details

-
- 46-47 A PC spots a new wanted poster with their own face on it
 - 48-49 A golden horseshoe peeks from the gutter filth
 - 50-53 Two rival gladiators start a fist fight in a rollicking tavern
 - 54-55 A spooked horse crashes into fragile building construction
 - 56-57 A dripping sewer beast bursts from the bathhouse doors
 - 58-59 Drunk Sir Galvin gets thrown out of the Blue Mare again
 - 60-61 An explosion rocks the nearest City Watch garrison
 - 62-63 A foreign dignitary mistakes a PC for a horse groom
 - 64-65 Bleary-eyed dwarf miners tunnel up through the street
 - 66-67 Dungeon prisoners grab at ankles from the barred gutters
 - 68-69 Four figures throw their hoods off, revealing devil masks
 - 70-71 The lead actor on an open street stage falls dead mid-word
 - 72-73 Two rival bounty hunters fight to capture the same man
 - 74-75 The PCs spot a group of crawlers dressed exactly like them
 - 76-77 A sewer grate thumps and clangs loudly, then goes still
 - 78-79 A cowled figure subtly hands a scroll to a passing woman
 - 80-81 A crossbow bolt flies at the PCs from the rooftops
 - 82-83 The famed singer Branzolini insists he knows a character
 - 84-85 A strong gust blows a key out of a window flower box
 - 86-87 A brash guard falls to his knee before the disguised Duke
 - 88-89 Two nervous men rush by with an object tied in a sheet
 - 90-91 Smoke begins pouring from the theater's upper windows
 - 92-93 A magic sword appears in the hand of a gladiator statue
 - 94-95 The Overlord rides by with a heavily armed honor guard
 - 96-97 The Wandering Merchant scalps premium coliseum seats
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 A visiting Duchess invites the PCs to attend a royal ball

Cave

CAVE ENCOUNTERS

d100 Details

- | | |
|-------|--|
| 01 | An enraged pair of manticores protect their 1d4 cubs |
| 02-03 | 1d6 possessed mushroomfolk charge in a murderous rage |
| 04-05 | 2d4 deep gnomes are irritated at the unwanted intrusion |
| 06-07 | A band of 2d6 gnolls demands a toll of blood or gold |
| 08-09 | A hungry, giant frog leaps out to swallow a PC |
| 10-11 | 1d6 ghouls stalk the living from the edge of the light |
| 12-13 | Dripping water from above is actually searing acid |
| 14-15 | A basilisk guards its nest of 1d4 stone eggs |
| 16-17 | 2d6 cannibalistic beastmen hunt for their next meal |
| 18-19 | Cracked stalagmites vent superheated gouts of steam |
| 20-21 | 2d4 bugbears search for weaker creatures to rob |
| 22-23 | 2d6 orcs scavenge for food for their rotund hill giant queen |
| 24-25 | 2d4 dwarf knights bring news of calamity to the surface |
| 26-27 | A scouting party of 2d4 drow creep through the caves |
| 28-29 | An old chimera makes its nest among a pile of bones |
| 30-31 | 1d4 cave creepers cling to the walls of a new, deep rift |
| 32-33 | 3d4 kobolds carry mushrooms back to their troll overlord |
| 34-35 | 1d6 far-ranging duergar emerge from a small tunnel |
| 36-37 | Toxic spores puff up from thousands of delicate fungi |
| 38-39 | 1d4 sleeping cloakers hang from the walls |
| 40-41 | 1d6 giant spiders lurk on the ceiling, waiting to ambush |
| 42-43 | A kobold caught by the tail in a bear trap begs for help |
| 44-45 | 1d6 darkmantles bob and spin around stalactites |

CAVE ENCOUNTERS

d100 Details

-
- 46-47 A wounded, outcast drider skitters along the ceiling
 - 48-49 A trapped water elemental whirls inside a shallow puddle
 - 50-53 1d6 ettercaps affix thin lines of webbing across a passage
 - 54-55 Sharp stalactites fall with even the slightest vibration
 - 56-57 2d6 drow pursue a weary group of 2d4 bugbear escapees
 - 58-59 A Blue Tusk clan goblin shaman and 2d8 goblins rampage
 - 60-61 2d12 unguarded grick eggs are glued to the walls
 - 62-63 An elf warrior tracks a wounded otyugh that fled inside
 - 64-65 2d6 violet fungi slowly tromp past in search of water
 - 66-67 Luminous cave paintings of running elk emit soft light
 - 68-69 A troll drags the dead body of a rival crawler by the leg
 - 70-71 A giant snake rests inside a series of tunnels in the walls
 - 72-73 1d6 kobolds clash with 1d6 goblins over a prize mushroom
 - 74-75 A group of rival crawlers flees a chittering swarm of spiders
 - 76-77 A stone carving of a dwarf magically speaks to passersby
 - 78-79 A wraith hovers over its own recently deceased body
 - 80-81 A snorting wyvern trundles up the hall dragging a deer
 - 82-83 Binkin and Bobbin, twin halflings, tumble into the room
 - 84-85 1d6 buzzing stingbats gust from a narrow cave chimney
 - 86-87 An ochre jelly rears up from a thin crack in the floor
 - 88-89 1d8 lizardfolk lure 1d6 giant centipedes from their nest
 - 90-91 A patrol of 2d4 dwarves roasts mutton around a campfire
 - 92-93 A swarm of startled bats whirls past toward the surface
 - 94-95 The floor shakes as a tunneling bulette roves through
 - 96-97 The Wandering Merchant spelunks by on a truffle hunt
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 An orc mystic (L) offers 2 random beneficial potions

Deep Tunnels

DEEP TUNNELS ENCOUNTERS

d100 Details

-
- 01 The Ten-Eyed Oracle drifts into sight, chattering of doom
 - 02-03 1d4 brain eaters walk surrounded by 3d6 duergar captives
 - 04-05 An albino hydra stampedes in, lashed on by 2d4 drow
 - 06-07 A duergar calls for help; 2d4 more prepare to ambush
 - 08-09 2d6 drow led by a drow priestess hunt for new prisoners
 - 10-11 2d6 pale, giant spiders skitter out of the darkness
 - 12-13 Dripping ooze douses flames and sticks creatures in place
 - 14-15 2d6 beastmen thralls haul a troll to their aboleth overlord
 - 16-17 2d4 giant leeches slither along the walls like snakes
 - 18-19 Shimmering spores kick up underfoot; they cause lethargy
 - 20-21 2d8 mushroomfolk track 2d4 thieving deep gnomes
 - 22-23 1d6 cave creepers glue dead drow to the walls as egg hosts
 - 24-25 1d8 battered dwarf knights retreat toward the upper caves
 - 26-27 1d4 ropers spring to life amid a nest of stalagmites
 - 28-29 A moaning, mushroom-infested mummy staggers along
 - 30-31 The earth shakes; a purple worm arrives here in 1d4 rounds
 - 32-33 2d12 grim duergar (N) run a traveling mercantile caravan
 - 34-35 A strangler stalks the PCs and ambushes from the rear
 - 36-37 An earthquake causes a tunnel to collapse
 - 38-39 An ogre zombie mindlessly wanders toward sounds
 - 40-41 1d4 hell hounds leap out of a sudden magma rupture
 - 42-43 An injured human warrior lies unconscious on the ground
 - 44-45 A drow-made trap of poison darts and web snares triggers

DEEP TUNNELS ENCOUNTERS

d100 Details

-
- 46-47 A blind, pale halfling tends a flock of 2d6 cockatrice
 - 48-49 2d6 giant bats dive from the ceiling toward warm prey
 - 50-53 Two tribes of beastmen battle over a cold, obsidian altar
 - 54-55 The floor gives way into a sinkhole 2d6 x 10 feet deep
 - 56-57 Two minotaurs stalk each other and anyone in the way
 - 58-59 A nest of 2d12 darkmantles swarms any loud noises
 - 60-61 2d20 quiet mushroomfolk build a colony of fungi homes
 - 62-63 A deep gnome druid tends to a patch of neon mushrooms
 - 64-65 1d4 brain eaters try to escape a pursuing purple worm
 - 66-67 Puffs of sour-smelling gas cause auditory hallucinations
 - 68-69 2d6 void spiders step through starry portals that snap shut
 - 70-71 2d4 cloakers feast greedily on a dead purple worm
 - 72-73 A cave brute grapples with 1d4 ravenous cave creepers
 - 74-75 A group of rival crawlers out of torches stumbles into sight
 - 76-77 Gravity suddenly reverses for 1d4 rounds
 - 78-79 A crazed drow priest leads a pack of 3d6 drow ghouls
 - 80-81 2d4 gibbering mouthers slurp up a tunnel, wailing loudly
 - 82-83 A human priest who has been lost 15 years offers healing
 - 84-85 Ancient, moldy skeletons fuse into a hissing bone naga
 - 86-87 A shadow rises out of a PC's shadow and attacks
 - 88-89 2d6 drow dart around the attacks of 3d6 albino lizardfolk
 - 90-91 2d6 coal-streaked dwarven miners tunnel through the wall
 - 92-93 2d20 zigzagging motes of light heal 1 HP each if caught
 - 94-95 A night hag rides by on the back of a clear giant scorpion
 - 96-97 The Wandering Merchant squeezes out of a narrow fissure
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 An ancient treasure chest holds a random magic item

Desert

DESERT ENCOUNTERS

d100 Details

- | | |
|-------|--|
| 01 | A purple worm bursts from the sand and towers overhead |
| 02-03 | 3d6 raiding bandits from the Hidden City ride into view |
| 04-05 | 2d4 salamanders creep up on a sunning giant snake |
| 06-07 | An arrogant sphinx demands the answer to a riddle |
| 08-09 | 2d4 ankhegs tunnel out of the sand in an ambush |
| 10-11 | A tribe of 2d20 berserkers ride camels through the dunes |
| 12-13 | The wind kicks up a blinding sandstorm for 1d4 hours |
| 14-15 | A swarm of scarabs erupts from a low dune |
| 16-17 | 3d6 kobolds and a kobold sorcerer scavenge for beetles |
| 18-19 | A vast field of poisonous cacti sprouts in the sands |
| 20-21 | 2d6 camouflaged lizardfolk hide under a thin layer of sand |
| 22-23 | A pack of 2d6 mangy, wild mastiffs pursues at a distance |
| 24-25 | 1d6 parched gladiators linked by chains stumble along |
| 26-27 | A tarnished, brass lamp has 10% chance of an efreeti inside |
| 28-29 | 2d4 desert elves on horseback fend off 2d8 ankhegs |
| 30-31 | A collapsing keep of sandstone bricks houses 2d4 lions |
| 32-33 | 2d4 skittering rust monsters pick at a field of metal scraps |
| 34-35 | A half-buried cairn houses 1d4 sarcophagi with mummies |
| 36-37 | 1d4 bone-barbed nets snap up from beneath the sand |
| 38-39 | 1d6 shadows hide in the shade of jagged rock pillars |
| 40-41 | 2d4 salamanders drag two ankheg carcasses on litters |
| 42-43 | A giant scorpion sneaks up behind a meditating goblin |
| 44-45 | The false mirage of an oasis shimmers in the distance |

DESERT ENCOUNTERS

d100 Details

-
- 46-47 A bone naga slithers over the sand, leaving a curving trail
 - 48-49 1d4 manticores circle above a ring of dead lizardfolk
 - 50-53 An iron golem plunges resolutely through the sand drifts
 - 54-55 A towering sand dune shifts and collapses toward the PCs
 - 56-57 War horns sound in the distance; 3d20 bandits approach
 - 58-59 A fire elemental burns like a bonfire atop a tall dune
 - 60-61 2d6 peasants and merchants rest at a palm-ringed oasis
 - 62-63 A herd of 2d6 desert centaurs cautiously draw closer
 - 64-65 2d6 vultures pinwheel above the PCs, drawing attention
 - 66-67 A dry riverbed is embedded with massive nautiloid fossils
 - 68-69 1d4 cobras hide under an upturned woven basket
 - 70-71 A funnel of sand collapses in, revealing a giant spider den
 - 72-73 A tawny wolf limps into sight; 2d6 others creep up behind
 - 74-75 3d6 kobolds hurl rocks from small caves in a rocky ridge
 - 76-77 A sweeping rain begins, threatening floods in the lowlands
 - 78-79 A fire dragon passes overhead; it spots PCs in the open
 - 80-81 A djinni and efreeti trade blows in a thunderous duel
 - 82-83 Algariz the desert dragon (L) relaxes on a smoldering rock
 - 84-85 1d8 Steelsworn clan hobgoblins on hippogriffs fly on patrol
 - 86-87 An irritated mage digs around the top of a buried pyramid
 - 88-89 2d6 red-robed cultists battle with 2d4 bandits on camels
 - 90-91 A burning, reborn phoenix rises into the sky: +1 luck token
 - 92-93 The bleached skeleton of a ship covers a freshwater well
 - 94-95 A pair of bulettes burrow in a circle around a black pillar
 - 96-97 The Wandering Merchant rides a heavily laden camel
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 The legendary Alabaster Library of Gehemna materializes

Forest

FOREST ENCOUNTERS

d100 Details

- | | |
|-------|--|
| 01 | 3d6 giant spiders fill this part of the forest with thick webs |
| 02-03 | A scavenging owlbear snorts around in the overgrowth |
| 04-05 | 1d6 boars flee a hunting party of 2d4 territorial centaurs |
| 06-07 | 2d6 elves stealthily trail the PCs and prepare to ambush |
| 08-09 | A panther drops down on the rearmost character |
| 10-11 | 2d6 giant wasps drone about in a heavy treetop nest |
| 12-13 | An ancient, rotted tree snaps and falls toward the PCs |
| 14-15 | A hungry otyugh hides in a pile of rotting vegetation |
| 16-17 | 2d4 smelly, hooting apes throw rocks from behind trees |
| 18-19 | A snow of glowing pixie-dust causes intense drowsiness |
| 20-21 | A giant snake coils in the mud of a dried-out riverbed |
| 22-23 | 1d4 snarling badgers burst out of their hidden den |
| 24-25 | 1d4 treants offer pleasantries and slowly amble through |
| 26-27 | 1d6 Wolf Fang goblins riding worgs tear through the trees |
| 28-29 | A blood vine tries to strangle a wounded berserker |
| 30-31 | 2d4 elves guard a treetop outpost; the PCs are trespassing |
| 32-33 | A weald hag is foraging with her 2 truffle-hunting boars |
| 34-35 | 1d6 faeries try to hog-tie the PCs with thread and needle |
| 36-37 | 2d20 bobbing violet fungi crawl across the forest floor |
| 38-39 | 2d6 rangy wolves snap at the PCs and retreat out of reach |
| 40-41 | 1d6 giant spiders scuttle along the tree boughs |
| 42-43 | 2d6 muddy kobolds leap out and demand a passing toll |
| 44-45 | A mage in a dangling web cocoon thrashes and screams |

FOREST ENCOUNTERS

d100 Details

-
- 46-47 1d4 rusty bear traps spring out from beneath the leaf litter
- 48-49 2d4 Blood of Ramlaat tribe orcs chop angrily at trees
- 50-53 2d6 goblins and 2d6 kobolds spill out of a cave, fighting
- 54-55 A catgut wire triggers a wide, falling net hidden above
- 56-57 Two brown bears charge the PCs from opposite sides
- 58-59 A centipede swarm writhes out of the muddy ground
- 60-61 A dryad stares into a well surrounded by old stone walls
- 62-63 A smug leprechaun taunts the PCs from a high branch
- 64-65 A shambling mound crashes up the side of a small ravine
- 66-67 A massive, half-buried stone head peeks from the earth
- 68-69 2d6 orcs make camp and roast a yelping peasant on a spit
- 70-71 A rabid, frothing dire wolf staggers into sight and growls
- 72-73 1d4 giant frogs try to grab 1d6 stingbats with their tongues
- 74-75 Hrugin the troll drags 1d4 injured, tied-up rival crawlers
- 76-77 Crimson roses sprout around a weathered statue of Gede
- 78-79 An ogre tries to uproot a sapling to use as a new club
- 80-81 2d6 goblins dance around a mighty oak hung with charms
- 82-83 2d4 ranging green knights (L) emerge from the trees
- 84-85 2d4 kobolds carry their bugbear king in a beer barrel litter
- 86-87 1d4 cave creepers charge out of a cave reeking of sulfur
- 88-89 An irritable forest dragon stumps lazily through the woods
- 90-91 A camp of 2d20 berserkers is willing to trade for goods
- 92-93 An abandoned, overgrown stone chapel offers safe shelter
- 94-95 An orc chieftain gives a fiery speech to 2d12 cheering orcs
- 96-97 The Wandering Merchant pops out of a rotten tree stump
- 98-99 Roll two encounters and combine the results (reroll 98-99)
- 00 A shimmering unicorn steps out into a beam of sunlight

Grassland

GRASSLAND ENCOUNTERS

d100 Details

- 01 A roc passes overhead and then divebombs the PCs
- 02-03 A hunting smilodon prowls through the tall grass
- 04-05 A baby mammoth flees a pack of 2d6 wolves
- 06-07 A pale wizard in black robes stands silently on a tall rock
- 08-09 1d4 giant dung beetles roll manure toward a towering pile
- 10-11 A whirling dust devil is actually an angry air elemental
- 12-13 Dark, tall clouds roll in; a violent thunderstorm is imminent
- 14-15 1d4 fierce griffons savagely tear apart a horse carcass
- 16-17 3d6 kobolds pop out of prairie dog holes and fling rocks
- 18-19 Smoke drifts on the wind; a growing wildfire rages nearby
- 20-21 An earth elemental slurps around in a muddy geyser field
- 22-23 1d4 wyverns sun themselves atop striated badlands hills
- 24-25 2d6 rust-red velociraptors prowl the plains for slow prey
- 26-27 Two hill giants trudge along with a horse under each arm
- 28-29 A pack of 3d6 gnolls trails a rhino peppered with arrows
- 30-31 An empty tower shell is covered in finger-painted runes
- 32-33 The grass bends in an S shape; it's a roving giant snake
- 34-35 A stampede of 2d6 mammoths thunders toward the PCs
- 36-37 A lone orc sits inside a weathered henge of stones
- 38-39 Rune-etched boulders seal off ancient burial cairns
- 40-41 3d6 horse-riding berserkers crest over the horizon
- 42-43 A wyvern swoops at a human backed up to a cliff edge
- 44-45 Wedges on strings hold precarious boulders in place

GRASSLAND ENCOUNTERS

d100 Details

-
- 46-47 Two gnolls fight inside a ring of 2d4 chanting gnolls
-
- 48-49 1d4 wild boars drink at a thin, winding stream
-
- 50-53 2d6 bandits on horses drive a herd of bison toward a cliff
-
- 54-55 Cursed wind flutes on poles hypnotize with their sound
-
- 56-57 A bandit chieftain (x2 LV and damage) demands a duel
-
- 58-59 2d4 lions watch intently from the banks of a river
-
- 60-61 2d20 nervous peasants stare from their circle of yurts
-
- 62-63 A druid in a wolf cloak paints red symbols on dead bison
-
- 64-65 2d4 pegasi wheel overhead, teaching 2 clumsy foals to fly
-
- 66-67 A grass-woven effigy of a horse stands in an empty field
-
- 68-69 An ochre basilisk basks on a rock and puffs its neck pouch
-
- 70-71 An albino chimera sails out of a white, fluffy cloud
-
- 72-73 1d4 ankhegs hiss and spit at a rampaging bulette
-
- 74-75 A rival crawling party rides in a howdah on an elephant
-
- 76-77 A fossilized tree teeters on top of an eroding mud pillar
-
- 78-79 A T-Rex gallops along after a herd of panicked antelope
-
- 80-81 2d6 gnolls creep below the tall grass line, spears ready
-
- 82-83 A mammoth gently pats heads with its trunk: +1 luck token
-
- 84-85 A mated pair of smilodons leaps down from grassy ridges
-
- 86-87 A stone golem made of glittering gypsum guards a field
-
- 88-89 A shadow ripples over the grass like a dark stain
-
- 90-91 2d12 berserker hunters welcome guests to their camp
-
- 92-93 A bull-headed shrine to a lost god repels roving beasts
-
- 94-95 A sun-blind cave brute wildly lurches toward sounds
-
- 96-97 The Wandering Merchant flees from a furious rhino
-
- 98-99 Roll two encounters and combine the results (reroll 98-99)
-
- 00 A principi angel strides from a storm cloud to gift a boon

High District

HIGH DISTRICT ENCOUNTERS

d100 Details

-
- 01 The Overlord levies a 500 gp "filth tax" on the PCs
 - 02-03 The Duke's son challenges a PC to a duel to the death
 - 04-05 The Overlord's Assassins leap out and demand explanation
 - 06-07 Crawlers with the Mercenaries' Guild confront the PCs
 - 08-09 A burglar disguised as a butler leads the PCs to an ambush
 - 10-11 Baron Clard's wife winks at a PC; he notices and is furious
 - 12-13 Three casks of fine wine break loose and careen at the PCs
 - 14-15 A noble's pet panther spooks and tears free of its leash
 - 16-17 A giant scorpion (a rare delicacy) escapes a fine restaurant
 - 18-19 An angrily thrown chamber pot flies down toward the PCs
 - 20-21 A drug-addled bard in a loincloth flails wildly at the PCs
 - 22-23 A bribed fortune-teller declares the PCs "future criminals"
 - 24-25 A skeptical City Watch patrol follows the group around
 - 26-27 An immaculately clean child tries to trip a PC as they go by
 - 28-29 Three finely dressed thugs extort a banker for "protection"
 - 30-31 Six thugs race from the Royal Jeweler with a fat bag in tow
 - 32-33 A bailiff and four guards assess the PCs for any owed taxes
 - 34-35 A gruff noble shoves past a PC, muttering "lowborn scum"
 - 36-37 A malfunctioning magical ward casts web on the PCs
 - 38-39 An unconvincing cry for help comes from behind a tavern
 - 40-41 A vendor of fine silks accuses a PC of tearing a costly scarf
 - 42-43 Duchess Gorvalt swoons near the edge of a high balcony
 - 44-45 Masked revelers crowd the streets; a dagger flies at a PC
-

HIGH DISTRICT ENCOUNTERS

d100 Details

-
- 46-47 Lord Larvin chokes on his wine; it's been poisoned
 - 48-49 The City Watch rousts gutter-sleepers; one is a known NPC
 - 50-53 A City Watch patrol searches the PCs for suspicious items
 - 54-55 A teenaged heckler insults the characters' clothing
 - 56-57 A cowled woman beckons the PCs into the rose garden
 - 58-59 A child with magical power accidentally summons an imp
 - 60-61 One of Miss Fralk's etiquette students slips off into an alley
 - 62-63 A noble asks a PC to punch him and gets upset either way
 - 64-65 The PCs find a note: "Bring the poison to the Sapphire Sky"
 - 66-67 Through a dark window, the PCs spot 6 swaying ghouls
 - 68-69 A drunk socialite casually admits to killing her husband
 - 70-71 Rival crawlers brandish their new sheriff pins and wrists
 - 72-73 1d6 City Watch are outclassed trying to catch an acrobat
 - 74-75 A PC recognizes a fraud posing as Sir Wyndos the Bold
 - 76-77 A brass monkey statue turns 1 cp into 1 gp 1% of the time
 - 78-79 A weeping bard playing tragic ballads follows the PCs
 - 80-81 The PCs commit a social gaffe against a visiting prince
 - 82-83 Jaunty old Sir Faust pulls a pearl out of a PC's ear as a gift
 - 84-85 A night hag posing as a baker hands out drugged tarts
 - 86-87 The PCs notice 1d4 well-preserved zombies blending in
 - 88-89 A political dissenter takes cover among the PCs and rants
 - 90-91 A Reverend Sister (acolyte) offers healing/blessing to a PC
 - 92-93 A formerly taxidermied basilisk charges out of a curio shop
 - 94-95 A real vampire stalks unnoticed among masqueraders
 - 96-97 The Wandering Merchant is selling loaded dice (5 gp)
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 The Overlord is dining and invites the PCs to the meal

Jungle

JUNGLE ENCOUNTERS

d100 Details

- 01 Mossy, lifelike statues crop up; a medusa resides nearby
- 02-03 A T-Rex thunders over the ground, looking for fresh meat
- 04-05 3d6 hissing viperians encircle 2d4 red-scaled lizardfolk
- 06-07 A kobold sorcerer riding a leashed crocodile demands gold
- 08-09 A yowling panther falls onto a PC from a high tree branch
- 10-11 A snorting gorilla prowls in the dense ground vegetation
- 12-13 A patch of muddy ground is actually a pool of quicksand
- 14-15 2d4 drow in basilisk hide armor creep through the mist
- 16-17 1d4 giant scorpions scuttle down thick tree trunks
- 18-19 A carpet of minuscule, biting ants pours across the ground
- 20-21 2d4 stingbats flutter and dart through the dense canopy
- 22-23 1d4 giant frogs peek their eyes out of a mossy, still pond
- 24-25 2d6 Bloodspear tribe lizardfolk check net traps for game
- 26-27 2d4 yellow-striped velociraptors circle around the PCs
- 28-29 A howling gorilla punches and bites a thrashing crocodile
- 30-31 2d6 drow in chitin armor flit among colossal, mossy pillars
- 32-33 A forest dragon slumbers outside a vine-choked cave
- 34-35 A slimy troll swings between tree branches like an ape
- 36-37 Carnivorous, pink flowers unfurl and fling poisonous darts
- 38-39 2d4 zombies (former crawlers) stagger through the jungle
- 40-41 A towering brachiosaurus slowly plods through, grazing
- 42-43 A flailing human arm juts out of a dark pool of quicksand
- 44-45 Heady, perfumed flowers lull creatures into a deep sleep

JUNGLE ENCOUNTERS

d100 Details

- 46-47 A giant zombie (x3 LV and damage) claws out of the earth
- 48-49 1d6 pterodactyls roost in the trees around a deep sinkhole
- 50-53 2d4 drow covered in white war paint charge out of a cave
- 54-55 Flimsy reeds and grass cover a swarm of snakes in a 10' pit
- 56-57 A drider clings to a tree, scanning the area with sharp eyes
- 58-59 A viperian wizard and 1d4 zombie thralls inspect a boulder
- 60-61 1d6 playful faeries cavort around a sun-dappled clearing
- 62-63 Doctor Bartom Halsy leads an expedition of 2d12 peasants
- 64-65 A giant snake coils on a low branch, forked tongue flicking
- 66-67 1d4 spiders hang on threads at head-height
- 68-69 2d4 giant centipedes wriggle out of a hollow, rotting log
- 70-71 1d4 crocodiles mock charge out of a river with bared fangs
- 72-73 Two adolescent forest dragons clash over a territory claim
- 74-75 A frantic rival crawling party offers a gold idol to the PCs
- 76-77 2d4 berserkers carry a baby basilisk in a wicker basket
- 78-79 Javelins shoot from the mouth of a hulking stone statue
- 80-81 1d4 berserkers and a druid hunt with their trained basilisk
- 82-83 A wandering mushroomfolk mystic offers healing salves
- 84-85 A naga guards a towering, stone ruin housing a black altar
- 86-87 A viperian ophid leads 2d4 viperians on a patrol
- 88-89 2d6 drow dart with silk thread around a bellowing cyclops
- 90-91 2d20 Amber-Eye tribe lizardfolk bustle around mud huts
- 92-93 A beam of sun touches the top of a three-stepped ziggurat
- 94-95 A sphinx draped in jade and gold lounges on a stone dais
- 96-97 The Wandering Merchant flees a group of 2d4 beastmen
- 98-99 Roll two encounters and combine the results (reroll 98-99)
- 00 A radiant couatl snakes through the air; it offers a blessing

Low District

LOW DISTRICT ENCOUNTERS

d100 Details

-
- 01 3d6 zombies lurch out of a smoke-belching charnel house
 - 02-03 A reaver and 4 bandits look for weaklings to shake down
 - 04-05 2d6 pirates and 2d4 merchants (guards) fight on the docks
 - 06-07 A grizzled sailor spits at the PCs and sneers, "landlubbers"
 - 08-09 A half-orc is thrown through a tavern window into a PC
 - 10-11 1d6 shifty ruffians linger outside a butcher's shop
 - 12-13 A dyehouse dumps a boiling, toxic slurry into the street
 - 14-15 Children throw mud pies at sputtering men in the stocks
 - 16-17 A cloaked person sneaks between graveyard headstones
 - 18-19 A backed-up sewer grate geysers waste at passersby
 - 20-21 A man carts a thumping coffin toward the charnel house
 - 22-23 A woman whispers, "play along" and chats as guards pass
 - 24-25 Drunk sailors hang off the PCs and clumsily pick pockets
 - 26-27 Masons unseal an old well, releasing 2d6 giant centipedes
 - 28-29 Rival gangs of 2d4 dirt-streaked children bite and scratch
 - 30-31 Four thugs loom over a woman who unlocks a warehouse
 - 32-33 A wheezing beggar offers portents in exchange for coin
 - 34-35 Thieves' Guild footpads tail the PCs from 20 paces back
 - 36-37 The shell of a burned warehouse collapses into a tenement
 - 38-39 2d4 kobolds rain stones down from a warehouse's eaves
 - 40-41 Workers cart a yowling, caged tiger away from the docks
 - 42-43 A young gravedigger slips and falls into a deep grave
 - 44-45 Hidden thieves pull ropes up in a side alley to trip marks
-

LOW DISTRICT ENCOUNTERS

d100 Details

-
- 46-47 A shop owner whispers about "exotic goods" for sale
 - 48-49 1d6 Thieves' Guild toughs spoiling for a fight approach
 - 50-53 A brawl of 2d6 drunk commoners spills out of a tavern
 - 54-55 Clay shingles fall off the crumbling roof of a warehouse
 - 56-57 A smith flings still-hot horseshoes onto a pile near the PCs
 - 58-59 A blind old woman presents her "cat" (a vicious giant rat)
 - 60-61 A troupe of jugglers swig ale and wildly flip daggers
 - 62-63 A mercenary on a horse drags a lank man to debtor's court
 - 64-65 Two beggars slap and scratch over a burned rat-on-a-stick
 - 66-67 A pure spring bubbles up between cracked cobblestones
 - 68-69 A feeble beggar turns out to be 3 kobolds in a burlap sack
 - 70-71 A bailiff and four guards haul a struggling man along
 - 72-73 Two rival dog fighters lose control of their mastiffs
 - 74-75 Rival crawlers accuse the PCs of looting in "their territory"
 - 76-77 A kingdom of cats gathers beneath the docks or porches
 - 78-79 A wheedling torchbearer follows and begs for work
 - 80-81 A shrill scream erupts from a row of moldy storage sheds
 - 82-83 Lady Unwin asks the PCs directions to the seedy Red Rat
 - 84-85 Three thugs in hoods drag a large bag from a tenement
 - 86-87 A red-eyed being watches from a shadowed window
 - 88-89 2d6 Bywater Barons (thugs) mob a City Watch patrol
 - 90-91 A refinery discards a barrel of rancid blubber (10 oil vials)
 - 92-93 Old Esmerelda hands out cups of mulled wine (heals 1d4)
 - 94-95 A pox-marked beggar is actually the Duke in disguise
 - 96-97 The Wandering Merchant sells the deed to an old shop
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 A dropped magic item glitters inside a filthy gutter

Market

MARKET ENCOUNTERS

d100 Details

- | | |
|-------|--|
| 01 | Six chaos cultists throw burlap bags over the PCs' heads |
| 02-03 | A drunk, wobbly knife-thrower hurls a blade toward a PC |
| 04-05 | A runaway cart of lettuce heads crashes down the street |
| 06-07 | A passing noble stumbles and blames it on a character |
| 08-09 | Three scrawny children pluck at the PCs' gear and pockets |
| 10-11 | A hooded hawk lashes out at a PC who passes too close |
| 12-13 | An overladen dung pile collapses toward the group |
| 14-15 | A glimpse into an alley reveals a few shadowy vendors |
| 16-17 | The City Watch asks the PCs to "distract" a vendor's guards |
| 18-19 | A firebreather gouts flames, 25% chance of misfire |
| 20-21 | A woman stealthily sprinkles powder into a spice barrel |
| 22-23 | A herd of goats clogs traffic; the goats chew on loose gear |
| 24-25 | A red-faced fruit vendor accuses a woman of theft |
| 26-27 | A vendor cuts open a fruit that smells like decaying flesh |
| 28-29 | Two sorcerers having a psychic contest start to cause fires |
| 30-31 | Smashing pottery and yells echo from a covered wagon |
| 32-33 | A famous sword master (gladiator) drinks alone in a tent |
| 34-35 | 2d4 bored caravan guards try to provoke trouble |
| 36-37 | A spooked horse rears up, threatening to throw its rider |
| 38-39 | A dart with a note lands at a PC's feet: "meet at Liona's" |
| 40-41 | Two shouting merchants brandish daggers at each other |
| 42-43 | A tattoo artist offers a character a tattoo at half price (5 gp) |
| 44-45 | A merchant under duress serves as bait for a cultist's trap |



MARKET ENCOUNTERS

d100 Details

-
- 46-47 A sword-swaller tries to use a PC's weapon for his show
 - 48-49 A visiting noble swaggers through with 6 pushy guards
 - 50-53 A small monkey in a vest and red cap steals people's gear
 - 54-55 A team of jugglers secretly picks onlookers' pockets
 - 56-57 A hulking berserker flips a table and starts a fist fight
 - 58-59 A man with a red-stained mouth offers addictive bloodroot
 - 60-61 A goblin runs by hauling four flapping chickens by the legs
 - 62-63 Four robed monks insist the PCs submit to an exorcism
 - 64-65 Rival crawlers toast around a still-bleeding troll head
 - 66-67 A chained brown bear tears loose and goes on a rampage
 - 68-69 A beggar offers to exchange a stolen signet ring for gold
 - 70-71 A crone in a smoky tent offers to curse enemies for a fee
 - 72-73 A street urchin steals a loaf of bread from a baker's stall
 - 74-75 The City Watch tries to arrest an outraged snake charmer
 - 76-77 A shining, red apple appears in a statue of Gede's hand
 - 78-79 1d6 "commoners" (guards) trail a lordling at a distance
 - 80-81 A hunched old woman whispers a portent while passing
 - 82-83 2d4 kobolds pop out of barrels and snatch at merchandise
 - 84-85 Religious mendicants place beads around the PCs' necks
 - 86-87 A burglar tries to plant a stolen ivory statuette on a PC
 - 88-89 A mossy centaur clops along, eliciting gasps; he seeks a PC
 - 90-91 Three angry camels begin spitting at anyone nearby
 - 92-93 An apothecary offers the PCs a sample of teas or tinctures
 - 94-95 An antique mirror shatters, releasing the wraith inside it
 - 96-97 The Wandering Merchant has a random scroll for sale
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 The disguised Overlord pushes a diamond into a PC's hand

Mountain

MOUNTAIN ENCOUNTERS

d100 Details

- | | |
|-------|---|
| 01 | A howling blizzard or thunderstorm bars travel for 1d4 days |
| 02-03 | 2d20 goblins led by a goat giant swarm over the cliffs |
| 04-05 | An airborne manticore and wyvern ferociously clash |
| 06-07 | Braaql, hobgoblin spy, gathers intelligence on the PCs |
| 08-09 | 2d6 goblins fling rocks and flaming excrement at the PCs |
| 10-11 | A group of 2d4 dwarf bandits hustle travelers for a toll |
| 12-13 | A boulder breaks loose, causing an avalanche of rocks |
| 14-15 | Skaldor the troll crunches on dwarf bones in his dank cave |
| 16-17 | 1d6 salamanders slither out of a misty, hot spring pool |
| 18-19 | An earthquake shakes the peaks and unleashes landslides |
| 20-21 | A screaming swarm of bats careens out of a narrow ravine |
| 22-23 | 3d6 hobgoblins march along a pass in tight formation |
| 24-25 | 1d4 pyromancers (mages) meditate beside a lava pool |
| 26-27 | 1d4 fire giants forge enormous weapons in a smoky cave |
| 28-29 | 1d6 goblins sneak along a ridge line toward 2d4 peasants |
| 30-31 | 3d6 orcs make camp in an empty, crumbling stone keep |
| 32-33 | A frost giant trudges along a snowy ridge, singing loudly |
| 34-35 | 2d4 harpies cling to the sharp edges of steep cliff faces |
| 36-37 | A volcanic eruption rains down ash, hot gas, and lava flow |
| 38-39 | A tawny mountain lion leaps from hiding at the rear PC |
| 40-41 | A reaver and 2d6 bandits try to capture the characters |
| 42-43 | A peasant lies with a leg trapped beneath a fallen boulder |
| 44-45 | A luring will-o'-wisp floats over a hidden, old mine shaft |



MOUNTAIN ENCOUNTERS

d100 Details

-
- 46-47 2d6 berserkers in mountain lion cloaks hunt for game
 - 48-49 An ettercap spins a funnel of webs over a narrow ravine
 - 50-53 2d4 beastmen close in a circle around 1d4 dwarf soldiers
 - 54-55 A stack of logs breaks free and tumbles down the slopes
 - 56-57 A nightmare soars out of the caldera of a nearby volcano
 - 58-59 2d4 apes hoot and roll rocks at creatures passing below
 - 60-61 A fire dragon sleeps on a hill of coins encircled by lava
 - 62-63 2d6 dwarf soldiers guard the vaulted doors to their halls
 - 64-65 A cyclops rips a tree from the ground to use as a club
 - 66-67 A massive profile of a dwarven king is carved into the cliffs
 - 68-69 2d6 salamanders bask on flat, sun-warmed rocks
 - 70-71 A bristling roc warily guards its nest of 1d4 gigantic eggs
 - 72-73 2d4 goblins pluck a live cockatrice to prepare it for cooking
 - 74-75 A group of rival crawlers stares in puzzlement at a map
 - 76-77 A rusty, dwarven axe is stuck in a bleached minotaur skull
 - 78-79 1d4 hobgoblins on griffons throw javelins at the PCs
 - 80-81 1d6 snarling hell hounds lunge out of a glowing cave
 - 82-83 Hiraldo the Swordsman trains in a secluded box canyon
 - 84-85 A snorting minotaur emerges through a carved stone arch
 - 86-87 A hunting wyvern swoops down the face of the mountain
 - 88-89 2d6 hobgoblins form a shield wall against a fat hill giant
 - 90-91 A praying knight sits in the cold crash of a narrow waterfall
 - 92-93 A shrine to Madeera grants +1 luck token for an offering
 - 94-95 A two-headed ogre argues with itself while cooking stew
 - 96-97 The Wandering Merchant looks for rare newts under rocks
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 Rathgamnon the Sphinx flies in to bestow a magic item

Ocean

OCEAN ENCOUNTERS

d100 Details

-
- 01 A massive whirlpool opens up, threatening all ships within
 - 02-03 An angry storm giant asks why the PCs are in her realm
 - 04-05 A hydra and a kraken churn the seas in their epic struggle
 - 06-07 Lyrellos, a merfolk prince, is displeased with the PCs' garb
 - 08-09 A rogue wave pelts toward PCs; it's a water elemental
 - 10-11 A giant octopus grabs at the PCs from below the water
 - 12-13 A whipping storm batters the group and threatens vessels
 - 14-15 2d6 sahuagin try to take the characters captive
 - 16-17 3d6 pirates on the *Crimson Sky* try to intercept the PCs
 - 18-19 Thick, brown algae turns the water surface into mud
 - 20-21 A swarm of giant rats swims away from a shipwreck
 - 22-23 A massive plesiosaurus rises from the dark depths
 - 24-25 A press gang of pirates appears on a fast, black galley
 - 26-27 2d4 sirens sing from a rocky atoll jutting from the sea
 - 28-29 A giant octopus and plesiosaurus fight to the death
 - 30-31 A ghost and 3d20 skeletons crew a listing, abandoned ship
 - 32-33 1d6 sharks circle the PCs and try to upend any vessels
 - 34-35 A bone naga slithers along the surface like a sea snake
 - 36-37 Treacherous coral reefs hinder the passage of ships
 - 38-39 A rolling fog on the water hides 2d4 glowing will-o'-wisps
 - 40-41 2d8 merfolk outlaws demand a toll for safe passage
 - 42-43 A dehydrated, sun-scorched pirate floats by in a rum barrel
 - 44-45 High waves toss droves of violet jellyfish through the air



OCEAN ENCOUNTERS

d100 Details

-
- 46-47 A ravenous hydra explodes out of the water
 - 48-49 2d6 wights approach on a skull-festooned longboat
 - 50-53 Beneath a sea volcano, a water and fire elemental battle
 - 54-55 A whirling water spout tears across the surface of the sea
 - 56-57 A colossal rogue wave lasting 1d4 rounds threatens vessels
 - 58-59 A sea hag posing as an injured mermaid begs for help
 - 60-61 A floating, white tower houses a distracted archmage (N)
 - 62-63 A storm giant pulled by two giant manta rays stops to chat
 - 64-65 A school of 2d20 jellyfish descends upon the PCs
 - 66-67 2d100 migrating birds rest on any objects above the water
 - 68-69 A green bottle with a parchment inside bobs on the waves
 - 70-71 1d4 brain eaters approach in a conch-shaped submarine
 - 72-73 2d6 sahuagin quietly dart toward 3d10 merfolk peasants
 - 74-75 A group of rival crawlers inspect a map aboard the *Merlass*
 - 76-77 A ship on the horizon appears to be floating above the sea
 - 78-79 A passing storm cloud rains a piranha swarm onto the PCs
 - 80-81 2d6 giant crabs bask on a coral reef dotted with wrecks
 - 82-83 Sillenion the sea dragon (L) is curious about "land-folk"
 - 84-85 A barnacle-encrusted giant manta ray drifts into sight
 - 86-87 An alabaster stone golem trudges along the sea floor
 - 88-89 A storm giant fights a losing battle against a megalodon
 - 90-91 A merchant vessel, *The Jade Lion*, welcomes folk aboard
 - 92-93 A rare bloom of scintillating algae can end one curse
 - 94-95 3d10 harpies flit around the mouth of a steaming volcano
 - 96-97 The Wandering Merchant rows by in a bobbing dinghy
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 A seagull flying overhead drops a random magic item

River and Coast

RIVER AND COAST ENCOUNTERS

d100 Details

-
- 01 A tsunami overflows the shore, raising it 10' for 2d4 rounds
 - 02-03 A clutch of 1d4 basilisks sun themselves on flat rocks
 - 04-05 3d6 peasants fearfully inspect a dying giant snake
 - 06-07 Mirell, a pearl and gold prospector, yells at "spot poachers"
 - 08-09 3d8 kobolds skim under the surface with reed snorkels
 - 10-11 A troll lurks in a damp cave along the water's edge
 - 12-13 A 1d4 x 10' wide pit of quicksand or mud opens underfoot
 - 14-15 A jumping piranha swarm leaps from the shallows
 - 16-17 A sea hag gathers greasy weeds along the water's edge
 - 18-19 A poisonous bloom of red algae chokes the shoreline
 - 20-21 1d4 holes full of black water turn out to be black puddings
 - 22-23 3d8 orcs led by an orc chieftain camp near the water
 - 24-25 3d6 river bandits lunge out of hiding on rickety rowboats
 - 26-27 A pack of 2d8 hunting lions prowl the shoreline
 - 28-29 A hippogriff desperately wrestles a locked-on crocodile
 - 30-31 2d6 goblin gem divers operate out of a ramshackle hut
 - 32-33 2d4 apes sift through the water for darting minnows
 - 34-35 2d4 territorial centaurs spearfish in the shallows
 - 36-37 A tidal surge grabs at the PCs, threatening to pull them in
 - 38-39 1d4 hippopotami travel with an equal number of calves
 - 40-41 A giant crab covered in weeds rears out of the water
 - 42-43 Falsted the halfling clings to a sinking, overturned dinghy
 - 44-45 Woven reeds or seaweed mask a 20' deep, spear-lined pit
-

RIVER AND COAST ENCOUNTERS

d100 Details

-
- 46-47 An elephant swims with only its trunk above the surface
 - 48-49 1d4 faeries trapped in corked glass bottles float by
 - 50-53 2d6 lizardfolk circle in around a flailing giant crab
 - 54-55 A weighted and barbed net launches out of the silt or sand
 - 56-57 A gladiator with a helm stuck on backwards gropes along
 - 58-59 A pride of 2d4 griffons roosts on high rocks or in trees
 - 60-61 3d6 peasants live in colorful tents on lashed-together rafts
 - 62-63 Yggral the treant stands on the shore, staring at the sky
 - 64-65 A circle of 2d4 crooked statues turn out to be gargoyles
 - 66-67 1d4 old rowboats are tied to a battered, rotting dock
 - 68-69 2d6 giant leeches try to bite warm-blooded swimmers
 - 70-71 Thin tunnels in the mud or sand house a snake swarm
 - 72-73 3d6 frenzied mastiffs won't let an exhausted elf ashore
 - 74-75 A group of rival crawlers portage an overladen canoe
 - 76-77 An unlit lighthouse stands on a narrow, sandy island
 - 78-79 2d4 stingbats buzz along the surface of the water
 - 80-81 *Silver Sea*, a massive galleon, has run deeply aground
 - 82-83 Marga the Wise forages for curative crystals and plants
 - 84-85 A herd of 3d6 wild horses thunders up the shoreline
 - 86-87 The kobold sorcerer Mortimus preaches from atop a log
 - 88-89 2d4 cultists fight 2d6 lizardfolk around a carved obelisk
 - 90-91 Quargot the fisherman welcomes peaceful folk to his hut
 - 92-93 2d8 opaline shellfish cluster in tide pools; they have pearls
 - 94-95 3d8 giant frogs croak one-word insults in Common
 - 96-97 The Wandering Merchant walks in the shallows on stilts
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 A half-buried treasure chest contains a magic item

Ruins

RUINS ENCOUNTERS

d100 Details

-
- 01 A mutated cave brute explodes through a crumbling wall
 - 02-03 A silent gelatinous cube sweeps up a corridor
 - 04-05 A roving owlbear scavenges for dead bodies to eat
 - 06-07 Rival crawlers confront the PCs; they were "here first"
 - 08-09 1d6 rust monsters swarm a crack bubbling with mercury
 - 10-11 A legless suit of animated armor pulls itself along the floor
 - 12-13 A groaning wall collapses at the slightest touch
 - 14-15 A chalk note on the wall: "Karov, we'll be at the Loyal Hog"
 - 16-17 Mort the goblin is digging in cracks for grubs and beetles
 - 18-19 The floor collapses into a pit 1d6 x 10 feet deep
 - 20-21 A raiding team of 2d4 hobgoblins moves in tight formation
 - 22-23 2d4 web-covered skeletons form from scattered bones
 - 24-25 1d4 giant dung beetles roll huge balls of dried excrement
 - 26-27 An ochre jelly hides inside a pond or sinkhole
 - 28-29 A single, perfect rose grows up between the flagstones
 - 30-31 2d4 bandits shutter lanterns and set up a hasty ambush
 - 32-33 Three goblins toughen each other's skulls with frying pans
 - 34-35 2d6 beastmen pummel a giant centipede with rocks
 - 36-37 A gas leak causes all light sources to explode and go out
 - 38-39 A gelatinous cube full of handy items is stuck inside a pit
 - 40-41 A swarm of clattering, gold scarab beetles flies into sight
 - 42-43 A wounded NPC staggers up to the PCs and begs for help
 - 44-45 A rusty portcullis slams down, separating the PCs

RUINS ENCOUNTERS

d100 Details

-
- 46-47 A strangler hides above a backpack stuffed with rocks
 - 48-49 A weeping ghost floats by, distracted by its own ranting
 - 50-53 2d4 kobolds sneak up behind the PCs for a surprise attack
 - 54-55 Ancient clay pots vibrate with hypnotizing resonance
 - 56-57 1d6 gricks shred dead giant rats and use the fur for nesting
 - 58-59 Rival crawlers escort a frail noble tourist on an "adventure"
 - 60-61 3d4 goblin scavengers barter and trade for odd trinkets
 - 62-63 2d4 dwarven miners (soldiers) shore up a collapsing wall
 - 64-65 2d4 giant wasps build a huge, papery nest on the ceiling
 - 66-67 A dense cloud of sulfuric mist rises from a floor crack
 - 68-69 A swarm of spiders surges out of a gauzy egg sack
 - 70-71 An ogre named Lud scratches rude words into the wall
 - 72-73 1d6 goblins brawl with 2d4 kobolds over a grick carcass
 - 74-75 2d4 giant bats roost on the ceiling; light disturbs them
 - 76-77 An ettercap spins web cocoons around its still-living prey
 - 78-79 1d6 cultists hunt for humanoid bones for a nefarious ritual
 - 80-81 A dryad searches for her tree that bugbears chopped up
 - 82-83 A deep gnome plays haunting music on humming fungi
 - 84-85 2d6 kobolds work in a makeshift, volatile alchemy lab
 - 86-87 A stone golem endlessly stacks the same rocks into piles
 - 88-89 Two darkmantles circle each other in a duel of intimidation
 - 90-91 2d6 goblins carry their bugbear king on a rickety litter
 - 92-93 2d4 cave creepers swarm up the hallway
 - 94-95 A recent campfire still burns with glowing cinders
 - 96-97 A minotaur guides the Wandering Merchant on a path
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 The body of a dead crawler holds a random magic item

Slums

SLUMS ENCOUNTERS

d100 Details

- | | |
|-------|--|
| 01 | 3d8 Bywater Barons (thugs) pour out of a dark tenement |
| 02-03 | A press gang of 2d4 bandits tries to kidnap the PCs |
| 04-05 | 2d6 thugs surround two greenhorn City Watch guards |
| 06-07 | A pox-ridden man clutches at the PCs, begging for food |
| 08-09 | 1d6 giant centipedes writhe out of a midden heap |
| 10-11 | A pack of 2d4 rabid mastiffs begins stalking the group |
| 12-13 | A burning shop groans and collapses into the street |
| 14-15 | 2d4 commoners clamor to get the butcher's offal scraps |
| 16-17 | A dark shape (a hunting ghoul) slips along a rooftop |
| 18-19 | 1d4 cloaked chaos cultists slip into an abandoned temple |
| 20-21 | 1d4 giant dung beetles skitter up the side of a tavern |
| 22-23 | 2d4 thugs demand a toll; they let the PCs pass if paid |
| 24-25 | 3d6 nervous City Watch march toward the Bilge Pot tavern |
| 26-27 | A dying man in a gutter begs to impart a dire secret |
| 28-29 | 2d4 street goons fight with bottle shards and clubs |
| 30-31 | A dead body falls from a roof with a note: "Bywater scum" |
| 32-33 | Residents cluster outside a tenement; screams echo inside |
| 34-35 | A frantic, manacled man wriggles out of a cellar window |
| 36-37 | A mob of begging children grows the more the PCs give |
| 38-39 | Woeful Friar Hector rushes to the summons for last rites |
| 40-41 | A towering thug bars the PCs' way: "Find another route" |
| 42-43 | A rangy crone sells "love potions" (<i>polymorph</i> to newt) |
| 44-45 | A snapped clothesline falls, entangling a character |

SLUMS ENCOUNTERS

d100 Details

- 46-47 A body in an alley bears a note: "Pay in coin, or blood. -B.B."
- 48-49 1d4 people chase a pig barreling through all obstacles
- 50-53 3d4 Bywater Barons (thugs) tell the PCs to leave, "or else"
- 54-55 1d4 children lure a giant dung beetle into a large cage
- 56-57 A dour mage and 1d4 apprentices lead a tense commoner
- 58-59 A halfling at the well glances around and uncorks a vial
- 60-61 Chanting emanates from an old, crumbling temple
- 62-63 A young noble in spotless "lowborn rags" fails to blend in
- 64-65 1d4 rabid, screeching rats spring from a midden pile
- 66-67 A back-alley statue of Shune holds out stained hands
- 68-69 A gaunt man sidles up and whispers, "Bloodroot, 3 silver"
- 70-71 Workers lifting heavy crates slip; one gets trapped beneath
- 72-73 A cheerful street peddler sells crispy rat-on-a-stick for 2 cp
- 74-75 A rival crawling group warily prods at a bricked-up door
- 76-77 Distant sobbing (a ghost) rises from a boarded-up building
- 78-79 Crazy Davord challenges a PC to a game of "drop the boot"
- 80-81 A grim team of 2d4 bounty hunters (soldiers) eye the PCs
- 82-83 A goblin mage lurking on a roof offers a spell for a favor
- 84-85 1d6 silent workers are actually zombies serving a sorcerer
- 86-87 "Harmless" Uncle Istvold stalks the PCs while cackling
- 88-89 A raging berserker stumbles out of a drug house
- 90-91 A bent, old woman offers safe shelter inside from ruffians
- 92-93 A loose flagstone conceals a box with 80 gp and a potion
- 94-95 1d6 thugs throw bricks through a shop's windows
- 96-97 The Wandering Merchant pays 5 gp per giant dung beetle
- 98-99 Roll two encounters and combine the results (reroll 98-99)
- 00 A soiled parchment flutters to the ground; it's a spell scroll

Swamp

SWAMP ENCOUNTERS

d100 Details

- | | |
|-------|---|
| 01 | A 3x mutated otyugh (see pg. 191) rises out of the muck |
| 02-03 | Thorash the swamp dragon (C) lurks in shallow water |
| 04-05 | 2d4 giant frogs leap and snap at a cloud of 3d6 stingbats |
| 06-07 | Grizella Mosspeat, a night hag, poles along on a rotting raft |
| 08-09 | An undead T-Rex stomps around, shaking the swamp |
| 10-11 | 2d8 well-preserved zombies stand up out of a peat bog |
| 12-13 | Dense mud gives way into a slushy field of quicksand |
| 14-15 | 2d6 mottled lizardfolk approach the PCs in an ambush |
| 16-17 | A gnoll tied to the trunk of a wide tree begs for release |
| 18-19 | A cloud of mosquitoes whines, bites, and obscures vision |
| 20-21 | 2d4 gnolls patrol through the swamp around their territory |
| 22-23 | 2d6 filthy, long-haired apes hurl rocks from the mangroves |
| 24-25 | 2d6 peasants with torches and pitchforks chase a werewolf |
| 26-27 | 1d4 gargoyles watch from the tops of pitted, leaning pillars |
| 28-29 | 2d6 lizardfolk leap from the mud to attack 2d4 elves |
| 30-31 | A headless scarecrow stands on a rock holding a lit lantern |
| 32-33 | A basilisk hisses from inside a pitch-dark, damp cave |
| 34-35 | 1d8 giant leeches fall onto the PCs from wet tree branches |
| 36-37 | Dense patches of stinging nettles and toxic thorns grow |
| 38-39 | A fast-moving swarm of snakes slithers along the ground |
| 40-41 | 2d6 giant rats leer from inside rotting logs and tree trunks |
| 42-43 | Sir Augrim, a knight, is stuck up to his neck in quicksand |
| 44-45 | A yellow haze of poisonous swamp gas drifts over the bog |

SWAMP ENCOUNTERS

d100 Details

- 46-47 3d6 mushroomfolk tend to trees bursting with dewy fungi
- 48-49 The naga Coagulus Mortus sits atop a heap of rotten bones
- 50-53 1d4 ogres lumber by, arguing about what elves taste like
- 54-55 3d6 patches of burning oil float and drift on the water
- 56-57 1d6 giant spiders creep through the dense treetops
- 58-59 2d4 cockatrices sit on their eggs inside a vine-draped cave
- 60-61 A shattered, leaning keep houses a muttering ghost
- 62-63 Blugbort, goblin wizard (N), hunts for slugs and toadstools
- 64-65 1d4 ghosts lead a group of 2d6 zombies and 2d8 skeletons
- 66-67 A cloud of crows darts around a crumbling, ancient well
- 68-69 3d10 goblins drag a rotund hill giant on a makeshift sled
- 70-71 3d6 elves watch the PCs from hiding, deciding if to attack
- 72-73 A grick drags a riderless, kicking horse into a black pond
- 74-75 A group of rival crawlers prods at a half-sunken menhir
- 76-77 A giant snake plunges out of a muddy hole in the ground
- 78-79 A fire-eyed wight rides by on a nightmare trailing flames
- 80-81 What appears to be a filmy puddle is actually a gray ooze
- 82-83 Ol' Greenguts the giant frog helps with the PCs' next task
- 84-85 An orc chieftain leads 3d12 Snake Fang orcs on a rampage
- 86-87 Gorgoth, a priest of Shune (C), whispers to a black obelisk
- 88-89 1d4 muddy hippos thrash and gore 1d6 hissing crocodiles
- 90-91 The Yellow Snail kobolds (2d20) live peacefully in tree huts
- 92-93 Bubbling swamp tar has healing and anti-toxin properties
- 94-95 1d4 shambling mounds trudge through the slimy muck
- 96-97 The Wandering Merchant rides on an albino crocodile
- 98-99 Roll two encounters and combine the results (reroll 98-99)
- 00 The Swamp Shambler (gorilla) offers a random magic item

Tavern

TAVERN ENCOUNTERS

d100 Details

- | | |
|-------|--|
| 01 | A cloaked man (vampire) at the door asks to be invited in |
| 02-03 | 2d6 Overlord's Assassins sweep in and scan the crowd |
| 04-05 | 3d6 patrons watching a tense dice game erupt in a brawl |
| 06-07 | 2d6 boorish sailors swarm in and hog the entire bar area |
| 08-09 | A sour-faced patron buys a drink for everyone but the PCs |
| 10-11 | A PC is mistakenly announced as the next pit fighter |
| 12-13 | A drunk halfling swings on an ancient, creaking chandelier |
| 14-15 | A woman stalks up and throws a drink in a PC's face |
| 16-17 | A patron's raw cobra order rears up from the plate, hissing |
| 18-19 | A slippery puddle of foamy ale spreads over the floor |
| 20-21 | A half-orc roars and lifts a full-sized table over his head |
| 22-23 | A long, terrified scream comes from the kitchen |
| 24-25 | A group of rival crawlers tell the PCs this is <i>their</i> tavern |
| 26-27 | A slender man whispers, "Need poison? Best you can buy!" |
| 28-29 | A smirking elf challenges a PC to dice; the dice are loaded |
| 30-31 | A dour mage studies a book and glares at noisemakers |
| 32-33 | A half-orc and halfling arm wrestle; the halfling is winning |
| 34-35 | Two rival bards start an uproarious singing contest |
| 36-37 | A sailor throws another onto the PCs' table, spilling drinks |
| 38-39 | Five merry dwarves sing a shanty and headbutt each other |
| 40-41 | 1d6 patrons (chaos cultists) skulk into the back room |
| 42-43 | An enraged, sprinting crocodile bursts out of the kitchen |
| 44-45 | A hooded patron smashes a flask of flaming oil and runs |

TAVERN ENCOUNTERS

d100 Details

-
- 46-47 A dwarf in clogs challenges a PC to a dancing contest
 - 48-49 Atticus Gnarl, a halfling wizard, stares unblinkingly at a PC
 - 50-53 Rival crawlers challenge the PCs to a drinking contest
 - 54-55 A halfling tries to stealthily tie the PCs' bootlaces together
 - 56-57 A man grabs a PC and shouts, "You know what you did!"
 - 58-59 Drunk dart throwers can hardly tell which way is up
 - 60-61 A woman flawlessly lifts a coin purse from a patron's belt
 - 62-63 Rival crawlers whisper over a book and point to passages
 - 64-65 2d6 City Watch guards tramp wearily through the door
 - 66-67 A landscape painting subtly changes when not observed
 - 68-69 A half-orc gulps a whole flagon and punches the server
 - 70-71 A woman in dark-blue leathers sips tea and observes
 - 72-73 A cloaked figure jumps the bar and goes for the coin box
 - 74-75 Rival crawlers try to pawn off a map nobody can decipher
 - 76-77 Everyone avoids the chained trapdoor of stone in the floor
 - 78-79 Four whispering commoners stop and glare at passersby
 - 80-81 A woman picks up a chair and smashes it on a man's head
 - 82-83 A sympathetic City Watch guard shares an inside rumor
 - 84-85 Violet Dorn, a widely renowned bard, walks into the tavern
 - 86-87 A weeping priest wobbles over and collapses on a PC
 - 88-89 At the sound of a nearby Watch whistle, 1d6 patrons bolt
 - 90-91 A well-heeled patron invites the PCs into a private booth
 - 92-93 The brass wolf's nose imparts good luck (5% for luck token)
 - 94-95 A patron slips a note to a PC: "You're surrounded by spies"
 - 96-97 The Wandering Merchant has a Van Dinkle flask (pg. 137)
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 A die sits in a dusty corner; it's Brak's Cube of Perfection

Temple District

TEMPLE DISTRICT ENCOUNTERS

d100 Details

- | | |
|-------|--|
| 01 | 2d6 chaos cultists begin a live sacrifice; it's a beloved NPC |
| 02-03 | A routine exorcism expels a very non-routine erinyes |
| 04-05 | An old man dumps a stream of gems into an alms box |
| 06-07 | A stampede of religious pilgrims rushes down the street |
| 08-09 | A crowd clamors to touch a holy relic carried on a platform |
| 10-11 | A priest screams, "It's all a lie!" and turns into a bone naga |
| 12-13 | A roof cistern collapses; water and stone crash down |
| 14-15 | Three acolytes accuse the PCs of treading on a holy tomb |
| 16-17 | Lashing tentacles erupt from the sleeves of a chaos cultist |
| 18-19 | Frenzied Bloodletting celebrants crack whips at passersby |
| 20-21 | Penitents in chains carry a litter bearing a high priest |
| 22-23 | A cowled person leaves a basket at a chapel; it's an infant |
| 24-25 | 2d4 blindfolded pilgrims sit in a circle and block the street |
| 26-27 | Two beggars conceal wavy daggers up their sleeves |
| 28-29 | A man falls down in rapture and turns into a fire elemental |
| 30-31 | Movement darts inside the boarded-up ruins of a church |
| 32-33 | A priestess storms from a temple, flinging her holy symbol |
| 34-35 | Whispering chaos cultists gather at a back-alley shrine |
| 36-37 | A trapdoor in an alley falls open to the cellar of a temple |
| 38-39 | 1d6 skulking acolytes hunt for a lone beggar to kidnap |
| 40-41 | A red-mouthed man says a new church has free bloodroot |
| 42-43 | 1d4 knights hold a public inquisition for an accused witch |
| 44-45 | The Holy Bull Run commences with screams and gorings |

TEMPLE DISTRICT ENCOUNTERS

d100 Details

-
- 46-47 Four masked thugs disrupt an opulent funeral procession
 - 48-49 A man leaps up and shouts, "I object!" during a wedding
 - 50-53 A poxed beggar wanders around in a feverish delirium
 - 54-55 Mystics burn hallucinogenic incense in the street
 - 56-57 2d4 bandits pose as monks collecting alms for the poor
 - 58-59 A cultist in the shadows throws a poisoned dart at a PC
 - 60-61 A firebrand orator preaches to a growingly frenzied crowd
 - 62-63 A commoner's eyes turn white and she utters an augury
 - 64-65 Debauched cultists of Gede hand out endless cups of wine
 - 66-67 A priest with a forced smile offers 5 gp to new converts
 - 68-69 2d6 acolytes clash over a difference in text interpretation
 - 70-71 The Parade of the Nine draws onlookers and pickpockets
 - 72-73 A monk lights himself on fire and walks into a temple
 - 74-75 A rival group of crawlers exit a church, freshly baptized
 - 76-77 The City Watch drags flailing Baron Hallin out of a temple
 - 78-79 Mystics hold up cobras to be kissed; 10% of cobras lash out
 - 80-81 A priest flings holy water from a brush; it burns the chaotic
 - 82-83 A templar disguised as a commoner tends to a fallen leper
 - 84-85 A woman screams, "All will dissolve!" and throws acid
 - 86-87 1d6 City Watch try to subdue a man in a violent rapture
 - 88-89 A domini angel appears in a burst of light; it points to a PC
 - 90-91 A temple of St. Terragnis offers sanctuary to the unarmed
 - 92-93 The Font of Madeera has a 5% chance of ending a curse
 - 94-95 The Overlord enters a temple surrounded by 3d6 knights
 - 96-97 The Wandering Merchant sells lookalike priest's vestments
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 A high priest selects a PC to receive a rare blessing

Tomb

TOMB ENCOUNTERS

d100 Details

-
- 01 A distracted, muttering lich teleports into the room
 - 02-03 2d4 wraiths emerge from walls, floors, and ceilings
 - 04-05 2d6 ghosts claw and thrash around inside a swarm of bats
 - 06-07 Muggins Greenbottle, halfling tomb robber, was here first
 - 08-09 2d4 wererats in human form paw through piles of rubble
 - 10-11 A scarab swarm boils out of cracks in the floors and walls
 - 12-13 Necrotic energy turns a near-sized area dangerously cold
 - 14-15 1d6 malodorous rot flowers burst through weakened stone
 - 16-17 1d4 spiders descend onto the backs of necks
 - 18-19 *The Sphere of Annihilation* glides along, moving randomly
 - 20-21 A wight leads a shambling patrol of 3d12 skeletons
 - 22-23 A pile of thin, long bones assembles into a bone naga
 - 24-25 3d6 confused peasants have awoken from a magical stasis
 - 26-27 1d4 mummies lope around, moaning in ancient Common
 - 28-29 A gelatinous cube contains 2d6 skeletons trying to escape
 - 30-31 An angry ghost must stay within near of its own remains
 - 32-33 2d4 shadows try to sneak up on the PCs from behind
 - 34-35 A group of 2d4 superstitious, jumpy orcs hunts for loot
 - 36-37 A screaming wind of spirits robs all unused luck tokens
 - 38-39 An oni demands to know where its stolen sword is hidden
 - 40-41 1d6 corroded animated armors pursue 1d4 rust monsters
 - 42-43 The soul of Hirael the elf is trapped inside a musty painting
 - 44-45 A 20' patch of shadowy darkness extinguishes all light
-

TOMB ENCOUNTERS

d100 Details

-
- 46-47 A wraith and 1d4 shadows hover around a dark floor crack
 - 48-49 2d6 thieves leap out and demand the PCs' plunder
 - 50-53 3d8 zombies fight each other to eat a surrounded bandit
 - 54-55 A jackal carving drains 1d6 HP/round to all within near
 - 56-57 2d4 ghouls tear through the walls where they were buried
 - 58-59 A cave creeper devours a freshly destroyed zombie
 - 60-61 2d6 zombies endlessly pile the same bricks into new cairns
 - 62-63 A vampire offers safe passage in exchange for sips of blood
 - 64-65 2d4 demon-faced gargoyles flap up the halls, howling
 - 66-67 A skull rolls around, stopping to give critique or comment
 - 68-69 A black ooze drips down from thin cracks in the ceiling
 - 70-71 2d6 cultists steal along looking for unholy relics to claim
 - 72-73 1d4 wraiths chase the terrified ghost of a human peasant
 - 74-75 1d6 rival crawlers flee from their own hostile shadows
 - 76-77 A cloud of blood boils through; it whispers quiet secrets
 - 78-79 A slavering ghoul is pinned to the wall by four iron spikes
 - 80-81 3d6 swaying zombies lurch along in a mindless horde
 - 82-83 A seraph lays a blessing on the remains of a holy knight
 - 84-85 2d4 chanting acolytes (C) lead a blood-anointed reaver
 - 86-87 An urn that says "Bimbles" holds a blue zombie cockatrice
 - 88-89 A centipede swarm overruns a thrashing cave creeper
 - 90-91 A radiant wight (L) animated by holy energy approaches
 - 92-93 A soft bell chimes; all who listen for 2 rounds heal 2d6 HP
 - 94-95 The human archmage Rantarim (N) hunts for an old tome
 - 96-97 The Wandering Merchant pops, gasping, out of a coffin
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 A secret cache holds 1d4 items from the 7-9 treasure table

University District

UNIVERSITY DISTRICT ENCOUNTERS

d100 Details

- | | |
|-------|---|
| 01 | A drunk apprentice wizard summons a furious marilith |
| 02-03 | Grabbing tentacles erupt through a sewer grate |
| 04-05 | Two professors' long feud boils over into spell-slinging |
| 06-07 | A woman furtively offers to pay for "recently dead bodies" |
| 08-09 | A hit man jumps on stage where a philosopher speaks |
| 10-11 | A teenager carrying a grimoire flees from a bookstore |
| 12-13 | The sky rains yellow acid; a spell has gone very wrong |
| 14-15 | An old tinker sells one-use confetti bombs and sparklers |
| 16-17 | A cloud of 2d4 purple stingbats gout from a chimney |
| 18-19 | City guards frantically cordon off a wide circle of blue fire |
| 20-21 | A shifty man sells "cheap potions" (all are 2 mixed potions) |
| 22-23 | A nearsighted professor insists a PC has an overdue paper |
| 24-25 | Four bratty students flick copper pieces at people's heads |
| 26-27 | Tavern-goers flee from a red light inside the Flying Snail |
| 28-29 | Inhuman howling rises from one of the nearby apartments |
| 30-31 | The school's wyvern statue, Old Rolf, animates in a frenzy |
| 32-33 | A red-faced young noble tells a PC to "show proper regard" |
| 34-35 | The school's Wizards & Thieves champion challenges a PC |
| 36-37 | Burning ash rains down from a blown-out tower window |
| 38-39 | A spectacled mage begins measuring and prodding a PC |
| 40-41 | A magic cauldron appears, disgorging 1d6 giant rats |
| 42-43 | A pale man locks eyes with a PC and mouths: "Help me!" |
| 44-45 | A PC steps on a prank rune that glues their shoes down |

UNIVERSITY DISTRICT ENCOUNTERS

d100 Details

-
- 46-47 Two animated armor suits duel destructively in the street
 - 48-49 A meek student being grilled by a guard points to the PCs
 - 50-53 2d6 kobolds swarm from the sewers to steal bags
 - 54-55 A practicing wizard targets a PC with a *charm person* spell
 - 56-57 1d4 gargoyles swoop down from a facade to grab a PC
 - 58-59 Four thugs stalk the alleys, looking for an easy mark to rob
 - 60-61 A witch is telling fortunes from a makeshift stall for 1 gp
 - 62-63 A student asks to apprentice with one of the PCs
 - 64-65 A sorcerer (oni in disguise) drinks and watches the group
 - 66-67 An animated owl statue surreptitiously follows the PCs
 - 68-69 A mage tries to pull a PC into an alley to siphon off blood
 - 70-71 Crashing and bellowing erupts inside a library
 - 72-73 A spellbook flaps out of a window and tries to escape
 - 74-75 A professor summons a vrock but loses control of it
 - 76-77 Three loan collectors (thugs) surround a hapless student
 - 78-79 A wizard's pet cockatrice gets free inside a packed tavern
 - 80-81 Three overconfident apprentices pick a fight with the PCs
 - 82-83 An artist stops a PC and pleads to draw a charcoal portrait
 - 84-85 A nervous librarian hands a PC a strange book and flees
 - 86-87 Professor Krall snaps, leading 2d6 zombies into the streets
 - 88-89 Students from a rival university vandalize a revered statue
 - 90-91 A scholar offers a ruby as a prize for answering a riddle
 - 92-93 A clumsy wizard breaks a glass bottle housing a naga
 - 94-95 The PCs stumble into an occult ritual with 5 apprentices
 - 96-97 The Wandering Merchant sells caustic alchemical reagents
 - 98-99 Roll two encounters and combine the results (reroll 98-99)
 - 00 An archmage entrusts a random magic item to the PCs



Monsters



“Some horrors that writhe and creep in the darkness
were never meant to be seen by our eyes.”

-Creeg, human wizard

 **he beast** was dripping with fungus, mottled with mold. Barnacles crusted its damp hide in a beard of green icicles that scraped along the floor and snapped like fingers of chalk.

It floated slowly, aimlessly, its ten eyestalks writhing and thrashing as if being electrocuted.

Its central **eye** was the most hideous feature to behold. A ragged, round scar covered what was once a glistening orb that could stare into the heart and mind of any creature.

It was this wound that had driven **The Ten-Eyed Oracle** mad, turning it against the very people it once served.

"I know you're here," it burbled. Its crescent-moon mouth writhed into a trembling grin. "You cannot hide from me. I see all. I know all secrets."

Ralina held her breath and clung to the top of the **pillar** where she had scrambled moments ago. It was damp, and she was slipping. Beneath her foot, a chip of stone broke free.

"There," The Oracle hissed. Its eyestalks turned in unison toward the pillar.

Ralina squeezed her eyes shut. "Now!" she cried.

"To arms!" Iraga roared, leaping out from behind a shattered column. She raised her blessed **sword** high, filling the ruined amphitheater with a blaze of holy light. The Oracle screeched and recoiled, blinded.

Creeg dropped his invisibility **magic**, and Jorbin blinked into sight right behind the beast.

The dwarf **charged**, bellowing. "Stonehaaaall!"

And so the battle for their lives was joined...

Monster Attributes

ARMOR CLASS

Just like characters, monsters have an **AC** that denotes how difficult it is to harm them.

HIT POINTS

Calculate a monster's hit points (**HP**) by rolling a number of d8s per monster level (**LV**) and adding its CON modifier (minimum 1). You can also use the average total listed.

ATTACKS

Most monsters can make one or two attacks per turn (**ATK**), but some can make more. Attack bonuses and damage are listed for each.

MOVEMENT

Monsters can typically move (**MV**) near each turn, but some can move other distances. If a monster has a special mode of movement, such as flying or swimming, it is noted after the distance.

STAT MODIFIERS

Monsters have modifiers listed for Strength (**S**), Dexterity (**D**), Constitution (**C**), Intelligence (**I**), Wisdom (**W**), and Charisma (**Ch**).

ALIGNMENT

All monsters have a typical alignment (**AL**) for their species. Individual monsters might have a different alignment.

SPELLCASTING

Treat monster spellcasting the same as character spellcasting. For a natural 1 on an INT or CHA spell, roll on the Wizard Mishap tables (pg. 46). A natural 1 on a WIS spell incurs penance. The tier is the spellcasting DC - 10.

DARK-ADAPTED

All non-humanoid monsters are dark-adapted. Their powerful senses allow them to ignore the penalties of total darkness (see pg. 84). Blinding or deafening a monster still hinders it.

Monster Generator

PL is the average character level of the adventuring party. The monster's **AC** is the PL + 10.

The monster's **Combat** result is its attack bonus and LV. It deals 1d8 damage and has 1d4 attacks.

MONSTER GENERATOR

d20	Combat	Quality	Strength	Weakness
1	PL -3	Beastlike	+1 attack	Cold
2	PL -3	Avian	Absorbs magic	Greed
3	PL -2	Amphibious	Swarm	Light
4	PL -2	Demonic	1d10 damage	Salt
5	PL -1	Arachnid	Poison sting	Vanity
6	PL -1	Ooze	Confusing gaze	Mirrors
7	PL	Insectoid	Eats metal	Electricity
8	PL	Draconic	Ranged attacks	Fragile body
9	PL	Plantlike	Highly intelligent	Sunlight
10	PL	Elephantine	Crushing grasp	Silver
11	PL	Undead	Psychic blast	Fire
12	PL	Crystalline	Stealthy	Food
13	PL	Humanoid	Petrifying gaze	Acid
14	PL +1	Angelic	1d12 damage	Garlic
15	PL +1	Spectral	Impersonation	Iron
16	PL +2	Stonecarved	Blinding aura	Water
17	PL +2	Serpentine	Turns invisible	Its True Name
18	PL +3	Elemental	2d6 damage	Loud sounds
19	PL +3	Piscine	Swallows whole	Holy water
20	PL +4	Reptilian	+2 attacks	Music

Make It Weird

Adventurers fear the unknown. Keep monsters unfamiliar by adding mutations to them.

Mutations can inspire new abilities or attacks. For example, you might decide a spider with wings can fly a near distance.

As another example, you might determine that a monster with tentacles can restrain creatures.

Roll up to **three** mutations per monster. Treat a mutated monster as two levels higher than normal for rolling treasure.

MONSTER MUTATIONS

d12	Mutation 1	Mutation 2	Mutation 3
1	Shapechanger	Double damage	Speaks Common
2	Fins and gills	Breathes fire	Knows 1d4 spells
3	Insulating fur	Fast healing	Telepathic
4	Ironlike scales	+1 attack	Toxic spores
5	Extra limbs	+2 AC	Sonic blasts
6	Tentacles	+2 levels	Can teleport in bursts
7	Boneless	+1d6 damage	Paralytic touch
8	Gigantic	Life-draining touch	Genius intellect
9	Flings spikes	Very fast	Antimagic field
10	Two heads	Reflects spells	Blood-draining bite
11	Burrows	Electrified weapon	Has swamp fever
12	Wings	Acidic saliva	Blessed by a god

"I tell ye, its head split open into nine rows of teeth, and it was flyin' around like a bat. Never seen such a goblin!"
-Jorbin, dwarf fighter

Designing Monsters

COMBAT ROLE

Monsters typically fall into one of the below combat roles.

Mook. Low damage, HP, AC, and attack bonus. Swarmy.

Soldier. Mid-range damage, HP, AC, and attack bonus.

Striker. High damage and attack bonus. Low HP and AC. Often stealthy and skillful.

Tank. Mid-range damage and attack bonus. High HP and AC.

Controller. Environment-altering talents. Mid-range damage and attack bonus. Low HP and AC.

Legendary. High HP, AC, damage, and/or attack bonus.

STAT MODIFIERS

Compare with "measuring stick" monsters, such as elephants, when choosing a new monster's stat modifiers. Monsters can have higher modifiers than PCs.

DESCRIPTION

Describe a monster's defining characteristics and behaviors.

MOVEMENT

Most monsters can move near (or double near if they're large). Note if they can swim, fly, climb, burrow, or move in other ways.

LEVEL

A monster's level (LV) determines its power level.

LV 0-3. Weak, common. Poor or normal treasure. Challenge to novice crawlers.

LV 4-6. Risky, uncommon. Normal treasure. Challenge to experienced crawlers.

LV 7-9. Dangerous, rare. Normal or fabulous treasure. Challenge to expert crawlers.

LV 10+. Mighty, unique. Fabulous or legendary treasure. Challenge to supreme crawlers.

ATTACK BONUS

A monster bases its attack bonus on its relevant stat modifier.

You can increase a monster's attack bonus depending on its combat role, but its total attack bonus should rarely exceed its level.

DAMAGE

LV 0-3. Weak weapons, d4 or d6 damage on each attack. One or two attacks.

LV 4-6. Good weapons, d6 or d8 damage on each attack. Two or three attacks.

LV 7-9. Powerful weapons, d8 or d10 damage on each attack. Three or four attacks.

LV 10+. Legendary or magical weapons, d12 or multiple dice of damage on each attack. Four or five attacks.

MONSTER TALENTS

Monsters typically have one to three talents that grant them special powers or attacks.

HOW MANY MONSTERS?

Use the **1:1 Monsters** table to determine what level a monster should be when there is one of that monster per character in a combat. This will result in a combat of average difficulty.

You can combine these levels into a different quantity of monsters. For example, a group of four 4th-level adventurers will face a combined 12 LV of monsters per average combat.

Note that large groups of monsters (even with lower levels) can be deadly because they take many more actions each round than the characters.

Conversely, a solo monster can be too easy (even with a high level) if the characters swarm it.

1:1 MONSTERS

Avg. Party Level	Monster LV
0-3	1
4-6	3
7-9	5
10	7

Monster Statistics

ABOLETH

Enormous, antediluvian catfish covered in slime and tentacles. They hate all intelligent beings.

AC 16, HP 39, ATK 2 tentacle (near) +5 (1d8 + curse) or 1 tail +5 (3d6), MV near (swim), S +4, D -1, C +3, I +4, W +2, Ch +2, AL C, LV 8

Curse. DC 15 CON or target gains a magical curse, turning into a deep one over 2d10 days.

Enslave. In place of attacks, one creature within far DC 15 WIS or aboleth controls for 1d4 rounds.

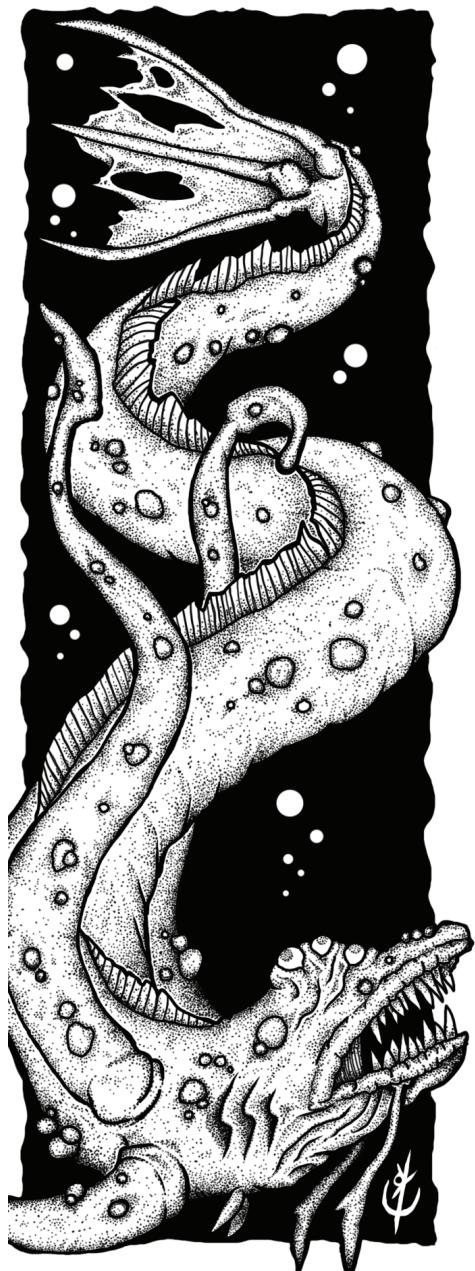
Telepathic. Read the thoughts of all creatures within far.

ACOLYTE

A religious trainee who knows basic rites and rituals.

AC 12, HP 4, ATK 1 mace +1 (1d6) or 1 spell +2, MV near, S +1, D -1, C +0, I -1, W +2, Ch +0, AL L, LV 1

Healing Touch (WIS Spell). DC 11. Heal one creature within close for 1d4 HP.



ANGELS

Angels are the divine host of lawful and neutral gods. They appear as winged, beautiful humanoids who radiate light and are suffused with their gods' energies and symbols.

ARCHANGEL

A radiant being with a crown of fire, snowy wings, golden armor, and a blazing greatsword.

AC 18 (+3 plate mail), HP 76, ATK 3 flaming greatsword +10 (2d12), MV double near (fly), S +5, D +2, C +4, I +4, W +5, Ch +5, AL L, LV 16

Command. DC 18 CHA to resist an archangel's command.

Crown of Fire. Hostile spells targeting the archangel are extreme (DC 18) to cast.

ANGEL, DOMINI

Winged, flawless humans glowing with bronze sunlight.

AC 17 (plate mail + shield), HP 42, ATK 3 bastard sword +7 (1d8) or 1 horn, MV near (fly), S +4, D +1, C +2, I +3, W +4, Ch +4, AL L, LV 9

Horn. All enemies in near DC 15 CHA or paralyzed 1d4 rounds.

Seraphim are the lowest sphere of angel and often walk among mortals. **Domini** are their lords, and the powerful **principi** govern over the domini. Above all stand the mighty **archangels**.

ANGEL, PRINCIPI

Serene humans sculpted from alabaster. Golden orbs for eyes.

AC 16 (+1 plate mail), HP 53, ATK 3 silvered bastard sword +9 (1d10), MV double near (fly), S +4, D +2, C +4, I +4, W +4, Ch +4, AL L, LV 11

Moonlight Aura. Hostile spells targeting the principi are DC 15.

Truesight. Can see all invisible creatures and objects.

ANGEL, SERAPH

Beautiful, luminous humanoids with white-feathered wings.

AC 14 (chainmail), HP 14, ATK 2 longsword +3 (1d8), MV near (fly), S +3, D +1, C +1, I +2, W +3, Ch +3, AL L, LV 3

Bless. 3/day, touch one target to give it a luck token.

ANIMATED ARMOR

An old suit of armor magically animated by a vengeful spirit.

AC 15, HP 11, ATK 1 longsword +3 (1d8), MV near, S +3, D -1, C +2, I -1, W +1, Ch +0, AL C, LV 2

Statue. When standing still, looks exactly like a suit of armor.



APE

Hooting, omnivorous apes that live in trees.

AC 12, HP 10, ATK 1 fist +2 (1d6) or 1 rock (far) +2 (1d4), MV near (climb), S +2, D +2, C +1, I -2, W +1, Ch +0, AL N, LV 2

APE, SNOW

White-haired, carnivorous gorillas that stalk the high mountains and live in caves.

AC 13, HP 19, ATK 2 fist +4 (1d6) or 1 rock (far) +4 (2d6), MV near (climb), S +3, D +1, C +1, I -2, W +1, Ch +0, AL N, LV 4

Thick Fur. Cold immune.

APPRENTICE

A cloaked magician with a thin, freshly bound spellbook.

AC 11, HP 3, ATK 1 dagger (close/near) +1 (1d4) or 1 spell +2, MV near, S -1, D +1, C -1, I +2, W +0, Ch +0, AL N, LV 1

Beguile (INT Spell). DC 11. Focus. One target in near of LV 2 or less is stupefied for the duration.

Magic Bolt (INT Spell). DC 11. 1d4 damage to one target within far.

ANKHEG

Horse-sized, rust-brown insects. They burrow vast, underground warrens into the bedrock.

AC 14, HP 14, ATK 1 bite +4 (1d6) or 1 acid spray (near) +4 (2d6), MV near (burrow), S +2, D +2, C +1, I -2, W +1, Ch -2, AL N, LV 3

ARCHMAGE

A wizened magic-user crackling with arcane power.

AC 12, HP 44, ATK 2 spell +7, MV near, S -1, D +2, C -1, I +4, W +2, Ch +1, AL L, LV 10

Death Bolt (INT Spell). DC 15.

One target of LV 9 or less within near DC 15 CON or go to 0 HP.

Enervate (INT Spell). DC 14.

Focus. One target within near is stupefied for the duration.

Fireblast (INT Spell). DC 14. 4d6 damage to all within a near-sized cube within far.

Float (INT Spell). Self. DC 14. Fly double near for 5 rounds.

Mithralskin (INT Spell). Self. DC 14. AC becomes 18 for 5 rounds.

Void Step (INT Spell). Self and up to 4 willing targets. DC 15. Teleport up to 100 miles.

ASSASSIN

A black-cloaked, skulking killer.

AC 15 (leather), HP 38, ATK 2 poisoned dagger (close/near) +6 (2d4), MV near (climb), S +2, D +4, C +2, I +2, W +3, Ch +3, AL C, LV 8

Execute. Deals x3 damage against surprised targets.

AZER

Dwarves with bronze, metallic skin and flames in place of hair. Gifted blacksmiths.

AC 15, HP 15, ATK 2 flaming warhammer +3 (1d10, ignites flammables) or 1 crossbow (far) +0 (1d6), MV near, S +3, D +0, C +2, I +0, W +0, Ch +0, AL L, LV 3

Impervious. Fire immune.

BADGER

Fierce, clawed burrowers with black-and-white face stripes.

AC 11, HP 5, ATK 2 claw +2 (1d4), MV near (burrow), S +2, D +0, C +1, I -3, W +1, Ch -2, AL N, LV 1

Rage. 1/day, immune to morale checks, +1d4 damage (3 rounds).

BANDIT

Hard-bitten rogue in tattered leathers and a hooded cloak.

AC 13 (leather + shield), HP 4, ATK 1 club +1 (1d4) or 1 shortbow (far) +0 (1d4), MV near, S +1, D +0, C +0, I -1, W +0, Ch -1, AL C, LV 1

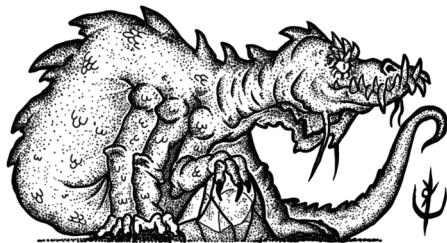
Ambush. Deal an extra die of damage when undetected.

BASILISK

Massive, muscled lizards with six legs and gray, tough hide.

AC 14, HP 25, ATK 2 bite +4 (2d6 + petrify), MV near, S +3, D +1, C +3, I -3, W +1, Ch -3, AL N, LV 5

Petrify. Any creature that touches the basilisk or meets its gaze, DC 15 CON or petrified.



BAT, GIANT

Leathery, eagle-sized mammal with a taste for flesh.

AC 12, HP 9, ATK 1 bite +2 (1d6), MV near (fly), S -1, D +2, C +0, I -3, W +1, Ch -3, AL N, LV 2

BAT, SWARM

A whirling cloud of screeching, bloodthirsty bats.

AC 12, HP 18, ATK 3 bite +2 (1d6), MV near (fly), S -3, D +2, C +0, I -3, W +1, Ch -3, AL N, LV 4

BEAR, BROWN

A hulking, swaying brute with claws as long as a finger.

AC 13, HP 25, ATK 2 claw +4 (1d8), MV near (climb) S +4, D +1, C +3, I -2, W +1, Ch -2, AL N, LV 5

Crush. Deals an extra die of damage if it hits the same target with both claws.

BEAR, POLAR

A mighty, white bear that thrives in arctic environments.

AC 13, HP 34, ATK 2 claw +6 (2d6), MV near (climb), S +4, D +1, C +3, I -2, W +1, Ch -2, AL N, LV 7

Crush. Deals an extra die of damage if it hits the same target with both claws.

Thick Fur. Cold immune.

BEASTMAN

A cave hominid with scraggly fur and a stone-tipped spear.

AC 12 (leather), HP 5, ATK 1 spear (close/near) +2 (1d6 + 1), MV near, S +2, D +1, C +1, I -2, W +1, Ch -1, AL C, LV 1

Brutal. +1 damage with melee weapons (included).

BERSERKER

Howling, battleraging warriors.

AC 12 (leather), **HP** 10, **ATK** 1
greataxe +2 (1d10) or 1 spear
(close/near) +2 (1d6), **MV** near, **S**
+2, **D** +1, **C** +1, **I** +0, **W** +1, **Ch** +0, **AL**
N, **LV** 2

Rage. 1/day, immune to morale
checks, +1d4 damage (3 rounds).

BLACK PUDDING

A black, ice-cold mass of sludge.

AC 9, **HP** 30, **ATK** 3 tentacle +4
(2d6), **MV** near (climb), **S** +2, **D** -1,
C +3, **I** -4, **W** -3, **Ch** -4, **AL** N, **LV** 6

Impervious. Only damaged by
fire.

Corrosive. Wood or metal that
touches the ooze dissolves on a
d6 roll of 1-3.

BOAR

*Ornery wild pig with bristly,
russet hair and yellowed tusks.*

AC 12, **HP** 14, **ATK** 2 tusk +3 (1d6),
MV near, **S** +3, **D** +0, **C** +1, **I** -2, **W**
+1, **Ch** -2, **AL** N, **LV** 3

Gore. Deals an extra die of
damage if it hits the same target
with both tusks.

BRAIN EATER

*Purple, gaunt humanoids with
squidlike heads and four face
tentacles. They live in complex,
alien societies underground and
eat humanoid brains.*

AC 14 (leather), **HP** 36, **ATK** 4
tentacle +5 (1d8 + latch) or 1 mind
blast or 1 mind control, **MV** near,
S +2, **D** +3, **C** +0, **I** +4, **W** +2, **Ch** +4,
AL C, **LV** 8

Hear Thoughts. Can hear the
surface thoughts of all intelligent
creatures within near.

Latch. Tentacles attach to hit
targets, automatically hitting the
next round (DC 12 STR on turn to
remove 1d4 tentacles). If all four
remain latched onto the same
humanoid target for 1 round, the
target's brain is ripped out and
devoured.

Mind Blast. Fills a near-sized
cube extending from brain eater.
DC 15 INT or 3d6 damage and
paralyzed 1d4 rounds.

Mind Control. One target in near
DC 15 CHA or brain eater controls
for 1d4 rounds.

BUGBEAR

Brutish, bat-eared goblinoids covered in brown fur.

AC 13 (leather + shield), **HP 14**,
ATK 2 spiked mace +3 (1d6), **MV** near, **S +3**, **D +0**, **C +1**, **I -1**, **W +0**,
Ch -2, **AL C**, **LV 3**

Stealthy. ADV on checks to sneak and hide.

BULETTE

A hulking, shark-sized lizard with a steely, arrow-shaped carapace and a massive gullet.

AC 17, **HP 40**, **ATK** 3 bite +5 (2d6) or 1 leap, **MV** near (burrow), **S +5**, **D +1**, **C +4**, **I -3**, **W +1**, **Ch -2**, **AL N**, **LV 8**

Leap. Jump up to near in height and double near in distance, then make 2 bite attacks.



CAMEL

Ornery, tan-furred desert beasts.

AC 10, **HP 12**, **ATK** 1 hoof +3 (1d6) or 1 spit (near) +0 (1d4), **MV** double near, **S +3**, **D +0**, **C +3**, **I -2**, **W +1**, **Ch -3**, **AL N**, **LV 2**

CAVE BRUTE

A hulking, insectoid beast with long mandibles, four eyes, and thick arms covered in bristles.

AC 14, **HP 28**, **ATK** 2 claw +5 (1d8) and 1 mandible +5 (1d10), **MV** near (burrow), **S +4**, **D +1**, **C +1**, **I -3**, **W +1**, **Ch -3**, **AL N**, **LV 6**

Bewilder. Creatures within near that see the cave brute's eyes, DC 12 CHA at start of their turn or dazed and no action.

CAVE CREEPER

Chittering, green centipedes the size of horses. Their grasping tentacles are coated in a paralytic venom.

AC 12, **HP 18**, **ATK** 1 bite +3 (1d6) and 1 tentacles +3 (1d8 + toxin), **MV** near (climb), **S +2**, **D +2**, **C +0**, **I -3**, **W +1**, **Ch -3**, **AL N**, **LV 4**

Toxin. DC 12 CON or paralyzed 1d4 rounds.

CENTAUR

Herd-dwelling beings with the upper body of a human and lower body of a horse.

AC 12 (leather), HP 14, ATK 2 spear (close/near) +2 (1d6) or 1 longbow (far) +1 (1d8), MV double near, S +2, D +1, C +1, I +0, W +2, Ch +1, AL N, LV 3

CENTIPEDE, GIANT

Blood-red, feathery centipedes the size of a human arm. Their bite injects a burning poison that cramps muscles.

AC 11, HP 4, ATK 1 bite +1 (1d4 + poison), MV near (climb), S -3, D +1, C +0, I -4, W -3, Ch -4, AL N, LV 1

Poison. DC 12 CON or paralyzed 1d4 rounds.

CENTIPEDE, SWARM

A crawling mass of weaving, sinuous centipedes.

AC 11, HP 18, ATK 3 bite +1 (1d4 + poison), MV near (climb), S -3, D +1, C +0, I -4, W -3, Ch -4, AL N, LV 4

Poison. DC 12 CON or paralyzed 1d4 rounds.

CHIMERA

A monstrous beast with a half-goat, half-lion body, wide dragon wings, and the heads of a goat, lion, and dragon.

AC 16, HP 49, ATK 4 rend +7 (2d8) and 1 fire breath, MV double near (fly), S +5, D +4, C +4, I -3, W +2, Ch -1, AL C, LV 10

Fire Breath. Fills a near-sized cube extending from chimera. DC 15 DEX or 4d6 damage.



CHUUL

Brown, horse-sized lobster bugs with tentacles and pincers.

AC 15, HP 25, ATK 2 pincer +4 (1d8 + grab), MV near (swim), S +3, D -1, C +3, I -1, W +1, Ch -2, AL C, LV 5

Grab. DC 15 STR or held in pincer. DC 15 STR on turn to break free.

CLOAKER

A midnight blue manta ray with a bony tail and crescent-shaped maw above its belly. It swoops through deep, lightless caverns.

AC 13, HP 28, ATK 3 lash +4 (1d8) or 1 screech, MV near (fly), S +2, D +3, C +1, I +1, W +1, Ch +0, AL C, LV 6

Phantoms. 1/day, in place of attacks. Create 3 illusory duplicates that disappear when hit. Determine randomly if an attack hits cloaker or illusions.

Screech. Enemies within double near DC 15 WIS or DISADV on attacks and checks 1d4 rounds.

COCKATRICE

A molting, lizard-chicken hybrid with a crimson, razorlike crest.

AC 11, HP 14, ATK 1 bite +1 (1d4 + petrify), MV near (fly), S -2, D +1, C +1, I -3, W +1, Ch -3, AL N, LV 3

Petrify. DC 12 CON or petrified.

COUATL

A human-sized snake with scales made of jewels and a corona of iridescent feathers.

AC 16, HP 42, ATK 3 bite +6 (2d6 + poison), MV near (fly), S +2, D +3, C +2, I +4, W +4, Ch +5, AL L, LV 9

Change Shape. In place of attacks, transform into any similarly-sized creature.

Poison. DC 15 CON or fall into natural, deep sleep for 1d8 hours.

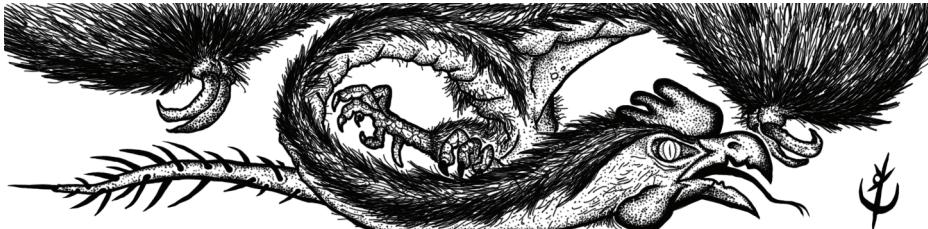
Restore. In place of attacks, touch one creature to remove a curse, affliction, or heal 3d8 HP.

CRAB, GIANT

A wagon-sized, armored crab with two crushing pincers.

AC 15, HP 24, ATK 2 pincer +4 (1d8 + crush), MV near (swim), S +3, D +0, C +2, I -3, W +0, Ch -3, AL N, LV 5

Crush. DC 15 STR or target takes 1d8 damage.



CROCODILE

Fat, scaly reptiles with stumpy legs and long, thrashing tails.

AC 14, HP 20, ATK 2 bite +3 (1d8), MV near (swim), S +3, D +1, C +2, I -2, W +1, Ch -2, AL N, LV 4

CULTIST

A cloaked, wild-eyed zealot chanting the guttural prayers of a dark god.

AC 14 (chainmail + shield), HP 9, ATK 1 longsword +1 (1d8) or 1 spell +2, MV near, S +1, D -1, C +0, I -1, W +2, Ch +0, AL C, LV 2

Fearless. Immune to morale checks.

Deathtouch (WIS Spell). DC 12. 2d4 damage to one creature within close.

CYCLOPS

Reclusive, one-eyed giants towering 20' high. They live simply on remote farmlands.

AC 11 (leather), HP 38, ATK 2 greatclub +7 (2d8) or 1 rock (far) +5 (1d12), MV double near, S +5, D +0, C +2, I -1, W -2, Ch +0, AL C, LV 8

DARKMANTLE

A floating, black octopus with rows of red eyes and a webbed skirt of tentacles.

AC 13, HP 4 ATK 1 bite +3 (1d4) or 1 darkness, MV near (fly), S -2, D +3, C +0, I -3, W +0, Ch -3, AL N, LV 1

Darkness. Extinguish all light sources in near.



DEEP ONE

Cultish, amphibious fish-people with bulbous eyes. They lurk in deep water and sunless caverns.

AC 13, HP 10, ATK 2 spear (close/near) +2 (1d6), MV near (swim), S +2, D +1, C +1, I -2, W +0, Ch -2, AL C, LV 2

Sunblind. Blinded in bright light.

DEMONS

Demons are Chaos incarnate, born from the violent roil and madness of the Dark Realms. They watch from the liminal space between worlds, hoping to find a way into the Light Realms to wreak destruction.

Most demons are utterly unique in their powers and can take any form. However, some lesser demons share a common appearance and set of abilities. The most recognized of these lesser demons are listed here.

DEMON, BALOR

Colossal, horned bat-beasts wreathed in the flames of hell itself. Their mighty swords and cracking whips of fire can slice through stone.

AC 19, HP 77, ATK 3 greatsword +10 (2d12 + hellfire) and 1 fire whip (near) +10 (2d6 + grab), **MV** double near (fly), **S +6, D +2, C +5, I +4, W +3, Ch +4, AL C, LV 16**

Impervious. Fire immune. Only damaged by magical sources.

Grab. DC 18 STR or target bound in whip. 2d6 damage per round held, DC 18 STR on turn to break free. In place of fire whip attack, balor can fling a grabbed target double near on its turn.

Hellfire. DC 18 DEX or 2d8 damage per round until flames extinguished.

DEMON, DRETCH

Green, pig-faced demons with thick claws and an oily stench.

AC 12, HP 11, ATK 1 claw +2 (1d6) or 1 gas, **MV** near, **S +2, D +0, C +2, I -2, W -1, Ch -3, AL C, LV 2**

Gas. All in near DC 12 CON or blinded for 1d4 rounds.

DEMON, GLABREZU

Horse-headed, fanged creatures who walk upright and have four arms; two shriveled, and two ending in hulking pincers.

AC 15, HP 40, ATK 2 pincer +7 (2d8 + crush), **MV** near, **S +4, D +1, C +4, I +3, W +2, Ch +2, AL C, LV 8**

Crush. DC 15 STR or target takes 2d8 damage.



DEMON, MARILITH

Hissing, armored women with six limbs and the lower bodies of giant snakes. Six whirling blades flash in their hands.

AC 17 (plate mail), **HP 43**, **ATK 6** longsword +7 (1d8), **MV** near (climb), **S +5**, **D +4**, **C +3**, **I +3**, **W +3**, **Ch +4**, **AL C**, **LV 9**

Parry. Trade 2 longsword attacks next round to deflect a melee attack that would hit.

DEMON, VROCK

Wagon-sized, filthy vultures with four limbs, midnight-blue skin, and a rash of mangy feathers.

AC 14, **HP 24**, **ATK 2** talons +4 (1d8) or 1 screech, **MV** near (fly), **S +2**, **D +2**, **C +2**, **I -1**, **W +1**, **Ch +0**, **AL C**, **LV 5**

Carrión Mist. Each time vrock is hit, 3:6 chance of carrión mist in near-sized cube centered on vrock. All enemies DC 15 CON or violent vomiting 1d4 rounds.

Screech. All enemies in double near DC 12 WIS or DISADV on checks and attacks for 1d4 rounds.

DEVILS

Devils are the vile reflection of angels, forming the unholy hosts of chaotic gods and sovereign archdevils. Their endless wars rage across the blasted layers of hell, fed by the constant influx of evil souls that turn into devils.

ARCHDEVIL

A stunningly beautiful, horned human with burning, red eyes and a halo of seven black stars. Two stitched-up gashes weep blood from its shoulder blades.

AC 19, HP 76, ATK 4 iron scepter +10 (3d10) or 1 soulbind, MV far (teleport), S +5, D +4, C +4, I +5, W +4, Ch +7, AL C, LV 16

Impervious. Fire immune. Only damaged by magical sources.

Crown of Darkness. All hostile spells are reflected at caster with a spellcasting check less than 20.

Soulbind. All targets within near DC 20 CHA or fall under control of archdevil for 1d4 rounds. DC 20 CHA on turn to end the effect.

Tiny **imps** and beautiful **cubi** secure humanoid souls with promises of power or delight. **Barbed** and **horned devils** are hell's cruel soldiers; darkly angelic **erinyes** are its generals. Wicked **archdevils** rule over all.

DEVIL, BARBED

Lanky, green-mottled fiends bristling with hooked spines.

AC 13, HP 14, ATK 2 spine (near) +3 (1d6 + barb) or 1 fire blast (far) +3 (1d8), MV near, S +2, D +3, C +1, I +1, W +1, Ch +1, AL C, LV 3

Barb. Each spine sticks, dealing 1d4 damage each round. DC 12 STR check on turn to remove.



DEVIL, CUBI

Entrancing humanoids with bat wings and devilish charm.

AC 14, HP 29, ATK 1 kiss +4 (1d6 + drain) or 1 charm, MV near (fly), S +2, D +4, C +2, I +3, W +2, Ch +5, AL C, LV 6

Change Shape. In place of attacks, transform into any similarly-sized humanoid.

Charm. One humanoid in near DC 15 CHA or bewitched by cubi for 1d6 hours.

Drain. The target takes 1d6 WIS damage. A target reduced to 0 WIS this way swears its soul to an archdevil.

DEVIL, ERINYES

Raven-winged, resplendent beings in polished, black armor and helms with curved horns.

AC 17 (+1 plate mail), HP 43, ATK 3 greatsword +8 (1d12) or 2 longbow (far) +8 (1d8 + poison), MV double near (fly), S +4, D +4, C +3, I +4, W +4, Ch +5, AL C, LV 9

Poison. DC 15 CON or target's eyes go jet black and it turns on its allies for 1d4 rounds. DC 15 WIS on turn to end effect.

DEVIL, HORNED

Iron-scaled hellions as big as ogres with weighty ram horns, lashing tails, and leathery wings. They are opportunistic and craven in battle.

AC 16, HP 35, ATK 2 burning trident (near) +7 (2d6) or 1 fire blast (far) +4 (2d8), MV double near (fly), S +5, D +2, C +4, I +2, W +1, Ch +2, AL C, LV 7

Iron Hide. Half damage from non-magical weapons.

DEVIL, IMP

Cat-sized, red devils with oversized wings and tail, tiny horns, and cowardly demeanors.

AC 13, HP 9, ATK 1 stinger +3 (1d4 + poison), MV near (fly), S -2, D +3, C +0, I +1, W +0, Ch +2, AL C, LV 2

Impervious. Fire immune.

Contract. Can grant mighty boons and patronage on behalf of an archdevil in exchange for a sworn soul. ADV on related Charisma checks.

Poison. DC 12 CON or fitful sleep for 1d4 hours.

DINOSAURS

BRACHIOSAURUS

Colossal, long-necked tree grazers. Slow and peaceful.

AC 13, HP 57, ATK 3 stomp +7 (2d10), MV double near, S +6, D -1, C +3, I -3, W +1, Ch -3, AL N, LV 12

PLESIOSAURUS

Aquatic reptiles as big as elephants. Flat flippers and narrow, toothy maws on long necks.

AC 13, HP 30, ATK 2 bite +5 (2d8), MV double near (swim), S +4, D +3, C +3, I -3, W +1, Ch -3, AL N, LV 6

PTERODACTYL

Long-beaked beasts with wide, triangular wings. Large enough to carry off a human.

AC 14, HP 20, ATK 2 beak +4 (1d8 + grab), MV double near (fly), S +2, D +4, C +2, I -2, W +1, Ch -3, AL N, LV 4

Grab. DC 15 STR or held. DC 15 STR on turn to break free.

TRICERATOPS

Plodding herbivores with a wide, bony skull frill and three horns.

AC 17, HP 35, ATK 2 horns +6 (1d10) or 1 charge, MV near, S +4, D -1, C +4, I -3, W +1, Ch -3, AL N, LV 7

Charge. Move up to double near in straight line and make 1 horn attack. If hit, x3 damage.

TYRANNOSAURUS

Towering, bipedal lizards with a massive head, jaws, and neck.

AC 13, HP 44, ATK 3 bite +8 (2d12), MV double near, S +5, D +1, C +4, I -3, W +1, Ch -3, AL N, LV 9

VELOCIRAPTOR

Fast, turkey-sized raptors with vicious toe claws. Pack hunters.

AC 13, HP 10, ATK 1 claw +3 (1d6), MV double near, S -1, D +3, C +1, I -2, W +1, Ch -3, AL N, LV 2

Clever. +1d4 damage when attacking with surprise.



DJINNI

Azure-blue, jovial humanoids made of air and roiling wind. Infused with potent magic.

AC 14, HP 48, ATK 3 scimitar +7 (1d12) or 1 whirlwind, MV double near (fly), S +4, D +4, C +3, I +4, W +3, Ch +3, AL N, LV 10

Impervious. Only damaged by magical sources.

Whirlwind. Transform into a lashing tornado. All enemies within near DC 18 DEX or thrown 2d100 feet in a random direction.

Wish. Cast *wish* once a week for a mortal, no spellcasting check.

DOPPELGANGER

Gray, featureless humanoids that delight in sowing chaos.

AC 12, HP 20, ATK 1 dagger (close/near) +2 (1d4), MV near, S +1, D +2, C +2, I +1, W +0, Ch +4, AL C, LV 4

Change Shape. In place of attacks, transform into any similarly-sized humanoid.

Telepathy. Can secretly hear the surface thoughts of all humanoids within near.

DRAGONS

Dragons are winged, formidable reptiles who carry the ancient magic of the land in their blood. Evil dragons are vain and cunning, while good dragons are noble and sagacious. They can live for many thousands of years.

All dragons love treasure and hoard it in their remote, well-protected lairs deep within their favored environ. A dragon's lair has its level $\times 100$ in gold pieces and 1d4 items from the 80-100 range on its treasure table.

DRAGON, DESERT

The smell of ozone precedes this desert-dwelling dragon. Its dazzling scales of brass and lapis lazuli shimmer in the baking heat.

AC 17, HP 61, ATK 3 rend +9 (2d10 or 1 lightning breath, **MV** double near (fly), **S** +5, **D** +3, **C** +3, **I** +4, **W** +5, **Ch** +5, **AL L**, **LV 13**

Stormblood. Electricity immune.

Lightning Breath. A straight line (5' wide) extending double near from dragon. DC 15 DEX or 4d8 damage (DISADV on check if wearing metal armor).

Mirage. 1/day, in place of attacks. Create 3 illusory duplicates that disappear when hit. Determine randomly if an attack hits dragon or illusions.

DRAGON, FIRE

Blood-red scales cover the hide of this mighty, volcanic wyrm. Leaping flames glow at the back of its throat.

AC 18, HP 80, ATK 4 rend +11 (2d12) or 1 fire breath, **MV** double near (fly), **S** +6, **D** +5, **C** +4, **I** +4, **W** +4, **Ch** +5, **AL C**, **LV 17**

Fireblood. Fire immune.

Fire Breath. Fills a double near-sized cube extending from dragon. DC 15 DEX or 6d10 damage.



DRAGON, FOREST

The smell of wet loam follows this dragon. Its jade scales bristle with barbed thorns.

AC 16, HP 58, ATK 3 rend +8 (2d8) or 1 poison breath, MV double near (fly), S +4, D +3, C +4, I +3, W +3, Ch +4, AL N, LV 12

Animate Plants. 1/day, in place of attacks. Vines grab at all enemies within double near of dragon. DC 15 DEX or unable to move 1d4 rounds.

Poison Breath. Fills a near-sized cube extending from dragon. DC 15 CON or 3d8 damage.

DRAGON, FROST

Prismatic ice lines the horns, spines, and wings of this pearly dragon. Clouds of steam hiss from its ice-rimed jaws.

AC 17, HP 68, ATK 4 rend +9 (2d10) or 1 ice breath, MV double near (fly), S +4, D +3, C +5, I +3, W +4, Ch +3, AL N, LV 14

Frostblood. Cold immune.

Ice Breath. Fills a double near-sized cube extending from dragon. DC 15 DEX or 4d8 damage and frozen for 1 round.

DRAGON, SEA

A warm sea breeze blows around this amphibious, gold-scaled wyrm. A beard of tendrils covers its snout, and a blue mane billows along its neck.

AC 17, HP 76, ATK 4 rend +10 (2d10) or 1 steam breath or 1 water spout, MV double near (fly, swim), S +5, D +6, C +4, I +4, W +5, Ch +5, AL L, LV 16

Steam Breath. Fills a double near-sized cube extending from dragon. DC 15 DEX or 4d12 damage.

Water Spout. Fills a near-sized cube within far. DC 15 STR or creatures inside flung 2d100 feet in a random direction.

DRAGON, SWAMP

This black, wingless beast slithers through dank swamps.

AC 16, HP 58, ATK 3 rend +8 (2d10) or 1 smog breath, MV double near (burrow, swim), S +5, D +3, C +4, I +4, W +3, Ch +3, AL C, LV 12

Smog Breath. Fills a near-sized cube extending from dragon. DC 15 CON or 2d10 damage and blinded for 1 round.

DROW

Lithe, subterranean elves with ebon skin, white hair, and red eyes that see in the dark. They are stealthy and cunning.

Drow live in strikingly decadent, matriarchal societies centered around the worship of their cruel spider-demon goddess.

DROW

A graceful, shadowy elf that pounces like a spider.

AC 16 (mithral chainmail), **HP** 9,
ATK 1 poison dart (near) +3 (1d4
+ poison) or 1 longsword +1 (1d8),
MV near, **S** +0, **D** +3, **C** +0, **I** +1, **W**
+1, **Ch** +1, **AL** C, **LV** 2

Poison. DC 15 CON or sleep.

Sunblind. Blinded in bright light.

DROW, DRIDER

A monstrosity with the body of a giant spider and torso of a drow.

AC 16 (mithral chainmail), **HP** 29,
ATK 3 longsword +3 (1d8) or 2
longbow (far) +3 (1d8 + poison),
MV near (climb), **S** +3, **D** +3, **C** +2,
I +2, **W** +2, **Ch** +0, **AL** C, **LV** 6

Poison. DC 15 CON or paralyzed
1d4 rounds.

Sunblind. Blinded in bright light.

DROW, PRIESTESS

A statuesque female drow with a crown of metal spider webs and an imperious gaze.

AC 16 (mithral chainmail), **HP** 28,
ATK 3 snake whip (near) +4 (1d8
+ poison) or 1 spell +4, **MV** near,
S +2, **D** +3, **C** +1, **I** +3, **W** +4, **Ch** +3,
AL C, **LV** 6

Poison. DC 15 CON or paralyzed
1d4 rounds.

Sunblind. Blinded in bright light.

Snuff (WIS Spell). DC 12.

Extinguish all light sources (even magical) within near.

Summon Spiders (WIS Spell).

DC 14. Summon 2d4 loyal giant spiders that appear within near. They stay for 5 rounds.

Web (WIS Spell). DC 13. A near-sized cube of webs within far immobilizes all inside it for 5 rounds. DC 15 STR on turn to break free.



DRYAD

A coy, emerald-skinned fey covered in leaves. It bonds with and protects a tree.

AC 13, HP 19, ATK 1 staff -1 (1d4) or 1 charm, MV near, S -1, D +2, C +1, I +1, W +3, Ch +4, AL N, LV 4

Charm. Near, one creature, DC 14 CHA or friendship for 1d8 days.

Meld. Step inside bonded tree.

DRUID

A wizard of the wilds holding a knotted staff and wearing a mossy cloak of deep viridian.

AC 11, HP 31, ATK 1 staff +0 (1d4) or 2 spell +5, MV near, S +0, D +1, C +0, I +4, W +3, Ch +0, AL N, LV 7

Barkskin (INT Spell). Self. DC 13. AC becomes 15 for 5 rounds.

Conjure Flames (INT Spell). DC 12. One target in far takes 2d6 damage.

Imbue (INT Spell). Self. DC 13. Staff becomes a +3 magic weapon for 10 rounds.

Summon Bear (INT Spell). DC 14. Summon a loyal brown bear that appears within near. It stays for 5 rounds.

Thunderclap (INT Spell). DC 13. Fills a near-sized cube extending from druid. Creatures within are thrown 2d20 feet in a random direction.

DUERGAR

Gray-skinned, greedy dwarves with bald pates and white beards. They dwell in somber castles deep within the earth filled with stolen treasures and enslaved prisoners.

AC 15 (chainmail + shield), HP 12, ATK 1 war pick +2 (1d6), MV near, S +2, D +0, C +3, I +0, W -1, Ch -1, AL C, LV 2

Enlarge. 1/day, +1d6 damage on melee attacks and ADV on STR checks for 3 rounds.

Invisibility. 1/day, turn invisible for 3 rounds. Ends if duergar attacks.

Sunblind. Blinded in bright light.



DUNG BEETLE, GIANT

A trundling, barrel-sized beetle with a T-shaped horn.

AC 13, HP 10, ATK 1 horn +1 (1d4 + knock), MV near, S +1, D -1, C +1, I -3, W -1, Ch -3, AL N, LV 2

Knock. DC 9 STR or pushed a close distance and fall down.

EFREETI

Blood-red, towering humanoids formed of lava and ash. Short, black horns and snarling grins.

AC 15, HP 43, ATK 3 scimitar +8 (2d10) or 2 fire bolt (far) +5 (2d6), MV near (fly), S +5, D +2, C +3, I +3, W +2, Ch +3, AL C, LV 9

Impervious. Only damaged by magical sources. Fire immune.

Wall of Flame. 1/day, 20' high curtain of fire, double near length. Touching it deals 4d8 damage. Lasts 2d4 rounds.

Wish. Cast *wish* once a week for a mortal, no spellcasting check.

ELEMENTALS

Elementals are semi-humanoid beings of pure energy that speak rudimentary Primordial. Earth and air are anathema to each other, as are fire and water.

Lesser elementals are LV 6 and their slam deals 2 dice of damage. **Greater elementals** are LV 9 and their slam deals 3 dice of damage.

ELEMENTAL, AIR

A howling tornado of wind.

AC 16, HP 29/42, ATK 3 slam +7
(2d6/3d6) or 1 whirlwind, **MV**
double near (fly), **S +3, D +5, C +2,**
I -2, W +1, Ch -2, AL N, LV 6/9

Impervious. Only damaged by magical sources.

Whirlwind. All within close DC 15 DEX or flung 2d20 feet in random direction.

ELEMENTAL, EARTH

A thundering pillar of earth.

AC 17, HP 31/44, ATK 3 slam +7
(2d8/3d8) or 1 avalanche, **MV**
near (burrow), **S +5, D +0, C +4,**
I -2, W +1, Ch -2, AL N, LV 6/9

Impervious. Only damaged by magical sources.

Avalanche. All within close DC 15 STR or entombed for 1d4 rounds under mounds of earth.

ELEMENTAL, FIRE

A roaring column of flames.

AC 15, HP 30/43, ATK 3 slam +6
(2d10/3d10) or 1 inferno, **MV** near (fly), **S +4, D +3, C +3, I -2, W +1, Ch -2, AL N, LV 6/9**

Impervious. Only damaged by magical sources. Fire immune.

Inferno. All within near DC 15 DEX or 3d8 damage.

ELEMENTAL, WATER

A crashing vortex of water.

AC 15, HP 29/42, ATK 3 slam +6
(2d6/3d6) or 1 whirlpool, **MV**
double near (swim), **S +4, D +2, C +2, I -2, W +1, Ch -2, AL N, LV 6/9**

Impervious. Only damaged by magical sources.

Whirlpool. All within close DC 15 STR or immobilized inside water elemental (treat as underwater). DC 15 STR on turn to escape.



ELEPHANT

Mighty mammals with tough hide, flappy ears, and a trunk.

AC 14, HP 34, ATK 2 tusks +6 (1d8), MV near, S +5, D +0, C +3, I -2, W +1, Ch +0, AL N, LV 7

Charge. Move up to double near in straight line and make 1 tusks attack. If hit, x3 damage.



ELF

Ethereal, ageless fey-people infused with ancient magic.

AC 13, HP 9, ATK 1 longbow (far) +3 (1d8) or 1 longsword +1 (1d8), MV near, S +0, D +3, C +0, I +1, W +1, Ch +1, AL L, LV 2

Feyblood. ADV on DEX checks while in the natural wilds.



ETTERCAP

Bipedal, eight-eyed spiderfolk with spindly legs and purple fur.

AC 12, HP 14, ATK 2 bite +2 (1d6) or 1 poison web (near) +2, MV near (climb), S +0, D +2, C +1, I +0, W +0, Ch -1, AL C, LV 3

Poison Web. One target stuck in place and 1d4 damage/round. DC 12 DEX on turn to escape.



FAIRY

Miniature fey folk with fluttering moth or butterfly wings.

AC 13, HP 4, ATK 1 needle +3 (1 + poison), MV near (fly), S -2, D +3, C +0, I +1, W +0, Ch +1, AL N, LV 1

Poison. DC 12 CON or fall into deep sleep for 1d4 hours.



FROG, GIANT

Human-sized frogs with warty skin and long, sticky tongues.

AC 12, HP 10, ATK 1 tongue and 1 bite +2 (1d6), MV near (swim), S +2, D +2, C +1, I -3, W +0, Ch -3, AL N, LV 2

Tongue. 1 creature in near DC 12 DEX or pulled to close range.



GARGOYLE

Leering, winged fiends that look like stone statues. They can hold perfectly still for long stretches of time.

AC 16, HP 20, ATK 2 claw +3 (1d6), MV near (fly), S +3, D +1, C +2, I +0, W +1, Ch -1, AL C, LV 4

Impervious. Only damaged by magical sources.

GELATINOUS CUBE

A translucent cube of slime that silently mows through tunnels.

AC 11, HP 24, ATK 1 touch +4 (1d8 + toxin + engulf), MV near, S +3, D +1, C +2, I -4, W +1, Ch -4, AL N, LV 5

Engulf. DC 12 STR or trapped inside cube. Touch attack auto-hits engulfed targets each round. DC 12 STR on turn to escape. Fail checks if paralyzed.

Rubberly. Half damage from stabbing weapons.

Toxin. DC 15 CON or paralyzed 1d4 rounds.

GHOST

A wavering spirit with a face contorted in rage or sadness.

AC 13, HP 27, ATK 2 death touch +5 (1d8 + life drain) or 1 possess, MV near (fly), S -2, D +3, C +0, I +0, W +0, Ch +4, AL C, LV 6

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Incorporeal. In place of attacks, become corporeal or incorporeal.

Life Drain. 1d4 CON damage. Death if reduced to 0 CON.

Possess. Must be corporeal. One target, close range. Contested CHA check. If ghost wins, it inhabits target's body and controls it for 2d4 rounds.

GHAST

Greater ghouls who retain the intelligence they had in life.

AC 11, HP 20, ATK 2 claw +4 (1d8 + paralyze), MV near, S +3, D +1, C +2, I +0, W +0, Ch +2, AL C, LV 4

Undead. Immune to morale checks.

Carrion Stench. Living creatures DC 12 CON the first time within near or DISADV on attacks and spellcasting for 5 rounds.

Paralyze. DC 12 CON or paralyzed 1d4 rounds.

GOBLIN

Gray-skinned, slavering undead with whipping tongues and flat, reptilian faces.

AC 11, HP 11, ATK 1 claw +2 (1d6 + paralyze), MV near, S +2, D +1, C +2, I -3, W -1, Ch +0, AL C, LV 2

Undead. Immune to morale checks.

Paralyze. DC 12 CON or paralyzed 1d4 rounds.

GIANTS

Giants once ruled the earth long ago, warring with dragons for supremacy over the seas and skies. But the weariness of eons eventually caused their glorious societies to erode. Now, they live in reclusive clans, wary of outsiders and withdrawn from the younger civilizations.

Hill and goat giants are brutish louts who ally with goblinkind. Fire giants build enclaves in volcanoes, frost giants in frozen wastes. Stone giants live deep underground, while cloud giants occupy lofty mountain castles. Mighty storm giants dwell in majestic, deep-sea strongholds.

GIANT, CLOUD

Pale, angular giants with blue-gray hair, light eyes, and silk robes. They do not allow outsiders into their enclaves.

AC 15 (leather), **HP** 48, **ATK** 3 morningstar +9 (2d10), **MV** double near, **S** +5, **D** +4, **C** +3, **I** +3, **W** +3, **Ch** +3, **AL** N, **LV** 10

Alert. ADV on checks to detect sneaking or hiding creatures.

GIANT, FIRE

Bulky, muscled giants with coppery skin and red hair. Heavily armored in iron plate mail studded with bronze rivets.

AC 15 (plate mail), **HP** 44, **ATK** 3 greatsword +9 (2d12), **MV** double near, **S** +6, **D** +0, **C** +4, **I** +1, **W** +2, **Ch** +1, **AL** C, **LV** 9

Fireblood. Fire immune.



GIANT, FROST

Blue-skinned warriors with broad shoulders and braided hair. They sound war horns during their frequent raids to pillage nearby settlements.

AC 14 (chainmail), **HP** 44, **ATK** 3 greataxe +8 (2d10), **MV** double near, **S** +5, **D** +1, **C** +4, **I** +2, **W** +3, **Ch** +2, **AL** C, **LV** 9

Frostblood. Cold immune.

GIANT, STONE

Lean, sinewy giants with stony skin and deep-set eyes. They are quiet and poised, often sitting motionless for days at a time.

AC 17, **HP** 40, **ATK** 2 greatclub +7 (2d8) or 1 boulder (far) +7 (2d10), **MV** double near, **S** +4, **D** +2, **C** +4, **I** +1, **W** +1, **Ch** -1, **AL** N, **LV** 8

Stone Hide. Half damage from stabbing and cutting weapons.

GIANT, GOAT

Highland-dwelling, barbaric giants with goatlike legs, horns, and horizontal pupils.

AC 12 (leather), **HP** 39, **ATK** 2 greatclub +7 (2d8) or 1 boulder (far) +7 (2d10), **MV** double near (climb), **S** +4, **D** +1, **C** +3, **I** -2, **W** +0, **Ch** -2, **AL** C, **LV** 8

GIANT, STORM

Regal titans with sea-green skin, flowing white hair, and thundering voices. They breathe water as easily as air.

AC 15 (mithral chainmail), **HP** 58, **ATK** 3 greatsword +10 (2d12) or 1 lightning bolt, **MV** double near (swim), **S** +6, **D** +2, **C** +4, **I** +3, **W** +4, **Ch** +4, **AL** L, **LV** 12

Stormblood. Electricity immune.

Lightning Bolt. 3/day, 5' wide line extending far from giant. All creatures in line DC 15 DEX or 5d10 damage. DISADV on check if in water.

GIANT, HILL

Fleshy hulks with leathery skin and broad, sloping foreheads. Cruel, boorish, and dim-witted.

AC 11 (leather), **HP** 34, **ATK** 2 greatclub +6 (2d8) or 1 boulder (far) +6 (2d10), **MV** double near, **S** +4, **D** +0, **C** +3, **I** -2, **W** -2, **Ch** -2, **AL** C, **LV** 7



GIBBERING MOUTHERS

Crawling masses of slime with dozens of screeching, lipless mouths and wet eyeballs.

AC 8, HP 21, ATK 2 bite +3 (1d8 + latch), MV near (climb, swim), S +2, D -2, C +3, I -3, W +0, Ch -3, AL N, LV 4

Gibbering. Creatures within near DC 12 WIS on turn or take a random action (d8): **1-3.** do nothing, **4-5.** move in random direction, **6-7.** attack nearest creature, **8. flee.**

Latch. Attach to bitten target; bites auto-hit next round. DC 12 STR on turn to tear off.

GLADIATOR

Veteran warriors seasoned in arena fights to the death.

AC 16 (chainmail + shield), HP 15, ATK 2 longsword +3 (1d8) or 1 spear (close/near) +3 (1d6), MV near, S +2, D +1, C +2, I +0, W +0, Ch +1, AL N, LV 3

GNOLL

Barbaric, opportunistic hyena-folk who range in large packs.

AC 12 (leather), HP 10, ATK 1 spear (close/near) +1 (1d6) or 1 longbow (far) +1 (1d8), MV near, S +1, D +1, C +1, I -1, W +0, Ch -1, AL C, LV 2

Rage. 1/day, immune to morale checks, +1d4 damage (3 rounds).

GNOME, DEEP

Gray-skinned, white-haired fey the size of halflings. They hunt for gems and rare cave flora.

AC 14 (leather + shield), HP 14, ATK 1 pick +3 (1d6) or 1 dart (near) +2 (1d4), MV near, S +2, D +1, C +1, I +1, W +1, Ch +1, AL L, LV 3

Stone Meld. 2/day, underground only. Turn invisible for 3 rounds.

GOBLINS

Goblins are the smallest and most numerous of the goblinoids, often serving hobgoblins, bugbears, or even hill giants as replaceable lackeys.

They live in filthy, subterranean warrens built of scavenged materials. The **goblin boss** rules by cruelty and strength, and the **shaman** wields cryptic sorcery.



GOBLIN

A short, hairless humanoid with green skin and pointy ears.

AC 11, HP 5, ATK 1 club +0 (1d4) or 1 shortbow (far) +1 (1d4), MV near, S +0, D +1, C +1, I -1, W -1, Ch -2, AL C, LV 1

Keen Senses. Can't be surprised.

GOBLIN, SHAMAN

A swaying, chanting goblin wearing necklaces of teeth and a robe of musty rat pelts.

AC 12 (leather), HP 19, ATK 1 staff +0 (1d4) or 1 spell +3, MV near, S +0, D +1, C +1, I +0, W +2, Ch +1, AL C, LV 4

Keen Senses. Can't be surprised.

GOBLIN, BOSS

A scarred goblin with knotted muscles and a crown of iron.

AC 14 (chainmail), HP 20, ATK 1 spear (close/near) +3 (1d6), MV near, S +2, D +1, C +2, I -1, W +0, Ch +1, AL C, LV 4

Keen Senses. Can't be surprised.

Bug Brain (WIS Spell). DC 13.

Near range, one target. Target's INT drops to 1 for 1d4 rounds.

Skitter (WIS Spell). DC 12. Self. Climb like a spider for 5 rounds.

Stink Bomb (WIS Spell). DC 12. One target within far 2d4 damage and DC 12 CON or DISADV on next check/attack.

GOLEMS

Creatures constructed from various materials and imbued with a rudimentary sentience.

Making a golem requires rare, expensive materials and a series of complicated rituals.

GOLEM, CLAY

A towering, faceless humanoid shaped from glistening clay.

AC 14, HP 40, ATK 3 slam +6 (1d8), MV near, S +4, D +0, C +4, I -2, W +0, Ch -2, AL N, LV 8

Golem. Immune to damage from fire, cold, electricity, or non-magical sources. Healed by acid.

Curse. Slam damage can only be healed by level 5+ priest.

GOLEM, IRON

A bulky iron suit that squeals and sparks with each step.

AC 19, HP 49, ATK 3 slam +8 (2d8) or 1 poison breath, MV near, S +5, D -1, C +4, I -2, W +0, Ch -2, AL N, LV 10

Golem. Immune to damage from cold or non-magical sources. Healed by fire.

Poison Breath. All within near, DC 15 CON or 8d6 damage.

GOLEM, FLESH

A ghastly monstrosity made of sewn-together corpses.

AC 9, HP 35, ATK 3 slam +6 (1d8), MV near, S +4, D -1, C +4, I -1, W +1, Ch -3, AL N, LV 7

Golem. Immune to damage from fire, cold, or non-magical sources. Healed by electricity.

Berserk. When at or below 20 HP, +1 slam attack and slams deal double damage.

GOLEM, STONE

A wide-limbed, lumbering statue that shakes the ground.

AC 18, HP 40, ATK 3 slam +6 (1d10) and 1 slow, MV near, S +4, D -1, C +4, I -2, W +0, Ch -2, AL N, LV 8

Golem. Immune to damage from fire, cold, electricity, or non-magical sources.

Slow. Far range, one target. DC 15 CON or speed halved 1d4 rds.

GORGON

A snorting bull made entirely of iron plating. A cloud of green fog billows from its nostrils.

AC 18, HP 33, ATK 2 gore +6 (2d8) or 1 charge or 1 petrifying breath,
MV double near, **S +4, D +0, C +2, I -3, W +1, Ch -3, AL C, LV 7**

Charge. Move up to double near in straight line and make 1 gore attack. If hit, x3 damage.

Petrifying Breath. Fills a near-sized cube extending from gorgon. DC 15 CON or petrified (gorgons immune).



GORILLA

Mighty, jungle-dwelling apes.

AC 12, HP 20, ATK 2 rend +5 (2d6),
MV near (climb), **S +4, D +2, C +2, I -1, W +1, Ch -1, AL N, LV 4**

GRAY OOZE

Slick puddles the color of stone.

AC 11, HP 9, ATK 1 tentacle +2 (1d6), **MV** near (climb), **S +1, D +1, C +0, I -4, W -3, Ch -4, AL N, LV 2**

Impervious. Immune to damage from acid, cold, or fire.

Corrosive. Nonmagical metal that touches the ooze dissolves on a d6 roll of 1-3.

GRICK

A huge worm with four suckered tentacles and a snapping beak.

AC 14, HP 19, ATK 1 beak +3 (1d8) and 1 tentacle +3 (1d6 + grab), **MV** near (climb), **S +3, D +2, C +1, I -3, W +1, Ch -3, AL N, LV 4**

Camouflage. Hard to see in cave terrain or rocks.

Grab. Target is immobilized. DC 15 Strength check on turn to break free.

GRIFFON

Winged hunters with the head of an eagle and body of a lion. Their favored food is horses.

AC 12, HP 19, ATK 2 rend +4 (1d10), MV double near (fly), S +4, D +2, C +1, I -3, W +1, Ch -1, AL N, LV 4

GRIMLOW

A tall, oval-shaped mammal. A giant, half-moon maw hides on its belly beneath its gray fur.

AC 12, HP 43, ATK 1 grab and 3 bite +6 (2d8), MV near, S +4, D +2, C +3, I -3, W +1, Ch -2, AL N, LV 9

Grab. One target in near DC 15 STR or wrapped in grimlow's tongue and pulled into its mouth. Bite attacks automatically hit the target. Can only grab 1 target at a time. DC 15 STR on turn to break free.

GUARD

A sentry equipped with sturdy weapons and armor.

AC 15 (chainmail + shield), HP 4, ATK 1 spear (close/near) +1 (1d6) or 1 longsword +1 (1d8), MV near, S +1, D +0, C +0, I +0, W +1, Ch +0, AL L, LV 1



HAGS

Sinister crones who rose out of the black bogs of the Unseelie realms long ago. They are wretched beings of hatred and evil, suffused with cursed magic.

Sea hags haunt dank ocean caves and grottoes. **Night hags** are drawn to places of depravity and woe, while **weald hags** fester in deep, boggy woods.

HAG, NIGHT

A purple-skinned, stooped woman with stringy, white hair and a mouth full of iron teeth.

AC 14, HP 37, ATK 2 bite +6 (1d10) and 1 blind, MV near, S +4, D +2, C +1, I +2, W +3, Ch +3, AL C, LV 8

Blind. One target within near DC 15 CHA or blinded for 1d4 days.

Shapechange. Instantly change to look like any other humanoid.



HAG, SEA

A green, sunken-faced woman. Seaweed hair and oozing flesh.

AC 15, HP 28, ATK 2 claw +4 (1d8), MV near (swim), S +2, D +3, C +1, I +1, W +2, Ch +2, AL C, LV 6

Shapechange. Instantly change to look like any other humanoid.

Terrify. A creature who first sees her true form DC 15 CHA or DISADV on attacks 1d4 rounds.

HAG, WEALD

Eyes dark as moonless nights, skin made of rotting wood, hair of tangled roots and vines.

AC 14, HP 28, ATK 2 claw +4 (1d8) or 1 drink pain, MV near, S +3, D +2, C +1, I +1, W +2, Ch +3, AL C, LV 6

Drink Pain. Near range. DC 12 CHA to deal 2d4 damage to a creature; regain that many HP.

Shapechange. Instantly change to look like any other humanoid.



HARPY

Horrid, winged women with vulture-like lower bodies. They keen a hypnotic song.

AC 13, HP 14, ATK 2 claw +3 (1d6) or 1 song, MV near (fly), S +1, D +3, C +1, I +0, W +0, Ch +1, AL C, LV 3

Song. Enemies who can hear within double near DC 12 CHA or dazed and drawn to harpy for 1d4 rounds. Immune for 1 day if passed check.

HELL HOUND

Black wolfhounds with red eyes and jaws dripping with flames.

AC 13, HP 19, ATK 2 bite +4 (1d8) or 1 fire breath, MV double near, S +2, D +1, C +1, I -2, W +1, Ch -3, AL C, LV 4

Impervious. Fire immune.

Fire Breath. Fills a near-sized cube extending from hell hound. DC 15 DEX or 3d8 damage. Cannot use again for 1d4 rounds.

HIPPOGRIFF

Fierce, winged creatures with the lower body of a horse and upper body of a giant eagle.

AC 13, HP 14, ATK 2 rend +3 (1d8), MV double near (fly), S +3, D +3, C +1, I -3, W +1, Ch -2, AL N, LV 3

HIPPOPOTAMUS

Ornery river-beasts as large as cows with round, purple bodies and bulbous snouts.

AC 12, HP 24, ATK 2 bite +4 (1d10), MV near (swim), S +4, D +0, C +2, I -3, W +0, Ch -3, AL N, LV 5

Stumpy. ADV on STR checks to grab or drag other creatures.

HOBGOBLIN

A sturdy, tall goblin with russet skin. Militant and strategic.

AC 15 (chainmail + shield), **HP**

10, **ATK** 1 longsword +3 (1d8) or 1 longbow (far) +0 (1d8), **MV** near, **S** +3, **D** +0, **C** +1, **I** +2, **W** +1, **Ch** +1, **AL** C, **LV** 2

Phalanx. +1 to attacks and AC when in close range of an allied hobgoblin.

HYDRA

A towering, amphibious reptile with a bouquet of snake heads writhing on long necks.

AC 15, **HP** *, **ATK** 1 bite (near) +6 (1d8), **MV** near (swim), **S** +5, **D** +1, **C** +2, **I** -2, **W** +1, **Ch** -2, **AL** N, **LV** *

Heads. Choose how many heads the hydra has. Each is **LV** 2, **AC** 15, **HP** 11, and can make 1 bite attack. A killed head sprouts into two new heads at the start of the hydra's turn unless cauterized beforehand. The hydra's **LV** is all the heads combined.

HORSE

Powerful, swift herd animals that roam open plains.

AC 11, **HP** 11, **ATK** 1 hooves +3 (1d6), **MV** double near, **S** +3, **D** +1, **C** +2, **I** -3, **W** +1, **Ch** -2, **AL** N, **LV** 2



INVISIBLE STALKER

Intelligent creatures made of flowing air. Often bound to the bidding of evil sorcerers for their peerless tracking ability.

AC 13, **HP** 29, **ATK** 3 pummel +4 (1d6), **MV** near (fly), **S** +2, **D** +3, **C** +2, **I** +2, **W** +1, **Ch** +0, **AL** N, **LV** 6

Bound. A secret, mundane contingency (such as the touch of a feather) ends the invisible stalker's magical servitude.

Invisible. Naturally invisible.

Tracking. Can always sense the direction of its chosen quarry.

JELLYFISH

Hand-sized, purple sea jellies with stinging tentacles.

AC 11, HP 1, ATK 1 sting +1 (1 + toxin), MV close (swim), S -4, D +1, C +0, I -4, W +1, Ch -4, AL N, LV 0

Toxin. DC 9 CON or paralyzed 1d4 rounds.

KNIGHT

A warrior in shining plate mail and the surcoat of a knightly order.

AC 17 (plate mail + shield), HP 14, ATK 2 bastard sword +3 (1d8), MV near, S +3, D +0, C +1, I +0, W +0, Ch +1, AL L, LV 3

Oath. 3/day, ADV on a roll made in service of knight's order.

KOBOLD

Puny, scaled coyote-lizards that dwell underground.

AC 13 (leather), HP 1, ATK 1 spear (close/near) +0 (1d6), MV near, S -2, D +2, C +0, I -1, W +0, Ch -1, AL C, LV 0

Dodge. 1/day, an attack that would hit misses instead.



KOBOLD, SORCERER

A scaly dog-lizard painted with colorful stripes and rattling a hefty leg bone strung with beads and feathers.

AC 13 (leather), HP 13, ATK 1 club +1 (1d4) or 1 spell +2, MV near, S -2, D +2, C +0, I -1, W +1, Ch +2, AL C, LV 3

Dodge. 1/day, an attack that would hit misses instead.

Scorpion Sting (CHA Spell). DC 11. Near range, one target. 1d6 damage and target has DISADV on next attack roll or check.

Spider Swarm (CHA Spell). DC 12. A spider swarm appears within near. Stays 1d4 rounds. Follows sorcerer's commands.

KRAKEN

Primordial, tentacled leviathans the size of war galleons. They live in the lightless depths of the deep ocean.

AC 18, HP 80, ATK 4 tentacle (near) +9 (2d12 or 1 storm or 1d4 lightning bolt, MV double near (swim), S +6, D +3, C +4, I +4, W +3, Ch +4, AL C, LV 17

Impervious. Electricity immune.

Crush. Tentacle attacks deal double damage against objects.

Lightning Bolt. Straight line (5' wide) extending far from kraken. DC 15 DEX or 6d6 damage.

Storm. Seas become violently turbulent in 1 mile radius around kraken. Lasts 2d4 rounds. Seaborne vessels have a 1:6 chance of capsizing each round.

LEECH, GIANT

A glossy black, blood-drinking slug as large as a cat.

AC 9, HP 10, ATK 1 bite +1 (1d4 + attach), MV near (swim), S +1, D -1, C +1, I -3, W -1, Ch -3, AL N, LV 2

Attach. Attach to target; bite auto-hits next round. DC 12 STR on turn to tear off.



LEPRECHAUN

Impish fey who favor green garb and love fooling "tall folk" with promises of gold.

AC 13, HP 19, ATK 1 spell +4, MV near, S +1, D +3, C +1, I +2, W +1, Ch +3, AL N, LV 4

Alert. Cannot be surprised.

Slippery. Hostile spells targeting the leprechaun are DC 15 to cast.

Fool's Gold (CHA Spell). DC 12. Close. One small object or small group of similar objects. Turn objects into silver or gold pieces. Lasts 1 day.

Illusion (CHA Spell). DC 11. Create a convincing visual and/or auditory illusion within near. Lasts until dismissed.

Invisibility (CHA Spell). DC 12. Self. Become invisible for 2d4 rounds.



LICH

A wizard who has completed a necromantic ritual to become a mighty, undead sorcerer.

Its withered body is draped in moldering, silk robes, and red marshlights burn in its eyes.

AC 16, HP 62, ATK 2 touch +6 (2d8 + paralysis) and 2 spell +7, MV near, S +3, D +1, C +4, I +4, W +3, Ch +3, AL C, LV 13

Supreme Undead. Immune to morale checks. Only damaged by magical sources.

Phylactery. Can't be killed while spirit vessel (an object) is intact.

Paralysis. DC 15 CON or paralyzed 1d4 rounds.

Flight (INT Spell). Self. DC 13. Fly double near for 5 rounds.

Null (INT Spell). Self. DC 14. Hostile spells targeting lich are DC 18 to cast. Lasts 1d4 rounds.

Shadow Leap (INT Spell). Self. DC 14. Teleport up to 100 miles.

Sigil of Doom (INT Spell). DC 15. One target of LV 9 or less within near DC 15 CON or go to 0 HP.

Wither (INT Spell). DC 14. 4d8 damage to enemies within a near-sized cube centered on lich.

LION

Tawny great cats that hunt in open plains. Males have manes.

AC 12, HP 15, ATK 2 rend +4 (1d8), MV near, S +4, D +2, C +2, I -3, W +1, Ch -3, AL N, LV 3



MAGE

Trained wizards who are often members of a sorcerous order.

AC 11, HP 27, ATK 1 spell +5, MV near, S -1, D +1, C +0, I +3, W +1, Ch +0, AL L, LV 6

Arcane Armor (INT Spell). Self. DC 12. AC 16 for 2d4 rounds.

Blast (INT Spell). DC 12. Far, one target. 2d6 damage.

Cancel (INT Spell). DC 13. End one spell affecting a target within near.

Levitate (INT Spell). DC 12. Close. Focus. Hover near for duration, vertical movement only.

Snare (INT Spell). DC 13. Focus. One humanoid target within near paralyzed for duration.

MAMMOTH

Massive, shaggy elephants with tusks that reach the ground.

AC 15, HP 44, ATK 2 tusks +7 (1d12), MV near, S +5, D +0, C +4, I -2, W +1, Ch +0, AL N, LV 9

Thick Fur. Cold immune.

Charge. Move up to double near in straight line and make 1 tusks attack. If hit, x3 damage.

LIZARDFOLK

Crocodilian humanoids with scaly faces, claws, and tails. They dwell in swamps and rivers.

AC 14 (leather + shield), HP 11, ATK 1 spear (close/near) +2 (1d6), MV near (swim), S +1, D +1, C +2, I -1, W +1, Ch -2, AL C, LV 2

MANTA RAY, GIANT

Swooping manta rays as large as longboats. Gentle and intelligent enough to be trained.

AC 13, HP 37, ATK 2 sting +5 (1d12 + poison), MV double near (swim), S +3, D +3, C +1, I -2, W +1, Ch -3, AL N, LV 8

Poison. DC 15 CON or drop to 0 hit points in 1d4 rounds.

MANTICORE

Human-faced lions with bat wings and cruelly spiked tails. They speak halting Thanian and love devouring human flesh.

AC 14, HP 29, ATK 2 rend +6 (2d6) or 2 tail spike (far) +4 (1d8), MV double near (fly), S +4, D +2, C +2, I -2, W +1, Ch -2, AL C, LV 6

Spikes. Manticores have 4d6 tail spikes. They regrow each day.

MASTIFF

Muscled guard dogs with fierce loyalty to their pack or owners.

AC 11, HP 4, ATK 1 bite +1 (1d6), MV near, S +1, D +1, C +0, I -2, W +1, Ch -2, AL N, LV 1

MEDUSA

Immortal women with coiling snakes for hair and scaled skin.

AC 14, HP 38, ATK 1 snake bite +6 (1d6 + poison), MV near, S +2, D +1, C +2, I +2, W +3, Ch +4, AL C, LV 8

Godborn. Hostile spells targeting the medusa are DC 15 to cast.

Petrify. Any creature (including medusa) who looks directly at medusa, DC 15 CON or petrified.

Poison. DC 15 CON or go to 0 HP.

MERFOLK

Ocean dwellers with human upper bodies and long fish tails.

AC 11, HP 9, ATK 1 spear (close/near) +2 (1d6), MV near (swim), S +1, D +1, C +0, I +0, W +1, Ch +1, AL L, LV 2

MIMIC

Beasts that look like objects.

AC 12, HP 23, ATK 2 bite +5 (1d8 + stick), MV near, S +2, D +0, C +1, I -2, W +0, Ch -3, AL N, LV 5

Stick. DC 15 STR or adhere to target; auto-hit with bite. DC 15 STR on turn to remove.

MINOTAUR

Ferocious bull-men with hooves and curved horns. They live in mazelike tunnels.

AC 14 (chainmail), **HP 34**, **ATK 2** greataxe +6 (1d10) and 1 horns +6 (1d12), **MV** near, **S +4**, **D +1**, **C +3**, **I +1**, **W +2**, **Ch +1**, **AL C**, **LV 7**

Charge. In place of attacks, move up to double near in a straight line and make 1 horn attack. If hit, x2 damage.

MOOSE

A towering, brown-haired grazer with weighty, flat antlers.

AC 11, **HP 19**, **ATK 2** antler +3 (1d6), **MV** double near, **S +3**, **D +0**, **C +1**, **I -2**, **W +0**, **Ch -2**, **AL N**, **LV 4**



MORDANTICUS THE FLAYED

A skinless mummy-lich wearing a crown set with nine bright gems. Once the head of the ancient, wizardly order of Gehemna, Mordanticus now lives in secret within the sanctum of Gehemna's reigning archmage. He has served as an advisor and historian for centuries, but an enduring enchantment prevents him from speaking of two topics: his origins, and *The Ten-Eyed Oracle*.

AC 17, HP 89, ATK 1 rot touch +8 (1d10 + necrosis) and 3 spell +8, MV near, S +4, D +4, C +4, I +5, W +4, Ch +5, AL N, LV 19

Legendary Undead. Immune to morale checks. Only damaged by magical sources. Hostile spells targeting Mordanticus are DC 18 to cast.

Crown of Gehemna. 3/day, cause a spell being cast within far to fail.

Necrosis. DC 15 CON or go to 0 HP. Healing spells are DC 15 to cast on target while at 0 HP due to this effect.

Phylactery. Cannot be killed while spirit vessel (a diamond) is intact.

Absorb (INT Spell). DC 13. Near, one target. Target loses the ability to cast one random spell until completing a rest, and Mordanticus regains a lost spell of the same tier or less.

Banish (INT Spell). DC 14. All extradimensional creatures within near DC 15 CHA or sent back to their home planes.

Bind (INT Spell). DC 12. One humanoid in far paralyzed 1d4 rounds.

Blast (INT Spell). DC 14. One creature in near takes 5d8 damage.

Phase (INT Spell). DC 13. Self. Teleport up to one mile.

True Name (INT Spell). DC 15. Near. Learn the *True Name* of target.

“Long have I held the weighty secrets of Gehemna,
an age-old litany inscribed upon my weary soul.”

-Mordanticus the Flayed



Mark
Lyons
2022

MUMMY

A desiccated, linen-wrapped zombie. It was created with an intricate embalming ritual used only upon the most worthy warriors or rulers.

AC 13, HP 47, ATK 3 rot touch +8 (1d10 + necrosis), MV near, S +3, D +0, C +2, I +3, W +2, Ch +3, AL C, LV 10

Supreme Undead. Immune to morale checks. Only damaged by magical sources.

Desiccated. Can be damaged by fire. Takes x2 damage from it.

Necrosis. DC 15 CON or drop to 0 HP. Healing spells are DC 15 to cast on target while at 0 HP due to this effect.

MUSHROOMFOLK

Lumbering humanoids with spongy, elongated bodies and toadstools on their heads.

AC 13, HP 15, ATK 2 slam +2 (1d6), MV near, S +2, D -1, C +2, I +0, W +1, Ch +0, AL N, LV 3

Sunblind. Blinded in bright light.

Telepathic. Speak mentally with creatures within double near.



NAGA

Magic-wielding cobras towering ten feet high. Once a dominant species, they are now rare and reclusive, bitter to the last.

AC 16, HP 43, ATK 2 bite +7 (2d6 + poison) and 1 spell +7, MV near (climb), S +4, D +1, C +3, I +2, W +2, Ch +4, AL C, LV 9

Poison. DC 15 CON or paralyzed 1d4 rounds.

Agony (CHA Spell). DC 14. One target in near takes 3d8 damage.

Hypnotize (CHA Spell). DC 13. Focus. One target in near range who can see naga is helplessly stupefied for duration.

Whispers (CHA Spell). DC 12. Hostile spells cast on one target in near are DC 9 for 1d4 rounds.

NAGA, BONE

Mindless, skeletal husks of nagas reanimated by sorcery.

AC 13, HP 31, ATK 2 bite +5 (2d6), MV near (burrow, climb), S +3, D +2, C +4, I -3, W +0, Ch +4, AL C, LV 6

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

NIGHTMARE

Black warhorses with flaming manes, hooves, and eyes.

AC 13, HP 29, ATK 2 hooves +5 (1d8), MV double near (fly), S +3, D +3, C +2, I -1, W +1, Ch -2, AL C, LV 6

Impervious. Nightmare and its rider immune to fire.



OBE-IXX OF AZARUMME

A pale, angular woman in translucent plate mail fashioned from giant scorpion chitin. Obe-Ixx, daughter of Azarumme, rose up from the prehistoric barbarian tribes of Tal-Yool to conquer all in her path. One day, she stood at the steps of an obsidian ziggurat deep within the trackless jungle. Forty nights later, Obe-Ixx emerged as the ur-vampire, bloodlust made flesh. Her dynasty would rise and fall again and again over the coming millennia.

AC 18 (+3 plate mail), **HP** 76, **ATK** 4 greatsword (near) +11 (1d12 + 2 + Moonbite properties) and 1 bite +9 (1d8 + blood drain) and 1 charm, **MV** near (climb, fly), **S** +5, **D** +3, **C** +4, **I** +3, **W** +4, **Ch** +5, **AL** C, **LV** 16

Legendary Undead. Immune to morale checks. Only damaged by magical sources. Hostile spells targeting Obe-Ixx are DC 18 to cast.

Blood Drain. Obe-Ixx heals 2d8 HP, target permanently loses 1d6 CON. At 0 CON, target dies and rises as a loyal vampire or vampire spawn (Obe-Ixx chooses).

Charm. One humanoid target who can see Obe-Ixx within near, DC 15 CHA or under Obe-Ixx's control for 1d4 days.

Dire Shapechange. In place of attacks, turn into a giant bat, dire wolf, or back into regular form.

Moonbite Properties. +2 greatsword, thrown weapon, returns after being thrown. Spells to heal damage it inflicts are DC 15 to cast.

Ur-Vampire. Must sleep in sarcophagus at least once per moon cycle or loses 2d8 HP per day that cannot heal until sleeping in sarcophagus. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart while at 0 HP with a wooden stake carved from a tree from the Tal-Yool jungle.

“By this blade, the empire of Azarumme shall rise again!”

-Obe-Ixx of Azarumme

OCHRE JELLY

An orange puddle of quivering slime.

AC 9, HP 20, ATK 2 tentacle +3 (1d6), MV near (climb), S +2, D -1, C +2, I -4, W -3, Ch -4, AL N, LV 4

Split. If cut or chopped, split into two smaller oozes (divide remaining HP between both). Can split up to four times.



OCTOPUS, GIANT

Octopi as large as sailing skiffs.

AC 13, HP 23, ATK 2 tentacle (near) +4 (1d8 + grab), MV near (swim), S +3, D +3, C +1, I -2, W +1, Ch -3, AL N, LV 5

Grab. DC 15 STR or immobilized. Tentacle auto-hits each round. DC 15 STR on turn to break free.

Ink. In place of attacks, ink cloud blinds all in near for 1d4 rounds.

ONI

Cunning and sorcerous ogre-demons with shaggy white hair, blue skin, and yellow eyes.

AC 11, HP 33, ATK 1 glaive (near) +6 (1d10 or 1 spell +5, MV near, S +5, D +1, C +2, I +2, W +1, Ch +3, AL C, LV 7

Shapeshift. In place of attacks, turn into any humanoid or back into original form.

Fade (CHA Spell). DC 13. Self. Become invisible for 1d4 rounds.

Hellfrost (CHA Spell). DC 13. All within near-sized cube extending from oni 3d6 damage.

Mist (CHA Spell). DC 13. Self. Turn into mist that can fly double near. Lasts 2d4 rounds.

OGRE

A massive, dim-witted brute with tusks and a heavy frame. Often lords over goblins or orcs.

AC 9, HP 30, ATK 2 greatclub +6 (2d6), MV near, S +4, D -1, C +3, I -2, W -2, Ch -2, AL C, LV 6

ORC

A tusked, tall humanoid with gray skin and pointed ears.

AC 15 (chainmail + shield), **HP** 4,
ATK 1 greataxe +2 (1d8), **MV** near,
S +2, **D** +0, **C** +0, **I** -1, **W** +0, **Ch** -1,
AL C, **LV** 1

Rage. 1/day, immune to morale checks, +1d4 damage (3 rounds).



ORC, CHIEFTAIN

An imposing orc with scars crisscrossing its body.

AC 14 (chainmail), **HP** 19, **ATK** 2
greataxe +4 (1d10), **MV** near, **S** +2,
D +1, **C** +1, **I** -1, **W** +0, **Ch** -1, **AL** C,
LV 4

Rage. 1/day, immune to morale checks, +1d4 damage (3 rounds).

OTYUGH

Stumpy, three-legged beasts with barbed tentacles and vast mouths. Drawn by rot and filth.

AC 13, **HP** 35, **ATK** 2 tentacle
+5 (1d8) and 1 bite +5 (1d10 + disease), **MV** near, **S** +4, **D** -1, **C** +4, **I** -2, **W** +0, **Ch** -3, **AL** N, **LV** 7

Disease. DC 15 CON or infected. DC 15 CON each day or lose 1d6 HP (can't heal). Ends on success.



OUTSIDERS

Alien horrors from the frozen, outer reaches of the cosmos or the Chaos-infused Dark Realms.

Outsiders were born from the nightmares of gods and are unsettling to all other creatures.

PRIMORDIAL SLIME

A mass of clear ooze strobing with sick pulses of violet light.

AC 9, HP 30, ATK 2 tentacle +4 (1d10 + dissolve), MV near (climb), S +3, D +2, C +3, I -4, W -3, Ch -4, AL C, LV 6

Impervious. Only harmed by fire.

Dissolve. One random piece of non-magical gear the target carries is destroyed.

RIME WALKER

Human-shaped beings formed from black space ice. Their eyes are two flickering, white lights.

AC 16, HP 43, ATK 4 claw +8 (1d12), MV near (fly), S +4, D +4, C +3, I +2, W +2, Ch +2, AL C, LV 9

Impervious. Immune to cold.

Ice Aura. Enemies within near of rime walker DC 12 CON at start of turn or lose action.

VOID SPAWN

Scythe-like limbs jut from a purple bulb as big as an ogre. Its lower half is a nest of tentacles.

AC 13, HP 34, ATK 2 scythe +6 (1d10) and 1 tentacles +6 (1d12 + toxin), MV near (fly), S +4, D +1, C +3, I +0, W +1, Ch -1, AL C, LV 7

Impervious. Immune to cold.

Toxin. DC 12 CON or paralyzed for 1d4 rounds.

VOID SPIDER

Pale, horse-sized arachnids that become ghostly and intangible.

AC 13, HP 23, ATK 2 bite +4 (1d8 + poison), MV near (climb), S +3, D +3, C +1, I -1, W +1, Ch -2, AL C, LV 5

Impervious. Immune to cold.

Phase. Once per round, become corporeal or incorporeal.

Poison. DC 12 CON or drop to 0 HP in 1d4 rounds.

OWLBEAR

Cantankerous bears with owl eyes, beaks, and feathers.

AC 13, HP 30, ATK 2 claw +5
(1d10), MV near (climb), S +4, D +1,
C +3, I -2, W +2, Ch -3, AL N, LV 6

Crush. Deals an extra die of damage if it hits the same target with both claws.

PANTHER

Supple large cats with blue-black fur. Stealthy hunters.

AC 14, HP 14, ATK 2 rend +3 (1d6),
MV near (climb), S +3, D +4, C +1, I
-2, W +1, Ch -3, AL N, LV 3

PEASANT

A commoner in worn clothes.

AC 10, HP 4, ATK 1 club +0 (1d4),
MV near, S +0, D +0, C +0, I +0, W
+0, Ch +0, AL L, LV 1

PEGASUS

Winged horses with noble bearings and pearly white coats.

AC 12, HP 15, ATK 2 hooves +3
(1d6), MV double near (fly), S +3,
D +2, C +2, I -3, W +1, Ch +0, AL N,
LV 3



PHOENIX

Huge, soaring eagles made of searing flames. Intelligent and imbued with immortal magic.

AC 16, HP 60, ATK 4 rend +8 (2d12), MV double near (fly), S +3, D +4, C +2, I +3, W +3, Ch +3, AL L, LV 13

Impervious. Immune to fire. Only damaged by magical sources.

Explosion. Upon death, creatures within double near of phoenix DC 18 DEX or 10d6 damage.

Heat Aura. Creatures within near of phoenix at start of turn DC 15 CON or 2d6 damage.

Rebirth. A red-hot egg remains after death. Phoenix hatches from it in 1d4 days.

PIRATE

Seafaring scoundrels who live to steal and hoard treasure.

AC 12 (leather), HP 4, ATK 1 cutlass +1 (1d6) or 1 dagger (close/near) +1 (1d4), MV near, S +1, D +1, C +0, I +0, W +0, Ch +0, AL C, LV 1

PRIEST

A respected member of a clergy who leads holy rituals and rites.

AC 15 (chainmail + shield), HP 23, ATK 2 mace +3 (1d6) or 1 spell +3, MV near, S +1, D +0, C +1, I +0, W +2, Ch +1, AL L, LV 5

Anoint (WIS Spell). DC 12. Close. One weapon or armor becomes a magic +2 version for 10 rounds.

Healing Touch (WIS Spell). DC 11. Heal one creature within close for 2d4 HP.

Holy Flame (WIS Spell). DC 13. Self. Weapons ignite in magic flames and deal an additional 1d6 damage for 5 rounds.

Rebuke (WIS Spell). DC 13. Focus. Chaotic creatures cannot attack priest or come within near range for duration.

PIRANHA, SWARM

A school of flat, silvery fish with vicious fangs.

AC 12, HP 13, ATK 2 bite +2 (1d6), MV near (swim), S -2, D +2, C +0, I -3, W +0, Ch -3, AL N, LV 3

Savage. ADV on attacks against creatures below half their HP.



PURPLE WORM

A massive worm as tall as a castle keep. Has a rotating maw and is covered in purple chitin.

AC 18, HP 57, ATK 2 bite +9 (2d12 + swallow) and 1 sting +9 (1d10 + poison), MV double near (burrow), S +5, D +1, C +3, I -3, W +1, Ch -3, AL N, LV 12

Poison. DC 15 CON or go to 0 HP.

Swallow. On a natural attack roll of 18-20, target is swallowed. Total darkness inside and 2d10 damage per round. Worm regurgitates all swallowed if dealt at least 20 damage in one round to the inside of its gullet.

RAKSHASA

Demonic illusionists whose true form is of a humanlike great cat with backwards hands.

AC 16, HP 39, ATK 2 claw +6 (1d8), MV near, S +1, D +3, C +3, I +3, W +3, Ch +4, AL C, LV 8

Impervious. Only damaged by magical sources. Immune to hostile spells of 3rd tier or lower.

Mesmerism. Can read the minds of all creatures within near. Can instantly take on the illusory appearance of any humanoid.

Weakness. A crossbow bolt under the effects of the *holy weapon* spell kills the rakshasa.

RAT

Rangy, plague-carrying rodents that infest underground places.

AC 10, HP 1, ATK 1 bite +0 (1 + disease), MV near, S -3, D +0, C +1, I -3, W +1, Ch -3, AL N, LV 0

Disease. DC 9 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON.

RAT, GIANT

Cunning rats as large as cats. Mangy fur and wormlike tails.

AC 11, HP 5, ATK 1 bite +1 (1d4 + disease), MV near, S -2, D +1, C +1, I -2, W +1, Ch -2, AL N, LV 1

Disease. DC 12 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON.



RAT, DIRE

Child-sized, savage rats bristling with bony face and spine ridges.

AC 12, HP 10, ATK 1 bite +2 (1d6 + disease), MV near, S +1, D +2, C +1, I -2, W +1, Ch -2, AL N, LV 2

Disease. DC 12 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON.

RAT, SWARM

A screeching tidal wave of clawing and biting rats.

AC 10, HP 28, ATK 4 bite +0 (1 + disease), MV near, S -3, D +0, C +1, I -3, W +1, Ch -3, AL N, LV 6

Disease. DC 9 CON or 1d4 CON damage (can't heal while ill). Repeat check once per day; ends on success. Die at 0 CON.

RATHGAMNON

A pearl-white lion with feathered wings that stands twenty feet tall. Rathgamnon is Madeera the Covenant's mightiest servant; his blank eyes see far into the depths of time and space. He spends all eternity watching the whirl of the stars from the highest mountain in the realm of mortals, waiting for the celestial alignments that prophesy epochs of weal and woe, titanic changes to the balance of power in the cosmos, or threats to the laws of reality itself.

AC 17, HP 89, ATK 2 rend (near) +9 (2d10) and 2 spell +8, MV double near (fly), S +5, D +3, C +4, I +5, W +6, Ch +5, AL L, LV 19

Legendary. Only damaged by magical sources. Hostile spells targeting Rathgamnon are DC 18 to cast.

Roar. In place of attacks, all creatures who can hear within far DC 18 CHA or be rendered blind and speechless for 1d4 days.

Abjure (WIS Spell). DC 13. Self. End any hostile magical effects affecting Rathgamnon.

Abolish (WIS Spell). DC 13. One target in far takes 5d8 damage.

Anchor (WIS Spell). DC 14. One target in far DC 18 STR or bound and anchored by chains of golden runes for 1d4 rounds.

Gate (WIS Spell). DC 14. Open a portal at a point within near to another location on any plane. Lasts 1d6 rounds or until dismissed.

Portent (WIS Spell). DC 14. Lasts 2d4 rounds. One target in near has advantage or disadvantage on all attack rolls and checks.

Time Stop (WIS Spell). DC 15. Self. Time freezes for everyone except Rathgamnon for 1d4 rounds. Everything that occurs during the time freeze happens simultaneously when the spell ends.

“The stars told me of your arrival here many eons ago,
long before the first of your people walked the earth.”

-Rathgamnon



REAPER

*A knight in blackened armor
riddled with cruel barbs.*

AC 17 (plate mail + shield), **HP 28**,
ATK 3 bastard sword +4 (1d8 + 2),
MV near, **S +3**, **D +0**, **C +1**, **I +0**, **W +0**, **Ch +2**, **AL C**, **LV 6**

Bloodlust. +2 damage with
melee weapons (included).

REMORHAZ

*Massive, blue centipedes with
neck hoods and red-hot spine
spikes. Dwell in arctic climates.*

AC 16, **HP 47**, **ATK 3** bite +7 (2d6
+ swallow), **MV** near (burrow), **S +5**, **D +1**, **C +2**, **I -3**, **W +1**, **Ch -3**, **AL N**, **LV 10**

Impervious. Immune to cold
and fire.

Melt. Non-magical metal objects
that touch the remorhaz melt on
a d6 roll of 1-3.

Swallow. On a natural attack
roll of 18-20, target is swallowed.
Total darkness inside and 2d10
damage per round. Remorhaz
regurgitates all swallowed if
dealt at least 20 damage in one
round to the inside of its gullet.

RHINOCEROS

Gray-skinned bulls with single nose horns. Dwell in grasslands.

AC 14, HP 25, ATK 2 horn +4 (1d8), MV near, S +4, D -1, C +3, I -3, W +0, Ch -3, AL N, LV 5

Charge. Move up to double near in straight line and make 1 horn attack. If hit, x3 damage.

ROC

Dragon-sized hawks that nest in remote mountains.

AC 15, HP 69, ATK 4 rend +9 (2d10 + grab), MV double near (fly), S +5, D +3, C +2, I -2, W +2, Ch -2, AL N, LV 15

Grab. DC 18 STR or target held. DC 18 STR on turn to break free.

ROPER

Ravenous monstrosities that look like cave rocks when their single eye and maw are closed.

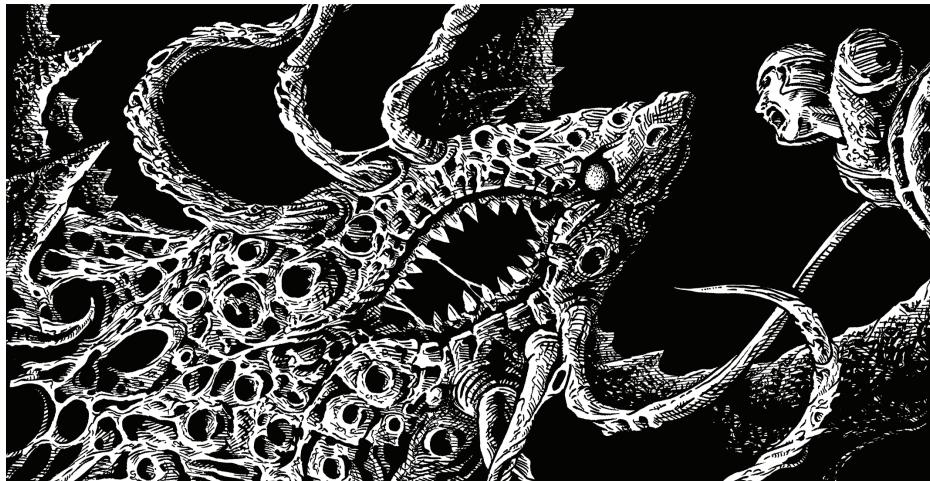
AC 14, HP 31, ATK 4 tendril (double near) +4 (1d6 + grab) and 1 bite +4 (2d8), MV close (climb), S +3, D -2, C +4, I -1, W +2, Ch +1, AL N, LV 6

Impervious. Can only be damaged by magical sources.

Grab. DC 15 STR or target trapped in tendril. Tendril auto-hits target next round. DC 15 STR on turn to break free.

Pull. In place of a tendril attack, pull a grabbed target a near distance.

Tendrils. Four total. AC 18 each. 4+ damage to one severs it.



ROT FLOWER

Carnivorous flowers as large as a human. They reek of carrion.

AC 9, HP 10, ATK 1 bite +1 (1d4 + toxin), MV none, S +1, D -3, C +1, I -4, W -3, Ch -4, AL N, LV 2

Toxin. DC 12 CON or unconscious for 1d4 rounds.

RUST MONSTER

A mud-brown insect as big as a wolf with two feathery antennae. Consumes metal.

AC 13, HP 19, ATK 2 claw +3 (1d6), MV near (climb), S +2, D +3, C +1, I -3, W +1, Ch -3, AL N, LV 4

Corrosive. Metal that touches the rust monster is destroyed on a d6 roll of 1-3.

SAHUAGIN

Humanoids with sea-green skin, webbed limbs, and shark teeth. Vicious hunters.

AC 14 (leather + shield), HP 9, ATK 2 trident (near) +1 (1d6), MV near (swim), S +1, D +1, C +0, I -1, W +0, Ch -1, AL C, LV 2

Half-Amphibious. Must be submerged in water every 4 hours or suffocates.

SALAMANDER

Fire-colored lizardfolk with long tails. Flame-like frills run down their backs.

AC 13, HP 24, ATK 2 flaming spear (close/near) +4 (1d6, ignites flammables) or 1 iron longbow (far) +2 (1d8), MV near, S +2, D +0, C +2, I -1, W +1, Ch -1, AL C, LV 5

Impervious. Fire immune.

Heat Aura. Creatures in close DC 12 CON on turn or 1d8 damage.

SCARAB, SWARM

A chittering cloud of iridescent, oval-shaped beetles.

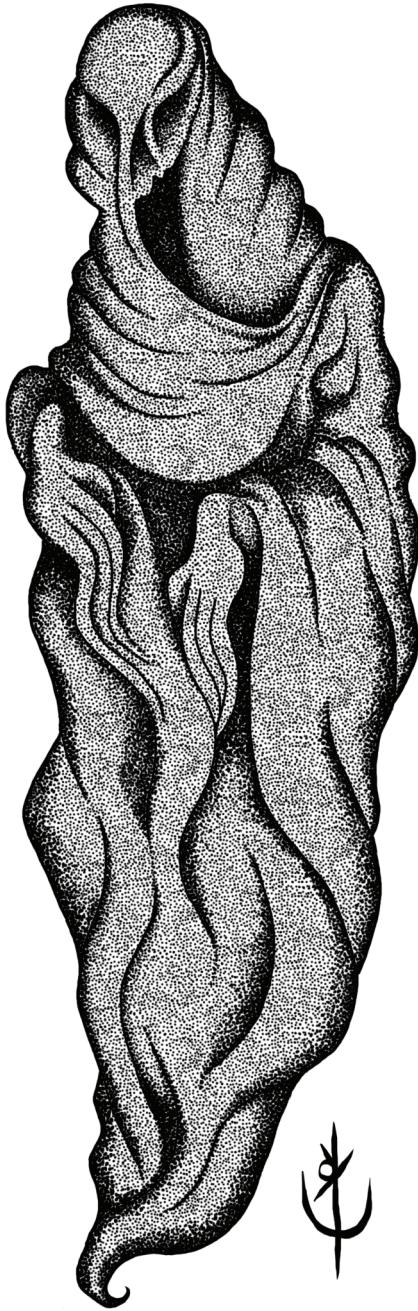
AC 13, HP 14, ATK 2 bite +3 (1d6), MV near (fly), S -1, D +3, C +1, I -3, W +0, Ch -3, AL N, LV 3

SCARECROW

Ragged clothes and a painted burlap head stuffed with straw. Possessed by a malicious spirit.

AC 12, HP 15, ATK 2 claws +2 (1d6) or 1 scream, MV near, S +2, D +2, C +2, I +0, W +0, Ch +2, AL C, LV 3

Scream. Creatures who hear in double near DC 12 CHA or paralyzed for 1d4 rounds.



SCORPION

Desert-dwelling arachnids with pincers and curved tail stingers.

AC 11, HP 1, ATK 1 sting +1 (1 + poison), MV near (climb), S -4, D +1, C +0, I -4, W +0, Ch -4, AL N, LV 0

Poison. DC 9 CON or go to 0 HP.

SCORPION, GIANT

Chitin-plated scorpions as big as camels.

AC 14, HP 13, ATK 1 claw +2 (1d6 + grab) and 1 sting +2 (1d4 + poison), MV near (climb), S +2, D +2, C +0, I -4, W +0, Ch -4, AL N, LV 3

Grab. DC 12 STR or target held.
DC 12 STR on turn to break free.

Poison. DC 12 CON or go to 0 HP.

SHADOW

Flitting, sentient shadows in the vague shape of a human.

AC 12, HP 15, ATK 2 touch +2 (1d4 + drain), MV near (fly), S -4, D +2, C +2, I -2, W +0, Ch -1, AL C, LV 3

Drain. Target takes 1 STR damage. At 0 STR, target dies and becomes a shadow.

SHAMBLING MOUND

Fetid piles of slimy vegetation animated to life by lightning.

AC 14, HP 20, ATK 2 slam +3 (1d6 + engulf), MV near, S +3, D -2, C +2, I -3, W +0, Ch -3, AL N, LV 4

Impervious. Fire immune.
Healed by electricity.

Engulf. If a target is hit by both slams in same round, it is pulled into shambling mound's body and suffocates in 2d4 rounds. DC 15 STR on turn to escape.

SHARK

Bloodthirsty apex predators of the sea. Gray, torpedo-like body.

AC 11, HP 15, ATK 1 bite +3 (1d10), MV near (swim), S +3, D +1, C +2, I -3, W +1, Ch -3, AL N, LV 3

SHARK, MEGLODON

Primordial sharks the size of whales. Savage hunters.

AC 13, HP 38, ATK 3 bite +7 (2d8), MV double near (swim), S +5, D +1, C +2, I -3, W +1, Ch -3, AL N, LV 8

Fearless. Immune to morale checks.

SIREN

Baleful fey with dove wings and iridescent fish scales. Their singing entrances listeners.

AC 12, HP 18, ATK 2 claw +2 (1d6 or 1 song, MV near (swim, fly), S +0, D +2, C +0, I +2, W +2, Ch +4, AL C, LV 4

Song. Enemies who can hear within double near DC 15 CHA or paralyzed 1d4 rounds. Immune for 1 day if passed check.

SKELETON

A bleach-boned skeleton with red pinpoints of light in its eyes.

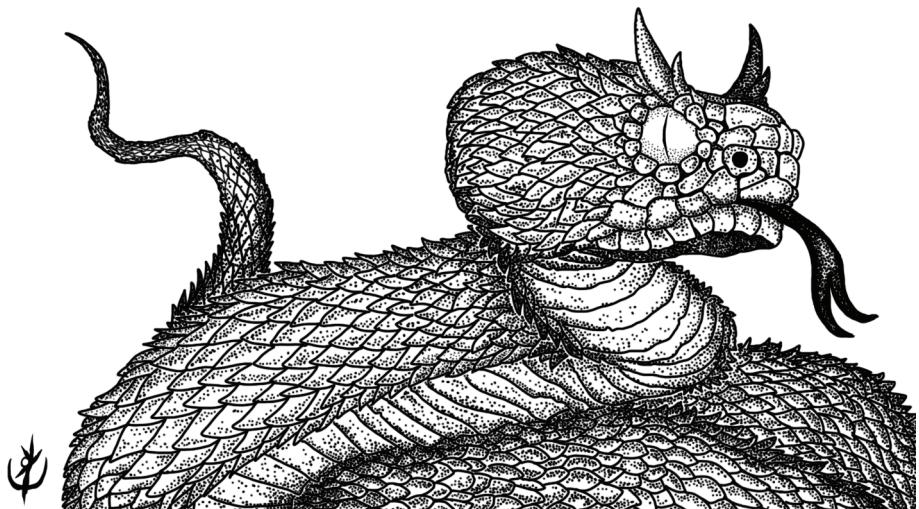
AC 13 (chainmail), HP 11, ATK 1 shortsword +1 (1d6) or 1 shortbow (far) +0 (1d4), MV near, S +1, D +0, C +2, I -2, W +0, Ch -1, AL C, LV 2

Undead. Immune to morale checks.

SMILODON

Prehistoric tigers with long canine fangs. They hunt in grasslands and ice fields.

AC 12, HP 14, ATK 2 bite +3 (1d6), MV near, S +3, D +2, C +1, I -3, W +1, Ch -3, AL N, LV 3



SNAKE, COBRA

A weaving serpent with a neck hood and lethal venom.

AC 12, HP 4, ATK 1 bite +2 (1 + poison), MV near, S -3, D +2, C +0, I -3, W +0, Ch -3, AL N, LV 1

Poison. DC 18 CON or go to 0 HP with a death timer of 1.

SNAKE, SWARM

A roiling wave of snakes darting and flowing across the ground.

AC 12, HP 19, ATK 3 bite +2 (1d4 + poison), MV near, S -3, D +2, C +1, I -3, W +0, Ch -3, AL N, LV 4

Poison. DC 12 CON or go to 0 HP in 1d4 rounds.

SNAKE, GIANT

An enormous, mottled serpent that can swallow a cow whole.

AC 12, HP 23, ATK 2 bite +4 (1d6) and 1 constrict (near), MV near (climb), S +3, D +2, C +1, I -2, W +0, Ch -2, AL N, LV 5

Constrict. Contested STR to hold target immobile for one round.

SOLDIER

An armed footsoldier trained in the ways of battlefield combat.

AC 15 (chainmail + shield), HP 10, ATK 1 longsword +2 (1d8) or 1 crossbow (far) +1 (1d6), MV near, S +1, D +0, C +1, I +0, W +0, Ch +0, AL L, LV 2



SPHINX

A winged, leonine oracle who can see into time and space and often speaks in riddles. Lives in isolated mountains.

AC 16, HP 42, ATK 3 claw +7 (1d10) or 2 spell +5, **MV** double near (fly), **S +4, D +1, C +2, I +4, W +4, Ch +3, AL L, LV 9**

Roar. In place of attacks, all creatures who can hear within far DC 18 CHA or paralyzed 1d4 rounds.

Gate (WIS Spell). DC 14. Open a portal at a point within near to another location on any plane. Lasts 1d6 rounds or until dismissed.

Omens (WIS Spell). DC 12. Self. ADV on all actions for 1d4 rounds.

Riddle (WIS Spell). DC 12. One target in far DC 15 INT or stupefied 1d4 rounds.

Time Bend (WIS Spell). DC 14. One target in near frozen in time for 1d4 rounds.

Unmake (WIS Spell). DC 13. One target in far takes 3d8 damage.

SPIDER

Silent, web-weaving arachnids with a flesh-dissolving venom.

AC 11, HP 1, ATK 2 bite +1 (1d4 + poison), MV near (climb), S -4, D +1, C +0, I -4, W +0, Ch -4, AL N, LV 0

Poison. DC 9 CON or take 1d4 damage.

SPIDER, GIANT

Bulbous abdomen and eight, spindly legs. Dwells high in trees or caves and ambushes prey, capturing them to eat later.

AC 13, HP 13, ATK 1 bite +3 (1d4 + poison), MV near (climb), S +2, D +3, C +0, I -2, W +1, Ch -2, AL N, LV 3

Poison. DC 12 CON or paralyzed 1d4 hours.

SPIDER, SWARM

A scurrying carpet of spiders.

AC 13, HP 9, ATK 1 bite +3 (1d4 + poison), MV near (climb), S -1, D +3, C +0, I -3, W +1, Ch -3, AL N, LV 2

Poison. DC 12 CON or paralyzed 1d4 rounds.

STINGBAT

Darting, orange insect-bat with four wings and needlelike beak.

AC 12, HP 4, ATK 1 beak +2 (1d4 + blood drain), MV near (fly), S -2, D +2, C +0, I -2, W +0, Ch -2, AL N, LV 1

Blood Drain. Attach to bitten target; auto-hit the next round. DC 9 STR on turn to remove.



STRANGLER

A gray-skinned, gaunt creature with four ropy limbs tipped in sucker-lined claws.

AC 12, HP 14, ATK 2 claws +2 (1d6), MV near (climb), S -2, D +2, C +1, I -2, W +0, Ch -2, AL C, LV 3

Stealthy. ADV on DEX checks to sneak and hide.

Strangle. Deals x2 damage against surprised creatures.

THE TEN-EYED ORACLE

A floating mass of rubbery skin crusted with barnacles. Its ten eyestalks writhe like snakes, and a deep, circular scar mars its central body, blinding what was once a large eye above a lipless maw. The Ten-Eyed Oracle stalks the Shadowdark, burbling mad prophesies and somehow moving freely between the lightless fathoms of the earth. The keepers of the deep lore suspect The Ten-Eyed Oracle was once a benevolent ally of mankind, but an unknown calamity drove it to insanity and reckless hatred.

AC 17, HP 85, ATK 2d4 eyestalk ray, MV near (fly), S +4, D +5, C +4, I +5, W +4, Ch +4, AL C, LV 18

Legendary. Only damaged by magical sources. Hostile spells targeting The Ten-Eyed Oracle are DC 18 to cast.

Eyestalk Ray. Each ray can shoot once per round and target one creature or an object up to 1,000 pounds (up to four on same target).

1. **Charm.** DC 15 CHA or become ally for 1d4 rounds.
2. **Hold.** DC 15 STR or paralyzed 1d4 rounds.
3. **Sleep.** DC 15 WIS or asleep 1d4 rounds.
4. **Polymorph.** DC 15 INT or turned into vermin for 1d4 rounds.
5. **Cancel.** DC 15 DEX or all magical effects on target end.
6. **Confusion.** DC 15 WIS or attack a random ally within near.
7. **Telekinesis.** DC 15 STR or hover target up to double near.
8. **Disintegrate.** DC 15 DEX or 5d8 damage (object destroyed).
9. **Petrify.** DC 15 CON or petrified.
10. **Death.** DC 15 CON or drop to 0 HP with a death timer of 1.

"The moon runs red into the sea, and the whispers of the watchers in darkness proclaim: Your time has come!"
-The Ten-Eyed Oracle

THE TARRASQUE

A colossal, four-legged reptile with crocodilian jaws, amber scales, and a diamond-hard, spiked carapace. It towers overhead like a mountain, able to swallow entire villages in one gulp. The tarrasque hibernates deep in the earth or at the bottom of the sea for centuries, only awakening long enough to fill its vast belly in an indiscriminate rampage of terror and destruction. There is only one tarrasque, and it is the most dreaded creature to walk the earth.

AC 22, HP 140, ATK 4 thrash (near) +13 (3d10 + sever) and 1 bite (near) +13 (5d10 + sever + swallow), **MV** triple near (burrow, swim), **S +7, D +2, C +5, I -3, W +1, Ch -3, AL N, LV 30**

Legendary. Only damaged by magical sources. Hostile spells targeting the tarrasque are DC 18 to cast.

Deep Dweller. Immune to harm from fire and cold. Amphibious.

Permanent Death. Cannot be permanently killed unless a *wish* spell is cast on it while it is at 0 HP.

Rampage. In place of attacks, move far in a straight line and make one bite attack. On a hit, triple damage.

Reflective Carapace. Immune to rays, blasts, or bolts of energy. 1:6 chance these are reflected back at their originator.

Regeneration. Regains 4d10 lost HP at the beginning of its turn.

Sever. On a natural attack roll of 18+, the attack also severs a random limb. 1d6: **1.** Head, **2-4.** Arm, **5-6.** Leg.

Swallow. DC 18 STR or swallowed whole. Total darkness inside and 4d10 damage per round. Tarrasque regurgitates all swallowed if dealt at least 30 damage in one round to the inside of its gullet.

"RRRRRRRAAAAAAAAAAAAAAGHHHHH!"

-The Tarrasque



THE WANDERING MERCHANT

A cheerful merchant who appears to be a hale, middle-aged human man with a handlebar mustache. He wears a white shirt, breeches, and leather apron, and he hauls a towering backpack bursting at the seams. Few know the merchant's true nature and origins, though some theorize he is an immortal being or a god (they are not entirely incorrect). The Wandering Merchant always has something useful, far-flung, or incredible to sell at a reasonable price, and there's no telling when or where he'll show up next...

AC 16 (mithral chainmail), **HP** 71, **ATK** 4 +3 vorpal bastard sword +9 (1d10 + lop), **MV** near, **S** +3, **D** +3, **C** +4, **I** +3, **W** +4, **Ch** +5, **AL** L, **LV** 15

Legendary. Only damaged by magical sources. Hostile spells targeting The Wandering Merchant are DC 18 to cast.

Amulet of Rahm-Hotep. In place of attacks, teleport to a random location in the multiverse.

Bottomless Bag. Contains 200 gear slots in magical sub-pockets. Weighs as much as a normal backpack. The Wandering Merchant can summon it to himself from anywhere by snapping his fingers.

Dice of Truth. A set of three six-sided dice whose rolls cannot be magically or mundanely altered in any way.

Lop. On a natural attack roll of 18-20, behead the target.

Reckoning. Any creature who steals from The Wandering Merchant develops a curse. Over the next 2d8 days, that creature turns into a cockatrice. This curse can only be lifted by a *wish* spell or by returning the stolen goods.

Strange Lands. The Wandering Merchant does not suffer any ill effects from the natural environment he does not wish to suffer.

“Fancy meeting you here, at the bottom of a pit trap!
I just so happen to have this lovely rope for sale...”
-The Wandering Merchant

THIEF

A cat burglar in a black cloak.

AC 13 (leather), **HP** 13, **ATK** 1
dagger (close/near) +2 (1d4) or 1
shortsword +0 (1d6), **MV** near, **S**
+0, **D** +2, **C** +0, **I** +0, **W** +0, **Ch** +1,
AL N, **LV** 3

Stealthy. ADV on DEX checks to
sneak and hide.

Backstab. Deal x2 damage
against surprised creatures.



THUG

A bruised and boorish ruffian.

AC 13 (leather + shield), **HP** 4,
ATK 1 shortsword +1 (1d6), **MV**
near, **S** +1, **D** +0, **C** +0, **I** -1, **W** +1,
Ch -1, **AL** C, **LV** 1

TREANT

*Peaceful, slow-moving trees
with merry eyes and tremulous
voices. They protect the forest.*

AC 14, **HP** 38, **ATK** 3 slam +8
(1d10) or 1 rock (far) +8 (2d12), **MV**
near, **S** +4, **D** -1, **C** +2, **I** +2, **W** +3,
Ch +1, **AL** N, **LV** 8

Animate Tree. 2/day. In place
of attacks, one tree within near
awakens as a treant ally without
this ability. Reverts back in 1 day.

TROLL

*Green, lanky giants with warty
skin and territorial rage. Lair in
deep forests and swamps.*

AC 12, **HP** 24, **ATK** 2 claw +4 (1d6)
and 1 bite +4 (1d10), **MV** near, **S**
+3, **D** +2, **C** +2, **I** -1, **W** +0, **Ch** -1, **AL**
C, **LV** 5

Regenerate. Regains 2d6 HP on
its turn unless its wounds are
cauterized with fire or acid.

TROLL, FROST

Rime-covered trolls with blue skin and flinty, black eyes. They stalk arctic lands and frozen boreal forests.

AC 13, HP 34, ATK 2 claw +5 (1d8) and 1 bite +5 (1d12), **MV** near, **S** +3, **D** +2, **C** +3, **I** -1, **W** +0, **Ch** -1, **AL** C, **LV** 7

Impervious. Cold and fire immune.

Regenerate. Regains 2d6 HP on its turn unless its wounds are cauterized with acid.



VAMPIRE

Pale, blood-drinking undead of supreme power and wickedness. They loathe sunlight and protect their coffins at all costs.

AC 15, HP 52, ATK 3 bite +7 (1d8 + blood drain) or 1 charm, **MV** near (climb), **S** +4, **D** +3, **C** +3, **I** +1, **W** +3, **Ch** +4, **AL** C, **LV** 11

Supreme Undead. Immune to morale checks. Only damaged by magical sources.

Blood Drain. Vampire heals 2d6 HP and target permanently loses 1d4 CON. At 0 CON, target dies and rises as vampire or vampire spawn (vampire chooses).

Charm. One humanoid target who can see vampire within near, DC 15 CHA or under vampire's control for 1d4 days.

Shapechange. In place of attacks, turn into a bat, wolf, or back into regular form.

Vampire. Must sleep in a coffin daily or loses 2d6 HP each day that can't be healed until resting in coffin. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart with a wooden stake while at 0 HP.

UNICORN

A silvery horse with a flowing mane and a single spiral horn.

AC 12, HP 20, ATK 1 hooves +3 (1d6), **MV** double near, **S** +3, **D** +2, **C** +2, **I** +1, **W** +2, **Ch** +3, **AL** L, **LV** 4

Healing Horn. A touch heals 2d6 HP or ends one curse or disease.

VAMPIRE SPAWN

Lesser, feral vampires born from the bite of their vampiric sires. Bloodthirsty and savage. They rarely leave a victim alive.

AC 13 (leather), HP 25, ATK 2 bite +4 (1d8 + blood drain), MV near (climb), S +3, D +2, C +3, I -1, W +1, Ch +2, AL C, LV 5

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Blood Drain. Vampire heals 2d6 HP and target permanently loses 1d4 CON. At 0 CON, target dies and rises as a vampire spawn.

Vampire. Must sleep in a coffin daily or loses 2d6 HP each day that can't be healed until resting in coffin. Takes 3d8 damage each round while in direct sunlight. Cannot be killed unless pierced through heart with a wooden stake while at 0 HP.

VIOLET FUNGUS

Child-sized, creeping fungi with neon purple caps. Their whiplike roots decompose living flesh.

AC 7, HP 9, ATK 2 tendril (near) +0 (1d4), MV close, S -3, D -2, C +0, I -4, W -3, Ch -4, AL N, LV 2



VIPERIANS

A fallen and scattered civilization of snake-people who built their blood-soaked dynasties with sorcery and cunning. Their descendants fight for scraps of faded grandeur in the decaying ruins of their forgotten cities.

Small circles of **viperian wizards** practice ancient magic and lead their enclaves. **Viperian ophids** are rare and much more snakelike than their brethren, serving as esteemed guardians and warriors.

VIPERIAN

Lithe, snake-headed people with cobra hoods and emerald green scales covering their bodies.

AC 13, HP 13, ATK 2 scimitar +2 (1d6) or 1 javelin (close/far) +2 (1d4), MV near, S +1, D +1, C +0, I +0, W +1, Ch +0, AL C, LV 3

VIPERIAN, WIZARD

Thin viperians with scales tinged in black. They wear silk robes and silver, serpentine jewelry.

AC 13, HP 37, ATK 1 dagger (close/near) +2 (1d4) or 2 spell +5, MV near, S +0, D +1, C +0, I +3, W +1, Ch +1, AL C, LV 8

VIPERIAN, OPHID

A giant anaconda body merges into a humanoid torso with a large snake head. It wears golden torcs and strings of glittering moonstones.

AC 14, HP 28, ATK 3 falchion +5 (1d10) or 2 longbow (far) +3 (1d8), MV near (climb), S +4, D +2, C +1, I +1, W +1, Ch +1, AL C, LV 6

Impervious. Can only be harmed by magical sources.

Hiss (INT Spell). DC 12. End one spell within far.

Summon Cobra (INT Spell). DC 13. Summon 1d4 loyal cobras that appear within near. They leave in 1d4 rounds.

Venom (INT Spell). DC 12. One target in far takes 2d8 damage.

Whispers (INT Spell). DC 14. Focus. All enemies within near of viperian wizard have DISADV on spellcasting checks for the duration.

VULTURE

Scavenger birds with black feathers, hunched backs, and bald heads.

AC 10, HP 5, ATK 1 tear +1 (1d4), MV near (fly), S +1, D +0, C +1, I -3, W +1, Ch -3, AL N, LV 1

Carrion Tracker. Can track dead flesh unerringly within a mile.

WASP, GIANT

Man-sized wasps with glossy, yellow-striped abdomens.

AC 13, HP 9, ATK 1 sting +3 (1d6 + venom), MV near (fly), S +1, D +3, C +0, I -3, W +0, Ch -3, AL N, LV 2

Venom. DC 9 CON or go to 0 HP.

WEREWOLF

A bipedal, wolf-faced humanoid covered in brown fur.

AC 12, HP 20, ATK 2 rend +3 (1d6), MV double near, S +3, D +2, C +2, I +0, W +1, Ch +0, AL C, LV 4

Impervious. Only damaged by silver or magic sources.

Lycanthropy. If 12 or more damage from the same werewolf, contract lycanthropy.



WERERAT

A slinking, rat-faced humanoid covered in mangy fur.

AC 13 (leather), HP 14, ATK 2 bite +2 (1d6), MV near (climb), S +1, D +2, C +1, I -1, W +1, Ch -1, AL C, LV 3

Impervious. Only damaged by silver or magic sources.

Lycanthropy. If 12 or more damage from the same wererat, contract lycanthropy.

WIGHT

A pale, armored undead warrior with sinister intelligence.

AC 14 (chainmail), HP 15, ATK 1 bastard sword +3 (1d10) and 1 life drain +3, MV near, S +3, D +1, C +2, I +1, W +0, Ch +3, AL C, LV 3

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Life Drain. 1d4 CON damage. Death if reduced to 0 CON.

WILL-O'-WISP

A bobbing marsh light
animated by an evil spirit. It tries
to lead the living into danger.

AC 13, HP 10, ATK 1 life drain +3,
MV near (fly), **S** -3, **D** +3, **C** +1, **I** -1,
W -1, **Ch** -2, **AL** C, **LV** 2

Life Drain. 1d4 CON damage.
Death if reduced to 0 CON.

WOLF

A giant canine with a gray pelt,
yellow eyes, and dripping jaws.

AC 12, HP 10, ATK 1 bite +2 (1d6),
MV double near, **S** +2, **D** +2, **C** +1,
-2, **W** +1, **Ch** +0, **AL** N, **LV** 2

Pack Hunter. Deals +1 damage
while an ally is close.



WOLF, DIRE

A massive wolf with spines of
black bone along its brow ridge
and back.

AC 12, HP 19, ATK 2 bite +4 (1d8),
MV double near, **S** +3, **D** +2, **C** +1,
-1, **W** +1, **Ch** +0, **AL** N, **LV** 4

Pack Hunter. Deals +1 damage
while an ally is close.

WOLF, WINTER

Sinister, white-pelted wolves
with piercing blue eyes. From
the fey realms of eternal winter.

AC 12, HP 23, ATK 2 bite +4 (1d6)
or 1 frost breath, **MV** double near,
S +3, **D** +2, **C** +1, **I** +0, **W** +1, **Ch** +0,
AL C, **LV** 5

Impervious. Cold immune.

Frost Breath. Fills a near-sized
cube extending from winter
wolf. DC 15 DEX or 3d8 damage.
Cannot use again for 1d4 rounds.

WORG

Bat-faced wolves that speak Goblin and often serve as war mounts for goblinkind.

AC 11, HP 14, ATK 1 bite +3 (1d6), MV double near, S +2, D +1, C +1, I -2, W +1, Ch -2, AL C, LV 3

WRAITH

A shadowy spirit seething with anger and malice. Its presence is unsettling to animals.

AC 14, HP 36, ATK 3 death touch +6 (1d10 + life drain), MV near (fly), S -4, D +4, C +0, I +0, W +0, Ch +3, AL C, LV 8

Greater Undead. Immune to morale checks. Only damaged by silver or magical sources.

Incorporeal. In place of attacks, become corporeal or incorporeal.

Life Drain. 1d4 CON damage. Death if reduced to 0 CON.

WYVERN

Dragon-cousins with a large tail stinger, mottled lizard skin, and leathery wings.

AC 15, HP 37, ATK 2 rend +6 (1d8) and 1 stinger +6 (1d6 + poison), MV double near (fly), S +4, D +2, C +1, I -3, W +1, Ch -3, AL N, LV 8

Poison. DC 15 CON or take 2d10 damage.

ZOMBIE

Lurching and decomposed undead that hunt in mobs.

AC 8, HP 11, ATK 1 slam +2 (1d6), MV near, S +2, D -2, C +2, I -2, W -2, Ch -3, AL C, LV 2

Undead. Immune to morale checks.

Relentless. If zombie reduced to 0 HP by a non-magical source, DC 15 CON to go to 1 HP instead.





Treasure



“What’s the big deal? He’s not using it.”

-Ralina, halfling thief, prying a ruby eye from a skull



Jorbin fumed and huffed, lowering Ralina bit by bit. The rope **groaned** where it was wrapped around his waist and hands.

"More slack!" Ralina called up from inside the wide, square **pit**. Jorbin let a few more lengths slide by.

"Not that much!" Ralina shrieked a moment later.

The dwarf growled an oath and hauled the rope back.

Creeg sat cross-legged next to the pit and puffed on his pipe. "Fifty gold the dwarf drops her," he said.

Iraga, a holy **templar** of Saint Terragnis, cast a disdainful look at the wizard. "You know my beliefs on gambling," she said. She raised an index finger. "One hundred gold, or you're a coward."

"I got it!" Ralina shouted from below. Everyone scrambled to look.

At the bottom of the pit, the halfling stood before a black pedestal. She lifted a sparkling, grapefruit-sized **sapphire** overhead.

"See?" she said. "And all of you stewing about traps—"

Behind Ralina, a puff of air hissed. Everyone **froze**.

The pedestal sank into the floor with a clockwork grind; the pit's walls began trembling. A reverberating tick-tock picked up speed.

Creeg's shout broke the spell: "**Get her out!**"

Iraga and Jorbin pulled up the rope in chaotic, frantic unison. The ticking hit a peak as Creeg reached down for Ralina's hand...

Boom! The pit's crushing walls **slammed** together.

Next to it, the four crawlers sprawled in a tangled pile.

"Didn't even drop it," said Ralina's muffled voice.

Treasure Overview

TREASURE

Treasure is the driving force behind character advancement. Claiming treasure grants the characters XP and gives them valuable resources.

Wandering Monsters have only a 50% chance of carrying treasure. They are poor sources of XP and valuables!

FLEETING

Carousing (pg. 92) allows PCs to gain XP fast, but they'll soon need to go adventuring again to replenish their empty pockets. Wealth is a fleeting prize.

TREASURE TABLES

You can use treasure tables (pg. 270) to randomly determine what loot a monster is carrying.

The treasure table the monster uses corresponds to its level. For example, a level 2 monster uses the Treasure 0-3 table.

UNGUARDED

The GM can randomly generate unguarded treasure by rolling on the treasure table that matches the discovering character's level.

For example, a 6th-level wizard finds a treasure chest. The wizard rolls on the Treasure 4-6 table to determine what's inside.

DEALING WITH LOOT

Treasure typically occupies one gear slot (coins occupy one slot per 100), but the GM might determine otherwise.

Characters can sell most treasure based on its material value, but they may need to find a curio collector to offload strange or obscure items.

MAGIC ITEM VALUES

Magic items can rarely be bought or sold. In such a case, weak magic items are worth $1d6 \times 100$ gp. Powerful ones, if not priceless, are worth $2d6 \times 100$ gp.

Treasure 0-3

TREASURE 0-3

d100 Details

- | | |
|-------|--|
| 01 | Bent tin fork (1 cp) |
| 02-03 | Muddy torch (2 cp) |
| 04-05 | Bag of smooth pebbles (2 cp) |
| 06-07 | 10 cp in a greasy pouch |
| 08-09 | Rusty lantern with shattered glass (1 gp) |
| 10-11 | Silver tooth (1 gp) |
| 12-13 | Dull dagger (1 gp) |
| 14-15 | Two empty glass vials (6 gp) |
| 16-17 | 60 sp in a rotten boot |
| 18-19 | Cracked, handheld mirror (8 gp) |
| 20-21 | Chipped greataxe (9 gp) |
| 22-23 | 10 gp in a moldy, wood box |
| 24-25 | Chip of an emerald (10 gp) |
| 26-27 | Longbow and bundle of 40 arrows (10 gp) |
| 28-29 | Dusty, leather armor dyed black (10 gp) |
| 30-31 | Scuffed, heavy shield (10 gp) |
| 32-33 | Simple, well-made bastard sword (10 gp) |
| 34-35 | 12 gp in the pocket of a ripped cloak |
| 36-37 | Wavy-bladed greatsword (12 gp) |
| 38-39 | Pair of elf-forged shortswords (14 gp) |
| 40-41 | Golden bowl (15 gp) |
| 42-43 | Obsidian statuette of Shune the Vile (15 gp) |
| 44-45 | Undersized pearl (20 gp) |

TREASURE 0-3

d100 Details

-
- 46-47 Jade-and-gold scarab pin (20 gp)
 - 48-49 Bag of 10 silver spikes (2 gp each)
 - 50-53 Mithral locket with a painting of a halfling (20 gp)
 - 54-55 Two finely forged dwarven shields (20 gp)
 - 56-57 Pair of silvered daggers (10 gp each)
 - 58-59 Copper-and-gold mead tankard (20 gp)
 - 60-61 Bundle of five red dragon scales (5 gp each)
 - 62-63 Light, warm cloak woven of spidersilk (25 gp)
 - 64-65 Fine set of ivory game pieces (25 gp)
 - 66-67 Half-finished suit of chainmail (30 gp)
 - 68-69 Matched trio of warhammers (10 gp each)
 - 70-71 Fragment of a sapphire (30 gp)
 - 72-73 Set of silk slippers and a robe (35 gp)
 - 74-75 Silver-and-gold circlet (40 gp)
 - 76-77 Radiant, polished pearl (40 gp)
 - 78-79 Mithral shield etched with soaring dragons (40 gp)
 - 80-81 Gold monkey idol with a ruby gripped in its teeth (60 gp)
 - 82-83 Fine suit of chainmail (60 gp)
 - 84-85 Cracked emerald (60 gp)
 - 86-87 Two lustrous pearls (40 gp each)
 - 88-89 1st-tier spell scroll (80 gp)
 - 90-91 *Potion of Invisibility* (80 gp)
 - 92-93 Magic wand, 2nd-tier spell (100 gp)
 - 94-95 *Egg of The Cockatrice* (100 gp)
 - 96-97 +1 armor (benefit, curse) (150 gp)
 - 98-99 *Bag of Holding* (virtue, flaw) (150 gp)
 - 00 +1 magic weapon (benefit) (200 gp)

Treasure 4-6

TREASURE 4-6

d100 Details

- | | |
|-------|--|
| 01 | Scattering of 3 cp |
| 02-03 | Wooden ring carved with knot pattern (5 cp) |
| 04-05 | Heavy iron key (1 sp) |
| 06-07 | Steel-banded wooden shield (10 gp) |
| 08-09 | Golden anchor necklace (10 gp) |
| 10-11 | Bag of 20 glass marbles (5 sp each) |
| 12-13 | Serrated greatsword (12 gp) |
| 14-15 | Three silver-tipped javelins (4 gp each) |
| 16-17 | Bag of rare spices (15 gp) |
| 18-19 | Mahogany pipe with ivory inlay (25 gp) |
| 20-21 | Set of polished bone dice (25 gp) |
| 22-23 | Copper flask etched with an owl (30 gp) |
| 24-25 | Eyepatch made of batwing leather (30 gp) |
| 26-27 | Leather bandoleer with 10 blue bottles (3 gp each) |
| 28-29 | Small oil painting of an elf woman (35 gp) |
| 30-31 | Opalescent pearl (40 gp) |
| 32-33 | Ceremonial, gold-capped warhammer (40 gp) |
| 34-35 | Silver ring with a miniature emerald (40 gp) |
| 36-37 | Tapestry of a unicorn in a forest glade (45 gp) |
| 38-39 | Goblin-made clockwork dragon doll (45 gp) |
| 40-41 | Half-complete suit of chainmail (50 gp) |
| 42-43 | Mace inlaid with gold holy symbols (50 gp) |
| 44-45 | Delicate, ancient vase of Myrkhosian make (50 gp) |

TREASURE 4-6

d100 Details

-
- 46-47 Rare incense that is repulsive to undead (50 gp)
 - 48-49 Minotaur hoof with a gold horseshoe (50 gp)
 - 50-53 Longsword with a fiery pearl set in the pommel (50 gp)
 - 54-55 Green crystal statuette of Memnon (50 gp)
 - 56-57 Crimson holy symbol of Ramlaat with small ruby (55 gp)
 - 58-59 Six black candles traced with gold runes (10 gp each)
 - 60-61 Suit of dwarf-made chainmail (60 gp)
 - 62-63 Dragonbone crossbow carved as roaring dragon (60 gp)
 - 64-65 Half-complete suit of plate mail (65 gp)
 - 66-67 Magnetic, iridescent chunk of meteorite (70 gp)
 - 68-69 Full-length mirror set in gold frame (70 gp)
 - 70-71 Large, green scarab encased in amber (75 gp)
 - 72-73 Lute carved from ironwood with gold hardware (75 gp)
 - 74-75 Ivory tusk carved with angels battling demons (80 gp)
 - 76-77 Mithral shield inlaid with small, blue pearls (80 gp)
 - 78-79 Two intact griffon eggs (40 gp each)
 - 80-81 Suit of blackened-steel plate mail (130 gp)
 - 82-83 2nd-tier spell scroll (140 gp)
 - 84-85 *Potion of Healing* (150 gp)
 - 86-87 3rd-tier spell scroll (200 gp)
 - 88-89 *Potion of Flying* (200 gp)
 - 90-91 *Potion of Giant Strength* (200 gp)
 - 92-93 Magic wand, 3rd-tier spell (curse) (250 gp)
 - 94-95 *Ring of Feather Falling* (250 gp)
 - 96-97 +2 magic armor (benefit, curse) (300 gp)
 - 98-99 *Kytherian Cog* (300 gp)
 - 00 +2 magic weapon (benefit, curse) (500 gp)

Treasure 7-9

TREASURE 7-9

d100 Details

01	Broken glass shards (2 cp)
02-03	Pair of muddy boots (5 sp)
04-05	Rotting, leather pouch with 12 sp
06-07	Greatsword made of blue steel (15 gp)
08-09	Tall, thin mirror in a bronze frame (20 gp)
10-11	Pair of bastard swords with griffon pommels (20 gp)
12-13	Silver-and-gold statuette of an elf archer (25 gp)
14-15	Taxidermied smilodon (30 gp)
16-17	Cameo necklace of a human's profile (30 gp)
18-19	Ivory horn mug carved with drinking dwarves (35 gp)
20-21	Ironwood longbow engraved with silver leaves (35 gp)
22-23	Mahogany chess board with silver pieces (40 gp)
24-25	Mithral shield polished to a mirror-shine (45 gp)
26-27	Iridescent, spiralled unicorn horn (50 gp)
28-29	Basilisk egg in a silk bag (55 gp)
30-31	Gold holy symbol of Madeera with a large pearl (60 gp)
32-33	Red dragon mask with gold filigree (65 gp)
34-35	Gold censer with hooded, skeletal figures (70 gp)
36-37	Large, marble statue of an armored angel (70 gp)
38-39	Chainmail with several rows of gold links (75 gp)
40-41	Clutch of three green cockatrice eggs (25 gp each)
42-43	Oak lockbox filled to the brim with 80 gp
44-45	Blue silk robe embroidered with silver moons (80 gp)

TREASURE 7-9

d100 Details

-
- 46-47 Radiant giant pearl (80 gp)
 - 48-49 Lantern made of intricate stained glass (80 gp)
 - 50-53 Life-sized, jointed python of polished gold (80 gp)
 - 54-55 Oil painting of a famous bard (85 gp)
 - 56-57 Chunk of meteorite sculpted into a tentacled idol (85 gp)
 - 58-59 Black silk surcoat embroidered with a gold lion (90 gp)
 - 60-61 Pair of lustrous pearls in a silver lockbox (90 gp)
 - 62-63 Gilded helm plumed with roc feathers (95 gp)
 - 64-65 Hand-drawn bestiary of rare creatures (95 gp)
 - 66-67 Wyvern hatchling encased in amber (110 gp)
 - 68-69 Pendant with three lambent pearls (120 gp)
 - 70-71 Life-sized, obsidian statue of a galloping horse (120 gp)
 - 72-73 Glittering, faceted emerald (120 gp)
 - 74-75 *Potion of Healing* (150 gp)
 - 76-77 *Potion of Polymorph* (200 gp)
 - 78-79 Magic wand, 3rd-tier spell (250 gp)
 - 80-81 4th-tier spell scroll (260 gp)
 - 82-83 *Crystal Ball* (260 gp)
 - 84-85 Magic wand, 4th-tier spell (flaw) (300 gp)
 - 86-87 *Immovable Rod* (300 gp)
 - 88-89 +2 magic armor (benefit) (300 gp)
 - 90-91 +2 mithral magic armor (benefit, virtue) (320 gp)
 - 92-93 Scorpion idol, one Death's Sting blessing (320 gp)
 - 94-95 Necromancy circle, one Ghostwalk blessing (350 gp)
 - 96-97 Owl statue, one Arcane Eye blessing (350 gp)
 - 98-99 +2 magic weapon (benefit, flaw) (500 gp)
 - 00 +3 magic weapon (benefit, virtue) (900 gp)

Treasure 10+

TREASURE 10+

d100 Details

- | | |
|-------|--|
| 01 | Three tarnished silver plates (5 sp each) |
| 02-03 | Soapstone statuette of Gede with crumbled head (3 gp) |
| 04-05 | Half-empty cask of dwarvish honey mead (5 gp) |
| 06-07 | Damaged chainmail in need of repair (50 gp) |
| 08-09 | Five matching, ceremonial greatswords (12 gp each) |
| 10-11 | Chipped emerald worth half its value (60 gp) |
| 12-13 | Gold ring with a large, black pearl (65 gp) |
| 14-15 | Suit of crimson chainmail with matching shield (70 gp) |
| 16-17 | Giant pearl in the mouth of a gold-dipped bat (100 gp) |
| 18-19 | Stained glass pane of St. Terragnis vs. a dragon (110 gp) |
| 20-21 | Marble throne with giant pearl in headrest (115 gp) |
| 22-23 | Dagger with emerald in the pommel (120 gp) |
| 24-25 | A trio of pearls with blue and violet hues (40 gp each) |
| 26-27 | Suit of plate mail shaped to look like a minotaur (130 gp) |
| 28-29 | Suit of blue plate mail with crashing wave motif (130 gp) |
| 30-31 | Jade sculpture of a meditating elephant-man (140 gp) |
| 32-33 | Masterwork lute by realm's most famous luthier (140 gp) |
| 34-35 | Dragonbone greataxe with a ruby in pommel (220 gp) |
| 36-37 | Gold scarab dotted with miniature emeralds (220 gp) |
| 38-39 | Chest brimming with 230 gp |
| 40-41 | Silvered staff tipped with a ruby held in a claw (220 gp) |
| 42-43 | Only existing painting of an ancient king (240 gp) |
| 44-45 | Gold pendant bearing a teardrop-cut ruby (240 gp) |

TREASURE 10+

d100 Details

-
- 46-47 Giant, egg-shaped emerald (240 gp)
 - 48-49 Silk robe with four pearls as buttons (240 gp)
 - 50-53 Silver skull with a ruby in the eye (240 gp)
 - 54-55 Mithral suit of elvish chainmail (240 gp)
 - 56-57 Opalized giant conch shell with silver inlay (250 gp)
 - 58-59 Gold sarcophagus inscribed with lost language (250 gp)
 - 60-61 Chunk of meteorite wrapped around a ruby (250 gp)
 - 62-63 4th-tier spell scroll (260 gp)
 - 64-65 Velvet bag holding a lustrous sapphire (280 gp)
 - 66-67 *2 Potions of Healing* (300 gp)
 - 68-69 Silver torc with a sapphire and two pearls (360 gp)
 - 70-71 Flawless, dazzling diamond (360 gp)
 - 72-73 Taxidermied adult dragon (360 gp)
 - 74-75 5th-tier spell scroll (360 gp)
 - 76-77 *Potion of Extirpation* (360 gp)
 - 78-79 Magic wand, 5th-tier spell (virtue, flaw) (360 gp)
 - 80-81 Giant diamond, casts *wish* once without fail (720 gp)
 - 82-83 *Portable Hole* (720 gp)
 - 84-85 Ruby-eyed, gold idol, 3 Demonskin blessings (840 gp)
 - 86-87 Scroll of the Covenant, 3 Divine Halo blessings (840 gp)
 - 88-89 *Brak's Cube of Perfection* (840 gp)
 - 90-91 Richly woven *Flying Carpet* (840 gp)
 - 92-93 +3 mithral magic armor (benefit, virtue) (900 gp)
 - 94-95 +3 magic weapon (2 benefits) (900 gp)
 - 96-97 The fearsome *Obsidian Witchknife* (1,200 gp)
 - 98-99 The hallowed *Armor of Saint Terragnis* (1,200 gp)
 - 00 The mighty *Staff of Ord* (1,200 gp)

Mundane Items

Mundane treasure is any item that is valuable but not magical in nature.

Luxury Items. Statues, idols, paintings, tapestries, or even taxidermy can be worth a great deal to the right buyer.

Luxury items can also include silk, ivory, rare elven wine, silver utensils, jewelery, masterwork weapons, crystal goblets, and finery that trades at a high price.

Gemstones. Gems are very valuable and easier to transport than statues or chests of coins, making them one of the most appealing types of treasure.

GEMSTONES

Gemstone	Value
Pearl	40 gp
Emerald	120 gp
Ruby	200 gp
Sapphire	280 gp
Diamond	360 gp
Giant gem	x2

UNIQUE FEATURE

d20 Details

- | | |
|----|-----------------------|
| 1 | Forgery |
| 2 | Misshapen |
| 3 | Poorly constructed |
| 4 | Blemished |
| 5 | Worn smooth |
| 6 | Sparkling clean |
| 7 | Bite marks |
| 8 | Burned |
| 9 | Dusty |
| 10 | Caked with dry mud |
| 11 | Rare artist mark |
| 12 | Repaired |
| 13 | Chipped |
| 14 | Specks of dried blood |
| 15 | Unusual material |
| 16 | Fragile |
| 17 | Rusted/rotted |
| 18 | Painted upon |
| 19 | Carved with initials |
| 20 | Historic/famous |

LUXURY ITEMS

d20	Feature	Item
1	Golden	Life-sized humanoid figure
2	Etched-copper	1d4: 1. tusk, 2. horn, 3. fang, 4. skull
3	Dragonscaled	Altar, 1d4: 1. Memnon, 2. Ord, 3-4. Madeera
4	Gilded	Statuette, 1d4: 1. fox, 2. cat, 3. dog, 4. owl
5	Bone-carved	1d4: 1. chest, 2. table, 3. lockbox, 4. chair
6	Amber-encased	Icon, 1d4: 1. Chaos, 2. Neutrality, 3-4. Law
7	Painting of	Bust, 1d4: 1. god, 2. ruler, 3. hero, 4. bard
8	Silver	Egg, 1d4: 1. dragon, 2. basilisk, 3-4. griffon
9	Jade	1d4: 1. charm, 2. amulet, 3. locket, 4. signet
10	Tapestry of	Mask, 1d4: 1. crow, 2. jester, 3. thief, 4. god
11	White marble	1d4: 1. mirror, 2. vase, 3. pottery, 4. ewer
12	Ivory	1d4: 1. chalice, 2. plate, 3. cutlery, 4. mug
13	Crystal	1d4: 1. circlet, 2. ring, 3. chain, 4. torc
14	Mithral	Bottle, 1d4: 1. wine, 2. grog, 3. mead, 4. ale
15	Dragonbone	1d4: 1-2. scroll case, 3. ink pot, 4. quill
16	Holy relic	1d4: 1. shield, 2. helm, 3. bracers 4. greaves
17	Meteorite	1d4: 1. lute, 2. viol, 3. harp, 4. flute
18	Masterwork	1d4: 1. urn, 2. coffin, 3. bier, 4. sarcophagus
19	Silk-wrapped	1d4: 1. crown, 2. scepter, 3. orb, 4. throne
20	Stained glass	1d4: 1-2. beetle, 3. butterfly, 4. spider

“Copper is worth trouble. Silver, suffering. Gold? Death!”

-Jorbin, dwarf fighter, reciting a dwarven proverb

Boons

Boons are non-monetary sources of value or benefit.

Oaths. A favor owed by a unicorn, a title granted by a baron, or the promise of safe harbor by a dryad you helped.

Secrets. The identity of a murderer, the corrupt bishop's incriminating letters, or the *True Name* of a demon.

Blessings. An enchantment from a magical fountain or a dryad's gift of the ability to speak to birds. Blessings can be temporary or permanent.

XP VALUE

A boon's XP value is based on its utility. For example, a favor promised by a member of the Thieves' Guild might be normal treasure, but a god's blessing would be legendary treasure.



OATHS

d8 Details

- 1 The duke will procure you an audience with the queen
- 2 The City Watch will pardon a crime you've committed
- 3 A dryad will protect you while you're in her grove
- 4 A Thieves' Guild member will get you into the gem vault
- 5 A unicorn will heal a grave wound or affliction
- 6 A dwarven forgemaster will make you a spectacular sword
- 7 A baron will grant you the title of knight or constable
- 8 The Circle of Mages will magically teleport you anywhere

SECRETS

d12	Detail 1	Detail 2
1	The <i>True Name</i> of	The king
2	The one manipulating	A powerful demon
3	The killer of	A legendary swordmaster
4	The impersonator of	The head of the church
5	The horrifying plan of	A mighty sorcerer
6	The secret location of	A rival adventuring party
7	The beloved of	The Thieves' Guild boss
8	Proof of the crimes by	A revered knight of St. Terragnis
9	The treasure hoard of	A famous dragon-slayer
10	The weakness of	The settlement's leadership
11	The secret identity of	A fearsome lich-queen
12	The one blackmailing	A cherished NPC

BLESSINGS

d12	Details
1	Wraithsight. You can see invisible and hidden creatures
2	Nine Lives. The next nine times you go to 0 HP, regain 1 HP
3	Demonskin. You are immune to damage from fire
4	Spiderwalk. You can crawl on walls and sheer surfaces
5	Merfolk's Kiss. You can breathe water as though it were air
6	Gede's Blessing. You can speak to and understand animals
7	Arcane Eye. Three times per day, advantage to cast a spell
8	Shune's Mark. When you kill a creature, heal 1d6 hit points
9	Ghostwalk. Once per day, turn incorporeal for 1d4 rounds
10	Death's Sting. You are immune to the effects of poison
11	Rite of Rage. Once per day, deal double damage
12	Divine Halo. Hostile spells that target you are DC 15 to cast

Magic Item Attributes

QUALITIES

A magic item can have some or all of the following qualities.

Bonus. Magic armor and weapons can have a bonus from +0 to +3. Armor with a bonus adds that amount to the AC it grants. A weapon with a bonus adds that amount to its attack and damage rolls.

+0 and +1 items are the most frequent. +3 items are very rare.

Benefit. A supernatural benefit gifted to the item's wielder. Most magic items have at least one benefit.

Curse. A negative effect bestowed on the item's wielder. Some magic items have a curse.

Personality. A few magic items are conscious and have personalities that include virtues, flaws, a trait, and an alignment. Magic items with personalities can communicate telepathically with their wielders.

RANDOM MAGIC ITEM

TYPE		
d6	Item	Page
1	Armor	pg. 284
2	Potion	pg. 286
3	Scroll	pg. 288
4	Utility	pg. 290
5	Wand	pg. 288
6	Weapon	pg. 292

QUALITIES		
2d6	Benefit	Curse
2-3	-	1
4-7	1	1
8-11	1	-
12	2	-

PERSONALITY		
2d6	Virtue	Flaw
2-3	-	1
4-9	-	-
10-11	1	1
12	1	-

MAGIC ITEM IDEA GENERATOR

d20	Name 1	Name 2	Name 3
1	The Crimson	Blade	of Thundering Death
2	The Ashen	Poultice	of Ages
3	Ortival's	Rite	of the Archmage
4	The Doom	Axe	of Destruction
5	The Twilight	Hammer	of Brak
6	The Astral	Wand	of Power
7	Krull's	Cape	of the Covenant
8	The Vicious	Tome	of the Wilds
9	Memnon's	Litany	of the Horde
10	The Blessed	Staff	of Blood
11	The Infernal	Scroll	of Time
12	Madeera's	Skull	of the Lich Queen
13	The Whispering	Bow	of the Elders
14	The Unholy	Sword	of Madness
15	Shune's	Shield	of Withering
16	The Lost	Dagger	of Annihilation
17	Ord's	Armor	of the Dragon
18	The Righteous	Orb	of the Risen
19	The Demonic	Eye	of Elemental Fury
20	The Primordial	Elixir	of the Spirits

CONSUMABLES

A creature must drink an entire potion or use an entire consumable item to gain its effects.

The user decides the order in which the effects take place on a consumable item.

Armor

ARMOR TYPE

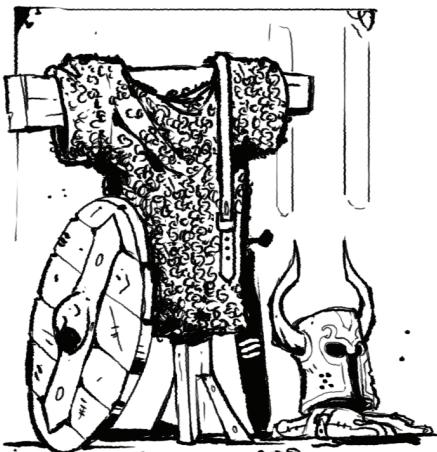
2d6	Type
2-5	Leather
6-7	Chainmail
8-9	Shield
10-11	Plate mail
12	Mithral + reroll

ARMOR BONUS

2d6	Bonus
2-5	+0
6-8	+1
9-11	+2
12	+3

ARMOR FEATURE

d20	Details
1	Demonic horned face
2	Oak leaf motif
3	Studded with shark teeth
4	Dragon scales
5	Bone or metal spikes
6	Faint arcane runes
7	Turtle shell plating
8	Made of scorpion chitin
9	Gilded metal/gold thread
10	Scorched, smells burned
11	Pearl-white fish scales
12	Oozes blood
13	Festooned with fungi
14	Distant sound of ocean
15	Set with crystals
16	Draped in holy symbols
17	Exudes tree sap
18	Blurry, indistinct edges
19	Large golden cat eye
20	Covered in frost





ARMOR BENEFIT

d12 Details

-
- 1 Once per day, deflect a ranged attack that would hit you
 - 2 Checks to stabilize you are easy (DC 9)
 - 3 You cannot be knocked over while you are conscious
 - 4 Undetected creatures do not have advantage to attack you
 - 5 You know Diabolic and are immune to fire, lava, and magma
 - 6 You are immune to the curses of one item you choose
 - 7 Once per day, gain advantage on all attacks for 3 rounds
 - 8 You have a +4 bonus to your death timers
 - 9 Gain immunity to a poison after suffering its effects once
 - 10 You know Celestial and can fly for 3 rounds once per day
 - 11 Treat critical hits against you as normal hits
 - 12 Ignore any damage dealt to you of 3 points or below
-



ARMOR CURSE

d12 Details

-
- 1 You take 2d10 damage if you remove this armor
 - 2 Your party cannot add CHA bonuses to reaction checks
 - 3 Mounts fear you and will not allow you to ride them
 - 4 DC 15 WIS first round of combat or attack nearest creature
 - 5 You take double damage from blunt/bludgeoning weapons
 - 6 Armor uses 5 gear slots and is extremely loud and clunky
 - 7 Ranged attacks against you have advantage
 - 8 Treat a natural 1 attack roll against you as a critical hit
 - 9 Beneficial spells that target you are hard to cast (DC 15)
 - 10 You have disadvantage on Dexterity checks
 - 11 There's a secret 1-in-6 chance each NPC ally will betray you
 - 12 You take double damage from silvered weapons
-

Potions

POTION FEATURES

d8	Feature 1	Feature 2	Feature 3
1	Spicy	Pickled spider inside	Bubbling
2	Clear as water	Green fumes	Purple streaks
3	Deep blue	Tiny stars and moon	Flames on surface
4	Citrus smell	Gold flakes in liquid	Floral smell
5	Sulfurous	Swirling vortex	Skull on bottle
6	Fizzy	Quiet whistling	Warm
7	Chilly	Rattles and shakes	Large molar inside
8	Blood red	Eyeball inside	Pink starbursts

MIXING POTIONS

d12	Effect 1	Effect 2
1	Drinker floats 2 rounds	Fumes: DC 12 CON or 1d4 dmg
2	Gains personality: 1 virtue	Loses all curses
3	Becomes totally inert	Gains personality: 1 flaw
4	Reroll 2 new benefits	Drinker invisible 2 rounds
5	Curse effects halved	Double one benefit's effects
6	Gains 1 additional curse	Explodes: DC 12 DEX or 1d6 dmg
7	Drinker forgets 1 language	Gains personality: 1 virtue
8	Gains 1 additional benefit	Benefit effects halved
9	Gains personality: 1 flaw	Doubles one curse's effects
10	All effects are inverted	Drinker DC 12 CON or 1d8 dmg
11	Lose all benefits	Drinker -1 to random stat
12	Drinker +1 to random stat	1 random effect is permanent



POTION BENEFIT

d12 Details

-
- 1 Immune 5 rounds, 1d4: **1.** fire, **2.** cold, **3.** electricity, **4.** poison
 - 2 Heals, 1d4: **1.** 1d4, **2.** 2d6, **3.** 3d8, **4.** 4d10
 - 3 Read the minds of all creatures within near for 1 hour
 - 4 Fly a near distance for 5 rounds
 - 5 For 5 rounds, move far on your turn and still take an action
 - 6 Become invisible for 5 rounds
 - 7 Breathe underwater and know Merran language for 1 hour
 - 8 A stat becomes 18 (+4) for 5 rounds
 - 9 Turn into purple, flying gas for 5 rounds
 - 10 Cures any disease or affliction affecting drinker
 - 11 Speak to and understand animals for 1 hour
 - 12 You are immune to all damage for 5 rounds



POTION CURSE

d12 Details

-
- 1 DC 15 WIS check or attack nearest creature for 3 rounds
 - 2 Turn into a 1 HP newt for 3 rounds
 - 3 A stat becomes 3 (-4) for 1 hour
 - 4 DC 15 CON check or take 2d10 damage
 - 5 Forget all languages you know for 1 hour
 - 6 Shrink to half size and disadvantage on attacks for 5 rounds
 - 7 Sing at the top of your lungs for 3 rounds
 - 8 You become magnetic to all metal near to you for 1 hour
 - 9 You are compelled to jump into any pits you see for 1 hour
 - 10 DC 15 CON check or go blind for 5 rounds
 - 11 You are the source of an *antimagic shell* spell for 1 hour
 - 12 Two limbs petrify for 5 rounds, 1d4: **1-2.** arms, **3-4.** legs

Scrolls and Wands

SCROLL FEATURE

d8 Details

- | | |
|---|--------------------------|
| 1 | Branded on leather |
| 2 | Etched on copper leaf |
| 3 | Faded papyrus |
| 4 | Stained parchment roll |
| 5 | Carved into bone |
| 6 | Chiseled on stone slates |
| 7 | Etched into glass |
| 8 | Tattooed on dragon skin |

WAND FEATURE

d8 Details

- | | |
|---|--------------------------|
| 1 | Carved from bone |
| 2 | Blinking eye in handle |
| 3 | Sleek starmetal |
| 4 | Polished wood |
| 5 | Obsidian with ivory tips |
| 6 | Electrical sparks |
| 7 | Jagged crystal |
| 8 | Made of tiny skulls |

CURSES/BENEFITS

2d6 Use Tables For...

- | | |
|------|---------|
| 2-6 | Armor |
| 7-8 | Potion |
| 9-11 | Utility |
| 12 | Weapon |

TIER 1

d12 Spell

- | | |
|----|-----------------------------|
| 1 | <i>Alarm</i> |
| 2 | <i>Burning hands</i> |
| 3 | <i>Charm person</i> |
| 4 | <i>Detect magic</i> |
| 5 | <i>Feather fall</i> |
| 6 | <i>Floating disk</i> |
| 7 | <i>Hold portal</i> |
| 8 | <i>Light</i> |
| 9 | <i>Mage armor</i> |
| 10 | <i>Magic missile</i> |
| 11 | <i>Protection from evil</i> |
| 12 | <i>Sleep</i> |

SPELL TIER

2d6 Tier

- | | |
|-------|--------|
| 2-5 | Tier 1 |
| 6-7 | Tier 2 |
| 8-9 | Tier 3 |
| 10-11 | Tier 4 |
| 12 | Tier 5 |

TIER 2

d12	Spell
1	<i>Acid arrow</i>
2	<i>Alter self</i>
3	<i>Detect thoughts</i>
4	<i>Fixed object</i>
5	<i>Hold person</i>
6	<i>Invisibility</i>
7	<i>Knock</i>
8	<i>Levitate</i>
9	<i>Mirror image</i>
10	<i>Misty step</i>
11	<i>Silence</i>
12	<i>Web</i>

TIER 4

d12	Spell
1	<i>Arcane eye</i>
2	<i>Cloudkill</i>
3	<i>Confusion</i>
4	<i>Control water</i>
5	<i>Dimension door</i>
6	<i>Divination</i>
7	<i>Passwall</i>
8	<i>Polymorph</i>
9	<i>Resilient sphere</i>
10	<i>Stoneskin</i>
11	<i>Telekinesis</i>
12	<i>Wall of force</i>

TIER 3

d12	Spell
1	<i>Animate dead</i>
2	<i>Dispel magic</i>
3	<i>Fabricate</i>
4	<i>Fireball</i>
5	<i>Fly</i>
6	<i>Gaseous form</i>
7	<i>Illusion</i>
8	<i>Lightning bolt</i>
9	<i>Magic circle</i>
10	<i>Protection from energy</i>
11	<i>Sending</i>
12	<i>Speak with dead</i>

TIER 5

d12	Spell
1	<i>Antimagic shell</i>
2	<i>Create undead</i>
3	<i>Disintegrate</i>
4	<i>Hold monster</i>
5	<i>Plane shift</i>
6	<i>Power word kill</i>
7	<i>Prismatic orb</i>
8	<i>Scrying</i>
9	<i>Shapechange</i>
10	<i>Summon extraplanar</i>
11	<i>Teleport</i>
12	<i>Wish</i>

Utility

UTILITY TYPE		UTILITY FEATURE	
d20	Type	d20	Details
1	Brooch	1	Shaped like a raven
2	Ring	2	Iridescent
3	Boots	3	Cruel spikes and spines
4	Cloak	4	Made from a big frog
5	Amulet	5	Gem-studded
6	Flask	6	Gold thread/hardware
7	Tome	7	Made of basilisk hide
8	Circlet	8	Possessed by a spirit
9	Eyepatch	9	Made of shaped smoke
10	Gauntlets	10	Covered in small thorns
11	Holy symbol	11	Made with rare feathers
12	Hat	12	Has tiny wings
13	Goblet	13	Slowly changes colors
14	Helm	14	Shaped like a bat
15	Statuette	15	Tarnished silver hardware
16	Goggles	16	Made of spidersilk
17	Bag	17	Hums quiet, sweet tones
18	Rock	18	Jolt of pain at first touch
19	Surcoat	19	Throbs like a heart
20	Mask	20	Trails faint mist

"That rock with wings really was quite useful after all."

-Creeg, human wizard, triggering a magical trap from afar

UTILITY BENEFIT

d12 Details

- 1 You can't be magically scryed upon or detected
- 2 Connects to an interdimensional pocket with 5 gear slots
- 3 A stat becomes 18 (+4) while using/wearing item
- 4 Once per day, teleport a near distance
- 5 Harmful spells that target you are DC 15 to cast
- 6 You're immune to 1d4: 1. fire, 2. cold, 3. electricity, 4. poison
- 7 Sense secret doors when they're within close range
- 8 You can see invisible and incorporeal creatures
- 9 Your movement isn't hindered by any terrain
- 10 You can hold your breath for 1 hour
- 11 You do not need to eat or drink to survive
- 12 You can walk on non-solid surfaces for 2 rounds at a time

UTILITY CURSE

d12 Details

- 1 Slowly rots all other non-magical items that touch it
- 2 Deals 1d4 damage and leaves blisters whenever used
- 3 Item attracts bad weather to its location
- 4 You cannot be healed by magic; only by resting
- 5 Crashes like a gong whenever wielder slays a creature
- 6 Item attracts all undead within a far distance
- 7 Temporarily loses magic if doused in water
- 8 You have disadvantage on CON checks
- 9 You are compelled to light parchment objects on fire
- 10 You must drink blood once a day or take 1d8 damage
- 11 Item must eat 1d10 gp a day or it loses its magic until fed
- 12 Item has horrid smell that makes all your CHA checks hard

Weapons

WEAPON TYPE

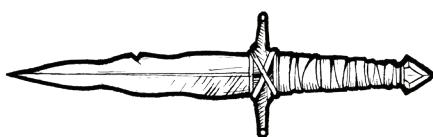
d20	Type
1	Arrows (2d6)
2-3	Bastard sword
4	Club
5	Crossbow
6	Crossbow bolts (2d6)
7-8	Dagger
9	Greataxe
10	Greatsword
11	Javelin
12	Longbow
13-14	Longsword
15	Mace
16	Shortbow
17-18	Shortsword
19	Staff
20	Warhammer

WEAPON FEATURE

d20	Details
1	Trails sparkles
2	Starmetal
3	Rusted and chipped
4	Gem in pommel/handle
5	Drips green ichor
6	Moon motif and silvered
7	Galaxies swirl on surface
8	Ironwood
9	Rune-scribed
10	Faint, ghostly aura
11	Inlaid with gold
12	Trails incense
13	Studded with gemstones
14	Sparks dance on surface
15	Shaped like an animal
16	Carved from granite
17	Dragonbone hardware
18	Whispers in a language
19	Drips ocean water
20	Turns blood to rose petals

WEAPON BONUS

2d6	Bonus
2-3	+0
4-9	+1
10-11	+2
12	+3





WEAPON BENEFIT

d12 Details

-
- 1 Cut or smash through any material
 - 2 Once per day, ignites for 5 rounds, deals 1d4 extra damage
 - 3 DC 15 CHA check to command a wild animal within 10 ft.
 - 4 Behead the enemy on a critical hit
 - 5 When you hit a creature, learn its *True Name* (see pg. 319)
 - 6 Shoot a bolt of energy near with DEX, 1d6 damage
 - 7 Once per day, deflect a melee attack that would hit you
 - 8 Regain 1d6 hit points when you slay a creature
 - 9 You have advantage on initiative rolls
 - 10 Has thrown property (pg. 37), near distance, returns to you
 - 11 Double damage to 1d4: **1-2.** undead, **3.** demons, **4.** dragons
 - 12 Reroll natural 1s once each when attacking with this weapon



WEAPON CURSE

d12 Details

-
- 1 You can't see 1d4: **1.** undead, **2.** demons, **3.** snakes, **4.** spiders
 - 2 You are compelled to swallow all gemstones at first sight
 - 3 Burn a straw doll daily or weapon temporarily loses magic
 - 4 Any light source you hold immediately extinguishes
 - 5 You must loudly praise a god whenever you see its symbol
 - 6 Venomous creatures always target you with attacks
 - 7 You turn into a rat every day at midnight for one hour
 - 8 Your checks to swim are always extreme (DC 18)
 - 9 You are burned by the touch of gold
 - 10 Bathe weapon in blood daily or it temporarily loses its magic
 - 11 You cannot wear armor while wielding this weapon
 - 12 Weapon can possess you by winning contested CHA (+2)

Item Personality

The GM determines a conscious magic item's alignment unless otherwise noted.

A conscious item may make a contested CHA check (+2) to resist or insist on how it's used.

ITEM VIRTUE

d20 Details

- 1 Insists on protecting people and creatures it likes
- 2 Warns its wielder if it senses impending danger
- 3 Gladly translates Primordial for its wielder
- 4 Senses hiding creatures within near, but not exact place
- 5 Owed a favor by a 1d4: **1-2.** unicorn, **3.** dragon, **4.** noble
- 6 Commands the respect of the followers of a god
- 7 Occasionally remembers useful ancient history
- 8 Imparts pleasant dreams and good sleep to its wielder
- 9 Coaches its wielder on the right things to say in a situation
- 10 Sometimes provides helpful strategic advice
- 11 Occasionally notices important details others have missed
- 12 Tries to mediate disagreements between conscious items
- 13 Calming presence to 1d4: **1.** dogs, **2.** horses, **3.** cats, **4.** birds
- 14 Has an extremely acute sense of smell
- 15 Knows the direction of the nearest running water
- 16 Lawful, intimidating to chaotic creatures
- 17 Neutral, intimidating to lawful and chaotic creatures
- 18 Chaotic, intimidating to lawful creatures
- 19 Has legitimate prophecies but isn't sure of their meaning
- 20 Can undo a great 1d4: **1.** evil, **2.** lie, **3.** spell, **4.** alliance

ITEM FLAW

d20 Details

- 1 Afraid of 1d4: **1.** the dark, **2.** vermin, **3.** heights, **4.** water
- 2 Preferred a past owner and always draws comparisons
- 3 Chatters while wielder is trying to concentrate
- 4 Dislikes 1d4: **1.** elves, **2.** dwarves, **3.** humans, **4.** goblins
- 5 Tries to get wielder into fights so it "has something to do"
- 6 Does not want to be separated from wielder for any reason
- 7 Objects to 1d4: **1.** gambling, **2.** carousing, **3.** stealth, **4.** theft
- 8 Accuses everyone of lying; is correct once in a while
- 9 Won't harm 1d4: **1-2.** lawful, **3.** neutral, **4.** chaotic creatures
- 10 Believes its wielder is a pawn in its apocalyptic scheme
- 11 Constantly tries to escape its current wielder
- 12 Demands its wielder observe its god's strict rituals
- 13 Insists on being reunited with its creator, living or dead
- 14 Can't stand other conscious magic items
- 15 Refuses to be used for "unimportant" or "boring" tasks
- 16 Purposefully goes magically inert when mad at its wielder
- 17 Insists on being meticulously cleaned every day
- 18 Loves the color purple and despises all other colors
- 19 Objects to 1d4: **1.** negotiating, **2-3.** fighting, **4.** planning
- 20 Pretends to know information it doesn't know

PERSONALITY TRAIT

d4, d4	1	2	3	4
1	Imperious	Polite	Puritanical	Charming
2	Anxious	Righteous	Critical	Theatrical
3	Bossy	Noble	Greedy	Protective
4	Impulsive	Brave	Vicious	Loyal

Designing Magic Items

MAGIC ITEM QUALITIES

Unique. All magic items should be distinct from each other. Magic is mysterious, and so should be each magical dagger or spell scroll. Give them personalities, strange curses, or unique appearances.

Power Level. A magic item's benefits should each be roughly equivalent to a class talent in power and scope. Magic items can be mighty, but they should rarely eclipse what a character can contribute.

Nature of Effects. Magical effects that are passive riders (ongoing effects that always apply) are easier for players to manage than effects that need to be activated or that add a lot of additional rolls to gameplay.

Avoid effects that could easily go forgotten or bog down the pace of the game by adding frequent checks or rolls.

GAME-BREAKERS

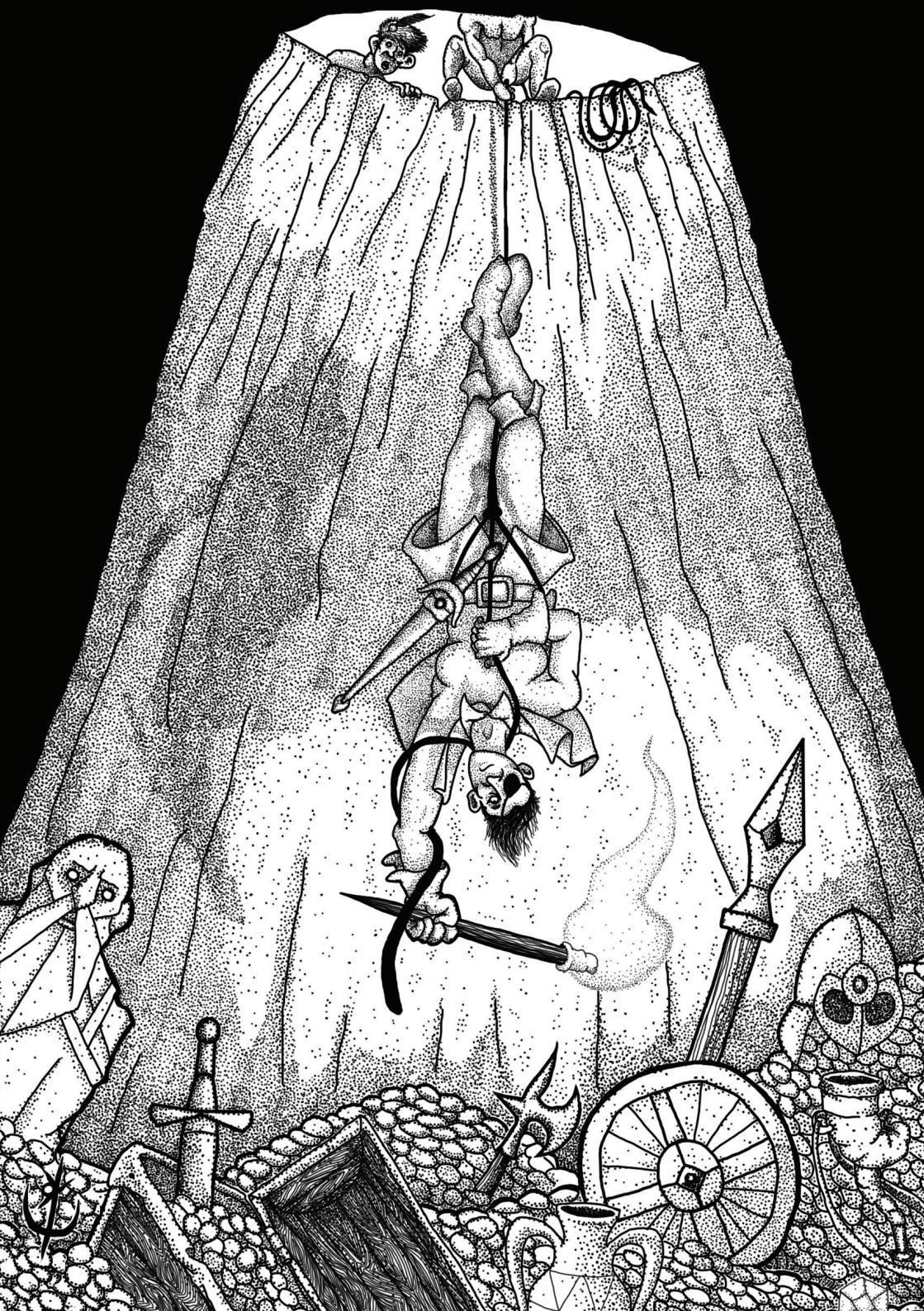
When designing magic items, there are several things to consider that can heavily impact *Shadowdark RPG's* core systems.

Darkvision or Light. Use extreme caution with effects that obviate the need for torches or the *light* spell. Such effects remove the time pressure and resource management of tightly limited light sources.

Magic items should not glow indefinitely or provide an unlimited way to see in the dark.

Gear Slots. The amount of gear a character can carry ties into the time pressure of light sources and the importance of careful gear selection.

Enhancing gear slots can reduce these core challenges to mere speed bumps. Access to such effects should be rare and limited.



Magic Items

ALABASTER DESTRIER



A smooth, pearly statuette of a running horse.

Benefit. Once per day, the wielder can speak the command word to turn the statuette into a pegasus that accepts neutral or lawful riders. The statuette remains in this form for 1 hour.

AMULET OF VITALITY



A gold amulet with a red ruby teardrop at its center.

Benefit. Your Constitution stat becomes 18 (+4) while wearing this amulet.

AMULET OF SECRECY



A heavy, flat pendant carved with a lidded eye.

Benefit. You can't be detected by divination magic such as the scrying spell or a *Crystal Ball* while wearing this amulet.

Curse. You constantly have the sensation of being watched.

ARMOR OF SAINT TERRAGNIS

Golden plate mail carved from head to toe with warrior angels.

Bonus. +3 plate mail. Only a lawful worshipper of Saint Terragnis can wear this armor.

Benefit. Hostile spells that target you are DC 18 to cast. Once per month, you can summon an Avatar of Saint Terragnis (treat as an archangel) to fight by your side for 10 rounds.

“St. Terragnis wore this armor to fight the Legion of the Ninth Circle. She triumphed that day; so will we.”

-Iraga, half-orc priest



ARMOR OF THE ONI

Black plate mail of lacquered, ironwood panels. The helm's visor is the face of a snarling oni.

Bonus. +1 plate mail.

Benefit. You can speak and understand Diabolic. Your melee weapon attacks deal +1 damage.

Curse. You have disadvantage on attacks and spellcasting checks against demons.



BAG OF DEVOURING

A worn, leather pouch with tight drawstrings.

Curse. This bag devours and destroys anything placed inside it in 1d6 rounds.



BAG OF HOLDING

A worn, leather pouch with tight drawstrings.

Benefit. This bag has an interdimensional space inside that can hold up to 10 gear slots.

Curse. Placing this item inside another *Bag of Holding* or a *Portable Hole* destroys both items and all held inside them.



BAG OF BADGERS

A gray, fraying sack matted with white, bristly hair.

Benefit. Once per day, you can reach inside the bag and pull out an angry badger. You can throw the badger up to a near distance. The badger attacks the nearest creature for 3 rounds before waddling away.



BEAD OF FORCE

A marble with a blue ring of light glowing softly inside it.

Benefit. You can throw this bead at one target up to a near distance. If you hit, the target becomes caught in a *resilient sphere* spell (pg. 69).

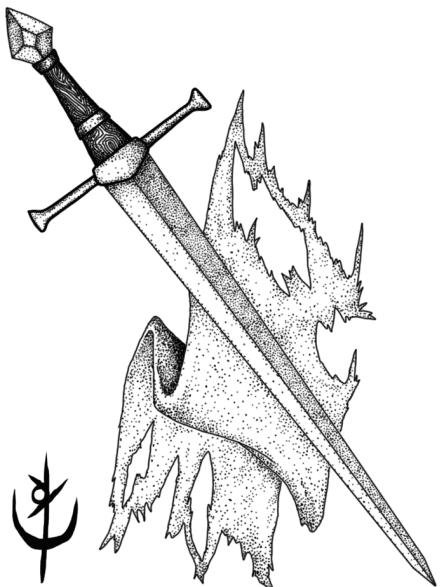
BLADE OF VENGEANCE

A gray blade with a diamond-cut ruby in the pommel. It whistles sharply with each slice.

Bonus. +2 bastard sword. Cannot be wielded by undead.

Benefit. You have advantage on attacks against undead creatures with this sword. You can use the sword to cast *turn undead* once per day (+4 bonus).

Personality. Lawful. Grim, suspicious. Forged as a failsafe against the Witch-Kings if they should fall to darkness, which they did. Demands they be slain.



BOOTS OF DANCING

Fine, supple boots of sheepskin.

Curse. As soon as you don these boots, you begin cavorting and dancing uncontrollably. You move randomly each turn and must pass a DC 15 Dexterity check to remove the boots.

BOOTS OF HOVERING

Brown, sturdy boots polished to a sheen. Small, silver wings adorn the heels.

Benefit. You can walk on an insubstantial surface for 1 turn at a time. You fall through the surface if you end your turn on it.

BOOTS OF THE CAT

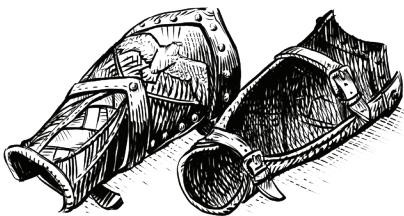
Gray, doeskin boots as thin and soft as slippers.

Benefit. You can jump up to a near distance from a standstill. Your checks to move silently are always easy (DC 9).

BRACERS OF ARCHERY

Leather bracers embossed with soaring hawks.

Benefit. You deal +1 damage with ranged weapons.



BRACERS OF DEFENSE

Steel bracers traced with dwarvish runes of protection.

Benefit. You get a +1 bonus to your armor class.

BRAK'S BOOK OF MISSPELLS

A tome bound in ratskin that bears a jagged, glowing rune.

Curse. This spellbook contains one scroll each of *acid arrow* (pg. 54), *fireball* (pg. 60), and *sleep* (pg. 71). When a wizard tries to cast or learn a spell from these scrolls, the spell targets the caster on a success.

BRAK'S CUBE OF PERFECTION

A tiny cube with paintings of goblins on each face, each one depicting transcendence in a physical or mental trait.

Benefit. Roll the cube by rolling a d6. Your corresponding stat permanently increases to 18 (+4). **1.** Strength. **2.** Dexterity. **3.** Constitution. **4.** Intelligence. **5.** Wisdom. **6.** Charisma.

After being rolled, *Brak's Cube of Perfection* teleports to a random location in the multiverse.



CIRCLET OF WISDOM

A thin, silver circlet set with a shimmering, blue pearl.

Benefit. Your Wisdom stat becomes 18 (+4) while wearing this circlet.

CLOAK OF ELVENKIND

A hooded, billowing cloak that shifts colors to match its surroundings.

Benefit. Your checks to hide are always easy (DC 9). Once per day, you can become invisible for 5 rounds. The invisibility ends if you attack or cast a spell.

CLOAK OF THE BAT

A leathery, black cloak that has a ragged hem and a hood with pointed ears.

Benefit. You can fly a near distance as your movement while in a shadowy area.

Curse. Each time you use the cloak to fly, roll a d20. On a result of 1, you and your gear turn into a small bat for 3 rounds.



CRYSTAL BALL

A flawless glass orb with roiling images swirling inside it.

Benefit. Only wizards can use a *Crystal Ball*. You can use it to cast the *scrying* spell (pg. 70). If you fail the spellcasting check to cast *scrying*, the *Crystal Ball* ceases to function for a day.



DAGGER OF THE GOBLIN HERO

A curved dagger with a half-moon notch at the blade's base.

Bonus. +1 dagger.

Benefit. You can speak Goblin. All goblinoid creatures react to you with a friendly attitude.



EGG OF THE COCKATRICE

A blue, hard egg as big as a coconut and heavy as a stone.

Benefit. Once per week, you can speak a command word that causes a cockatrice to hatch and follow your commands for 5 rounds before flying away. The egg repairs itself over one week.



GENIE LAMP

A tarnished, brass oil lamp.

Benefit. Rubbing the lamp causes its resident djinni (50% chance) or efreeti (50% chance) to emerge. A djinni grants its summoner one *wish* spell (pg. 73) before disappearing. An efreeti does the same, but only after being defeated in combat.



FLYING CARPET

A richly woven, red carpet with gold tassels.

Benefit. The carpet fits two riders (one is the driver). It can fly double near on the driver's turn.

Personality. Neutral. Playful, mischievous. Enjoys visiting new places and gets restless without a frequent change in location.



GLOVES OF AGILITY

Thin, leather gloves that seem to meld with the wearer's hands.

Benefit. Your Dexterity stat becomes 18 (+4) while wearing these gloves.



GOBLIN BOMB

A preserved rat stuffed with an explosive charge and a fuse.

Benefit. You can light the bomb's fuse and throw it a near distance. It explodes in 1d4 rounds, dealing 2d8 damage to everything in near range.



GAUNTLETS OF MIGHT

Heavy, bronze gauntlets with engravings of Herculean giants.

Benefit. Your Strength stat becomes 18 (+4) while wearing these gauntlets.

GREATAXE OF THE HORDE

A jagged greataxe carved from a weighty dragon bone.

Bonus. +2 greataxe.

Benefit. Once per day, you can turn a regular hit with this weapon into a critical hit.

Curse. Each time you go below half your hit points, make a DC 12 Charisma check. On a failure, you enter a battle rage for 1d4 rounds and must attack the nearest creature.

HAT OF INTELLECT

A floppy, pointed hat with a wide brim.

Benefit. Your Intelligence stat becomes 18 (+4) while wearing this hat.

HAT OF THE HOUND

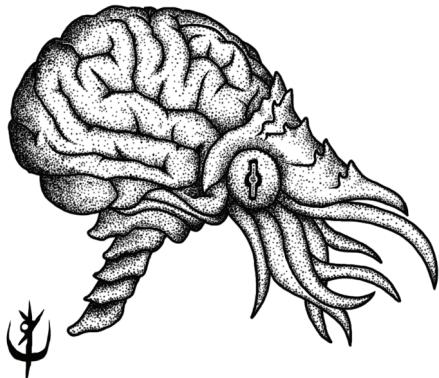
A rounded, jaunty bowler hat.

Benefit. You can transform into a mastiff each day for up to 10 rounds total. Your clothing and possessions transform with you.

HELM OF MIND READING

A helm carved with brain ridges, a spinal neck-guard, and octopus-like tentacles.

Benefit. You can cast the detect thoughts spell (pg. 58) three times per day (+4 bonus).



HORNED HELM OF RAMLAAT

A bloodstained helm made of a ram's skull.

Benefit. This helm grants you a +1 bonus to your armor class. You have advantage on any check you make to knock down creatures or objects.

Curse. You feel compelled to headbutt delicate objects.

HOURGLASS OF THE BLACK SANDS

An ancient hourglass running with obsidian sand.

Benefit. Once per day, you can turn the hourglass when you cast a spell. The spell's effects last 1d4 rounds longer.



IMMOVABLE ROD

A short, iron rod with a button on one end.

Benefit. When you click the button, the rod becomes fixed in space (holds 5,000 lbs). Clicking the button again ends the effect.

JEWEL OF BARBALT

A coconut-sized ruby cut with a thousand facets.

Benefit. You roll a critical success on an 18-20.

Curse. You roll a critical failure on a 1-3.

KYTHERIAN COG

A coin-sized, toothed wheel buffed to a silvery shine.

Benefit. You start every session with a luck token.

LONGBOW OF THE ELVEN KINGS

A deeply curved longbow with deer antler reinforcements.

Bonus. +1 longbow.

Benefit. You have advantage on attacks with this bow against unnatural creatures and outsiders.

Personality. Neutral. Proud, timeless. Believes protecting the natural order is the highest calling. Demands all unnatural creatures be found and slain.



MAGIC INK

A pot of glossy, black ink that disappears as it dries.

Benefit. The ink's writing is invisible when cool and can only be seen when warmed up by a nearby source of strong heat. There's enough for 1d4 uses.



MEMNON'S DISCORDANT BLADE

This barbed greatsword's red blade trails a shower of sparks when swung to strike.

Bonus. +1 greatsword. Can only be wielded by a chaotic being. If you also wield Memnon's *Entropic Armor* and Memnon's *Blazing Javelin*, it becomes a +3 greatsword.

Benefit. Once per day, you can utterly annihilate one creature of level 9 or less that you damage with this blade. The creature can pass a DC 18 Constitution check to take 3d8 damage instead.

Curse. You cannot relinquish ownership of this blade unless it is taken from you by a creature that defeats you in combat.

For each day you do not slay a LV 2 or greater creature with this sword, you lose 1d6 hit points. These are restored only when you kill a LV 2 or greater creature with the sword.



MEMNON'S BLAZING JAVELIN

This golden javelin occasionally blinks and wavers, briefly turning into a bolt of lightning.

Bonus. +1 javelin. Can only be wielded by a chaotic being. If you also wield Memnon's *Discordant Blade* and Memnon's *Entropic Armor*, it becomes a +3 javelin.

Benefit. The javelin always returns to your hand after being thrown. Once per day, when you throw this javelin, you can turn it into lightning as per the *lightning bolt* spell (no spellcasting check).





MEMNON'S ENTROPIC ARMOR

Deep blue plate mail traced with gold lightning motifs and red gems arrayed into the shape of flames.

Bonus. +1 plate mail. Can only be worn by a chaotic being. If you also wield *Memnon's Discordant Blade* and *Memnon's Blazing Javelin*, it becomes +3 plate mail.

Benefit. Once per day, you can speak the armor's command word. Until your next turn, all non-magical weapons that strike you are instantly unmade, shattering into dust. You take no damage from them.

MIRROR OF MISCHIEF

A full-length mirror polished to a gleaming shine. Grinning, silver demons grasp the mirror, their claws forming its frame.

Curse. The first time a humanoid creature looks into this mirror, the mirror creates an evil and malicious duplicate of them.

The duplicate can step from the mirror and is an exact copy of the subject (except for magical gear, which looks identical but is mundane in nature).

The evil duplicate can live indefinitely outside the mirror. It attempts to sow chaos in the life of the creature it duplicated.

MOONWROUGHT CHAINMAIL

A luminous jacket of chainmail as lightweight as a silk shirt.

Bonus. +1 mithral chainmail.

Benefit. Once per day, you can speak the armor's command word. You gain a +1 bonus to your next spellcasting check or ranged attack.



NECKLACE OF CHARM

A gold, fishbone chain that shimmers with subtle beauty.

Benefit. Your Charisma stat becomes 18 (+4) while wearing this necklace.



NECROTIC MACE OF WITHERING

A wrought iron mace tipped with a heavy, screaming skull. Black ichor runs from the skull's eyes when the mace is used to channel necrotic energy.

Bonus. +1 mace. Can only be wielded by a chaotic priest.

Benefit. While holding the mace, you can turn *cure wounds* spells you cast into harmful magic that instead inflicts the same amount of damage it would heal.

Curse. If you use the mace to cast an inverted *cure wounds* spell, you are haunted by nightmares that night. You must pass a DC 12 Wisdom check during your next rest or gain no benefit from resting.



NIGHTCLOAK ARMOR

Matte black leathers enchanted to deepen and darken shadows.

Bonus. +1 leather armor.

Benefit. Once per day, you may choose to automatically pass a Dexterity check to hide.



OBSIDIAN WITCHKNIFE

A glinting, obsidian blade that trails black smoke in thin curls.

Bonus. +2 dagger. Cannot be wielded by a lawful being.

Benefit. When you cast a spell while holding this dagger, you may wound yourself with it. Add the amount of damage you take to your spellcasting check.



ONYX DESTRIER

A polished, ebony statuette of a running horse.

Benefit. Once per day, the wielder can speak the command word to turn the statuette into a nightmare that accepts neutral or chaotic riders. The statuette remains in this form for 1 hour.



OPHIDIAN ARMOR

Glistening, smooth leather of dappled emerald scales.

Bonus. +1 leather armor.

Benefit. You have advantage on checks to avoid the effects of poison.



PIPES OF THE SEWERS

A set of tarnished, brass pan pipes with seven cylinders.

Benefit. Once per day, you can play these pipes to summon 2d6 giant rats. The rats obey you for d6 rounds, and then they scatter and flee.

Curse. If you stop playing while the rats are present, they turn on you and attack.



PEARL OF POWER

A fat, opalescent pearl glowing with an inner radiance.

Benefit. Once per day, you may regain the ability to cast a spell you have lost. This cannot restore a spell lost due to a critical spellcasting failure.



PORTABLE HOLE

A black, velvet square of cloth that unfolds into a wide circle.

Benefit. The Portable Hole folds open on a flat surface into a 6-foot wide, 6-foot deep hole. It has 20 gear slots of storage. The hole closes when you fold the cloth into a small square.

Curse. Placing this item inside a *Bag of Holding* or another Portable Hole destroys both items and all held inside them.



PIPE OF THE ROLLING HILLS

A long, curved pipe that smells of cloves and resin.

Benefit. Up to three times per day, regain 1d4 hit points when you smoke this pipe.

“There’s nothing better than a cheese, a pipe, and a story.”

-Ralina, halfling thief, relating a halfling saying

POTION OF EXTIRPATION

An acrid, tarry substance in an iron flask with a lead stopper.

Benefit. You can pour the potion on one object or creature filling up to a close area. The target is utterly removed from reality and cannot be returned by anything short of a *wish* spell.

Personality. Chaotic. Protests loudly while being used and never agrees that the target is the right choice for extirpation.



POTION OF FLYING

A sunny liquid with bubbles that flash and pop like tiny stars.

Benefit. You can fly a near distance for 10 rounds when you drink this potion.

POTION OF FORGETFULNESS

A pink draught that swirls with a counter-clockwise current.

Benefit. If you serve this potion to an intelligent being and that being drinks it, the imbiber permanently forgets one memory of your choosing.

POTION OF GIANT STRENGTH

A clay jar holding a stew of green, leafy sludge.

Benefit. Your Strength becomes 18 (+4) and you deal x2 damage on melee attacks for 10 rounds.

POTION OF HEALING

A glass bottle with a fizzy, lemon-vanilla liquid inside.

Benefit. The imbiber of this potion regains hit points based on their level.

LV 0-3: 1d6 hit points.

LV 4-6: 2d8 hit points.

LV 7-9: 3d10 hit points.

LV 10+: 4d12 hit points.

POTION OF INVISIBILITY

This glass vial appears to be empty, but a liquid audibly splashes around inside it.

Benefit. When you drink this potion, you become invisible for 10 rounds or until you attack or cast a spell.

POTION OF LEGENDARY DEEDS

A golden elixir that resonates with a faint, angelic chord.

Benefit. When you drink this potion, you gain one level and your XP total resets to zero.

POTION OF POLYMORPH

A pickled newt floats in this lavender flask of clear liquid.

Benefit. When you drink this potion, it casts the polymorph spell (pg. 67) on you with a duration of 1 hour instead of 10 rounds.

POTION OF VITALITY

A crimson elixir that gently thumps with a heartbeat.

Benefit. When you drink this potion, roll your class's hit points die. You permanently gain that many HP.

Curse. If you drink more than one *Potion of Vitality* in your lifetime, you must pass a DC 18 Constitution check each time or die instantly.



RING OF FEATHER FALLING

A pearly ring carved in the likeness of an owl feather.

Benefit. Once per day, the ring can cast *feather fall* (pg. 60) on you when you fall.

Personality. Neutral. Fearful of heights. Mentally hoots in an owl-like voice to stay away from the edge of cliffs and pits.



RING OF FIREBALLS

A bronze loop with claws holding a red marble. A fiery miasma swirls inside the glass.

Benefit. You can pluck the glass marble from the ring and throw it up to a far distance, causing a *fireball* spell (pg. 60) to bloom at the site of impact.

The glass marble regrows after you successfully complete a rest.

RING OF INVISIBILITY

A simple, gold band polished to a warm shine.

Benefit. Once per day, the ring can cast the *invisibility* spell (pg. 63) on you.

Curse. There is a cumulative 1% chance each time you rest that your sleep is ruined by apocalyptic nightmares, and you gain no benefit from resting. This resets to a 1% chance each time it triggers.

RING OF RAMLAAT

A bone-carved ring with a ram skull. Its horns twist forward and red lights glow in its eye sockets.

Benefit. Once per day, you can enter a rage where you deal double damage for 5 rounds. During the rage, you can't cast spells and enemies have advantage on melee attacks against you.

Personality. Chaotic. Aggressive, overconfident. Seeks to provoke you and your enemies into battle.

ROBE OF THE ARCHMAGE

A red silk robe with a wide, gold-hemmed mantle. Golden eyes and moons dust its sleeves.

Benefit. Only a wizard with the Archmage title can wear this robe.

Your unarmored AC becomes 15 plus your Dexterity modifier.

Choose three spells you know. Their spellcasting DC is always 11.

You have advantage on casting the *disintegrate* spell.



ROBE OF THE DRUID

A green velvet robe with a deep hood and hems embroidered with silver leaves and vines.

Benefit. Only a wizard with the Druid title can wear this robe.

Your unarmored AC becomes 15 plus your Dexterity modifier.

Twice per day, you can regain the ability to cast one lost spell.

You have advantage on casting the *shapechange* spell. When you cast it, its duration is 1 hour instead of focus.

ROBE OF THE SORCERER

A black leather robe with a shadowed cowl and clawed clasps on thin, mithral chains.

Benefit. Only a wizard with the Sorcerer title can wear this robe.

Your unarmored AC becomes 15 plus your Dexterity modifier.

When you cast a spell that deals damage, add your Intelligence modifier to the total.

You have advantage on casting the *power word kill* spell.



SCARAB OF PROTECTION

A brooch made from a horned scarab beetle dipped in gold.

Benefit. If you die, make a DC 18 Constitution check. If you succeed, you are unconscious instead of dead.



SCIMITAR OF THE ASH MOON

This wide, curved blade has a snarling efreeti head on the bronze pommel.

Bonus. +3 greatsword.

Benefit. If you roll a critical hit with this weapon, the target is beheaded. It dies instantly if decapitation would kill it.



SHIELD OF THE CRUSADER

A weighty kite shield painted with a faded, crimson cross.

Bonus. +1 shield. Can only be wielded by a lawful being.

Benefit. Once per day, you can speak a prayer to wreath the shield in holy flames, granting +2 to your AC for 3 rounds.



SHIELD OF THE LION

This shield is carved as a roaring lion's face with a flowing mane.

Bonus. +1 shield.

Benefit. Once per day, you can command the lion to animate and bellow a ferocious roar. All hostile creatures within near range must immediately make a morale check.



SHIELD OF THE WITCH-KING

A jagged triangle of black steel with spiny, armored plates.

Bonus. +2 shield. Can only be wielded by a chaotic being.

Benefit. You take half damage from undead creatures.

Curse. If you go to 0 HP, the spirit of Ix-Natheer tries to steal your body. He blocks healing magic from affecting you. If you die, Ix-Natheer possesses you.

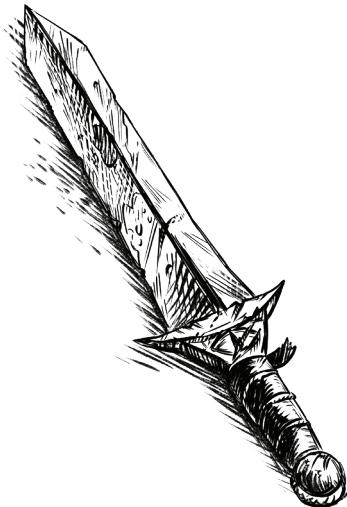
Personality. Chaotic. The spirit of the witch-king Ix-Natheer animates this shield. He pounces on opportunities to betray his wielder so he can try to take over their body and return to unlife.

SHORTSWORD OF THE THIEF

A stubby, gray blade riddled with notches and scars.

Bonus. +1 shortsword. +2 if wielded by a halfling or thief.

Benefit. Once per day, regain a luck token you just spent.



SPHERE OF ANNIHILATION

A three-foot, spherical void of pure darkness that hovers above the ground.

Benefit. This sphere utterly destroys all matter it touches.

Intelligent beings can move the flying sphere a near distance by passing a DC 18 Intelligence check. If multiple creatures vie for control of the sphere, it is a contested Intelligence check instead. Wizards have advantage on this check. The winner moves the sphere a near distance.

If the sphere moves into a space occupied by a creature, the being controlling the sphere makes an attack roll against that creature with a +7 bonus. On a hit, the creature is obliterated.

SILVER MACE OF WRATH

A tarnished, silver mace with seven flanges in the shape of crescent moons.

Bonus. +1 mace.

Benefit. This weapon deals double damage against creatures with lycanthropy.



SPYGLASS OF TRUE SIGHT

A brass, telescoping lens with magical runes carved on it.

Benefit. When you look through the spyglass, you can see invisible creatures and objects.

Curse. The wielder feels a compulsion to look at everything through the spyglass.



STAFF OF ORD

A tapered, mithral staff that resonates with arcane power. The tip features an upward-looking eye in a circle of runes.

Bonus. +3 staff. Can only be wielded by a wizard.

Benefit. Functions as a wand of dimension door (pg. 59), fireball (pg. 60), sending (pg. 70), and telekinesis (pg. 72).

Unlike a wand, the staff remains intact if you roll a 1 on your spellcasting checks.

Hostile spells targeting you are DC 18 to cast.



STAFF OF HEALING

A knotted, oak stave with a heavy knurl on one end.

Bonus. +1 staff.

Benefit. Once per day, you can touch a creature with the staff to heal it for 1d6 hit points.



STAFF OF THE COBRA

A curved scepter tipped with a ruby-eyed, flaring cobra head.

Bonus. +1 staff.

Benefit. All snakes regard you with a friendly attitude unless you do something to upset them.

Once per day, you can throw the staff to the ground. It becomes a giant snake for 5 rounds that obeys your mental commands. If the giant snake goes to 0 HP, it reverts into a staff.

Curse. You have disadvantage on attacks and casting hostile spells targeting snakes.



SWORD OF THE ANCIENTS

A chipped and rusting blade with an oiled leather grip.

Bonus. +2 longsword.

Benefit. The sword is unbreakable and can carve through any material.

The owner can summon the sword to their hand if it's on the same plane.



THE KYTHERIAN MECHANISM

A towering, brass platform mounted with countless cogs and gears speckled in blue-green rust.

Benefit. A handle turns *The Kytherian Mechanism*'s mighty wheels, but it doesn't function until its seven missing *Kytherian Cogs* are replaced.

Once functional, activating the mechanism allows the operator to undo one event of their choosing from history. Then, the seven *Kytherian Cogs* magically scatter to far-flung locations.



THE MALEDICTION INFERNAL

A black, leatherbound tome with a grinning demon face embossed on the cover.

Benefit. A chaotic being who reads this tome gains a level and learns the Diabolic language.

A non-chaotic being who reads this book must pass a DC 18 Wisdom check or lose one level.

After being read, the tome teleports to a far-flung location.

THRICE-BLESSED SWORD

A lustrous, golden-handled blade anointed with blessed tears, incense, and prayers.

Bonus. +3 longsword. Only a lawful priest who has achieved the Templar title or higher can wield this sword.

Benefit. You deal double damage against demons, devils, and undead.

Personality. Lawful. Virtuous, naive. Refuses to be wielded against worshippers of lawful gods, especially self-proclaimed converts. Demands each foe be given the chance to convert before being slain.



TOME MORDANTICUS

A hand-drawn bestiary of the multiverse's most notable creatures and people.

Benefit. When you read the tome, you learn three *True Names* (pg. 319) of three beings you choose.

Your *True Name* also appears in the book after reading it.

Personality. Neutral. Pedantic, fussy. The book constantly tries to escape its owner and can telepathically reach out a near distance to any creature.

TOME OF GEHENNA

A sturdy, russet volume held by metal clasps. A golden eye in a circle adorns the cover.

Benefit. Each day, a random wizard spell scroll appears inside the tome, replacing the spell scroll from the prior day.

Personality. Neutral. Instructive, technical. Drones on about the obscure points of spellcasting and has an opinion on every wizard's technique.

TOME OF HADEBE

A brass-plated book with pages of etched copper leaf.

Benefit. The tome contains one each of the following scrolls: *burning hands* (pg. 56), *fireball* (pg. 60), and *prismatic orb* (pg. 67).

TRUE NAME

The secret, unique name borne by a creature and documented in *The Covenant*. Few creatures know their own True Names.

Benefit. You have advantage on attack rolls and spellcasting checks targeting a creature whose True Name you utter.

TRIDENT OF THE SEAS

A three-pronged, mithral harpoon studded with pearls.

Bonus. +2 spear.

Benefit. You can breathe underwater, as well as speak to and understand wild sea creatures.

Once per day, you can cast *control water* (pg. 57) with a +4 bonus.

WAND OF UNLIFE

The knobby finger-bone of a swamp troll steeped in acrid embalming fluid.

Benefit. This wand contains the spells *animate dead* (pg. 54) and *create undead* (pg. 58).

Curse. Each time you use the wand to cast a spell, you take 1d4 points of Constitution damage. If you reach 0 Constitution from this effect, you die and turn into a zombie.



WAND OF WARDING

A thin, weighty rod of dark iron inscribed with spiraling runes.

Benefit. This wand contains the spells *dispel magic* (pg. 59) and *protection from energy* (pg. 68).

Curse. Each time you fail a spellcasting check with this wand, you also lose the ability to cast a random spell you know until you complete a rest.

WAR HORN OF THE ANGELS

An opalescent ox horn capped with a golden mouthpiece.

Benefit. Only a lawful being can wield the horn. Once per day, you can blow the horn to cast *rebuke unholy* (pg. 69) with a +4 bonus.

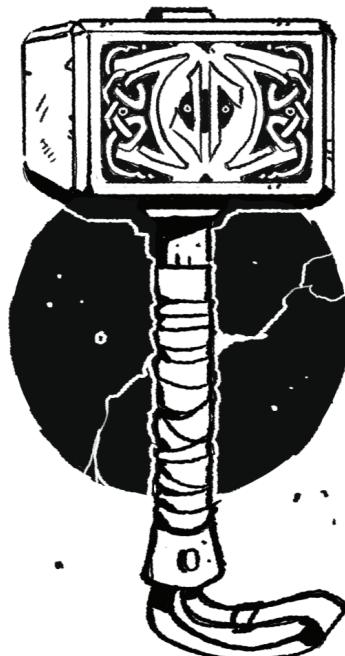
A demon or devil who hears the horn has disadvantage on its Charisma check vs. your *rebuke unholy* spellcasting check.

WARHAMMER OF THE DWARF LORDS

A boxy hammer with a stout handle and leather throwing strap. It hums with a baritone resonance when spun.

Bonus. +1 warhammer. +2 if wielded by a dwarf.

Benefit. This weapon has the thrown property (pg. 37) to a near distance. It always returns to your hand after being thrown. Your attacks with this weapon deal double damage against giants.



WELL OF MANY WORLDS

A dark circle of cloth that seems to create a tunnel through the surface it lies upon.

Benefit. The Well of Many Worlds folds open on a flat surface into a 6-foot wide hole. Creatures can jump into the hole once per day each to be transported to a random plane of existence.

WRAITH CHAIN

A chainmail shirt of black, mithral links that trails a long cloak of writhing shadows.

Bonus. +1 mithral chainmail.

Benefit. Once per day, you may cause an attack that hits you to miss instead.



Shadow Watch

NAME

STR /

DEX /

CON /

INT /

WIS /

CHA /

ANCESTRY

CLASS

LEVEL /

XP /

TITLE

AC /

ATTACKS

HP /

ATTACKS

BACKGROUND

ATTACKS

ATTACKS

TALENTS / SPELLS

GEAR	GP —	SP —	CP —
1.	11.		
2.	12.		
3.	13.		
4.	14.		
5.	15.		
6.	16.		
7.	17.		
8.	18.		
9.	19.		
10.	20.		

FREE TO CARRY

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Credits

DEDICATION

To my amazing wife, Jessee, for encouraging me in all my work.

To The Arcane Library Discord arcanists for playtesting and shaping *Shadowdark RPG*.

To the stalwart Circle: Doc, Scott, Brian, Jake, Jesse, Matt, Paul, Dason.

To the wise Council: Alex, X, Joe, B.

To Lauren for being my best friend, coven-sister, and fellow adventurer.

To my shield-brother, Brandon, for bringing about a new RPG design era, sharing joy from the heart, and helping me believe in myself.

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To the Fairhill Four for reminding me why I love gaming: BJ, Hessick, Bennett, and Teri.

To Castle Sauvage for sharing their immense insight.

To all the hammers that were destroyed along the way.

FONTS

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Kandom Encounters Characters

Roll 1d6. 1 = random encounter.

- Unsafe.** Check every 3 rounds.
- Risky.** Check every 2 rounds.
- Deadly.** Check every round.

DISTANCE

d6	Starting Distance
1	Close
2-4	Near
5-6	Far

ACTIVITY

2d6	Activity
2-4	Hunting
5-6	Eating
7-8	Building/nesting
9-10	Socializing/playing
11	Guarding
12	Sleeping

REACTION

2d6 + CHA mod	Attitude
0-6	Hostile
7-8	Suspicious
9	Neutral
10-11	Curious
12+	Friendly

STATS

Stat	Modifier
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18+	+4

LANGUAGES

Language	Speakers
Common	Humanoids
Dwarvish	Dwarves
Elvish	Elves
Giant	Giants
Goblin	Goblinoids
Merran	Aquatic folk
Orcish	Orcs
Reptilian	Reptile folk
Sylvan	Fey folk
Thanian	Beast folk
Celestial (R)	Angels
Diabolic (R)	Demons
Draconic (R)	Dragons
Primordial (R)	Elder things

XP FOR TREASURE QUALITY

Quality	XP	Examples
Poor	0	Bag of silver, used dagger, knucklebone dice
Normal	1	Bag of gold, gem, fine armor, magic scroll
Fabulous	3	Magic sword, giant diamond, mithral chainmail
Legendary	10	<i>The Staff of Ord</i> , a djinni's wish, a dragon hoard

NPC NAMES BY ANCESTRY

d20	Dwarf	Elf	Goblin	Halfling	Half-Orc	Human
1	Hera	Sarenia	Kog	Myrtle	Troga	Hesta
2	Torin	Ravos	Dibbs	Robby	Boraal	Matteo
3	Ginny	Imeria	Fronk	Nora	Urgana	Rosalin
4	Gant	Farond	Irv	Percy	Zoraal	Endric
5	Olga	Isolden	Squag	Daisy	Scalga	Kiara
6	Dendor	Kieren	Mort	Jolly	Krell	Yao
7	Ygrid	Mirenel	Vig	Evelyn	Voraga	Corina
8	Pike	Riarden	Sticks	Horace	Morak	Rowan
9	Sarda	Allindra	Gorb	Willie	Draga	Hariko
10	Brigg	Arlomas	Yogg	Gertie	Sorak	Ikam
11	Zorli	Sylara	Plok	Peri	Varga	Mariel
12	Yorin	Tyr	Zrak	Carlsby	Ulgar	Jin
13	Jorgena	Rinariel	Dent	Nyx	Jala	Hana
14	Trogin	Saramir	Krik	Kellan	Kresh	Lios
15	Riga	Vedana	Mizzo	Fern	Zana	Indra
16	Barton	Elindos	Bort	Harlow	Torvash	Remy
17	Katrina	Ophelia	Nabo	Moira	Rokara	Nura
18	Egrim	Cydaros	Hink	Sage	Gartak	Vakesh
19	Elsa	Tiramel	Bree	Reenie	Iskana	Una
20	Orgo	Varond	Kreeb	Wendry	Ziraak	Nabilo

