Y.A.R.I.S: Adventurer's guide to doom & destruction & stuff

This document contains character creation and game mechanics, as well as gear, spells, and abilities for characters of first and second level.

Table of Contents

ADVENTURER'S SHEET

The adventurer's sheet has a bunch of fields for you to pencil in, and when you're done, you're ready for adventure.

Stats

Your character has 6 primary stats:

Strength
 is used for melee attacks, jock stuff and carrying gear.

Dexterity
 is used for stealth, melee defense, and tricky tasks.

Constitution
 is used for carrying gear and surviving bad trauma.

Intelligence
 is used for initiative, magic, and managing resources.

Wisdom

is used for ranged attack, ranged defense, and perception.

Charisma

is used for luck, negotiation, charm magic, and selling treasure.

Extra Stuff

Level

your character's level is a measure of their badassity. You start at level 1 and max out at level 10. Baddies, spells, certain items and tasks also have levels

Hit points (HP)

is your current number of hit points. Bad stuff happens if you run out of HP.

Hit point total

is the maximum number of hit points you can have. I.e. the number of HP you have when you're at full health. This number increases every time you gain a new level, and wearing armor can also increase this number

Recovery die

is the die you roll (one or more of) to regain hit points when you rest or receive magical healing. You start with a recovery die of d8.

Total item slots

is the maximum number of items you can carry. This number is the highest of your *strength* and *constitution*.

Unencumbered item slots

is the number of items you can carry without being encumbered. This number is the lowest of your *strength* and *constitution*.

Moves

is the number of meters you can move in a round. You can also use moves to do other interesting things.

CREATE YOUR ADVENTURER

Go through the following sections, one by one, to create a new character.

1. Stats

For each of your six stats in order, you roll 1d8+6 and assign the result to that stat. Now each stat has a value between 7 and 14.

2. Background & Fluff

Roll on each of the following tables to flesh out your character.

Ancestral Traits

First roll a d6. If it is an even number, you do not have any special ancestral traits. If it is an odd number, roll two more d6. The lowest number is used on the table on the left, and the highest number is used on the table on the right.

Low roll	High roll
Hands	Troll
Ears	Gnoll
Nose	Goblin
Hair	Elf
Eyes	Dwarf
Teeth	Gnome

Example 1. Ancestral Traits

> A roll of 1 and 6 would give you gnome hands. And a roll of one and one you troll hands (claws, maybe?) and a roll of 4 and 3 would give you an elven nose.

Vice

Roll a d12. If you roll a number that isn't on the table, you don't have a vice.

1. Two vices: Roll twice.
2. Drinking
3. Bar fighting
4. Attention
5. Gambling
6. Stealing
7. Fornicating

Background

Roll a d6 and a d20. If the d6 rolled an even number, pick your background from the left column, otherwise pick your background from the right column

d6 rolled 1, 3, or 5	d6 rolled 2, 4, or 6
1. Apothecary	1. Gold Smith
2. Baker	2. Hunter
3. Banker	3. Hustler
4. Bartender	4. Laborer
5. Butcher	5. Lazy spouse
6. Carter	6. Magician's apprentice
7. Chandler	7. Merchant
8. Chef	8. Monestarian
9. Clergy	9. Musician
10. Clerk	10. Notary
11. Companion	11. Officer
12. Cook	12. Prisoner
13. Courier	13. Royalty
14. Courtier	14. Sailor
15. Doctor	15. Scribe
16. Entertainer	16. Smith
17. Farmer	17. Solder
18. Fisherman	18. Squire
19. Foreigner: roll again for original background	19. Street urchin
20. Gambler	20. Thief

3. Adventuring Gear

All characters start with the following equipment:

- A backpack.
- Two torches.
- A weapon of their choice.
- Two common ration packs.
- A set of common clothing.
- A bedroll.

In addition to that: Roll on each of the following tables to find out what equipment your character starts with. See EQUIPMENT for more info on equipment and items.

Ranged weapon

Roll 1d6 on this table to find out if you have a ranged weapon.

d6	Weapon
1-3:	No Ranged Weapon.
4:	Slingshot + Bag of stones.
5:	Bow + Quiver of arrows.
6:	Crossbow + Quiver of bolts.

Armor

Armors give you extra hit points; you have 1d3-1 light armor pieces. See Armor and the light armor table for more info.

Shield

Roll 1d6. If you rolled 5 or 6, you have a light shield. Otherwise, you don't have a shield.

Utility Gear

Roll once on the Utility Gear 1 table.

Table 1. Utility Gear 1

1d10	Item
1	Ration pack, iron
2	Grappling hook
3	Storm lantern
4	Rope, 10 meters
5	Kosh
6	Ball bearings
7	Shovel
8	Lockpicking Tools
9	Lantern
10	Copper purse

Roll twice on the Utility Gear 2 table. If the second roll is the same as the first roll, reroll it.

Table 2. Utility Gear 2

1d10	Item
1	2d4 gold pieces
2	Spellbook with 1 usage point and a spell of your choice
3	Torch
4	Spikes
5	Tinkering Tools
6	Pole, 3m, foldable
7	Chalk
8	Ration pack, normal
9	Lamp Oil
10	Map Making Tools

All Done

Now it's time to read about the adventurer class and then check out the sections on dice checks and combat.

ADVENTURER

> Adventurers are brave, eager, and dangerous
>
> — Baron LeDik

All characters start out with the same class: Adventurer.

Level 1

Recovery Die

Your recovery die is d8. This means that you regenerate 1d8 hit points when you get a good long rest. Spells and potions may let you regenerate several recovery dice at once.

Hit Points

Your hit point total is 8, which means that, under normal circumstances, you can't have more than 8 hit points. When you have lost all your hit points, you have to roll on the death table.

Armor Skills

You are skilled at using light shields and light armors. If you are wearing an armor you're not skilled at using, you become encumbered. See the Armor section for more info.

Weapon Skills

You are skilled at using light melee weapons and ranged weapons. On the table below you can see how much damage you deal with each weapon category.

Table 3. Adventurer Damage Rolls

Weapon Type	Skill level	Damage Roll
Light Melee Weapons	Skilled	1d6
Ranged Weapons	Skilled	1d6
Unarmed Combat	Unskilled	1d3
Heavy Melee Weapons	Unskilled	1d10

Exotic Weapon Skills

You are not skilled at using exotic weapons such as the kosh. Becoming skilled with such weapons require special training or abilities (such as shady).

Spellcasting

You can use spellbooks to cast basic spells. You can cast these spells on the fly (this is called Basic Spellcasting), and you can cast certain spells as rituals (this is called Basic Ritual Casting). In addition to using spellbooks to cast spells, you can also recharge the books via Basic Recharging.

Level 2

When you reach second level, you gain more hit points, better stats, and a special ability.

More Hit Points More Better

Your hit point total is increased by 1d8. Roll with advantage.

Better Stats

For each of your stats, you roll a d20; if the roll is higher than the stat, that stat is increased by 1 point. And an even more betterer stat Roll a d20 and select a stat that is lower than the result of the die roll. Increase that stat by 1 point. If no stats are lower than your die roll, nothing happens.

Adventurer's Special Ability

Choose one of the abilities below. You can switch this ability at levels 4, 6, 8, and 10.

Armorer

You can repair a piece of broken armor if you have the right tools. See Tinkering Tools for more information.

Everdeen

If you are without arrows during combat, you can spend 3 moves, and make a *charisma* check. If successful, you somehow have a single extra arrow and you're ready to fire. If unsuccessful, you cannot use this ability before you have stocked up on ammunition. This ability also works with bolts, slingshots, and darts.

Great weapon specialist

You are skilled at using heavy melee weapons.

Monstrous Gourmand

You can make edible ration packs from fresh monster parts (any recently dead creature will do) It requires sharp cutting instruments, a large pot, a bonfire (or equivalent source of heat), one hour of work, and a successful *intelligence* check to create one ration pack. A medium sized creature "contains" 2 ration packs. In addition to creating rations, you are also able to eat fresh, uncooked, monster meat without getting sick. It requires a sharp cutting tool, 3d6 minutes, and a successful *constitution* check to create and eat such a "meal".

Negotiator

You have advantage on checks that involve negotiation. You also have advantage on haggle checks (see The haggling check).

Pugilist

You are skilled at unarmed combat, meaning your attack checks are normal instead of difficult. If you're not weapon a shield, and not wearing any medium or heavy armor pieces, your unarmed damage die is increased to 1d6.

WARNING	Striking certain dangerous monsters (such as fire elementals) with your body can have grave consequences.

Rider

You acquire a trained horse (for free, as a gift, or similar). You become proficient at riding horses. You have advantage on all riding-related checks. You have advantage on consumption checksfor animal feed. When you reach level 5 your riding proficiency expands to all rideable land creatures. At level 8, you can ride virtually any tame creature.

Shady

On a successful *charisma* check you pull out a dagger from a boot, a sleeve or… somewhere. If your check fails, you cannot do it again for the rest of the session. In combat, this feat requires 3 moves. You are also skilled at using a kosh, something normal adventurers are not.

Spelunker

You always have some chalk. You always know the cardinal directions. You have advantage on checks that involve navigation in caves and dungeons. One of the ropes you carry does not take up an item slot. Aside from being unable to see, you do not suffer any debilitating effects from being alone in total darkness (which can otherwise cause you to suffer from dungeon madness ??????). You have advantage on consumption checks for Lamp Oil and Torches.

Thrifty

> You have advantage on consumption checks with coin purses.

Traveler

> You have advantage on consumption checks for rations and animal feed. You have advantage on geography related checks. One of the ration packs you carry doesn't take up an item slot.

Level 3: Graduation

It is time for you to move on. You're no longer just an adventurer, you're a Hero. Choose a hero class from the Hero's Guide to doom & destruction & stuff.

LEVELS

You begin at level 1, and you can gain levels until you reach level 10. You gain levels by acquiring suitable treasures. For a team of level X adventurers to gain a new level, they must acquire X suitable treasures. This document only deals with levels 1 and 2. Once you reach level 3, you become a hero; see Hero's Guide to doom & destruction & stuff for more info.

Acquire

Acquiring a treasure means, recovering it (possibly by liberating it from baddies), and getting it safely back to your base of operations. Since a hundred coins take up an entire item slot, it can be necessary to make multiple trips to recover a large treasure.

Suitable

A treasure is *suitable* if it is worth 100 gold pieces times the sum of the levels of all the characters in the party.

Treasure

A treasure is a big horde, often situated in one location. It is up to the GM to decide what is an actual treasure, and what is just general loot.

Example 2. Leveling up

1. In order to level up, a party of 5 first level characters must recover a single treasure worth *5·1·100=500* gold pieces.

2. In order to level up, a party of 4 PCs at 6th level must recover six treasures in order to advance. Each treasure must be worth at least *4·6·100=2,400* gold pieces.

DICE

You can make rolls and checks with your dice. A roll is any kind of roll such as 1d6, 2d4, 3d6+3, etc.

A check is a special kind of roll described below.

Checks

You make checks to see if your character can successfully do something non-trivial; you roll your d20. The check is successful if you roll under a specified **target number**, which is usually one of your stats.

Example 3. Target Number

> You want to lift something really heavy, so the GM tells you to make a *strength* check. You roll a d20. If you rolled lower than your *strength*, the check was successful, otherwise it was unsuccessful.

Rolling a 1
   Checks are always successful if you roll a 1 on your d20, this is called a *nat1*.

Rolling a 20
   Checks are always unsuccessful if you roll a 20 on your d20. This is called a *nat20*.

Easy checks
   are checks where the target number is 3 higher than what it would normally be.

Example 4. Easy strength check

> if your *strength* is 9, making an easy *strength* check would need to roll under 12.

Difficult checks
   are checks where the target number is 3 lower than what it normally would be.

Example 5. Difficult strength check

> if your *strength* is 9, making a difficult *strength* check would need to roll under 6.

Both = Difficult
   If one or more conditions make a check difficult, it remains difficult if there are other many other circumstances that would have made the check easy.

Example 6. Both = Difficult

> You are battling an orc whose level is 2 below yours. This would normally make the roll easy, but you're also encumbered, which makes the check difficult, so, overall, your check remains *difficult*.

Adversarial Checks

These are checks where the difficulty depends on the level of the adversary. In this context, and adversary can be a baddie, an [NPC], a lock, a trap, a riddle, or similar.

If the adversary is two or more levels above you, the check is difficult, and if the adversary is two or more levels below you, the check is easy.

Example 7. Adversarial Checks

> A second level adventurer is trying to attack an evil orc who is level 5. This attack is difficult because the orc is two or more levels above the adventurer.
>
> ---
>
> A level 3 player character is trying to haggle with a merchant to get a good price on some loot. The PC is level 3, and the merchant is level 1, so the check is easy.
>
> ---
>
> You are attacking a zombie. You are level 2, and the zombie is level 1, so your are within one level of each other, and thus your check is normal.

Advantage & Disadvantage

Certain conditions, abilities, classes, and spells can give a roll an advantage or disadvantage, which changes the way you roll the dice.

Advantage
  If a roll has advantage, you roll the dice twice, and pick the result you like best.

Example 8. Damage roll with advantage

> you have advantage on a Damage Roll, you roll your damage dice twice and pick the roll you like best.

Disadvantage
  If a roll has disadvantage, you roll the dice twice, and the GM picks the result they like.

Both = neither
  If at least one advantage and at least one disadvantage applies to the same roll, it becomes a normal without any advantage or disadvantage roll.

EQUIPMENT

This section contains info on item slots, usage points, and several lists of equipment. These lists are not exhaustive, and other types of items and equipment exist.

Money

The weight of a few coins is negligible, but in large quantities, 100 coins take up one item slot. A gold piece is equivalent to 100 silver pieces, a silver piece is 100 copper pieces. Normally, only rich persons deal in gold, small businesses and farmsteads deal in silver, and unskilled labor deal mostly in copper.

Item Slots

An average item takes up one item slot. Bulky or heavy items, such as heavy armor, can take up multiple Item Slots. Your number of Item Slots is determined by your *strength* and *constitution*. The lower of these two numbers is your number of unencumbered item slots, and the higher number is your total number of item slots. You can use all your unencumbered Item Slots without any side effects, but If you use any of your remaining item slots, you become encumbered, which means that everything you do becomes difficult. You can never fill/carry more than your Item Slots Total.

Example 9. Calculating item slots

> If your *strength* is 7 and your *constitution* is 16, you have 16 item slots, and 7 of those are unencumbered item slots. This means that, if you use 8 or more of your item slots, you become encumbered.

Usage Points

Certain items have usage points, which are, among other things, the minimum number of times they can be used before they are used up.

Consumables

> Items that can be completely used up (such as rations, arrows, lamp oil) have usage points. Once these items run out of usage points, they're gone, completely used up.

Repairables

> Items that can be worn out (such as armor pieces, weapons, and spellbooks) have usage points to track when they will wear out. Once these items run out of usage points, they stop working, but they can be repaired.

Consumption Check

Consumption is an unspecified amount of a consumable item. When you use/consume a consumption of an item, you make a consumption check, which is just a check with a target number of 11, and if it is unsuccessful, the item loses a usage point.

Example 10. Using Magic Components

> A consumption of magic components means you use some unspecified amount of your magic components and then you make a consumption check. And if the check was unsuccessful, your

magic components lose a usage point.

Consumable Projectiles

In Combat, projectiles (such as arrows, bolts, slingshots, etc.) are consumables. You do not roll a consumption check every time you fire an arrow, bolt, or slingshot during combat. Instead you make one consumption check after the combat ends; if you used more than one type of projectile, make consumption checks for each type. If you fire a projectile when not in combat, you make a consumption check with advantage after you fired the shot.

Repairable Items

A repairable item (such as a piece of armor or a spellbook) has a maximum number of usage points, and a current number of usage points. As a repairable item is used, it loses its Current usage points, and it becomes unusable when it reaches zero. It can be repaired, but never regain more than its Maximum usage points.

Exactly how a repairable item loses its usage points, and how it is repaired again, depends on the type of item; see the Basic Spellcasting, and Weapon Wear for more info.

Gear

Table 4. General Gear

Name	IS	Cost
Pole, 3m foldable	2	5 cp
Ladder, 2m	2	10 cp
Rope, 25m	2	
Rope, 10m	1	
Shovel	1	
Clothing, poor	1	
Clothing moderate	1	
Clothing, wealthy	1	
Backpack	1	
Flint and steel	0	1 cp

Table 5. Consumables

Name	IS	UP	Cost
Bag of slingshots	1	3	
Ball bearings	1	2	
Candles	1	6	
Chalk	1	12	
Lamp Oil	1	2	5 cp

Name	IS	UP	Cost
Quiver of arrows	1	3	
Quiver of bolts	1	3	
Magic Components	1	2	1 gp
Ration pack, iron	1	2	4 sp
Ration pack, normal	1	1	1 sp
Spikes	1	2	
Lockpicking Tools	1	4	
Tinkering Tools	1	4	
Torch	1	2	5 cp

Table 6. Light Armor

Name	IS	HP	Cost
Light Shield	1	2	8 gp
Light Helmet	1	2	8 gp
Light Cuirass	2	3	27 gp
Light Gauntlets	1	2	8 gp
Light Greaves	1	2	8 gp

Table 7. Medium Armor

Name	IS	HP	Cost
Medium Shield	2	4	64 gp
Medium Helmet	2	4	64 gp
Medium Cuirass	3	5	125 gp
Medium Gauntlets	2	4	64 gp
Medium Greaves	2	4	64 gp

Table 8. Heavy Armor

Name	IS	HP	Cost
Heavy Shield	3	6	216 gp
Heavy Helmet	3	6	216 gp
Heavy Cuirass	4	7	343 gp
Heavy Gauntlets	3	6	216 gp
Heavy Greaves	3	6	216 gp

Table 9. Food and lodging (per person per night)

Lodging	Cost
Opulent (luxurious rooms and food)	1 gp
Middle class (small room, decent fare)	1 sp
Poor (sleep in common room, cheap food)	1 cp

Light Melee Weapons

A light weapon costs 5gp and takes up 1 usage point.

Heavy Melee Weapons

A two-handed weapon costs 6gp and takes up 2 usage points.

Table 10. Melee Weapons

Melee Weapon	IS	Cost
Light Melee Weapon	1	5 gp
Heavy Melee Weapon	2	8 gp

Table 11. Ranged Weapons

Name	IS	UP	Cost
Darts	1	3	2 gp
Bow	2	-	7 gp
▯ quiver of arrows	1	10	2 gp
Crossbow	1	-	10 gp
▯ quiver of bolts	1	10	2 gp
Sling	0	-	4 gp
▯ bag of stones	1	10	2 gp

Special Items

Bank book

A bank book is a magical book that can contain money. There is a magical ritual called Banking Transaction (X), that allows you to transfer money into and out of the book.

Coin Purse

Purses aren't real items; they are concepts that can simplify bookkeeping. Instead of keeping track of every copper penny and doing a lot of math, you just make consumptions whenever you buy something. You don't need to buy purses from a merchant - you just "buy" them directly from the GM. You cannot sell them or exchange them.

Copper purse

for 1,000 copper pieces you can buy a copper purse. It has 10 usage points. Whenever you buy

something costing less than 100 copper pieces, you make a consumption check for the copper purse instead.

Silver purse

for 1,000 silver pieces you can buy a silver purse. It has 10 usage points. Whenever you buy something costing less than 100 silver pieces, you make a consumption check for the silver purse instead.

Gold purse

for 1,000 gold pieces you can buy a gold purse. It has 10 usage points. Whenever you buy something costing less than 100 gold pieces, you make a consumption check for the gold purse instead.

Coins

Small amounts of counts do not take up any room, but 100 coins take up 1 item slot, and generally requires a coin sack to contain.

Kosh

Adventurers with the shady special ability are skilled at using koshes. To use a target, you make an attack check; if you hit the target, it immediately loses 1 hit point. You then roll your damage die. If your roll was higher than the target's remaining hit points, the target gains the unconscious condition, which means they'll wake up within 2d6 hours if not healed.

Lantern

Lanterns illuminates the area around you. The lantern does not have have any usage points itself, but it it does Lamp Oil; it uses one consumption every hour.

You can throw a lantern, using it to ignite an area. You roll a *dexterity* check. If successful, the lantern lands where you want it to (within *strength* meters), and covers 1d4 square meters in flaming oil. Anyone inside the affected area is set on fire.

Lockpicking Tools

These tools allow you to pick various locks. They can be used up, and therefore have usage points. To Open a Lock, you first spend 5 minutes and one consumption of lockpicking tools. Then you make both a *dexterity-* and an *intelligence* check.

- If both are successful, you open the lock.
- If one is successful, the lock does not open, but you get to try again.
- If none are successful, the lock becomes jammed, and can only be opened by a real key.

Magic Components

Magic components are used when casting spells as rituals and when recharging spellbooks

Map Making Tools

You can use these tools to maps of dungeons, cities, and various land areas. To do so you must make an *intelligence* check and a *wisdom* check.

- If both are successful, your mapping process is accurate for the entire dungeon level, city, or area.
- If just one is successful, your scales are incorrect, and using the map is difficult.
- If both failed, the map is not accurate at all. Twists and turns are wrong, scales are wrong, the cardinal directions are wrong, and there are missing areas and notes.

Spellbook

A spellbook is a magical book or tome that contains a single spell and takes up a single item slot.

Spellbook prices vary greatly from place to place and on which type of spell is inscribed in the book. They are rarely cheaper than 25 gold pieces, and prices skyrocket as the spell's level and/or the number of usage points increases.

Spellbooks usually only have a single usage point.

See more about them in the Spellbooks section.

Spikes

When hammered in between the door and the wall or jamb, these 30 centimeter spikes can wedge a door shut until the spikes are removed.

Storm Lantern

This is a variant of the normal lantern that cannot be blown out in normal storms and gales.

Lamp Oil

This consumable item is flammable; you can use it as fuel for your lantern or storm lantern, and you can use it to light things on fire.

You can throw lamp oil to cover an area; You first roll a *dexterity* check. If successful, the oil bottle (or skin or jug) lands where you want it (within *strength* meters), ruptures, and covers an area of 1d4 square meters. At this point the oil is not on fire; you must light it yourself with torch, a spell, or similar fashion.

Tinkering Tools

Tinkering tools can be used to disarm traps and repair broken items.

Repairing items and armor pieces

To repair a broken armor piece, trap, mechanism, stuck door, or similar, you spend 10 minutes

and one consumption of tinkering tools. Then you make a *dexterity* check and an *intelligence* check.

- If both are successful, you have repaired the item.

- If one is successful, the item is still damage, but you may try again.

- If both failed, you cannot fix this item until you've gained a new level.

IMPORTANT	*light armor* can be repair using only tinkering tools, but *medium* and *heavy* armor also requires a rudimentary smithy:

Disarming traps

To disarm a trap you spend 10 minutes and one consumption of tinkering tools. Then you make a *dexterity* and *wisdom* check.

- If both are successful, you have disarmed the trap.

- If one is successful, you did not disarm the trap, but you may try again.

- If both failed, the trap triggers, and you are not able to dodge the effects (if the trap is aimed at you).

Torch

Aside from illuminating the area around you, torches can be used for a number of things.

Torches have 2 usage points, and you must make a consumption check every hour.

Torches can be revitalized; it requires one consumption of Lamp Oil to restore 1 usage point to a torch. This cannot be done while the torch is lit. After revitalizing your torch, you roll a difficult *wisdom* check. If unsuccessful, the torch is destroyed, and cannot be lit.

You can throw a torch and use it as a ranged weapon, but it is difficult. If you rolled a nat20 on your attack check, the torch is broken and cannot be repaired. The throwing range of a torch is 5 meters.

You can use your torch as a light melee weapon, but it is difficult. If you roll a nat20 on your melee attack check, the torch breaks and cannot be repaired. If you roll a nat1, the target is set on fire, dealing 1d4 damage every round until it is put out.

Light and visibility

The radius/area of light from torches, lamps, lanterns, and even magical spells strongly depends on the setting; fog reduces the light's radius, terrain features might obscure visibility in general, and other factors, such as magic, also comes into play. It is therefore up to the GM, and not the rules, to determine what the PCs can see, based on these factors.

Selling and Haggling

You buy things for price listed in this guide, but you cannot sell items at that price. When selling

something trivial or cheap, you sell it for 50% of the listed value, but if you're selling more precious things, you must make a haggling check.

The Haggling Check

> If you're selling expensive items, or if you're selling things in bulk, you must haggle to get a good price. You first roll a *charisma* check, and refer to the table below, and do what it says, even if you don't like the result.

Nat20	You sell the item(s) for 25% of local list price.
Failure	You sell the item(s) for 50% of local list price.
Success	You sell the item(s) for 75% of local list price.
Nat1	You sell the item(s) for 100% of local list price.

COMBAT

This section is all about fighting □

Rounds

Combat is divided into 10-second rounds. At the beginning of each round, the initiative is rolled to determine who goes first. After that, each combatant gets to act once per round; this is called their turn.

During their turn, a combatant can do the following things in order. . Make up to 5 moves. . Take one action.

Initiative

At the beginning of each round each PC makes an *intelligence* check. If the PCs have more failed checks than there are combat capable baddies on the battlefield, the baddies get to go first that round.

The players act in the order in which they sit around the gaming table, clockwise from the GMs. The baddies act in whatever order the GM wishes.

Moves

An adventurer has 5 moves, and here are some examples on how to use them.

IMPORTANT	Moves do not carry over to the next round; use them or lose them.

Table 12. Moves

Moves	Description
1	Move 1 meter in good terrain
1	Ready a potion from a belt pouch
1	Draw a weapon from your sheath or equivalent
1	Switch to a new quiver
1	Drop a light shield
2	Open a door
2	Mount or dismount
2	Move 1 meter in bad terrain
2	Get up from a prone position
4	Remove your helmet
5	Drop a functional heavy shield
5	Ready a spellbook from your backpack

Actions

When a character has performed their moves, they get to take their action. Here are some examples of actions:

- Attack with a readied weapon.
- Unarmed attack.
- Drink a readied potion.
- Cast a spell with a readied spellbook via Basic Spellcasting.
- Drop an heavy shield.
- Use a special ability.

An action can also be converted to 3 moves that must be used right away, and do not carry over to the next round.

Attacks & Damage

Whenever you attack someone, you must first make an attack check. After that, you make your damage roll, which depends on the type of weapon you're using, and whether or not you are skilled at using said weapon.

Attack Check

To hit a baddie you must roll an attack check. There are two types of attack check: ranged and melee.

Melee

> When you use melee weapons or unarmed combat, the attack check is an adversarial *strength* check.

Ranged

> When you use ranged weapons, the attack check is an adversarial *wisdom* check.

| **IMPORTANT** | • If you attack someone who is 2 or more levels higher than you, your attack check is difficult. |
| | • If you are not skilled at using your weapon, your check is difficult. |

Damage Roll

When you hit a baddie, you roll a die to see how much damage you deal. The die depends on the type of weapon you used.

See the Adventurer Damage Rolls table to find your damage die.

| **NOTE** | If you have the Great weapon specialist special ability, you are also skilled in using heavy melee weapons. |

Critical hits

> If you roll a nat1 on your attack check, you get an extra action for free. You do not get any moves, but you can use your action any way you like, including attacking the same opponent again.

Weapon Wear

If you roll a nat20 on your attack check, you must roll your damage die. If you roll the minimum possible value, your weapon becomes unusable and must be repaired before it can be used again. It can be repaired by a weaponsmith, a process that takes hours of work and requires a weaponsmith workshop.

Defense

When a baddie attacks you, you make a defense check to see if you avoid the damage. The GM does not make an attack check for the baddie.

Melee Defense Check

> When a baddie attacks you in melee combat, you make a *dexterity* check. If successful, you dodge the attack. If you're unsuccessful, you lose a number of hit points equal to the attacker's damage check.

Ranged Defense Check

> When a baddie attacks you at range, you make a *wisdom* check. If you succeed, you dodge the attack, but if you fail the check, you're hit and take damage.

Armor

You can wear up to five pieces of armor: a helmet, a cuirass, a gauntlet, of greaves, and a shield.

Armor Grants Hit Points

Each piece of armor you wear increases your hit point total by a number of points. The better the armor piece, the more hit points you get.

When you don armor, your hit point total and your current number of hit points both increase by the number of hit points provided by the armor piece.

When you doff armor, your hit point total and your current number of hit points both decrease by the number of hit points provided by the armor piece. (which means that, technically, you can die if you are very low on hit points and remove an armor piece).

Armor Requires Skill

If you are wearing one or more armor pieces that you are not proficient with, you become encumbered, which makes every check you make difficult.

Armor Wears Out

If you roll a nat20 on your defense check, one of the armor pieces you're wearing (your choice) takes as much damage as you did from that attack, which means that the number of extra Hit Points it grants is reduced by that amount. If an armor piece is reduced to zero hit points, it becomes broken, and if you're wearing two or more broken armor pieces, you become encumbered.

> You've just been attacked and rolled a natural twenty on your defense check, and you take 8 points of damage. You must now select a non-broken armor piece and reduce its Hit Points by 8 points. If the armor piece is reduced to providing zero hit points, it becomes broken.

Armor can be repaired

Armor pieces can be repaired. So you should make a note of how many hit points the armor piece initially provided.

But only an armorer can restore the armor piece to its former glory.

Damage and Death

When you hit a baddie, you roll a damage roll to see how many points of damage you deal. The dice used in the damage roll depends on your class, your abilities, and the weapon (or spell) you used in the attack. Your opponent subtracts your damage from their current number of hit points. If a baddie is reduced to zero hit points (or below) they die instantly.

Taking damage

The GM tells you what the damage die is, and you roll it, and subtract the result from your hit points.

IMPORTANT	You can never go below zero hit points; when you have reached 0 HP, any further damage will result in trauma.

Baddies With Zero Hit Points

Baddies die when they reach 0 HP. The only way to bring them back is to revive or resurrect them with powerful magic. If you want to stun a baddie, you can use certain items, spells, and abilities.

Adventurers With Zero Hit Points

If you reach 0 hit points, you permanently decrease a random stat by one point, and then you must roll on the Death Table.

Example 11. Reaching zero hit points

> You have 4 HP left, and an angry troll hits you for 12 points of damage. You're brought down to zero HP.
>
> You roll a d6 to find out which stat to reduce. You rolled a 2, so your *dexterity* is reduced by 1.
>
> You now have to roll on the Death Table: You roll a 53, meaning you're unconscious and dying, which in turn means you will have to roll a d20 every round from now on, and a nat20 will result in your death.

Taking Damage At Zero Hit Points

If you take damage and you are already at zero hit points, you lose 1d4 points from a random stat, and you must roll on the Trauma Table and add the amount of damage taken to your d100 roll.

Example 12. Kicking a player character while they're down

> You're have zero hit points, you have already rolled on the Death Table once (and survived, for now), and some dastardly baddie strikes you for 5 damage.
>
> You first roll a d6 and a d4 to reduce one of your stats, you rolled a 6 and a 3, meaning your *charisma* is lowered by 3 points.
>
> You then roll on the Trauma Table and add 5 to your d100 roll (because you received 5 points of damage). You rolled *7+5=12*, meaning you did not suffer any trauma effects, you lucky bastard.

Death table

Table 13. Death Table

d100	Effect
100	You're destroyed.
99	You're dead.
76-98	You're comatose and dying.
25-75	You're unconscious and dying.
02-25	You're unconscious.
1	You're still awake. At 1 HP, but [prone].

Destroyed

You're extremely dead; You must roll twice on the Trauma Table and mark any temporary losses as Reversible. Only great resurrection magic, accessible only to elites, can bring you back to life, and the costs of doing so are grave.

Dead

You're dead; you must roll on the trauma table (in case you are revived or turn into an undead).

Dead, Dying, and Comatose

These conditions are described in detail in the CONDITIONS section.

Trauma Table

The trauma table is used when you take damage after being reduced to 0 hit points.

Table 14. Trauma table

Roll	Type	Effect
101+	Amputation	Lose a random limb
100	Permanent	-1d4 to random stat
89-99	Permanent	-1d8 maximum hit points
90-98	Reversible	-1 moves
81-89	Reversible	-1 to *charisma*
71-80	Reversible	-1 unencumbered item slot
61-70	Temporary	-1 moves
51-60	Temporary	All checks are difficult
41-50	Temporary	-1d6 to random stat
31-40	Temporary	1d8 to maximum hit points
21-30	Reversible	Battle scar
01-20	-	No trauma.

Amputation	You lose an arm or a limb. Roll 1d4 to find out which. Roll *dexterity* or *constitution* (your choice) if you succeed, you only lose half the limb. Otherwise you lose all of it. Your limb can regrow if the restoration spell is used.
Permanent	This trauma is permanent. There is no way to undo it or reverse it.
Reversible	This type of trauma can be reversed with powerful restoration magic.
Temporary	lasts for 1d20 days or it can be reversed with restoration magic.
NOTE	The restoration spells referred to here are not basic, and adventurers cannot cast them themselves. You can find more info on such spells in The Hero's guide and Elite's guide.

Healing and regeneration

You can regain hit points in various ways, but you can never heal or be healed beyond your hit point total.

Resting

Resting for 8 hours, at least six of which are spent sleeping, will allow you to regenerate a bit; roll your recovery die, and increase your hit points by that number. Aside from sleeping, eating, and keeping watch, you cannot do anything of consequence while resting.

> An adventurer regenerates 1d8 hit points after a meal, 6 hours of sleep, and two hours of rest.

Magical Healing

Spells (such as Heal (X)), potions, and powers often allow you to instantly recover hit points, usually by rolling a number of recovery dice.

CONDITIONS

Conditions can affect characters and baddies.

Comatose

You're in a deep coma. If you receive conventional medical care, you will wake up in a matter of hours; make a *constitution* check every hour to see if you wake up. If you receive magical healing, you will wake up in a matter of minutes; make a *constitution* check every minute to see if you wake up.

Demoralized

On your next turn you must spend all your moves (if possible) retreating from your opponents. When you have done that, the demoralized condition goes away.

Dungeon Mad

You've been in complete darkness in a dungeon too long. Every hour you must make a *wisdom* check. If you fail, you lose 1 point from a random stat.

Encumbered

All checks become difficult, meaning that you have to roll 3 points lower than you normally would to succeed.

Dying

You're near death; you must roll on the Trauma Table. Every round, at the beginning of your turn, you must make a d20 roll; if you roll a nat1, you are no longer dying, but unconscious, and if you rolled a nat20, you are dead.

Exhausted

Same as encumbered AND your number of moves is halved, rounded down.

Frightened

You cannot move closer to what you believe is the source of your fear. You have 2 fewer moves than normal.

On Fire

You are on fire. At the start of every round, just before you get to act, you take 1d4 points of damage, and then you roll a *constitution* check. If you succeed, the fire goes out. If you failed, the fire persists, and if you rolled a nat20, the damage die increases (for instance, from 1d4 to 1d6).

Poisoned

You temporarily lose 1d4 points of a random stat every minute. After rolling your stat loss, you make a *constitution* check with disadvantage. If successful, the poisoned condition is removed. You die if any of your stats are reduced to zero. If you die from poison, only Greater Revival can restore you back to life.

Restrained

Your hands and feet are restrained. You have only one move each round. Depending on the circumstances, the GM might allow you to try and escape your bonds.

Unconscious

You are unconscious; if you receive any kind of healing, you will wake up right away, otherwise you will wake up within 2d6 hours.

MAGIC

Spellbooks

A spellbook is a magical tome, book, or scroll. It takes up one Item Slot, contains a single spell and can only be used if it has enough magical charge.

Spellbooks need magical charge (usage points) to work. When a spellbook runs out of usage points,

it becomes inert and unusable until it is recharged. A spellbooks maximum usage points depends on the power and skill of its creator.

Adventurers can recharge spellbooks via Basic Recharging.

| NOTE | Adventurers cannot create spellbooks, so the rules on how to create spellbooks is not included here. Suffice it to say that normal spellbooks only have a single usage point, and only very powerful tomes have more. |

Basic Spellcasting

Adventurers can cast basic spells (all spells in this document are basic). But they must have a spellbook containing the given spell and:

Requirements

- The spellbook has at least one usage point.

- You are holding the spellbook in both hands.

- There's enough light for you to read the text, you are able to speak, and you aren't encumbered or restrained.

- The spell's level isn't higher than yours.

- It is an action to cast a spell (unless otherwise specified in the spell's description, some spells can take a long time to cast).

Procedure

- Remove 1 usage point from the spellbook.

- Then make an *intelligence* check:

- If your *intelligence* check was successful, you cast the spell, and it takes effect. If unsuccessful, the spell fizzles. If you rolled a nat20, the spellbook instantly loses all its usage points.

- If your spell fizzled, you can try again next round if your spellbook still has charge.

Basic Ritual Casting

Some spells can be cast without exhausting the spellbook, but it takes more time to do so.

Requirements

- The spell must have the ritual property,

- You must have the spellbook on you while the ritual is performed.

- The spellbook must have at least one usage point.

Procedure

- You spend 10 minutes chanting and reading from the spellbook.

- Then you spend one consumption of magic components.

- Then you make an *intelligence* check; if successful, you cast the spell. If unsuccessful, the

spell fizzles, but you can try again later. If nat20, the spellbook loses all its usage points.

Basic Recharging

Adventurers can recharge basic spellbooks, restoring them to their maximum usage points.

Requirements

The spell in the spellbook must be basic, and its level must not be higher than yours.

Procedure

You start by spending one consumption of magic components, followed by 30 minutes of ritualistic work. Then you make an *intelligence* check. If the check succeeds, you have recharged the spellbook, otherwise you must try again.

Spell Properties

The properties of a spell is listed in bold font right underneath the spell's name.

basic

All basic spells can be cast by adventurers, and all spells in this document are basic. Higher level characters have access to more advanced types of spells.

duration

The duration of the spell

lvl

The level of the caster (i.e. not the spell). The potency, duration, or range of certain spell increases with the casters level.

focus

These spells cut their duration short and stop instantly if you cast another spell, take damage, or stop focusing on keeping the spell going.

multilevel

There are many versions of this spell, each with its own level.
See the Spells with multilevel tag example for an illustration.

range

The range of the spell.

ritual

These spells can be cast via Basic Ritual Casting, but can also be cast normally via Basic Spellcasting.

trance

You must be seated to cast a trance spell, and you must remain seated for its duration.
The spell stops instantly if you: a) take damage, b) make a defense check, c) get up, d) move, or e) take an action.

You can speak, breathe, and adjust your position to remain comfortable, and nothing more.

Example 13. Spells with multilevel tag

> The Tragic Missile (X) spell is technically not a single spell. It exists as Tragic Missile 1, Tragic Missile 2, and so on all the way to Tragic Missile 10. Tragic Missile 10 is much more powerful than Tragic Missile 1.

SPELLS

All spells listed in this section are basic and can be used by adventurers.

Alertness (X)

Level 1, multilevel, focus

Anyone within 3 meters of the caster gets advantage on checks that involve spotting hidden things, traps, and enemies, The effect persists even if they move further away from the caster. The spell ends when it has provided advantage to $2{\cdot}X$ checks in total (i.e. not to each recipient) or when the caster stops focusing on the spell, whichever comes first.

Alluring Attraction (X)

Level 1, multilevel, ritual, duration: X days

Of the next X+1 *charisma* checks you make, you have advantage on checks that have a strong flirting component or involve physical attraction.

Animal Friendship (X)

Level 1, focus, multilevel, ritual

Within the next $X + 1$ hours, all *intelligence*, *wisdom*, and *charisma* checks made to befriend animals have advantage. On top of that, there is a 50% chance that an animal that would have otherwise been hostile towards you, is now simply cautious.

Armor (X)

Level 1, multilevel, ritual

??

Banking Transaction (X)

Level 3, multilevel, duration: 5 minutes

You touch a magical Bank Book and transfer coins into- or out of it. You cannot bring the book's balance below zero.

It takes X minutes to cast this spell, and it requires X gold pieces, which are consumed by the spell (yes, you must have at least X gold coins on hand to withdraw your money).

The number of coins you can withdraw/deposit is $10 \cdot X \cdot X \cdot X$ (i.e. $10 \cdot X^3$).

Bug Repellent (X)

Level 1+, multilevel, duration: *X* minutes

You target a nonmagical item within X meters. The item starts emitting sounds and odors that repel insects and other vermin. The spells area of influence is a sphere with a radius of $2 \cdot X$ meters

This spell has no negative effects on non-vermin.

Vermin whose level is X or higher are completely unaffected.

Vermin whose level is lower than X must make a normal *wisdom* check or move out of the repellent area. Even if the check is successful, any other checks made within the repellent area are difficult.

Mundane vermin, such as normal spiders, worms, ants, flies, wasps, etc. are level 0. Supernatural vermin such as giant wasps, etc. are at least level 1.

Calm Animal (X)

Level 1, multilevel

You calm a hostile animal within $10 + X$ meters and whose level isn't higher than X. The animal no longer considers you or your party as threats, and will simply wander away if possible.

Club

Level 1, duration: lvl+5 rounds

A magical wooden club appears in your hand. You are proficient at wielding this one-handed weapon, and your damage die is 1d12 when doing so. The club dissolves into dust after lvl+5 rounds, or instantly if you let go of it.

Command (X)

Level: 1, multilevel, duration: 1 round

You give a creature within X meters a one-word command and then make a *charisma* check. If you're successful, the target will attempt to execute the command as best it can, and as it understands the command, but only for one round, and only if the command would not result in self harm.

This spell does not affect targets whose level is higher than *X*.

If the target's level is lower than *X* the *charisma* check is easy.

Any creature targeted by this spell will become hostile towards you, regardless if they executed the command or not.

Commands such as flee and run are straight forward, but a command such as drop can be interpreted in many ways (drop the thing you're holding, or drop prone, or drop the subject).

Command Fire (X)

Level 1, trance, multilevel, range: 2·*X* meters, duration: 2·*X* minutes

When you've just cast the spell you select a fire. It can be as small as a candle and as large as *X* square meters. You can now give the fire a command:

Candle

> You shrink a bonfire to the size of a candle.

Bonfire

> You make a candle grow to the size of a bonfire, provided there is sufficient fuel available.

Grow

> If the fire is the size of a bonfire, it expands to take up an entire square meter. If the fire is 1 square meter or larger, it expands a further square meter. You can control the direction of the fire's growth, but you can only make it expand to areas where there is plenty of fuel.

Reduce

> If the fire is larger than 1 square meter, it shrinks by 1 square meter. If the fire is 1 square meter in size, it shrinks to the size of a bonfire. If the fire is the size of a bonfire, it goes out, not producing any additional smoke in the process.

Cure Exhaustion

Level 1, ritual, range: *wisdom* meter

You target a willing person. If you make a successful easy *wisdom* check, the exhausted condition is removed from the target.

A creature that has been targeted by this spell becomes immune to it for 1 hour.

Danger Sense

Level 2

If you make a successful *charisma* check, you get a sense, on a scale of 1 to 5, of how dangerous a given foe, group, situation, mechanism, substance, or task.

Context is important: a high level paladin might be dangerous to her foes, but completely harmless to her friends.

Detect Magic

Level 1, ritual, duration: *intelligence* minutes

You can see magic items, and items that are affected by spells, such as an item with light cast on it. The item must be within *wisdom* meters. To you, magical items start to glow after you've looked directly at them for a while. You need to take things slow if you want to scan everything around you. The "glow" can penetrate cloth and paper, so a magical ring in a pocket or a magical pen underneath a sheet of paper can be detected.

Detect Traps (X)

Level 1, focus, multilevel

You can sense if a trap is within 10+*X* meters, but you only know where it is when the trap is within *X* meters of you.

This spell lasts for 30 minutes, plus *X*·10 minutes, or until you stop focusing on it.

Detect Undead, Lesser

Level 1. Duration: *wisdom* hours

You can feel when one or more undead creatures are within *wisdom* meters of you. You can detect undead creatures through most walls, but not it cannot penetrate more than one meter of rock or one centimeter of lead.

Fey Flames

Level 2

You target a point within *wisdom* meters. Every object and creature within 5 meters of that point glows with a faint light as if on fire. Invisible creatures and object can now be seen, but attack checks against them are difficult

Fierce Fortune (X)

Level 1, multilevel

An ally within *X* meters gets advantageon their next attack- or defense check, provided it occurs within *X*+1 rounds.

Find Flora & Fauna

Level 1, focus, ??????

Flaming Fingers (X)

Level 1, multilevel

Jets of fire spew forth from your burning hands, scorching up to *X* adjacent targets of your choice. If you make a successful *intelligence* check, each target receives 1d6+*X* damage, otherwise they receive 1d6 damage.

Friendliness (X)

Level 1, focus, multilevel

Your *charisma* checks are easy for the next *X* minutes.

Ghost Mount (X)

Level 2, focus, multilevel

You construct a ghostly, translucent horse that only you can ride. It appears instantly under you, so you're instantly mounted. The horse increases your movement rate such that, whenever you spend one move, you move up to *X* meters. The mount has 2·*X* hit points, all its primary stats are 8+X.

A constructed being, a Ghost Horse is immune to charm, sleep, fear, illusions, demoralization, and other mind-based spells, as well as spells where *intelligence*, or *charisma* checks affect the spell's outcome.

The spell lasts up to 3·*X* rounds, but stops earlier if you stop focusing on it or if you dismount.

Ghost Servant (X)

Level 1, focus, multilevel

You construct a ghostly, humanoid that only you can see, hear, or smell. You can send it telepathic commands, and it will obey you to the best of its abilities, and without question or hesitation.

The servant appears within 3·*X* meters, and must stay within 10·*X* meters.

- It can move up to *X* meters per round.
- Its primary stats are all 2·X, and its hit point total is also 2·X.
- It cannot hear, speak, read, write, or make sounds, but it does understand your telepathic commands. It can lift and carry *X* item slots.
- It cannot do difficult or demanding things such as disarming traps, but it can do simple tasks such as moving stuff or doing the dishes.

- It is immune to charm, sleep, fear, illusions, demoralization, and other mind-based spells, as well as spells where *intelligence*, or *charisma* checks affect the spell's outcome.

The spell lasts 10·X minutes, until you stop focusing on it, or the servant gets more than 10·X meters away.

Gills (X)

Level 1, focus**,** multilevel**,** ritual

You and 1+X willing creatures within 4+X meters can breathe water (and only water) for the next 2+X minutes. The spell also ends if you stop focusing on it.

Gloom (X)

Level 1+, multilevel**, range: 2+X meters**

You target an object within range. The object emits a ghostly dark aura that dulls all non-magical sources of light within 5+X meters so much that their radius is reduced to 1 meter while they are within the effective range of the gloomy object.

This spell can also dull magical light sources if their spell level or item level is lower than X.

The dulled light sources cannot be seen by creatures more than 1 meter away from them.

You cannot target an object that is currently being held, worn or touched by another creature.

The gloomy area looks like dense fog when seen from the outside.

Heal (X)

Level 1+, ritual**,** multilevel**, range: 3+X meters**

You heal a creature within range. It recovers X recovery dice.

Hurt (X)

Level 1+, multilevel**,** ritual**, range: X+3 meters**

You use dark necrotic magic to harm a creature within range. If you make a successful *wisdom* check, the creature loses _X_d8, otherwise it loses _X_d4

Illuminate (X)

Level 1+, multilevel**, range: 2+X meters, duration: X hours**

You target an object within range. The object lights up with a steady and bright light that illuminates a radius of 10+X meters.

You can attempt to cast this spell on the eyes of a creature within range, effectively blinding it (if it uses eyes and light to see). It requires a successful difficult *charisma* check, and if the creature's level is higher than *X*, the spell fizzles.

You must make a successful *charisma* check to cast this spell on an item currently held, worn, or touched by a living creature, and if the creature's level is higher than *X*, the spell fizzles.

Intruder Alert

Level 1, ritual, duration: *wisdom* hours

Upon casting the spell, you touch a door, tent flap, a lock, or similar moveable object. If the object is disturbed by a creature (but not the wind), a loud alarm will "ring" inside your head. The alarm is loud enough to wake you up, but quiet enough that you don't wake up screaming.

Invisibility to Stupidity (X)

Level 1, focus, multilevel, duration: 5·*X* Rounds

Creatures with an *intelligence* lower than *X*+2 cannot see you, smell you, or detect you in any way, not even by touch.

Jump (X)

Level 1, multilevel

When you cast this spell, you instantly jump *X*+1 meters in a direction of your choice. You cannot reduce the length of the jump, but you can jump into a wall or other obstacle. Doing so causes you to take 1d6 damage for each meter the obstacle reduces your jump.

Lightning Touch (X)

Level 1+, multilevel

You touch an adjacent target, who then takes *X_d6 damage. After rolling damage, you make a _wisdom* check. If successful, the target is knocked prone, and must spend a number of moves next round to get up.

If the target is wearing three or more pieces of metal armor, you have advantage on the damage roll and the *wisdom* check.

Mage Might (X)

Level 1, focus, multilevel

For the next *X* rounds, your *strength* score becomes 15+*X**0.5 (rounded down).

Mage Torch (X)

Level 2, focus, multilevel, range: *X*·5 meters

You target a spot you can see within range. At that spot a magical ghostly torch appears. By spending one move you can move the torch up to 5 meters to a spot you can see and that is within range.

If you move so that the torch comes out of range, the spell stops and the torch vanishes.

The torch disappears after 8 hours.

Magical Reading

Level 1, ritual, duration: 8 hours

You cast this spell on a spellbook or mundane book. It allows you to safely read the book without falling for any mental magical traps the text may hold. It also allows you to decipher (but not cast) spells in spellbooks whose level is three levels higher than yours.

Magical Stone

Level 1 You touch a nonmagical stone or slingshot no larger than your fist. It becomes magical, and flies towards an enemy within *wisdom* meters at great speed. The stone automatically hits the opponent, dealing damage equal to three times your level.

NOTE	The stone can only hit the baddie if there is a direct line between the stone and the baddie. It cannot curve or fly around obstacles.

Mend (X)

Level 1, multilevel

You instantly repair a break, crack, scratch, or tear up to 5 + *X* centimeters from an object within *X* meters that weighs no more than *X* kg. Mending a nonmagical Armor Piece, Weapon, or Tool restores *X* Usage Points. Once an item has been mended, it becomes slightly magical for 1 day; it cannot be mend-ed in that period, and it will be detectable with Detect Magic.

Mind Message (X)

Level 1, multilevel

You target a creature within 5 plus 5_X_ meters, and telepathically send 10 plus 10_X_ words to it. It can telepathically reply with the same number of words. If the recipient makes a successful *charisma* check, no one notices its distraction while receiving and replying.

Mustrum's Mundane Shroud (X)

Level 2, ritual, duration: *X* days

You select a magical item within 2 meters of you, weighing no more than *X* kg.

This spell completely hides the fact that the item is magical; only observers with a level higher than *X* can detect the item's magic, and that this spell has been used to hide it.

Nostrum's Magical Aura (X)

Level 1, ritual, duration: *X* days, range: 2 meters

You select a nonmagical item within range, weighing no more than *X* kg.

You give the item an invisible magical aura of your design. Anyone who uses Detect Magic, identify or similar detection magic will think the item is magical, and they will think the item has magical properties of your choosing.

Observers with a level higher than *X* can detect that this spell has been cast, and that the item is nonmagical.

Phantasm (X)

Level 1, focus, multilevel

You create a purely visual illusion of an object, creature, thing, or phenomenon no bigger than 3 cubic meters. You can make the phantasm appear anywhere you can see within 10·*X* meters, and it must remain within that radius at all times. You can move the phantasm 1·*X* meters per round. The spell ends after 5·*X* minutes, if you stop focusing on it, or if something substantial touches the phantasm (heavy smoke, sandstorm, a creature, etc.).

Creatures that have a reason to disbelieve the phantasm (such as creatures that rely heavily on scent and sound, or people who find the phantasm incompatible with their sense of "what ought to be" can make an adversarial *charisma* check to see the phantasm for what it is. The check is easy if the creature's level is 2 or more higher than the caster's level, and difficult of the creatures level is 2 or more lower than the caster's level.

Purify Rations (X)

Level 2, ritual, multilevel

You purify 1 ration pack and 1 water skin's worth of liquid per level of this spell. The food and drink is completely safe to eat and drink; it does not taste bad, and it is nourishing. This spell does not remove curses or other magical effects that may affect the food and drink.

Read Script

Level 2, ritual, duration: 10·*intelligence* minutes

You can read and understand any written language. This spell does not decode cryptographic cipher text, but it does let you understand secret languages.

Remove Fear (X)

Level 2, multilevel, range: *charisma* meters

You target an ally within *charisma* meters of you. The spell automatically removes *X* fear-based conditions such as demoralized.

If the target suffers from more than *X* fear effects, the GM chooses which to remove.

> **NOTE** There are more fear effects than the ones described in this guide.

Shield

Level 1, multilevel, focus

For the next 5·*X* rounds, all damage you receive is halved (rounded down).

If a baddie hits you for 5 points of damage, you only take 2 points of damage. And if you're hit for 1 point of damage, you take zero points of damage.

Slow Fall (X)

Level 1, multilevel, ritual

You touch a nonmagical wearable item, weighing at least 1 item slot and worth at least *X* silver pieces. The item becomes a consumable magical item with *X* usage points. When the wearer of such an item falls more than one meter, the magic in the item activates and the fall is slowed so the wearer does not take any damage. When the wearer has landed, the item loses one Usage Point. When all the item's Usage Points have been spent, the item crumbles to dust.

Snooze (X)

Level 1+, : multilevel

This spell can send one or more creatures to sleep, but it can only affect creatures that need regular sleep, and whose level isn't higher than *X*.

Select a baddie within 10 meters. If the target has more hit points than your *charisma*, the spell fizzles, otherwise the baddie falls asleep.

If the spell didn't fizzle, you may make another *charisma* check, and if it succeeds, the spell affects *X*

additional creatures within 5 meters of the first target. This spell affects baddies and allies alike; these extra affected creatures are selected in order of closeness to the first target.

Creatures sleep for a number of rounds equal to your *charisma*, however a sleeping baddie wakes up if they take damage.

Spenser's levitating Bowl

Level 1, ritual, duration: *intelligence* · 10 minutes

You conjure a large vaguely bowl-shape plate that can carry as many item slots as your *strength* score.

It levitates about a meter above the ground, and can move half as fast as an adventurer. It is able to "climb" stairs and hills, but cannot scale walls or steep cliffs.

Spider Climb (X)

Level 1, focus, multilevel

This spell enables you to cling to almost any surface as long as it is not overly wet, oily, or slippery. You can spend 3 moves to spider-move 1 meter. The spell lasts *X* minutes, but ends if you stop focusing on it.

Spout (X)

Level 1, focus, multilevel

You cause 10·*X* liters of water to pour out of a wineskin, teapot, keg, or similar; at a speed of about 1 liter per round (10 liters per minute)

Strength of Stone (X)

Level 1, focus, multilevel, ritual

You target a willing ally within 2·*X* meters, making all their *strength* checks easy for a 2·*X* rounds.

Taunt

Level 1, multilevel, duration: 1 round

You target *X* creatures within 10+*X* meters. For each target, if you can make a successful adversarial *charisma* check (which is difficult if the target's level is higher than yours), the target will rush and attack you in melee combat on its next turn.

Tragic Missile (X)

Level 1+, multilevel, range: *wisdom+X* meters

You fire a frightening magical missile against a baddie within range. When struck, the baddie takes *X* d4 damage, and then you make an adversarial *charisma* check; if successful the baddie becomes demoralized.

Vines (X)

Level 2, focus, multilevel

You target a point within 10+*X* meters. Vines and wild growth sprouts from the ground in a radius of *X* meters around that point. Each creature inside the affected area must make a successful *strength*, *dexterity* or *intelligence* check (their choice) each round, or all they have zero moves that round.

Wizard's Mark

Level 1, ritual, focus

Makes a piece of chalk magical so it makes invisible marks that only you can see.

Other than being invisible, the marks behave as normal chalk marks, which means they can be rubbed out or washed away with water.

The chalk stops being magical once you stop focusing on the spell, or after *charisma* hours. But the marks remain visible to you, and invisible to others.

Adventurer

All PCs start out as adventurers and have to level up to level 3 before they can get their hero class.

Adversarial check

A check that is affected by the level of the opposition. For instance, if you're attacking a baddie who is 2 or more levels higher than you, your check is difficult.

Attack check, melee

A check to hit an opponent. It's an adversarial *strength* check, and it is difficult if you're not skilled at using the given weapon.

Attack check, ranged

A check to hit an opponent. It's an adversarial *wisdom* check, and it is difficult if you're not skilled at using the given weapon.

Baddie

A person, creature, or monster that is hostile or otherwise considered to be your enemy.

Check

You roll your d20 against a given target number (usually one of your stats).
For example: when rolling a strength check you roll a d20 and must roll lower than your strength to succeed.

Difficult

Difficult checks have a target number that's 3 lower than normal checks.

Easy

Easy checks have a target number that's 3 higher than normal checks.

GM

The Game Master.

Hit Points (HP)

A unit of health: your character has a number of hit points, you lose some of them when you take damage, and if you lose all of them, you must roll on the death table. + Baddies and NPCs also have hit points, and when they lose all of them, they die.

Initiative

A check made at the beginning of a combat round to see which side gets to act first.

Level (lvl)

A character can have a level between 1 and 10. Baddies, traps, locks, spells, and various tasks can also have a level.

Melee defense check

A check to avoid being hit. This is an adversarial *dexterity* check.

NPC and NPCs

Non player character(s). These persons and creatures are played by the GM.

Nat 1

If you roll a d20 and it shows the number 1, you rolled a natural (nat) one.

Nat 20

If you roll a d20 and it shows the number 20, you've rolled a natural (nat) twenty.

PC and PCs

Player Character(s).

Proficient

It is difficult or impossible to use an armor, weapon, or specialist tool you are not proficient with.

Roll

Rolls are generic die rolls where you roll one or more specified dice, such as *3d6, 1d10, 2d8+2,* etc. The most common type of roll is the damage roll, where you roll your damage die for the

type of weapon you're using.

TN

Abbreviation of Target Number.

Target number

The number you must roll below (usually with your d20) in order to make a successful check.

Y.A.R.I.S

It's an acronym: Yet Another Reduced Instruction Set.