



AMBITION & AVARICE

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DEDICATION

I owe a large debt to the entire OSR community for their invaluable writings over the past several years. They have laid down philosophical paths towards better play and deeper understanding of game mechanics. The OSR has taught me to extract maximum value from minimum ruleset. It has taught me to design towards expanding player freedom rather than restricting it to fit my desires.

The entire community has inspired me in more ways than they could possibly know. In particular, Erik Tenkar of the Tenkar's Tavern blog has been a major OSR inspiration in my life. I am eternally grateful for his friendship and his dungeon mastering.

PREFACE

This book is the culmination of several years of hobby work in the RPG community. I have written a total of six games so far; Synapse, Errant, Cascade Failure, Statecraft, Oceans, and Novarium. All of these games were released for free with public domain or creative commons artwork.

All of that work is important. While I love those games, they bear the markings of my learning curve. They are the first few awkward chairs that the woodworking apprentice struggles to create. They have a multitude of small flaws that occur as a part of the learning process. I am not ashamed of those things because no one can learn without making mistakes.

However, I feel that I have grown to the point now that I can leave those methods behind. I am no longer the struggling apprentice. I am a journeyman now. I have reached a point where I can look at my own work and feel pride. This was not an easy achievement as I have a tendency to be hyper-critical of everything that I make.

For that reason, **Ambition & Avarice** is the first game that I am giving a price. It is the first of what I hope will be many games that have a professional level of craftsmanship.

I hope you enjoy it!

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INTRODUCTION



THE SPORTING MINDSET

There are a number of different ways to think about how you can play RPGs. We feel that it is very advantageous to use the perspective of roleplaying as a kind of sport. This may not be apparent at first, but if you can conceive of the game as a sport it may improve your enjoyment.

A sport is not easy. It requires dedication and practice. When you walk out onto that field the first time, nobody expects you to be perfect. You can set your perfectionist attitude down on the sidelines. Mistakes will happen. The true measure of success is how you adapt and improve.

The opposition is a living breathing person, not a snippet of computer code or a passage in a book. When you take actions, they will adjust their own behavior to compensate. They prepare, they remember, and they change. Any plan that you might have will smash headlong into this enemy. It will have to change if you want to be victorious.

In a sport, there are rules. These rules are known ahead of time and familiarity with them is an important part of playing the game. There is one person in particular who must be very familiar with the rules because they must make the hard calls (like a referee). Rules also can be nuanced. If someone picks up the ball with their hands in soccer, they will be penalized unless they are the goalie or performing a throw-in. These distinctions create a field of potential actions by the players.

When you are playing a sport, you do not have a narrative in place about how the game will play out. You may have a plan or strategy. You may have complex intentions. However, the emotional reactions of onlookers will rarely factor into your designs. You are not playing for the crowd. You are playing for yourself. They are watching because they know that your clash with the opposition will be entertaining.

In a sport, there is no preconceived story to be told. The referee doesn't favor a side and there is no script. If exciting events happen that would make a great story after the fact, that is wonderful. But it is not the goal of the players to craft a story. It is the goal of the players to succeed within the framework of the rules.

Entertaining stories are about overcoming adversity. No one wants to hear the story about the time you got everything you ever wanted. However, the story about how you almost got eaten by an Ogre but managed to talk your way out of it at the last second... that is a bold yarn!

You must learn to think like a player engaged in a sport. The outcome of the game is a measure of your skill. Don't focus on your failures or agonize over defeats. A winning season is the result of practice and dedication, not luck.

Chance favors the prepared mind.

THE JUDGE

One person in your group will be the **Judge**. In a sense, they are a game designer for this sport you are playing. They design the playing field, determine its shape, draw lines across it, and cover it with grass. They place the opposing forces out there and scatter treasures around for you to find. They create the world in which you play the game.

Once play begins, the Judge becomes more of a referee. They are responsible for fairly adjudicating the rules and applying their own judgment to unusual circumstances that arise. They are not invested in the success or failure of their creations. The great joy of being the Judge is seeing how the players choose to interact with your creation.

PLAYER CHARACTERS

Each player will have their own character in the game. These are called **player characters** to distinguish them from the multitude of **non-player characters (NPCs)** that inhabit the world which are under the Judge's control.

The player character is your avatar in the game world. The Judge will tailor what they tell you about the world through the lens of that character. They will tell you what your character remembers about a particular subject, what they see through the fog, and how things taste or sound. There are also a multitude of game mechanics that support your character. They provide a basis for the Judge to determine what you know, what you see, and what you can do.

You will go through a character creation process to create your specific character. This is very simple and easy to understand. It is described in detail and it takes only a few minutes to make a character. However, keep in mind...

MORTALITY

Characters can die. They can die in many different ways. They can be crushed by fallen stone, stabbed to death by their enemies, eaten by monstrous beasts, blasted by powerful magic, or even poisoned by someone they trusted. It is a dangerous world out there!

Characters begin play at 1st **level**. Their level is a measure of competence and experience. As they gain levels, they will become more powerful. They will gain the ability to endure more damage and to dish out more damage of their own. Sometimes, the best defense is a good offense.

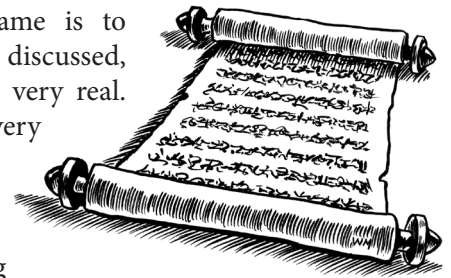
Damage, hardship, and death is a part of the game. It is important to accept death as a possibility. Don't waste time lamenting this fact and don't become emotionally attached to your character. No one should feel bad about the loss of a character; not you and especially not the Judge. This is a game, not psychotherapy.

OBJECTIVES OF THE GAME

The Judge has designed the game world to be interesting. Your first objective is to *explore that world*. If you don't want to explore the world, don't play. Read a book, play a video game, or curl up with your lover. Your character has given up a normal life, purchased equipment, and prepared their soul to face mortal danger. They are ready to go out and conquer the world, plunder its riches, and retire in splendor. If you are not ready to guide them, do something else.

We don't say that to be cruel, but to force you to grapple with what you came here to do. Your character is here to explore. Don't be timid about it. Don't come up with plans to set up your own magical workshop and manufacture enchanted pitchforks on a grand scale to revolutionize the world economy. Don't hide in the safety of town. Get out there and grab the bull by the horns! *Carpe Diem!*

With that in mind, the second objective of the game is to *survive*. As we just discussed, the risk of death is very real. You have to weigh every decision that you make in relation to the odds of survival. Is drinking



this unknown potion worth it? Can we really defeat this monster or should we retreat back to a safe location? Am I prepared to live with the unknown consequences? These are tough questions to answer.

The Judge doesn't want to kill you. They also want you to survive. However, their world must provide a significant *challenge* or else overcoming those challenges would not be satisfying. It might feel good to eat a roast beef sandwich, but it is not a challenge. Hunting down and killing your own dinner might not taste quite as good, but the fact that you were able to acquire it is extremely rewarding. This game is not for the weak. You will need to dig deep and bring your best to the table.

PLAYER SKILL

Your character has various capabilities, as defined by the game rules. They are good at some things and bad at others. But what are *your* capabilities?

There are several ways in which you can conceptualize your own capacity to play the game. Over time, you can improve on these skills and get better at achieving the objectives of the game. Your characters will live longer, find more treasure, and grow more powerful. If you neglect these skills, you will find it very hard to survive.

KNOW THYSELF

You don't have to memorize your character information. It will be recorded on your character sheet. However, you should be very familiar with your character's capabilities and always looking for an opportunity to use them.

If your character excels at picking locks, be prepared to step forward when a locked door or chest is discovered. If you are a strong melee fighter, place yourself in front of weaker combatants when a fight breaks out. If you have a bottle of flaming oil, pull it out when you see the potential to douse a cluster of opponents with it. Don't let the bottle sit unused in the bottom of your backpack throughout the entire session.

When you make your character, you will choose where they excel. When you encounter a problem in the game, immediately think about the capabilities and how your character might have to solve the problem. If you know that you lack skill in a certain area, step aside to give others a chance to shine.

PLAY IN CHARACTER

You don't have to talk in a funny voice or make grandiose hand gestures to be **in-character**. This is not an acting class. You just have to get inside that imaginary skull. You have to think from the perspective of the game world. Try not to talk in 3rd person or in the future tense. Tell the Judge exactly what you are doing at that moment in 1st person. Don't just control or manipulate the character. *Be the character.*

For example, let's assume the Judge has just described a room with a statue. Don't say "Are there any hidden compartments on the statue?" The Judge cannot answer that question because your character hasn't taken any action towards learning the answer. Instead, say something like "I go right up to the statue and examine it closely. I want to look for anything unusual about it. Do I see any buttons?" Talking like that is how you can truly get in-character.

DIVERGENT THINKING

Divergent thinking is the ability to see many uses for a single object. The classic example is "how many uses can you think of for a paper clip?" When we are young, we have very high capacity for this kind of thinking. As we age, we become more rigid. You must stop destroying this skill and instead begin nurturing it again.

Let's imagine that your character has an iron tube around 2 feet long, 3 candles, a flint & steel, a piece of tapered wood, 2 lbs. of red wax, a cheese wheel, and some dried walnuts. What can you do with that? A child could come up with an endless list of possibilities. *Can you?*



Unlike the challenges of a video game, in a roleplaying game you can do almost anything. The relationships between objects are not pre-programmed. As in the real world, necessity is the mother of invention. What will your character create? What will they do? What problem will they solve with a sack full of dirt, a half burnt candle, and a fist-sized rock? Only you can provide the answer. Think divergently!

QUICK THINKING

The game moves at a fast pace. Torches and lanterns are always consuming fuel. Magic spells are fading away. Footsteps are coming down the hallway. *Time is limited* and you need to make decisions under pressure. Some people excel at this naturally, while others struggle. If you struggle, here are some tips for improvement.

First, take a step back and breathe. You can't make a decision while your heart is racing and expect great results. Think divergently for a few moments, but don't allow yourself to get lost in the details. Make the best choice you can from limited options. Accept that you might make a mistake, but know that making mistakes is inevitable. Don't beat yourself up over the eventual decision. You don't have to be perfect. Make a choice and move on. Time is too precious to burn in the agony of indecision.

EVALUATION

When you are no longer under time pressure, you can indulge in reasoned analysis. First, learn to identify problems clearly. Don't focus on just the immediate situation, try to see the bigger picture. If you focus too narrowly, you may miss something. Try to come up with at least three different ways to solve the problem. Weigh the options and make an informed decision.

For example, let's say you find a locked door. After a bad die roll, your party's best lockpicker jams the lock. It can't be picked again. *Reframe the problem.* The door may be locked, but that doesn't mean the only way forward is to unlock it.

The first thing that might spring to mind is to kick it down. However, is that really the best course of action? It will be loud and could attract nearby monsters. One of your spellcasting companions offers to unlock the door magically, but that will consume a valuable spell.

After taking a moment to assess the situation, you remember that you have three bottles of acid. You found them in one of the rooms that you explored earlier that night. You could use the acid to melt the lock quietly without attracting attention. By deciding to use the acid, you save the spellcaster from wasting their spell and you avoided attracting attention from nearby foes. Impatience may have led you down the wrong path and resulted in unnecessary hardship.

COMBINATION

Do not limit your thoughts to only your abilities. Get to know the strengths of your companions and party members. Try to discover ways in which your strengths can be combined to even greater effect. You are not a rock that has to stand alone. The other characters exist for a reason. Learn to integrate your style with theirs.

For example, one of the other characters might be a priest who can cast the 1st level spell **nap**. If they cast the spell on you, you can get a full night's rest in a single hour. If your character is very perceptive and would make an excellent watchman, you might suggest they cast that spell upon you. Then after a quick nap, you can stand guard while the entire party enjoys a restful night. This avoids some of the danger that comes with a rotating shift on the night watch.

SOCIAL GRACE

Finally, it must be remembered that you are not the only person at the table. Don't talk over other people or try to monopolize the Judge's attention. Don't dismiss the ideas of other players without adequate consideration. Listen to what everyone at the table is saying and be a team player.

Remember that your character's personality is determined by you, not their game statistics. Your character is not an asshole just because they have a low charisma. Don't engage in anti-social activities with the justification of "well, that is what my character would do."

If a dispute arise in the game, allow the Judge to make a ruling. If you disagree with their decision, bring it up after the game. Don't consume valuable time at the table with your individual needs. This is a group activity, after all. If you cannot reach an equitable solution later through discussion, then express your position and bow out gracefully.

MECHANICS

In the course of the game, you will describe to the Judge what you wish to do. In most cases, no rolling is required. However, when something involves risk it must be resolved using dice. This game uses four primary resolution systems to resolve risky actions.

SAVING THROWS

There will be times when something dangerous is forced upon you. In many cases, this will probably be a surprise. The ceiling might collapse or you might be bitten by a poisonous snake. The result is not a proactive choice, but an instinctive **saving throw**. The Judge will inform you when you need to make a **saving throw**. The Judge will inform you when you need to make a **paralysis**, **poison**, **reflex**, and **spells**.

Blast is used to defend against explosive and/or expansive effects, such as dragon's breath or a magical fireball. **Death** is used to defend against permanent death when you are reduced to zero hit points and affected by deadly magic. **Paralysis** is used to defend against immobilizing attacks, such as a ghoul's touch or a medusa's petrifying gaze. **Poison** is used to defend against any toxin that gets into your bloodstream. **Reflex** is used to quickly pull back to avoid being hit by something, such as a trap that has been triggered. **Spells** is used to resist magic spells and spell-like effects.

There are circumstances written into the game rules where saving throws are required. For example, magic spells often allow a saving throw to resist their effects. The Judge is also free to ask you to make saving throws for an unorthodox situation that they created for your adventure. The saving throw is just a tool to represent your innate resistances.

To make a saving throw, roll 1d20 and compare your die result to your respective saving throw value. If your die result is **equal to or higher** than the throw value, you succeed. Success means that you completely avoid the effect or the consequences are reduced. Failure means that you experience the full force of whatever is happening to you.

Roll 1d20



≥

Throw Value
of Saving or Dungeon Throw

DUNGEON THROWS

Dungeon throws have similar numerical values and are resolved using a d20 in the same way as a saving throw. There are six of them; *climb*, *force*, *locks*, *notice*, *sneak* and *traps*. It is assumed that all characters are highly competent at these tasks. If they have plenty of time and no chance of failure, the Judge may not even ask for a throw. The throw is only made when there is a *single chance to accomplish the task*. They are made at the request of the Judge, but you are less likely to be surprised about the situation. Failure carries serious consequences and retries are not allowed.

Climb is used to ascend any challenging surface, such as a cave wall. **Force** is used to smash through a locked door or chest, either with a tool of some kind or just using your body. **Locks** is used to pick or otherwise bypass locks on doors and containers. **Notice** is used to observe or detect something in time to take action to avoid it, such as seeing a tripwire running across the hallway. **Sneak** is used to conceal yourself from detection by both the sight and hearing of anyone nearby. **Traps** is used to detect and disarm any mechanical devices that could cause harm to you, such as the spring-loaded spears attached to the aforementioned tripwire.

ATTRIBUTE TESTS

If you attempt something that involves significant risk but which is not covered by dungeon throws or saving throws, the Judge can instead call for an **attribute test** to determine the outcome. You will often see attribute tests written in the text using the name of the attribute; such as “make a *wisdom test*”. This means you should make an attribute test using your wisdom modifier.

Outside of combat, you will generally not choose to make attribute tests. You should focus on describing your actions. The Judge will determine if a test is necessary. They may simply let your action succeed. Alternatively, they may tell you it is not possible. If the tasks falls in between those two extremes, they will ask for a roll.

Based on the challenge of the task, the Judge will assign it a **difficulty class (DC)**. This number will range between 10 and 20. A DC of 10 represents something that an average adventurer would fail roughly half of the time. Anything that would require a DC less than 10 is just not risky for your character. It may be a challenge to a normal person, but not for a seasoned adventurer. Anything that would require a DC over 20 is probably too difficult to accomplish without magic or exceptional luck.

To make an attribute test, roll 1d20 and add the modifier for the attribute that governs the action (determined by the Judge). If your result is **equal to or higher** than the DC, you succeed. If your result is lower than the DC, then you fail at the task and may suffer negative consequences.

The section on combat describes the rules for making these tests during a fight. The short answer is that you make a *strength test* for melee or thrown weapons or a *dexterity test* for ranged weapons. You use your opponent’s **armor class** as a difficulty class for your roll.

Roll 1d20

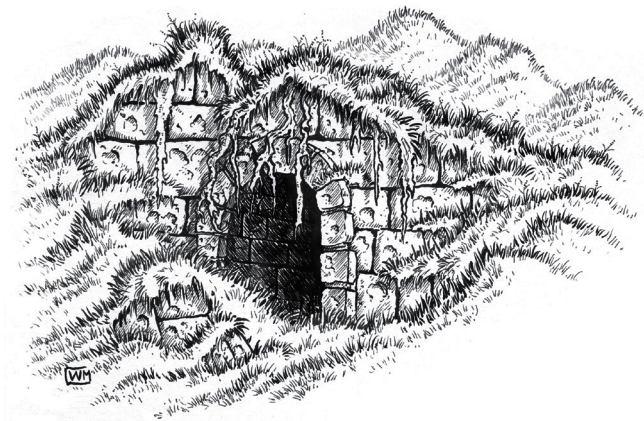


+

Modifiers

≥

DC
Difficulty Class



IN SIX CHANCES

Some characters have abilities that are called **in sixes** related to revealing information that would otherwise be unknown; either based on your memory or inference from available data. For example, a ranger has several of these abilities related to interpreting tracks and other kinds of evidence left behind by animals.

To use these chances in play, declare your intent and roll 1d6. If the die result is a 1 or 2, you would have succeeded on a 2 in 6 chance. If the die result is a 1, 2, 3, or 4, you would have succeeded on a 4 in 6 chance. The Judge will narrate the results of success. They may only provide a partial answer and hold back some things that could be impossible for you to know. For example, your Dark Elf might identify that something is poison, but not know *exactly* what the harmful effects might be if it gets into your bloodstream.

Roll 1d6



If

2 in 6

Succeed on result
of 1 or 2

If

4 in 6

Succeed on result
of 1, 2, 3, or 4

HOW DICE ARE USED

SIDES	NOTATION	PURPOSE
4-Sided	d4	Used for small damage weapons and hit points for weaker races
6-Sided	d6	Used for most damage, in-six-chances, and hit points for many races
8-Sided	d8	Used for heavier weapon damage and hit points for many races
10-Sided	d10	Used for very heavy weapon damage and hit points for tougher races
12-Sided	d12	Used very rarely for exceptional things, such as a Dwarven Ranger’s hit points
20-Sided	d20	Arguably the most important die, used to resolve almost all actions
100-Sided	d100	Used by the Judge occasionally to determine random outcomes

MULTIPLE DICE NOTATION

The use of multiple dice are referenced in a standard way; using a number, the letter *d*, and a second number. For example, *2d6*. The first number indicates how many dice to roll. The last number represents the size of the die. Therefore, our *2d6* example is telling us to roll two six-sided dice.

CHARACTER CREATION



WHAT IS A CHARACTER?

In a roleplaying game, you are pretending to be someone in a fantasy world. This person is a character that you have designed, like a character in a book. You try to imagine what this person would think, feel, and what they would do as a result. Unlike a writer, you only control that single character. The Judge determines how the world responds to your character's actions.

This chapter will assist you in creating a written record of your character in the form of a **character sheet**. A blank version of the character sheet is included in this book. The purpose of the character sheet is to help you remember what the character wants to do and what she is capable of doing.

Over time, your character will change based on the decisions you make. You will talk to people, fight monsters, accumulate treasure, and spend it. Your character will become stronger, make friends, and have an impact on the world. You will record many of these changes on your character sheet.

Your character does not have missions or objectives beyond those you set for yourself or agree to perform. There will be other characters in the world that try to push or pull you into plans of their design. As in real life, you can surrender to those influences or choose to resist them. Ultimately, the goals that you want to accomplish and how you go about accomplishing them are for you to decide. Sometimes, a simple **No** is the most powerful word of all.

WHAT ARE YOU CREATING?

As you move through this chapter, you will make choices that will determine your character's nature and abilities. When you select one race or class over another, you are making decisions about what kind of competence that you want to gain. Design a character that will help you get what you want out of the game.

Remember that despite the choices you make during character creation, *your character can try to do anything*. The Judge might let it work. They might let you roll for it and you may fail that roll. If you try something really crazy and fail, your character might even die. It is your responsibility to decide what risks you are willing to accept.

The Judge might also tell you that something literally can't be done. However, this should be rare. For example, you might declare that you want to try to cast a magic spell despite having no actual magic ability. The Judge could just say no, but it might be more entertaining to just watch you flail your arms around and mutter strange phrases. At least that way, your facial expressions will be amusing when nothing occurs.

Players often allow their characters to be defined by what is written on their character sheet. We encourage you to think outside of that design. While your character choices are important, they do not control everything. They are just a framework to get you started.

CHARACTER CREATION CHECKLIST

You can follow the checklist below to fill out your character sheet.

ATTRIBUTES

- ☑ Roll and record your **attribute** values and their resulting modifiers.
- ☑ Record values based on your attributes, such as choosing a number of starting languages based on your intelligence.

RACE

- ☑ Record the starting **saving throws** for your race.
- ☑ Record your **racial advantages**, such as your hit die.

CLASS

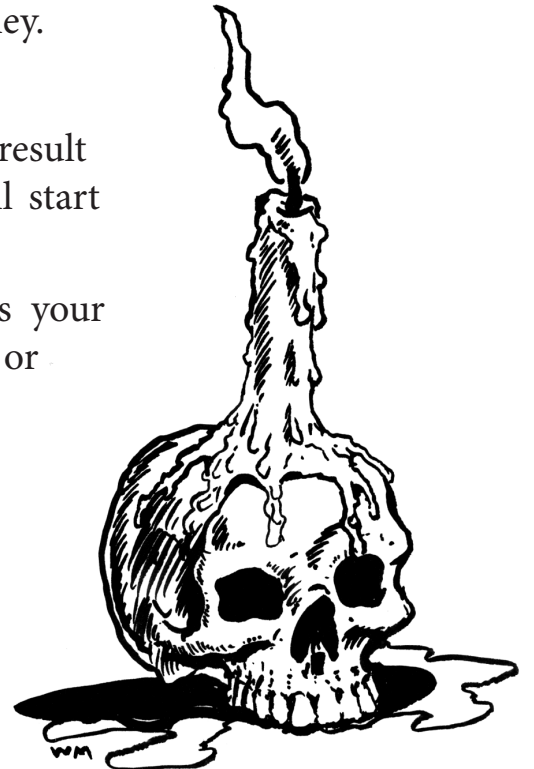
- ☑ Record your **class advantages**, such as your weapon proficiencies.
- ☑ If you are a spellcaster, choose the **spells** that you know.
- ☑ If you are a mundane, choose how to spend your **character points**.
- ☑ Record the **dungeon throws** for your class, plus any adjustments.

EQUIPMENT

- ☑ Record your **equipment** purchases and remaining money.

MISCELLANEOUS

- ☑ Record your starting **hit points**, equal to the maximum result on your hit die plus your *constitution modifier*. You will start rolling for hit points when you reach 2nd level.
- ☑ Record your starting **armor class**, equal to 10 plus your *dexterity modifier* and any bonuses from wearing armor or carrying a shield.



ATTRIBUTES

Attributes represent your raw potential to accomplish tasks. A variety of things are derived from your attribute scores. They are also occasionally tested directly. Attributes are the basic foundation of your character and have a strong impact on the game.

DETERMINING ATTRIBUTES

Attributes are generated in one of four ways. We recommend the first method because it generates characters appropriate for the challenges of the game.

Method 1: The recommended way of generating attribute scores is by rolling 3d6 a total of six times. Write down the result of each roll. This will give you six scores between 3 and 18. You should then assign each result to one attribute. If you are feeling lucky, assign them in the order they were rolled.

If two or more of the results are below 7 or the total of all attributes is less than 60, you may choose to discard them and roll again.

Method 2: If you want characters that have above average attribute values, you can roll 4d6 for each attribute and drop the lowest die. This is a significant boost to your attribute values, so be sure that it is what you want to do. The game materials are often balanced based on the assumption of Method 1, so this can result in an easier play experience.

Method 3: If you want the flexibility to determine your attributes so that you can get specific outcomes, you can use this method. Each attribute has a starting value of 6. You may then roll 10d6 and add the dice rolled to the attribute of your choice. Dice may not be split between attributes.

For example, if one of the dice rolled was a four, you could add that to an attribute to raise it from 6 to 10, but you could not add 3 to one attribute and 1 to another. You can add as many dice as you want to a single attribute, but no attribute can be raised higher than 18.

Method 4: If you want everyone to start with equal scores, you can use this method. Each character can assign the following values to their attributes; 15, 14, 13, 12, 11, 10, & 7. This is sometimes called a **Standard Array**. You will not get the extreme outcomes with this method, but it is fair.

ATTRIBUTE MODIFIERS

As described in the mechanics section, each attribute has a modifier value associated with it. Modifiers are bonuses or penalties that are **applied to the die result** for specified tasks. Record the value for each attribute modifier on your character sheet. You will also need to record the miscellaneous consequences of some of your scores, as described to the right and on the next page.

WHAT ATTRIBUTES REPRESENT

ATTRIBUTE	DESCRIPTION
<i>Strength</i>	Physical Strength and Throwing Power
<i>Dexterity</i>	Aim and Coordination
<i>Constitution</i>	Health and Endurance
<i>Intelligence</i>	Logic, Reason, and Memory
<i>Wisdom</i>	Common Sense and Perception
<i>Charisma</i>	Social Presence and Empathy

ATTRIBUTE MODIFIER TABLE

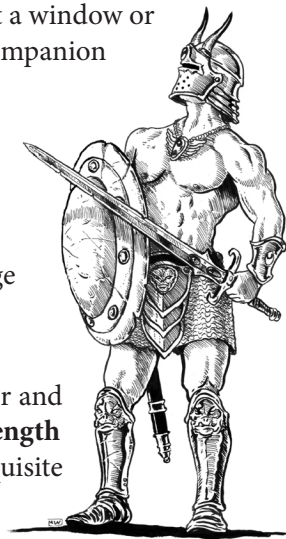
GENERIC TERM	SCORE RANGE	DIE MODIFIER
<i>Feeble</i>	3 - 4	-3
<i>Deficient</i>	5 - 6	-2
<i>Below Average</i>	7 - 8	-1
<i>Average</i>	9 - 12	+0
<i>Above Average</i>	13 - 14	+1
<i>Talented</i>	15 - 16	+2
<i>Exceptional</i>	17 - 18	+3
<i>Supernatural</i>	19+	<i>Keeps Rising</i>

STRENGTH

Strength measures your muscle strength and raw lifting power. A character with a high strength score is often taller than average, broad-shouldered, and has well-developed thighs and biceps. A character with a low strength score is typically shorter, with a smaller frame and thin wiry limbs.

The strength modifier is added to

- ▶ **Damage** and **to-hit** rolls with a melee or thrown weapon
- ▶ Attribute tests to throw objects accurately; such as throwing a rock to hit a window or tossing a potion bottle to a companion
- ▶ Attribute tests to lift heavy objects for a short duration
- ▶ Competitive feats of strength such as arm-wrestling
- ▶ Any similar situation the Judge feels should be decided by your strength attribute



It should also be noted that armor and shields have a **minimum strength requirement**. Without the requisite strength, you simply cannot wear the item.

DEXTERITY

Dexterity measures your aim with a projectile, spatial sense, and bodily coordination. It determines your ability to avoid being struck in combat and perform tasks requiring precision and focus. A character with a high dexterity score is graceful and smooth. They move quickly and quietly, often frightening people by appearing out of nowhere. A character with a low dexterity score is clumsy and awkward. They are typically kept away from the more fragile valuables.

The dexterity modifier is added to

- **Damage** and **to-hit** rolls with a projectile weapon
- **Foraging** rolls, if you are using that optional rule
- Your natural **armor class**
- Attribute tests to perform a single quick movement; such as snatching an object out of someone's hands
- Attribute tests to perform any highly precise work that is not covered by a **dungeon / saving throw**; such as cutting a gemstone or sewing a piece of clothing
- Any similar situation the Judge feels should be decided by your dexterity attribute

It should also be noted that your raw dexterity value (not just the modifier) is used to calculate your **speed** of movement. If you have a higher dexterity value, you will be able to move faster than another character of similar **encumbrance**.

CONSTITUTION

Constitution measures your body's natural defenses and ability to endure injury. It has a large effect on your hit points and determines how quickly you recover. A character with a high constitution value is typically filled with energy and has a warm healthy glow to their skin. A character with a low constitution value is typically lethargic, sluggish, and their skin often has a sickly palor.

The constitution modifier is added to

- To your **hit die** roll at every level, including 1st level
- Attribute tests to hold an object aloft for a period of time or to hold open a door while it is under pressure
- Attribute tests to continue to take actions despite extreme pain or physical exhaustion
- Any similar situation the Judge feels should be decided by your constitution attribute

Your constitution value is also used to determine how much weight you can carry before you moving up to the next level of **encumbrance**. A higher constitution allows you to carry more equipment before your speed begins to suffer.



HEALTH CHART

CONSTITUTION SCORE	HIT DIE MODIFIER	REST DIE
3 - 4	-3 per level	1 point recovered
5 - 6	-2 per level	1d2 recovered
7 - 8	-1 per level	1d4 recovered
9 - 12	None	1d6 recovered
13 - 14	+1 per level	1d8 recovered
15 - 16	+2 per level	1d10 recovered
17 - 18	+3 per level	1d12 recovered

Finally, your constitution score is also used to determine your **rest die**. If you spend a complete day at rest in safe and comfortable surroundings, you can roll the appropriate rest die to recover hit points. Your constitution score determines which die is rolled as shown in the chart above.

INTELLIGENCE

Intelligence measures your talent for logic and reason, as well as your long-term memory and available knowledge. A character with a high intelligence value can easily solve most problems, remember relevant facts, and they leap at the chance to read or acquire books. A character with a low intelligence value is easily confounded by problems, has a poor memory, and little to no desire to learn or read.

The intelligence modifier is added to

- Attribute tests to solve a complex problem, assess value, or remember a piece of information from the past
- Attribute tests to understand incomplete or heavily accented speech as well as poor or damaged writing
- Any similar situation the Judge feels should be decided by your intelligence attribute

Intelligence is also a gauge of how well your character grasps **language**. Most characters will be illiterate. The average person knows two languages, but not how to read or write them. This shows how little contact they have with the written word. Only an above average character is able to read and write. Literacy is very rare and should be treasured.

Each race has their own language (e.g. Elves speak *Elven*). The human language is called *Common* and it is spoken by almost everyone for ease of communication. The Judge may provide additional languages for you to take that reflect the cultures of the setting that is being used. For example, the Judge may replace *Common* with *Imperial* in their own setting where a mighty empire dominates the continent.

WISDOM

Wisdom measures your common sense and perceptive ability. A character with a high wisdom value is seen as having the mark of leadership. People tend to follow someone that makes a lot of sense and seems to be aware of the situation. A character with a low wisdom value tends to come up with impractical solutions that don't account for obvious factors.

The wisdom modifier is added to

- To any **saving throw** to resist a magical effect that violates or impairs your mental functioning
- To all **surprise** and **initiative** rolls
- Attribute tests to navigate when travelling overland or by sea, including the use of tools like an astrolabe
- Attribute tests to perceive or assess a situation that is not covered by the **notice dungeon throw**; such as looking through evidence to solve a crime
- Any similar situation the Judge feels should be decided by your wisdom attribute

LANGUAGES

INTELLIGENCE SCORE	COMMUNICATION
3 - 4	Grunting and Pantomime only
5 - 6	Rough broken speech in a single language
7 - 8	Fluent speaker in a single language
9 - 12	Fluent speaker in two languages
13 - 14	Fluent and literate in two languages
15 - 16	Fluent and literate in three languages
17 - 18	Fluent and literate in four languages

LANGUAGE	USED BY
Abyssal	Demons, Devils, Undead, Horrors
Celestial	Angels, Divine Agents, Gods
Common	Humans, Halflings, Merchants
Draconic	Dragons, Lizardfolk, Troglodytes
Dwarven	Dwarves, Gnomes, Halflings
Elven	Elves, Halflings, some Fae
Giant	Giants, Ogres, Ettins, Yeti
Goblin	Goblins, Hobgoblins, Bugbears
Orc	Orcs, some goblinoids
Sylvan	Fae creatures, nature spirits

CHARISMA

Charisma measures your social magnetism and ability to understand what other people are feeling. It also partially incorporates your physical attractiveness, but remember that looks are not everything. A character with a high charisma value is charming and makes friends very easily. A character with a low charisma value tends to be a social outcast with few friends.

Charisma is a passive effect. It does not represent the nuances of your personality. It reflects your ability to make a good first impression. The burden falls to you to maintain a good relationship in the long run. No amount of charisma will save you if you treat your followers like dirt.

The charisma modifier is added to

- To all **reaction** and **favor** rolls
- To all **hiring offers** made to retainers and to their **morale** score, if they accept the offer
- Attribute tests to influence people through conversation, such as when trying to tell a lie or request help from someone not inclined to care about your plight
- Any similar situation the Judge feels should be decided by your charisma attribute

RACE

Every character is a member of a sapient species called a **race**. This determines a few things about your character's biology, but much of the impact of your racial choice is a reflection of the culture in which you were raised. There are two types of races; **civilized** and **barbarian**. Your Judge may determine to restrict your choices to one of the two groups to reflect the flavor of their campaign they want to run.

CIVILIZED RACES

The civilized races are those commonly played in traditional fantasy games. They build cities and towns throughout the world. They have empires and raise armies. The civilized folk have baseline expectations for what makes a respectable person and if you step outside of those boundaries they will vigorously pursue you with the strength of the law.

BARBARIAN RACES

These are uncivilized races that are almost monsters. They live in their own nomadic communities outside of civilization in a state of barbarism. They are viewed with suspicion by civilized folk and occasionally suffer from discrimination. This can be represented as a reaction penalty at the Judge's discretion.

VISION MODE

Each race is described as having a vision mode. Normal vision is basic human binocular vision. **Infravision** the ability to see heat in addition to normal vision. You cannot read most writing using heat alone, but you can move around easily in complete darkness. Infravision can be blocked by the glare of lanterns and torches, as their heat blurs all distinctions.

HIT DIE

Every race has a defined **hit die**. This is the die used to roll for new hit points when you gain a level through **experience**. Add your constitution modifier to every hit die roll.

At first level, you begin with a number of hit points equal to the maximum result on your hit die plus your constitution modifier. For example, a **Gnome** has a d6 hit die. A 1st level Gnome with a constitution modifier of +2 would begin play with 8 hit points.

Every character and monster in the game has a hit die. This can be used as a general measure of their power, but it also ensures that you never really know how many hit points they have total. While character hit die vary greatly by race, all true monsters use a d6 hit die.

SAVING THROWS

There will be times when something dangerous is forced upon you. The ceiling might collapse. You might be bitten by a poisonous snake. The result is not a proactive choice, but an instinctive reaction. These kinds of situations are resolved through saving throws. There are six saving throws; *blast*, *death*, *paralysis*, *poison*, *reflex*, and *spells*. Saving throw use is described in greater detail under **mechanics**.

Each race has a different set of saving throws to represent their unique biology. Each set has it's own strengths and weaknesses.



CIVILIZED RACES

RACE	VISION	HIT DIE	ADVANTAGES
Dwarf	Infravision	d10	4-in-6 identifying metals and stones, -5 to traps throw
Elf	Infravision	d6	+1 to surprise and initiative, -5 to notice throw
Gnome	Normal	d6	+2 to reaction rolls, 2-in-6 alchemical value, 4-in-6 identify potions & craft mechanisms
Halfling	Normal	d4	+2 to Armor Class, -10 to sneak throw, bonus language
Human	Normal	d8	-10 to distribute among dungeon throws

BARBARIAN RACES

RACE	VISION	HIT DIE	ADVANTAGES
Dark Elf	Infravision	d6	4-in-6 extracting poisons, 2-in-6 identifying poisons, use poison, -3 to locks and traps
Goblin	Infravision	d4	+3 to surprise, +2 to armor class, -5 to climb throw
Hobgoblin	Normal	d8	Reduce armor weight by up to 40 lbs, Proficient in 2 extra weapons
Lizardfolk	Normal	d8	Amphibious, can hold breath for 15 minutes, -5 to climb and sneak throws
Orc	Normal	d10	+1 to hit and damage, -2 to reaction rolls with civilized folk

DARK ELF

Dark elves were part of the elven race aeons ago. However, they have slowly changed over the millennia into twisted versions of their surface-dwelling brethren. The dark elves have abandoned the playful ways of the wood and become much more strict and domineering.

Dark elf society is brutal and oppressive. Everyone is placed into constant competition with each other for resources, attention, and power. Nearly every level of leadership has been corrupted and this leaves very limited opportunity for advancement. Nepotism is seen as natural and just. Only a handful of dark elves aspire to political power to do good. Instead they aim to improve their own personal fate.

These factors drive the more individualistic or good-natured dark elves to leave their society and seek their own way. A travelling soul is less likely to share the core values of that society since they gave it up. However, many of those dark virtues live on in their heart. If given a chance to seize power, it may very well return with vigor.

The underworld is dangerous and unforgiving. Even the plants can be deadly. A dark elf always recognizes poisonous plants that grow underground and they have a **4 in 6 chance of extracting a poison safely**. Failure may mean that the dark elf becomes exposed to the poison if proper precautions are not taken beforehand. The poison can later be applied to a weapon, slipped into someone's food and drink, or used against a victim in whatever way fits the exposure method. A dark elf can also **use poison** without a chance of error.

Their extensive use of poison gives the dark elf a **2 in 6 chance of identifying any poisons** that they find while exploring. The identification is based purely on smell and visual clues, not taste or touch. Unless the poison is gaseous, the dark elf is safe from affliction while identifying a poison. It also does not matter if the poison originates from the surface world, for the dark elves' foes can bring almost anything into battle.

For particularly rare poisons, the Judge may not tell you exactly what kind of poison has been found. They may only clarify that the substance *is* a poison.

Dark elves also enjoy a **-3 reduction to their locks and traps dungeon throws**. This bonus represents their knowledge of the underworld and its many tricks. Their enemies employ a wide variety of clever methods in warfare, often based on deception and planning.

DARK ELF					
		TYPE	VISION	HIT DIE	
		Barbarian	Infravision	d6	
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS
17+	13+	14+	10+	10+	15+

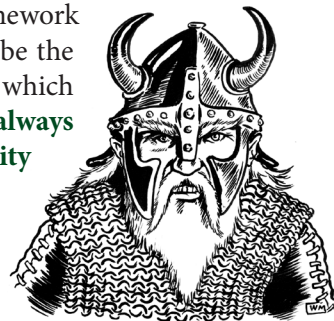
DWARF

Dwarves are a stalwart race that live deep underground in fortresses called clanhomes. They are shorter than humans and elves, but taller than the small folk. Dwarven society is rigid and unforgiving. It frequently drives the free-thinking and nonconformist dwarves to head out into the world on their own. Adventuring dwarves are often trying to make their own fortune so they can live as they please or perhaps even construct a clanhome of their own.

Dwarven thinking is extremely long-term. They make most decisions slowly and with great deliberation. This can be placed on a continuum with elves on the far end, focused almost exclusively on the moment at hand with decisions made in an instant. Humans sit somewhat in the middle and other races fall in various spots along the line.

The consequence of this value difference is that Dwarves are notorious for what is seen as rapacious greed. It is often said that *gold can only be pried from the hands of a dead dwarf, for the living will not budge*. While this may be true from the short-term perspective of other races, the dwarf will insist that they have simply considered alternative uses for the gold in the future and decided to keep it for now. The dwarves have almost elevated delayed gratification to an artform.

Their outlook pays great dividends. Dwarven construction and stonework is legendary and considered to be the best craftsmanship towards which anyone can aspire. Dwarves **always recognize unusual or poor quality stonework** and they also have a **4 in 6 chance of being able to identify metals and stones**. This makes them very good jewellers and prospectors.



Dwarves have also been at war with other underground races for centuries. As a result, they enjoy a **-5 reduction to their traps dungeon throw**. They are very familiar with the nature of clandestine defenses. In labyrinthine environments like underground caverns, effective traps can allow you to seriously injure your enemies without exposing yourself to danger. All dwarves have studied these traps and they are prepared to disarm them. A well-made trap is the ultimate expression of dwarven caution. Why engage the enemy when you can strike at them from safety through forethought?

DWARF					
		TYPE	VISION	HIT DIE	
		Civilized	Infravision	d10	
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS
13+	10+	14+	9+	11+	10+

ELF

Elves are fae folk of the wood. They live in harmony with nature and rarely venture outside of their forest homes. Those that do are extremely unusual and may be fleeing from elven authorities. Elves are slightly shorter than humans, as well as having finer features. Their signature pointed ears are instantly recognizable.

Elves prefer the safety of the wood because it provides for them. Their society is blissful and carefree. It is often said that *an elf will make every effort to avoid serious work*. They spend many hours simply walking through the woodland gathering small bits of food and seeking inner peace. Elven dwellings are sparse and simply constructed, mostly from fresh bits of the forest. As the leaves wither and the branches rot, the elves replace them. An elf that abandons their home can return in a year to find that it has been reclaimed by nature.

All of this reflects the elven focus on the present. It is why Elves meditate rather than sleep, why they never dream, and why they seem so ethereal and otherworldly. The elf resides in the world of the *now*, with hardly a thought given to the future. The stories of ancient elven empires seem impossible given these beliefs. This fact has led many scholars to conclude that they are just that; stories, with no basis in reality.

An elf's present-mindedness has taught them to pay close attention to their surroundings.

It grants them a **+1 bonus to surprise and initiative**. An elf is almost impossible to ambush or catch unawares. They can **never be surprised in any kind of woodland**, regardless of what the dice might say. Even the most well-concealed forest ambush will be plain as day to an elf. They also enjoy a **-5 reduction to their notice dungeon throw** to represent their focus on the world in front of them.

Legends say that elves are immortal. After centuries of life, they leave this continent and travel to a golden isle across the sea. The fact that very few have seen an elf die of natural causes makes this easy to believe. Rumors persist of an elven exodus from this land, but so many still remain. Perhaps it is only a trick to deceive their enemies. No one has ever crossed the Eastern Sea and returned to tell the tale.



ELF		TYPE	VISION	HIT DIE		
		Civilized	Infravision	d6		
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS	
17+	13+	14+	13+	12+	15+	

GNOME

Gnomes are a hardy folk that live in houses dug from the side of hills. They are warm, kind, extremely sociable, and open to new experiences. Gnomes that become adventurers fall even further to the extreme, almost completely consumed by wanderlust and curiosity. They have a nonthreatening nature that puts people at ease. Even the swarthy orc will think twice before drawing a weapon on a gnome. This gives them a **+2 bonus on reaction rolls**.

Gnomish society revolves around the consumption of food and drink. Gnomes pride themselves on having a wide and indiscriminate palate. Their settlements are often covered with elaborate gardens and vineyards that fill the air with a beautiful aroma. To other races, gnomish landscapes often appear crowded and unkempt. But every gnome knows that plants must be allowed to grow in whatever direction they please. Nature is not as orderly as a human might like it to be. Gnomes work with the land, rather than try to tame it.

A Gnome can **automatically identify any form of alcohol** by smell. Alchemy is also a favorite pastime. They have so many bits of alchemical knowledge stuffed into their brains that it sometimes becomes hard to remember the exact effects of each little element. This mismatch gives the gnome a **2 in 6 chance of studying a rare plant or animal to identify its alchemical value**. For example, a gnome might be able to tell you that the teeth of an ogre could be used to cure rotwart disease. Of course, getting into an ogre's jaws is not the safest of journeys.

Gnomish festivals often involve passing around strange brews crafted by various social luminaries, much like a wine tasting. This gives them a **4 in 6 chance of being able to identify unknown potions**. This process involves both smelling and tasting the potion, so if it is a dangerous poison then there is a chance the gnome could become affected by it. The exact consequences are up to the Judge.

Gnomes also enjoy designing machines and contraptions. If a gnome encounters an engineering problem, they have a **4 in 6 chance of being able to craft a mechanical solution**. This doesn't necessarily mean that they have the materials on hand, but it does provide an answer of some kind. For example, they might discover a section of the dungeon where a stairwell has collapsed. With a successful roll, the gnome could rig up an improvised elevator using a bucket in conjunction with a block and tackle set.

GNOME		TYPE	VISION	HIT DIE		
		Civilized	Normal	d6		
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS	
12+	11+	13+	10+	11+	13+	

GOBLIN

Goblins are vicious little miscreants that live beyond the edge of civilized society. They form small tribal groups that often live in caves or claimed buildings rather than making their own dwellings. Their leaders hold power through intimidation and fear. Most adventuring goblins hate their own kind almost as much as everyone else and are happy to be rid of them.



Goblin society has loose conceptions of personal property and theft is rampant. In fact, goblins don't even have a word for theft. They consider any possession that is not well-defended to be fair game. They only recognize theft as a word used by larger folk when they realize their belongings are missing.

Goblin leaders are incredibly cunning. Realizing that they cannot keep their possessions, they instead use redistributive feasting and festivals to solidify their political power. When that fails, they will resort to raiding and attacks on travellers.

Goblins are masters of ambush and it is extremely rare for them to be caught off-guard. They have a powerful **+3 bonus to surprise**. They will therefore go to extreme measures to craft a perfect ambush and kill their enemies quickly. This bonus does not extend to their initiative, as once the fight is joined they are no longer at an advantage. Goblins are not more perceptive than other races, simply quicker to strike.

While it is true that the goblin is physically weak, they have adapted to survive in a world dominated by larger races. They are clever liars, cunning diplomats, and vicious little fighters that leave no advantage untapped. The goblin's small stature and nimble nature makes them slightly harder to hit in combat than other folk. They can duck and dodge attacks better than a larger race. This grants them a **+2 bonus to armor class**.

Many goblin tribes live in rough mountainous terrain or underground for protection and to avoid detection. As a result, goblins are experienced at climbing around in slippery caves and across difficulty terrain. They like to put a lot of space between them and their enemies. This grants a **-5 reduction to their climb dungeon throw**.

GOBLIN					
		TYPE	VISION	HIT DIE	
		Barbarian	Infravision	d4	
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS
12+	15+	13+	14+	11+	15+

HALFLING

Halflings are a small folk that live almost anywhere. They love to intermingle with other races and learn their ways. They are also consummate smokers and chewers of mind-altering leaves. Halflings have a deep love for travel and exploration. This makes them natural adventurers and many parties that venture into dangerous territory bring a halfling.

Halflings do not have a preference for their own species and will take up residence anywhere that will have them. From the time they are considered mature, a halfling is encouraged to travel by their parents. This is not simply throwing a child out into the world to increase the resources available to the remainder of their brood, but a deep philosophical conviction to learning through experience. As a result of this practice, every halfling gains **one bonus language** in addition to their normal complement.

Halflings are very lucky and this is reflected in incredible saving throws. It is often joked that halflings are the descendents of cats, as they appear to have nine lives of their own. Paired with their naturally curious inclinations, this makes them ideal for opening unknown doors and climbing into dark and potentially dangerous cavities.

Halflings also make great knaves and brigands, where they are able to put their natural talents to good use. Unfortunately, the reputation of less-than-honorable halflings is sometimes extended to the good ones. As a result, larger races tend to be uncomfortable when halflings are around. Don't be offended if they tighten their coin purses.

A halfling's small stature grants them a **+2 bonus to armor class**. They are experienced in avoiding danger and their small size is suited for it. This is useful as their curiosity is constantly placing them in harm's way. To avoid a terrible fate, they have learned to take cover in some of the most unusual and unsuspected places; inside of barrels, under cracked floorboards, and even in chimneys.

In a quirk of fate, halflings have unusually large feet for a creature of their height. These feet have at least twice the amount of hair as a human foot, a feature that slightly dampens the sound of their footsteps. Their slight build further reduces the noise that they make and their small stature makes them fairly hard to spot from a distance. As a result of these factors, they enjoy a **-10 reduction to their sneak dungeon throw**.

HALFLING					
		TYPE	VISION	HIT DIE	
		Civilized	Normal	d4	
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS
12+	9+	11+	10+	9+	11+

HOBGOBLIN

Hobgoblins are a race similar to humans in size that shares many physical features with goblins, such as skin color and small pointed ears. They live in tightly knit clans composed of a few extended families that are intermarried. These clans often live in settlements encircled by palisade walls. The wealthier clans construct their own stone fortifications.

Hobgoblins are the most technologically advanced barbarian race. They have a firm grasp of blacksmithing and metalcraft. This allows them to maintain and produce their own armor and weapons. It also makes them much more formidable foes than the weaker races, although they not quite on par with orcs in terms of raw aggression.

Hobgoblin clan structure virtually eliminates crime against their own kind. They have a culture that cultivates respect, honor, and loyalty to your clan. However, they extend almost no consideration to the rights of other races or clans.

When a hobgoblin joins an adventuring party, they transfer a great deal of their clan loyalty to the group. Some even go so far as to rub their blood across the forehead of each ally to signify the bond of family. They may even refer to fellow party members as brothers and sisters to further reinforce their loyalty. However, this is not blind loyalty. If a party member proves to be a disloyal ally, the hobgoblin will be the first to draw a blade in retribution.

Hobgoblins have a strong militaristic culture based on raiding on their neighbours for resources. Even a teenage hobgoblins have been on such raids to earn their first bits of honor. Their ability to descend on a town and run off with it's valuables is unmatched. Some say that a hobgoblin clan is not a settlement or community as much as a criminal organization.

As a result of their violent lifestyle, hobgoblins are very comfortable even in heavy armor. They **do not count the weight of their worn armor** towards encumbrance, up to a **maximum of 40 lb reduction**. You can take advantage of this in two ways; either to keep your weight down and your movement rates correspondingly high or to carry even larger amounts of equipment at the same speed.

Furthermore, a hobgoblin **gains proficiency in 2 additional weapons** of their choice beyond the normal allotment for their class. This is one of the few ways to start the game trained in the use of uncommon weapons like crossbows.

HOBGOBLIN					
TYPE		VISION		HIT DIE	
Barbarian		Normal		d8	
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS
15+	13+	13+	12+	14+	15+

HUMAN

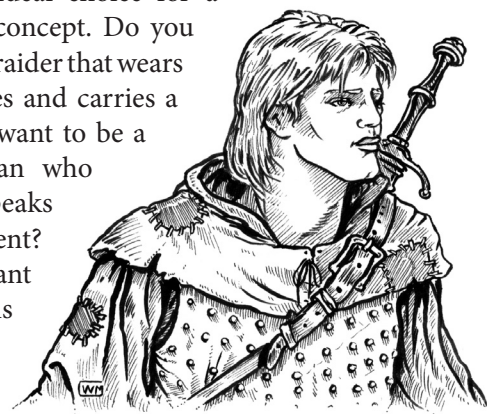
Humans are an adaptable and vibrant race that has come to dominate civilized politics. They have vast and diverse empires with a range of cultural and social values. Humans can be found anywhere in the realm and their population is almost always increasing, much to the chagrin of some of the other races.

Each human culture cultivates it's own unique qualities in the individual. If you choose a human character, you should invest some time in detailing that heritage. What is the dominant religion in your specific culture? What are the unique practices of that religion? What kind of food do you eat? Is there a unique style of dress? Do you have an unusual accent? Is a particular skill favored in some way (e.g. archery contests are common, quarterstaff duels are a rite of passage for adolescents, etc). Is there a specific architectural style that makes your cities identifiable?

A human is able to express their own unique culture by spending a **total reduction of -10 to the dungeon throws of their choice**. These can be divided up however desired, so long as you do not spend more than -5 on any individual throw. For example, you might take -4 to *climb*, -4 to *locks*, and -2 to *sneak* but not -8 to *climb* and -2 to *locks*.

In many ways, humanity is the standard by which other races are judged. They have decent health, standard vision, and average saving throws. They are an excellent choice for a new player who is just getting used to the system or a veteran who is trying to craft a niche delver. You can choose which area of the game in which you want to focus on developing skill.

Humans are the ideal choice for a unique character concept. Do you want to be a desert raider that wears flowing black robes and carries a scimitar? Do you want to be a mountain clansman who wears a kilt and speaks with a harsh accent? Whatever you want to be, humanity is flexible enough to represent that ideal. Choose your destiny!



HUMAN					
TYPE		VISION		HIT DIE	
Civilized		Normal		d8	
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS
13+	12+	12+	10+	11+	11+

LIZARDFOLK

Lizardfolk are a race of amphibian humanoids that live in the dense foliage of wetlands and swamps. They are able to function almost equally well both in and out of the water, although they cannot actually breathe underwater. They have lungs and are able to **hold their breath for about 15 minutes** at a time. Their diet consists mostly of terrestrial plants and they cannot see without some amount of light in the water. These factors keep them close to the surface and away from the open ocean.

Lizardfolk reproduce in clutches through eggs laid and cared for by females. Their culture (if you can even say that one exists) is centered around this part of their lifecycle. Females construct settlements in wetlands, lakes, rivers, swamps, and occasionally seaside caves. These matriarchal units are very well defended. Males are typically absent, instead spending most of their time out as solitary hunters. A male might spend three to five days away from the settlement looking for a rich food source. They prize dense schools of fish, which they haul back in large nets.

For the most part, lizardfolk do not have or maintain any kind of advanced technologies. Magic is also fairly rare. They have no metal working skills and any sophisticated items in their possession are typically stolen. The idea of a lizardfolk empire or nation is laughable. They live in a pristine hunter-gatherer society with very loose structure and fluctuating politics. They have shown no desire to modernize.

Lizardfolk do not need to maintain a constant moisture in their skin. Their scales harden and shrink slightly as they dry, thus serving as a natural barrier to keep moisture contained within the body. Their scales are dull in color and their eyes are covered with a thin membrane that reflects little light. This makes them more difficult to see. They have very shallow breathing and their claws also give them excellent traction. Because of all these natural advantages, they also enjoy a **-5 reduction to their climb and sneak dungeon throws**. Their claws also allow them to **deal an extra point of damage when fighting unarmed**.

Lizardfolk also have a **natural sense of their depth** beneath the water's surface. This is useful when exploring twisted caverns deep underground. They make great scouts when you discover a portion of a dungeon that has become flooded. Just be aware that dangerous monsters can lie in wait beneath the water's surface.

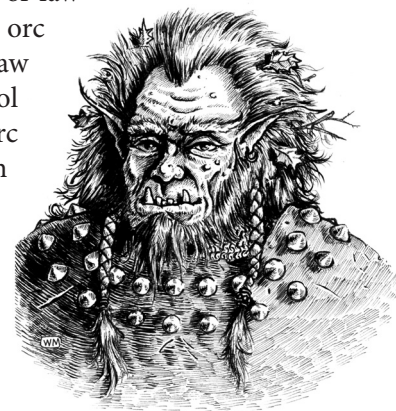
LIZARDFOLK					
		TYPE	VISION	HIT DIE	
		Barbarian	Normal	d8	
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS
13+	16+	12+	14+	15+	16+

ORC

Orcs are a brutal and violent race, viewed by the civilized folk as possibly the most dangerous threat on two legs. There are many reasons why an orc might leave their own society, but the most common is probably a higher survival rate. At least an adventuring orc can trust in his companions somewhat, something that is not entirely certain when living with a clan of aggressive thugs.

Orc leadership and social order is based upon physical prowess and skill in personal combat. Each individual must constantly track of their place in the pecking order and fight to maintain that position whenever they are challenged. Despite their reputation for being anti-social, orcs are actually very conscious of their social position.

Orcs have no conception of law or natural rights. Each orc has to enforce their own law or surrender to the control of the most powerful orc in the tribe. This person is referred to as a *hauptman* ("head man" in orcish). However, orc submission will only continue so long as the *hauptman's* threat of force appears credible.



They will turn on him as soon as they have a chance to do so and the *hauptman* knows this very well. He is constantly prepared to defend his status and will draw steel against any challenge.

In order to be able to defend their personal rights, all orcs are taught to carry and use a weapon from a very young age. This cultural affinity grants them a **+1 bonus to-hit and damage** with melee weapons. Combined with their innate toughness, this makes even an average orc into a formidable combatant.

Because of their violent nature and a seemingly constant state of war with the civilized folk, orcs are viewed very negatively by other races. They suffer a **-2 reaction penalty when interacting with civilized races** or any being with a sophisticated culture and intelligence. An armed orc is unnerving to almost any guard in a civilized settlement and they will be strongly cautioned to check their weapons. Some establishments may even actively discriminate against orcs.

ORC					
		TYPE	VISION	HIT DIE	
		Barbarian	Normal	d10	
BLAST	DEATH	PARALYSIS	POISONS	REFLEX	SPELLS
17+	15+	17+	13+	15+	16+

CLASS

Every character is a member of a class. This is a combination of their social status and their profession. You will notice that many of your abilities receive a bonus equal to your current **level**. This means that as you advance in levels, you will become stronger in their class abilities. For magic users, spell progression is based upon level as well.

EXPERTISE

This is a task that defines your class in the eyes of other people. These are often attribute tests where your current level is added to the result. For example, a knave receives a to-hit bonus equal to their level and deals double damage when backstabbing an opponent.

IDENTIFY

Every class has something that they are particularly attuned to noticing about the world. For example, the cultist is always on the lookout for converts and can get a rough estimate of the willpower present in a person. This is an *intelligence* or *wisdom* test with a difficult class (DC) of 15 minus your level.

COMPANIONS

Your character has talents that attract similar individuals. As you gain levels, you attract even more of these people. They may travel with you on your adventures or serve you in some other way. Some classes can even *create* companions.

If you don't want them to travel at your side, you can send your companions out on their own. Just give them a few directives and the Judge will determine what happens on their journey. The Judge may have you roll to test attributes or make throws if the companion encounters challenges.

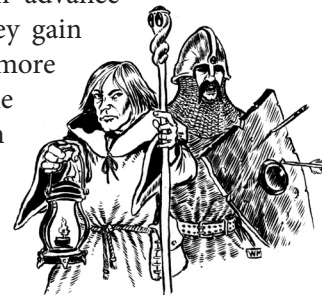
PROFICIENCIES

Every class has a different regimen of combat training. If a weapon is listed as a proficiency for your class, you are skilled with its use. This should not be seen as the absolute limit on what weapons you can use, but merely the beginning. You can use a weapon that you are not proficient in, however you will suffer an **untrained penalty** of -3 to all of your attacks. After attempting 20 attacks with an untrained weapon in combat versus a real opponent (e.g. not a training dummy), you will gain proficiency with that weapon.

DUNGEON THROWS

Dungeon throws have similar numerical values and are resolved using a d20 in the same way as a saving throw. There are six of them; *climb*, *force*, *locks*, *notice*, *sneak* and *traps*. They are almost always made at the request of the Judge. It is assumed that all characters are highly competent at these tasks. Throws are only made when there is a single chance to accomplish it. Failure carries serious consequences. For example, failing a locks throw will jam the lock so badly that it cannot be retried. Dungeon throw use is described in greater detail under **mechanics**.

Note: The mundane classes can advance on their dungeon throws as they gain levels. This makes them far more competent at dealing with the problems of dungeon exploration than spellcasters. All spellcasters have a standard of 17+ in every dungeon throw and they never advance, however they can benefit from racial bonuses.



MUNDANE CLASSES

CLASS	EXPERTISE	IDENTIFY	COMPANIONS	WEAPON PROFICIENCIES
Brigand	Pickpocket	Goods	Footpads	Axe, Bow, Club, Dagger, Spear, Swords
Knave	Backstab	Voice	Spies	Bow, Dagger, Club, Spear, Swords
Knight	Honor	Heraldry	Huskarls	Any Melee Weapon
Ranger	Tracking	Nature	Scouts	Axe, Bow, Club, Dagger, Quarterstaff, Spear
Savage	Charge	Weakness	Thralls	Axe, Club, Dagger, Flail, Mace, Spear

MAGICAL CLASSES

CLASS	EXPERTISE	IDENTIFY	COMPANIONS	WEAPON PROFICIENCIES
Conjurer	Binding	Symbols	Imps	Club, Dagger, Quarterstaff
Cultist	Sacrifice	Willpower	Disciples	Dagger, Mace, Swords
Priest	Salvation	Divine	Curates	Club, Flail, Mace, Quarterstaff, Warhammer
Shaman	Remedy	Disease	Spirit Guides	Club, Quarterstaff, Sling, Spear
Sorcerer	Counter	Spells	Neophytes	Club, Dagger, Quarterstaff, Swords

BRIGAND

Brigands are criminals that live in the dark and dangerous shadows beyond the reach of the law. Some are highwaymen that waylay the travellers along the road and relieve them of their valuables. Other brigands are common burglars that slip into undefended buildings and make off with anything they can find. However, it can be difficult to live on the wrong side of the law. For this reason, quite a few become adventurers to stay ahead of the gallows.

EXPERTISE

Brigands have exceptional sleight of hand and grace. They can **pickpocket** an unsuspecting person to relieve them of their portable wealth. Against a target that is unaware of the attack, you can make a *dexterity test* against a **DC 15** minus your level. Unless you are working a busy street, being in such close proximity will arouse suspicions. You can avoid this by using the **sneak throw** to creep up behind the subject.

IDENTIFY

As they are often acquiring unusual possessions, brigands are familiar with the type and breadth of **goods** available in the marketplace. You can assess the value of anything, even highly unusual items like ancient figurines. This is an *intelligence test* against a **DC 15** minus your level.

PROFICIENCIES

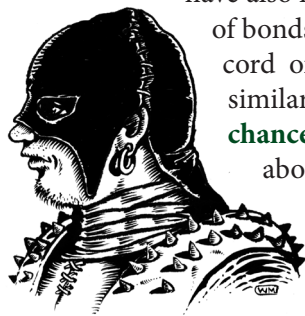
Brigands are proficient with the following weapons; axes, bows, clubs, daggers, spears, and swords. You can use armor and shields if your strength is high enough.

OTHER ABILITIES

A brigand brings a little bit of extra coin to the table. This is the dirty money they have been saving for a rainy day. You begin play with an **extra 50 gold pieces**.

As members of the criminal class, brigands are extremely familiar with that sub-culture. In any settlement with at least five hundred residents, you have a **4 in 6 chance of finding a fence or blackmarket trader** with which to conduct business (double the odds of a knave). This can be very useful if you need to buy or sell illicit goods.

Due to their unsavory interactions with the law, brigands have also learned to escape from all manner of bonds. This includes being tied up with cord or rope, bound in manacles, and similarly restrained. You have a **4 in 6 chance of escaping restraints** within about 15 minutes. If this fails, you are stuck just like anyone else until they receive some kind of assistance.



CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
17+	17+	15+	16+	16+	15+

CHARACTER POINTS

All the mundane characters begin play with three character points. They will gain another three character points every time they gain a level. These points can be spent in four different ways;

- ▶ Spend 1 point to gain another permanent hit point
- ▶ Spend 1 point to reduce a dungeon or saving throw by 1 (*down to a minimum of 1+*)
- ▶ Spend 2 points to gain proficiency in a new weapon
- ▶ Spend all 3 points to gain a permanent +1 to-hit bonus. This stacks with all other to-hit bonuses.

In this way, you can customize the growth of your character over time. Design the character you want to play.

COMPANIONS

You can recruit and train **footpads**. Roll a set of attributes for each one. They have **1d6** hit points. They also come with a single weapon proficiency and they can wear armor if their strength supports it. A footpad will fight in combat with 6 morale. When sent out on their own, footpads are capable characters that can do many things on your behalf.

At first level, you have only recruited a single footpad to your service. You can manage an additional footpad every time you gain a level. The first one has already received training to have 17+ on their **dungeon throws**. All subsequent footpads must be recruited and trained individually. This is a process that takes six weeks. At the end of training, they will have 17+ in all six dungeon throws. You can later spend three weeks of intensive training to improve a dungeon throw by one point (but not beyond your own level of ability).

Footpads must be paid a base salary of 3 gold pieces per week. For each point of dungeon throw reduction through training, add 1 gold piece to their salary. This salary is required because the footpad take many risks. Since they will fight in combat, they are frequently in danger. Since they have dungeon throws, you can send them out on missions to infiltrate locations and steal objects.

For example, you might direct a footpad to infiltrate the Duke's castle to steal the ducal seal. They leave and the campaign progresses through several weeks of game time. The Judge makes a **sneak throw** and it fails. A few days later (in game time), the Judge might describe how you hear from a town crier that the Duke recently executed someone for trespassing in the castle.

CONJURER

Conjurers are magicians trained in the control and creation of living beings, inert material, or energy out of thin air. They typically have a sublime confidence in their ability to shape reality. After all, when you are going into a negotiation with a demon, the last thing you want to do is show weakness.

EXPERTISE

Conjurers can create a **binding circle** of runes and symbols to trap creatures. It can be constructed anywhere with a stable flat floor and no wind, but requires an hour of work and 5 lbs. of fine gold dust (valued at 20 gp per lb.) to use as a drawing medium. Some of the dust (1d4 lbs.) can be recovered after the ritual is complete.

Any creature summoned or tricked into moving inside of the circle cannot escape the boundary. If summoned, the spell duration is ignored and the creature will remain in the mortal world indefinitely. If the creature is intelligent, you can make a deal with them to secure release from the circle. You must make a **reaction roll** and negotiate your terms with the Judge. Based on that, the Judge will decide if they agree or not. The average agreement is that the creature will agree to serve as an unpaid **retainer** for up to 1d4 days per level of the conjurer.

If no agreement can be made, it will remain trapped in the circle until the dust is disturbed. Once that happens, it will hunt you down to seek retribution. If a summoned creature is reduced to zero hit points (inside or outside of the circle), it returns to its native plane of existence.

IDENTIFY

A conjurer's knowledge of binding symbols to control summoned creatures allows them to identify unknown magical **symbols, runes, and glyphs**. This is an *intelligence test* against a DC 15 minus your level.



PROFICIENCIES

Conjurers are proficient with the following weapons; clubs, daggers, and quarterstaves. Just like any other character, you can wear armor and shields if you are strong enough. However, this is not recommended as the weight of such items interferes with spellcasting and can cause **spell failure**.

SPELLCASTING

You are able to learn new spells from scrolls and spellbooks. Each morning, you must prepare spells in your mind for casting later in the day. The spell progression table shows the number of spells that you can **memorize** each day. You can add your intelligence modifier to this daily casting limit. Once cast, a spell is removed from your memory.

CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
17+	17+	17+	17+	17+	17+

SPELL PROGRESSION : MEMORIZATION

LEVEL	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	3	-	-	-	-	-	-
3	3	2	-	-	-	-	-
4	3	3	-	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	3	-	-	-	-
7	4	4	3	2	-	-	-
8	5	4	3	3	-	-	-
9	5	4	4	3	2	-	-
10	5	5	4	3	3	-	-
11	6	5	4	4	3	2	-
12	6	5	5	4	3	3	-
13	6	6	5	4	4	3	2

1ST LEVEL SPELL SELECTION

Automatic: *Summon Elemental & Read Magic*

Choose three spells from the following list: *Beam of Light, Burden, Detect Magic, Hummingbird, Rebellious Tongue, Shockwave, Storage, & Summon Beast*

COMPANIONS

You can create **imps** to serve as your eyes and ears in the world. This is a winged humanoid creature that weighs about 25 lbs and stands roughly 2 feet tall. An imp has a look similar to a gargoyle and is sometimes mistaken for one. It has no combat skills, 3 morale, and only 1 hit point. It can only perform basic tasks and fly at your normal walking speed.

An imp can hold up to 3 lbs of items in its hands, allowing the use of many small tools. As a result, conjurers often use imps to maintain their residences, carry messages on their behalf, and serve as lookouts or spies. Imps can also be left behind to preserve the integrity of a binding circle.

At first level, you can only create a single imp to serve you. You can control an additional imp every time you gain a level. The first imp is free, but creating another takes 3 days of rituals and consumes 100 gold pieces worth of magical materials. If an imp dies, you take 1d4 damage.

You can communicate telepathically with your imps across any distance. You can also **possess** the imp through this link and gain complete control of its body. Doing this requires your absolute concentration. While possessed, the imp can use magical items as if it had your characteristics.

CULTIST

Cultists are magicians that receive their powers from a young deity that demands sacrifices and followers. They are always on the lookout for new converts to their religion, speaking eagerly to anyone who is ignorant of their faith. They may even softly pressure other party members to convert.

EXPERTISE

Cultists are able to perform **sacrifices** to capture the life force of their victims. The sacrifice must be a *humanoid*. The subject must be bound in a ritualistic manner on an altar or in an open area of at least 10 square feet. They must also be healthy (no toxins, no diseases, etc.) and possess over 50% of their maximum hit points.

The sacrifice kills the subject and transfers their life energy into the escaping blood, which can be stored for future use. For every hit die possessed by the subject, a pint of infused blood (16 ounces) can be captured. Consuming a pint will recover **1d6** hit points or heal 1 points of attribute damage. It remains potent for up to a week.

If the drinker and the subject share the same race, double the curative effect. However, if you sacrifice a victim with strong faith, their deity may interfere to corrupt the blood that is drawn (10% chance). Instead of healing, it deals 1 point of random attribute damage.



IDENTIFY

When they observe a group of people in conversation, the cultist can identify the character with the weakest **willpower**. This is a *wisdom test* against a **DC 15** minus your level. The person identified is often an ideal target to convert to your religion. It can also be useful in determining who to cast mind-affecting spells upon, as the one with the weakest willpower will often have the worst saving throw.

PROFICIENCIES

Cultists are proficient with the following weapons; daggers, maces, and swords. Just like any other character, you can wear armor and shields if you are strong enough. However, this is not recommended as the weight of such items interferes with spellcasting and can cause **spell failure**.

SPELLCASTING

Cultists are granted spells by their deity and cannot learn new spells through study. The numbers on the spell progression table are the number of spells that you can **spontaneously** cast each day. You can add your *wisdom modifier* to this daily casting limit. However, you can only learn new spells when you gain a level. Each time, roll **1d4** and pick that many spells to acquire (any spell level you can cast).

CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
17+	17+	17+	17+	17+	17+

SPELL PROGRESSION : SPONTANEOUS

LEVEL	1	2	3	4	5	6	7
1	4	-	-	-	-	-	-
2	5	-	-	-	-	-	-
3	5	4	-	-	-	-	-
4	6	5	-	-	-	-	-
5	6	5	4	-	-	-	-
6	7	6	5	-	-	-	-
7	7	6	5	4	-	-	-
8	8	7	6	5	-	-	-
9	8	7	6	5	4	-	-
10	9	8	7	6	5	-	-
11	9	8	7	6	5	4	-
12	10	9	8	7	6	5	-
13	10	9	8	7	6	5	4

1ST LEVEL SPELL SELECTION

Choose three spells from the following list: *Charm, Cripple, Deep Breath, Detect Magic, Distraction, Emblazon, False Cure, Peek, Rumors, & Seal*

COMPANIONS

You can attract **disciples**. These are not normal religious followers. A disciple is a true believer with an unabiding conviction and faith in your deity. They are the future; the foundation of what your religion will become in time.

At first level, you have only attracted a single disciple to your faith. They only have **1d4** hit points and no combat skills. You attract an additional disciple every time you gain a level. The first one has already seen the light, but all subsequent disciples must found and convinced of the truth.

Disciples can **convert** characters to your religion on your behalf. To find new converts, you can send tell them to choose their own target (**DC 10**) or you can choose a specific person (**DC 15**). After about a month, make a *charisma test* (your charisma) against the chosen DC to learn the results.

The Judge may adjust the DC to reflect the circumstances. For example, you might give the disciple resources to improve their chances of success. You can also tell them to be more aggressive in their methods. Just remember that if they are sufficiently agitating to the local power structure, they might be killed. Note that the Judge can also raise the DC to reflect a target that is more resistant to your message; such as an educated person or a stubborn old man.

KNAVE

Knives are the spies, thieves, and assassins of the nobility. They are tools used in the very real politics of the street. On occasion, a tool is discarded and that is typically how a knave ends up as an adventurer. They become too dangerous politically and get sacrificed like a pawn on the chess board. A dangerous existence far from the splendor of courtly life is infinitely preferable to death in the grand political game.

EXPERTISE

Knives are practiced assassins and can **backstab** their opponents for massive damage and quick death. Against an unaware target, you enjoy a to-hit bonus equal to your level and deal double damage. Once you reach 7th level, the target must also make a **death throw** or perish immediately. A knave concealed from view due to a successful **sneak throw** maintains their concealment if the target dies from the backstab and no foes are directly observing them. The deadly strike is silent and undetected.

IDENTIFY

As they are often plying their trade in dark streets with people intent on concealing their identity, knives teach themselves to rely as much upon their ears as their eyes. You can attempt to recognize the **voice** of any person you have heard in conversation before. This is a *wisdom test* against a DC 15 minus your level.

PROFICIENCIES

Knives are proficient with the following weapons; bows, daggers, clubs, spears, and swords. You can use armor and shields if your strength is high enough.

OTHER ABILITIES

Knives are familiar with members of the criminal class and their unique sub-culture. In any settlement with at least five hundred residents, they have a **2 in 6 chance of finding a fence or blackmarket trader** with which to transact business. This can be very useful if you need to buy or sell stolen, illicit, or otherwise unconventional goods. When you need to liquidate the silver breastplate you stole from the local temple, a normal merchant just won't do the job.



Knives are also familiar with members of high society and their unique sub-culture. They know which fork to use and what to say at appropriate times.

In any interaction with a noble or wealthy individual, they have a **4 in 6 chance of being able to fake wealth or nobility**.

CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
17+	16+	15+	17+	15+	16+

CHARACTER POINTS

All the mundane characters begin play with three character points. They will gain another three character points every time they gain a level. These points can be spent in four different ways;

- Spend 1 point to gain another permanent hit point
- Spend 1 point to reduce a dungeon or saving throw by 1 (*down to a minimum of 1+*)
- Spend 2 points to gain proficiency in a new weapon
- Spend all 3 points to gain a permanent +1 to-hit bonus. This stacks with all other to-hit bonuses.

In this way, you can customize the growth of your character over time. Design the character you want to play.

COMPANIONS

You can recruit and train **spies**. These are clandestine agents that can acquire information that people are trying to keep hidden from the public eye. If used properly, spies can allow you to become a powerful information broker.

At first level, you have retained a single spy. They only have **1d4** hit points and no combat skills. You attract an additional spy every time you gain a level. The first one has already received training to have a **sneak throw** equal to your own. All subsequent spies must recruited and trained individually. This is a process that takes six weeks. At the end of training, they will have a sneak throw equal to yours. Whenever you reduce your own sneak throw, all of your spies' sneak throws will improve by the same amount.

A spy is paid a base salary of 10 gold pieces + another 10 gold for each point of sneak throw improvement below 15+. For example, a spy with a 13+ sneak throw would be paid 30 gold pieces. This is paid per month, in advance.

Spies can **infiltrate** settlements and/or organizations. When infiltrating, you can send them to just learn anything they can (**standard sneak throw**) or choose a specific piece of information that you want to learn (**sneak throw at -5 penalty**). For example, you could send your spy to infiltrate the mage's guild *organization* to learn where the secret high council meetings are held (*specific information*).

The spy will feed information back until you tell them to withdraw. Letters will be placed in dead drop locations for pick up. The Judge will make sneak throws to make progress. If a throw fails, they are discovered and take **1d4** damage. If they survive, they will return to you for new orders.

KNIGHT

Knights are members of the nobility that lack formal titles, often raised to noble status through military service. The younger children of these noble families often do not receive an inheritance. This is a strong impetus to leave the household in an attempt to make a name for yourself in the world. The long-term goal of every knight is to gain a title.

EXPERTISE

A knight has **honor**; a reputation that your word has value. In a world without effective law enforcement, honor is necessary to be treated as an equal. In order to maintain their honor, the knight must preserve a reputation for combat prowess, keeping their word, and proper behaviour towards other nobles. Your word must carry *weight*. If you say that you are going to do something, it must be done. If anyone says or does something that would cast doubt upon your honor, you must be willing to defend it with cold steel. This should not be confused with *good* in the modern sense of the word. You can be very evil in the modern sense and still have honor.

A knight with honor is a member of noble society. They can get an audience with another noble and attend exclusive social functions. You also enjoy a **+2 bonus on reaction rolls** and **gain a +2 bonus to favor** when dealing with someone who is aware of your cultural status.

However, your honor must be protected. Any insult must be met with a defense of honor. This can be done openly through a challenge to a duel, during which you gain a **+2 bonus to all combat rolls** to represent your righteous anger. It could also be performed clandestinely through courtly intrigue, where you benefit from a **+2 bonus to all charisma tests** in pursuit of retribution.

IDENTIFY

As members of the noble order, knights have extensive knowledge of **heraldry**. You can try to discern the nature of a damaged or unknown heraldic symbol that you encounter. This is an *intelligence test* against a **DC 15** minus your level.

PROFICIENCIES

Knights are proficient with all melee weapons and they can use all kinds of armor and shields, even if their strength is not high enough to justify it.

OTHER ABILITIES

A knight comes from a privileged heritage, even taking their lack of title into account. You begin play with an **extra 200 gold pieces** to reflect this advantage.

The knight is also fearsome fighter. You are calm and confident in melee, never yelling or showing fear. You **inflict a -2 penalty to an opponent's morale**. This reflects the awe-inspiring terror of a silent killer encased in steel.

CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
15+	15+	16+	16+	17+	17+

CHARACTER POINTS

All the mundane characters begin play with three character points. They will gain another three character points every time they gain a level. These points can be spent in four different ways;

- ▶ Spend 1 point to gain another permanent hit point
- ▶ Spend 1 point to reduce a dungeon or saving throw by 1 (*down to a minimum of 1+*)
- ▶ Spend 2 points to gain proficiency in a new weapon
- ▶ Spend all 3 points to gain a permanent +1 to-hit bonus. This stacks with all other to-hit bonuses.

In this way, you can customize the growth of your character over time. Design the character you want to play.

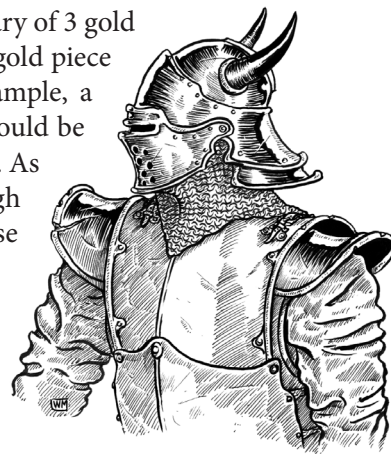
COMPANIONS

You can recruit and train **huskarls**. Roll a set of attributes for each one. They have a **+1 to-hit bonus** and **1d8** hit points. Each has two weapon proficiencies and they can wear as much armor as their strength allows. They have 9 morale.

Huskarls are soldiers that swear absolute loyalty to your person. Unlike other types of companions, they cannot be sent out on their own to perform tasks for you, unless that task is indispensable to the maintenance of your honor.

At first level, you have attracted a single huskarl. You can retain an additional huskarl every time you gain a level. When recruiting a new huskarl, you must spend six weeks training them to have a **+1 to-hit bonus** and **1d8** hit points. When you gain a level, any huskarl that has been in your service for the majority of the previous level will gain another +1 to-hit bonus and 1 additional hit point.

A huskarl is paid a base salary of 3 gold pieces per week + another gold piece for each hit point. For example, a huskarl with 6 hit points would be paid 9 gold pieces per week. As they gain hit points through experience, you must raise their salary. You are also responsible for equipping and healing your huskarls. These costs cannot be deducted from their salary.



PRIEST

Priests are the empowered members of a large established religion that already has many temples and followers. You do not seek converts as much as you desire real power in this world. You aspire to establish a new benefice over which you will have near absolute control of religious life.

EXPERTISE

A priest can offer **salvation** to the dying. This calls upon their deity to intercede in the affairs of mortals and rescue an unfortunate soul from permanent death. It can only be performed on someone who has just failed a **death saving throw**, typically triggered by falling to zero hit points as a result of combat injuries. Anyone below -10 hit points cannot be saved. The ritual takes a full turn (10 minutes) to perform and it must be initiated **within 3 turns** of failing the death save. This is an *intelligence test* against a **DC 15** minus your level. If successful, the dying soul cannot transit to the netherworld and they are restored to 1 hit point.

However, salvation carries a cost. Those saved must give up a piece of their life energy to the priest's deity. The priest must reduce the attributes of the fallen by 3 points. They can decide to take all three points from a single attribute or distribute them among different attributes. However, the fallen cannot make this choice because they are unconscious at the time it is made.

IDENTIFY

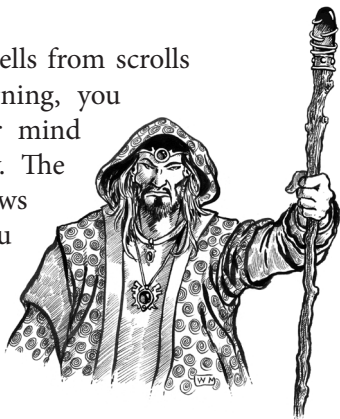
Their religious studies have also given priests extensive knowledge of the **divine**. They can attempt to identify any divine being, symbol, or artifact. This is an *intelligence test* against a **DC 15** minus your level.

PROFICIENCIES

Priests are proficient with the following weapons; clubs, flails, maces, quarterstaves, and warhammers. Just like any other character, you can wear armor and shields if you are strong enough. However, this is not recommended as the weight of such items interferes with spellcasting and can cause **spell failure**.

SPELLCASTING

You are able to learn new spells from scrolls and spellbooks. Each morning, you must prepare spells in your mind for casting later in the day. The spell progression table shows the number of spells that you can **memorize** each day. You can add your *intelligence modifier* to this daily casting limit. Once cast, a spell is removed from your memory.



CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
17+	17+	17+	17+	17+	17+

SPELL PROGRESSION : MEMORIZATION							
LEVEL	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	3	-	-	-	-	-	-
3	3	2	-	-	-	-	-
4	3	3	-	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	3	-	-	-	-
7	4	4	3	2	-	-	-
8	5	4	3	3	-	-	-
9	5	4	4	3	2	-	-
10	5	5	4	3	3	-	-
11	6	5	4	4	3	2	-
12	6	5	5	4	3	3	-
13	6	6	5	4	4	3	2

1ST LEVEL SPELL SELECTION

Automatic: *Emblazon & Read Magic*

Choose three spells from the following list: *Curative Touch, Deathwatch, Detect Magic, Eternal Slumber, Icy Touch, Overwhelm, Prismatic Armor, & Reflected Vision*

COMPANIONS

You can recruit **curates** to your service. This is a person who serves a supporting role within your congregation. They have **1d4** hit points. They are drawn to the faith by their minor magical talent. They can **heal** 1 hit point of damage per day by laying on hands.

At first level, you have only attracted a single curate. You attract an additional curate every time you gain a level. The first one has already been recruited, but all subsequent curates must be found and convinced to serve.

The primary use of curates is to **administer** your church. They can build and maintain a shrine in a settlement to spread your religion. This requires at least 100 gp in construction material. The conversion process is slow. Every month, a shrine will create **1d4** new believers per 1,000 citizens in the settlement. Each believer will **tithe** a single silver coin per month to the curate. The curate can also construct larger buildings to increase the size of their conversion die. How much you need to invest to raise your die is left to the Judge.

If two different religions clash over believers in a city, your curates may be threatened or killed. You may want to finance guards or even get personally involved if politics grow toxic.

RANGER

Rangers are protectors of the woodland. They roam far from the centers of civilization, into regions that lack the law and order provided by knights and priests. Rangers fight to keep the woods clear of bandits and monsters. The long-term goal of the ranger is to create a quiet reserve where evil creatures are absent and people live in harmony with nature.

EXPERTISE

A ranger is an expert woodsman and can **track** almost anything through the wilderness. You can make a *dexterity test* against a **DC 15** minus your level to find and follow tracks. The Judge may adjust the DC up or down to reflect the nature of the tracking path, such as recent snowfall or passing through a rocky area. As soon as they locate the quarry, the ranger can make a **sneak throw** to approach undetected.

IDENTIFY

As a result of their life in the wilderness, rangers have extensive knowledge of **nature**. You can attempt to identify any rare plant or animal. This is an *intelligence test* against a **DC 15** minus your level. A successful result will also reveal any potential hazards, such as that a plant is poisonous or that an animal carries disease.

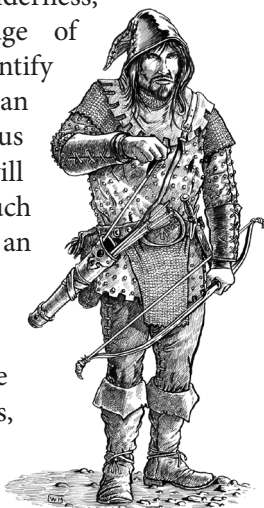
PROFICIENCIES

Rangers are proficient with the following weapons; axes, bows, clubs, daggers, quarterstaves, and spears. You can also use armor and shields if your strength is high enough.

OTHER ABILITIES

Rangers have become hardened by a rough life. **Your hit die is one step larger** than the standard for your race. For example, this would raise a d4 to a d6. It will even raise a hit die from d10 up to d12, despite the fact that no race naturally has a d12 hit die.

Rangers are familiar with the habits of the world's creatures, both the normal and monstrous varieties. You have a **4 in 6 chance to identify the type of animal** that left a particular track. If a lair is discovered, you can roll again to determine what has been living there. This ability can also determine what kind of creature left behind a particular piece of evidence, such as gnawed bones, spoor, urine, scratches, etc. Finally, if you detect a noise being made by a creature while using the **notice throw**, you can roll this ability to determine what kind of creature is making the noise.



CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
15+	17+	17+	15+	16+	16+

CHARACTER POINTS

All the mundane characters begin play with three character points. They will gain another three character points every time they gain a level. These points can be spent in four different ways;

- ▶ Spend 1 point to gain another permanent hit point
- ▶ Spend 1 point to reduce a dungeon or saving throw by 1 (*down to a minimum of 1+*)
- ▶ Spend 2 points to gain proficiency in a new weapon
- ▶ Spend all 3 points to gain a permanent +1 to-hit bonus. This stacks with all other to-hit bonuses.

In this way, you can customize the growth of your character over time. Design the character you want to play.

COMPANIONS

You can recruit and train **scouts**. Roll a set of attributes for each one. They have **1d6** hit points. They also come with a bow proficiency and can wear armor if their strength supports it. A scout will fight in combat. However, they will hold back and try to avoid melee. They have 6 morale. They also have a **sneak throw** of 17+. You are also responsible for equipping and healing your scouts.

Scouts are frontier folk that have committed to your goals. They will serve as your eyes and ears in the wilderness. Scouts are essential to controlling and clearing large territories of monsters and adversaries. At first level, you have only recruited a single scout to your service. You can retain an additional scout every time you gain a level. The first one has already been trained, but all subsequent scouts must be recruited and trained individually.

All of your scouts must be paid a base salary of 5 gold pieces per week. When you gain a level, any scout that has been in your service for the majority of the previous level will reduce their **sneak throw** by 2 points (down to a minimum of 1+), gain 1 hit point, a **+1 to-hit bonus** with their bow, and raise their salary by 5 gold pieces.

You can send a scout into a region to **survey** it and report back. When they return, they will bring a crude map of the areas that they explored, showing the location of important sites, and they can provide a general idea of the area's inhabitants. If the scout encounters a serious challenge while carrying out their survey, the Judge will make the appropriate die rolls and use the results to inform the final outcome. In dire cases, you may never hear from them again.

SAVAGE

Savages either belong to or have lived among barbarian races. They are even more uncouth and animalistic than their primitive fellows. Savages embrace their natural energy and power to live short and brutal lives of hedonistic abandon. Most have no desire to live in cities or towns, preferring the natural world and the ringing sounds of battle in their ears.

If a savage has a long-term goal, it is likely to be carving out their own chiefdom. They are more comfortable exerting their will through force instead of law. For obvious reasons, such governments rarely last long.

EXPERTISE

A savage is a wild and unpredictable warrior. This vigor makes them exceptionally powerful early in a fight. They **charge** into battle like a whirlwind. During the first two rounds of combat, you can add your level as a **bonus to-hit** and **damage**. This only works during that initial clash of arms, dropping away in the third round as your opponent gets a feel for your strength.

IDENTIFY

The chaotic and unrestrained combat style of the savage generally cannot stand up against an organized enemy formation. To account for this drawback, they have learned to identify **weakness** in their enemies. This is a *wisdom test* against a **DC 15** minus your level. A successful result will tell the savage which combatant is the weakest; a combination of both armor class and hit points.

PROFICIENCIES

Savages are proficient with the following weapons; axes, clubs, daggers, flails, maces, and spears. You can also use armor and shields if your strength is high enough.

OTHER ABILITIES

Savages are able to deliver brutal force where it is needed most. You can make a **2nd force throw** after you or someone else has failed one. When others might give up and just consider something too tough to break through, you can try to make another attempt.

By spending your entire life in the barbarian world, you have a highly developed sense of smell. You are able to detect slight variations in scent, giving a **4 in 6 chance of being able to identify unknown smells**. The Judge is free to rule that some smells are too unique to already be known, such as the smell of a rare monster. However, after being exposed to the smell you can try to detect it when encountered in the future.

As a fringe member of society, the savage has less material wealth at the start of the game in comparison to their comrades. They begin play with **25 fewer gold pieces**.

CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
16+	15+	17+	15+	16+	17+

CHARACTER POINTS

All the mundane characters begin play with three character points. They will gain another three character points every time they gain a level. These points can be spent in four different ways;

- ▶ Spend 1 point to gain another permanent hit point
- ▶ Spend 1 point to reduce a dungeon or saving throw by 1 (*down to a minimum of 1+*)
- ▶ Spend 2 points to gain proficiency in a new weapon
- ▶ Spend all 3 points to gain a permanent +1 to-hit bonus. This stacks with all other to-hit bonuses.

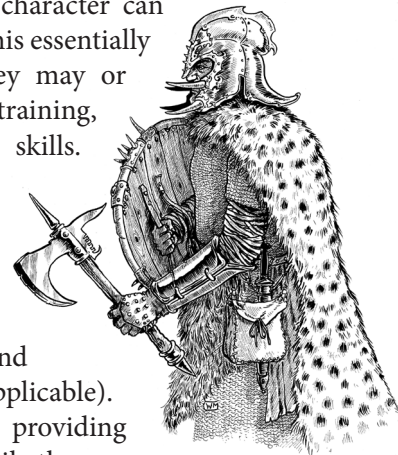
In this way, you can customize the growth of your character over time. Design the character you want to play.

COMPANIONS

You can capture **thralls**. These are enemy combatants from which you demand servitude as a condition of surrender. The terms of their surrender can include a wide array of obligations, but are subject to final approval by the Judge. In general, service for more than a year is considered excessive.

At first level, you have not captured any thralls but have the potential to manage one if you can effect a capture. It takes great talent to keep an eye on them and make sure they are living up to their part of the bargain. You can control an additional thrall every time you gain a level.

Any hostile non-player character can be turned into a thrall. This essentially an unpaid retainer. They may or may not have combat training, magic ability, or other skills. The thrall may or may not be able to keep their equipment as a part of their surrender. They retain all their current attributes, hit points, and experience level (if applicable). You are responsible for providing everything they need while they are in your service.



Note that some cultures will refuse to recognize your contract with the thrall as legitimate. You are not guaranteed the right to move through such regions without someone attempting to “liberate” your captive. Be prepared to defend your rights.

SHAMAN

Shamans are religious figures with a deep connection to the spirit world. They draw magical energy from the spirits and they can even seek their guidance when other measures fail. A shaman typically has a very close relationship with a tribal group for which they provide both religious and consultative services. However, on occasion they leave this group behind to go adventuring in the wider world. Sometimes this is because they are looking for a deeper truth or magical power. Their aim may also be to establish a new, stronger tribe.

EXPERTISE

The shaman knows that diseases and afflictions have mystical origins that must be resolved before the suffering can be alleviated. They have the ability to consult the spirit world to **remedy** the harmful effects of a **toxin**. They must first **identify the toxin**, as described below. A shaman can then enter a trance that allows them to step outside of their body and into the spirit world where they examine the subject's spirit form. The trance lasts **1 turn** (10 minutes) and the shaman's body appears to fall unconscious during that time.

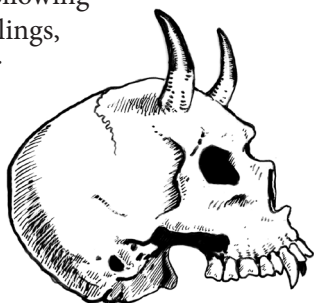
When the shaman regains consciousness, they can treat the afflicted by manipulating the magical energy within their bodies. This is a *wisdom test* against a **DC 15** minus your level. Success will remove the toxin from the body. Any attribute damage suffered will heal within a day's time.

IDENTIFY

A shaman's familiarity with **sickness and disease** allows them to identify what kind of toxin is affecting someone. This is an *intelligence test* against a **DC 15** minus your level.

PROFICIENCIES

Shamans are proficient with the following weapons; clubs, quarterstaves, slings, and spears. Just like any other character, you can wear armor and shields if you are strong enough. However, this is not recommended as the weight of such items interferes with spellcasting and can cause **spell failure**.



SPELLCASTING

Shamans are granted spells by the spirits and cannot learn new spells through study. The numbers on the spell progression table are the number of spells that you can **spontaneously** cast each day. You can add your *wisdom modifier* to this daily casting limit. However, you can only learn new spells when you gain a level. Each time, roll **1d4** and pick that many spells to acquire (any spell level you can cast).

CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
17+	17+	17+	17+	17+	17+

SPELL PROGRESSION : SPONTANEOUS

LEVEL	1	2	3	4	5	6	7
1	4	-	-	-	-	-	-
2	5	-	-	-	-	-	-
3	5	4	-	-	-	-	-
4	6	5	-	-	-	-	-
5	6	5	4	-	-	-	-
6	7	6	5	-	-	-	-
7	7	6	5	4	-	-	-
8	8	7	6	5	-	-	-
9	8	7	6	5	4	-	-
10	9	8	7	6	5	-	-
11	9	8	7	6	5	4	-
12	10	9	8	7	6	5	-
13	10	9	8	7	6	5	4

1ST LEVEL SPELL SELECTION

Choose three spells from the following list: *Blink, Deep Breath, Detect Magic, Dragon's Breath, Erosion, False Cure, Halt, Hex, Infection, & Shadow Walk*

COMPANIONS

You attract **spirit guides**. These are the spiritual forms of totemic animals that are important in your culture. Most spirit animals are large mammals: great cats, bears, wolves, elk, etc. You can decide what form they prefer.

The guides remain in the spirit world and protect you against attacks in that realm. In game terms, they will defend you as normal animals of their type on the ethereal plane. Each spirit guide has **2d6** hit points and a **+1 to-hit bonus**. However, they can only attack and/or damage magical creatures or natives to the ethereal plane. They cannot wear armor or carry equipment.

At first level, you have only attracted a single spirit guide to protect you. You will attract an additional spirit guide every time you gain a level. They do not need to be trained or convinced of your faith. They simply appear from the ether.

Spirit guides cannot communicate with you directly, unless you are on the ethereal plane. However, they will occasionally provide **guidance** in the form of omens. For example, a wolf spirit guide might leave wolf tracks in the snow for you to follow. Alternatively, a bear spirit guide might leave deep claw marks on trees. The exact form that these omens take is left to the Judge.

SORCERER

Sorcerers are domineering magicians that have taken to the study of magic as an academic pursuit. They tend to dress in ostentatious style and speak in bold language. Sorcerers take magic very seriously and study everything about it that they can find. They are almost always adventuring in a quest for more power, more magic, and more wealth.

EXPERTISE

Their academic studies allow sorcerers to keep a little bit of each spell in their minds. This lets you **counterspell** the magic of other casters. If an opponent is casting a spell, you can use your combat action to counter it. You must first be able to **identify the spell** being cast, as described below. Since you need to overpower that caster, you also needs a higher initiative *and* have an equal or higher experience level than the opposing caster. If you meet these conditions, you counter the spell.

There is no roll required. Their spell simply fizzles to no effect. Countering a spell does not remove a memorized spell from your mind, nor do you even need to have the spell that you are countering in your spellbook.

IDENTIFY

A sorcerer's familiarity with the academic nature of magic allows them to identify **any spell** as it is being cast. This is an *intelligence test* against a **DC 15** minus your level. It is rolled during **casting declarations**, however it does not count as your action for the round. You can only make one roll per round, so you will need to pick a spell to focus on if there are multiple opposing casters.

PROFICIENCIES

Sorcerers are proficient with the following weapons; clubs, daggers, quarterstaves, and swords. Just like any other character, you can wear armor and shields if you are strong enough. However, this is not recommended as the weight of such items interferes with spellcasting and can cause **spell failure**.

SPELLCASTING

You are able to learn new spells from scrolls and spellbooks. Each morning, you must prepare spells in your mind for casting later in the day. The spell progression table shows the number of spells that you can **memorize** each day. You can add your intelligence modifier to this daily casting limit. Once cast, a spell is removed from your memory.



CLIMB	FORCE	LOCKS	NOTICE	SNEAK	TRAPS
17+	17+	17+	17+	17+	17+

SPELL PROGRESSION : MEMORIZATION

LEVEL	1	2	3	4	5	6	7
1	2	-	-	-	-	-	-
2	3	-	-	-	-	-	-
3	3	2	-	-	-	-	-
4	3	3	-	-	-	-	-
5	4	3	2	-	-	-	-
6	4	3	3	-	-	-	-
7	4	4	3	2	-	-	-
8	5	4	3	3	-	-	-
9	5	4	4	3	2	-	-
10	5	5	4	3	3	-	-
11	6	5	4	4	3	2	-
12	6	5	5	4	3	3	-
13	6	6	5	4	4	3	2

1ST LEVEL SPELL SELECTION

Automatic: *Detect Magic & Read Magic*

Choose three spells from the following list: *Cleanse, Distraction, Halt, Icy Touch, Nap, Passage, Prismatic Armor, & Sho*

COMPANIONS

You can teach magic to **neophytes**. These are people with minor magical talents that wish to become a spellcaster. Roll a set of attributes for each one. They have **1d4** hit points, 3 morale, and they are only proficient with a quarterstaff. They will refuse to wear armor and risk **spell failure**. If you choose to bring a neophyte into combat, they will only cast spells and defend themselves. They can memorize and cast up to **one spell per day** plus their *intelligence modifier*. Once they are exhausted, they will withdraw to the rear.

At first level, you have only attracted a single neophyte. You attract an additional neophyte every time you gain a level. The first one has already been trained, but all subsequent neophytes must found and trained to cast magic.

When recruiting a neophyte, you must spend six weeks training them to cast their first spell (choose a 1st level spell from your spellbook). When you gain a level, any neophyte that has been in your service for the majority of the previous level can be trained in an additional 1st level spell. Once they have learned five 1st level spells, the neophyte will leave your service to study on their own. If you attempt to deny them this freedom, all your neophytes will band together and leave.

MONEY & EQUIPMENT



THE IMPORTANCE OF EQUIPMENT

The world of the game exists in your mind. The most important game rules are at the intersection of the world as you imagine it and the world as the Judge imagines it. Equipment is the largest of those intersections.

For example, you might say your character has a *torch*. In your mind, this is a great blazing stick of hellfire. It illuminates everything around you like the light of the sun. However, the Judge might very well imagine your torchlight as weak and limited. Your torch is a tiny star twinkling in the darkness of a great black expanse. Who is right?

Equipment rules exist to harmonize these expectations. They ensure that different people can imagine the same thing without misunderstanding. Thus according to the rules, the torchlight extends out 30 feet and could flicker out with a strong breeze. Even though you might still imagine a brighter torch than you really have, these hard numbers ground you to reality in a way that the Judge can grasp. They act as a common language of imagination. Because of these numbers we know that even with your torchlight, you cannot see the monster crouched behind a rotten barrel 50 feet away. The imaginary world is made real.

Equipment is also important because your items will serve as a list of tools that you can mobilize to solve problems in the game. When you are stumped about how to proceed, check your backpack for possible solutions.

STARTING EQUIPMENT

Every character begins play with **5d6 x 10 gold pieces** to spend on equipment. The **knight** adds 200 gold pieces to that result. The **brigand** adds 50 and the **savage** subtracts 25. This represents the accumulated property of someone with your circumstances. Many of the items you purchase could have been bought years ago. They are not necessarily the result of a recent shopping spree.

What should you buy? For many players, their primary concern is security. All characters benefit from having some weapon on hand, even if it is just a club. If you plan on a lot of melee combat, you will need armor. If you are a memorization-based spellcaster, you will need a spellbook to store your spells.

Your next concern might be utility purchases. Almost everyone needs a backpack to carry their extra gear. If you plan on dungeon delving, you should stock up on items like acid, lockpicks, and torches. If you plan on a long overland journey, stock up on food, a tent, and survival gear. If you have special abilities dependent upon equipment, you might want to pick up those items as well. For example, a **dark elf** could benefit from buying a few poisons.

Backpacks are useful because they allow you to quickly drop a lot of weight. You might be heavily **encumbered** while wearing a backpack full of gear, but have the ability to drop the backpack and retreat with only a light encumbrance level.

ENCUMBRANCE

Your character can only carry so much equipment before they become burdened down by the weight. This is represented as an **encumbrance status**. There are four status levels, each representing an increasing burden. As your weight load rises, your speed is reduced as described in the chart at the bottom of this page. If you try to carry more than your extreme weight, you will collapse.

There are three different speeds listed in the chart:

- **Exploration speed** is the movement rate to use when you cautiously walk through a dangerous area, such as a dungeon. This assumes that you are being very careful and looking out for any potential dangers, such as traps.
- **Combat speed** is the movement rate to use when you are engaged in combat or acting under pressure. This assumes you are being somewhat cautious about where you are stepping and making efforts to dodge attacks.
- **Sprint speed** is the movement rate to use when you are pushing yourself to the maximum. You are running as fast as possible and giving minimal attention to where your feet are hitting the ground.

DROPPING EQUIPMENT

A favorite strategy of many players is to place the vast majority of their carried items in a backpack. When they think that combat is about to begin, they drop the backpack to the ground. This does not require a combat action and it often dramatically increases their speed.

If you win the combat, you can just pick up your backpack and keep moving. If you are losing the combat, you can flee at a higher movement rate. Some players will even drop their shield when fleeing battle if it will give them more speed. After all, a shield and backpack can be replaced. Your life is not so easily restored.

BREAKAGE THROWS

Some items are easily broken. We model this with **breakage throws**. Whenever someone carrying such items falls more than 3 feet or is hit by a large heavy object, they must succeed on a breakage throw or the item breaks. The exact throw value (15+, 17+, etc.) is determined by the Judge.



RUNNING AWAY

There is a tendency on the part of players to believe that every battle can be won. There is a strong aversion to retreat. However, this is not a video game where your opponents are being generated with an algorithm based on your current capabilities. There will be some opponents in the game world that are simply beyond your capability.

You may need to retreat from battle so that you can return with better odds. You may need to prepare, get help from others, and return later. Many people feel like retreat reflects a failure on their part and will not consider the option until it is too late. Try not to laugh when you are looting their corpse.



STRENGTH REQUIREMENTS

Your character can also wear a variety of armors, carry a shield, and wear a helmet. However, these items have a **strength requirement**. This is the minimum strength score you must have to wear that piece of equipment.

TYPE OF ARMOR	STRENGTH REQUIREMENT
Heavy	15
Medium	12
Light	9
Clothing	3

For example, you can carry a light shield with a strength of just 9, but if you want to carry a medium shield you need a strength of 12. If you have a strength of 11, you will just have to forget about using the medium shield. It is too heavy for you to use for more than a few minutes.

ENCUMBRANCE AND SPEED RATES

LEVEL	WEIGHT CARRIED	EXPLORATION SPEED	COMBAT SPEED	SPRINT SPEED
Light	Up to 35 lbs + 1x Constitution	100 feet x Dexterity per turn	4 feet x Dexterity per round	12 feet x Dexterity per round
Moderate	Up to 50 lbs + 2x Constitution	75 feet x Dexterity per turn	3 feet x Dexterity per round	9 feet x Dexterity per round
Heavy	Up to 65 lbs + 3x Constitution	50 feet x Dexterity per turn	2 feet x Dexterity per round	6 feet x Dexterity per round
Extreme	Up to 80 lbs + 4x Constitution	25 feet x Dexterity per turn	1 foot x Dexterity per round	3 feet x Dexterity per round

COINS AND GEMS

The world is in a dark age. There are a few stable kingdoms and the large-scale empires of the past are long gone. In many ways, you will be adventuring in the ruins of the old order. In the absence of those kind of stabilizing forces, the people have resorted to the classic store of values: metal coins, precious gems, and commodities.

There are five basic coin types that are in circulation; copper, silver, electrum, gold, and platinum. Exchange rates are listed in the chart below.

EXCHANGE RATES					
COIN	IN CP	IN SP	IN EP	IN GP	IN PP
Copper (cp)	1	0.10	0.02	0.01	0.001
Silver (sp)	10	1	0.25	0.10	0.01
Electrum (ep)	50	5	1	0.5	0.05
Gold (gp)	100	10	2	1	0.10
Platinum (pp)	1,000	100	20	10	1

Additionally, some mercantile associations and guilds rely upon trade bars to conduct their business. Trade bars come in all five coin types and typically represent 500 coins in value and weight. The Judge may introduce unique trade bars into their world, perhaps as a form of treasure.

At a certain point, however, the weight of these carrying metals becomes prohibitive. Then it may become advantageous to switch to precious gemstones as a store of value. The values on the gemstone chart later in the chapter represent fairly standard values, but you may find larger or smaller stone in your adventures. Ultimately, the Judge decides upon the exact value of any gemstone. Whether you can get that price trying to sell it is another issue entirely. The Judge will sometimes call for a *charisma test* to set a price.

Finally, some types of goods retain their value when sold. They do not depreciate in the process of the sale. These are called commodities. Oak barrels full of Dwarven ale are an example of a commodity.

THE WEIGHT OF COINS

Most people don't carry enough coin in their day-to-day life to notice the weight, but in very large quantities coins can be difficult to move. Copper and silver coins weigh very little, coming in at about 50 pieces per pound of weight. Electrum and gold coins weigh substantially more, coming in at about 25 and 20 pieces per pound respectively. Platinum is by far the heaviest at 10 pieces per pound.

COIN	1 POUND
Copper (cp)	50 coins
Silver (sp)	50 coins
Electrum (ep)	20 coins
Gold (gp)	20 coins
Platinum (pp)	10 coins

SILVER STANDARD

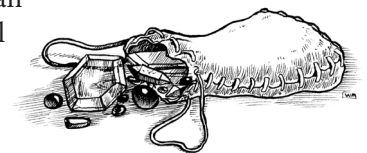
The silver piece is the basis of economic activity. An average person could expect to earn a single coin for a day's labor. However, you will notice that the pricing is listed in gold pieces for almost all items. This is to reinforce the scale of your wealth over the average person. You will always need to keep a stockpile of silver coins on hand to pay for day-to-day items and services in towns.

If you have extra gold from your starting money, you should consider converting some of them to a lower coinage; silver being the most useful for day-to-day expenses. There are only a few pieces of high value currency circulating in the economy. If you still have a lot of coinage, use it to purchase a few gems and hide them in a small pouch beneath your clothes. Very few people will be carrying around large sacks of gold coins, both because it is impractical and dangerous.

Keep this scale of wealth in mind when you start trying to sell large quantities of equipment. A small town will not be able to purchase a hoard of items. In fact, transporting a large hoard to a major city may become its own adventure. Many types of unsavory folk will hear about your good fortune and come to relieve you it. The local government might also be interested in taking a portion in taxes.

GEMSTONES

In the course of your travels, you will likely find gemstones in the treasure hoards that you uncover. The values on the charts below represent fairly standard stone sizes, but you may find larger or smaller gems in your adventures. Ultimately, the Judge decides upon the exact value of any gemstone. Whether you can get that price trying to sell it is another issue entirely. Gemstone prices are often subject to negotiation.



GEMSTONE	COST	GEMSTONE	COST
Agate	22 gp	Malachite	10 gp
Alexandrite	450 gp	Obsidian	12 gp
Amber	90 gp	Onyx	55 gp
Amethyst	120 gp	Opal	750 gp
Aventurine	70 gp	Pearl	300 gp
Carnelian	75 gp	Peridot	60 gp
Diamond	1,200 gp	Ruby	1,000 gp
Emerald	900 gp	Sapphire	800 gp
Garnet	275 gp	Tiger's Eye	35 gp
Jade	100 gp	Topaz	500 gp
Jasper	40 gp	Tourmaline	125 gp
Lapis Lazuli	25 gp	Turquoise	20 gp

WEAPONS				
WEAPON	DAMAGE	RANGE	WEIGHT	COST
Battleaxe	1d8	2x STR	4 lbs.	20 gp
Bow	1d4	100 feet	1 lb.	5 gp
Club	1d4	-	1 lb.	-
Crossbow	1d6	250 feet	4 lbs.	120 gp
Dagger	1d6	2x STR	1 lb.	4 gp
Flail	1d8	-	4 lbs.	30 gp
Greataxe	1d10	-	5 lbs.	50 gp
Greatsword	1d10	-	4 lbs.	150 gp
Hand Axe	1d6	3x STR	2 lbs.	12 gp
Javelin	1d6	5x STR	1 lb.	2 gp
Longsword	1d8	-	3 lbs.	120 gp
Mace	1d6	-	2 lbs.	15 gp
Morningstar	1d8	-	3 lbs.	30 gp
Quarterstaff	1d4	-	1 lb.	2 gp
Polearm	1d10	-	5 lbs.	40 gp
Rapier	1d6	-	2 lbs.	180 gp
Sap	1d3	-	1 lb.	5 gp
Scimitar	1d6	-	3 lbs.	80 gp
Short Sword	1d6	-	2 lbs.	75 gp
Sling	1d4	100 feet	1 lb.	1 gp
Spear	1d8	3x STR	2 lbs.	3 gp
Trident	1d6	3x STR	2 lbs.	5 gp
Unarmed	1d2	-	-	-
Warhammer	1d8	-	4 lbs.	24 gp
Whip	1d4	15 feet	1 lb.	6 gp



AMMUNITION		
AMMUNITION	WEIGHT	COST
Arrows (20 in Quiver)	2 lb.	2 gp
Bullets (20 in Pouch)	1 lb.	1 gp
Quarrels (20 in Quiver)	3 lbs.	5 gp

ARMOR					
ARMOR	ARMOR TYPE	ARMOR CLASS	SNEAK THROW	WEIGHT	COST
Banded / Lamellar	Heavy	+5	+3	55 lbs.	800 gp
Chainmail	Medium	+4	+3	40 lbs.	450 gp
Hauberk	Medium	+3	+2	30 lbs.	320 gp
Helmet	Light	-	-	3 lbs.	8 gp
Leather / Hide	Light	+1	-	10 lbs.	30 gp
Padded / Linen	Light	+1	-	20 lbs.	15 gp
Plate, Field	Heavy	+6	+4	60 lbs.	1,200 gp
Plate, Full	Heavy	+7	+6	75 lbs.	1,500 gp
Shield, Buckler	Light	+1	-	8 lbs.	26 gp
Shield, Round or Kite	Medium	+2	+1	3 lbs.	10 gp
Scale / Ringmail	Medium	+3	+2	40 lbs.	250 gp
Studded Leather / Brigandine	Light	+2	+1	15 lbs.	100 gp

ADVENTURING GEAR		
ITEM	WEIGHT	COST
Acid (1 flask)	1 lb.	15 gp
Air Bladder	-	1 gp
Backpack	2 lbs.	24 sp
Barrel (20 gallon)	7 lbs.	12 sp
Bedroll	1 lb.	8 sp
Belladonna (1 pouch)	-	5 gp
Belt Pouch	-	1 gp
Birthwort (1 pouch)	-	2 gp
Blanket, Winter	1 lb.	4 sp
Blightshade (1 vial)	1 lb.	60 gp
Block & Tackle	5 lbs.	3 gp
Caltrops (1 bag)	-	5 gp
Candles (10)	1 lb.	1 sp
Chain (10 ft)	5 lbs.	25 gp
Chain (50 ft)	25 lbs.	140 gp
Chalk (10 pieces)	-	1 sp
Chest, Ironbound	20 lbs.	15 gp
Chest, Standard	12 lbs.	8 gp
Clay Jug (1 gallon)	1 lb.	2 sp
Clothing (common)	1 lb.	3 sp
Clothing (wealthy)	1 lb.	20 gp
Clothing (winter)	2 lbs.	12 sp
Crowbar	3 lbs.	18 sp
Fishing Hook	-	1 sp
Fishing Rod	1 lb.	3 sp
Flask, Empty	-	1 gp
Flint & Steel	1 lb.	24 sp
Garlic Bulb	-	4 sp
Grappling Hook	4 lbs.	6 gp
Hammer	1 lb.	8 sp
Hand Saw	1 lb.	14 sp
Holy Symbol	-	25 sp
Holy Water (1 flask)	1 lb.	5 gp
Horse	-	50 gp
Hourglass	1 lb.	75 gp
Ladder (10 ft)	16 lbs.	15 sp
Lantern	1 lb.	10 gp
Lock (basic)	-	25 gp
Lock (exceptional)	-	100 gp
Lockpicks	-	45 gp
Manacles	3 lbs.	10 gp
Mirror, Small	-	14 gp

ADVENTURING GEAR (CONTINUED)		
ITEM	WEIGHT	COST
Mortar & Pestle	-	50 gp
Mule	-	25 gp
Muskhorn	1 lb.	120 gp
Musical Instrument	1 lb.	80 gp
Oil, Jellied (1 flask)	1 lb.	10 gp
Oil, Lantern (1 flask)	1 lb.	25 sp
Paper (1 sheet)	-	5 sp
Parchment (1 sheet)	-	2 sp
Pickaxe	2 lbs.	25 sp
Pole (10 ft)	2 lbs.	3 sp
Pot, Iron	3 lbs.	12 gp
Quill Pen	-	15 sp
Rations (1 day)	1 lb.	3 sp
Razorweed (1 vial)	1 lb.	25 gp
Rope (10 ft)	2 lbs.	1 gp
Rope (50 ft)	10 lbs.	5 gp
Sack, Large	1 lb.	12 sp
Sack, Small	-	4 sp
Saddle	25 lbs.	30 gp
Saddle Bags	1 lb.	18 sp
Scroll Case	1 lb.	12 sp
Shovel	1 lb.	2 gp
Signet Ring	-	12 gp
Sledge	3 lbs.	3 gp
Snare Trap	1 lb.	15 sp
Snarlroot (1 plant)	-	100 gp
Soap (1 bar)	-	1 sp
Spellbook (blank)	2 lbs.	50 gp
Spikes, Iron (10)	1 lb.	4 sp
Spyglass	-	1,200 gp
Tent, Large	40 lbs.	80 gp
Tent, Small	15 lbs.	25 gp
Torches (10)	4 lbs.	2 gp
Wagon	250 lbs.	10 gp
Wailing Moss (1 pouch)	-	18 gp
Waterskin	1 lb.	15 sp
Wax (1 block)	1 lb.	1 gp
Whistle	-	16 sp
Wine, Bottle of	2 lbs.	5 gp
Wolfsbane (1 pouch)	-	300 gp
Wooden Stakes (4)	1 lb.	3 sp
Writing Ink (1 vial)	-	12 gp

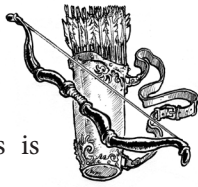
WEAPONS

BATTLE AXE

The battle axe is a simple and easy weapon to make. It is a common weapon among barbarian tribes without access to large quantities of high-grade iron or quality blacksmiths. It functions normally in combat, with no special modifiers. It can also be thrown a short distance.

BOW

A bow is used to hit targets at a distance with **arrows**. Most bows are used in mass combat contexts, not close quarters. Shooting a long distance in a dungeon is very hard. The range amount listed is considered the reliable range of the weapon. Firing beyond that distance always carries some kind of negative modifier determined by the Judge. This is always used as a two-handed weapon.



CLUB

This is the most simple and basic weapon available, essentially a large stick. Clubs have a 5% chance of breakage every time they are used to attack someone in combat, but this does not affect the success or failure of that attack. Despite being free, you must invest some time searching for a solid piece of wood in a forested area to find a good club.

CROSSBOW

The crossbow is a hand-cranked mechanical weapon used to hit targets at a distance. No one begins play proficient in this weapon by default, but it is worth the investment of time and energy. The crossbow's low angle of trajectory makes it a much more useful than a bow in environments like a dungeon. The range amount listed is considered the reliable range of the weapon. Firing beyond that distance always carries some kind of negative modifier determined by the Judge. This is always used as a two-handed weapon.

DAGGER

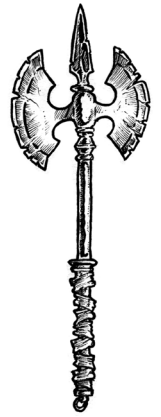
The dagger serves as a standard basic weapon as well as an all-purpose tool and utensil. Daggers can be used in conjunction with a rapier to parry blows. They can also be thrown, but cannot be used two-handed.

FLAIL

The flail is an unusual weapon with a special quality. If you roll a natural 20 on an attack roll with a flail, in addition to max damage it will become entangled with the enemy weapon. This renders both weapons useless in combat until untangled, a process that takes two combat rounds of focused attention to complete. You can, of course, simply drop the flail and draw another weapon while your opponent struggles to free theirs.

GREATAXE

This is a large axe designed specifically for combat. It deals comparable damage to the greatsword, but lacks the armor penetration of that weapon. It also lacks the reach, making it much less effective against cavalry or large monsters. However, it costs a third of the price. You get what you pay for. This is always used as a two-handed weapon.



GREATSWORD

The greatsword is a very large version of a longsword. It is a symbol of great power. Though the greatsword is not a ranged weapon, it can be used to attack a target up to 10 feet away. The weapon also has great thrusting power and thus **ignores the armor class bonus of any light armor**; such as studded leather, plain leather, hide, and padded armors. This is always used as a two-handed weapon.

HAND AXE

This serves as a standard basic weapon as well as an all-purpose tool. It is common among people who live in the forest. It also has very good range and damage as a thrown weapon. Some warriors carry a hand-axe to throw as they approach the enemy. They will then draw a heavier weapon for use in melee.

JAVELIN

This is a short spear balanced for throwing. It does not deal as much damage as a long spear, but it can fly much further. Anyone proficient with spears can use a javelin as if they were trained.

LONGSWORD

The longsword is a classic heroic weapon. Its high cost and combat utility also make it a symbol of noble status. The longsword also has great thrusting power and thus **ignores the armor class bonus of any light armor**; such as studded leather, plain leather, hide, and padded armors.

MACE

This is merely a metal version of the club, but the weight is much higher and it swings differently. The difference is substantial. The extra weight and hard edges give it much better striking power. The mace is a classic weapon that has no special modifiers.

MORNINGSTAR

Essentially a mace with a spiked head, the morningstar is specifically designed to penetrate armor and deal more than just impact damage. It is a more powerful version of the mace and anyone proficient in maces can use a morningstar as if they were trained.

QUARTERSTAFF

The quarterstaff is a simple weapon that can be acquired at no cost, like the club. They also have a 5% chance of breakage every time they are used to attack someone in combat, but this does not affect the success or failure of that attack. A quarterstaff also gives you a **+1 bonus to armor class** against a melee opponent, due to its excellent parrying abilities. It is always used as a two-handed weapon.

POLEARM

This is a long spear with a sophisticated head resembling an axe. The weapon is very long and cannot be used to attack a target within 5 feet. However, it can be used to strike opponents up to 15 feet away. Furthermore, any target more than 5 feet away that attempts to move inside the range of the polearm must first endure an attack from you. This attack is considered free and does not count as your normal action for the round. Due to the unique nature of the design, you must be proficient in both axes and spears to use a polearm without penalty.

RAPIER

A rapier is a sword specifically designed for parrying blows in combat. If used in conjunction with a dagger in the off-hand, the rapier grants a **+2 bonus to armor class** against any melee opponents. However, its thin design results in a 20% chance of breakage when used to block a weapon that deals 1d10 or higher damage. You can decide to not block a strike if you are afraid of this possibility, but you lose the armor class bonus.

SAP

The sap is a weapon designed to knock someone unconscious without seriously injuring them. When used against an unaware combatant from behind, they will take normal damage and then fall unconscious for a full turn. Anyone proficient with a club can use a sap as if they were trained.

SCIMITAR

This is a cavalry weapon that is sometimes used on foot. It functions as a standard weapon **+2 bonus to hit and damage, when used** from horseback.

SHORTSWORD

A shortsword is a basic weapon of proven reliability. It has great thrusting power and thus **ignores the armor class bonus of any light armor**; such as studded leather, plain leather, hide, and padded armors.



SLING

The sling is the weakest ranged weapon available. It uses the centrifugal effect to throw a small stone called a **bullet**. It has the same range as a bow, but requires a clear 5 foot radius around your body to use. Anyone standing within 5 feet when you use this will be hit by the swinging arc of the straps (for no damage) and render your shot useless.

SPEAR

The spear is a classic weapon that has a variety of uses in combat. It has significant length and can be used to attack someone up to 10 feet away, though it is not a ranged weapon **+2 bonus to hit and damage, against opponents** like a quarterstaff, gaining an armor class bonus but losing its reach and bonus against mounted opponents.. It is always a two-handed weapon.

TRIDENT

The trident is a small light weight spear with a three-pronged head. It lacks the throwing balance of a javelin, but it can still be thrown. Its great strength is as a disarming weapon. If you roll a natural 20 on a melee attack roll with a trident, in addition to max damage their weapon will become entangled with the trident and twisted out of their hands. It is randomly thrown up to 10 feet away. However, you will still keep your grip on the trident. Anyone proficient with the spear can use a trident as if they were trained.

UNARMED

These combat statistics are used when you are fighting with just your bare fists and feet.

WARHAMMER

The warhammer is a strong weapon that is roughly comparable to a battleaxe. However, it is too imbalanced to be an effective throwing weapon, hence the slightly lower cost and lack of a range value. Anyone proficient with the mace or the axe can use a warhammer as if they were trained.



WHIP

The bullwhip is designed for livestock management but it can be used as a weapon in combat if required. No one begins play proficient in this weapon by default, but it can be worth the investment of time and energy. It makes a good short range weapon that also requires no ammunition. Any time you strike with a whip and roll a 4 (maximum) on the damage die, the target is wracked with severe pain and is forced to make a morale check on the spot.

ARMOR

BANDED / LAMELLAR

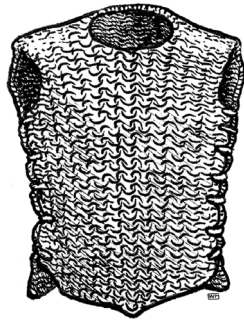
This kind of armor is made from riveting plates of metal onto a leather base armor. It lacks the impenetrability of actual plate mail, but comes close. Constructing a suit of armor like this takes a long time as each piece of metal must be riveted into place. This kind of armor is typically used for soldiers in the standing armies of wealthier principalities.

CHAINMAIL

This kind of armor is made from interlocking metal rings that together form a dense mesh of metal. It is extremely hard to penetrate. However, this protection comes with a heavy weight and a steep price. The term chainmail is used to describe a full suit of mail. The hauberk is just a portion of it.

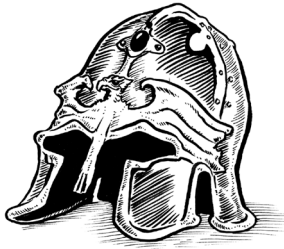
HAUBERK

This term describes the portion of a chainmail suit that covers the shoulders, chest, and upper thigh. It is by far the heaviest piece and it protects the most important portion of their body. However, wearing it alone will leave the arms and lower legs unprotected.



HELMET

A helmet is worn on the head to provide protection. It does not provide any armor class bonus. However, it does provide a +2 bonus on your **blast throw** because a lot of blast damage is caused by small bits of debris and shrapnel. Wearing a helmet stops that kind of material from hitting your head.



LEATHER / HIDE

This kind of armor is composed of hardened animal skins. It provides decent baseline protection for a soldier. The main drawback is that cleaning and treating the animal skin takes time and the use of chemicals. It is cheaper and faster to make padded armor instead. For this reason, peasant infantry is often equipped in padded armor instead of leather or hide.

PADDED / LINEN

This kind of armor is made up of thick cloth layers to provide minimal protection. It is common among the peasantry and light infantry. If submerged in water or exposed to heavy rain, the cloth layers will soak up a lot of water. Double the armor's weight under such conditions.

PLATE, FIELD

This is an incomplete set of plate mail armor. It is designed to be put on in only 12 combat rounds instead of a full five turns. It can be taken off in only 6 combat rounds instead of a full 18 rounds. The most difficult plates to add/remove are dropped from the set, especially around the knees & elbows.

PLATE, FULL

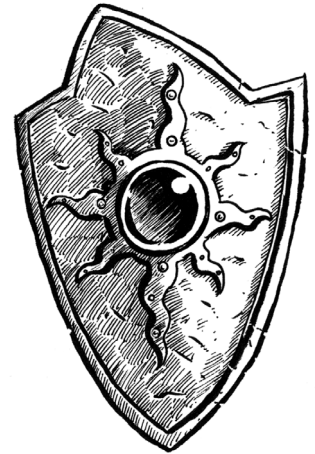
This is a complete set of plate armor. It takes five turns to put it on by yourself (one turn with an assistant) and it takes 18 rounds to remove. Anyone wearing this armor is treated as having an additional +1 *charisma bonus* due to the respect that it affords the wearer.

SHIELD, BUCKLER

This is a small shield that is roughly 2 feet in diameter. It is the standard for infantry soldiers everywhere. The buckler is typically carried in the left hand and thus mostly protects the left side of the body. However, the ability to move it around gives you a lot better chance to avoid a hit in combat. Using this inexpensive shield is comparable to wearing slightly better armor for a much lower cost.

SHIELD, ROUND OR KITE

This is a very large shield. It is either taller than wide and shaped into a triangle or simply a large circle. Both varieties often also feature a metal boss in the center. The shield is strong enough to stop a lot of attacks and provides more protection than the buckler. However, it is much heavier and could potentially slow you down.



SCALE / RING

This kind of armor is composed of overlapping pieces of metal and was a precursor to chainmail armor. It lacks the protective value of chainmail but weighs the same amount. It is a decent intermediary armor but you should probably upgrade it eventually to either chainmail or heavier armor, if only to lighten your burden.

STUDDED / BRIGANDINE

This kind of armor is composed of hardened animal skins or cloth that is covered with a network of small metal fittings. These fittings deflect blows some of the time. When they fail, the strikes fall into the underlying leather. This armor strikes a good balance between protection, weight, and cost.

GEAR

There is a lot of miscellaneous adventuring gear in the game world that can be used to create a wide range of effects. This should just be considered a taste of what awaits you when you venture into the wild.

ACID

This can be thrown in combat, dealing **1d4** damage to anyone struck and 1 splash damage to anyone standing within 5 feet. It can also be carefully poured onto a locked door or chest to burn away the structure and make it easier to force open. Each application of acid gives a +4 bonus to die results on subsequent **force throws**.

AIR BLADDER

This is a soft waterproof bladder that can be used to store liquid when carried or a pocket of air for breathing underwater. It is often made from an actual animal bladder.

BACKPACK

This is a cloth backpack that can carry up to 40 lbs of weight. It can be dropped at any time to lighten your load.

BARREL

This is a 20 gallon barrel. It is watertight and can be used to securely transport liquid cargo over long distances.

BEDROLL

This is a bundle of thick linens that can allow you to sleep comfortably, even on a stone floor. Anyone sleeping on a bedroll heals 1 additional hit point during the night.

BELLADONNA

This is a flower that can be transformed into poison. A pouch of belladonna is enough to make dose for a single person. The leaves can be soaked in hot water to create a bluish-black tea. It must be ingested to have an effect. It has a pleasantly bitter taste similar to coffee.

If the victim survives the poison, this will cure lycanthropy. Unfortunately, the constitution damage is permanent so this is a cure that few are willing to risk.

QUALITY	BELLADONNA TEA
Exposure	Ingested
Incubation	3d8 minutes
Damage	2d6 constitution
Interval	1 every turn
Symptoms	blue skin tone, disorientation, delusions

BELT POUCH

This is a leather pouch worn at the waist, often used to carry loose coins. It holds up to 5 lbs.

BIRTHWORT

This is an herb that can be consumed to slow the onset of a **toxin** and reduce its damage. The leaves must be chewed raw. A pouch of birthwort will double the incubation and interval time for an exposed toxin. It will also halve all damage dealt, so long as this would not be retroactive. For some toxins, birthwort can also reduce the severity of symptoms.

BLANKET, WINTER

This is a thick blanket for winter insulation. It does not give you a specific bonus of any kind, but may allow you to avoid cold damage in certain circumstances. A clever character can also think of many alternative uses.

BLIGHTSHADE

This is a thick liquid that looks like molasses or syrup. It is the sap from the rare blightshade tree. One vial contains 4 doses. It is extremely bitter and anyone who tastes it will take 1 hit point of damage from the revulsion alone. When applied to a weapon, it becomes a powerful damage magnifier.

QUALITY	BLIGHTSHADE
Exposure	Injury from coated weapon
Incubation	1d8 rounds
Damage	2d6 strength, 3d8 hit points
Interval	1 every round , alternate between damage types
Symptoms	painful spasms, muscle weakness, exhaustion

BLOCK AND TACKLE

This is a system of pulleys that can be used to make it much easier to lift a very heavy object like a stone statue.

CALTROPS

These are small iron spikes shaped to land with a point facing up when dropped upon the ground. Each bag covers an area of about 10 square feet and deals **1d4** damage to anyone that **sprints** through it.

CANDLES

These provide about 5 feet of illumination, just enough to read. This is a weak source of light, but can still be very useful. Candles are typically made from tallow (animal fat).

CHAIN

This is a thick iron chain used to secure very heavy objects or provide an excellent climbing surface. It can support nearly 3,000 pounds before snapping.

CHEST, IRONBOUND

This is a wooden chest with iron bands to reinforce the structure. It imposes a -5 penalty to any **force throws** to break into it. You must purchase your own lock and install it separately.

CHEST, STANDARD

This is a wooden chest for storing goods. It can be broken with a standard **force throw**. You must purchase your own lock and install it separately.

CLAY JUG

This is a piece of clay pottery that holds one gallon of liquid. There is no lid, but you can seal the top with wax or cork if you have those materials on hand.

CLOTHING, COMMON

This is a standard set of clothing for a common person. It may be worn by someone of high station when they are travelling, as the low cost will allow it to be disposable.

CLOTHING, WEALTHY

This is a standard set of clothing for a wealthy person. It has no special qualities, aside from identifying your social class. It may be required to gain admittance into certain social functions; balls, galas, receptions, weddings, and so on.

CLOTHING, WINTER

This is a standard set of clothing for winter work or travel. It provides protection from the elements, reducing all cold damage by 1 point. In particularly harsh conditions, the Judge may grant you bonuses or ignore certain penalties if you are properly attired.

CROWBAR

This basic tool reduces your **force throw** by 2.

FISHING ROD & HOOK

This is standard fishing equipment. It is very useful when living off the land. Additionally, you may find it useful in reaching out to grab or pull on distant objects in a dungeon environment. Clever players can find many uses for a small hook that can be tugged from a distance.

FLASK, EMPTY

This glass flask holds about 4 ounces of liquid. It can be useful for holding water, alcohol, or magical potions.

FLINT & STEEL

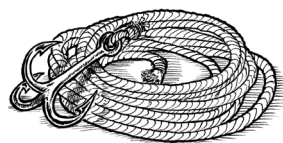
This is used to start a fire, light a torch, or ignite a lantern.

GARLIC BULB

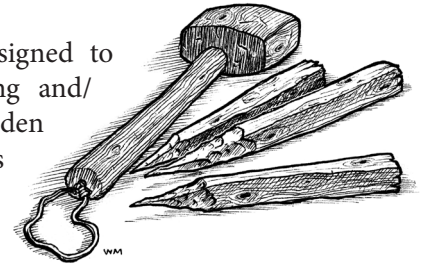
This is believed to be an effective ward against vampires.

GRAPPLING HOOK

This is used to secure a tether in an unstable location without an easy tie down spot. It can be thrown up to twice your strength in feet, both vertically or horizontally.

**HAMMER**

This useful tool is designed to be used for assembling and/or disassembling wooden furniture. Clever players will think of many other potential uses.

**HANDSAW**

This is a saw designed for cutting small pieces of wood. It can also be used to cut through other materials. Gnomes are known to use the reverberations on a saw's blade to make spooky noises at night. Consider yourself warned!

HOLY SYMBOL

This is a small symbol of a deity. It can ward against some undead creatures. Religious spellcasters may need a holy symbol to cast certain spells or use certain abilities.

HOLY WATER

This can be thrown in combat, dealing **1d6+1** damage to any undead struck and 2 splash damage to undead standing within 5 feet.

HORSE

This is a standard riding horse. It can perform normal tasks and carry up to 300 lbs, but it is not accustomed to combat. If you need a combat mount, a warhorse can be bought for 10x this price. A warhorse can carry up to 500 lbs.

HOURLASS

This is the best method of tracking the passage of time at this point in history. However, very few people need to keep track of time at this level of precision and building an hourglass takes a lot of time and craftsmanship. The listed price reflects these factors.

LADDER

This is a standard 10 foot wooden ladder. It is much more easily climbed than a simple rope. However, carrying a ladder around underground can be quite cumbersome.

LANTERN

This provides a directional beam of light that extends out to 40 feet but is only about 5 feet wide. It requires lantern oil to function.

LOCK, BASIC

This is a standard lock on a door or chest. It can be picked with a **locks throw**. If forced, use the quality of the door or chest to determine the modifiers for your throw. Note that the list price is for a brand new lock. Don't be fooled into ripping the locks out of dungeon doors thinking you can take them back to town for a big score.

LOCK, EXCEPTIONAL

This imposes a -5 penalty to any attempt to pick it with the **locks throw**. If forced, use the quality of the door or chest to determine the modifiers for your throw. Note that the list price is for a brand new lock. Don't be fooled into ripping the locks out of dungeon doors thinking you can take them back to town for a big score.

LOCKPICKS

These are used to pick locks. They reduce your **locks throw** by 2 when used. However, if you fail the throw by more than 5 points then the picks are broken in the attempt.

MANACLES

These are heavy steel bindings used to restrain a prisoner. They can be attached to a wall or floor anchor with a chain. Wriggling out of a set of manacles requires a *dexterity test* against **DC 20**.

MIRROR, SMALL

This is a small metal mirror that can be used for personal hygiene or to take a peek around corners.

MORTAR AND PESTLE

This a ceramic tool used to crush raw components into a powder or paste. Those components can then be turned into a usable toxin, drug, or alchemical compound by a skilled practitioner.



MULE

This is the offspring of a horse and donkey. It can perform normal tasks and carry up to 400 lbs, but a mule will become terrified in combat and flee. It performs much better as a pack animal than an actual mount.

MUSKHORN

This is a piece of antler from the rare muskhorn moose. It can be ground into a fine powder and used as an airborne toxin. A single horn yields enough powder to fill 15 cubic feet of air with the toxin. The preferred method of delivery is squeezing an air bladder filled with the powder or dispersing it from above.

QUALITY	MUSKHORN POWDER
Exposure	Inhaled
Incubation	None
Damage	1d6 Charisma, permanently turns eyes red
Interval	1 every round
Symptoms	continuous heavy coughing (treat as stun)

MUSICAL INSTRUMENT

This entry covers a range of handheld wind and string instruments; the lyre, the mandolin, the flute, etc. A musical instrument could be used to entertain a tired party at the end of a rough day on the trail. It could also be used to distract a crowd or party goers. Anyone who uses a musical instrument can make a *charisma test* against a DC set by the Judge. Success means that the crowd responds as you intended. Failure can range from displeasure to throwing rotten fruit.

OIL, JELLIED

This is oil blended with a soft medium like sawdust. It can be thrown in combat, dealing **1d8** damage to anyone directly struck and **1d4** splash damage to anyone standing within 5 feet of the target.

OIL, LANTERN

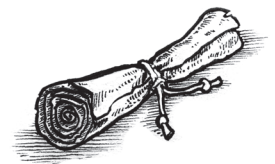
This is a flask of oil used to keep a lantern burning for 6 turns. It can also be used to boost a normal fire in tough conditions.

PAPER

This is a single sheet of paper. It does not endure as long as parchment, but is preferred by the wealthy for its sharp and polished look.

PARCHMENT

This is a single sheet parchment. It lacks the crisp fresh look of paper, but documents written on parchment will often endure for centuries.



PICKAXE

This is an axe with a narrow, pointed head. Either a pickaxe or a shovel is required to dig through debris or rubble at the maximum pace.

POT, IRON

This is a standard cast-iron cooking pot. It is useful for both preparing food and bashing the heads of people who attack you while you are preparing food.

QUILL PEN

This is a standard writing implement. It is required to write anything; from composing a letter to a friend to a scribing a magical spell into your spellbook.

RATIONS

This is a single day's worth of light-weight dried food. It is the equivalent of 3 individual **rations**. If you don't want to have to stop to **forage**, this is required for long-distance travel.

RAZORWEED

This is a fragrant weed that grows in the southern plains. About two centuries ago, a clan of gnomes discovered that it could be smoked to provide a truly memorable evening. Spellcasters have been known to abuse the substance, addicted to the insights that it brings.

QUALITY	RAZORWEED
Exposure	Smoked in a pipe
Incubation	3d6 rounds
Symptoms	relaxation, poor muscle control
Effects	+3 Wisdom, +3 Intelligence, -6 Dexterity
Duration	8d6 turns
Addiction	1d12
Withdrawal	Headaches, Nausea, Sensitivity to Light/Sound

ROPE

This is a thin climbing rope. It can support about 400 pounds before snapping.

SACK, LARGE

This a large cloth sack made from burlap. It can hold up to 100 lbs. or one very agitated goblin.

SACK, SMALL

This is a small cloth sack that can hold up to 25 lbs. It is often hung from the belt for easy carrying.

SADDLE & SADDLEBAGS

This is a standard set of tack for a horse or mule. If you attempt to ride an animal bareback for more than a few miles, you may accidentally injure the animal.

SCROLL CASE

This is a small tube used to safely store up to 25 scrolls. It can be sealed with wax at one end to protect the scrolls from a short submersion.

SHOVEL

This is a wooden shaft with a steel shovel head. Either a pickaxe or a shovel is required to dig through debris or rubble at the maximum pace.

SIGNET RING

This ring bears a unique insignia that can be used to seal written correspondence with wax in a way that confirms the identity of the sender. This is a guarantee to the recipient of the letter that the contents are secure.



SLEDGE

This is a heavy hammer used to smash a lock. A sledge reduces your **force throw** by 5, but it makes a lot more noise than a crowbar (roll twice for **attracted monsters**).

SNARE TRAP

This is a twine trap used to catch animals. It can be set up with a standard **traps throw** and will catch small game to eat. It must be checked every day to minimize the chances that a wandering predator might eat the capture.

SNARLROOT

This is a dark purple root from the Kysia flower. It is called the snarlroot because of the dramatic changes in combat prowess as a result of consuming the root. It can be chewed raw, but the taste is horribly bitter. This can be made much more palatable when mixed with other vegetables in a stew. A single root can be used to create a stew that gives 4 people a large enough dose to have the listed effect.

QUALITY	SNARLROOT STEW
Exposure	Ingested
Incubation	1d4 turns
Symptoms	feelings of anger and aggression
Effects	+2 Strength, +2 Constitution, -2 Wisdom
Duration	2d6 turns
Addiction	1d8
Withdrawal	feelings of jealousy and suspicion

SOAP

This is a bar of soap. Personal hygiene is not a major social factor at this point in time, but soap can far more uses than simply cleaning your body.

SPELLBOOK

A memorization-based spellcaster needs one of these to store their written spells. Each one can hold up to 100 spells.



SPIKES, IRON

These can be hammered into a door frame with a sledge. This will raise the **force throw** to break down the door by 2.

SPYGLASS

This can be used to see up to a distance of 5 miles, provided there are no obstructions. It is an excellent tool when engaged in scouting expeditions. A spyglass is also a very useful item to give to a companion or retainer that is scouting ahead or standing on guard.

TENT, LARGE

This canvas tent provides basic protection from the wind and rain for up to six people. It can hold up to a low or moderate snowfall, but it will collapse under heavy snow. Additionally, the tent's large size makes it more vulnerable to high wind.

TENT, SMALL

This canvas tent provides basic protection from the wind and rain for up to two people. It is much lower to the ground than a large tent and can endure higher wind speeds. However, it is vulnerable to snow due to the weak supports.

TORCH

This provides a light that extends out to 30 feet in all directions. It burns at an uneven speed. Roll 1d6 every **turn**. If you get a 1, the torch burned out.



WAGON

This is a large four-wheeled wagon designed to be pulled by a team of horses, mules, or oxen. It can carry up to 2,000 lbs of equipment and trade goods. The speed of the wagon is based on the number and quality of your working animals.

WAILING MOSS

This is a rare plant that grows in the shade at a certain altitude. It is called the wailing moss because it relieves pain (e.g. it stops the wailing). One pouch is enough to treat a single large wound. After being applied, the moss takes effect relatively quickly. It is very useful for managing pain on someone that must be transported a significant distance to receive medical help.

QUALITY	WAILING MOSS
Exposure	Pressed into open wound
Incubation	1d6 rounds
Symptoms	Blurry vision, lucid dreaming
Effects	Complete pain cessation
Duration	6d6 turns
Addiction	1d8
Withdrawal	phantom pains, headaches

WATERSKIN

This allows you to carry up to 5 **drinks** worth of water. Each drink adds 4 lbs of weight.

WAX

This is used to seal correspondence with a signet ring. It can also be used for a wide variety of improvised uses by a clever player. You can use wax to seal containers against water.

WHISTLE

This can be used to signal others from up to a mile away. Of course, it does not just alert your friends. You may be calling down an avalanche of pain and suffering with a whistle. Think carefully before you raise it to your lips.

WINE

This is a bottle of red or white wine. Like any alcohol, it can create an evening of happiness and a morning of pain if consumed to excess. The red variety is particularly useful because it leaves dark stains that are very easy to see and very difficult to remove.

WOLFSBANE

This is a flower that can be either be wielded to intimidate and/or wound lycanthropes or ground into a toxic powder. Each process works differently.

The contents of pouch of wolfsbane can be pulled out and held in front of your body as if a brandishing a holy symbol. As long as you do this, any lycanthropes within 20 feet of you must make **morale checks** every round. If a lycanthrope actually comes into contact with the wolfsbane, they take **1d6 s**

A pouch of wolfsbane is also able to be ground into powder with a mortar and pestle. The powder can then be blended into food or drink. If an unsuspecting person ingests it, the effects are downright devastating.

QUALITY	WOLFSBANE
Exposure	Ingested
Incubation	1d6 turns
Damage	3d6 strength, 2d6 dexterity
Interval	1 per round , alternating by type
Symptoms	painful choking and muscle deterioration

WOODEN STAKES

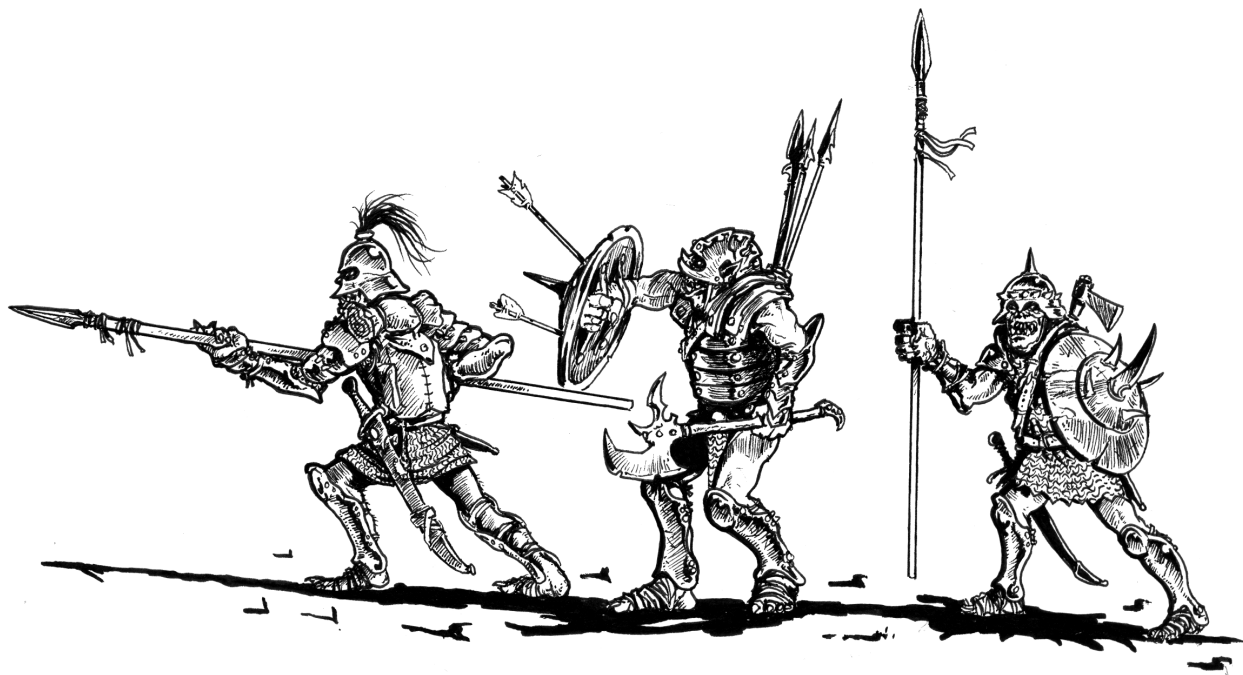
It is believed that stabbing a wooden stake into the heart of a vampire will kill or paralyze it. Maybe that is true. Then again, it may just make the vampire angry.

WRITING INK

This is necessary to write scrolls, spells, or normal correspondence. Each vial has enough ink for 20 pages of text.



THE RULES OF PLAY



LEVELS OF CHOICE

A roleplaying game is difficult to describe because it happens on a multitude of levels and it can change significantly within a short period of time. However, it is important to think about the nature of play, both as a player and as a Judge. We are going to discuss the flow of the game on three distinctive *levels of choice*; campaigns, adventures, and encounters.

WHAT IS A CAMPAIGN?

A **campaign** is the life of your adventuring party. It begins from the moment that the player characters decide to work together and it ends the moment that they disband or retire. Ideally, the flow and tempo of the campaign should be dictated by the will of the players.

The Judge might present you with a broad map of the realm and the player collectively decide to go to a particular region. Within that region, the players decide where to go and what goals to pursue. The role of the Judge is to provide meaningful options at this level. This is hard because no Judge wants to design three different regions and then have the players choose one. This is a part of the game where prepared modules can help.

If the Judge is not able to provide this kind of choice, then you can abandon the campaign level and follow a series of prepared adventures. However, be aware of the choice that is being lost. You are following a path, not forging your own.

WHAT IS AN ADVENTURE?

An **adventure** is a segment of gameplay with a clear overarching goal, a variety of paths to achieve that goal, and a certain level of commitment from the players. Some players prefer to borrow from the video game lexicon and use the word *quest*. Unfortunately, that implies a fairly linear plot structure and we try to avoid that in our design work.

For example, your characters might discover a castle where an evil vampire rules over the surrounding countryside. You cannot simply walk into the castle and kill the vampire, as they are too powerful. You must first figure out a weak point. So you root out the vampire's many lieutenants and defeat them. Then you can raid the castle during the day for powerful magic and supplies. Only after a lot of work, can you finally destroy the vampire. This would be a grand adventure.

In the context of a campaign, this castle could be something that the players heard rumors about and decided to pursue. At any time, the players could decide to cut their losses and retreat to pursue other options. This adventure is merely one tributary in a flowing river of choice.

WHAT IS AN ENCOUNTER?

The encounter is a smaller chunk of play that represents one of the many smaller steps in an adventure. Going after one of the vampire lieutenants might be an encounter. They are described in greater detail on the next page.

ENCOUNTERS

The encounter is the basic building block of play. The Judge will use encounters to craft their adventures and campaigns. They are pulled from the imagination of the Judge or included in source material the Judge is using to run the game. We use the word **encounter** to describe a *game scene* with options for *player agency*.

An encounter is a **game scene**. This is a framed interaction with specific characters. Encounters are typically constructed in a memorable way that is easy to recount later, similar to a scene in a movie. *Hey, do you remember the time when we encountered those goblins on the road to the lost city?*

However, an encounter must also have opportunity for **player agency**. Agency is your ability to make meaningful choices for your character. To stick with our goblin example; the goblins do not appear right next to the party. They are spotted at a distance and this allows time to make decisions about fighting, retreating, offering parley, or a host of other actions by the player.

From a certain perspective, some of the relevant choices have already been made. For example, the distance at which they are spotted may depend on a **notice throw**. The odds of success on such a throw are strongly tied to your choices at character creation and your marching order along the road. However, those are just a few choices in a stream of decisions that are made in every encounter.

REACTION ROLLS

For some encounters, the Judge will simply decide how the non-player characters or monsters feel about you. This should be fairly rare, but as an example; most wild animals are not going to be friendly to you. Thus the Judge can simply decide their reaction.

However, in many of cases the Judge should not know in advance how the encounter will play out. Especially in the case of intelligent beings, they should not know what is going to happen in advance. They will leave that decision to the dice and model their behavior on the results. The players are not the only people *roleplaying*, after all.

To randomly determine their initial reaction towards you, the Judge will roll 3d6 in secret and then roleplay the NPCs appropriately. You will not know the die results. As in real life, you won't know their true intentions until they start to take action.

Your *charisma modifier* is added to the die results. A few special abilities (such as the gnome's friendly nature) can also have an impact. Make sure the Judge is aware of these factors before they make their secret roll. When travelling as a group, only the party leader can have an impact on these rolls. Be sure to decide upon a leader in advance.

REACTION ROLLS : 3D6

DIE RESULT	REACTION OF THE NPC
3 - 4	Immediately Hostile
5 - 8	Aggressive & Opportunistic
9 - 12	Cautious & Evasive
13 - 16	Indifferent & Aloof
17 - 18	Warm & Friendly

If you study the chart, you will quickly realize that a lot of reaction rolls should result in relative neutrality. Just like when you meet someone in the real world, you tend to greet them with neither anger or friendship. Most intelligent beings don't greet every new person with a drawn blade. You don't need to go around making enemies out of potential friends. Consider diplomacy as an alternative to violence.

DUNGEONS & LINKED ENCOUNTERS

The classic dungeon is a series of encounters connected by corridors and doors. Some dungeons are large enough to serve as an **adventure**, but many can simply be considered **linked encounters**. This is a collection of encounters that are not truly independent from each other, but can be seen as independent from the wider world.

RANDOM ENCOUNTERS

There will be many times during the game when you will be travelling through areas where dangerous creatures and hostile humanoids roam freely looking for trouble. A dungeon is one such location, but so is a primeval forest or any number of wild areas. In those circumstances, the Judge may make occasional rolls to see if you happen to run into one such **wandering encounter**.

These rolls are made using a d6 and a result of 1 means that you have encountered something. The frequency of these rolls is based on the openness of the area. An area with highly constricted movement like a dungeon might result in a roll every 3 to 6 turns while travel across an open plain might only result in a roll every 6 to 12 turns.

The Judge can also make a roll in this manner **every turn** if you are engaging in extremely noisy activity, such as bashing down a door. This is called an **attracted encounter**.

WHY CARE ABOUT ENCOUNTERS?

Many people bring the baggage of video games and past RPG experiences into their campaigns. They think of the game as having a plot that proceeds along an arc. However, we want you to think about encounters as the building blocks of a plot that you build for yourself. The game is not a plot laid out in advance, but the result of your conscious choices.

TAKING CONTROL

Now that we have defined the basic elements of the game structure, let's talk about the direction of your character in this flexible medium. Your character has choice at every level about what kind of experience they are having. You have influence in determining the course of the campaign, the approach to overcoming the challenges of adventures, and the way in which each individual encounter plays out.

The first step to taking control of your destiny is to define **ambitions** for your character. Write them down and refer to them frequently. Think about whether the current course of action is in line with your ambitions. Before you make a decision to head to a new town or dungeon, evaluate how this decision will match your goals. Ask the Judge questions to get more details and make better decisions.

When you are making decisions within the structure of an encounter, think about how this encounter fits into the big picture. How does this encounter fit into the objectives of the adventure? Is this something you should face or is this something you could avoid and save your resources for a better cause. Will a certain kind of outcome help your future goals or hinder them? What should you be pushing for? Try to think in positive terms rather than negative ones.

When choosing a path to follow at the campaign level, think about the ramifications of your choices. If you head towards a particular city or region, are you prepared for that choice? Do you have the winter clothing to make it through the high mountain pass? Do you have the magic spells to best handle the kind of monsters you expect to find there?

These questions seem so obvious in the abstract, but it is very easy to find yourself having hastily made a decision that you later come to regret. Always keep this question at the front of your mind; *what's in it for me*. That is only a selfish question if the well-being of others has no impact on your life.

POLITICAL AMBITIONS

As you interact with people in the world, you will form attachments and friendships. Despite being a travelling soul in many ways, your **companions** will provide numerous opportunities for you to interface with the political systems of the game world. You will almost inevitably be drawn into the political arena. Be prepared to play a role in the lives of those around you.

For example, a **priest** can build a shrine in a town and leave it under the care of a **curate** companion. This creates an attachment to that town and a reason to care about it's future. Perhaps later, the town will turn to the priest for help when threatened by attacks from bandits in the nearby forest. If you chose to shirk such duties, you may return to find the curate dead and the town burnt to the ground.

NON-PLAYER CHARACTER AMBITIONS

This is not a player concern, but you should know the Judge is strongly encouraged to give their NPCs ambitions instead of scripted activities. For example, it may be tempting for the Judge to think "the evil Vizier is going to kill the captured townsfolk in 10 days". We encourage that to be restructured towards "the evil Vizier desires X" and then determine his reasoning for capturing townsfolk in that light. Characters are much more realistic when they have goals and act in line with their goals.

Keep this in mind when you are interacting with NPCs. Don't think about them like a dialogue tree in a video game. These are real people with real goals. Find out what they need and then try to chart a course that will best solve those problems. There may be times when someone simply must be killed to eliminate the threat they pose to the world. However, that is not always the case. You may find that after you solve the larger problem, the immediate concerns fade away. For example, the Orc raiders might stop plaguing the village after you clear the mountain pass and allow them to migrate to the east. But you would only know that if you took the time to talk to them about their problems. If you walk in to the Orc camp with your sword drawn, it would turn out differently.



ADVANCEMENT

The long term ambitions of almost every character can only be accomplished by improving your capabilities. If you run into problems that are beyond your current potential, you should consider pursuing other options until you advance.

EXPERIENCE

Experience points are used to measure the progression of your character's power and skill over time. The method and reason for receiving experience points is left to the Judge. The most common reasons are listed below, however your Judge can do whatever they want. This may include their own special system or a combination of all three.

- ▶ **Recovered Treasure:** When you recover treasure from a wilderness location, the lair of a monster, ruins lost to time, or similar locales, the Judge may award you an amount of experience points equal to the gold piece value of the treasure recovered. This is an abstract measure of progress because you can get the treasure by overcoming challenges through non-combat means. For example, you might steal it instead of fighting for it.
- ▶ **Defeating Monsters:** Whenever a monster is defeated in combat, the Judge may award experience points to all characters that survived. Divide up these experience points equally. As more characters participate in the combat, each individual will receive less experience.
- ▶ **Quests and Puzzle Solutions:** When you complete a quest or solve a particularly difficult puzzle, the Judge may award experience points to represent the challenge of the task. They may make the players aware of what potential rewards exist or they may keep that secret until the quest or puzzle is completed.

LEVELING UP

Every character has a **level**. It is a rough measure of how powerful they have become. Higher level characters have more resources and abilities at their disposal than a lower level character. When your character accumulates enough experience points to reach the next level, they will increase in power in the following ways:

- ▶ **Additional Hit Points:** Each race has a hit die listed in the racial description. When you reach a new level, roll a die of the indicated size. Your *constitution modifier* is applied to this roll. Add the final result to your hit point maximum. If you are currently injured, you are healed for that many hit points (but not fully healed).
- ▶ **Reduce Saving Throws:** All characters can reduce one of their saving throws by 1 point every level. Remember that mundane classes can spend character points to accelerate this process.
- ▶ **Raise Attributes:** All characters can raise one attribute by one point every third level; 3rd, 6th, 9th, and 12th. If this moves you up into a higher bracket, change your modifier as well. You cannot raise an attribute above 18 in this manner.
- ▶ **Increase Applicable Modifiers:** Each character also has a number of modifiers that are dependent upon their level. For example, many class abilities provide a bonus that is based on character level. Raise these modifiers.
- ▶ **Class Abilities:** Mundane characters gain 3 character points to spend every level, as detailed in their class descriptions. Magical characters that cast spells spontaneously gain new spells every level.



LEVELS		
LEVEL	XP NEEDED	ATTRIBUTE BONUS
1	1,000	-
2	3,000	-
3	6,000	+1 to an attribute of your choice
4	10,000	-
5	15,000	-
6	21,000	+1 to an attribute of your choice
7	28,000	-
8	36,000	-
9	45,000	+1 to an attribute of your choice
10	55,000	-
11	66,000	-
12	78,000	+1 to an attribute of your choice
13	91,000	-

HEALTH

Your number one ambition will probably be to stay alive, so let's talk about health. Your character has two metrics that track their physical health. The first are your **hit points**. These represent your capacity for enduring injuries. They are the most commonly way to be hurt in the game. Unless stated otherwise, any time you are told that your character takes *damage*, that is a reference to hit point damage.

The second are your core **attributes**. These represent your capacity for enduring system shock. This kind of damage comes from poisons, toxins, magic, and similar attacks that strike at you from within. Attribute damage is extremely hard to recover.

HIT POINT INJURIES

You have a maximum hit point value. You can lose hit points through damage and heal them back. However, you cannot exceed your hit point maximum except through the use of magic. Your hit point total can be represented as a fraction, if that makes it easier for you (e.g. 8/10, 5/6, etc).

Most of the time you are struck for damage by a weapon or a spell, one or more dice are rolled. Your current hit point value will then drop by that amount. If you fall all the way down to zero hit points, you must make a **death throw**. Failure results in permanent death (unless saved from death by a **priest**).

Success on the death throw means that the character is unconscious until they return to positive hit points. They will take 1 more point of damage every day until they drop below -10 hit points, at which point they will perish. Below -10 hit points, the only way back into the world is through a **resurrection** spell.

RECOVERING HIT POINTS

By far, the easiest way to recover hit points is through magical means. If you are at negative hit points, it is the only way to get back on your feet quickly. However, there will be times when magical healing is unavailable or too expensive. The only other recourse is through rest.

You can recover 1 hit point per day of **light duty**. This is a day that involves no combat or exploration. You may travel by riding in a wagon or similar conveyance, but not by riding your own horse. You can also cook a few light meals, organize treasure, and so forth. However, you are not pushing the envelope. You are taking it easy.

If you want to heal faster, you can recover more hit points spending a day at **complete rest**. This is a day of complete relaxation; no work allowed. Someone must provide your meals and attend to your basic needs. A day spent in bed at a nice inn would qualify as complete rest. Obviously, this is the only type of rest available to unconscious characters.



NOTES ON TIMEKEEPING

The rules refer to game time using two units. Whenever time is not referenced using these two units, it is malleable and subject to interpretation by the Judge.

A **turn** is a period of 10 minutes. This is the standard unit of time for non-combat tasks like movement or how long it takes to thoroughly search a room. It is also used to define the duration of many spells.

A **round** is a period of 6 seconds. This is the standard unit of combat timekeeping. An attack with a weapon takes 1 round. Casting a spell takes 1 round. Many combat-oriented spells have their effects and durations defined in rounds.



At the end of a day of complete rest, you can roll your **rest die** (based on constitution). You recover that many hit points. If you are unconscious, you will regain consciousness once this process returns you to positive hit points.

ATTRIBUTE DAMAGE

Although it is rare, attribute damage can occur. Treat your healthy attribute value as a maximum and deduct damage from that amount. You are treated as if your attribute value is equal to your current state of injury. Reduce the attribute modifier to match your new attribute value.

For example, a poison might deal **1d6** damage to your strength attribute. Perhaps that results in 3 point of damage, moving you down from 14 to 11. This not totally crippling, but it does represent serious harm. You have lost your +1 to-hit and damage modifier to every melee or thrown attack.

Attribute damage takes a lot of time to heal naturally. If you continue to go on adventures, attributes heal at a rate of 1 point per season (e.g. winter, spring, summer, fall). However, if you take a full month of light duty then you will recover 1 point. If you are at complete rest, you will recover 1 point every 3 weeks. Since this process is so slow, you will often be driven to seek magical healing instead of resting. Just be prepared to pay the price for spellcasting.

HAZARDS

The achievement of your character's ambitions will likely take you into locations that the average person would do well to avoid, such as old abandoned castles or dank caverns. While moving around these places, in addition to the very real possibility of encountering wild monsters and villains, you could encounter the following non-combat hazards.

SEARCHING

It is assumed that your character is always looking around cautiously. You never have to declare proactively that you are doing it. The **notice throw** is to detect something quickly, like a tripwire before you step on it. It is *not* a searching throw. If you say "I look in that barrel" or "I look in the back corner of the room," the Judge will tell you what is there.

There are no rolls required to search an area thoroughly. If you conduct a good search, you will find whatever is there. However, it will take up your time. The general rule is it takes about 1 **turn** to thoroughly search a 20' by 20' room. Torches and lanterns burn fuel, magic wears off, and monsters come wandering around. Be sure it is worth your time.

TRAPS

Sometimes intelligent creatures can set up traps to injure those who try to sneak up on their lairs or hideouts. These traps can range from simple deadfalls and pit traps to complex mechanical triggers that shoot poisoned darts.

When you are approaching a trap, the Judge will often ask you to make a **notice throw**. They might add a bonus or penalty reflecting the degree to which the trap is concealed. If successful, you will see the trap in plenty of time to stop and avoid triggering it. If you fail, you only notice the trap after you trigger it. Magical traps are typically undetectable unless you use spells like **detect magic**.

Even at the point where a trap has been triggered, you may be able to make a **reflex throw** to dodge the effects. Some traps cannot be dodged because they hit a large area with their effect, such as poison gas or falling rocks.

Thus you have two possible chances to avoid traps; noticing them and dodging them. If you fail both of those, you might still survive if you can endure the damage.

If a trap is detected but not triggered, you can then disarm it using the **traps throw**. Failure will usually trigger the trap.



FALLING DAMAGE

You may accidentally fall from a height. You will suffer **1d6** points of damage per 10 feet of distance fallen. A **reflex throw** will let you roll as you land and take half damage. Any fall of 100 feet or greater is automatically fatal, unless you have some kind of magical protection.

You may also occasionally slip on a wet, loose or uneven floor. This is not as dangerous as falling a long distance. You only take 1 hit point of damage when abruptly falling to the floor from a standing position.

COLLAPSED STRUCTURES

When travelling in underground areas, it is possible that you will disturb the stability of the structure. You might be in a tunnel when the shock of your footsteps shakes loose a support beam and cause the ceiling to fall down. This blocks the way forward and it may even trap you in an area with limited oxygen. Quick action is required to save yourself.

You can dig through heavy material at a rate of up to 1 cubic yard per **turn**. However, you can only maintain that pace with some kind of reliable tool, like a **pickaxe** or **shovel**. You can only dig out half of a cubic yard per turn with your hands or when using an improvised tool like a dagger or hand-axe.

Digging out entire portions of a collapsed structure and replacing the bracing so that it becomes safe for future travel requires significant time. Ultimately, this is up to the Judge based on the composition of the dirt. However, a general rule of thumb is that 50 cubic yards of tunnel can be cleared and braced with new materials with a day's labor.

DOORS

Doors are common obstacles in the world, especially in dungeon locations. They can be made from a wide range of materials; wood, stone, steel, or even magical energy. Some doors will be locked. In that case, you will need to roll a **locks throw** to pick the lock. The quality of the lock may give you a bonus or penalty to the throw. You can also gain a bonus from using certain tools. If you fail the roll, the lock is jammed and you cannot pick it again. Your only resort at that point will be a **force throw**.

You may not be able to open a door because it is stuck, locked, or otherwise held fast. If you really want to get through, you must use a force throw to break down such a door. Tools like crowbars can help. This is not a quiet process either, nor does it represent a single blow. Deciding to use force means that you are going to be bashing repeatedly and loudly against the obstacle. The Judge will roll for **attracted encounters** and this completely ruins the chance of having surprise against anyone on the other side of the door. Don't decide to force a door without considering the consequences of your actions.

TOXINS

A **toxin** is a substance that inflicts attribute damage on the victim. This must be treated with magic or through extensive **rest**. It could be a poison or a disease, but the rules are the same for both. However, a disease does often play out over a longer period of time than a poison.



A toxin is introduced through the body via an **exposure** method. If you want to avoid the toxin, you may be able to protect yourself by preventing exposure. For example, you cannot inhale a respiratory toxin if you are holding your breath or swimming underwater. So if you can breathe underwater or hold your breath, jumping into a pool of water might be a good way to avoid a toxic cloud.

When you are exposed, the Judge will call for a **toxin throw** to avoid the harmful effects. They may make this roll in secret, if appropriate. If you fail the toxin save, it will spread through your body and become active after a period of time called **incubation**. This delay may give you some time to react to the danger, assuming you are even aware that you were exposed.

Once active, each toxin has **symptoms** that will begin to express themselves when the incubation period is over. This may be one of the first indications that you are even infected, so pay attention if the Judge starts talking about strange or painful feelings that you are experiencing.

The toxin will also inflict **damage** to one or more attributes. The amount of damage is based on the toxin. The damage will occur *1 point at a time* at an **integral** frequency. The example toxin below deals constitution damage in 1 turn intervals. This means that the Judge will reduce your constitution by 1 point every turn (up to the damage result).

Once all the damage has been dealt, the toxin is considered to have run its course and you are no longer affected by it. Of course, the damage will endure until you receive some kind of magical restoration or you rest for a long period of time (see **attribute damage recovery**).

EXAMPLE TOXIN	
QUALITY	BELLADONNA TEA
Exposure	Ingested
Incubation	3d8 minutes
Damage	2d6 constitution
Interval	1 every turn
Symptoms	blue skin tone, disorientation, delusions

DRUGS

A drug is similar in many ways to a toxin, but it has a mix of positive and negative **effects**. Therefore, you may *want* to take the drug. They can affect the mind, the body, or both. They can also create physical and or psychological dependency. Using drugs is risky, but it can have some beneficial effects.

Alcohol is an example of a drug. It has obvious and easily understood side effects. Some people become addicted to its good qualities. It fulfills a role in the culture of many societies. Despite its hazardous downsides, alcohol is a major fact of life for many people. However, alcohol's effects are truly mild in comparison to some of the more potent drugs that exist in the world.

A drug has the **exposure**, **incubation**, and **symptom** characteristics of a toxin, but does not deal damage to you over interval periods. Instead, it has a simple **duration** after which the effects expire. All of the drug's effects turn **on** at a certain point (after incubation) and they will turn **off** when the duration expires. A drug can raise or lower any number of your characteristics; from attributes to saving throws and so on. Exactly what a drug does to your body can vary widely.

Drugs also have the potential to be addictive. The likelihood that the user will become addicted to the drug is represented by an **addiction** factor. This is a die that is rolled *per dose* of the drug consumed with the user becoming addicted if they roll a 1. For example, an addiction factor of 1d4 means that they have a 1 in 4 chance of becoming addicted per use. A drug with a 1d12 addiction factor is much less likely to form an addiction, but continued use will likely eventually cause your character to develop an addiction.

Someone who is addicted to a drug must consume it once per week or suffer **withdrawal** symptoms. The withdrawal effects intensify, plateau, and eventually fade. This rise and fall occurs over **2d6** days for all drugs. During this time, you will feel a strong compulsion to consume the drug.

The Judge can allow a **paralysis throw** to see if you can resist the temptation. If you fail, you will do almost anything to get your fix. If you succeed, you ride out the withdrawal.

EXAMPLE DRUG	
QUALITY	SNARLROOT STEW
Exposure	Ingested
Incubation	1d4 turns
Symptoms	feelings of anger and aggression
Effects	+2 Strength, +2 Constitution, -2 Wisdom
Duration	2d6 turns
Addiction	1d8
Withdrawal	feelings of jealousy and suspicion

COMBAT

As a part of the game, you will find yourself in situations that may become violent. Special rules apply to the use of violence to make sure that the game is adjudicated fairly. You may wish to use miniatures in combination with a battlemat to represent the battle.

Combat is divided into **rounds** that represent about six seconds of game time. Each round has four phases;

- Casting Declarations
- Rolling Initiative
- Taking Actions
- Checking Morale

After completing this sequence, you can start the next round.

SURPRISE

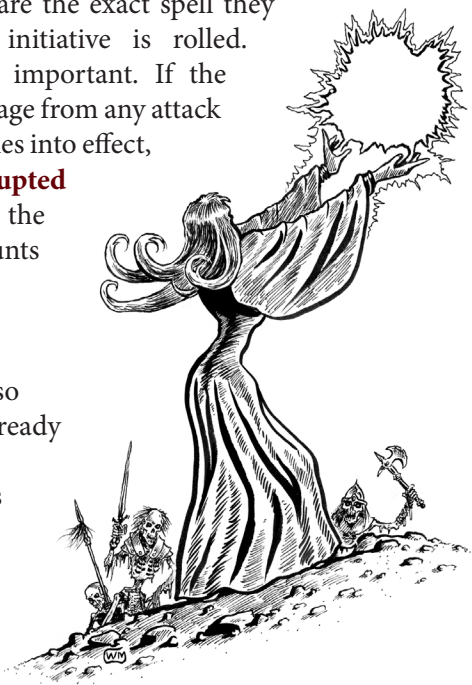
If either side has the potential to surprise the other with their presence, the Judge can call for a **surprise roll**. Anyone with the potential to be surprised rolls 1d10 and adds their *wisdom modifier*. Some racial bonuses may also apply. On a result of 4 or less, they are surprised. Surprised characters cannot take actions or benefit from their *dexterity modifier* during the first round of combat.

TURN SEQUENCE

Let's examine each phase of the turn sequence in detail.

CASTING DECLARATIONS

Any spellcasters who want to cast a spell during the round must declare the exact spell they are casting before initiative is rolled. This timing is very important. If the spellcaster takes damage from any attack before their spell comes into effect, the spell is **disrupted** and lost. However, the casting will still count against their daily casting limit. Despite having no effect, the spellcaster is also considered to have already taken their action. Note that a sorcerer's **counterspell** ability requires making a spell identification roll at this time.



INITIATIVE

Each individual in the conflict rolls 1d10 for initiative. Each individual can then add their *wisdom modifier* as well as any applicable bonus (such as a racial bonus) to their roll result. The final modified result is called their **initiative count**.

The Judge will make a single initiative roll for each coherent group within the opposition. For example, let's imagine that the party gets in the middle of a fight between Ogres and Trolls. The Judge would roll an initiative count for the Ogres and a different initiative count for the Trolls.

TAKING ACTIONS

Once every combatant's initiative count is determined, then characters can take actions. Actions are taken in order from the highest initiative count to the lowest. Individuals with the same initiative count act simultaneously.

You can accomplish one of the following actions in a round;

- Move up to your **combat movement rate** and make a **standard attack**, either with a melee or ranged weapon.
- Move up to your **combat movement rate** until you are right next to your opponent and make a **touch attack** or begin a **grappling attack**.
- Move up to your **combat movement rate** and make a **fighting retreat** at your **sprint movement rate**.
- Stand firm and make an **aimed attack** with a ranged or thrown weapon.
- Finish **casting a spell** that you declared earlier in the round. You can change the target at this point, but not the spell that you are casting.

In addition to these actions, you can say a few short sentences to your comrades in arms. This takes no measurable amount of time. However, if you break into a full blown monologue then that becomes your action. You could also perform a few minor actions like kicking over a chair or dropping your backpack. All of these would be called **free actions** because they take no measurable time.

Additionally, you can choose to forgo an action during your initiative count and wait until a lower count to act. This is called **holding**. There are many reasons for holding; waiting for spells to take effect, waiting to see if another character takes a combatant out of the fight, and so on.

Finally, you can move up to your combat movement rate and then hold an attack (melee or ranged, but not aimed) to use against anyone moving within reach of your weapon. This latter tactic is a great way to protect an exposed flank.

CHECKING MORALE

Morale checks are only made by non-player characters (NPCs) and they are made under special circumstances. The Judge will make a morale check at the end of a round in which one of the following has occurred;

- The leader of the opposition is killed
- The strongest / most powerful opponent is killed
- Half of the opponents are killed
- The opponents are greatly outnumbered

Every NPC in the game has a **morale score**. This ranges from 2 to 12. A morale score of 2 indicates the NPC is a complete coward. It is actually impossible for such an NPC to succeed on a morale check without a positive modifier to bolster them. A morale score of 12 indicates suicidal commitment to battle. It is often reserved for only the most crazed enemies, such as undead that will fight to the cold bitter end. The average person has a morale score of 7. Animals are often on the lower end of the range and monsters are typically on the higher end.



A morale check involves the Judge rolling **2d6**. If the die results are equal to or higher than the morale score of the combatant, they will attempt to flee from battle rather than continue to fight.

If an intelligent creature cannot plot a path of escape from the situation and believe you will accept it, they will offer their **surrender**. You may want to close off escape routes if you want an enemy to surrender or leave a path open if you would prefer that they flee the field. If they do not believe you will honor their surrender, they will cower defensively or try to push their way forward until they can escape.

If an unintelligent creature cannot plot a path of escape, they will panic and lash about randomly. Anyone in their path will either be trampled or pushed aside. For particularly large creatures, this might prove to be a crushing hazard. When fighting very large monsters or animals, be prepared for that possibility and try to keep an open avenue of escape for them to move towards.

Remember that the **knight** has an ability that lowers morale scores in their opponents. Some spells have similar effects. This should always be taken into account by the Judge when making morale checks.



SPELL FAILURE

A magical character can wear armor, but they run the risk of spell failure. Casting magic with only a light level of encumbrance is always successful. However, as the chart below illustrates, the chance of failure rises as more weight and armor is used.

If a chance of failure exists, the Judge will make a **d100** roll. This roll is made after the spell target has been chosen, an area of effect designated, and any other dice are rolled (such as damage dealt or hit points healed by the spell). That way if you do fail, you will feel the pain of watching your efforts fizzle before your eyes.

If the Judge rolls the chance of failure or less on their d100, your spell fails. The Judge is free to narrate this however they want. They are encouraged to redirect or change the spell, rather than simply vaporize it.

For example, you might blast your friend in the face instead of hitting the enemy. Alternatively, you might melt something instead of freeze it or harm instead of heal. Whatever the final result, it should be something that works against your interests. This might sound harsh, but magic is not a force to be taken lightly.

SPELL FAILURE	
CONDITIONS	RISK
Light Encumbrance	+0%
Moderate Encumbrance	+10%
Heavy Encumbrance	+30%
Extreme Encumbrance	+50%
Wearing Light Armor	+5%
Wearing Medium Armor	+20%
Wearing Heavy Armor	+40%
Using a Shield	+10%

Example: A character wearing medium armor and using a shield with a moderate encumbrance level will have a spell failure chance of 40%. This means that on a d100 roll, a result of 40 or less will ruin the spell.



ATTACKS

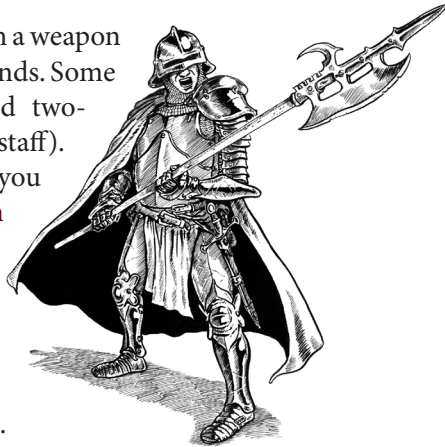
STANDARD ATTACK

The standard attack involves rolling a d20, adding relevant modifiers, and comparing the result to the armor class of your target. If your result is higher than their armor class, it is a hit and you deal damage. If not, then you miss and nothing occurs. This is also referred to as a **to-hit roll**.

If you get a natural 20 result on your die when rolling to-hit, this is a **critical hit**. You automatically deal the *maximum damage* possible. Do not roll the damage dice.

TWO-HANDED ATTACK

This is an attack made with a weapon you are holding in both hands. Some weapons are always used two-handed (like a quarterstaff). When fighting this way, you can **double your strength modifier to-hit and damage**. Additionally, when fighting with a two-handed weapon you will get a critical hit on a natural 19 or 20 die result.



USING TWO WEAPONS

You can use a one-handed weapon in each hand instead of using a shield. You still only get to make a single attack. However, using two weapons grants you a flat **+2 bonus to-hit**. If you hit, only roll damage for the better weapon.

AIMED ATTACK

This can only be performed with a ranged weapon. You must declare the aimed attack against an opponent during your initiative count. However, the attack does not occur until after all other actions that round are adjudicated. An aimed attack means that you are taking your time to carefully fire. When it does occur, you gain a **+3 bonus to-hit**.

TOUCH ATTACK

This is an attack roll made against a target that ignores their armor class bonus from wearing armor on their body. It is used to deliver magic spells with the **touch** range in combat and is used to grab and hold your opponent when grappling. A touch attack does not ignore bonuses from shields or from their *dexterity modifier*. For example, if an opponent is wearing chainmail armor (+4 AC) and using a buckler shield (+1 AC) their normal armor class would be 15. However, if you make a touch attack against them you only have to beat an 11. This is often much easier than a standard attack.

FIRING INTO MELEE

You can make ranged attacks into a melee, but you risk hitting one of your own party members. To represent your caution in such matters, a **-3 penalty to-hit**. Astute players will notice that an aimed attack essentially negates this penalty.

GRAPPLING

A grappling attack means you are attempting to wrestle your opponent to the ground. Resolve a grapple by first making a touch attack. The margin of success on this roll becomes a penalty to all future d20 rolls by the target, until the grapple is broken or abandoned.

For example, you succeed on your touch attack by 4 and grab your opponent. They now suffer a -4 penalty to all actions while you have them in your grip. While you are grappling, you can make another touch attack every subsequent round to further tighten your grip using the same logic as above. You can also attack them with a small weapon (e.g. dagger).

Your opponent can also attack you with a small weapon and they can make touch attacks against you, with the margin of their success (if they succeed) being removed from the penalty you are imposing against them. If they completely remove the penalty in this manner, they can choose to either break free of your grip or return the grapple against you. Grappling penalties can be combined by the grappling efforts of several combatants.

If the total penalty becomes larger than the target's strength, they are **pinned** and completely unable to take actions. Thus a conventional wrestling match would consist of a series of successive grappling rolls until one wrestler is completely overwhelmed and pinned to the mat.

FIGHTING WITHDRAWAL

A fighting withdrawal is the act of moving towards an exit from the area while continuing to threaten the enemy. You can move up to your **combat movement rate**, but you do not make targeted attacks against any particular enemy. You do not deal damage, but you are brandishing your weapon aggressively so that enemies will think twice about attacking. As a result, you gain a **+2 bonus to armor class** during the round. A fighting withdrawal is an excellent way for a heavily armored character to defend retreating allies.

CASTING A SPELL

If you declare that you are casting a spell at the beginning of the round, it will come into being on your initiative count. Some spells are always successful. Some spells allow the target to make a **spell saving throw** to resist the effects. Additional details on casting are found in the **magic chapter**.

RETAINERS

Sometimes you are incapable of handling a situation with the skills available in your party. Perhaps you need a bit of knowledge that you do not have or help carrying something too heavy for the characters in the party. Maybe you need someone to build a home for you, paint it, or care for it while you are away. Non-player characters in the world can perform these tasks for you, but not for free. These people are called **retainers**.

You can directly interact with a number of retainers up to your charisma score (do not count **companions**). To control larger numbers of people, you will need to give freedom to your retainers to hire and control their own subordinates. This is how a large organization is made.

Retainers must be paid a wage that is subject to negotiation. There is no true standard wage in this world and ultimately the base wage for a particular type of retainer is up to the Judge. However, the benchmarks shown in the chart to the right can give you a good idea of what to expect. If the job involves danger and risk, the price will go up. If it involves leaving home for an extended period, the price will go up. If you cannot pay the wage demanded, people will not work for you. It's that simple.

To employ the retainer, you must make a **hiring offer** to determine the final wage and how happy they are about working for you. Roll **2d6**, add your *charisma modifier*, and consult the table to the right. If accepted, adjust the base wage provided by the Judge by the percentage listed under *demands*. This is the wage the retainer demands from you. You can accept it or walk away from the entire affair.

MORALE

If the retainer accepts the offer, they will gain the **morale** score that is indicated in the hiring table plus your charisma modifier. This functions the same as any other NPC's morale, as described in the combat section. If you have been a good employer, the Judge may give them a bonus to their morale. If you have been a bad employer, they may impose a penalty. The Judge may also check the retainer's morale if you ask them to perform a risky action, such as being the one who opens a door and leads the party into battle. Failure means that they get upset and refuse.

MISTREATMENT

People talk and gossip spreads. For misdeeds, this process is very quick. If you abuse your retainers or place them in unjustifiably risky situations, word will get out that you are a terrible employer. The Judge may impose penalties to the hiring roll to reflect any negative reputation that you might accrue in this manner.

HIRING ROLL : 2D6

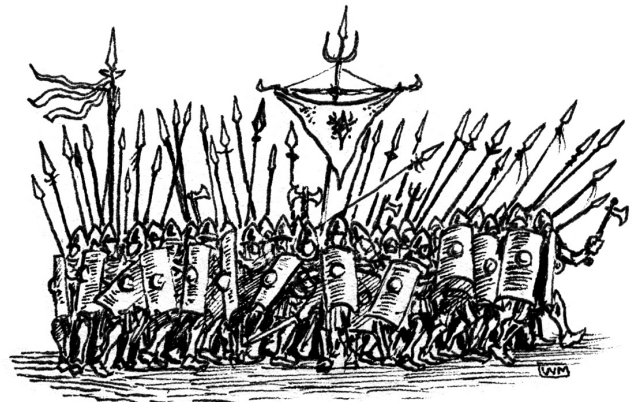
RESULT	ACCEPT	DEMANDS	MORALE
2 - 5	No	-	-
6 - 7	Yes	200%	5
8 - 9	Yes	150%	6
10 - 11	Yes	125%	7
12+	Yes	100%	8

WAGE BENCHMARKS

TYPE OF JOB	BENCHMARK
Unskilled labor / almost no risk of combat	1 gp / week
Skilled labor / combat unlikely or avoidable	3 gp / week
Dangerous work / combat possible	10 gp / week
Highly dangerous work / combat assured	25 gp / week

COMMON TYPES OF RETAINERS

Architect	Clockmaker	Interpreter	Sapper
Armorer	Cobbler	Locksmith	Scribe
Arrowsmith	Cook	Mason	Ship Captain
Assassin	Cooper	Mercenary	Shipwright
Astrologer	Farrier	Messenger	Skinner
Barrister	Fletcher	Miner	Soapmaker
Blacksmith	Furrier	Minstrel	Spy
Bookbinder	Gemcutter	Navigator	Tailor
Bowyer	Glassblower	Painter	Tanner
Brewer	Goldsmith	Ploughman	Teamster
Butcher	Groom	Porter	Torch-bearer
Carpenter	Guide	Potter	Trapper
Cartwright	Herald	Saddler	Vintner
Chandler	Herbalist	Sage	Weaver
Clerk	Huntsman	Sailor	Wheelwright



SURVIVAL

All of the rules in this section are optional. Using them will make your campaign more realistic, but they involve tracking resources, time, and other variables. If you feel that detracts from your game experience, don't use these rules. Make this decision as a group, not individuals.

DAILY SUSTENANCE

Each character must consume at least one **ration** and one **drink** per day in order to stay alive. You must consume three of each per day in order to heal hit points normally. Rations and drinks can be purchased from the equipment lists for fixed costs or they can be generated by foraging.

The Judge will assign a die value to each region of the world to indicate the relative abundance of food in that area and another die value to indicate the presence of water. A rich lowland might have a value of d10 for both food and water while a frozen tundra might have a food value of d4 but a water value of d12.

A character can **forage** by devoting an entire day to the process and rolling the food and water die for the region. Their labor yields rations and drinks equal to the die results.

If you have a ranged weapon and use it to hunt for food, you may add your *dexterity modifier* to the result on the food die. However, you must expend an amount of ammunition equal to twice the final food result. Thus if you rolled a d6 for food while using a bow and got a result of 3, which is raised to 5 with your dexterity modifier; you expend 10 arrows.

SLEEP

A character needs 6 hours of sleep every day in order to function effectively. Any time you fail to meet this standard, temporarily lower all attributes by 1 for the entire following day. If you fail to get enough sleep for two days in a row, temporarily lower all attributes by 5 for the entire following day. Each successive day without sleep results in another -4 cumulative penalty applied, so the third day reduce attributes by 9, by 13 on the fourth day, and so on.

If these penalties reduce *strength*, *dexterity*, or *constitution* to zero, the character falls asleep despite the desires of the player. If you are forced to sleep in this manner, you will sleep for a number of hours as dictated by the Judge unless you are forcefully shaken awake or doused in water.

If these penalties reduce *intelligence*, *wisdom*, or *charisma* to zero, the character becomes insane and is transferred to Judge control until they are restored above zero. Long term sleep deprivation can have extreme consequences on the mind.



FATIGUE

Physical exertion in a punishing environment causes fatigue. While exploring in a dungeon or traversing rough terrain, you must rest for 1 turn (10 minutes) for every 5 turns engaged in activity. If you are engaging in a lot of combat during that time, the Judge may demand more frequent rest. Every time you avoid necessary rest, you lose 1 hit point to represent the strain. If this reduces hit points to zero, you will collapse in exhaustion.

LONG-DISTANCE MOVEMENT

Long-distance travel is extremely difficult at this technology level. The fastest method of travel is by sea, but the most well-travelled sea lanes are plagued by pirates. The same can often be said for well-travelled roads and the corresponding threat of brigands. To make matters worse, good maps are both very rare and expensive. Finding a map could be its own quest.

Cities are few and far between. The technology to support large concentrated populations is lost, where it existed. The roads that do exist are often overgrown and poorly tended. Only members of elite social classes will be familiar with the road network. A commoner does not travel more than a few dozen miles from their home in their entire life. How much could they possibly help you?

When travelling, you will need to make rolls to come up with a plan for how to reach your destination. The Judge might require *intelligence tests* for this. Once on the move, you will need to make *wisdom tests* to keep on your heading. Failure in either a planning or execution sense can leave you lost in dangerous country!

ATHLETICS

There will be a number of tasks in the game that will be taxing on your body. Some tasks will be so simple that they do not require a roll. For others, there are applicable rules such as the **climb throw**. For anything else, you will be challenged by the Judge to an attribute test. The Judge can apply a penalty to these rolls based on your **encumbrance level**.

For example, every character is assumed to have swimming ability. Swimming in calm waters without encumbrance requires no rolls. The Judge can call for either a *strength* or *dexterity* test if you are encumbered, the water is dangerous, or if you are wearing constrictive clothing. Alternatively, if you swim in normal conditions for an extended period of time they might call for a *constitution* test to determine your endurance. You might grow exhausted and drown.

VISION AND LIGHT

A large portion of an adventurer’s life is not spent in brightly lit open areas. They tend to go into caves, castles, dungeons, buildings, and heavily wooded areas. They camp out in the wilderness at night. They find themselves in situations where things within their normal range of vision may be obscured, distorted, or completely hidden.

The light of a torch extends only 30 feet in every direction before fading away. A lantern is much better, providing up to 40 feet of illumination but only in a narrow cone about 5 feet wide. A candle only illuminates a 5 foot radius, barely enough to read. A large campfire could create a very big light radius depending on it’s size. All of these exhaust fuel over time, so take that into consideration.

If your race has **infravision**, you can see heat out to about 60 feet. This only works in the dark. Normal light sources are so bright that they override your infravision. For example, if you are standing next to someone carrying a torch then you will not be able to use your infravision because the heat of the torch.

If you cannot see clearly, the Judge may impose penalties. The standard consequence of taking actions with impaired vision is a -3 penalty on d20 rolls. If something is completely outside of your light radius, the Judge won’t even mention it to you. They can also impose penalties to your **notice throws** if you are not able to see clearly. If you cannot see at all, you will miss almost everything. You may even be a danger to your own party members. If you start swinging a sword around in the dark, anyone could be hit; friend or foe.

For all of these reasons, you would be wise to bring your own light sources into dark environments. If your light sources are dependent upon fuel, you may want to carry a fuel reserve in case you are delayed. You don’t want to run out of lantern oil while lost deep underground.

TIME PRESSURE

There are a lot of rules in the game that relate to time. Fire consumes fuel, moving and searching takes time, and magic spells only last for a certain amount of time. Time is an important variable in the game.

However, out of convenience many of you will decide to essentially ignore time. You will buy a few torches and say “we have light.” You will search every room from top to bottom, without concern for how long it might take. The only reason why you will be able to do this is because the Judge isn’t holding you to account.

If the Judge makes you keep track of your torches and lantern oil, asks you how much weight you are carrying, and has a few random monsters show up while you are searching an empty room; you might change your behavior. We strongly encourage them to do exactly that. So unless you want to end up deep in an underground cavern when your last torch flickers out, you would be wise to save the Judge some time and track these things on your own.

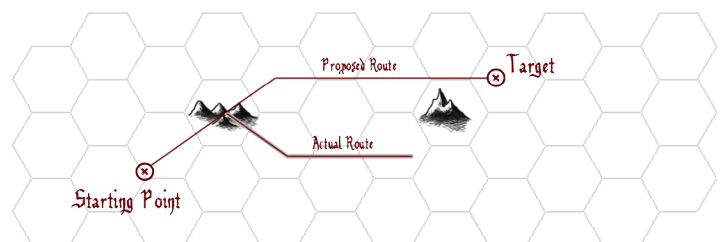
HEX MAP TRAVEL

Some Judges prefer to use hex maps for overland movement. There are several rules that can be helpful in making the most of this playstyle.

When you move from one hex to the next, the Judge will make a DC from the chart to the right. If you fail this test, you drift off your heading by one hex face. This may not be immediately obvious to you.

DC	TERRAIN YOU ARE MOVING THROUGH
5	Plains, Grassland
10	Hills, Swamp
15	Forest, Jungle
20	Desert, Mountains

Look at the example below. This party was trying to reach the marked target location. However, they failed their travel roll while moving through the hills. This pushed them one hex face off, coming out to the south. Of course, the party did not realize this until they got close to the far mountain and saw that they are on the wrong side of it. They now have to choose whether they are going to go around the mountain or climb over it. It could be dangerous either way.



MAGIC



WHAT IS MAGIC?

The civilized folk toil endlessly to craft the world. They clear forests and plant fields. They harvest crops, erect buildings, and form societies. These things are bound together by the labor of hard working people and the laws that they create to govern the mundane life.

Magic bypasses this order. It sidesteps the endless rules and steady cadence of mundane life. Magic is the suspension of natural law. It creates flame where there is no fuel. It heals the sick where medicine fails. It can even bring someone back from the grave. However, magic has a very dark side. It can be dangerous, pernicious, and wicked. As a result, those who practice magic are both respected and feared.

To the average person, many things are simply unknown. Why does the sun rise and fall each day? Why do the rains come and where do they go during the long dry months? What lies beyond the northern mountains? What happens to the dead? The absence of true understanding is no barrier to assumptions and accusations.

For what is truly the difference between the religious and the magical? Some say it is only that a deity cannot be burned alive for their crimes. For most people, it is better to know nothing of these things lest they be accused of foul sorcery or worse. Anyone who uses magic openly will quickly find the bad fortune of the world laid on their doorstep. Step lightly, else you find yourself tied to the stake.

COSMOLOGY

There are two dominant religious perspectives that exist in the societies in the world. The practitioners of each side are often in conflict and accuse the other as being behind a wide range of bad events. Both sides are able to draw magical energy from their belief system, something they point to as proof of their grasp on the truth.

The first is **animist**; the belief that the world is controlled by invisible spirits. Every rock, tree, animal, and person has a spirit. The only way to understand the world is through a shaman, witch, or other leader who can speak to the spirits.

The second is **polytheist**; the belief that powerful deities exist that can act upon the world in ways that the mundane cannot. These deities are constantly at war with each other, forming shifting alliances as a part of their battles, and pushing people around in the mundane world as pawns in their conflicts. Unlike spirits, these gods can be slain and there are many who aspire to such a feat. New gods can also be created, often by a powerful existing god that believes they can control their young progeny. Each deity speaks to the world through their servants; priests, cult leaders, and so on. Through these servants, their desires take mortal form.

The common people practice a mixture of these beliefs. In the heart of empires, the polytheist view dominates. The animist view grows stronger as you drift from the civilized lands into the wilderness.

CASTING

There are two different methods of casting spells. Each caster uses one of these methods exclusively, depending on their class. The two methods are **spontaneous** and **memorization**.

Spontaneous casters have a list of spells they can cast. They also have a daily limit to the number of times they can cast. At any time during the day, they can choose one of those spells and cast it. However, once they have reached their daily limit, they cannot cast spells again until the next day.

Casters who must memorize their spells have a **spellbook**. They must spend an hour each morning meditating and reading from their spellbook. At the end of this hour, they can pick an assortment of spells from their spellbook to cast that day. These spells are memorized and stored in the mind for use. They cannot change their choices later in the day.

When a memorization caster casts spells, the spells are cleared from the mind and forgotten. They must study their spellbook again the next day before more spells can be cast. If they lose their spellbook, they cannot memorize spells. If you cast spells through memorization, take extreme caution to keep your spellbook safe.

THE CASTING PROCESS

When you are casting a spell outside of combat, you can often simply declare your intent and the spell is immediately cast. When you are in combat, you must declare that you are casting a spell *before initiative is rolled*.

If you are struck for damage before your **initiative count**, you are **disrupted**. If you are a memorization caster, the spell is still lost from your mind. If you are a spontaneous caster, the spell still counts against your daily casting limit as if you had cast it. The spell just never materialized. Keep this in mind when you are casting in a close melee or under fire.

The casting process also involves moving your arms and hands in particular ways while speaking words to unlock the magical energies. You may hold an object, however you need at least *one hand free*. If you are burdened with weight, you may suffer from **spell failure**. The Judge can give you a spell failure chance ad-hoc to represent being restrained or limited in some way. Consult the spell failure chart for a complete list of the effects of wearing equipment.



SPELLBOOKS

A spellbook is a bound book where memorization casters record their spells. In an effort to protect their knowledge, spellcasters invented wards long ago to prevent people from reading their spellbooks. These have been duplicated and modified other casters over the years. At this point, every spellbook is **warded** against being read.

Unless you are using the **read magic** spell, the spellbook of a caster with a higher level than you will appear to be total nonsense when you try to read it. Some casters can even craft wards that will target a reader with a prepared spell, almost like a trap. It is therefore highly recommended that you handle any unknown spellbooks with caution.

SCROLLS

A scroll is a written version of a single spell. It is designed to be quickly read and cast in a single combat round, without prior memorization or tapping into your daily casting limit. Both types of spellcasters can use scrolls. However, when casting from a scroll you cannot add your character level to the **spell saving throw** of a target. This makes scrolls easier to resist than normal spells.

A spellcaster can read the first few lines of a scroll in order to determine what spell is written on it. If they read more than a few lines, they will actually use the scroll. They have to choose a target for the spell immediately (if applicable). A memorization-based caster can also transcribe the spell written on a scroll into their spellbook, but this will consume the scroll in the process unless they cast **read magic** first.

CREATING SCROLLS

A memorization-based spellcaster can create scrolls when they reach 3rd level. Writing a scroll requires 250 gold pieces of special materials (inks, gem dust, etc.) per level of the spell written. Thus a 5th level spell would cost the caster 1,250 gold pieces to create.

You must have the spell memorized at the time you begin writing. The writing process is a roll made in secret by the Judge. They will roll against a **DC 10** plus the level of the spell being written. The Judge will add both your *intelligence modifier* and your character level to the die result. Success will result in a normally functioning scroll.

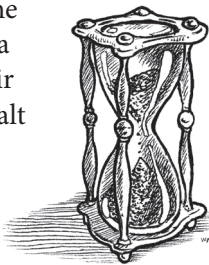
Failure yields a scroll that has the potential for spell failure. The spell failure percentage is equal to 5% multiplied by your margin of failure on the creation roll. Thus if you got a result of 15 against a DC of 18, then the resulting scroll would have a 15% chance of spell failure when read.

You may be able to buy spells from NPC spellcasters. However, the Judge should make the writing roll in secret using that NPC's modifiers and build profit into the price.

SPELLS

Each spell has four characteristics listed in the header before the full description. These are common to all spells

- ▶ **Spell Level:** This is a rough gauge of the power and utility of the spell. You cannot cast spells of a particular level until you reach the appropriate **character level** to do so, as detailed in your class description.
- ▶ **Save:** This is a yes or no value. If it is yes, then the target of the spell can make a **spell throw** to resist its effects. The target of a spell must add the caster's level or hit die to their saving throw value. Thus if they have a spell save of 14+, a 3rd level caster who casts a spell upon them would trigger a roll against a 17+.
- ▶ **Duration:** This determines how long the magic stays in effect. Some spells have a permanent duration, meaning that their effects never end naturally. Damage dealt by spells is permanent in duration, but can be healed normally.
- ▶ **Range:** This determines how the spell is targeted. If the range is *self*, then you do not have to consider range at all because you are the target. If the range is *touch*, you must actually touch the target in some way to affect it. This is usually done with your hand, but it could be any body part. This may be challenging in a combat situation, where you must land a **touch attack** on the target in order to satisfy the range requirement. If the range is *sight*, you must simply be able to see the target to affect it. Finally, some ranges are listed with exact distances (such as *10 feet*). In this case, the target can be up to that far away from you, whether you can see them or not. Of course, you will still need to be aware of their presence.



IDENTIFYING MAGIC ITEMS

You will find magical items in the course of your adventures. Their magical nature will be immediately obvious unless the item is *cursed* or one of its magical effects is to appear to have no magical properties.

A member of a magical class can attempt to determine what the item does by making a *wisdom test* (for spontaneous casters) or an *intelligence test* (for memorization-based casters) against a **DC 15** minus their level. This roll can only be made **once for free**. The first success will give the caster a good sense of the item's primary properties.

If it fails or you just want to spend more time examining the item, you must spend **500 gold pieces** and **two weeks of research time** to make another attempt. You gain a cumulative +1 bonus for each research session. Even in failure, some insight is gained.

Some items may have secondary properties that will only show up in follow-up research sessions. It is quite possible that you could carry an item for years without ever knowing its true nature.



LEARNING NEW SPELLS

Spontaneous casters receive their spells from a deity or the spirit world. When they gain a level, this divine source grants them additional spell knowledge. They can roll **1d4** and choose that many spells. They can choose spells from any spell level that they can cast. For example, once they reach 3rd level they can choose to gain access to 2nd level spells that they just acquired an ability to cast or they can keep choosing from the 1st level list.

However, memorization casters do not gain spells as a part of the levelling process. They can copy spell texts into their spellbook for later memorization at any time. They can copy spells from both scrolls and other spellbooks. The **read magic** spell is very useful for this purpose. Without **read magic**, the spellbook of a caster at a higher level than you will appear to be complete nonsense. With **read magic** active, copying a spell from a scroll will not consume it.

FIRST LEVEL SPELLS

Spontaneous casters begin play knowing how to cast three 1st level spells. They do not need a spellbook to remember these spells. They are spirits of the world (**dharmic**) or a deity (**cultist**)

Memorization casters begin play knowing how to cast five 1st level spells. They must write these into a **spellbook** that they have purchased with their starting funds. Remember that a spellbook is required to memorize spells each morning, so it is extremely important to protect it.

Your choice of spells at first level is limited by class. Check your class description for a list of what is available. As you advance in levels, you can widen your spell selection to include any spells that you want.

1ST LEVEL SPELLS	
NAME	SHORT DESCRIPTION
Beam of Light	<i>Creates a quarterstaff of pure energy</i>
Blink	<i>Teleport a short distance</i>
Burden	<i>Create invisible weight upon another</i>
Charm	<i>Convinces a person that you are their ally</i>
Cleanse	<i>Removes dirt and filth from an area</i>
Cripple	<i>Causes 1d6 attribute damage to a target</i>
Curative Touch	<i>Heals a single target for 1d8 hit points</i>
Deathwatch	<i>Allows you to see death auras</i>
Deep Breath	<i>Removes the need to breathe for 3 turns</i>
Detect Magic	<i>Allows you to see the glow of magic</i>
Distraction	<i>Causes someone to lose focus</i>
Dragon's Breath	<i>Breathe flames to cause 1d4 damage</i>
Emblazon	<i>Forces opponents to make morale checks</i>
Erosion	<i>Weakens a physical object</i>
Eternal Slumber	<i>Protect a dead body against magic</i>
False Cure	<i>Makes a wounded person look healed</i>
Halt	<i>Stops all mundane objects flying at you</i>
Hex	<i>Imposes an attribute penalty on a target</i>
Hummingbird	<i>Conjures a small magical bird</i>
Icy Touch	<i>Deals 1d6 ice damage to a target</i>
Infection	<i>Infects a target with a magical disease</i>
Nap	<i>Get a full night's sleep in 1 hour</i>
Overwhelm	<i>Creates powerful emotions in a target</i>
Passage	<i>Creates a magical door through a wall</i>
Peek	<i>Allows you to look through a wall</i>
Prismatic Armor	<i>Conjures a set of colorful magical armor</i>
Read Magic	<i>Allows you to read magical symbols</i>
Rebellious Tongue	<i>The target cannot tell the truth</i>
Reflected Vision	<i>Gives you visions of previous events</i>
Rumors	<i>Creates a contagious false belief</i>
Seal	<i>Fuses a door into the wall around it</i>
Shadow Walk	<i>Transforms the body into living shadow</i>
Shockwave	<i>Blasts a target with air for 1d4 damage</i>
Storage	<i>Summons a magical treasure chest</i>
Summon Animal	<i>Summons a magical animal to help you</i>
Summon Elemental	<i>Summons an elemental to fight for you</i>

2ND LEVEL SPELLS	
NAME	SHORT DESCRIPTION
Anonymity	<i>Makes you unidentifiable and forgettable</i>
Bolt of the Heavens	<i>Strike for 2d4 damage at a distance</i>
Bravery	<i>Raises the morale of your allies</i>
Consecrate	<i>Creates a symbol to drive away undead</i>
Conversation	<i>Allows telepathy with any thinking being</i>
Crafted Clay	<i>Creates a small golem from clay</i>
Deconstruction	<i>Breaks a small physical object apart</i>
Delay Toxin	<i>Extends the interval of a toxin</i>
Divine Hammer	<i>Creates a hammer of pure energy</i>
Dominate Undead	<i>Take control of an undead monster</i>
Flame Grasp	<i>Deals 2d6 fire damage to a target</i>
Fortification	<i>Hardens a surface against penetration</i>
Giant's Power	<i>Enlarges body and gives physical strength</i>
Green Thumb	<i>Communicate with and control plants</i>
Hearth & Home	<i>Creates warmth and comfort in an area</i>
Hold Fast	<i>Magically locks a door or container</i>
Infravision	<i>Grants infravision to a target</i>
Insomnia	<i>A target is unable to sleep for a week</i>
Inspection	<i>Time stops while you examine an area</i>
Jumper	<i>Allows multiple short range teleports</i>
Magic Shell	<i>Provides protection against magic effects</i>
Mangling Grasp	<i>Mangles the body of a foe</i>
Mirage	<i>Creates a complicated illusion</i>
Oakheart	<i>Covers your body in protective bark</i>
Potent Cure	<i>Heals a single target for 2d6 hit points</i>
Probing Question	<i>A question must be answered truthfully</i>
Reconstruction	<i>Recreates a smashed or broken object</i>
Silent Void	<i>Sounds are destroyed within an area</i>
Slumber	<i>Put a single target to sleep</i>
Stormfront	<i>Brings harsh weather to a region</i>
Strike Still	<i>Paralyzes a number of targets</i>
Summon Monster	<i>Summons a monster to fight for you</i>
Summon Shade	<i>Summons a shadow to serve you</i>
Torchlight	<i>Causes torchlight to project from an object</i>
Wall of Flames	<i>Creates a 30' long wall of fire</i>
Web	<i>Fills an area with thick sticky spider webs</i>

3RD LEVEL SPELLS

NAME	SHORT DESCRIPTION
Animate Dead	<i>Animates a corpse as an undead servant</i>
Ball of Acid	<i>Creates an acid ball that deals 3d8 damage</i>
Consumption	<i>Steals the life force from a sacrifice</i>
Dismissal	<i>Banishes a summoned creature</i>
Empowerment	<i>Grants magical powers to a weapon</i>
Enervation	<i>Inflicts a harsh curse on a target</i>
Fireball	<i>Deals 3d4 fire damage within a 30' radius</i>
Flight	<i>Allows you to fly around at will</i>
Haste	<i>Grants you an extra action per round</i>
Invisibility	<i>Grants invisibility against natural sight</i>
Neutralize Toxin	<i>Completely removes a toxin from the body</i>
Restoration	<i>Heals either hit points or attribute damage</i>
Shield of the North	<i>Creates a flying shield of ice to protect you</i>
Summon Demon	<i>Summons a demon to bargain with</i>
True Sight	<i>Allows you to see through all illusions</i>
Watery Grave	<i>Animates a massive volume of water</i>

4TH LEVEL SPELLS

NAME	SHORT DESCRIPTION
Abomination	<i>Transforms a captive into an abomination</i>
Analyze Magic	<i>Understand what a magical effect does</i>
Augury	<i>Consults a divine agent for answers</i>
Dispel	<i>Remove a magical effect from a person</i>
Ethereal Form	<i>Shifts your body to the ethereal plane</i>
Fell Cloud	<i>Creates a toxic fog that chokes victims</i>
Glyph	<i>Creates a magical symbol that store spells</i>
Grand Design	<i>Creates an enormous adaptive illusion</i>
Insect Swarm	<i>A swarm of insects attacks your enemies</i>
Mesmerize	<i>Convinces monsters that you are their ally</i>
Polymorph Self	<i>Transforms your body in a major way</i>
Portal	<i>Creates stable teleport for group travel</i>
Reanimate	<i>Brings back a recently deceased humanoid</i>
Summon Beast	<i>Summons a beast to serve you</i>
Wall of Ice	<i>Creates a massive wall of ice</i>
Wreath of Flame	<i>Consumes an enemy with fire</i>

5TH LEVEL SPELLS

NAME	SHORT DESCRIPTION
Create Matter	<i>Creates a large amount of basic matter</i>
Disintegrate	<i>Destroys a physical object</i>
Feeblemind	<i>Corrupts the mind of a single target</i>
Hurricane	<i>Creates a powerful windstorm around you</i>
Necrotasis	<i>Prepares a corpse for undead rebirth</i>
Petrification	<i>Transforms a creature into stone</i>
Polymorph Other	<i>Transforms a target in a major way</i>
Refuge	<i>Creates a safe space for rest and recovery</i>
Regeneration	<i>Restores 1d6 hit points per round</i>
Scrying	<i>Allows you to spy upon a location</i>
Shape Earth	<i>Moves a large quantity of soil and rock</i>
Summon Souls	<i>Summons a horde of undead</i>
Telekinetics	<i>Lifts and moves objects with your mind</i>
Warding Circle	<i>Creates a protective barrier against magic</i>

6TH LEVEL SPELLS

NAME	SHORT DESCRIPTION
Enchantment	<i>Creates a magical item</i>
Enslavement	<i>Forces a summoned creature to serve you</i>
Holy Mantle	<i>Protects you with the power of the divine</i>
Immunity	<i>Grants immunity to an elemental form</i>
Resurrection	<i>Brings back a deceased humanoid</i>
Summon Devil	<i>Summons a devil to bargain with</i>
Sunburst	<i>Creates a massive explosion</i>
Teleport	<i>Move instantly to a distant location</i>

7TH LEVEL SPELLS

NAME	SHORT DESCRIPTION
Curse	<i>Curses an item to cause negative effects</i>
Disenchant	<i>Remove magical properties from an item</i>
Gate	<i>Creates a stable portal between planes</i>
Immortality	<i>Prevents death from old age</i>
Permanency	<i>Makes a temporary spell permanent</i>
Summon Deity	<i>Summons a deity to bargain with</i>

ABOMINATION

Level: 4 **Save:** No
Duration: Permanent **Range:** Touch

This spell transforms a living humanoid into a grotesque, twisted, and dangerous monster. Before casting the spell, you must bind the subject and place them upon an altar in a ritualistic manner. The subject must also be at maximum hit points when the spell is cast.

The spell twists the nature of the subject, adding a number of hit dice equal to your level and granting them two natural attacks per round (claws and bite). However, it does not make them into an ally. They are a wild monster and will attack anything they perceive as a threat or prey. Scholars disagree about what actually happens to the soul of the subject when they are changed and whether or not it is possible to ever revert this process.

ANALYZE MAGIC

Level: 4 **Save:** No
Duration: Instant **Range:** Touch

This spell allows you to see the exact nature of all magical effects that are active or dormant in an object. For example, you could touch a magical sword and learn exactly what happens when it strikes an enemy. If used on a cursed item, the curse is not activated by the touch of the caster. They can learn about the curse without becoming cursed themselves.

ANIMATE DEAD

Level: 3 **Save:** No
Duration: Permanent **Range:** Touch

This spell causes a touched corpse to rise as undead under the control of the caster. Unless prepared for a different type of undeath by **necrotasis**, the undead will rise as a zombie (or skeleton, if that is all that remains of their corpse). The undead can be given reasonably complex commands, but it is not dominated or directly controlled.

ANONYMITY

Level: 2 **Save:** Yes
Duration: 18 turns **Range:** Self

This spell changes your physical appearance to appear as a generic version of your particular race/gender combination. For example, if you are a goblin male then you will appear to be an average goblin male instead of your actual appearance. Even your closest friends will be unable to recognize you in this new form.

Anyone who meets you while this spell is active will find you unimpressively average and forget that they even met you within a few minutes of your departure. They are allowed a **spell save** to remember meeting you, but this will not reveal your true identity or appearance. This is not an illusion, but a combination of transformation and mind affecting magic.

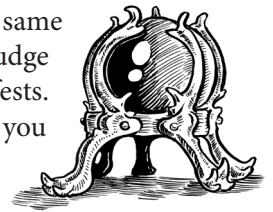
AUGURY

Level: 4 **Save:** No
Duration: 1 turn **Range:** Self

This spell creates a telepathic connection with a divine agent of your choice. The typical choice is your favored deity or a powerful spirit. You can ask the agent as many questions as you desire, until the spell duration expires.

The agent is not forced to answer honestly. They will reflect upon the degree to which your actions conform to their goals and make a decision to help you on that basis. They don't really care about your successes or failures except in relation to their objectives. They think about mortals in much the same way that you think about livestock.

Excessive use of this spell with the same agent can trigger divine wrath. The Judge will decide upon how that manifests. Divine agents don't mind helping you from time to time, but if you become a nuisance then they may lash out.

**BALL OF ACID**

Level: 3 **Save:** No
Duration: 10 rounds **Range:** Self

This spell creates a ball of acidic energy in the caster's hand. The ball can be held in your hand without pain or injury. It can be used as a tool or a weapon. It will burn through any material that is vulnerable to acid, such as a metal lock.

In a round following the casting, the ball can be thrown. Treat such a throw as a **touch attack** that can be made from up to 60 feet away. The ball explodes on impact, dealing **3d8** damage to the target.

The ball can also be used to make melee touch attacks against targets for 1d8 damage. Unlike when thrown, these attacks don't destroy the ball.

**BEAM OF LIGHT**

Level: 1 **Save:** No
Duration: 6 turns **Range:** Self

This spell creates a solid magical beam of light in your hand. The beam is slightly cool to the touch and has the texture of steel. It is 2 inches in diameter and 5 feet long. The entire beam radiates a soft white light equivalent to a torch and is indestructible by mundane methods.

You can wield the beam as a quarterstaff in combat. If used in this way, you gain an attack bonus equal to your level. A hit with the beam deals **1d6** damage and you will enjoy the standard +1 AC for a quarterstaff. The damage is magical and can injure incorporeal creatures.

You can also use the beam as a tool. For example, you might use it to lever open a stone door. Just remember that the beam is indestructible and you might need incredible strength to actually push or pull it in a particular way.

BLINK

Level: 1 **Save: No**
Duration: Instant **Range: Self**

This spell grants you the ability to teleport a short distance; up to 25 yards. You will emerge facing the same direction that you were when you made the jump. However, you will be slightly disoriented upon arrival and stunned until you can succeed on a *wisdom test* against DC 10. You can make one test per round until successful.

BOLT OF THE HEAVENS

Level: 2 **Save: No**
Duration: Instant **Range: 30 feet**

This spell projects a white bolt of lightning towards a single target. It deals **2d4** points of holy damage to a single target (double damage to undead). If a significant obstruction exists between you and the target, it can be hit by the bolt instead. If the bolt hits a conductive metal surface, the charge can injure an indirect target.

BRAVERY

Level: 2 **Save: No**
Duration: 1 turn **Range: 60 feet**

This spell raises the morale score of any NPC allies within range by 4 points. This can raise their morale above 12, which may be very important if penalties are being imposed.

BURDEN

Level: 1 **Save: Yes**
Duration: 6 turns **Range: Sight**

This spell creates an invisible weight that bears down on the target. It feels like they are carrying an extra 50 lbs of equipment per level of the caster. The Judge will adjust the target's encumbrance and movement rates accordingly. If the weight is too much to bear, this may actually cause them to collapse from the strain and rendered immobile.

CHARM

Level: 1 **Save: Yes**
Duration: Variable **Range: Touch**

This spell causes the touched subject to view you as a trusted friend and ally. It works on any humanoid with up to 3 hit dice. If they are being threatened or engaged in combat by you or your perceived allies; the subject gains a +5 bonus to their save.

While under the influence of this spell, the target views any suggestion or request made by you as if it came from a trusted friend. This is not mind control, but powerful influence. The target can make a new saving throw to try and shake this effect once per day.

This spell can be cast and held in the hand for up to 2 turns until discharged by touching a target. If the target makes the saving throw, they know you did something but not exactly what happened. If they fail the saving throw, they perceive the touch as normal.

CLEANSE

Level: 1 **Save: No**
Duration: Instant **Range: Sight**

This spell removes all non-magical toxins from physical objects, as well as clean up filth and refuse. This can be used to clean up your kitchen floor, restore brackish pools to pure drinkable water, or even to safely remove the rust on an ancient artifact. It can affect an area up to 20 cubic yards per caster level.

If cast before scouring an area for hidden objects, this spell effectively reduces search time by 75%. This effect will drop by 25% per day until completely gone, assuming no other forces act upon the room.

Note that this does remove toxins or diseases from the body.

CONSECRATE

Level: 2 **Save: No**
Duration: 1 day **Range: Self**

This spell causes a brightly glowing symbol of your favoured deity to appear floating in mid-air at a point you designate (must be within 3 yards of where you are standing). Undead creatures with fewer hit dice than your level cannot move within 25 yards of the symbol voluntarily. This is true even through walls and other visual obstructions. Undead can sense the power of your deity through such limitations.

Furthermore, any undead within 25 yards at the time of the casting must make a morale check at a -4 penalty. If this fails, they will attempt to flee.

CONSUMPTION

Level: 3 **Save: Yes**
Duration: Instant **Range: Touch**

This spell consumes the life force of a living humanoid. The subject must be bound upon an altar in a ritualistic manner. They must also be healthy (no toxins, no diseases, etc.) and possess over 50% of their maximum hit points.

The spell kills the subject and transfers their life energy to you. You can hold the blood within your body and use it at will to heal yourself. For every hit die possessed by the subject, you can recover **1d6** hit points or heal 1 points of attribute damage. Unused blood can be seen through the skin. The dark red blood is clearly visible through the skin.

CONVERSATION

Level: 2 **Save: Yes**
Duration: 1 turn **Range: Sight**

This spell allows you to have a telepathic conversation with a single thinking being of your choice. This can be a person, animal, monster, or even a spirit. However, you must be able to see the target. If you want to speak to invisible beings, you need to see them somehow (e.g. **true sight**). You must specify the conversation target at the time of casting. It cannot be changed during the spell duration. If the target does not want to talk to you, they can make a spell save.

CRAFTED CLAY

Level: 2 Save: No
Duration: 36 turns Range: 10 feet

This spell infuses life into raw clay, creating a small golem. You must gather the fresh wet clay before casting. The spell will animate up to 10 lbs. of clay per caster level. Hardened clay (e.g. pottery) will shatter and cause the spell to fizzle.

The golem has no combat abilities, but if attacked it has an armor class of 10 and **1d4** hit points. It can carry up to twice it's weight and perform most basic tasks. You can speak with it telepathically up to a distance of 10 miles and the golem always understands you perfectly.

CREATE MATTER

Level: 5 Save: No
Duration: Permanent Range: 30 feet

This spell creates a pure form of basic matter. It creates up to 10,000 lbs. of the material that arrive in raw chunks of a size that you determine. You can choose a type of matter from the following list; fiber, leather, iron, resin, salt, soil, stone, water, or wood.

For example, you could create *stone* in the form of either one solid boulder weighing 10,000 lbs or divide that into four cubes of 2,500 lbs each. This spell is very useful for building projects in isolated areas or for blocking passages to prevent movement. A clever caster can also make good use of inclines and unusual natural features to have a wide range of effects.

CRIPPLE

Level: 1 Save: Yes
Duration: Permanent Range: Touch

This spell causes a wound in the target to worsen and become permanently damaged. The touch reduces an attribute of your choice by **1d6**. Note that this is not hit point damage. If it reduces an attribute to zero, the target will be slain.

The target experiences severe pain when touched and must immediately make a **morale check** at a -2 penalty. Furthermore, the attribute damage is visible. For example, dexterity loss could manifest in a permanent limp while wisdom loss might be damage to your eyes and/or ears.

Note: If the target is at their maximum hit points when touched, the spell fizzles to no effect.

CURATIVE TOUCH

Level: 1 Save: Yes
Duration: Instant Range: Touch

This spell channels healing energy into a living being. The target is healed for **1d6** hit points. It can also be used against the undead as a **touch attack**, dealing **1d8** points of damage instead of healing them.

This spell can be cast and held in the hand for up to 3 rounds until discharged by touching a target. While being held, your hand will be sheathed in soft blue light.

CURSE

Level: 7 Save: No
Duration: Permanent Range: Touch

This spell infuses negative magical properties into an item. When you first learn this spell, you also gain the baseline technique called *cursed weapon*. This curses a weapon to impose a -1 penalty to-hit for anyone using it.

You can learn additional techniques to create other kinds of cursed items by searching for records of such knowledge in the libraries of enchanters. There are many different ways to harm the user of an item. The Judge may also allow you to experiment to create your own innovative techniques.

Note: All cursed items are perceived by their users to be positive magical weapons and they will not give them to anyone else voluntarily.

DEATHWATCH

Level: 1 Save: No
Duration: 2 turns Range: Self

This spell gives you the ability to see *death auras*. Anything that is wounded has a red aura surrounding them. A darker red indicates a higher degree of injury. A corpse has a very deep maroon aura around it. Undead have a blue aura. Divine beings have a white aura.

The auras are visible through a single obstruction up to five feet thick, but not a second obstruction (e.g. into the next room but not the room beyond). They are visible out to your normal range of vision.

DECONSTRUCTION

Level: 2 Save: No
Duration: Instant Range: 10 feet

This spell unmakes an object built by an intelligent creature. This includes mechanical devices (e.g. traps, locks, and so on), but would not include rocks, dirt, or living beings. Any object that meets these criteria can be targeted by the spell, up to a maximum weight of 10 lbs. per caster level.

The remains of the object can be levitated to your hands as a part of the resolution. The process is directed by your mind, so if you want to keep portions of the object intact that is allowed. For example, you could deconstruct a trap in a way that keeps it intact so that it can be reused for your own purposes.

DEEP BREATH

Level: 1 Save: No
Duration: 3 turns Range: Touch

This spell removes the need to breathe from the subject. This allows them to function without oxygen anywhere, such as while underwater or buried in the ground. Note that the subject is not breathing through gills or a mutation. They simply do not feel the need to breathe.

DELAY TOXIN

Level: 2 **Save:** No
Duration: 18 turns **Range:** Touch

This spell stops the clock with respect to an active **toxin**. This can even stop a toxin that is still in the incubation phase. When the spell duration expires, the toxin begins to progress normally once again.

For example, assume a companion has been bitten by a snake with venom that has an incubation period of 2 minutes. After that, they begin to take 1 point of constitution damage every 10 minutes until they hit a maximum of 2d6 damage. If you cast this spell during the first two minutes after the bite, it would effectively extend that time frame up to 18 turns + 2 minutes (182 minutes; since 1 turn = 10 minutes).

Even if you couldn't cast the spell until 15 minutes after the bite, you would be able to stop the damage for 3 hours (180 minutes) before it would start again. If you can get a cure for the subject within that time frame, they would only have to live with that 1st point of constitution damage.

DETECT MAGIC

Level: 1 **Save:** No
Duration: 1 turn **Range:** Self

This spell gives you a feeling for the rough distance and direction of any active magical effect that is within 50 feet + 10 feet per caster level of your current location. This includes magical items, creatures, and active spells. Anything that comes within your sight distance also glows softly while this spell is active. You are the only one who perceives this glow. This spell does not give you any information about the nature of the magical effect.

DISENCHANT

Level: 7 **Save:** No
Duration: Permanent **Range:** Sight

This spell allows you to destroy all active magical effects in a single item, a single creature, or spells active within an area of up to 25 cubic feet. This includes removing magical curses from items. It will not destroy the items or creatures, but simply remove their magical properties. For example, it will turn a magical wolf into a normal wolf.

DISINTEGRATE

Level: 5 **Save:** Yes
Duration: Permanent **Range:** Touch

This spell causes the touched object or individual to dissolve into dust. As a general rule, up to 10 cubic feet of matter can be destroyed by this spell. If the target is a component of a larger object, (e.g. a load-bearing wall) gravity will have its normal effect on the remaining object(s). Ultimately, the extent of destruction is determined by the Judge.

You can always choose a lesser amount than allowed. For example, you could choose to only destroy a suit of armor and not its wearer to deny that character a spell save.

DISMISSAL

Level: 3 **Save:** Yes
Duration: Instant **Range:** Sight

This spell immediately banishes a summoned being back to its home plane. The caster who summoned it can make a saving throw to resist this spell.

DISPEL

Level: 4 **Save:** No
Duration: Instant **Range:** Touch

This spell allows you to destroy one active magical effect in a person touched while casting. If there are multiple magical effects, you can choose from any known to you. For example, you have an ally that is under the effect of both **charm** and **enervation**. If you are aware of either spell, you can choose to specifically remove it. Otherwise, there is an equal chance of removing either magic effect (in this case, 50%).

DISTRACTION

Level: 1 **Save:** Yes
Duration: 1 turn **Range:** Sight

This spell distracts the mind of a single target and causes them to pay much less attention to their surroundings. They will go into a daze and perceive almost nothing around them. If asked later, they will remember this time as simple day-dreaming. They will only notice very obvious things; such as loud metal clanging, shouting or waving a hand directly in front of their face. Combat will always be noticed.

DIVINE HAMMER

Level: 2 **Save:** No
Duration: 6 turns **Range:** Self

This spell creates a hammer of pure magical energy in your hand. This can be used as a weapon to deal **2d6** damage per strike, both in melee and when thrown. Each strike causes a loud boom (roll for **attracted monsters** each time) and deafens the target for 10 rounds. It can also be used as a sledge to reduce your **force throw** by 10, but you must roll twice for attracted monsters.

DOMINATE UNDEAD

Level: 2 **Save:** No
Duration: 3 turns **Range:** Sight

This spell allows you to take control of undead creatures. When cast, roll **2d6**. You can seize control of undead up to that many hit dice total, starting with the lowest hit dice. Once under your control, you can direct the undead telepathically up to a range of 1 mile until the end of the spell duration.

For example, let's assume you cast this spell in the presence of three 1-hit-die zombies and two 3-hit-die ghouls. You roll 2d6 and get a result of 7. You take control of the zombies and one of the ghouls. You cannot take control of both ghouls, despite their having less than 7 hit die when taken together, because you must take the lower hit die zombies first.

DRAGON'S BREATH

Level: 1 **Save:** No
Duration: Instant **Range:** 5 feet

This spell allows you to spew forth a burst of fire from your mouth like a dragon. The flame manifests as a narrow cone and deals **1d4** points of fire damage to a single target. It will ignite nearby flammable materials and is occasionally useful as a tool to awe the simple-minded. The spell also creates a momentary burst of light that fades with the fire.

EMBLAZON

Level: 1 **Save:** No
Duration: 1 turn **Range:** Self

This spell causes a brightly glowing symbol of your favored deity to appear in front of your body. Anyone who looks at you or the symbol must immediately make a morale check at a -2 penalty. This can only be avoided by not looking in your direction (e.g. they cannot attack you).

Any undead within 50 feet that has hit dice equal to or less than your caster level must make a morale check at a -5 penalty every round. This is true whether or not they are looking in your direction. They are afraid of the power of your deity. Morale failure has normal consequences.

EMPOWERMENT

Level: 3 **Save:** No
Duration: 18 turns **Range:** Touch

This spell temporarily transforms a normal weapon into a magical one. Anyone using the weapon gains a +1 bonus to-hit and damage. You can designate a single type of enemy (e.g. giants, bears, demons, elementals, elves, etc.) and the bonus will increase to +3 when used against that type. This weapon will also damage any opponents that are immune to damage from normal weapons.

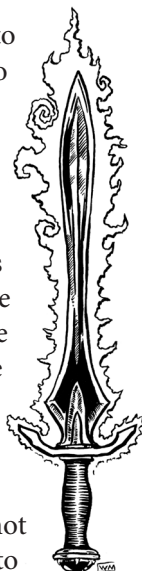
ENCHANTMENT

Level: 6 **Save:** No
Duration: Permanent **Range:** Touch

This spell infuses positive magical properties into an item. When you first learn this spell, you also gain the baseline technique called *magic weapon*. This improves a weapon to provide a +1 bonus to-hit for anyone using it.

You can learn additional techniques to create other kinds of magical items by searching for notes in the libraries of enchanters. There are a multitude of magical effects that can be added to an item. The Judge may also allow you to experiment to create your own innovative techniques.

Note: Everyone is able to tell that an item is magical, unless it is cursed or one of its magical qualities is to appear normal. However, this does not tell you how it works. A spellcaster can study it to **identify** its properties.

**ENERVATION**

Level: 3 **Save:** Yes
Duration: Permanent **Range:** Touch

This spell places a powerful curse upon an intelligent being. This deals **2d4** damage to each of their attributes, down to a minimum value of 3. Roll separately for each attribute. This damage does not occur in one burst, but instead comes down at a rate of 1 point every 6 turns (1 hour). To the victim, it feels like a sickness. The damage does not heal normally through rest, it can only be removed by magic.

This spell can be cast and held in the hand for up to 2 turns until discharged by touching a target. If the target makes the saving throw, they know you did something but not exactly what happened. If they fail the saving throw, they perceive the touch as normal.

ENSLAVEMENT

Level: 6 **Save:** Yes
Duration: Permanent **Range:** Sight

This spell seizes control of a summoned creature from another caster. The opposing caster can use their own saving throw to resist this spell. If the save fails, the creature is now permanently trapped in the material world. It is under your domination. This spell cannot be used against demons or devils, as they are simply too strong to be dominated.

Keeping a summoned creature enslaved in this manner drains a minor amount of magical energy from your body at all times. If the creature is slain or released from your control, this drain ceases. For this reason, you can only have a number of enslaved creatures equal to your level.

A released creature will remember everything that happened. If treated poorly or simply of a foul temperament, it may try to exact revenge if it sees an opportunity to do so.

EROSION

Level: 1 **Save:** No
Duration: Permanent **Range:** Touch

This spell weakens the structural stability of an object. This can be a support beam inside of a building, a piece of cloth, a weapon, or virtually any kind of non-living material that you can imagine. It can affect a mass with a volume up to 1 cubic yard per caster level.

The subject is weakened and in most cases unusable until repaired, but not completely destroyed. However, heavy load-bearing objects may collapse after being weakened. Magical and/or enchanted materials cannot be affected by this spell. If you touch such materials, the spell will fizzle.

This spell can be cast and held in the hand for up to 3 rounds until discharged by touching a target. While being held, your hand will be sheathed in soft green light.

ETERNAL SLUMBER

Level: 1 Save: No
Duration: Permanent Range: Touch

This spell grants permanent peace to the soul of a dead humanoid. The corpse dissolves into nothing as the spell is cast. They cannot be resurrected, raised, turned into undead of any form, summoned back to be consulted, and so on. The soul can never be recovered. It is gone forever. Note: this spell has no effect on undead (active or slain).

ETHEREAL FORM

Level: 4 Save: No
Duration: 18 turns Range: Self

This spell shifts your body to the *ethereal plane*, a parallel plane to the material world where magical beings reside. While on the ethereal plane, you are invisible to creatures in the material world. They are not invisible to you, but your other senses do not carry over. You can only see them. You cannot interact with them in any way.

You are also visible to the native creatures of the ethereal plane, many of which are hostile. They can attack you and be attacked in return. Stay sharp!

FALSE CURE

Level: 1 Save: Yes
Duration: 36 turns Range: Touch

This spell makes a severely injured humanoid look and feel like they have been restored to excellent health. The target's skin appears normal and unharmed. Pain is suppressed. Dripping blood and other evidence of the spell's deception are rendered invisible. However, this does not heal the injury in any way. A successful saving throw by the target reveals that it was all an illusion. Onlookers do not receive a saving throw unless they closely examine the target.

FEEBLEMIND

Level: 5 Save: Yes
Duration: Permanent Range: Touch

This spell destroys a humanoid's cognitive ability. They will revert to a mindless state of confusion, like a senile elder. If this affects a player character, the Judge takes the character sheet from the player until the mind is restored via **dispel** or other magic.

FELL CLOUD

Level: 4 Save: No
Duration: 3 turns Range: Touch

This spell causes foul green fog to stream forth from your palm and extend out to form a roughly circular shape that is 30 feet in diameter. It will disperse and/or move if affected by strong wind. Anyone that enters the cloud area must make a **poison save** each round or choke on the toxic fumes. During any round where they fail a save, they are unable to take any action and take **1d6** damage to every attribute (roll for each attribute separately). If this reduces an attribute to zero, they will perish immediately.

FIREBALL

Level: 3 Save: No
Duration: Instant Range: Self

This spell creates a ball of fire in the caster's hand. The ball can be held in your hand without pain or injury. It can be used as a tool or a weapon. It will burn through any material that is vulnerable to flame, such as a wooden door.

In a round following the casting, the ball can be thrown. Treat such a throw as a **touch attack** that can be made from up to 60 feet away. The ball explodes on impact, dealing **3d4** damage to everyone within 15 feet of the impact point.

The ball can also be used to make melee touch attacks against targets for 2d6 damage. Unlike when thrown, these attacks don't destroy the ball.

FLAME GRASP

Level: 2 Save: No
Duration: 6 rounds Range: Touch

This spell causes flames to engulf the hand of the caster. This deals no damage to their skin, nor does the heat of the flames harm the caster. However, the caster can then make **touch attacks** on their enemies to deal **2d6** points of fire damage. The heat of the flames can melt ice and snow at the same rate as a mundane fire.

FLIGHT

Level: 3 Save: No
Duration: 3 turns Range: Self

This spell allows you to fly in any direction at twice your **sprinting speed**. You have perfect maneuverability and can change direction at any moment without taking your momentum into account. However, this does not give you the ability to breathe at high altitudes. Be smart about where you fly, Icarus.

FORTIFICATION

Level: 2 Save: No
Duration: Permanent Range: Touch

This spell causes a wall, door, or large object to permanently gain 5 points of armor class and 100 hit points. This can harden up to 50 square feet of surface area. Although this spell was initially developed to bolster castle defenses by a cabal of court mages, it's utility stretches far beyond military applications.

GATE

Level: 7 Save: No
Duration: 1 turn Range: Touch

This spell creates a magical door in a solid wall. This door will teleport anyone passing through it to another **plane** (an alternative dimension). Choose the destination plane when casting. If you have been to the plane before, you can choose a specific destination. Otherwise, the endpoint will be random. Anyone within the frame of the gate when the spell ends must make a **reflex throw** or be crushed to death.

GIANT'S POWER

Level: 2 **Save:** No
Duration: 3 turns **Range:** Touch

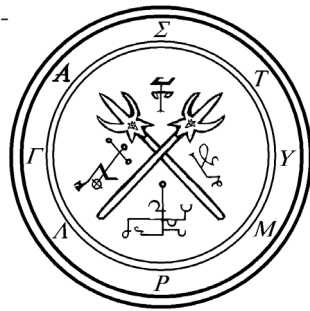
This spell increases a humanoid's size so that they stand 10 feet tall and have a strength modifier of +10. Any clothing, armor, or equipment worn by the target is stretched by the spell so that has the same proportions.

GLYPH

Level: 4 **Save:** No
Duration: Permanent **Range:** Touch

This spell creates a symbol of magical energy on a surface. The symbol is approximately five inches in diameter and glows softly (candlelight). On the following round, you can cast a second spell into the glyph and designate the trigger conditions under which that spell will be discharged.

The trigger conditions are completely up to you. The spell might be triggered by the next elf to walk through a nearby door. The spell could be triggered by the next person to look at the glyph. The spell could even be set to trigger the next time you touch the glyph and think about a target for the spell. Many casters use this to store defensive spells in their home.



Dormant glyphs are sustained by drawing a minor amount of magical energy from your soul. This draw ceases when they are triggered. However, because of these factors a caster can only have a number of dormant glyphs equal to their level.

GRAND DESIGN

Level: 4 **Save:** Yes
Duration: 12 turns **Range:** Self

This spell creates a powerful illusion within a 90 foot radius of your location. This illusion can be anything desired. It can also have effects in all five senses; sight, sound, touch, taste, and feel. It will behave however you wish. This is true even if you are not present. You can even leave the illusion with behavior programming so that they act in a certain way in response to certain stimuli.

For example, you could create the illusion of a dragon and provide it with instructions on how to behave. If anyone tries to enter the area, the dragon is commanded to threaten them in a particular manner and use certain phrases in an attempt to drive the intruders away.

Anyone who remains in the presence of the illusion can make a new saving throw every turn.

GREEN THUMB

Level: 2 **Save:** No
Duration: 3 turns **Range:** Self

This spell allows you to telepathically speak with and control plants. It does not increase the intelligence of the plants, so keep the questions simple and easy to understand. A plant can give you raw information (e.g. "he was moving north"), but it will not be able to draw inferences about what it means.

Any orders given to the plant are followed as if the plant was animated, but it is unable to move it's base. For example, a tree could grab a bystander with their branches but it could not uproot and walk around.

HALT

Level: 1 **Save:** Yes
Duration: 6 turns **Range:** Touch

This spell stops all inanimate objects flying towards you. While active, you can stop anything in your field of vision that is moving in your general direction. You must tell the Judge every time you want to stop something in this way. If you try to use this power this while engaged in combat or spellcasting, you must first make a *wisdom test* against DC 15 to concentrate.

The size of the objects is irrelevant, everything from tiny arrows to boulders are stopped. Be aware that large objects may cause indirect injuries to anyone standing beneath them when they fall to the ground in this way. This spell does not affect magical items or anything that is moving at you from an angle outside of your field of vision.

HASTE

Level: 3 **Save:** No
Duration: 1 turn **Range:** Touch

This spell doubles the target's speed and allows them to take two actions per round in combat. Their heightened state will be immediately obvious to any onlookers. Breathing will be very rapid. Eyelids will blink much more quickly.

HEARTH & HOME

Level: 2 **Save:** No
Duration: 48 turns **Range:** Touch

This spell creates a warm and hospitable environment that improves rest and relaxation. It can affect an area up to 50 cubic feet in volume. This might be a small cabin, a dungeon room, or even the area around a campsite on the side of a mountain. Environmental cold, wind, and similar effects are unable to penetrate this area.

Within the spell area, rest times are halved (including sleeping times). Anyone who spends the entire duration within the boundary will recover 1d4 hit points on top of any other effects. Any wet clothes or equipment will also dry at a rapid rate, thus making the spell an effective defense against hypothermia as well.

HEX

Level: 1 **Save:** Yes
Duration: 12 turns **Range:** Touch

This spell places a curse upon an intelligent being. While cursed, all attribute tests (including attacks in combat) suffer a penalty equal to twice your level. For example, a 3rd level caster would impose a -6 penalty on the target.

This spell can be cast and held in the hand for up to 2 turns until discharged by touching a target. If the target makes the saving throw, they know you did something but not exactly what happened. If they fail the saving throw, they perceive the touch as normal.

HOLD FAST

Level: 2 **Save:** No
Duration: Permanent **Range:** Touch

This spell creates a magical lock on a door, container, or similar object. The lock can only be opened by the caster. It cannot be picked, but it can be removed by **disenchant**. Anyone that tries to force open the lock must raise their **force throw** by 20.

HOLY MANTLE

Level: 6 **Save:** No
Duration: 3 turns **Range:** Self

This spell causes you to glow with the light of the divine. This light provides good illumination out to 120 feet and is blinding to anyone within 30 feet that looks in your general direction. The light also bends weapons away from your body and grants a +5 bonus to armor class (this does not stack with other magical bonuses to armor class).

Undead with less than 10 hit dice will experience automatic morale failure as soon as they see you. Undead with more than 10 hit dice must make a morale check every round at a -5 penalty to remain in your presence.

HUMMINGBIRD

Level: 1 **Save:** No
Duration: 1 turn **Range:** Self

This spell creates a brightly-colored hummingbird in the palm of your hand. It is a creature of pure magic that you control mentally. It cannot strike for damage in combat. If attacked, it has an armor class of 25 and 1 hit point. It can fly at a speed of up to 300 feet per round.

The hummingbird creates a loud humming sound that can be heard up to 250 feet away. The sound may attract unwanted attention. The voice of anyone within 20 feet of the bird simply cannot be heard due to the noise. As they get further from the bird, bits and pieces can be understood. You can hear conversation normally at a distance of 50 feet.

Anyone within 5 feet of the bird is severely impaired and suffers a -3 penalty to all d20 rolls. Spellcasters within 20 feet of the bird must make a **paralysis throw** just to cast a spell. Failure will cause the spell to fizzle and be lost.

HURRICANE

Level: 5 **Save:** No
Duration: 10 rounds **Range:** Self

This spell causes winds to swirl around your body. The wind will form an eye about 5 feet in diameter, centered on your body. It will pick up any loose objects weighing less than 20 lbs. and turn them into swirling debris. The wind is strong enough to extinguish fires, torches, and anything else that would be disrupted by such forces.

Everyone within 60 feet of you must make a **reflex throw** each round or be swept off their feet and carried by the wind. Simultaneously, the flying debris will cause anywhere between 1d6 and 5d6 damage per round (Judge's decision based on the environment) regardless of the success or failure of the reflex throw. Additionally, water will condense within the swirling vortex and soak everyone except you.

Outside of the 60 foot radius, there will be weakened gusts of wind and splashes of water. This will not be enough to have game-relevant effects, but it may frighten away animals and onlookers.

Note that if this spell is cast in a confined area, the Judge may simply have the spell fizzle due to inadequate space. You cannot create a hurricane in a hallway.

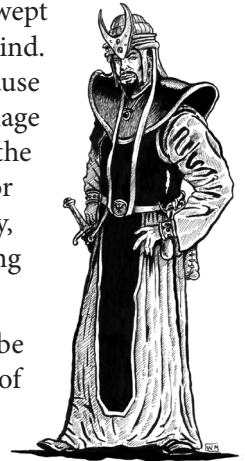
ICY TOUCH

Level: 1 **Save:** No
Duration: Instant **Range:** Touch

This spell creates incredible cold within a touched surface. It can affect an area up to 2 square yards per caster level. Water vapor in the vicinity will stick to the surface of the object and freeze, often preventing normal interaction. For example, a frozen lock will not open. If you are touching the floor, this can be a major slipping hazard.

This spell can be cast and held in the hand for up to 2 turns until discharged by touching a target. It can be used as a **touch attack** on living tissue, dealing **1d6** damage. If a limb is struck in this manner, it is considered crippled until fully healed. For example, you might grab someone's arm and cause severe frostbite. If not healed within a day, this could become a permanent injury.

Any ice formed by this spell will melt at a normal rate, which may be quite slow in a cool underground environment like most dungeons. It is possible that repetitive use of this spell could undermine the integrity of underground structures by widening cracks through the freezing and refreezing of water. It is the responsibility of the Judge to determine such an impact.



IMMORTALITY

Level: 7 Save: No
Duration: Permanent Range: Self

This spell changes the caster so that they cannot die of old age. However, their body will still continue to decay at it's normal rate. Eventually, the caster will transition through looking like a zombie or vampire. When all of the flesh has finally disappeared, they will look like an animated skeleton. This can have *negative effects* on social interaction.

IMMUNITY

Level: 6 Save: No
Duration: 6 turns Range: Self

This spell grants complete immunity to one single type of elemental damage. Choose a type from the following list: acid, earth, fire, lightning, sonic, water/ice, or wind/air. This applies to both damage dealt by spells and be creatures aligned to that element, such as elementals or mephits.

INFECTIO

Level: 1 Save: Yes
Duration: Permanent Range: Touch

This spell infects the target with a magical **toxin**. The toxin has a gestation period of **3d10** hours. Roll **1d6** to randomly determine which attribute is damaged. Apply **1d8** damage to that attribute. If this spell reduces an attribute to zero, the target will be slain. Symptoms are up to the Judge and based on the attribute that was rolled. Damage can be healed in the same manner as a mundane toxin.

This spell can be cast and held in the hand for up to 2 turns until discharged by touching a target. If the target makes the saving throw, they know you did something but not exactly what happened. If they fail the saving throw, they perceive the touch as just a normal touch.

INFRAVISION

Level: 2 Save: No
Duration: 18 turns Range: Touch

This spell allows the target to see as if they had **infravision**. If cast upon a being that already has infravision, such as a dwarf, it extends the range of their infravision by 90 feet.

INSECT SWARM

Level: 4 Save: No
Duration: 6 rounds Range: Touch

This spell causes a massive swarm of insects to fly from your palm and attack targets that you designate. You can change the target from round to round. Targets will be swarmed, automatically stunned, and subjected to **2d6** damage per round. This does not require an attack roll and it cannot be resisted. The swarm itself can move up to 30 feet per round.

The swarm can be dispersed and/or destroyed by high winds, flames, explosions, blasting spell damage, or any similar event. The Judge is a final authority on what will or will not disperse and/or destroy the swarm.

INSOMNIA

Level: 2 Save: Yes
Duration: 7 days Range: Touch

This spell prevents the target from getting any sleep during the next week. They can try to sleep, but they will only toss and turn restlessly. The lack of sleep will have it's normal effects (see the **survival** section for details). If compelled to sleep by magic, this spell is only suspended for 8 hours.

This spell can be cast and held in the hand for up to 2 turns until discharged by touching a target. If the target makes the saving throw, they know you did something but not exactly what happened. If they fail the saving throw, they perceive the touch as normal.

INSPECTION

Level: 2 Save: No
Duration: Instant Range: Self

This spell causes time to stop. While time has stopped, you cannot move any part of your body (including your eyes). However, you can ask the Judge any question about anything within your frozen field of vision. You have plenty of time to focus on all the available sensory data.

You can think about the data as long as you want, even up to the point of making *intelligence* or *wisdom tests* to interpret it. For example, you might want see some magical symbols on the wall and ask what they mean. The Judge may require a roll before telling you the answer.

All of this takes place while time is stopped. For that reason, you cannot speak with the other players during this time. You can only speak to the Judge. When you are done, time resumes normally as if you never left. To other characters, it appears as if your spell fizzled.

INVISIBILITY

Level: 3 Save: No
Duration: 3 turns Range: Touch

This spell makes the target invisible to natural vision modes, including **infravision**. They will still make sounds normally, so care should be taken to avoid giving away their presence through noise (use the **sneak throw** for this if necessary). If they attack someone in combat while invisible, the effect will cease and they will reappear.

JUMPER

Level: 2 Save: No
Duration: 10 rounds Range: Self

This spell grants you the ability to teleport up to 30 feet every round until the spell expires. Unlike with **blink**, you will arrive facing the direction of your choice and you will not be disoriented. The teleport does not count as a combat action, so you can make attacks before or after the jump. The Judge may decide that these jumps trigger morale failure in some creatures, particularly wild animals.

MAGIC SHELL

Level: 2 Save: No
Duration: 3 turns Range: Touch

This spell grants the target protection against magical attacks. A spell that directly targets them has a 20% chance of spell failure (on top of any normal failure chance). Furthermore, their spell saving throw is reduced by 5 and they can make spell saves against any magical effect, even one which they normally cannot resist with a save (such as the damage from a **fireball**

MANGLING TOUCH

Level: 2 Save: Yes
Duration: Permanent Range: Touch

This spell causes **1d6** damage to a target and mangles a limb. It must be delivered by **touch attack** against that limb within 1 turn of being cast. The mangled limb is hideously deformed by the attack and is treated as if totally crippled. It can only be restored by magic that heals at least 10 points of damage in a single casting or **remove curse**. The target experiences immediate **morale failure** when they see the horror of what has happened.

MESMERIZE

Level: 4 Save: Yes
Duration: Variable Range: Sight

This spell causes everyone in your presence to view you as a trusted friend and ally. It works on both humanoids and monsters with up to 10 hit dice or levels. If threatened or engaged in combat with you or your perceived allies; the subject gains a +5 bonus to their save.

While under the influence of this spell, a target views any suggestion or request by you as if it came from a trusted friend. This is not mind control, but powerful influence. A target can make a new saving throw to try and shake this effect once per day.

MIRAGE

Level: 2 Save: Yes
Duration: 6 turns Range: Self

This spell creates a powerful illusion within a 30 foot radius of the caster. This illusion can be anything desired; a dragon, a fog bank, a pile of gold, a house, etc. It can have effects in all five senses; sight, sound, touch, taste, and feel. The illusion can also move or change in whatever manner you desire, so long as you concentrate on the effect while it is moving or changing. Anyone who remains near the illusion can make a new saving throw every turn.

If you travel more than 120 feet from the illusion, it will revert to a static image. Anyone witnessing this reversion will automatically succeed on their saving throw and see the illusion as false.

NAP

Level: 1 Save: No
Duration: 6 turns Range: Touch

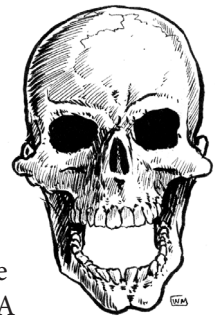
This spell allows someone to experience more restful sleep than normal. They can get the effect of 8 hours of sleep in a mere hour. If the target doesn't voluntarily sleep within 1 hour of the casting, the effect fizzles. This does not actually force them to sleep.

Using it on the same target again before they are able actually sleep a full night results in a cumulative -1 penalty per casting to all actions until true sleep is experienced. You cannot cast this spell on yourself.

NECROSTASIS

Level: 5 Save: No
Duration: Permanent Range: Touch

This spell allows you to prepare a corpse for undead service. When you first learn this spell, you also gain the baseline technique for a *ghoul*. This involves packing a fresh corpse in a barrel of salt, casting this spell upon it, and storing the barrel in a cool dry location. After a year, you can remove the corpse and cast **animate dead** upon it. A ghoul will rise instead of a skeleton/zombie.



You can learn additional techniques to create other kinds of undead by searching for records of such knowledge in the libraries of necromancers. There are many different ways to create unique undead. The Judge may also allow you to experiment to create your own innovative techniques.

NEUTRALIZE TOXIN

Level: 3 Save: No
Duration: Permanent Range: Touch

This spell completely removes a **toxin** from the body of the target. Any damage that has already been dealt by the toxin is not removed, but it can be healed normally.

OAKHEART

Level: 2 Save: No
Duration: 12 turns Range: Self

This spell covers your body in thick protective tree bark. You can control the color of this bark. If you are clever with how you press your body against a living tree, this could be very effective camouflage.

Anyone that strikes you for damage while the spell is active will have their damage reduced by your level. Thus a 3rd level caster would reduce a 5 hit point injury to only a 2 hit point injury.

OVERWHELM

Level: 1 Save: Yes
Duration: 3 rounds Range: Sight

This spell creates an overwhelming rush of emotion that shuts down a humanoid's mental faculties. Their eyes glaze over, they cease to perceive anything around them, and they collapse to the ground. While incapacitated in this way, they are completely helpless against attack.

PASSAGE

Level: 1 Save: No
Duration: 2 rounds Range: Touch

This spell creates a magical door through a solid wall so that you and several others to move through to the other side. It cannot be used to pass through a wall more than 5 feet thick. Anyone within the door frame when the spell ends must make a **reflex throw** or be crushed to death.

PEEK

Level: 1 Save: No
Duration: 1 turn Range: Self

This spell allows you to look through any kind of material up to 2 feet thick and see what is on the other side. It can be used to see through thin walls, doors, foliage, into containers, and much more. The spell does not create light on the other side, so it may be too dark to actually determine what is there.

PERMANENCY

Level: 7 Save: No
Duration: Permanent Range: Touch

This spell changes the duration of any active magical effect to be permanent. For example, you could create a **portal** between two locations and then cast this spell to make that portal a permanent fixture in the world. It cannot be used on a spell with a duration of instant.

PETRIFICATION

Level: 5 Save: Yes
Duration: Permanent Range: Sight

This spell turns a living creature into a stone statue. They are not killed, but placed in a state of suspended animation. This effect can only be reversed by **dispel**. If the statue is damaged before **dispel** is cast, that damage will be reflected on their restored body. For example, if someone breaks off an arm or leg of the statue, then it will be missing from the body when it returns to flesh and blood.

POLYMORPH OTHER

Level: 5 Save: Yes
Duration: 36 turns Range: Self

This spell changes the physical form of a living creature to that of any other creature you desire. For example, you could turn a human into a donkey. You can also alter their from up to twice their normal size or down by half. No adjustment time is required to adapt to the new form. Use of the new body parts is natural and instinctive. The subject can also still speak in any languages that they know.

POLYMORPH SELF

Level: 4 Save: No
Duration: 144 turns Range: Self

This spell changes your physical form to that of any other creature you desire. You can alter your form up to 10 times your normal form (e.g. a small dragon) or down by the same proportions (e.g. a cat). No adjustment time is required to adjust to the new form. You can use the body parts of the new form as if you had them all your life. You can speak in the new form, but only in languages that you know.

PORTAL

Level: 4 Save: No
Duration: 1 turn Range: Touch

This spell changes a normal door into a magical passage between two locations. The door must be closed at the time of casting and it will glow softly while the spell is active. When opened, instead of leading to the next room the door will now open to a target location that you have touched in the past. The target location can be anywhere, it does not have to fit the entrance criteria (e.g. passing through the door might take you into a field, it doesn't necessarily have to be another doorway).

The portal is stable for the duration of the spell, allowing multiple people to pass through with you. Anyone within the portal frame when the spell ends must make a **reflex throw** or be crushed to death.

POTENT CURE

Level: 2 Save: Yes
Duration: Instant Range: Touch

This spell channels healing energy into a living being to restore **2d6** hit points. This spell can also be used against the undead as a **touch attack**, dealing **2d8** points of damage instead of healing them.

This spell can be cast and held in the hand for up to 6 rounds until discharged by touching a target. While being held, your hand will be sheathed in bright blue light (torch equivalent).

PROBING QUESTION

Level: 2 Save: Yes
Duration: Instant Range: Sight

This spell compels anyone who hears your next question to answer it truthfully. Each individual will be allowed their own saving throw. If you want to only target a single person, you can specify that you are speaking to them in the way that you phrase the question.

For example, "Your majesty, who is behind the attacks on the Winterwood settlements" would only target the King. The steward standing at their side would not think you were talking to them.

If you do not ask a question within 2 turns of casting this spell, it fizzles to no effect.

PRISMATIC ARMOR

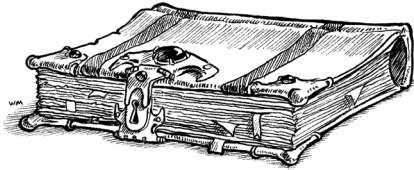
Level: 1 **Save: No**
Duration: 12 turns **Range: Self**

This spell creates a colorful shimmering barrier around your body. The barrier provides an armor class bonus equal to twice your level up to a maximum of +6. This does not stack with other magical bonuses to armor class. The armor's colors will also either terrify or attract (50% chance either way) any kind of wild animal or monster of low intelligence that observes it. It is effectively impossible to hide, sneak or escape notice while this spell is active.

READ MAGIC

Level: 1 **Save: No**
Duration: 3 rounds **Range: Self**

This spell allows you to read magical glyphs and scrolls without causing their magic to trigger. You can use this to scribe the scroll into your own spellbook without destroying it in the process. It can also be used to transcribe spells from a higher level spellcaster's spellbook. Without the aid of this spell, the spellbook of a higher level spellcaster appears to be gibberish.

**REANIMATE**

Level: 4 **Save: No**
Duration: Instant **Range: Touch**

This spell restores life to a humanoid who has died in the past week. They regain consciousness with 1 hit point. All of their attribute damage remains in place, unless the victim died from attribute damage in which case any zeroed attributes are raised to 3. This does not treat wounds or injured per se, thus a victim that has been crushed or decapitated cannot be restored. This also does not reverse the aging process, so it cannot restore someone who dies of old age.

REBELLIOUS TONGUE

Level: 1 **Save: Yes**
Duration: 30 turns **Range: Touch**

This spell creates a compulsion to avoid telling the truth. When asked a direct question, the Judge will provide a lie as the answer instead. The responses tend to cause a lot of trouble for them. For example, a town guard might ask the target where they are going. Their reply might be *to burn down the temple!* As you can guess, being unable to tell the truth can cause quite a few problems for someone.

This spell can be cast and held in the hand for up to 2 turns until discharged by touching a target. If the target makes the saving throw, they know you did something but not exactly what happened. If they fail the saving throw, they perceive the touch as normal.

RECONSTRUCTION

Level: 2 **Save: No**
Duration: Instant **Range: 10 feet**

This spell restores an object built by an intelligent creature to its original configuration. This includes doors, buildings, or even mechanical devices (e.g. traps, locks, and so on). However, it would not include rocks, dirt, or living beings.

Any object that meets these criteria can be targeted by the spell, up to a maximum weight of 5,000 lbs. All of the object's components will levitate and then reassemble themselves. The spell will only effect the remains of the object that are currently present. It cannot change the chemical state of materials or create missing parts.

For example, using this on a burnt building would leave its wood charred and its metal melted. It would also leave huge holes in the structure since most of the wood was actually destroyed in the fire and no longer exists.

REFLECTED VISION

Level: 1 **Save: No**
Duration: Instant **Range: Touch**

This spell allows you to touch an object to experience a vision of its past. You will experience the most extreme emotional event that occurred within 30 feet of the touched object. Anger, arguments, and violence are typical results.

For example, you may touch an old chair and experience a vision of a violent argument that occurred with someone who sat in that chair in the past.

Essentially permanent objects like rocks and metal may trigger largely useless memories from centuries past. It is often better to chose an object with a shorter lifetime or a specific use that is more likely to yield helpful information.

REFUGE

Level: 5 **Save: No**
Duration: 60 turns **Range: Touch**

This spell creates door in a solid surface (wall, ground, etc) that leads to a pocket dimension. You can leave it open if you want, but closing the door will cause it to disappear from the material world. This can be useful when evading pursuers.

The pocket dimension is the size of a large mansion. It is filled with opulent rooms and baths filled with clean warm water. At the time of casting, you can also specify any kind of standard work room that you would like built into the mansion; such as a smithy or alchemical laboratory.

Within the pocket dimension, rest times are halved (including sleeping times). Anyone who spends the entire duration within the refuge will recover 2d6 hit points on top of any other effects.

REGENERATION

Level: 5 Save: No
 Duration: 10 rounds Range: Touch

This spell causes the target to regain **1d6** hit points per round. If the target is knocked down below 0 hit points and incapacitated, this spell will remain in effect and hopefully allow them to regain consciousness quickly. While the target is at their maximum hit points, they will recover 1 point of attribute damage per round instead.

If they have maximum hit points and undamaged attributes, this spell can regenerate a missing part of their natural anatomy (such as a severed limb or missing eye). About ten pounds of flesh can be regenerated per round.

RESURRECTION

Level: 6 Save: No
 Duration: Instant Range: Touch

This spell restores life to a humanoid that has died. They are completely rebuilt magically, restoring their hit points to maximum and removing all attribute damage.

The only limitation is that you need a single piece of their body to touch while casting the spell, such as a piece of bone that has not decayed yet. This means that it is impossible to resurrect someone who has been dead so long that their bones are turned to dust.

Note that this spell does not reverse the aging process, nor can it restore someone who dies of old age. If you want that kind of survival, you might want to consider **immortality**.

RESTORATION

Level: 3 Save: Yes
 Duration: Instant Range: Touch

This spell channels healing energy into a living being to restore **3d6** hit points. This spell can also be used against the undead as a **touch attack**, dealing **3d8** points of damage instead of healing them.

This spell can be cast and held in the hand for up to 12 rounds until discharged by touching a target. While being held, your hand will be sheathed in brilliant blue light, equivalent in strength to daylight.

RUMORS

Level: 1 Save: Yes
 Duration: Permanent Range: Sight

This spell gives the target a false belief based on faulty logic. In order to stick, the belief must have some attachment to a real event. The belief itself must draw a conclusion about the true meaning of what happened.

For example, someone could be made to think that the King's recent tax increase is a sign that he is being controlled by a demon. So long as the tax increase is real, the poor logic of the conclusion slips into the mind unexamined. The belief is permanent, held with the same conviction as a memory and cannot be reversed except by more magic.

Once established, this delusion can spread to the minds of others that come into contact with the target. Anyone who listens to their rantings is allowed a saving throw. Failing this save means they become affected by the delusion as well. For each degree of conversational separation from the original target, apply a cumulative +1 bonus to the saving throw.

You are immune to the delusion. It cannot come back around and trick you into believing the falsehood.

SCRYING

Level: 5 Save: No
 Duration: 1 turn Range: Self

This spell allows you to project your senses to a location that you have previously visited. You can view what is happening at that location. You can hear what is being said or done. You can even perceive the odors present at the location. The real trick is knowing when and where to look.

SEAL

Level: 1 Save: No
 Duration: Permanent Range: Touch

This spell causes a door to meld into the wall into which it is set. The edges of the door are completely fused to the wall. Any hinges or locks are melted in the process, but no heat is generated. Anyone looking at a sealed door will still be able to tell that there was a door there, but it can not be picked or unstuck. The only way to get through the door is to smash it to bits or use more magic.



SHADOW WALK

Level: 1 **Save:** No
Duration: 3 turns **Range:** Self

This spell transforms your body and everything that you are carrying into incorporeal shadow. You can move around in this form until the spell expires. Your shadow form cannot pass through solid matter, but you can slip through tiny cracks and holes. You also make no noise.

While shadow walking, you are not invisible. If you travel into a brightly lit room, you will be plainly visible in shadow form. However, you will be essentially invisible in the dark.

SHAPE EARTH

Level: 5 **Save:** No
Duration: 3 rounds **Range:** Sight

This spell allows you to animate and reconstruct a massive volume of earth, up to 100,000 lbs. of soil and rock. You can only control the earth for 3 rounds, so think carefully about how you want to rebuild things before you start moving things around. Once the spell ends, gravity acts normally upon the soil and rock that you moved. Note that this spell does not actually create soil or rock.

SHIELD OF THE NORTH

Level: 3 **Save:** No
Duration: 3 turns **Range:** Self

This spell creates a flying shield made of thick ice. This shield will move around your body to block attacks from your enemies. You gain a +8 bonus to your armor class. This does not stack with other magical bonuses to armor class. If anyone manages to land a hit through this bonus, their damage is dealt to the shield instead. It can absorb an amount of damage equal to twice your level before shattering.

SHOCKWAVE

Level: 1 **Save:** No
Duration: Instant **Range:** 25 feet

This spell creates a gust of electrically-charged air that blows away from your body and strikes a single target. The target takes **1d4** damage and must make a *strength test* against **DC 15** to avoid being knocked off their feet. If knocked down, they will lose their *dexterity modifier* bonus to armor class. Standing back up takes 1 round.

SILENT VOID

Level: 2 **Save:** No
Duration: 3 turns **Range:** Self

This spell creates a soundless void that extends out to a 30 foot radius around you. However, it is not attached to your body. You can leave the area to escape the effect. Anything within the radius that would normally make a sound (e.g. shouting), creates no sound whatsoever. Any sound waves that travel through the void are destroyed. Spells cannot be cast within the radius of the void, since the words cannot take form.

SLUMBER

Level: 2 **Save:** Yes
Duration: 48 turns **Range:** Touch

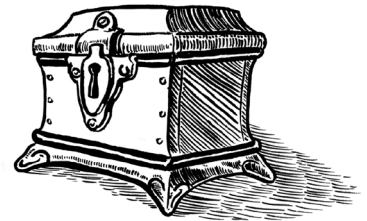
This spell causes a single target to fall asleep. Unless violently shaken awake or doused with water, the target will sleep a full 8 hours (48 turns). Any sounds or gentle movement that might normally wake them has no effect on their sleep.

STORAGE

Level: 1 **Save:** No
Duration: Variable **Range:** 10 feet

This spell creates a magical storage chest which can be used to store anything you wish, so long as it fits in the chest. The chest is 2 feet wide, 2 feet deep, and 4 feet long. The chest vanishes after 1 turn. However, the next casting will bring the same chest back, along with all of its contents.

The chest lid must be closed when it vanishes or it will be torn apart and the contents will be destroyed forever. No oxygen will be pumped into the chest while it is gone, so any living creature could suffocate if left in the chest for more than a turn.

**STORMFRONT**

Level: 2 **Save:** No
Duration: 144 turns **Range:** Self

This spell causes a storm system to form in a geographic region. Within an hour of casting, the sky will darken. Precipitation will follow. If the temperature is cold, the storm will be a blizzard. If not, it will be a heavy thunderstorm. This has the same effect as a normal storm of its type. It can cause massive damage and destruction. The storm will last for a full 24 hours before subsiding.

If you cast this spell in the same area more than once per season, it will seriously upset a wide range of supernatural agents or deities. The Judge may send them out to educate you on the risks of tampering with nature.

STRIKE STILL

Level: 2 **Save:** Yes
Duration: 10 rounds **Range:** Sight

This spell allows you to paralyze a group of living beings. When cast, roll **2d6**. You can paralyze a number of intelligent and unintelligent creatures up to that result in total hit dice, starting with the lowest hit dice.

For example, let's assume you cast this spell in the presence of four 1-hit-die humans and a 5-hit-die monster. You roll 2d6 and get a result of 7. You paralyze the humans, but there are not enough points left in the dice to stop the monster because you must strike the lower hit die humans first.

SUMMON ANIMAL

Level: 1 Save: No
 Duration: 6 turns Range: 10 feet

This spell summons a magical animal to serve you. It has the shape and statistics for an animal of up to 3 hit dice (the size of a large horse). It has a cautious nature and will not fight in combat or enter dangerous areas.

You can communicate with the animal telepathically and command it to perform common tasks, such as serving as a mount for travel (but not for combat). If used as a pack animal, it can carry up to 500 lbs. You cannot cast this spell again until the current creature returns to its home plane.

SUMMON BEAST

Level: 4 Save: No
 Duration: 6 turns Range: 30 feet

This spell summons a massive wild animal with a number of hit dice equal to your level. You can choose the type of animal. Typical choices include apes, bears, boars, bulls, great cats, elk, moose, sharks, and wolves.

Roll hit dice when the spell is cast to determine hit points. You can give it orders telepathically. The beast will perform any task you desire, including both serving as a mount and fighting in combat. It can make two melee attacks per round with an attack bonus equal to your level. Successful hits deal 2d6 damage.

SUMMON DEITY

Level: 7 Save: No
 Duration: Permanent Range: 30 feet

This spell pulls a deity to the material world from the divine plane. The deity is not guaranteed to be non-hostile towards you, nor can it be contained by a **binding circle**. The Judge is free to define the qualities of the deity, but 20d6 hit dice is a general guideline.

You can negotiate with the deity for whatever you want. However, it has virtually no reason to bargain with a mortal. In fact, the deity may be so enraged that it has been trapped in the material world that it tries to destroy you without even making an attempt at negotiation.

Anyone who kills a deity will inherit that deity's powers. They may be summoned back to the divine realm by another deity. However, it is likely that this will be offered only in exchange for some kind of task, fealty, or alliance against another deity in pursuit of a goal. Multiple avatars representing various perspectives may come to the new deity with various offers detailing how they can wade into divine politics.

Until making such a deal, you will be trapped in the material plane despite having divine power. Just remember that you remain just as vulnerable to death as the deity you just killed.

SUMMON DEMON

Level: 3 Save: No
 Duration: 6 turns Range: 30 feet

This summons a demon from the underworld. The demon has 5d6 hit dice. This demon is not guaranteed to be non-hostile towards you. For that reason, this spell is almost exclusively cast by conjurers that can use a **binding circle** to contain it.

You can negotiate with the demon for whatever you want. It is very strong and capable of assisting you in pursuing very difficult goals such as becoming King or acquiring powerful magic items.

However, the demon is clever and resistant to persuasion. Treat it as having 18 *intelligence*, *wisdom*, and *charisma*. If you ~~bind it with a binding circle, it will not corrupt you or his plane~~ and destroyed.

SUMMON DEVIL

Level: 6 Save: No
 Duration: 12 turns Range: 30 feet

This spell summons a devil from the underworld. The devil has 10d6 hit dice. This devil is not guaranteed to be non-hostile towards you. For that reason this spell is almost exclusively cast by conjurers who can use a **binding circle** to contain it.

A devil is even more powerful than a demon. It is capable of fulfilling almost any wish that you desire. It can create gold pieces at will. It can bend the laws of nature. It can do almost anything. It can also make demands upon you for almost anything in return.

You can negotiate with the devil for whatever you want. However, it is infinitely clever and virtually impossible to trick. The Judge is encouraged to be absolutely maniacal when roleplaying them. If you waste the devil's time or trap them on this plane with a **binding circle**, it will not rest until you are hunted down and destroyed.





SUMMON ELEMENTAL

Level: 1 **Save:** No
Duration: 1 turn **Range:** 10 feet

This summons a humanoid elemental with hit points equal to your caster level. You can choose the type of elemental. Typical choices include air, acid, earth, fire, ice, lightning, mud, and water.

The elemental will perform any task, including combat. You can communicate with it telepathically. It can make melee attacks with a bonus equal to your level and deals **1d4** magical damage of its type. You cannot cast this spell again until the current elemental returns to its home plane.

SUMMON MONSTER

Level: 2 **Save:** No
Duration: 3 turns **Range:** 30 feet

This summons a monster with a number of hit dice equal to your level. You can choose an appropriate type of monster. Typical choices include ettins, gnolls, manticores, ogres, trolls, and worgs.

Roll hit dice when the spell is cast to determine hit points. You can give it orders telepathically. The monster will perform any task you desire, including fighting in combat. It can make melee attacks with an attack bonus equal to your level. Successful hits deal **2d6** damage.

SUMMON SHADE

Level: 2 **Save:** No
Duration: 18 turns **Range:** 10 feet

This spell summons a living shadow to serve you. The shade's natural form is incorporeal shadow that cannot be injured except through magic. At will, it can change to become a physically substantive material that feels somewhat like jelly. In this form, it can carry up to 25 lbs but it cannot pass through objects. In either form, you can communicate with it telepathically and command it to perform simple tasks, such as going into an area to scout. It will not fight in combat.

SUMMON SOULS

Level: 5 **Save:** No
Duration: 36 turns **Range:** 10 feet

This spell summons a horde of two dozen undead skeletons and/or zombies to serve you. You can give orders to the horde telepathically. They can only perform simple tasks, such as going into an area to scout or attack in combat. Specific undead cannot be separated from the horde, they accept orders as a single unit. Each individual undead has 1 hit die, no attack bonus, and deals only **1d4** damage per hit.

SUNBURST

Level: 6 **Save:** No
Duration: Instant **Range:** Sight

This spell causes a massive explosion to erupt from a target location. You can pick a target that you can see; a rock, a tree, a person, a creature, or anything else you want. This is the center of the explosion.

Anything within 30 feet of the target takes **5d6** damage. Anything that survives that kind of damage is both blinded and deafened for 10 rounds, no matter where they were looking. Anything between 31 and 90 feet from the target is blinded for 5 rounds and takes **3d6** damage. Anything between 91 and 150 feet from the target takes **1d6** damage from the flying debris caused by the explosion.

The explosion creates a large amount of heat and light. It ignites all flammable materials, destroys or melts items, and can be seen from a great distance.

TORCHLIGHT

Level: 2 **Save:** No
Duration: 24 turns **Range:** Touch

This causes an object to glow as if it were a torch. You can choose an inanimate target up to 50 lbs., or a portion of a larger object up to that value. For example, you could make a pebble glow like a torch or a single 50 lb. section of a boulder (but not the whole boulder).

Most casters choose a small object so that it can be stuffed into a pouch to suppress the light when hiding. However, when used in conjunction with **permanency** this spell can bring stable light to an underground structure.

TELEKINETICS

Level: 5 Save: No
 Duration: 1 turn Range: Self

This spell allows you to move small objects with your mind. You can levitate any object that weighs less than 5 lbs. and move it in any direction up to a speed of 30 feet per round. You can simultaneously move a number of objects equal to your *wisdom* attribute in this way.

You cannot cause damage to a living being by hitting them with an object that you are levitating, but you could move objects above them and then drop them as projectiles. For example, you could lift a dozen swords up into the air above your enemies and then let them fall down. A few of them might hit someone on the way down.

TELEPORT

Level: 6 Save: No
 Duration: Instant Range: Self

This spell instantly moves your body and all of your carried equipment to a location that you have visited previously. Distance is irrelevant. You are not disoriented upon arrival.

TRUE SIGHT

Level: 3 Save: No
 Duration: 1 turn Range: Self

This spell allows you to see through all forms of illusion, magical and mundane. Natural camouflage is obvious to you. You can see invisible creatures. Anything that might trick your eyes is made plain to you.

WALL OF FLAMES

Level: 2 Save: No
 Duration: 18 turns Range: Touch

This spell causes a brilliant wall of flames to shoot from the ground and rise to a height of 10 feet. These flames form a wall that is 5 feet thick and can stretch up to 30 feet in length.

Anyone stepping into the wall after it forms takes **2d6** points of fire damage per round. The heat of the flames can melt ice and snow at the same rate as a mundane fire.

WALL OF ICE

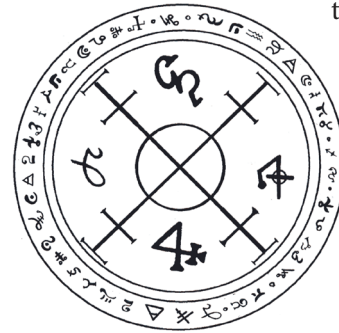
Level: 2 Save: No
 Duration: Permanent Range: Touch

This spell causes an enormous wall of ice to spring from the ground and rise to a height of up to 50 feet. The ice forms a wall that is 15 feet thick and can stretch up to 120 feet in length. Any living creature in the path of the wall as it is forming is pushed gently onto the side across from the caster. The effect is permanent, but the ice will melt normally if exposed to temperatures above freezing.

WARDING CIRCLE

Level: 5 Save: No
 Duration: 3 turns Range: Touch

This spell creates a circle of protection against magical attacks that extends 30 feet in every direction from a touched object. A small stone is the typical target, so that it can be easily carried. However, it is also possible to cast it upon a fixed object so that it cannot be stolen from you.



Anyone casting a spell that directly targets a character within the circle has a 50% chance of spell failure (on top of any normal failure chance). The spell saving throw of everyone within the area of effect is reduced by 10 and they can make spell saves against any magical effect, even one which they normally could not resist with a save (such as the damage from a **fireball**).

WATERY GRAVE

Level: 3 Save: No
 Duration: 1 round Range: Sight

This spell allows you to animate and control a massive volume of water, up to 50,000 gallons. This is roughly the amount of water in a pond. You can only control the water for 1 round, so it is more like a giant push than animation.

You can use this spell to create a tsunami, pour a pond into a dungeon entrance, or just empty a river bed for a few seconds. Once released from your control, gravity acts upon the water. Note that this spell does not actually create water.

WEB

Level: 2 Save: No
 Duration: 3 turns Range: Sight

This spell creates a mass of webs that cover an area of up to 90 cubic feet. Anything caught in the area is trapped in the sticky strands and must make a force throw every round before they can take actions, including movement. The webs are also flammable and, if ignited, deal **1d4** damage to anyone caught in the firestorm as they burn.

WREATH OF FLAMES

Level: 4 Save: Yes
 Duration: 12 rounds Range: Sight

This spell causes a target to burst into flame. The target takes **3d6** damage per round. Any flammable objects will be ignited by the flames.

THE JUDGE



WHAT DO YOU NEED TO KNOW?

The job of being a Judge is both challenging and rewarding. A lot of the work is going to come down to your personal style, so we are not going to waste a lot of space here trying to tell you what your style should be. Instead, this chapter is going to provide a practical discussion of what you should be trying to accomplish. How you get there is up to you.

AVOIDING ATTACHMENT

As the Judge, you will create a lot of things in the game world and you will have a great deal of control over what happens to those things. It is tempting to become overly attached to your creations. It is easy to become focused on your role and your desires. However, you are not the only person at the table. The game should be enjoyable for all participants. The player characters do not exist to live out your fantasy.

You must work hard to cultivate a sense of detachment from the game outcomes. The whole idea of the Judge as a role is to bring fairness into the game. Two children can shoot their finger pistols at each other and say “I hit you,” “no, I hit you” and argue about that all day. The rules framework and the Judge role exists to avoid that kind of self-centered decision making. Nobody wants the game to dissolve into “nuh uh” and “you did too!”

Everyone at the table should be emotionally mature. This is especially true for the role of the Judge. Perform your duties without bending everything to fit your whims.

RANDOMNESS AND UNPREDICTABILITY

Like most roleplaying games, *Ambition & Avarice* uses dice to decide outcomes. Often, the reasons for this are overlooked and unexplored. Dice are used to create randomness and unpredictability. A significant part of the game is dealing with unexpected outcomes. What lies on the other side of this door? Will I be able to strike down that orc before it murders our healer? Will the townsfolk greet us as heroes or view our actions as villainous instead?

In some cases, this is simply resolved through exploration. Characters must open doors and go into dungeons to find out what lies beyond. However, in many cases the outcomes will fall to the dice. There is tension in that moment when the dice hit the table. Will the action succeed or fail?

If you find yourself in a situation where you don't know the answer or you don't have a way to make a decision; just roll the dice. If you feel the evil necromancer could attack four different towns, but don't know which one he will chose; just roll a d4 and use that as your answer.

The dice have oracular power. They can determine truth. As you remove your own ego from the game, you will find that the dice are your ally. They can make the hard decisions so that your hands remain clean. However, once the dice hit the table, you should live with the outcome. If you had to turn to the dice for guidance, accept their judgement. Don't rob them of their destiny.

THE THREE TASKS

The Judge is responsible for a lot of things. We are going to categorize their responsibilities into three general groups; world creation, description, and adjudication.

WORLD CREATION

The first task that falls within your responsibility is to create the world. Most of this chapter is devoted to world creation. The degree to which you do this is dependent upon the scope of your campaign. In general, we encourage greater freedom of movement for the players. This entails a larger and more detailed world. If you lack the time or focus to create something large, you are free to limit the scope. Just know that doing this removes options for the players.

At a bare minimum, your players will need one location to explore. Such locations are often called **dungeons**, whether they fit the classic definition or not. The dungeon contains interactive game elements; items, traps, monsters, non-player characters, and so on.

If you intend for the game to continue for more than a few hours of play, the characters will also need a **town** where they can safely rest and recover from their ordeals, sell excess equipment, and make preparations for the future. As with a dungeon, this does not have to fit the strict definition of a town. The town might be a tiny village, a metropolis, or anything in between.

With these two simple elements, you can go a long way. A lot of the world building concept is about keeping those ideas fresh. The bottom line is that your job is to fill the world with lots of interesting locations and interesting people. There are a wide variety of ways to do that.



DESCRIPTION

After you create the world and drop the players inside of it, you must describe to them what they find. Everything that the players know about the world comes from you. You must be prepared for them to ask surprising questions. Answer as best you can and feel free to take a moment to think about them before doing so. Maintaining consistency is important, but so is keeping your prior descriptions in mind.

There are three things you want to accomplish with your descriptions; **direction**, **opportunity**, and **immersion**.

At the very beginning of the game, you might describe how the party just arrived in a small mountain village where the people are out of work because something evil has crept into the nearby mine. Resist the urge to bury the lead. Don't force the players to interrogate everyone in town. Provide the kind of information that will **direct** them towards what you want them to discover. On the other extreme, don't require them to follow every lead you dangle in front of them. They need to make their own choices about how to proceed.

Furthermore, you want to provide clues to the players about where they can use their abilities. Don't just focus on a single plot line where you really want them to go. The game is about choice and you need to provide the players with **opportunity** to make those choices. Don't say "as you approach the village, you see a large building in the center". This focuses all of their attention on the building and they will just follow that lead. Whatever you describe to the players becomes their menu of options. So describe the central building if you want, but also throw in a shady character that might be an underworld contact. Talk about how there is a hut higher up on the slope that appears to be the home of an outcast.

Finally, as they move around the village it is important to take the time to describe the world around them. You can describe the craggy nature of the land around the town, the crisp the mountain air in their lungs, or the crunch of snow underfoot. Provide the players with sensory information on the environment so they become **immersed** in the setting.

Remember that you don't want to go overboard with any of these elements. Don't focus on one to the exclusion of the rest. Keep it balanced.

ADJUDICATION

As the Judge, it is also your responsibility to be familiar with the rules. Whenever there is a disagreement about what a rule means or a subject that falls outside of the scope of this text, you are the final arbiter. Be patient, fair, and try to honestly consider things from the player's point of view. We cannot teach you good judgement, you must find that on your own. Do your best and people will respect the effort.

THE SANDBOX

Despite the minimal requirement of a single dungeon and perhaps a single town, we strongly encourage a much larger game world. This allows the players to take a strong role in decision-making about where to go and what to do. The general term for this kind of campaign is a **sandbox**. The below description illustrates how it would be played out.

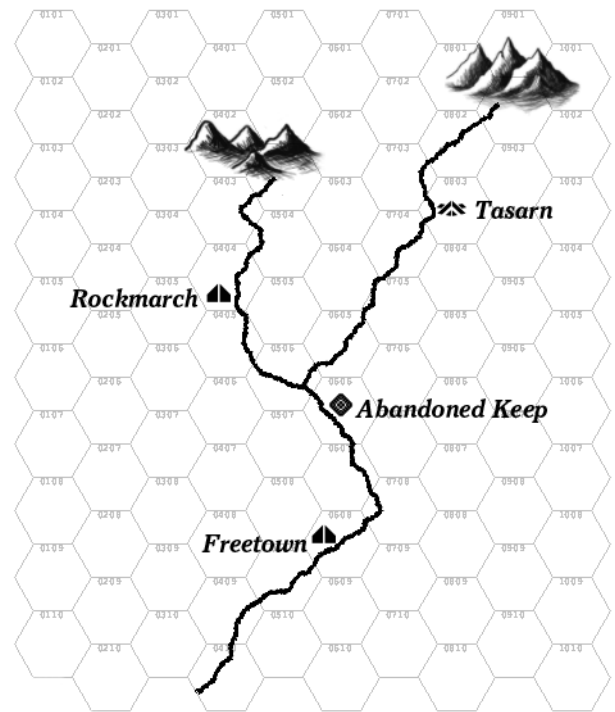
The players begin in one of five towns in the region. While having a few drinks in the tavern, they hear a range of rumors about the dangers, monsters, and dungeons that lurk out in the game world. After some discussion, they decide to pursue the rumor of a lost temple in the jungle to the west. A few weeks later, they return to town laden with treasure and with a level of experience under their belts. After this rest, they begin the process anew. They seek out more rumors and make new decisions about where to go and what to do. At every decision-making point, the players are dictating the path of exploration. The Judge is not directing their paths.

This kind of structure allows the players to make choices that matter. You are not providing them with a narrative to follow. They need to gather information and made a decision on their own. However, it is your responsibility that you provide them with enough information to make good choices. That doesn't mean every rumor should be accurate. After all, the players need to evaluate the merits of the rumors they hear and decide whether they can be believed. Sometimes the challenge is not just picking a rumor to follow, but deciding which one is the most reliable.

You must take the time to provide them with information. Choices without information are not choices at all. It is easy to slip into a habit of loading the information that you give the players so that you can control decisions. You may be very attached to particular content that you created and you just want the players to experience that content. In many ways, that's great. However, you should strongly resist the urge to use your Judge powers to heavily influence player decision-making. This is called **railroading** and it dramatically undermines the core values of the game; a focus on freedom of action and choice.

USING A HEX MAP

For many Judges, the best way of managing a detailed sandbox campaign is with a hex map. A simple example is shown on this page. A map like this provides a strong visual mechanism for the players to evaluate their options. You can make a hex map as simple or as complicated as you want it to be. Some hex maps use different hex tiles for different types of terrain; forest, plains, desert, mountains, etc. Some are illustrated by hand. Use a map that fits your personal style.



Set a map scale that matches what you want to get out of the campaign. If you want the players to stay in a small area, stay focused on that scale and provide detail within that boundary. If you want a vast scale, expand the map out to the size of a continent and fill it with large wilderness areas. If you want the players to be rolling for random encounters every six hours, you might want to set the hex to a size that takes six hours to walk across. Fit the map to your playstyle.

Remember to use the **hex map travel rules**. If the players fail their *wisdom tests* to stay on their heading, you should bend them slightly off course. They tried to travel north, but instead went into the northwest hex. Unless it is obvious, don't tell them about their error. Let them discover they are off-course when they arrive at the wrong destination.

With that said, some locations should be virtually impossible to miss. It is hard to get lost when you are following the path of a river or heading straight towards the only mountain for many miles. In other situations, navigation can be extremely tough. Staying on a straight path through the jungle or across a mountain range is almost impossible.

Reflect the difficulty of the task in the *wisdom tests* that the players are making. Allow them to recognize and correct their orienteering failures in a reasonable time frame. Don't make it impossible for the players to get where they want to go just because you don't like their choices.

PLACING ENCOUNTERS

As discussed in **The Rules of Play** chapter, we use the word **encounter** to describe a game scene with options for player agency. If you are using a hex map, you may place planned encounters within certain hexes. The players can stumble into these encounters as they travel.

For example, you might place a magical obelisk worshipped by a small goblin clan in a hex. Almost everything that happens outside of that hex has no effect on the encounter(s) in which the goblins might react when the players come into their territory.

If you are not using a hex map, you can throw encounters into play based on either time having passed, travel through certain general areas, or your own judgment. You can make rolls to check for encounters at regular intervals, similar to a **random encounter** roll. The pacing of those roll results will provide semi-random deployment of the encounters.

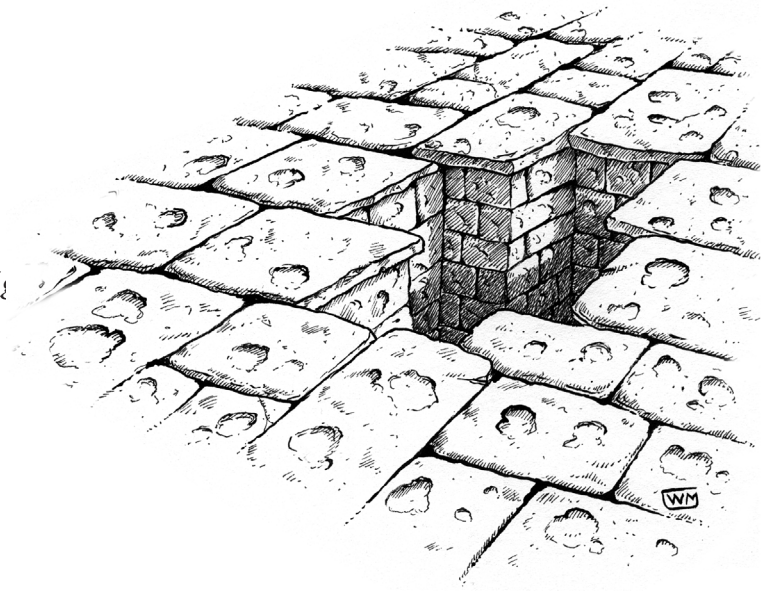
Remember that the purpose of using encounters is to place the players in an interesting situation and allow them to make meaningful choices. For this reason, we encourage you to keep the description short in your notes. You don't want to be so invested in how the encounter is "supposed to go" that you deny the players a chance to meaningfully impact the game. Keep your notes limited and your mind open to alternatives that the players bring to the table.

Describe the situation far enough in advance that the players have time to make choices. For example, you might describe how they hear the beating of the goblin drums as they near the obelisk. If the players still choose to approach loudly with swords drawn, that is their decision. They might choose a stealthier option instead. They might try to deceive the goblins, negotiate with them, or simply withdraw from the situation. From the perspective of the Judge, the goal is to facilitate the encounter, not dictate the outcome. Allow the dice to make decisions.

THE MEGADUNGEON

There is a style of design in the RPG community called the **megadungeon**. This is a large, multi-level dungeon that is a sandbox unto itself. It is packed with content. It is also common to see large swaths of these structures left empty for you to add encounters that you design. Most of them even come with a nearby village or town for recovery between dungeon delves and a few cities beyond the horizon to visit occasionally to sell your stockpile of extra equipment.

Feel free to use these materials. Simply adjust the contents as needed to fit A&A. It should be very easy to do so. Most of them use game systems that are very similar.



FILLING THE SANDBOX

It can be difficult for a Judge to create the content required to flesh out a large sandbox. A common worry is that all your creative efforts were spent on a single dungeon, but the players decided to avoid it. These temptations lead many to move the contents of the sandbox around out of sight of the players. You let them choose which town to travel towards, but just change the name of the only town you designed to match that choice. This is still **railroading**.

You have denied the player meaningful choice. Think back on how you made it happen. In order to make the ruse work, you denied them quality information about the area. You kept things vague so that whichever path they chose would lead to your town. You didn't say "this is a town of Halflings that is plagued by raids from a nearby Orc encampment," because if they had chosen a different town then you would not have been able to switch it out. They would have seen through your deceit. It is important to recognize it as such, because every deceit like this is the *theft* of player agency.

Therefore, you must commit to filling in all the gaps on the map with either your own designs or published materials for those options that you did not complete. Judges are sometimes hesitant to use published materials, but this is exactly what they are designed to do. They can help flesh out the world when you are unable to do so yourself.

This game is designed to be compatible with the majority of existing published materials on the market. Some of them use different saving throws or different skills systems, but you should be able to reasonably adjust those things to match the A&A chassis. This can even be done on the fly while running the game, the differences are quite minimal.

DUNGEONS

The term dungeon can be used to describe any environment with clear boundaries that contains interactive elements arranged in a fixed pattern. The classic dungeon is a large underground complex of stone rooms connected by winding passages. However, you don't have to stick with that setting.

Think of the rooms as merely nodes in an array and the passages as lines connecting those nodes. You can use that structure for organizing anything, not just a classic dungeon. You might turn a castle, a cave, a town under attack, or even a small archipelago into a sort of dungeon. Just think of each singular element of that location as a room of the dungeon.

WHY DUNGEONS?

The virtue of a dungeon design is that it keeps the number of player choices at a manageable level. If you give players too many choices, they can get overwhelmed and suffer from **analysis paralysis**. Choosing between a couple of dungeon corridors and tackling problems by opening one door at a time is a great framework for the game.

GETTING TO THE DUNGEON

Most dungeons are designed from the assumption that they are isolated from civilization. That is why there are monsters to be fought and treasures to be won. There should probably not be a dungeon filled with death and despair just over the hill from a bustling trade center. That kind of thing would have already been cleared out. The existence of this place speaks to its challenge and isolation.

You may want to make finding the entrance to the dungeon a task in its own right. Maybe the players have to gather clues from various non-player characters in order to determine where to even start looking. You could even require that they use NPC scouts or guides to help them in this task.

ENTRANCES AND EXITS

It is common practice to design dungeons with only a few entrances and/or exits. This is frequently a conceit of the designer, as it makes it easier for them to predict where players will enter and leave the structure. Rooms with greater danger can be placed in the structure interior. As with all other elements, you can follow this practice yourself or try to resist it.

One-way passages into or out of the dungeon can be very useful. For example, you could have a sewer drain that can be used to leave the dungeon. However, the water pressure makes re-entry almost impossible. Alternatively, you could have an entrance that cannot be used to exit the dungeon. If deployed unexpectedly, this will create a great deal of fear in the mind of the player. Just be sure to give them a reasonable chance of finding an actual exit within a decent time frame.

DUNGEON ROOMS

Each room in the dungeon is typically its own self-contained element. This is only partially true, as making loud noises will often attract nearby creatures. It is also true that some dungeons have secret passages between rooms, very large rooms that become their own kind of mini-dungeon with different sub-rooms, and other variations on the theme. From the design perspective we will grapple with the rule rather than the exception.

As such, each dungeon room should have the qualities of an encounter. ~~Do not pre-determine an outcome for the room. Leave lots of space for the players to engage with the material and make their own choices.~~ **Designers should present the room as a series of choices (tropes)** As with encounters, do not pre-determine an outcome for the room. Leave lots of space for the players to engage with the material and make their own choices.

CONNECTING SPACE

There are different philosophies about how to create space between the different elements of the dungeon. Some dungeon designers advocate a group of rooms packed together in close proximity. Others design clusters of content with solid buffer space in between to allow retreat, rest, and make the design more gameable. Some designers advocate a blank map with encounters randomly rolled from tables at the moment they are discovered by the players.

We find some virtue in all of these ideas and encourage you to make your own design decisions. Remember that the focus of design work should be on improving the player's choices, not limiting or controlling them. The connecting space should not be there simply to kill time. If you are going to spend your time detailing it and the player's time exploring it, then it needs to serve a purpose.



TROPES

The word **trope** is used to describe the genre conventions that occur throughout a particular type of media. You are very likely to be familiar with these conventions already, but giving them a name and description will help you see how they permeate your creative work as the Judge.

Even though we are going to use the dungeon as our primary example, the tropes discussed in this section are equally applicable out in the wider world. You could treat each portion of the world as a kind of dungeon room. Hex maps provide a great framework for this. Instead of placing an *interesting thing* in a dungeon room, just drop it into a hex on your overland campaign map.

Use these tropes as the backbone of your design process. When you make a dungeon or an overland map, try to fill it with a variety of these tropes. You want the game world to be more than just *dangerous things* protecting *valuable things*. That is the road to boredom. Spice things up! If possible, invent new tropes of your own. These tropes form a starting toolkit, not the ultimate list of possibilities.

Also remember that the players will be under time pressure. Include empty rooms and open spaces in your design work so that the cost of carefully searching each room or map hex becomes a terrible time burden. The decision to stop and search an area must be a real choice for the player. It must represent the expenditure of time and resources. It must have meaning. Otherwise, it becomes and pointless.

CORE TROPES

There are four **core tropes** that are employed in most roleplaying games and medieval fantasy genre fiction. If you want something basic to plug into a game space, you can use one these in their unmodified form.

CORE TROPES

Dangerous Thing

Interesting Thing

Valuable Thing

MacGuffin

DANGEROUS THING

This is a thing that threatens the players in some way. It could be a living being like a monster or non-player character. It could be a trap on a sarcophagus designed to kill someone foolhardy enough to defile it. It poses a physical danger to the health of the player characters. The dangerous thing is used to create dramatic tension and challenge for the players in the game.

INTERESTING THING

This is a thing that is neither dangerous nor valuable, but it could still be useful to the players in some way. It could be a cast-iron pot, a wooden pole, a statue to an ancient god, or even a friendly goblin that knows about the lower levels of the dungeon. Those would all be interesting things to find. The value of an interesting thing is that it allows the players to bring their imagination to bear, not just on this particular thing but on any number of related elements in the world.

Don't think that you need to have extremely unique objects to create opportunities for interesting play. A simple cast-iron pot can be very interesting. It is not just interesting in the context of where it was found, it can be carried around the dungeon and used to solve problems. You could bash people in the head with it, fill it with a strange liquid, or use it as an improvised air pocket to allow you to breathe underwater for a short time. It is a canvas upon which the player can apply their personal imagination and creativity.

VALUABLE THING

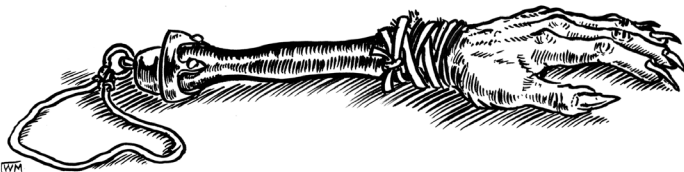
This is a thing that has strong value to the character. It could be valuable in the practical sense; weapons, armor, potions, and so on. It could be valuable to someone else; such as a piece of art or a family heirloom. It could also be directly valuable as currency; coins, promissory notes, gemstones, and so on. The valuable thing is used to reward the players for facing the challenges of the environment.

Many Judges will use valuable things in the dungeon and/or world as a benchmark for character advancement. They will scatter these treasures in a way that rewards players for reaching certain objectives. However, be careful not to cluster all the rewards near the end of adventures. You want to scatter them throughout play to keep players attentive and engaged in the game.

MACGUFFIN

A MacGuffin is an object that has no true value outside of its importance to the plot. It could be so valuable that it cannot be sold because no one has the coin to purchase it. It could be obviously identifiable as stolen and thus too "hot" to sell. It could be dangerous, but only if it falls into the wrong hands or it is mishandled. It can never be used, sold, or even discarded.

The party gains nothing by having the MacGuffin except the privilege of interacting with the Judge's pre-concieved plot design. Therefore, we strongly suggest that you do not use MacGuffins. They are almost always used to **railroad** players. We provide this description to clarify exactly why they shouldn't be used.



DERIVED TROPES

There are thirty **derived tropes** that are detailed here. They represent the various ways of combining the three useful **core tropes** (no *MacGuffins!*) with each other, changing their presentation, and keeping the exploration process fresh and exciting. Don't use the same trope too many times or your players will be able to predict outcomes.

You can even combine these tropes to form even more options. For example, you could have an *obscuring magical effect* that *operates on a timer*. A magical fog could fill a portion of the dungeon a full three turns after the players walk past the guardian statues. The fog causes disorientation and confusion in those that breathe it. The dungeon is the foggy grave of overconfident adventurers. Just let your own imagination run wild. These ideas are templates to create truly unique experiences for your players.

AMBUSH

This is a well-prepared *dangerous thing*. The magnitude of the danger is increased by this preparation. An ambush can make escape difficult or impossible. It can be very deadly, especially against an exhausted or unprepared party. Even a kobold can be deadly if it has taken cover behind a barricade and has a rack of loaded poisoned crossbows ready to fire in quick succession. The ambush is a useful way to create either a dire threat to party survival or to raise a weak opponent up to a much more powerful danger than they would have otherwise been.

BEHIND YOUR BACK

This is any kind of thing that changes when the party is not present. For example, there could be hallway with crystal statues that can be smashed and left in pieces. However, when the party returns later they find that the statues have all been replaced or recreated. The purpose of this trope is to reinforce the idea that there are forces at work behind the scenes. The world is bigger than the vision radius of the player characters.

COMBAT AFTERMATH

This is a combat that has just resolved. Friendly or hostile sides might still be present, but dramatically weakened from their normal state. It is a great way to mix in monsters or non-player characters that would normally outmatch the entire party. It also allows you to drop a lot of immediately useful *valuable things* into the hands of the players. For example, running into another adventuring party that has just been massacred allows you to drop useful adventuring gear without having to come up with an explanation for how it got into its own isolated room.

DERIVED TROPES	
Ambush	Magic on a Timer
Behind Your Back	Message Left Behind
Combat Aftermath	Obscuring Effect
Concealed Object	Safe Haven
Dangerous Captive	Secret Meeting Place
Dead Zones	Statues
Deceptive Object	Strange Key
Distracted Opponents	Structural Collapse
Distracting Object	Talkative Dead
Evidence of Failure	Teleports
Foreshadowing	Toll Road
Fragile Object	Too Heavy
Hidden Among Copies	Tricky Spell
Increasing Danger	Triggered Danger
Innocent Captive	Turncoat

CONCEALED OBJECT

This is an object hidden in the environment. It might be concealed within a mass of debris, sand, or other seemingly useless junk. It might be hidden within a worthless object, such as an old crate or clay jug. It might be placed outside of the angle of vision, such as on a high shelf. Whatever the reason, it is not immediately apparent that this object is present. The possibility of this kind of object being in a room is what drives players to search rooms thoroughly.

DANGEROUS CAPTIVE

This is a non-player character that appears to be an innocent victim. They might be locked in a jail cell, clasped in manacles, or tied up with ropes. They claim to be innocent and just want to get away from this dangerous place. However, all is not what it seems. This person has some secret agenda. Maybe they are waiting to betray the party. Maybe they were left in that condition by someone for a good reason. They might be the enemy of one of the party's allies, thus by helping them sowing discord in their relationships. This person is bad news!

DEAD ZONE

This is an area where something doesn't work, typically magical spells. You don't realize they don't work until you try to use them. This can be a rude awakening. Dead zones are a great way to make a weak opponent much more dangerous or create a sense of shock or surprise for the players.

DECEPTIVE OBJECT

This is an object that appears to be one thing, but is actually something else. It could be a seemingly valuable thing that is actually a *dangerous thing* (e.g. the classic *mimic*). It could be something that appears magical that is actually not, or vice versa. It could be anything where the true nature of the object is not clear when it is first discovered. It is a powerful way to keep the players on their toes.

DISTRACTED OPPONENTS

This is a *dangerous thing* that is distracted. It might be busy sleeping, eating, talking, or otherwise preoccupied. It could be an unintelligent monster playing with a object as a toy. If the players are clever, they might even slip by this thing without attracting its attention. This trope is a great way to make a strong opponent a little less difficult.

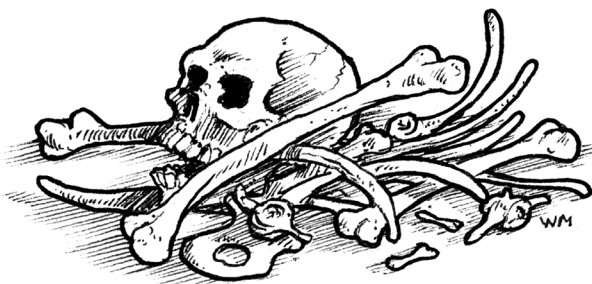
EVIDENCE OF FAILURE

This is evidence of something that has gone horribly wrong, typically in the form of a corpse. It might be someone who fell victim to a trap or just died of their wounds. The corpse can be a great storage spot for *valuable things*. The purpose of this trope is to remind players that it is a dangerous world out there. One day another adventurer might be picking over *your* corpse.

Alternatively, it could be evidence that a *dangerous thing* is very close, such as blast marks along the wall to warn of a nearby fire trap or a fire drake that is wandering the halls. This is particularly useful for warning smart players about immediate dangers without resorting to **notice throws**.

FORESHADOWING

This is evidence that warns you about a danger far into the future. The message could be as simple as “death awaits ye!” It could also be very specific, such as a letter on a corpse that discusses how people have been taken from the town by trolls. Such a letter would serve as a reminder to bring flaming oil or fire spells to combat the monster. By giving a warning far in advance, you allow the players to prepare for the challenge. If they find the letter in the room next to the troll, they can’t do much in the way of preparation. Information about very close danger is probably better handled by *evidence of failure*.



FRAGILE OBJECT

This is an object that can be easily destroyed. It might be immediately destroyed on contact, such as spider webs or an old rusty helm. It might be vulnerable to vigorous motion or hard impact, such as a crystal goblet or an ancient wine bottle. This trope is useful for encouraging players to return to town for a safe rest (e.g. to keep the object safe), creating loud noises to attract other dangers, and as a hiding places for any number of secrets. That old rusty helm might look nonthreatening, until you accidentally crush it and a dozen poisonous centipedes swarm up your arms.

HIDDEN AMONG COPIES

This is a special way of concealing something in plain sight. You can hide something’s unique nature by placing it among mundane equivalents. You could hide a magical sword in a pit with dozens of other discarded weapons. You could hide a gargoyle among several inanimate statues. The object slips past notice because it appears to be one of many copies.

INCREASING DANGER

This is a situation in which dangerous elements increase along a time schedule. For example, you might have a room that slowly fills up with water after a particular lever is pulled. The danger of drowning is very real. When the players realize they only have a few minutes to figure out how to shut off the water before they perish, it will drive tension through the roof. Don’t make it too easy to shut down the danger. Make the players work for it.

INNOCENT CAPTIVE

This is a non-player character that is truly an innocent victim. They might be locked in a jail cell, clasped in manacles, or tied up with ropes. They might have someone on the outside who will reward those that carry the captive to safety. This is what the *dangerous captive* is trying to pretend to be. Don’t make it easy to tell the difference.

MAGIC ON A TIMER

This is some kind of magical effect that has a time delay, a long duration, or in some way triggers based on the passage of time. It might be a fountain that causes anyone who drinks from it to fall asleep for an extended period of time. It might be a spell that triggers a few rounds after the party enters a room. This is useful for a wide variety of things.

This can be used to teach the players that a mistake can take a while to play out or that the initial state of a location is not its only state. The players have to step outside of the immediate present and engage in some forward thinking.

MESSAGE LEFT BEHIND

This is some kind of note left by someone in the past. It could be useful or it might simply bring flavor to the experience. It could be an actual written note in portable form, scratches on a wall, or even a recurring form of magical speech that is actually audible. The Judge can alternate between useful messages, flavor, and red herrings to keep the players on their toes. They can also use the messages to accomplish other trope goals; such as *foreshadowing*.

OBSCURING EFFECT

This is some kind of perception-blocking element in the environment that limits player awareness of their surroundings. Typical examples include fog, water, smoke, loud noises, powerful odors, or even magical darkness. The purpose of the trope is to allow you to hide things from the player behind that perceptual curtain. You can place monsters in the water or fog, treasure beneath putrid rotting corpses, and so on.

SAFE HAVEN

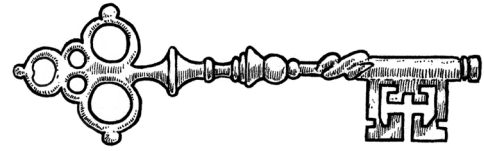
This is an area where the players could easily fortify their position and take a reasonable rest without taking the time to return to civilization. It must be large enough for each player character to stretch out and relax. Soft bedding materials, clean sources of water, and quiet are also helpful.

SECRET MEETING PLACE

This is a place where organized evil does its organizing. It is a secret place where secret things are said without risk of being overheard. It is often guarded by a few *dangerous things*, although sometimes it is hidden behind secret doors and down trapped passageways. It must also be fairly obvious that the organizers will be returning sometime in the future, even when they are not present. Determine when the non-player characters that use this location will be present. Hold to this schedule regardless of what the player's choose to do with their time. If they show up when evil is organizing, perhaps they can listen in or (if they are bold) ambush the head of the serpent while the body is absent.

STATUES

Statues are a very common trope of the medieval fantasy genre. They are the remnants of a bygone age of prosperity and glory. In a gaming sense, they are lightning rods of player attention. They often have secret compartments or difficult to reach elevated fixtures to hold *valuable things*. They can be twisted or removed from their base to reveal secret passages, levers, and other *interesting things*. If you place a statue in a dungeon, players will play with it. You will want to drop a few that do nothing, just to make those with secret functions that much more interesting and evocative.



STRANGE KEY

This is a key that is far from its intended lock. How it got to its current location might be a mystery worth investing some time into solving. The danger of using this trope is that the key will never be used, forgotten in a player's backpack and never seen again. Alternatively, if tried out on every lock it will lead to disappointment. So you might want to provide a little clue about what it is for, even just a single scratched word can save a lot of headaches.

STRUCTURAL COLLAPSE

This is when an underground structure collapses in a way that blocks passage by the players, unless they are willing to devote significant time to digging. The structure might already be collapsed when the party arrives on the scene. The structure could also collapse on top of them as a kind of trap. It might even divide the party by placing several tons of dirt between them. Finally, it might collapse beneath their feet and drop them down to a lower level where they are totally lost. Structural collapse is a useful way to remind the players that sometimes even the stonework can be their enemies.

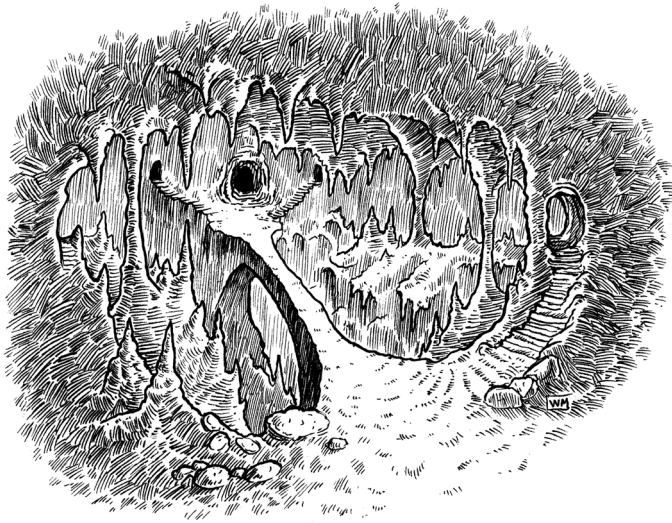
TALKATIVE DEAD

It is fairly common to find undead creatures in medieval fantasy genre that are not dangerous, but instead talkative to the point of annoyance. It is also common to have recent corpses that might have useful information to a magic user that can cast spells to speak with them before they make their final departure to the netherworld. When you have a dead soul to work with, you can give the players a wealth of information that living people simply cannot access, remember, or which has been lost to time. If you want to give a bit of information to the players, but it is something that the living can no longer provide; let them consult the dead.

TELEPORTS

Teleports can serve a variety of uses. They represent a large investment on the part of the creator, so they should be placed logically. One-way teleports can drop the characters into a *dangerous thing*, get them away from one, or even get them away from the entire dungeon.

Some teleports might drop the passenger thousands of miles away and their equipment someplace else. Two-way teleports are almost always designed for a simple transportation use, such as quick access to and from a magical library. The key question to ask for any teleport is why would the creator of the teleport want to travel this way. Answer it.



TOLL ROAD

This is when a monster or non-player character has the ability to control access to a narrow chokepoint. Typically, they are strong enough to be very dangerous to the player characters if angered. For safe passage through this location, they demand a fee of some kind. The players have to choose whether they will pay this fee or fight the controller.

TOO HEAVY

This is when the players are given a *valuable thing* or an *interesting thing*, but it is too heavy to move easily. For example, a 12-foot statue made of solid amethyst. This forces the players to choose whether they want to invest the time and energy in removing the object. This can almost become an adventure in it's own right.

TRICKY SPELL

This is a very clever use of a magic spell to create a powerful and/or unexpected result. For example, a healing spring that actually casts **false cure** on the target instead of truly healing them.

TRIGGERED DANGER

This is a dangerous thing or similar trope that is inactive until a certain event occurs. For example, removing the golden idol from the dais might trigger a series of traps, release monsters from a prison, or similar effect. This trope allows you to create a hidden consequence to player actions and keep them on their toes.

TURNCOAT

This is a *dangerous thing* that can be talked into breaking ranks from its allies and helping you instead of opposing you. It might be a rebellious lieutenant who is looking to upstage his boss or a romantic interest that has been treated poorly. This trope is used to create a chink in the armor of an otherwise well-organized adversary.

GOOD AND EVIL

In a world in which multiple intelligent species exist, actions cannot be distilled down to a simple good/evil dichotomy. Try to avoid bringing your modern moral positions into the game. Consider decisions from the perspective of the characters involved and try to think within their moral framework. Each race will have some degree of favoritism towards their own kind and unique beliefs about what should or should not be done in particular situations.

RELIGION

Most characters are going to look to their religion for moral guidance. This can cover everything from food preparation to burial practices and criminal punishments. When a belief springs from a religious source, it is generally viewed as an ironclad truth. Violence can often be justified to protect these religious prerogatives.

When you create a settlement in the game, think about what religious beliefs are held by those people. How prominent are their religious figures in the legal structure? What are the consequences of violating religious rules? Are there any unusual religious beliefs being followed, such as a refusal to consume a common type of food? Do these people greet each other by citing a religious phrase or with a distinctive physical movement, such as a bow or handshake?

As you create the religions in your game world, you need to consider how they interact with each other. Are there any ongoing wars between religious groups? Is there a history of conflict that bubbles to the surface frequently? Defining these things will provide realism to your world. It will also help guide your own judgments about how a character will react to the events that surround them.

EVIL MAGIC

Magic represents violation of the universal order. As a result, most people view certain forms of magic as inherently evil. The kind of spells that affect the dead are almost universally reviled, especially those that bring people back to life or unlife. Anyone who is seen casting such spells can quickly find themselves on the wrong side of the law.

More than any other factor, magic strongly separates the player characters from the rest of the world. The utility of magic is most felt out in the wilderness or the dungeon, not in the safety of town. A character that uses magic is strange, mysterious, and different from the common man. This can lead to discrimination, harassment (verbal or legal), and even persecution. As the Judge, you should model this in the game. You should have your NPCs react warily towards any group that travels with an obvious magic-user. You should roleplay their skepticism and fear of the unknown. Make the players feel the full weight of their unique nature.

NPCs

It is your responsibility to stock the world with non-player characters (NPCs). These characters perform all the tasks that the players cannot. They are shopkeepers, guardsmen, thieves, kings, and so on.

If an NPC is a part of an **encounter**, you should determine their feelings about the party based on the **reaction roll**. They are a part of the challenges being laid out for the players and combat is a very real possibility.

However, if the NPC is not a part of an encounter then you should treat them differently. They are very unlikely to initiate hostilities and they have much stronger potential to be an ally or provide information. For these kinds of NPCs, you should use a **favor roll**. This is mechanically very similar to a reaction roll. Roll 2d6 in secret and add the *charisma modifier* of the character leading the conversation.

The favor roll will provide you with a number of favors or disavors for that NPC or a neutral result that has no effect.

FAVOR ROLLS : 3D6

DIE RESULT	OUTCOME	ATTITUDE OF THE NPC
3 - 4	+2 Disfavor	Aggravated & Annoyed
5 - 8	+1 Disfavor	Distrustful & Distant
9 - 12	Neutral	Cautious & Evasive
13 - 16	+1 Favor	Upbeat & Positive
17 - 18	+2 Favor	Warm & Friendly

FAVOR AND DISFAVOR

A **favor** represents a willingness to help the players without demanding satisfaction of their own interests. Each favor manifests as a single instance of assistance. For example, they might give the players a piece of information for free or hide them from the Duke's soldiers for a night.

A **disfavor** means that the NPC must have their own interests satisfied before they will even reach a point of neutrality. In other words, the player is the one performing favors for the NPC in this role. They will need to unilaterally help this NPC with a problem before that NPC will even consider making a deal with them for mutual gain. The NPC might volunteer ideas on how to balance the scales or they may simply remain aloof and uninterested. You must decide how this plays out.

A position of **neutrality** means that the NPC is open to mutually beneficial arrangements. Their neutrality could be a result of the die roll or a result of player action: cashing in favors or working off disfavor. However, if the NPC feels that a deal worked out in a way that disproportionately favored one party, they may move away from neutrality in either direction. This comes down to your judgment.

EXAMPLE OF NPC INTERACTION

Let's assume you are roleplaying an innkeeper. You roll a 10 on the disposition roll. This means that the innkeeper has 1 favor. He is willing to perform one act of kindness before requiring some kind of reciprocity. You describe him as *upbeat and positive*. He is happy that they visited his inn.

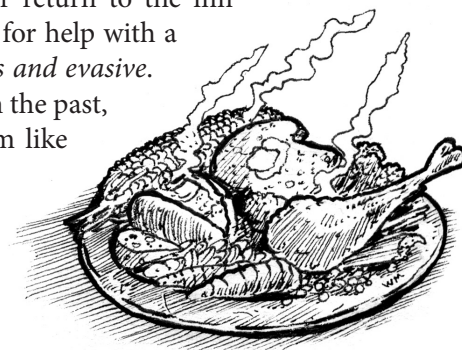
Maybe he will give the player a free pint of ale on the house. Maybe he will share a piece of secret information without demanding payment. You determine the nature of the favor. You can also determine whether you are going to proactively give the favor to the players or wait for them to ask for help.

When the players later return to the inn and ask the innkeeper for help with a problem, he is *cautious and evasive*.

He was kind to them in the past, but now he treats them like any other customer.

He is not averse to helping the players, but he will demand some compensation.

Perhaps he needs a sum of gold to refurbish the inn or he needs a gambling debt settled with a rough customer. Whatever the players are asking of the innkeeper, he will demand something equivalent in return. This may be equal risk, time, or money.



However, let's go back and imagine that you had rolled a 4 on the favor roll instead. Instead of positive emotions, the player encounters resistance. The innkeeper has 1 disfavor. He is *distrustful and distant*. He might ask them to pay double the standard room rate. Alternatively, he might ask the players to perform a dangerous act without appropriate payment before he will let them stay in the inn.

However, after this initial hostility the innkeeper will mellow out and treat them more fairly. They endured his slings and arrows. They earned his respect. However, they are not his friend. He remains *cautious and evasive*. He will demand equality when any deals are negotiated.

A few months after reaching neutrality with the innkeeper, the players return to the inn from a victorious dungeon delve. They buy a round of drinks for everyone in town and rent out the inn for a week to rest and recuperate. They tip generously and leave the innkeeper with a smile on his face.

Perhaps you decide that this act of kindness grants them another favor. Therefore you mark in your notes: +1 favor with innkeeper. When they return later, you might have the innkeeper help them. You might just as easily wait and allow the players to cash in on their generosity when they desire.

MONSTERS

Beyond the safety of the towns, the game world is heavily populated with dangerous **monsters**. We use that term to describe any creature that is not a normal animal or one of the player character racial choices. A monster can be either intelligent or unintelligent, that is not a criteria. Intelligence simply makes a monster more sophisticated.

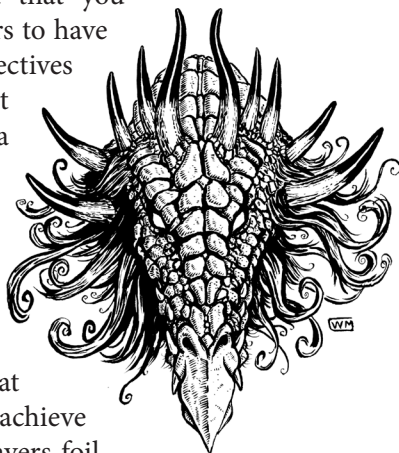
Designing and placing these monsters in the world is a task that falls to you as the Judge. The purpose of the monster is to make the world a more dangerous place. By definition, a monster is not normal. You should take care to make sure they do not appear mundane. Unless the players have spent a lot of time searching out other characters that have faced down the monster and asked them detailed questions, the player should not know the true danger that the monster presents. Mystery is its own virtue.

MONSTER BEHAVIOR

A monster does not exist purely to fight the players. It needs a home, motivations, and structure in its life. The world that you build must be realistic so that the players can think about things logically within those parameters. If you think in a simple manner, your players will do so as well.

When placing treasure, you need to escape from the cliché that a monster's treasure is found on its body or in a nearby storage area. The storage area may or may not be its lair. Consider thinking about the monster more realistically. A predator that lives in a nearby lair might spend its day hunting in the dungeon. It might have treasure back in the lair. If you just put the monster in the dungeon, the players will probably kill or evade it and never find that treasure. However, if you put bloody footprints in key locations and maybe some evidence that a predator was dragging a corpse through the grass outside, the players may investigate and follow it back to the lair.

We strongly recommend that you design all of your monsters to have their own specific objectives in life. They should not be robots operating off a script (unless of course, they are actually a golem or similar monster that will only follow specific commands). You need to think about what this monster wants and what strategies it employs to achieve those goals. When the players foil the monster's plans, you need to think about how the monster will react to that disruption.



EFFECTIVE HIT DICE

It can be very hard to tell exactly what kind of challenge that a monster poses to the players. This is especially true when a monster has strange abilities that are hard to quantify. To help the Judge award experience to reflect the true value of the adversary, we use hit die as a measure of value.

Unlike characters, all monsters use d6 hit dice. When we say a monster has 4 hit dice, that means they have 4d6 hit points. This means that there is a wide distribution of possible hit point values for every monster of that type.

Since every monster derives their hit points in this manner, we can use the hit die as a benchmark for value. We can take unusual monster abilities and compare them to the utility of having more hit points. To measure this, we use the term Effective Hit Dice (EHD).

Effective Hit Dice = Hit Dice + Hit Die Value of Abilities

EHD combines the health of the monster with its abilities to create a composite value that can be used as a benchmark of challenge and difficulty. This also allows you to fairly give out experience points on that basis.

The minimum EHD value is 1. Some small adversaries might technically qualify as being less than 1 EHD. Do not award experience to the players for defeating them. They are simply beneath consideration.

AWARDING EXPERIENCE

When the party defeats a monster, you may award them with experience based on the EHD of the defeated foes. Remember to divide the points equally between all participants. Thus if four characters defeat a 7 EHD monster, they would each receive 250 experience points.

Of course, this assumes that you will be awarding some experience points for defeating monsters. However, it is possible that you will only be awarding experience based on treasure finds or quest completion. If so, ignore this section.

KEEPING THINGS FRESH

Anyone who has played RPGs for a while will learn about monster fighting. They will learn to use fire against trolls. They will know to avoid a medusa's gaze. Even as 1st level characters, they will be veterans in this sense. For that reason, we recommend that you design monsters in unique and innovative ways so that the players will be surprised. If you cannot do this yourself, we have random tools that can help you think outside of the box.

AWARDS	
EHD	EXPERIENCE
1	25
2	50
3	100
4	250
5	450
6	700
7	1,000
8+	+500

CREATING MONSTERS RANDOMLY

We recommend that you design monsters randomly so that the players will be surprised. This is a very simply process.

Start with the base statistics block on the right. This is a monster with only 1 effective hit-die. If that is all you need, you can stop right here. You can use these statistics for simple monsters like kobolds. It might pose a threat to a single character one-on-one, but you would need a group of these monsters to provide a challenge to the players.

BASE STATISTICS

1 Hit Die (d6)

1 attack per round

17+ Saving Throws

10 Armor Class

6 morale

Moves by walking

If you need a more robust monster, think about how many hit dice you want the monster to have. How much damage do you want this monster to be able to absorb? If you don't want to decide that, just roll 1d10 and add that many hit dice. For every hit die that you add, raise the EHD by 1.

Once you are satisfied, start rolling on the *standard monster abilities table* on the right. Keep rolling until you feel like you have created something that will fit into the environment that you are using. Remember, don't design the monster with the abilities of your players in mind. Design for the world where you are placing the monster.

SKINNING

Once you are satisfied with the statistics, apply a **skin** to the monster. Give it a name, think about what it looks like, and give it a few unique features like horns or strange body hair. If the monster has human-like hands, feel free to vary the weapons they are carrying to add detail to the build. It is assumed that monsters can see in the dark. Removing this feature does not change the EHD.

Try to think of how the monster uses each of its abilities. For example, let's say that you have a monster with a breath weapon. What kind of breath weapon is it? Don't just use fire every time. Throw in a monster with acid breath or breath that freezes its victim in place. The table results are just a starting point for these abilities. Inject your imagination.

You can also use a monster from another dungeon-crawling game and convert them into A&A using these rules. You can take monster abilities from other games as well, just assign an effective hit-die value based on it's utility.

RESKINNING

There will be times that you need a monster and don't have a lot of time to design one. It is very easy to **reskin** them. For example, you might take the statistics for an undead skeleton and just change it into a zombie. All the statistics are there, you just changed the packaging. Most players will not notice that the statistics for the two monsters are the same.



STANDARD MONSTER ABILITIES : D20

RANDOM	ABILITY	EFFECT	EHD
1	Accurate	+2 To-Hit	+1
2	Breath Weapon	30 ft cone, 1d6 damage	+2
3	Committed	+2 morale	+1
4	Drain	drains 500 XP per touch	+3
5	Extra Attack	extra attack per round	+3
6	Gaze	gaze turns to stone	+3
7	Hardened	+2 Armor Class	+1
8	Immunity	ignore one damage type	+1
9	Lurker	+3 to surprise	+1
10	Movement	gain a movement mode	+1
11	Poison*	damage delivers poison	+2
12	Quick Strike	+2 Initiative	+1
13	Regeneration	heals 1d6 HP per round	+3
14	Resistant	Reduce Saves by 2	+1
15	Snatcher	+3 to grappling	+1
16	Spellcasting**	2 Spells per day	+3
17	Stealth	+5 penalty to notice	+1
18	Stench***	10 ft poison cloud	+1
19	Terrifying	-3 to opponent morale	+1
20	Undead	immune to status effects	+1

* Design a deadly poison to use with this ability

** Assume spontaneous caster. Caster Level = Effective Hit Dice

*** Design a weak poison to use with this ability

TREASURE

Treasure is dynamic. One day, it is motivation and drive. It pushes a character to excel. The next day, it is sustenance or trade. It changes into useful things that the character needs. It might also become a burden, drawing unwanted attention and action from those with a glimmer in their eyes.

Treasure is typically the most important thing to both the character and the player. It is the clarion call that pulls them out of their comfortable world. You need to make it worth the risk. Treasure can make or break a campaign.

TREASURE IN THE DUNGEON

If you are using **tropes** to design your dungeon, you already know where to place the treasure. Treasure can be the center attraction of a room. It can be hidden in nooks and crannies. It can be obvious, but untouchable. The opportunities are nearly limitless.

Just remember that treasure is a lure. The potential of treasure is what makes them decide to wade into that muddy water, to climb atop the statue, and to open that chest. You can use the equipment lists as your guide for many things, but you should also liberate your mind from thinking *only* those things are treasure. Many simple things can become treasure. Value is fluid. A wooden bucket might just appear to be a hindrance to carry, until the ceiling starts dripping a strange green ooze. Then the bucket's utility becomes more clear.

Place small amounts of treasure all over the world. This pushes the players to think and explore. Go beyond the simple lists of equipment and give the players something interesting to consider in new ways. Don't get stuck in a rut of just handing out coinage.

A stockpile of objects in the dungeon will help players craft solutions to problems. When they jam a lock, they might improvise a crowbar out of the fire poker that you left in the wizard's study. Don't underestimate their creativity.

TREASURE IN THE WORLD

When you place treasure outside of the dungeon, it should have an owner and be protected. It can make sense to find 20 gold pieces in a stone room that hasn't seen visitors in two decades. However, valuables will be either under guard or locked up in a place where people actively move around.

The distribution of wealth should also change. A goblin in a dungeon might have scrounged a few gold pieces off the corpses of recently deceased adventurers. On the surface, those with wealth have a reason for it: they might own land, businesses, or hold political office. Most people live hand-to-mouth and have little to no savings. A goblin living on the surface world with a few gold in his pockets may very well be the leader of his tribe.

MAGIC ITEMS

It can be tempting for the lazy Judge to create bland magic items. Why invest the time in exploring the history of a magic sword when you can just call it a *+1 sword* and move on? However, we strongly advise you not to engage in that practice. Magic items should be special. They should excite the players and trigger their imaginations.

When you create magic items, let your imagination run wild. Think up the *concept of the item* before you think of the rules that it will affect. Don't say to yourself, "I need a sword that deals fire damage so that the players can defeat this water elemental." Instead, imagine an undead knight holding a flaming sword with a handle made of skulls. Imagine how those that see the sword will cower in fear of the bearer. After you have the idea hammered out, you can decide that it deals 1d8 points of extra fire damage and causes anyone who sees it to make a **morale check** or flee. Don't become a slave to game mechanics. Magic can break through such barriers.

SELLING ITEMS

The prices in the equipment section represent the standard buying and selling price of new goods in a large city. As the players move away from the city and into rural environments, the cost of new goods will rise. A lantern might only cost 10 gp at the city bazaar where there are multiple merchants and many customers. That same lantern might command a price of 20 gp in a small hamlet on the edge of the kingdom, where there is only a single merchant and a handful of customers.

On the other side of the fence, the selling price for the players will drop using the same logic. This is especially true for used goods. When there is only a single merchant in town, convincing him to buy the slightly rusted lantern that they found in the goblin warrens should not be easy. They might only walk away from the bargaining table with 8 gp.

Feel free to ask for *charisma tests* when they are haggling over prices. This is extremely important when interacting with merchants that they don't know very well. If they succeed at such a test, allow them to buy and sell for established rates. If not, apply whatever modifiers you desire. If they don't like the prices, they can always seek out another vendor. It just might involve another journey.

PLAYER SATISFACTION

Remember that the players are here to have fun. Characters that go down into a dungeon and risk their lives, they want fair compensation for that risk. Nobody wants to spend their evening hunting down giant rats for a small trove of copper pieces. Make your rewards interesting. Don't put down a *staff of fireballs* for treasure and then describe it as a wooden staff. Talk about the intricate carvings on the staff, the magical glow, etc. The players want a vivid world. Give it to them.

ADJUDICATION

One of the great things about RPGs is that there are none of the hard programming limitations of a video game. Players can attempt actions that the game designer never anticipated. This is only possible because the Judge makes decisions.

Let's say that one more time: **the Judge makes decisions**.

When something occurs that is not precisely covered by the rules, you are responsible for resolving it. You must make a decision so that the game can move forward. We recommend that you follow this sequence of actions:

- ▶ Gather all readily available information. Don't waste time acquiring every possible piece of information. That will only slow down the pace of the game and cause a lot of frustration and discontent in the group.
- ▶ Imagine what would probably occur in real life if this was really happening (and magic was also real).
- ▶ Consider the actual intentions of the player, not just what was said. If you have doubts, ask questions!
- ▶ Remember that a player character is not just a normal person. They are a highly trained adventurer. Give them the benefit of the doubt where reasonable.
- ▶ Make a decision and move forward as best you can. If more information comes to light later on, be open to reconsidering your decision.
- ▶ Remember that no decision is perfect. Don't hold yourself up to an impossible standard. You will make mistakes. The challenge is learning from them.

THROW, TEST, OR IN-SIX-CHANCE?

One of the big roles that you play as the Judge is determining how to resolve actions. There are three basic paths to follow; saving/dungeon throws, attribute tests, and in-six-chances.

Saving throws represent innate biological defenses. They are established by racial choices. Saving throws are made when something is attacking the physical form of the character: a magical spell, a falling rock, a poison injected into the body, and so on.

Dungeon throws represent the unique skills used often in dungeon environments. They are established by class choices. Dungeon throws are made when the character is attempting something proactively: picking a lock, bashing down a door, sneaking past a guard, and so on.

Both sets of throws are **one-time-use abilities**. Failing the throw means that the bad outcome happens. You should not allow the player to retry the attempt. For example, if one of the characters tries to make a **traps throw** and fails; then the trap goes off. They can't go back in time and try again.

If the players attempt to do something for which they have no specific skill, you have two choices on how to resolve it. If you feel that success on the task would reflect back on one of the six attributes, then you should have them make an **attribute test**. Their odds of success will be based on their natural prowess in that attribute.

However, if you feel that anyone would have a roughly equal chance of success then you should use the **in-six-chances** mechanic. The default setup is either a 2-in-6 chance or a 4-in-6 chance. You should use the 2-in-6 for long shots and 4-in-6 for situations where the chances of success are pretty good. Of course, you can create your own odds whenever the mood strikes you. Note that there are also many in-six-chances that emerge from racial and class abilities. If you notice that a player has one of these abilities but doesn't realize that they could use it, you may want to point it out to them so that they have a chance to shine.

CREATING STATISTICS ON THE FLY

There are going to be times when the players surprise you and want to move in a direction you did not anticipate. We have tried to support you in these moments. For example, you can randomly generate a monster with a few rolls. This is useful, but we can only anticipate so much. Your table will be a unique environment and you will need to think for yourself in most situations.

As a general rule, we recommend the basic rule of thumb to **favor the average**. If you need to make a saving throw for an NPC but you haven't generated that value yet, just assume a value of 17+ (the average person). If you need an armor class, assume 10. If you need an attribute, assume a 10 or 11. If you need a to-hit modifier, just assume +0 and take the die roll as-is. When in doubt, assume no modifier and just roll.

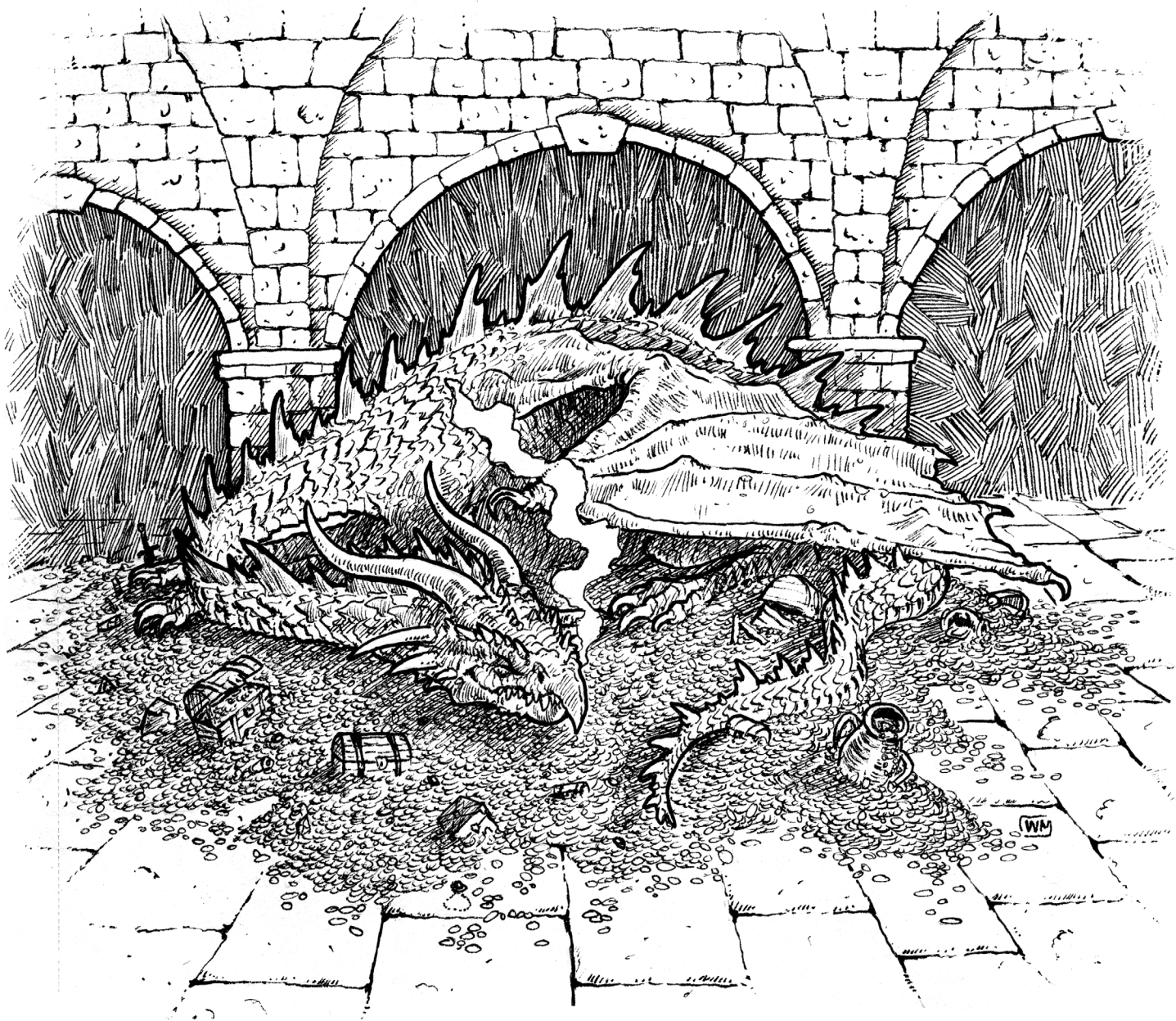
Of course, use your brain with this. If the players attack the town sheriff, he shouldn't have an 11 strength. In that case, you may want to go with a 13 or 15. Use your judgment. It is just generally helpful to start from the average position.

GETTING INSIDE THE MIND OF AN NPC OR MONSTER

The final and perhaps hardest thing to adjudicate is the logic of a non-player character or monster. What do they really think about this situation? This is hard to say.

Keep in mind that every character you control has their own limited vision of the world. A monster living in a dungeon is just that and nothing more. If captured alive, they cannot be interrogated about the goings-on in the Ducal bedroom. When you create inhabitants for your world, consider what they know. When you act on the fly, it is often best to assume that any particular character is ignorant of most things. Treat knowledge like any other resource and keep it realistic.

CLOSING THOUGHTS



In this book, I have tried to step outside of the bland textbook writing style that dominates the RPG industry. I have tried to not only provide a game, but a solid philosophical foundation for better games. I have tried to not only provide rules, but reasons for the rules and insight into how the rules can be used to make your game experience more enjoyable. I hope that you have been able to draw inspiration from these efforts.

I am *NOT* the perfect Judge who runs the perfect game. However, I would like to think that I am like a coach. I may not be the fastest runner. I may not have the best footwork, the best aim, or the strongest arm. I do not pretend to bring these things to your table. My goal is not to be the best, but to make you be the best. All I can offer is the belief that everything I have seen and done has given me the wisdom to pass this knowledge down to you. I hope you use it well and I wish you the best of luck.

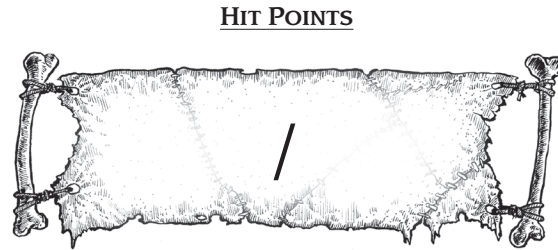
CHARACTER SHEET



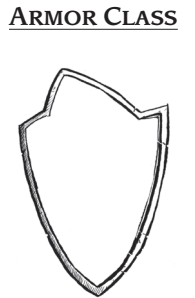
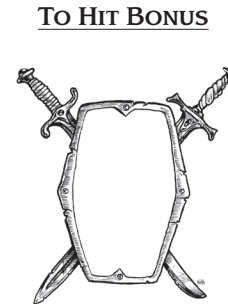
Player: _____
 Character: _____
 Campaign: _____

Race: _____
 Class: _____
 Gender: _____

<u>ATTRIBUTES</u>	<u>MOD</u>
Strength: _____	_____
Dexterity: _____	_____
Constitution: _____	_____
Intelligence: _____	_____
Wisdom: _____	_____
Charisma: _____	_____



Hit Die: _____ Rest Die: _____



 + modifier vs DC


Infravision

SAVING THROWS
 Blast: _____
 Death: _____
 Paralysis: _____
 Poison: _____
 Reflex: _____
 Spells: _____

DUNGEON THROWS
 Climb: _____
 Force: _____
 Locks: _____
 Notice: _____
 Sneak: _____
 Traps: _____

IN SIX CHANCES

PROFICIENCIES

 equal or greater

 equal or lower

KNOWN SPELLS

CLASS FEATURES

Expertise: _____
 Identify: _____
 Other: _____

LANGUAGES

SPELLS PER DAY

1st 2nd 3rd 4th 5th 6th 7th

ENCUMBRANCE & SPEED

Status Weight Exploration Combat Sprint

MEMORIZED SPELLS

MISCELLANY

EXPERIENCE POINTS

Current: _____
 Next Level: _____

Character Level: _____

This game is a part of a movement within the roleplaying game community called the Old School Renaissance or OSR. This movement looks back at the early versions of the original roleplaying game and takes a different road to the present than the one followed by the other iterations of that game. OSR-style games maintain a focus on survival, exploration, problem-solving

