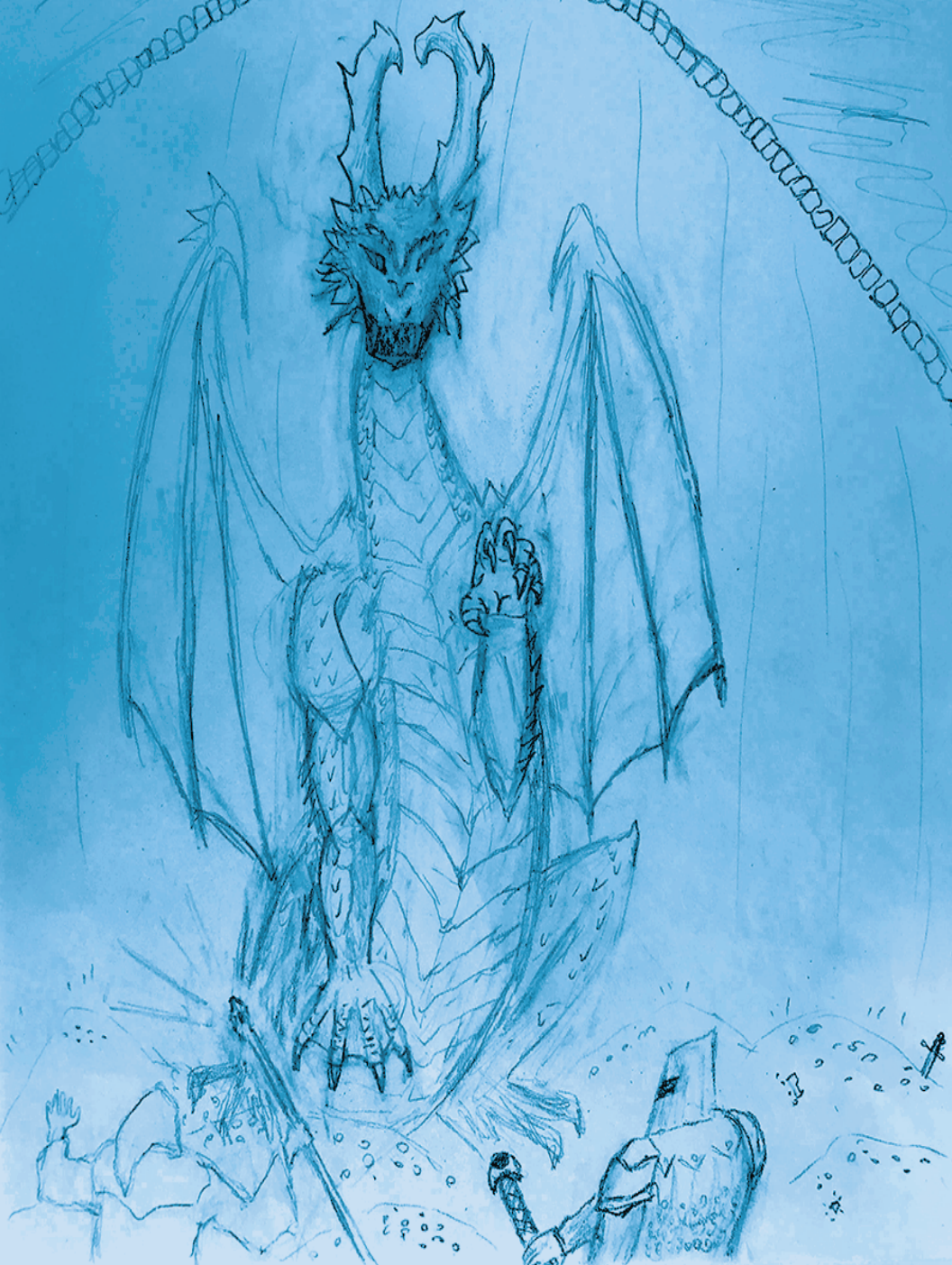


Chaoses Limb



Character Creation Quick Start

1. Roll 3d6 down the line assigning the sum to each Ability in order

STR - modify melee damage

DEX - modify ranged attack

INT - modify spell knowledge

CON - modify hit points

WIS - modify cleric turning

CHA - modify reaction rolls

Any ability 13 or higher will give you a +1 bonus. Any ability lower than 9 will give you a -1 penalty.

2. Choose a Race or Class:

- If STR CON & DEX are your three highest then you make a good fighter
- If WIS STR & CON are your three highest then you make a good cleric
- If CHA & DEX are your two highest then you make a good elf
- If CON & STR are your two highest then you make a good dwarf
- If DEX & CON are your two highest then you make a good halfling
- If DEX is your highest then you make a good thief
- If INT is your highest then you make a good magic user

3. Roll for HP and add any bonus (or penalty) for CON

Fighter, Dwarf: 1d8

Elf, Halfling, Cleric: 1d6

Thief, Magic-User: 1d4

4. Determine Saving Throw:

Class	Magic	Death
Elf	15	12
Fighter, thief	16	12
Magic User	15	13
Cleric	15	11
Dwarves and Halflings	14	10

5. Elf select a spell:

Animal Friend

Mirror Shield

Decipher Runes

Pass w/o Trace

Dweomer Sight

Purify Water

Faerie Lights

Undrstd Lang

Elf Light

Magic-user select a spell:

Dancing Lights

Read Lang

Detect Magic

Read Magic

Enlargement

Shield

Hold Portal

Floating Disc

Light

Ventriloquism

Adventurer Equipment Kits

Fighter Kit

ChainMail + Shield (AC4)

Sword

Dagger

Long bow

Quiver w/20 Arrows

17 coin

Magic User Kit

Robes

Hooded cloak

Dagger

Spell components

Parchment and Ink

Spell book

47 coin

Cleric Kit

Plate Mail (AC3)

Helmet

Mace

Wooden Holy Symbol

Leather Back Pack

10' Pole

50' Rope

Wine Skin

1 Quart Wine

Vial of Holy Water

Bud of Garlic

Wolfsbane

Steel Mirror

Thief Kit

Leather armor (AC8)

Short sword

Dagger

Short Bow

Quiver w/ 20 arrows

Thieves tools

Backpack

100' silk rope

Large sack

Small Sack

1 coin

Elven Kit

Chain mail (AC5)

Helmet

Long Bow

Quiver with 20 Arrows

Long Sword

Dagger

19 coin

Dwarven Kit

Plate Mail + Shield (AC2)

Helmet

Mace

Battle Axe

Back Pack

12 Iron Spikes & a Rock

Iron Holy Symbol

Water jug

1 week Iron Rations

18 coin

Halfling Kit

Leather Armor (AC8)

Short Sword

Dagger

Sling

Pouch w/20 Sling stones

Mule

50' Rope

5' Stick

Large Sack

Small Sack

Lantern

5 Flasks of Oil

Tinder Box

9 Stakes and Mallet

12 Iron Spikes

Water Skin

2 weeks Standard rations

2 weeks Iron rations

18 coin

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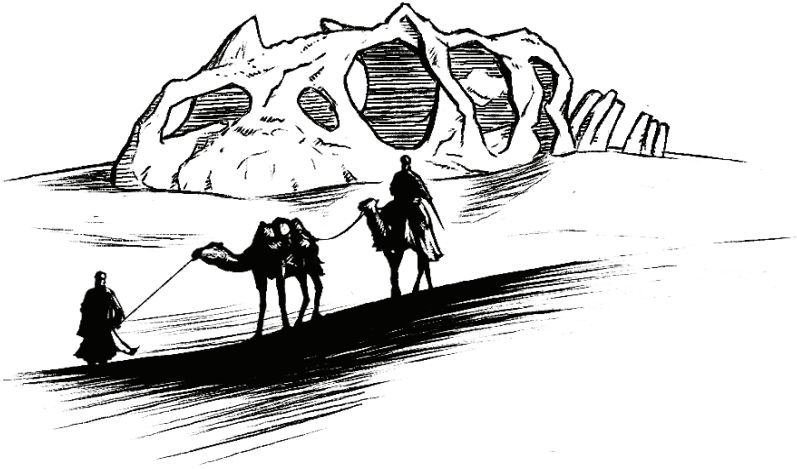
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Chaos Limb

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Playtesting by Philip, Larry and Frank Vieira

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Enter the realms of fantastic adventures. Walk the paths to distant lands, brave fearsome challenges, behold wondrous treasures. These are the worlds of fantasy adventure gaming to which Dungeons and Dragons provided entry.

For many that initial introduction was the Basic Set, edited by Dr. J Eric Holmes. Chaos Limb is based on the Dungeons and Dragons Basic Set as written by Dr. Holmes and originally published in 1977. At the time of its release the Basic Set was a compilation of the original three rulebooks and the first two supplements Blackmoor and Greyhawk, but only meant to cover the beginning of play. A gateway to adventure...

I started work on Chaos Limb because I wanted a ruleset to use for running old modules. There are plenty of good retro clones out there, but I have a copy of Holmes basic and was familiar with those rules so I decided to start with that. I knew the rules as originally written were hard for new players to grasp, but I figured the ruleset was small enough that it would be easy to edit, rewrite and clarify. I rearranged the rules to make things easier to find. I moved all the

rules we typically ignored during play into an “Optional Rules” section. I further streamlined where I could and tried to eliminate most of the inconsistencies. Finally, I ended up adding a few of my own house rules or stealing rules I liked from other rulesets. Before I knew it, I had my own retro-clone.

Changes

A few changes that I’ve made to the original Holme’s Basic rules

Changes to make it ‘more’ OSR

- **Race as Class:** One aspect of Oe is that demihumans have predefined classes e.g. the elf combines both fighter and magic user. I have extended that concept with dwarves and halflings making halflings a combination of fighter and thief and the dwarf a combination of fighter and cleric. The choice for halfling hearkens back to their Hobbit origins (Bilbo Baggins the Burglar). For the dwarf, other than the fact there weren’t many unique combinations left, having some spell use for the dwarf evokes the dwarves of myths and fairytales that predate Tolkien.
- **Zero to Hero:** OSR characters start as weak unremarkable characters and only become heroes after overcoming many challenges. I modified abilities to make the starting point weaker (almost 0-level) but the initial power curve steeper.
- **Emphasis on Character Agency:** In OSR games what a player says their character does has greater impact on results than what is written on their character sheet. I’ve removed the higher bonuses for intelligence and constitution above 15 and made all attribute modifiers consistent.

Changes to make it ‘more’ Basic

- Saving throws have been simplified to two basic types: lethal and non-lethal.
- To Hit tables have been replaced with a To Hit bonus.

Changes to make it more fun

- Rolling low for some things (breaking down doors) and high for others is inconsistent (a “beautiful” inconsistency is one of Oe’s charms after all) but it feels anticlimactic when players roll high and are trying roll low. I try to reorient so that high rolls are always beneficial for the characters.
- I have doubled the number of spell levels by splitting each level of spells into two. This should encourage more varied use of spells as well as make it easier to track which level of spells you have access to.

Where you find blank space in this document, fill with your own house rules, adventure ideas, setting notes, drawings or graffiti.

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Creating Characters

Abilities

Each character has six abilities:

- Strength: important for fighters
- Intelligence: important for magic users
- Wisdom: important for clerics
- Constitution: health and endurance. Important for dwarves and halflings
- Dexterity: speed and accuracy. Important for thieves and halflings.
- Charisma: persuasiveness, force of personality, attractiveness. Important for elves and the party leader.

Generating scores for abilities

To determine your character's abilities roll 3 six-sided die (abbreviated as 3d6) summing the result for each ability generating a score between 3 and 18 for each ability.

Ability Bonuses

Ability scores 13 or greater give characters a +1 bonus on some rolls. Lower than 9 gives them a -1. For example:

- Strength: melee combat damage
- Intelligence: spell choice for magic users
- Wisdom: turning for clerics
- Dexterity: ranged weapon combat
- Constitution: hit point bonus
- Charisma: encounter reaction

Adjusting abilities

You may raise your character's scores in one ability by lowering the scores of some other ability. Lower any ability by 2 points to raise another by 1 point. No ability can be raised above 18 or lowered below 9.

Lucky Characters

Sometimes the universe of chance allows a character to appear who is below average in everything. Such a character should be considered extremely lucky (otherwise, how could they have survived this long?). There is enough chance in the dungeon encounters, that sometimes these seemingly 'hopeless' characters will survive and advance to positions of power and greatness. At the Dungeon

Master's discretion such a character may be awarded a bonus of +1 to any die roll once per adventure. To qualify for this luck bonus, all six abilities should be lower than 12. (If all 6 abilities were below 9, I'd allow them one automatic critical success once per adventure)

Class & Race

There are 7 class/race combinations to choose from: Fighter, Magic-User, Cleric, Thief, Elf, Dwarf, Halfing. Characters can be any gender.

Fighters – Fighters are proficient at combat as well as actions requiring athleticism and raw brute force. Fighters can use any weapon and wear any kind of armor. As they advance in experience they become more deadly combatants and harder to kill.

Magic-users – Magic-users are students of the arcane, seekers of knowledge and delvers into ancient sorceries better left buried. Magic-users do not wear armor and carry only a dagger or staff for protection. They can, however, cast spells and use almost all magical items.

Clerics – Clerics devote themselves to one deity and it is from this deity that they derive their power. Clerics cast their own spells but different than those used by magic users. Clerics may wear armor and fight with non-edged weapons. Clerics can often dispel the undead or other supernatural beings.

Thieves – Thieves are specialists in robbing tombs and other stealthy operations. They can strike a deadly blow from hiding, and have advantages in ferreting out and eliminating dangers, remaining undetected by enemies, getting into guarded locations and getting out of sticky situations. Thieves can wear nothing stronger than leather armor and cannot carry shields. They can use any weapon. As a result of their adventures, as they rise in level they learn a smattering of various languages, how to read treasure maps and even the ability to decipher some magical writings.

Dwarves – are short and stocky. Their skin tone ranges from alabaster white to jet black and all shades of stone in between, with stone gray being most common. They are sturdy fighters and are resistant to sorcery. When in contact with stone underground, dwarves can see up to 60 feet without light, and can

detect slanting passages, traps, shifting walls and new construction about one-third of the time. Dwarves progress in level as both fighters and clerics and as clerics will follow either a War God or Chthonic Deity.

Elves – are graceful, slim of build, have skin and hair that ranges from birch white to golden autumn tones and more rarely shading to green. They have the advantages of both fighters and magic-users as well as certain special capabilities all their own. Elves can use all weapons and armor and can also cast spells like a magic-user but typically cannot cast spells if wearing armor. Elves have superior vision and senses. They can see by moonlight as if it were day and can see by starlight as if lit by a full moon. They can detect secret hidden doors about one-third of the time just by passing them, and two thirds of the time when actively seeking them. They are not paralyzed by the touch of ghouls. Elves progress in level as both fighters and magic-users.

Halflings – are little folk with several special abilities. Out-of-doors they are difficult to see, and have a knack for vanishing into woods or undergrowth when they do not wish to be seen by the larger races. Halflings are resistant to magic. Halflings are extremely accurate with missiles and fire any missile at + 1. Halflings may advance as both fighters and thieves but thief abilities requiring lithe movement can only be attempted if wearing leather armor or lighter.

Other classes and races

At the Dungeon Master's discretion a character can be anything their player wants them to be. Characters must always start out weak and become more powerful as they gain experience. Though a party might include a centaur, a werebear, or a Samurai, be careful not to allow these novelty classes or races to unbalance the standard classes and races.

Character Sheet

The character's name, class, ability scores and other information is recorded by the player on a sheet of paper or other record. The player is responsible for keeping a record of the character's bonuses and penalties, their To Hit Bonus and Saving Throw target, their current Hit Points, spells, treasure, equipment, etc.



Starting Coin and Gear

Coins owned by a character are determined by rolling 3d6 and multiplying by 10 generating 30-180 coins. Characters can use this to buy equipment from the table below and to the right. Other items cost may be calculated by comparing to similar items listed.

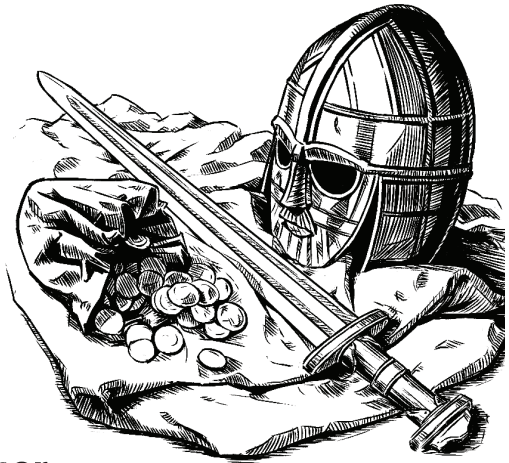
Coin Exchange

- 1 silver piece equals 10 copper pieces.
- 1 gold piece is worth 10 silver pieces.

Transport			
Barding	150	Saddle	25
Mule	20	Saddle Bags	10
Draft Horse	30	Cart	100
Light Horse	40	Wagon	200
Warhorse, Medium	100	Raft	40
Warhorse, Heavy	200	Small Boat	100
Misc Equipment			
Silver Mirror small	15	Large Sack	2
Wooden Holy Symbol	2	Leather Back Pack	5
Silver Holy Symbol	25	Water/Wine Skin	1
Holy Water/Vial	25	6 Torches	1
Wolfsbane, bunch	10	Lantern	10
Garlic, bud	5	Flask of Oil	2
50' of Rope	1	Tinder Box	3
10' Pole	1	3 Stakes & Mallet	3
12 Iron Spikes	1	Steel Mirror	5
Small Sack	1	Wine, quart	1
Iron rations (for dungeon expeditions) 1 person/1 week			15
Standard rations for 1 person/1 week			5

ArmorClass

No armor	9
Shield	8
Leather	7
Leather + Shield	6
Chain	5
Chain Mail + Shield	4
Plate	3
Plate + Shield	2



Weapon Damage

All weapons do 1d6 damage.

Weapons and Armor

Dagger	3	Flail	8
Hand Axe	3	Spear	2
Mace	5	Pole Arm	7
Sword	10	Halberd	7
Two-Handed Sword	15	Short Bow	25
Lance	4	Long Bow	40
Pike	5	Composite Bow	50
Battle Axe	7	Light Crossbow	15
Morning Star	6	Heavy Crossbow	25
Missiles			
Quiver of 20 Arrows			10
Case with 30 Quarrels			10
20 Arrows/30 Quarrels			5
Silver Tipped Arrow			5
Armor			
Shield	10	Plate Mail	50
Leather Armor	15	Helmet	10
Chain-type Mail	30		

Sample Adventurer Kits (and standard cost)

If you want to save some time on equipping characters, here are some sample adventure kits.

Sample Fighter Adventurer Kit (105 coin)

ChainMail + Shield (AC4)	Dagger	Quiver w/20 Arrows
Sword	Long bow	

Sample Magic User Adventurer Kit (75 coin)

Robes	Dagger	Parchment and Ink
Hooded cloak	Spell components	Spell book

Sample Cleric Adventurer Kit (122 coin)

Plate Mail (AC3)	10' Pole	Bud of Garlic
Helmet	50' Rope	Wolvesbane
Mace	Wine Skin	Steel Mirror
Wooden Holy Symbol	1 Quart Wine	
Leather Back Pack	Vial of Holy Water	

Sample Thief Adventurer Kit (121 coin)

Leather armor (AC8)	Quiver w/ 20 arrows	Large sack
Short sword	Thieves tools	Small Sack
Dagger	Backpack	
Short Bow	100' silk rope	

Sample Elven Adventurer Kit (103 coin)

Chain mail (AC5)	Long Bow	Long Sword
Helmet	Quiver with 20 Arrows	Dagger

Sample Dwarven Adventurer Kit (104 coin)

Plate Mail + Shield (AC2)	Battle Axe	Iron Holy Symbol
Helmet	Back Pack	Water jug
Mace	12 Iron Spikes & a Rock	1 week Iron Rations

Sample Halfling Adventurer Kit (104 coin):

Leather Armor (AC8)	5' Stick	12 Iron Spikes
Short Sword	Large Sack	Water Skin
Dagger	Small Sack	2 weeks Standard rations
Sling	Lantern	2 weeks Iron rations
Pouch w/20 Sling stones	5 Flasks of Oil	
Mule	Tinder Box	
50' Rope	9 Stakes and Mallet	

Adventuring Rules

Most of these can be considered optional and can easily be replaced with common sense and individual rulings.

Light and Vision

Most dungeons are dark. Monsters can see in the dark up to 60 feet as can evil characters of the Dungeon Master. Dwarves can sense monsters and objects for up to 30 feet in the dark so long as they are in contact with stone. Elves are able to see in nearly complete darkness. Humans and halflings will need some form of artificial light (usually torches or lanterns) or be reduced to half speed or less. A torch burns for an hour, while a flask of oil in a lantern will last 4 hours. Either allow the bearer to see 30 feet. Artificial light, of course, may attract monsters who live in the dark and will also warn them that the party is approaching. Note that elves lose their ability to see in near dark if there is a source of bright light within 30 feet of them.

Encumbrance

A backpack or large sack can hold 300 coins which weighs about 30 pounds. A character can carry a backpack full of coins plus their equipment without being heavily loaded. At twice that weight a character would be considered heavily loaded. For purposes of encumbrance, all coins weigh the same.

Traps, Doors and Secret Doors

When the characters come to a door they may listen to detect any sound within. A die roll of 6 for humans, 5 or 6 for elves, dwarves and halflings, indicates that they have heard something, if there is anything to hear. The party gets only one try at listening to any door, wall, panel, etc.

Doors are usually closed and often stuck or locked. Characters must pick the locks or smash the door open. A roll of 5 or 6 on a d6 indicates that a door has been forced open. If the party has to hit the door more than once before getting it open, whatever is in the room will know they are coming and will be prepared accordingly. A successful Open Locks roll by a thief will pry a stuck door open silently without alerting the inhabitants.

If elves pass by a secret door or passage, roll a six-sided die and on a 5 or 6 they sense something there. If the party is searching for a secret door then an elf will

locate it on a roll of 3 to 6, other characters on a roll of 5 or 6.

The Dungeon Master may reduce the chance of discovering secret doors in lower levels of the dungeon.

Doors opened will usually shut automatically unless spiked or wedged open. Doors open automatically for monsters, however, unless held or spiked shut. Many dungeons contain traps, such as trap doors in the floor. If a character passes over one a six-sided die is rolled; a roll of 1 or 2 indicates that the trap was sprung and they have fallen in and possibly taken damage. If the pit is shallow, characters may only take damage if they roll of 1 or 2 on a d6.

Surprise

Surprise may occur whenever a group or monster is unaware of the presence of the other. A roll of a 1 or 2 on a six-sided die means the party was surprised, 5 or 6 that the monsters were surprised, 3 or 4 that neither were surprised. In the case of surprise you will have 1 or 2 actions to cast a spell, attack with weapons or shut the door and run. A character surprised by a monster means the monster gains 1-2 actions. This usually means it will charge and attack, though see the Reaction table below.

Reaction

Denizens encountered in the dungeon may not always be immediately hostile. Some may even offer help. To determine reaction, roll 2d6:

HOSTILE/FRIENDLY REACTION TABLE

Roll	Reaction
2	Attacks immediately!
3-5	Hostile reaction
6-8	Uncertain, make another offer, roll again
9-11	Accepts offer, friendly
12	Enthusiastic, volunteers help

The Dungeon Master should make adjustments if the party spokesman has high charisma (+1 for 13 Cha or higher) or makes a particularly persuasive offer.



Melee Combat

Hit Points

Hit points represent how much damage a character can take before they are taken out of play.

Roll according to Race or Class:

Fighters and Dwarves 1d8

Clerics, Elves and Halflings 1d6

Magic Users and Thieves 1d4

Modify by constitution:

13-18 +1

7-12 0

6 or less - 1 but result can never be less than 1 hit point

Each time a character advances a level they get to add an additional die (according to class and constitution modifier) to their current total.

Hit points may be lost during an adventure if the character takes damage. If hit points fall to 0 they are dead. If still alive, damage is healed over time, 1-3 points per day of rest.

Order of Attack

Order of attack is determined by dexterity. The DM will roll the dexterity of any monster or group of monsters once combat is engaged.

Attack and Defense

Combat results are based on the attacker's ability (indicated by their To Hit Bonus) and the defender's abilities (indicated by their Armor Class).

In a melee, the attacking player rolls 1d20, adds their To Hit bonus as well as the opponent's Armor Class and if equal to or greater than 20, a hit has been scored. For each successful hit, the attacking player rolls one 6-sided die, to see how many points of damage were done. These are subtracted from the defender's Hit Points. If Hit Points are reduced to zero or below, the combatant is dead.

If they survive the attack, the defender then gets to swing at their attacker.

Missile combat

Missile combat is resolved the same as melee combat but can also be modified by distance, dexterity and cover.

Distance modifier	Dexterity modifier
Short range +1	13-18 +1
Medium range 0	9-12 0
Long range -1	3-8 -1

Cover

If a defender has partial cover (behind a wall, underbrush, etc) the attacker takes -2 to their attack. If the defender is mostly covered (firing through arrow slits, concealed in the woods) apply a -4 penalty.

Other Combat Situations

Parry

A character who chooses to parry rather than attack subtracts 2 from the attacker's roll.

Running Away

For purposes of chase and escape, base movement for an armored or heavily loaded character is 240 (feet per 10 minutes) and an unarmored character 480. Running speeds are x3.

If the party decides to flee they may be able to delay pursuit by discarding some of their possessions. Unintelligent monsters will stop to pick up food half the time (roll 4-6 on a 6-sided die) and intelligent monsters will stop for treasure half the time (roll 4-6). Burning oil will deter monsters (referee's discretion).

Surrender

It is often wiser to surrender rather than fight to the death.

Saving Throws

There are some attacks which can be resisted through luck or skill by rolling the number given in the chart below or higher. This die roll is called a "saving throw" because if you roll the target number or higher, you are unaffected or "saved." Failure to make the roll results in the attack having full effect, i.e. you are turned to stone, take full damage from dragon's breath, etc. Scoring the total indicated, or higher, means the weapon either has no effect (from things like spells, poison, paralyzation, petrification, polymorph) or half damage (from things like dragon breath, fireball, lightning, wand of cold and staves). Saving throws are not used for normal melee combat, only these special and magical attacks.

There are two types of saves: non lethal magic (e.g. charms, illusions, hold spells, sleep spells) and affects which may result in death (spells or effects which cause damage or instant death, like poison).

Class	Magic	Death
Normal man, goblin, kobold, etc	17	13
Fighter, thief, hobgoblin, etc	16	12
Magic User	15	13
Cleric	15	11
Dwarves and Halflings	14	10



Advancement Fighter Advancement

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Magic	Save Death	Extra Combat Ability: the Fighter may choose any one of the following every time they advance a level beyond 1st.
1	Veteran	0	1d8	+1	16	12	
2	Warrior	2000	2d8	+2	15	11	Ablative armor: nullify one attack per battle in exchange for 1 penalty to armor until repaired
3	Swordsman	4000	3d8	+3	14	10	Critical Hit: Max damage on Natural 20
4	Hero	8000	4d8	+4	14	10	Two handed Wield: +1 damage for weapon held in two hands
5	Swashbuckler	16000	5d8	+5	13	9	Dual Wield: Advantage on damage when dual wielding
6	Myrmidon	32000	6d8	+6	13	9	Multiple attacks: 1 attack/level when fighting 0-level mooks
7	Champion	64000	7d8	+7	12	8	Advantage on damage when roll 17+
8	Super Hero	120000	8d8	+8	12	8	Each round of combat, TO HIT bonus may be either added to Fighter's attack or subtracted from Fighter's Armor Class
9	Lord	240000	9d8	+9	11	7	

Magic User Advancement and Spells per Level

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Magic	Save Death	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	Medium	0	1d4	+1	15	13	1								
2	Seer	2500	2d4		14	12	1	1							
3	Conjurer	5000	3d4		13	11	2	1	1						
4	Theurgist	10000	4d4		13	11	2	2	1	1					
5	Thaumaturgist	20000	5d4		12	10	2	2	1	1	1				
6	Magician	40000	6d4	+2	12	10	2	2	1	1	1	1			
7	Enchanter	80000	7d4		11	9	2	2	2	1	1	1	1		
8	Warlock	150000	8d4		11	9	2	2	2	2	1	1	1	1	
9	Wizard	300000	9d4		10	8	2	2	2	2	2	1	1	1	1

At second level the Magic User can Read Magic at will.

At seventh level the Magic User can Detect Magic at will.

Cleric Advancement and Spells per Level

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Magic	Save Death	2nd	3rd	4th	5th	6th	7th	8th	9th
1	Acolyte	0	1d6	+1	15	11								
2	Adept	1500	2d6	+2	14	10	1							
3	Priest	3000	3d6		14	10	1	1						
4	Vicar	6000	4d6	+3	13	9	1	1	1					
5	Curate	12000	5d6		13	9	1	1	1	1				
6	Bishop	25000	6d6	+4	12	8	2	1	1	1	1			
7	Lama	50000	7d6		12	8	2	2	2	1	1	1		
8	Patriarch	100000	8d6		12	8	2	2	2	1	1	1	1	
9	High Patriarch	200000	9d6	+5	11	7	2	2	2	2	2	1	1	1

At 3rd level the Cleric automatically senses holy (or unholy) ground when they pass over it.
At 7th level the Cleric may, at will, detect holy or unholy beings when they encounter them.

Cleric Turn Undead

Level	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	11					
2	T	7	9	11				
3	T	T	7	9	11			
4	D	T	T	7	9	11		
5	D	D	T	T	7	9	11	
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T

Cleric Turn Undead

Clerics are able to turn away supernatural creatures inimical to their faith, such as undead, devils, demons, dwellers of the outer darkness, summoned and conjured creatures.

- Creatures less powerful than the Cleric (Hit Dice lower than the Cleric's level) are turned automatically.
- The Cleric can attempt to turn creatures of equal or greater power by rolling a 6 or higher on 2d6. Add 1 for each level of the Cleric but subtract 2 for each Hit Dice of the monster.
- If the Cleric is 3 or more levels greater than the creature, they destroy it.
- If successful, Clerics can turn (or destroy) a total of 2d6 creatures.
- In groups of mixed HD, the less powerful creatures are turned/destroyed first until the total is reached.

Thief Advancement

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Magic	Save Death
1	Apprentice	0	1d4	+1	16	12
2	Footpad	1200	2d4	+2	15	11
3	Robber	2400	3d4		14	10
4	Burglar	4800	4d4	+3	14	10
5	Cutpurse	9600	5d4		14	9
6	Sharper	20000	6d4	+4	13	9
7	Pilferer	40000	7d4		13	8
8	Rogue	80000	8d4		13	8
9	Master Thief	160000	9d4	+5	12	7



Optional rules for thieves

- When opening 'stuck' doors in a dungeon, thieves can use Open Lock roll to try and open the door quietly rather than breaking it down.
- Fence's Eye: Thieves can use their read languages roll to try and accurately appraise the value of gems, jewelry and other valuables
- Nine Lives: A thief with a dexterity of 13 or greater gets a -1 to their Armor Class
- Assassin's Blade: While backstabbing, if a thief rolls a critical hit (20) and max damage (6) it is an instant kill.

Thief Abilities

Level	Roll equal to or greater than on 1d10 (+ DEX bonus if any)				Roll 1d10 (+ INT bonus if any)			d20	d6	
	Climb Walls	Move Silently	Open Lock/ Remove Trap	Pick Pocket	Hide in Shadows	Hear Noise	Read Lang			Read Magic
1	4	9	9	10	11	8	11	+3		
2	3	7	8	9	9	7	9	+5		x2
3	3	6	7	8	8	5	7	+7		x2
4	2	5	6	7	7	5	6	+8		x3
5	2	4	5	6	6	5	5	+9		x3
6	2	3	4	5	5	4	4	+10		x4
7	2	3	3	5	5	4	3	+11		x4
8	2	2	2	4	4	4	2	+11		x4
9	1	2	2	4	4	3	2	+12		x5

Note: Back Stab Hit Bonus already incorporates regular To Hit Bonus

Elf Advancement and Spells per Level

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Magic	Save Death	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	Tiri Tenechor	0	1d6	+1	15	12	1								
2		4500	2d6	+2	14	11	1	1							
3	Nen Cune	9000	3d6	+3	13	10	1	1	1						
4		18000	4d6	+4	13	10	1	1	1	1					
5	Ril Maica	36000	5d6	+5	12	9	1	1	1	1	1				
6		72000	6d6	+6	12	9	1	1	1	1	1	1			
7	Nim Naith	144000	7d6	+7	11	8	1	1	1	1	1	1	1		
8		270000	8d6	+8	11	8	1	1	1	1	1	1	1	1	
9	El Ri	540000	9d6	+9	10	7	1	1	1	1	1	1	1	1	1

Optional rules for elves

Elves are magical by nature and as with many spirits, iron is antithetical to them. They cannot cast spells if they are wearing iron or carrying iron weapons. In addition iron weapons do +1 damage to Elves. Elves may however wear or carry mithral without issue.

Elves do not need to sleep but merely meditate for a few hours each night. They are immune to sleep spells.

Because Elves have spirits and not souls they cannot be raised with a Raise Dead spell.

At 3rd level, Elves get an additional +1 to hit when using the longbow. At 5th level Elves get an additional +1 to hit when using a long sword.

Dwarf Advancement and Spells per Level

Level	Name	Experience	Hit Dice	To Hit Bonus	Save Magic	Save Death	2nd	3rd	4th	5th
1	Thrall	0	1d8	+1	14	10				
2	Churl	3500	2d8	+2	12	8	1			
3	Bryfi	7000	3d8	+3	12	8	2			
4	Priest	14000	4d8	+4	11	7	2	1		
5	Thane	28000	5d8	+5	11	7	2	2		
6	Drot	57000	6d8	+6	10	6	2	2	1	
7	Hersier	114000	7d8	+7	10	6	2	2	2	
8	Jarl	220000	8d8	+8	10	6	3	2	2	1
9	Ring-Giver	440000	9d8	+9	9	5	3	2	2	2

Halfling Advancement

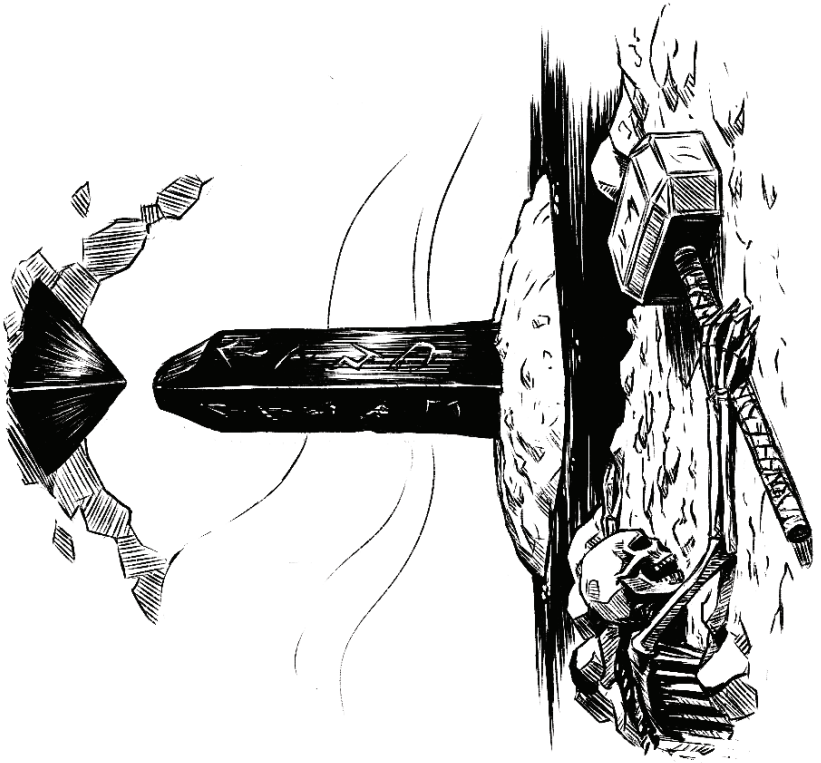
Advancement and Burglar Skills

Level	Name	Experience	Hit Dice	Backstab Hit Bonus	Backstab Damage	Save Magic	Save Death	Thief Skills (1d10)
1	Apprentice	0	1d6	+2		14	10	9
2	Footpad	3200	2d6	+3	x2	13	9	8
3	Specialist	6400	3d6	+4		13	9	7
4	Burglar	12800	4d6		x3	12	8	6
5	Cutpurse	25600	5d6	+5		12	8	5
6	Sharper	52000	6d6	+6		11	7	4
7	Pifferer	104000	7d6		x4	11	7	3
8	Rogue	200000	8d6	+7		11	7	3
9	Adventurer	400000	9d6	+8	x5	10	6	2

Halflings with dexterity of 13 or higher receive -1 to Armor Class

Halflings with a strength below 9 receive a -1 to melee attack rolls

Backstab bonus applies to any attack where the defender is unaware of the halfling, whether hiding in shadows, hiding in undergrowth, lying in ambush or even merely unnoticed in a party of larger beings. Note after the initial attack the halfling location will be known and the bonus no longer applies.



Magic

OSR Magic

Less is More

Spells included in this guide have minimal description. Often things like range, duration, components, type of enchantment, school, etc are left out. Use rulings in place of rules. Many spells will be instantaneous or last for the duration of a single conflict, action, scene or location. Do we really need to know the range of magic missile? Or just that the magic user should be able to hit a target that is in sight and within fighting range.

Magic is Chaotic

Magic should never be a stand-in for modern science or technology - just because you have input A does not guarantee outcome B. A spell caster should never be quite sure of the exact effects of their spell. Relying on rulings rather than rules means the spell may vary a bit each time it is cast. Is it more powerful underground, near places of power or more difficult in the midst of the roaring tumult of battle? Feel free to alter the spell according to the circumstances.

Want to introduce random chance? The tides of sorcerous power are turbulent with peaks and eddies, and gods and spirits are fickle and easily distracted. Ask the player what they are trying to accomplish and have them roll a die to see how much of that magical reservoir they have tapped into.

Spell Efficacy (optional)

When casting a spell have the spell caster roll 1d6+INT

1: the spell caster fails to cast the spell during their turn - the spell is not forgotten and they may try again during their next turn

2: the spell is successfully cast but is a weakened version of the spell or the caster can take an extra action to cast the standard power spell

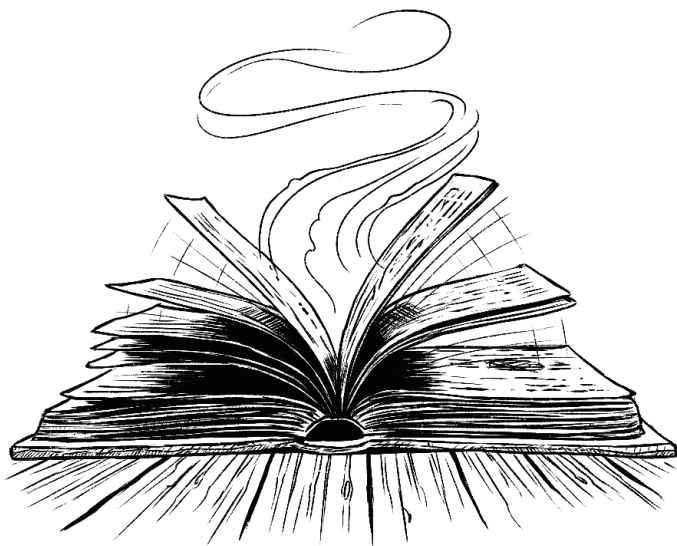
3-4: the spell is cast normally

5: the spell is cast with some bonus effect

6: some bonus effect and the spell is not forgotten after casting

Allow Room for Creativity

Spell casters should be encouraged to use spells in new and novel ways, to be able to adapt them to the needs of the situation. Can Floating Disc only be used to carry loot? Or could it be used as a shield to protect the party from the green slime dripping from the ceiling? Having less detailed descriptions of spells means having greater latitude in how they are used.



Magic Books

Magic-users acquire books containing their spells. They memorize spells from their spellbooks to cast at a time and place of their choosing. Magic-users choose the spell they will memorize from their books and they do this before the expedition sets out. As the spell is recited it fades from the spell-caster's mind and it cannot be used again unless it is relearned the following day.

Magic-users do not bring their magic books into the dungeon with them.

Magic users do not necessarily get to choose from the entire list of spells for their level. By the time a magic-user has completed their arcane studies they will have copied the entire list of first level spells into their first magic book but spells as copied may contain errors or omissions.

Roll 1d6 for each spell (+1 for Intelligence 13 or higher and -1 for intelligence below 9) to see if the spell, as written, is usable by the magic-user:

- 1-3 - the spell as written has one or more omissions or mistakes
- 4-6 - the spell is complete and correct and learnable by the magic-user

Adventuring and exploring offer excellent opportunities for magic-users to correct or complete the spells in their magic books – dungeons can be a treasure trove of clues to the casting of magical incantations. Whenever the magic user finds a magic scroll, studies an ancient inscription, or studies a magical effect

they have an opportunity to correct or complete one of their incomplete spells. Roll again on the table above in such an instance. Note if a magic user attempts to copy the spell from a magic scroll, the writing disappears from the magic scroll.

When casting a spell, a magic-user must be able to concentrate. Trying to cast a spell and walk or run at the same time is extraordinarily difficult. Trying to cast a spell while engaged in melee is almost impossible.

Scrolls

The above rules place limitations on the magic-user's power, but there are some ways to overcome them. One is to have the spell written on a magic scroll. Scrolls are written in magic runes that fade from the page as they are read, so a spell written on a scroll can only be used once. Magic users may make a scroll of a spell they already have in their magic book at a cost of 100 coin and 1 week's work for each spell of the first level, 200 coin and 2 weeks for a second level spell (if the magic-user is second level), etc.

Magical Items

Most magical items which can be found in dungeons can be used by magic-users, and many only by magic-users. Though rare, there are said to exist all manner of magic wands, staves, rings, amulets, potions, scrolls and similar items which give the user magical powers just as if they were casting a magic spell.

Spell Research

It is also possible for a magic-user, at great cost of labor and coin, to create new spells. The Dungeon Master must agree that the spell is appropriate to the level of the character trying to create it, the magic-user must spend 2000 coin per level of spell and one week of time. They then have one third chances of success. A roll of 5 or 6 on a d6 means the spell research was successful, the magic-user writes it into their book and may use the spell, subject to the rules above. The DM should allow +1 to the roll for intelligence above 13.

Material Components

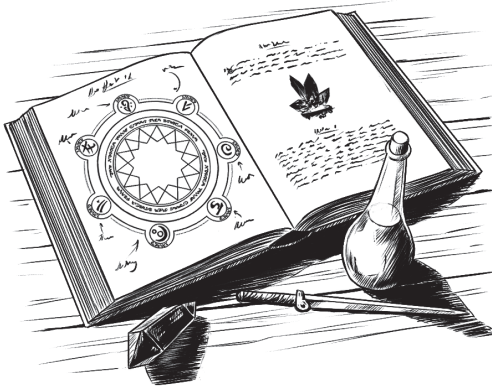
The Dungeon Master may require substances or apparatus, such as conjuring a fire elemental requires a roaring bonfire, or a fly spell requires a feather from a rare bird, etc. An optional rule is that the use of a sympathetic material component is not required but may enhance spell efficacy.

Arcane Equipment & Material Components			
Spellbook	50	Wytchwood, small piece	5
Papyrus, 1 sheet	2	Glowworm	3
Parchment, 1 sheet	4	Phosphorus, small vial	7
Vellum, 1 sheet	8	Powdered iron, pouch	2
Sepia, giant squid, vial	10	Incense, small pouch	15
Vermillion	6	Lodestone, small	5
Chalk, powdered	1	Copper wire, fine,	3
Silk, small square	4	Powdered silver, sm. jar	5
Prism, small, mineral	9	Powdered brass, pouch	4
Bitumen, small pot	3	Mercury, small vial	9
Candles, 1 dozen	1	Brazier, elaborate	15
Bat fur, 1 pouch	1	Insect in Amber	12
Iron pyrite, chunk	1	Mica chips, pouch	1
Sulphur, jar	1	Ape dung, jar	1
Powdered pineal gland	5	Flint shards, pouch	1
Bat guano, jar	1	Licorice root shavings	1
Crystal beads, pouch	5	Tortoise shell, piece	1
Dried lizard tongues, jar	2	Rare nut shells, 3	2
Powdered lime, pouch	1	Powdered carbon, pouch	1
Glass rod, small	6	Rock crystal, pouch	1

Magic Research

The Underworld is a rich vein of magical research for magic users to explore and should be one of the primary motivations for them to descend into dungeons in the first place. In my game, a first level magic user starts with all first level spells in their spellbook but not all of them are castable. Sometimes the magic user has inscribed all the steps but doesn't yet grock them. Other times there is a missing step or ingredient or some error that has crept into the text (magical writing can be notoriously capricious). Exploring in the dungeon is a way to fill in those lacunae or gain new insights. And the deeper you go, the weirder things get, unlocking the keys to ever more powerful sorceries.

In situations where other characters are searching for treasure, the magic users should be looking for insights into the sources of magic. For example, when adventurers enter a new area in a dungeon, while thieves or fighters might search for traps, secret doors or treasures, the magic user might be looking for ancient symbols or runes carved or painted on columns, lintels or sarcophagi. If a trap involves a magical component what can they learn from that trap? If a monster employs magic what can they learn by observing it? Sometimes just observing supernatural phenomenon, the 'physics' of the Underworld, can give them new insights. And of course harvesting defeated monsters may also unlock old spells or help them discover new ones e.g. does examining the glowing glands of the fire beetle give them new insights into spells involving light? Could the horn of a minotaur be used to create a special version of Hallucinatory Terrain that creates the illusion of a labyrinth?



Book of First Level Spells:

1. Dancing Lights
2. Detect Magic
3. Enlargements
4. Hold Portal
5. Light
6. Read Languages
7. Read Magic
8. Shield
9. Floating Disc
10. Ventriloquism

Book of Second Level Spells:

1. Charm Person
2. Darkness
3. Knock
4. Magic Missile
5. Magic Mouth
6. Mirror Image
7. Protection from Evil
8. Pyrotechnics
9. Sleep
10. Web

Book of Third Level Spells:

1. Audible Glamer
2. Continual Light
3. Detect Evil
4. Detect Invisible
5. Levitate
6. Locate Object
7. Strength
8. Wizard Lock

Book of Fourth Level Spells:

1. ESP
2. Infravision
3. Invisibility
4. Phantasmal Forces
5. Protection/Evil 10'
6. Protection/Normal Missiles
7. Ray of Enfeeblement
8. Rope Trick
9. Slow Spell
10. Water Breathing

Book of Fifth Level Spells:

1. Clairaudience
2. Dispel Magic
3. Explosive Runes
4. Fly
5. Haste Spell
6. Lightning Bolt
7. Monster Summoning I
8. Suggestion

Book of Sixth Level Spells:

1. Clairvoyance
2. Confusion
3. Hallucinatory terrain
4. Ice Storm
5. Fireball
6. Hold Person
7. Invisibility 10'
8. Plant Growth

Book of Seventh Level Spells:

1. Charm monster
2. Dimension Door
3. Fear
4. Massmorph
5. Polymorph Self
6. Remove Curse
7. Wall of Ice
8. Wizard Eye

Book of Eighth Level Spells:

1. Animal growth
2. Feeblemind
3. Monster Summoning II
4. Passwall
5. Polymorph Other
6. Telekinesis
7. Transmute Rock to Mud
8. Wall of Fire

Book of Ninth Level Spells:

1. Animate dead
2. Cloudkill
3. Conjure Elemental
4. Contact Higher Plane
5. Hold Monster
6. Magic jar
7. Teleport
8. Wall of Iron

Book of Tenth Level Spells:

1. Legend Lore
2. Lower Water
3. Monster Summ III
4. Part Water
5. Projected Image
6. Repulsion

Tome of Spells

Book of First Level Spells

Dancing Lights - creates an illusion of 1-6 lights that move at the caster's command and instruction

Detect Magic - in addition to detecting enchantment can often discern the type of enchantment

Enlarge - increasing a thing to twice its mass for non living things and half again its size for living things

Hold Portal - keeps a door closed for 20-120 minutes

Light - creates magical light that burns about as long and as bright as a torch and moves with the caster

Read Languages - makes foreign scripts comprehensible

Read Magic - allows the reading of magic scrolls and mystical runes

Shield - acts as magical armor for the caster imparting AC 2 against missiles and AC 4 against melee attacks for the duration of a scene

Floating Disc - creates a disc of glowing force that follows the caster and that can be used to carry heavy loads (up to 500 lbs)

Ventriloquism - projects the user's voice from any place within sight

Book of Second Level Spells

Charm Person - enchants the subject such that they consider the caster their friend

Darkness - creates a ring of temporary darkness which even artificial light cannot penetrate nor darkvision see

Knock - opens anything with a lid or lock e.g. opens a locked or stuck door or unlocks a chest or manacles

Magic Missile - fire 1 magical arrow for every 3 levels of the caster that unerringly strike the target for 2-7 points of damage

Magic Mouth - creates a mouth that will recite a 25 word message when a condition set by the caster occurs

Mirror Image - creates 1-4 images of the caster for the duration of a scene. Each image (but not all) disappears if struck.

Protection from Evil - creates a circle of protection from demons, devils and other evil spirits

Pyrotechnics - turns a fire into either a dazzling display of fireworks or else a great cloud of smoke

Sleep - Put to sleep 2d8 1HD, 2d6 2HD, 1d6 3HD, or 1 4HD

Web - a mass of thick, sticky webs fly from the caster's hands entrapping the target or blocking a corridor - a human spends 20-80 min to break free

Book of Third Level Spells

Audible Glamer - creates an illusion of any sort of sound the caster wishes

Continual Light - creates a permanent light almost as bright as daylight in a single immovable location

Detect Evil - detect the nearest source of evil or evil within a being or object

Detect Invisible - see hidden, concealed or invisible things or beings

Levitate - the caster can rise slowly into the air or lift another object or being not more than twice their weight

Locate Object - find a familiar object within range

Strength - increases the strength of a fighter by 2-8 points, a thief by 1-6 and a cleric by 1-4

Wizard Lock - locks a door magically and indefinitely such that it cannot be opened but with a knock spell or by the caster who locked it

Book of Fourth Level Spells

ESP - read the thoughts of creatures within range, even through a stone wall

Infravision - see in the dark

Invisibility - turn a thing or being unseen until it attacks or the spell is dispelled by the caster

Phantasmal Forces - create a visual illusion that lasts so long as the caster concentrates and the illusion is not touched

Protection/Evil 10' - a large ring that protects against demons, devils, elementals and the like

Protection/Normal Missiles - blocks arrows, slingstones, crossbow bolts, spears and the like from attackers of 1HD or less

Ray of Enfeeblement - weakens one creature - loses 4 points of strength and does ¼ damage for physical attacks

Rope Trick - causes a rope to float up and at its end creates a small (up to 4 person) space which is safe and unseen.

Slow Spell - causes up to 24 creatures to be slowed by half

Water Breathing - allows the caster or one target to breathe underwater

Book of Fifth Level Spells

Clairaudience - caster can hear something within range even on the other side of a wall

Dispel Magic - counters a magic spell or temporarily removes a permanent magical effect

Explosive Runes - reading these runes causes an explosion (4d6 damage and item it was written on is destroyed)

Fly - caster can fly at walking speed for 10-60 minutes (duration not known by caster)

Haste Spell - up to 23 creatures move and attack twice as fast

Lightning Bolt - launch a bolt of electricity that does 1d6 damage/level of caster - can strike multiple beings if in a line

Monster Summoning I - summon first level monsters to do your bidding (1d6 if < 1hd; 1d3 if = 1HD)

Suggestion - cause one creature to follow your verbal instructions (up to 2 sentences), if they can understand you

Book of Sixth Level Spells

Clairvoyance - see a thing or place nearby but out of sight, even behind a wall

Confusion - cause a group of creatures to wander around dazed

Hallucinatory terrain - make a whole area appear other than what it is

Ice Storm - cause hailstones to fall from the sky in a 30' square causing 3d10 damage

Fireball - throw an explosive ball of fire that engulfs a 20 ft radius doing 1d6/level of caster

Hold Person - up to 4 humanoids are held in place for 6 min + level of caster

Invisibility 10' - make the whole party invisible

Plant Growth - cause accelerated growth of plants within a 300 ft square- can be used as a barrier

Book of Seventh Level Spells

Charm monster - make a monster consider you a friend. 3d6 monsters of 3HD or less, one monster of > 3HD. Saving throw weekly.

Dimension Door - caster travels from one place to another instantly up to 360 ft away

Fear - cause a group of creatures (20' radius) to panic and run away, sometimes (50%) dropping what they're holding

Massmorph - disguises up to 100 humans to look like a grove of trees

Polymorph Self - transform yourself into another creature of any size (no combat advantage)

Remove Curse - remove a magical curse from a person or item

Wall of Ice - create a wall of ice between you and an opponent, 1d6 damage to any who come in contact, twice that for fire creatures, lesser beings cannot pass

Wizard Eye - scout ahead seeing through an invisible eye that moves at walking speed

Book of Eighth Level Spells

Animal growth - turns a normal animal into its giant equivalent for 2 hours

Feeblemind - mentally incapacitate a magic user; magic users lose ability to cast spells

Monster Summoning 2 - summon 1-2 2nd level monsters to do your bidding

Passwall - creates a tunnel through rock up 10' thick

Polymorph Other - change another creature into any other animal or monster (includes combat abilities)

Telekinesis - move things without touching them (up to 20lbs/level)

Transmute Rock to Mud - change a large amount (300 sq ft) of rock, dirt or sand to mud

Wall of Fire - create a wall of fire - 1d6 damage to any who come in contact, twice that for undead. Lesser beings cannot pass

Book of Ninth Level Spells

Animate dead - change bones to skeleton or corpse to zombie under your command; 1d6 undead for each level above 8th

Cloudkill - poisonous cloud that kills anything < 5HD that it envelops, can move slowly and is pushed or dispersed by wind

Contact higher plane - ask a question of a higher intelligence but risk insanity; yes or no questions only. 7th plane: 7 questions, 50% to know, 70% truthful answer, 40% chance of insanity. Each plane above/below adds/subtracts 10% to each.

Hold monster - keep 1-4 monsters rooted to one spot

Magic jar - caster transfers their spirit into a precious stone; can then attempt to possess any who come near the stone; if possessed is destroyed the caster's spirit returns to the stone; if the stone is destroyed the caster is as well.

Part water - separate water up to 10' deep

Teleport - move instantly to any place you are familiar with - bring a few of your friends with you; the less familiar you are with the area, the greater the risk

Wall of Iron - create a wall of iron

Book of Tenth Level Spells

Conjure elemental - summon a 12HD elemental that must follow one command

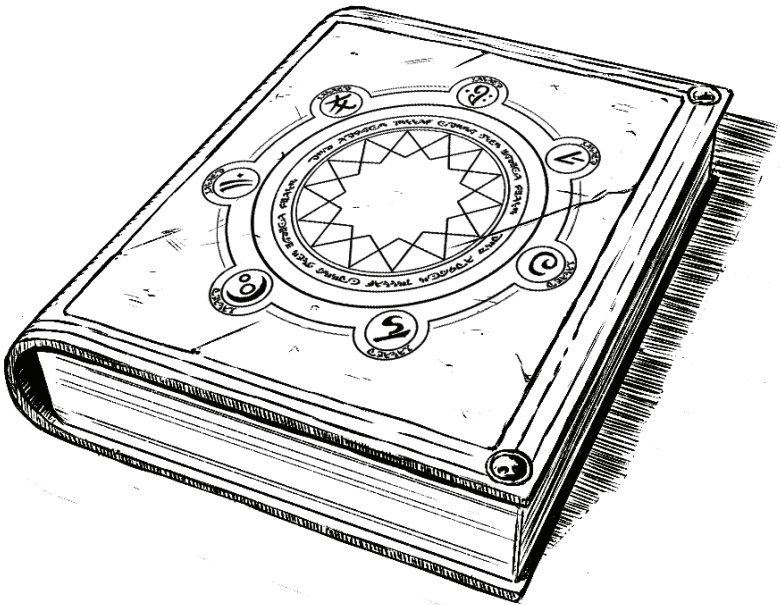
Monster Summ III - summon 1-2 3rd level monsters

Legend lore - know the history of an object or place; takes 1-100 days to cast.

Lower water - lower the level of water by one half

Projected Image - create an illusory duplicate of yourself that can cast spells

Repulsion - push creatures in a 15' radius away from you



Cleric Spells

Clerics of the first level cannot cast any spells. When they reach the second level, however, they are capable of one spell per game/day. Since clerical spells are divinely given, they do not have to be studied to master them. A cleric can call on any spell equal to their level; the full range of spells for that level is available to them for selection prior to the adventure. However, only the spell or spells selected beforehand can be used during the course of the adventure.

Second Level Clerical Spells

1. Cure Light Wounds
2. Reveal Sorcery
3. Light
4. Protection from Chaos
5. Purify Food and Drink
6. Remove Fear

Fifth Level Clerical Spells

1. Know Alignment
2. Glyph of Warding
3. Locate Object
4. Prayer
5. Striking
6. Create Water

Third Level Clerical Spells:

1. Bless
2. Find Traps
3. Resist Cold
4. Silence: 15' Radius
5. Snake Charm
6. Speak with Animals

Sixth Level Clerical Spells

1. Animate Dead
2. Create Food
3. Cure Serious Wounds
4. Dispel Sorcery
5. Neutralize Poison
6. Protection from Evil, 10' Radius

Fourth Level Clerical Spells

1. Hold Person
2. Resist Fire
3. Continual Light
4. Cure Disease
5. Remove Curse
6. Speak with the Dead

Clerical Spell Descriptions

Second Level Clerical Spells

Cure Light Wounds - cure 2-7 points of damage

Reveal Sorcery - detects the presence of magic in an item, creature or place in the immediate vicinity of the cleric

Light - produces a dim light, equivalent to torch and for as long as a torch burns but without heat or smoke

Protection from Chaos - Demons and dark spirits cannot touch the caster - creatures or people fighting on the side of Chaos take a -1 when fighting the cleric.

Purify Food and Drink - restore rotten food or contaminated water to a pristine state

Remove Fear - remove the effects of fear from one or more creatures allied to you

Third Level Clerical Spells

Bless - +1 to saving throws and attack dice for everyone in your party

Find Traps - unerringly locate any traps in the immediate vicinity (line of sight)

Resist Cold - endure extreme cold without special clothing - take +1 to saving throws against magical cold and -1 per dice of magical cold damage

Silence: 15' Radius - prevents all noise in area of effect, including spell casting

Snake Charm - charms 1HD of snakes/level of cleric. Lasts 20-50 minutes or 7-12 minutes if snakes are attacking

Speak with Animals - speak with any animal, they may not obey you but they will tend to be friendly

Fourth Level Clerical Spells

Continual Light - Creates a bright light, fixed in place that shines indefinitely. Brighter than a torch but less than sunlight.

Cure Disease - Instantly cures afflicted target of all diseases

Hold Person - freezes 1-4 persons in place, if cast on one person saving throw is -2

Remove Curse - Remove a curse from an individual, place or item

Resist Fire - endure extreme heat without special protection - take +1 to saving throws against magical fire and -1 per dice of magical fire damage

Speak with the Dead - Allows the caster to ask up to three questions with a single deceased entity

Fifth Level Clerical Spells

Create Water - create a days worth of drinkable water for a dozen men and their horses

Glyph of Warding - anyone touching the glyph or the immediate area it is protecting takes 2hp dmg per level of caster

Know Alignment - know if a creature is allied with Chaotic forces or the forces of Law, factional alliance or is a traitor, a spy or someone only pretending friendship

Locate Object - Locate an object familiar to you in the near vicinity

Prayer - bonus of 2 to saving throws for everyone in party

Striking - This spell allows any one weapon to inflict an additional die worth of magical damage per attack.

Sixth Level Clerical Spells

Animate Dead - creates one skeleton or zombie per level of caster that follows the caster's commands

Create Food - create a days worth of edible food for a dozen men and their horses.

Cure Serious Wounds - Heals 2d6 plus the casters level worth of hit points.

Dispel Sorcery - Neutralize a temporary spell or magical effect; for permanent magic the effect is temporary

Neutralize Poison - instantly removes the effects of any poisons from the target.

Protection from Evil, 10' - a large ring of protection that demons, devils, elementals and the like cannot cross

Seventh Level Clerical Spells

Divination - learn something about the area - 60% chance + 1%/level

Exorcise - target freed from possession, curse, control, charm

Speak with Plants - talk to plants, will obey simple commands

Sticks to Snakes - creates 2d8 snakes controlled by caster - 50% poisonous

True Seeing - detect all invisible/hidden/illusions

Eighth Level Clerical Spells

Dispel Evil - dispels all evil magic in the immediate area

Heal - heals all but 1d4 damage & cures disease or blindness in one person

Insect Plague - cloud of insects blocks vision, 3HD or less will flee

Find the Path - show the way out of maze or wilderness - lasts 1 day

Stone Tell - learn information/history of an area from the stones

Ninth Level Clerical Spells

Blade Barrier - barrier 15' radius; 7d10 damage to anyone passing through

Flame Strike - 6d8 damage to all within 5' radius of target (save for half)

Commune - answers 3 questions, can be used once per week

Speak with Monsters - ask 3-12 questions of monster

Word of Recall - teleport without error to predetermined sanctuary

Tenth Level Clerical Spells

Animate Objects - control one or more objects to a total of 2 person size

Conjure Animals - 1 large, 3 med, or 6 small

Quest - target must perform a service or be cursed

Raise Dead - Range: touch. This spell can be used on a deceased (and willing!) ally to bring them back to life, restoring them to 1 hp. Any spells previously prepared are lost. The target also loses a full level of experience, reverting to the minimum needed for that level.

Cleric Turning

In addition to spell casting, clerics are able to turn or sometimes destroy, beings inimical to their faith. As scions of life this often means undead but other supernatural beings may also be subject to this power depending on who their particular pantheon recognizes as enemies. Some possibilities include:

- Demons
- Devils
- Dark spirits
- Outer beings
- Summoned, conjured or enchanted creatures



Elven Magic

Unlike humans, elves do not need to copy spells into spell books to learn them - their magic ability comes from their connection to the spirit realm.

Daily spells: An elf may cast any spell equal to their level but must roll randomly to see which ones they are able to cast that day. A charisma 13 or greater allows the elf to roll twice per spell level and choose which result they keep. Elves are still limited in the number of spells they can cast each day, one for each level of the character.

Elves cannot cast spells while in contact with iron.

First Level Elven Spells

1. Animal Friendship
2. Dweomer Sight
3. Elf Light
4. Faerie Lights
5. Mirror Shield
6. Pass Without Trace
7. Purify Water
8. Rune Decipher
9. Understand Languages
10. Choose from level 1 or roll for a level 2 spell

Second Level Elven Spells

1. Alter Fire
2. Barkskin
3. Blazing Dart
4. Charm
5. Mirror Images
6. New Moon's Shadow
7. Open
8. Ring of Protection
9. Web
10. Choose from level 2 or roll for a level 3 spell

Third Level Elven Spells

1. Audible Glamer
2. Elf Fog
3. Find Plant
4. Float
5. Lock
6. Magic Mouth
7. Make Visible
8. Unveil Evil
9. Wizard's Strength
10. Choose from level 3 or roll for a level 4 spell

Fourth Level Elven Spells

1. Gills
2. Greater Ring of Protection
3. Phantasm
4. See Thoughts
5. Slow
6. Stop Arrows
7. Unseen
8. Warp Wood
9. Weak Sinews
10. Choose from level 4 or roll for a level 5 spell

Fifth Level Elven Spells

1. Call Lesser Monster
2. Dispel Magic
3. Explosive Runes
4. Fly
5. Lightning Hand
6. Long Hearing
7. Neutralize poison
8. Quick
9. Suggest
10. Choose from level 5 or roll for a level 6 spell

Sixth Level Elven Spells

1. Confuse
2. False Forest
3. False Land
4. Hide Many
5. Ice Storm
6. Long Sight
7. Orb of Conflagration
8. Plant Grow
9. Root
10. Choose from level 6 or roll for a level 7 spell

Seventh Level Elven Spells

1. Charm monster
2. Change Form
3. Far Walk
4. Fear
5. Frost Rampart
6. Lift Curse
7. Roaming Eye
8. Choose from level 8 or roll for a level 9 spell

Eighth Level Elven Spells

1. Animal Giant
2. Call Monster
3. Far Reach
4. Passwall
5. Transform Other
6. Veil of Fire
7. Weak Mind
8. Choose from level 8 or roll for a level 9 spell

Ninth Level Elven Spells

1. Contact Other Plane
2. Death Cloud
3. Far Leap
4. Magic Jar
5. Root Monster
6. Choose from level 9 or roll for a level 10 spell

Tenth Level Elven Spells

1. Call Elemental
2. Call Stronger Monster
3. Lore
4. Lower Water
5. Part Water
6. Project Image
7. Repulsion
8. Choose any spell from any level

First Level Elven Spells

Animal Friendship - befriend up to 2hd animal per level of elf – animal will revert if left for 3 days

Dweomersight - see the lines of flowing arcane power in items, people or the environment – a skilled caster can sometimes discern the source or type of enchantment

Faerie Lights - creates an illusion of 1-6 will o' wisps that move at the elf's command and instruction

Elf Light - creates a nimbus of light around the caster's head or outlines another person or thing in a flickering aurora

Mirror Shield - acts as magical armor for the caster imparting AC 2 against missiles and AC 4 against melee attacks

Pass Without Trace - move through any type of terrain—mud, snow, sand—and leave neither track nor scent

Purify Water - makes stagnant, tainted or contaminated water pure, crystal clear and refreshing - +1 hit point if imbibed immediately

Rune Decipher - allows the reading of magic scrolls, mystical runes and other arcane writings

Understand Language - makes foreign speech comprehensible

Second Level Elven Spells

Alter Fire - turns a fire into either a dazzling display of fireworks or else a great cloud of smoke

Barkskin - improves armor class by 1

Blazing Dart - fire 1 magical missile for every 3 levels of the caster that invariably strikes the target for 2-7 points of damage

Charm -enchants one target such that they become bewitched by the elf

Mirror Images - creates 1-4 images of the caster. Each image (but not all) disappears if struck.

New Moon's Shadow - creates a ring of temporary darkness which even artificial light cannot penetrate nor darkvision see

Open - opens anything with a lid or lock e.g. a locked or stuck door, a chest or manacles

Ring of Protection - creates a circle of protection from demons, devils and other malevolent spirits

Web - a mass of thick, sticky webs fly from the caster's hands entrapping the target or blocking a corridor until they spend some time cutting through

Third Level Elven Spells

Audible Glamer - create the illusion of any sound

Elf Fog - causes a misty vapor to arise around the elf hiding the elf and allies from sight

Find Plant - find a type of plant within range of the elf

Float - the caster can float slowly into the air or lift another object or being not more than twice their weight

Lock - locks a door magically and indefinitely such that it cannot be opened but with a knock spell or by the caster who locked it

Magic Mouth - creates the illusion of a mouth that will recite a 25 word message when a condition set by the caster is triggered

Make Visible - see hidden, concealed or invisible things or beings

Unveil Evil - detect the nearest source of evil or evil within a being or object

Wizard's Strength - increases the strength of a fighter by 2-8 points, a thief by 1-6 and a cleric by 1-4

Fourth Level Elven Spells

Gills - allows the caster or one target to breathe underwater

Greater Ring of Protection - a large ring that protects against demons, devils, elementals and magical creatures

Phantasm - create a visual illusion that lasts so long as the caster concentrates and the illusion is not touched

See Thoughts - know the thoughts of creatures within range, even through a stone wall

Slow - causes up to 24 creatures to be slowed by half

Stop Arrows - blocks arrows, slingstones, crossbow bolts, spears and the like from attackers of THD or less

Rope Trick - causes a rope to float up and at its end creates a small (up to 4 people) space which is safe and unseen.

Unseen - turn a thing or being invisible until it attacks or the spell is dispelled by the caster

Warp Wood - causes the wood of an arrow, spear, door or boat to warp and bend

Weak Sinews - weakens one creature - loses 4 points of strength/does ¼ damage for physical attacks

Fifth Level Elven Spells

Call Lesser Monster - summon first level monsters to do your bidding (1d6 if < 1hd; 1d3 if = 1HD)

Dispel Magic - counters a magic spell or temporarily removes a permanent magical effect

Explosive Runes - reading these runes causes an explosion (4d6 damage and item it was written on is destroyed)

Fly - caster can fly at walking speed for 10-60 minutes (duration not known by caster)

Lightning Hand - caster casts a bolt of electricity that does 1d6 damage/level of caster - can strike multiple beings if in a line

Long Hearing - caster can hear something within range even on the other side of a wall

Neutralize Poison - neutralizes any sort of venom or venomous animal

Quick - up to 23 creatures move and attack twice as fast

Suggest - cause one creature to follow your verbal instructions (up to 2 sentences), provided they can understand you

Sixth Level Elven Spells

Confuse - cause a group of creatures to wander around dazed

False Forest - disguises up to 100 humans to look like a grove of trees

False Land - make a whole area appear other than what it is

Hide Many - make a party of characters invisible

Ice Storm - cause hailstones to fall from the sky in a 30' square causing 3d10 damage

Long Sight - see a thing or place out of sight but within range, even behind a wall

Orb of Conflagration - throw an explosive ball of fire that engulfs a 20 ft radius doing 1d6/level of caster

Plant Grow - cause accelerated growth of plants within a 300 ft square- can be used as a barrier

Root - up to 4 humanoids are held in place for 6 min + level of caster

Seventh Level Elven Spells:

Change Form - transform yourself into another creature of any size (no combat advantage)

Far Walk- travel from one point to another instantly up to 360 ft away

Fear - cause a group of creatures (20' radius) to panic and run away, sometimes (50%) dropping what they're holding

Frost Ramparts - create a barrier of ice between you and an enemy, 1d6 damage to any who touch the wall, twice that for fire creatures, lesser beings cannot pass

Greater Charm - monster will befriend you. 3d6 monsters of 3HD or less or one monster of > 3HD. Saving throw weekly.

Lift Curse - remove a magical curse from a person or item

Roaming Eye - scout ahead seeing through an invisible eye that moves at walking speed

Eighth Level Elven Spells

Animal Giant - turns a normal animal into its giant equivalent for 2 hours

Call Monster - summon 1-2 2nd level monsters to do your bidding

Far Reach - move things without touching them (up to 20lbs/level)

Passwall - creates a tunnel up to 10' long through rock or wood

Transform Other - change another creature into any other animal or monster (includes combat abilities)

Veil of Fire - create a curtain of fire - 1d6 damage to any who come in contact, twice that for undead, lesser beings cannot pass

Weak Mind - mentally incapacitate a magic user; magic users lose ability to cast spells

Ninth Level Elven Spells

Death Cloud - poisonous cloud that kills anything < 5HD that it envelops, can move slowly and is pushed or dispersed by wind

Commune with Nature - connect with a particular natural area, for example a forest, a desert, or an island and know with varying degrees of certainty something about the area e.g. location of potable water, a particular species or mineral.

Far Leap - move instantly to any place you are familiar with - bring a few of your friends with you; the less familiar you are with the area, the greater the risk

Greater Root - keep 1-4 monsters rooted to one spot

Magic Jar - caster transfers their spirit into a precious stone; can then attempt to possess any who come near the stone; if possessed is destroyed the caster's spirit returns to the stone; if the stone is destroyed the caster is as well.

Tenth Level Elven Spells

Call Elemental - summon a 12HD elemental that must follow one command

Call Stronger Monster - summon 1d2 3rd level monsters

Lore - know the history of an object or place; takes 1-100 days to cast.

Lower Water - lower the level of water by one half

Part Water - separate water up to 10' deep

Project Image - create an illusory duplicate of yourself that can cast spells

Repulsion - push creatures in a 15' radius away from you



Dwarven Magic

Dwarves choose from two types of gods as their primary gods: Blood Gods and Underearth Gods.

2nd Level War Spells

Get Up and Fight!

Courage

Iron Bulwark

4th Level War Spells

Shield Glyph

Brimir's Protection

Jotunn's Strength

2nd Level Chthonic Spells

Death's Release

Bear the Flame

Burnish the Metal

Darkness of the Grave

Smell the Gold

4th Level Chthonic Spells

Find It

Stone Talk

Pass Through Stone

3rd Level War Spells

Brimir's Blessing

Stoneskin

Jotunn's Stature

5th Level War Spells

Fight On!

Purge Venom

5th Level Chthonic Spells

Conjure Elemental of Earth

Stone Barrier

Stone to Flesh

3rd Level Chthonic Spells

Smell Magic

Silence of the Grave

Reveal Stone's Deception

Earth's Embrace

Speak to the Dead

6th Level Chthonic Spells

Earth Move

Death Touch

Enchant Metal/Stone

Second Level Dwarf Spells

Bear the Flame - This incantation allows the individual to resist normal fire for a maximum of 2 melee rounds. It gives a +2 on saving throws against fire of all sorts, and any damage sustained from fire is reduced by 1 from each die of damage.

Burnish the Metal - The cleric is able to remove rust or corrosion from any one metal object including items hit by rust monsters.

Courage - Quiet even magically induced fear.

Darkness of the Grave - The caster can create a circle of magical darkness in which no light can be shone and even infravision is useless.

Duration: 2 hours Area: 15 foot radius

Death's Release - Any undead striking the cleric crumbles to dust if they are 1HD or below, and take 1d8 damage per level of cleric if they are 2HD or above. Note the cleric still takes normal damage from the blow as well as magical effects (e.g. power drain) if any. Duration: 2 hours

Get Up and Fight! - Heal 2-7 hit points. If a character has been reduced to 0 hit points, they can get up and continue fighting, though once the battle is finished they will not be able to fight again until they are healed to full hit points.

Iron Bulwark - Casting this spell the dwarf's body becomes as dense as iron (1500 lbs) and immovable, even unto death. The dwarf is unable to move until they end the spell or the duration expires (10 min per level of caster)

Smell the Gold - A spell to determine if gold or other precious metal is nearby. Range: 180 feet; Duration: 20 minutes

Third Level Dwarf Spells

Brimir's Blessing

Blessing raises morale and adds + 1 to attack dice of the party blessed.

Duration: 1 hour

Earth's Embrace - Affects 1-4 persons. Holds the person or persons standing on stone or earth rooted to the spot unless released or the spell wears out. Duration is 1 hour + 10 min/level of caster. If cast at one person alone it reduces their saving throw by 2.

Jotunn's Stature - After casting this spell the caster increases their size threefold. Strength increase to 19 as a result and weight increases ninefold.

Duration: 4 hours

Reveal Stone's Deception - Enables the cleric to locate any magical

and mechanical traps in a radius of 30 feet. Duration: 20 min

Silence of the Grave - Allows the user to cast silence in a large area (fifteen feet radius) so as to prevent sound or allow his party to move noiselessly. It can be used to silence some object as well. Note conversation is not possible. Duration: 2 hours

Smell Magic - A spell to determine if there has been some enchantment laid on a person, place or thing. Range: 60 feet; Duration: 20 minutes

Speak To Dead - The caster may ask three questions of a creature that has died and it will answer to the best of its ability and within the scope of knowledge it had in life. The longer it has been dead the more difficult the spell:

Caster Level	Max Corpse Age
4	1-4 days
5	1-4 months
6-7	1-4 years
8+	no limit

Stoneskin - The casters skin becomes hard as stone, subtracting 2 from their armor class for 1 hour.

Fourth Level Dwarf Spells

Brimir's Protection - A party falling under Brimir's Protection will take a +2 to Save rolls for 1 hour.

Find It - Find a well-known object. The spell gives the direction of the object but not the distance. Range: 90 feet; Duration: 2 minutes

Jotunn's Strength - This spell increases a dwarf's strength by 1-10 points, a fighter's strength by 2-8 points, a thief's by 1-6 points, or a cleric's by 1-4 points.

Pass Through Stone - Caster is able to pass through up to 10 feet of solid rock.

Shield Glyph - When the priest paints the Glyph of War upon their shield, the first creature to strike the shield takes 2 points of damage per level of caster and must make a saving throw or be thrown back 2-12 feet. No additional damage from being thrown but the creature will take a round to recover. Duration: 2 hours

Stone Talk - The stones will tell what has occurred in the immediate area, what they might have seen or heard, had they eyes. Creatures made of stone or turned to stone are compelled to answer the caster's questions truthfully.

Fifth Level Dwarf Spells

Conjure Elemental of Earth - Summons a 6 HD Earth Elemental which does the caster's bidding for up to 4 hours.

Fight On! - Similar to Get Up And Fight! except that it cures 2d6+2 hit points for one person.

Purge Venom - Neutralizes poisons in 1 person. If cast on a poisonous creature, it loses its poisoning ability for one day if it fails a saving throw.

Stone Barrier - A two foot thick stone wall rises from the ground up to 100 square feet in size.

Stone to Flesh - Transforms petrified creature back to flesh.

Sixth Level Dwarf Spells

Death Touch - The priest presses his palm to a living person; they must make a saving throw vs Death Magic or their soul will depart from their body.

Earth Move - Caster can move hills at rate of 60 feet/hour, takes 1 hour to start

Enchant Metal and Stone - Using this spell, the caster may enchant an object they have forged. The material components required for this are usually rare and difficult to acquire.



OSR Monsters

Remember the first time you played the game? You had no idea what you were up against. Would you fall beneath the rending fangs and piercing claws of some unholy abomination or would you rise victorious from the battle field, raising your blade and your voice in triumph, that even the gods might witness your shining glory?

Make your monsters unique. Surprise your players. Every monster encounter should be a meeting with the unexpected, with the unknown. Players and characters should not have a “manual” that tells them the strengths and weaknesses of the monsters they encounter.

I created the Monster Generator by breaking down the monsters in the Holmes Basic Set into their constituent parts and arranging them in numbered tables. In theory, any of the monsters in Holme’s basic could have been created using this tool. In some cases, when I had to decide between fidelity with the source and usability, I erred on the side of usability.

How to use the Monster Generator:

Take a handful of die including 1d20, 1d12, 2d10, 1d8, 1d6, 1d4. Roll them all and then assign each one to a table. Use this for inspiration only. Modify any result as you see fit.

Note on Damage, I use 1d6/HD of Damage but you can vary by size of monster if you prefer.



Appearance (1d20)

1. Humanoid
2. Lizard
3. Blob/slime/ooze
4. Canine/Dog/Wolf
5. Worm
6. Goat/Ram
7. Feline/Lion/Tiger
8. Snake
9. Raptor/Eagle/Hawk
10. Insect/Arachnid/ Crustacean
11. Equine/Horse
12. Porcine/Boar
13. Ursine/Bear
14. Bovine/Bull
15. Cephalopod/ Octopus/Squid
16. Bat
17. Hybrid - roll twice and combine: head & body
18. Hybrid - roll twice and combine: body & limbs
19. Hybrid - roll twice and combine: shape & skin
20. Hybrid - roll twice and combine: merging of forms

Size (1d4+1)

1. Tiny (-2 on hit dice and damage, +2 on number appearing)
2. Small (-1 on hit dice and damage, +1 on number appearing)
3. Medium
4. Large (+1 on hit dice and damage, -1 on number appearing)
5. Giant (+2 on hit dice and damage, -2 on number appearing)
6. Colossal (+3 on hit dice and damage, -3 on number appearing)

Adjust size up if HD is max. Adjust size down if No Appearing is max.

No Appearing (1d10+size modifier)

- | | | | |
|--------|--------|---------|-------------------------|
| 1. One | 4. 1-4 | 7. 2-7 | 10. 5-20 |
| 2. 1-2 | 5. 2-5 | 8. 3-12 | 11. herd/army/
swarm |
| 3. 1-3 | 6. 1-6 | 9. 4-16 | |

HD =1d12+size modifier

AC (1d8)

1. Incorporeal, swarm, or cannot be hit with normal melee weapons
2. 2
3. 3
4. 4
5. 5
6. 6
7. 7
8. 8
9. Always hit (immobile)

Damage (1+size modifier)

1. 1 HD
2. 2 HD
3. 3 HD
4. 4 HD

Special attacks/defenses/vulnerabilities (d6&d10)

10. Undead
11. Unaffected by charm
12. Can be turned
13. Multiple heads
14. Additional limbs (roll on appearance to see what kind)
15. Petrification (gaze/breath/touch/blood)
16. Rage
17. Dissolves wood
18. Dissolves leather
19. Dissolves cloth
20. Corrodes metal
21. Corrodes stone
22. Acid attack
23. Killed only by fire
24. Splits into smaller versions if attacked
25. Limited teleport during combat
26. Stealth/surprise attack (from ceiling)
27. Stealth/surprise attack (from shadows)
28. Paralysis (gaze/breath/touch/blood)
29. Conjure things out of thin air (food/soft goods/wooden goods/semi-permanent metal)
30. Create illusions (visual/audial/both)
31. Invisibility (at will)
32. Invisibility (always on)
33. Take gaseous form
34. Change into a whirlwind (2 HD dmg)
35. Shape changer (roll again on appearance)
36. Breath weapon (cold/acid/fire/sleep/fear)
37. Immune to paralysis
38. Immune to sleep
39. Can hide in wilderness

40. Immune to fire
41. Immune to cold
42. Immune to lightning
43. Immune to most spells
44. Immune to normal weapons
45. Missile weapon (stones/spikes)
46. Cause disease (gaze/breath/touch/blood)
47. Draining after successful attack (1 HD per 1-4 rounds/1 pt strength/1-2 levels)
48. Darkvision (-1 attack in full daylight)
49. Can detect invisible
50. Multiple attacks
51. Vulnerable to fire (does double damage)
52. Charm
53. Breathe water
54. Only be killed by fire or cold
55. Allies (work with other monsters)
56. Constricting/crushing/bear hug attack
57. Poison (stinger/bite/touch)
58. Swallow opponents whole (if attack is 2 over min needed to hit)
59. Characters killed by them become minions under their control
60. Regeneration
61. Magic resistance (+2/+4 to saving throw)
62. Spell casting once per day (roll on spell table)
63. Killed by sunlight
64. Killed by running water
65. Vulnerable to wooden weapons
66. Vulnerable to iron weapons
67. Vulnerable to silver weapons
68. Spore attack (asphyxiating if fail save)
69. Slow (1 attack every 2 rounds)

Still not satisfied? Roll again on appearance and combine. Roll again on special attacks, defenses, vulnerabilities. Modify to your whim.



Treasure

What is Treasure?

Treasure is that which draws adventurers into dungeons. If D&D were a play, think of treasure as the actor's motivation.

But instead of the generic mounds of coins, I'd like to provide some options for creating unique items and some thoughts about how you can tailor your treasures to specific characters. For example:

- **Fighter:** a (non-magical) sword, made by a master swordsmith that has a long and legendary history or a sword that belonged to his grandfather and was lost in a catastrophic battle
- **Magic User:** spells, tomes, material components, arcane secrets, hidden knowledge
- **Cleric:** holy relics (non magical), shrines, the favor of their god, allies, quest fulfillment
- **Elf:** Elven artifacts (non-magical), new allies in the spirit world, new experiences
- **Dwarf:** Dwarven artifacts (non-magical), a finely crafted axe, a well made hammer, Dwarven runes, a new type of metal, a new type of gem
- **Halfling:** clues to a mystery, adventure, trophies, new allies, security, good stories
- **Thief:** gold, jewelry, gems, treasure maps

Experience

Another primary draw for adventurers is experience. In OSR games, most experience would come from the value of treasure. This leads to some rather odd game situations where creatures in lairs deep beneath the ground have thousands and thousands of wealth in coins.

In my Chaos Limb games I prefer to give experience based on dungeon level 'conquered'. To get experience for that level, characters must do one of 3 things:

- Explore at least 75% of the level
- Overcome the greatest challenge of that level (usually the level boss monster if there is one)
- Attain their objective for that level (if they have one), e.g. rescuing the prince, recovering the Trident of the Sea Kings, defeating the nefarious Necromancer, etc. or figuring out the most important clue, puzzle or piece of information on that level that will bring them one step closer to achieving their objective.

I then award a set number of experience points for each character based on the level of the dungeon, starting at somewhere between 500-1500 and doubling for every level deeper, e.g.:

1st - 1000	5th - 16000
2nd - 2000	6th - 32000
3rd - 4000	Etc.
4th - 8000	

In wilderness or city adventures, my awards are a bit more subjective and depend on the challenges faced. At lower levels I might award 100-600 xp/ session, at mid levels 1000-6000 xp/ session and at higher levels 6000-12000 xp/session.

Doling out treasure - How much is enough?

Disconnecting treasure from experience also allows you greater flexibility in any monetary awards you want to give players. Though DM's may have an instinctive dread of a 'Monty Haul' campaign, if OSR encounters are not meant to be balanced, why should OSR treasures? Some also worry that unless they keep their players 'hungry' they won't be motivated to go dungeon delving in search of more coin. Though I like a low treasure, grittier campaign, my experience has been that players go on adventures for many reasons and wealth is usually low on their list of priorities (from whence the 'hobo' in 'murder hobos'). Consider the impact of giving a very valuable piece of jewelry to a group of low level adventurers. First, how would they convert it into coin? Would the appraiser, seeing their meager appearance, try to cheat them by significantly underestimating the value? At some point the jeweler may find it cheaper to hire a gang of thugs to steal the item rather than to pay what it's worth. What other unwanted attention would such a piece bring to a party not strong enough to protect it? In addition to professional thieves, opportunistic thieves might be lurking in every inn and tavern. A sufficiently valuable piece might be claimed by the original owners, their nearest of kin or their descendents, real or alleged. Even if no one cheats or steals it from them, is there a single buyer in the local economy that has sufficient currency to give them? Or will they need to trade it for something less portable, like a house or land? It could create all sorts of opportunities for role playing as well as an opportunity to make some new enemies (or friends, if any come to the character's defense).



Currency standard

I try to use the generic term 'coins' throughout this book. In D&D this usually means 'gold pieces'. I prefer to use the silver standard in my own games as that somehow feels more authentic to me. Regardless, as you may have gathered, I don't often use coins as a way of rewarding characters, but rather as an easy medium of exchange to understand the value of various things. It's also more convenient as a means of exchange than simple barter, e.g. how would you buy eggs with that emerald studded silver brooch?

Windfalls and pitfalls

Part of OSR gaming is that you decide more outcomes based on how a player describes what their character is doing than by a simple die roll. So if a character wants to search an area rather than making a "Perception Check" or rolling on their "Search Ability", they might tell you step by step how and what they search e.g. "I tap the bottom of the sarcophagus to see if it has a false bottom" or "I check beneath the stone table to see if anything has been attached to the underside" or "I empty the jar of oil to see if anything had been dropped into it". If I have planned for something to be where they look, looking in the right place will reveal it without need for a roll. If they don't look in the right place then they won't find it.

Now one outcome of this is that characters may spend a lot of time looking in places where there is nothing to be found. Since simple failure is uninteresting, every time adventurers search for something, I like to give them a chance to find something. In those cases I have a series of random tables for what they might find. Usually it will be some worthless piece of dungeon dressing - a

torn boot, an old bone, ashes, etc. Sometimes it will be something baneful - a sharp edge where they might cut themselves or damage their gear, a previously undiscovered trap, a new roll for a wandering monster. And sometimes it will be something of value, a piece of gear, some simple jewelry, a minor treasure, an important clue, and even, rarely, a minor magical item. If the description of the searching is particularly clever, I allow for bonuses on the roll for what they find.

As a final note, when even 'worthless' dungeon dressing is found, think about how it might be woven into the story rather than just be random junk. Did that torn boot reveal something about who has been here before? Were there teeth marks on the bone that might tell the adventurers something about the denizens of this area? Are the ashes the remnants of some sorcerous battle that occurred here? A piece of dungeon dressing might inspire new inscriptions on the complex palimpsest of the dungeon's history.

Below is a table I put together for one of my dungeons. In this case the characters were entering the dungeon with almost no equipment, so standard equipment figured prominently. Though these might still have value for low level adventurers, you may want to remove or replace them for higher level adventurers.

Windfall table

Roll 1d6 and then consult the appropriate subtable:

6

1. A single coin
2. Roll on 2-5 table + 34
3. A piece of jewelry (or draw from item card deck if you have one)
4. A scroll (roll for # of spells (1-4) and which spells)
5. A minor magic item (e.g. potion or single use herbs with magical effect)
6. A finely crafted weapon or piece of armor

2-5

- | | |
|-----------------|------------------------------|
| 1. Dried blood | 7. Ashes |
| 2. Cobwebs | 8. Bones |
| 3. Dung | 9. Frayed piece of rope |
| 4. Guano | 10. Rotted piece of clothing |
| 5. Bowl, broken | 11. Rotted piece of wood |
| 6. Broken arrow | 12. Corroded piece of metal |

13. Dagger hilt
14. Blob of paint
15. A splatter of ink
16. A blob of wax
17. A torn piece of cloth
18. A scrap of paper
19. A single hair
20. Bits of fur
21. Leaves and twigs
22. Broken stone
23. Shard of pottery
24. Rags
25. Gravel
26. A piece of straw
27. A tooth
28. A fang
29. A claw
30. Torch stub
31. Scratchings on the ceiling/wall,
floor
32. A sack with a hole in it
33. A 1' piece of cord
34. A few links of fine chain
35. A stick or branch (1-6' long)
36. A polished, rounded stone
37. A piece of coal
38. Food scraps
39. A waterskin, half empty, half full
of stagnant water
40. Flint
41. A pool of oil
42. Sharpening stone
43. A mask
44. Dagger
45. Hand Axe
46. Mace
47. Sword
48. Two-Handed Sword
49. Lance
50. Pike
51. Battle Axe
52. Morning Star
53. Flail
54. Spear
55. Pole Arm
56. Halberd
57. Short Bow
58. Long Bow
59. Composite Bow
60. Light Crossbow
61. Heavy Crossbow
62. Quiver, empty
63. 1 arrow
64. 1 crossbow quarrel
65. 1 Silver Tipped Arrow
66. Battered shield
67. Leather Armor
68. Chain Mail tunic
69. Breast plate
70. Greave
71. Bracer
72. Dented helmet
73. Saddle Bags
74. Silver Mirror small
75. Wooden Holy Symbol
76. Silver Holy Symbol
77. Holy Water/Vial
78. Wolvesbane, bunch
79. Garlic, bud
80. 6-36' of Rope
81. 5-10' Pole
82. 1 Iron Spike
83. Small Sack
84. Large Sack

- | | |
|-------------------------------|-----------------------------|
| 85. Leather Backpack | 110. Copper wire, fine |
| 86. Water/Wine Skin | 111. Silk, small square |
| 87. 1 Torch | 112. Powdered silver |
| 88. Lantern | 113. Prism, small |
| 89. Flask of Oil | 114. Powdered brass |
| 90. Tinder Box | 115. Bitumen |
| 91. 1 Stake | 116. Mercury, blob |
| 92. 1 Mallet | 117. Candle |
| 93. Steel Mirror | 118. Brazier |
| 94. Bottle of Wine | 119. Bat fur |
| 95. A piece of dried fruit | 120. Insect in Amber |
| 96. A piece of dried meat | 121. Iron pyrite, chunk |
| 97. A half-eaten biscuit | 122. Mica chips |
| 98. Wytchwood, small piece | 123. Sulphur |
| 99. Papyrus, 1 sheet | 124. Powdered pineal gland |
| 100. Glowworm | 125. Licorice root shavings |
| 101. Parchment, 1 sheet | 126. Crystal beads |
| 102. Phosphorus, small vial | 127. Tortoise shell, piece |
| 103. Vellum, 1 sheet | 128. Dried lizard tongue |
| 104. Powdered iron | 129. Rare nut shell |
| 105. Sepia, giant squid, vial | 130. Powdered lime |
| 106. Incense, small pouch | 131. Powdered carbon |
| 107. Vermillion | 132. Glass rod, small |
| 108. Lodestone, small | 133. Rock crystal |
| 109. Chalk, powdered | 134. Spellbook |

1

1. Poisonous insect or animal (roll for surprise and attack)
2. Mechanical trap (1 deadfall, 2 pit trap, 3 arrow trap 4 poison gass 5 spike pit 6 snake pit)
3. Magical trap (1 teleport 2 flame 3 explosive runes 4 confusion 5 fear 6 curse)
4. Wandering Monster
5. 1 hp damage (stub toe, prick finger, etc)
6. Cursed item (roll for magic item and curse table)

Jewelry

The following tables can be used for inspiration in creating interesting pieces of jewelry.

Base

- | | | | |
|-------------|-------------------|------------|-------------------|
| 1. Gold | 7. Adamantine | 13. Tin | 19. Red Gold |
| 2. Silver | 8. Steel | 14. Lead | 20. Unknown metal |
| 3. Platinum | 9. Iron | 15. Pewter | |
| 4. Electrum | 10. Bronze | 16. Brass | |
| 5. Copper | 11. Orichalcum | 17. Bone | |
| 6. Mithral | 12. Meteoric Iron | 18. Ivory | |

Precious stones

- | | | | |
|------------------|------------------|---------------------|--------------------|
| 1. Abalone | 22. Chrysolite | 43. Jasper | Quartz |
| 2. Alexandrite | 23. Chrysoprose | 44. Kyanite | 63. Blue Quartz |
| 3. Amber | 24. Citrine | 45. Larimar | 64. Rhodochrosite |
| 4. Amazonite | 25. Red Coral | 46. Lapis Lazuli | 65. Ruby |
| 5. Amethyst | 26. Black Coral | 47. Lazurite | 66. Star Ruby |
| 6. Ammolite | 27. Corundum | 48. Marcasite | 67. Sapphire |
| 7. Aquamarine | 28. Rock Crystal | 49. Malachite | 68. Star Sapphire |
| 8. Aventurine | 29. Diamond | 50. Moonstone | 69. Black Sapphire |
| 9. Agate | 30. Red Diamond | 51. Mother of Pearl | 70. Sard |
| 10. Eye Agate | 31. Diopside | 52. Musgravite | 71. Sardonyx |
| 11. Banded Agate | 32. Emerald | 53. Onyx | 72. Spinel |
| 12. Moss Agate | 33. Fire Opal | 54. Obsidian | 73. Sunstone |
| 13. Azurite | 34. Garnet | 55. Opal | 74. Taaffeite |
| 14. Beryl | 35. Grandiderite | 56. Black Opal | 75. Tiger Eye |
| 15. Red Beryl | 36. Hauyne | 57. Operculum | 76. Topaz |
| 16. Bloodstone | 37. Howlit | 58. Painite | 77. Tortoise shell |
| 17. Cairngorm | 38. Hematite | 59. Pearl | 78. Tourmaline |
| 18. Carnelian | 39. Ivory | 60. Peridot | 79. Turquoise |
| 19. Chalcedony | 40. Jade | 61. Smoky Quartz | 80. Zircon |
| 20. Chrysoberyl | 41. Jet | 62. Star Rose | |
| 21. Chrysocalia | 42. Jacinth | | |

Jewelry Form

- | | | | |
|----------------|-----------------|-------------|--------------|
| 1. Holy symbol | 9. Nosing | 17. Brooch | 25. Amulet |
| 2. Locket | 10. Bracelet | 18. Clasp | 26. Figurine |
| 3. Medallion | 11. Armband | 19. Comb | 27. Vial |
| 4. Pectoral | 12. Anklet | 20. Crown | 28. Box |
| 5. Torc | 13. Ring | 21. Diadem | 29. Weapon |
| 6. Pendant | 14. Toe ring | 22. Circlet | 30. Pouch |
| 7. Necklace | 15. Pin | 23. Hairpin | 31. Bridle |
| 8. Earring | 16. Signet ring | 24. Belt | 32. Mask |

Value of jewelry

The value of jewelry will be dependent on many factors beyond just the base materials. In addition to rarity, the level of craftsmanship as well as the item's history (e.g. was owned by a legendary figure, blessed by a god, belonged to a forgotten race) may significantly impact the value. In addition, the value of precious metals and stones in a fantasy world may not always match real world historical values (much less modern values). For simplicity sake you can use this table as a guideline and adjust as you see fit:

- | | | |
|----------------|------------------|--------------------|
| 1. 10-60 coin | 3. 100-600 coin | 5. 1000-6000 coin |
| 2. 50-100 coin | 4. 500-1000 coin | 6. 7000-12000 coin |



Magic Items

Magic items should be rare and unique (no generic +1 swords or even less interesting +1 plate mail).

Magic Item Inspiration

Form (1d20)

- | | | |
|----------------------|---------------|--|
| 1. Weapon | 9. Orb | 17. Gauntlets |
| 2. Armor | 10. Medallion | 18. Roll on Jewelry Table |
| 3. Ring | 11. Bag | 19. Roll twice and combine |
| 4. Wand | 12. Cloak | 20. Large item (e.g furniture, monument, statue) |
| 5. Rod | 13. Boots | |
| 6. Staff | 14. Broom | |
| 7. Scroll with spell | 15. Helm | |
| 8. Potion | 16. Rope | |

Weapon (1d8)

- | | | | |
|---------------|-----------|-----------|-----------|
| 1. War Hammer | 3. Dagger | 5. Spear | 7. Bow |
| 2. Axe | 4. Sword | 6. Arrows | 8. Exotic |

Armor (1d4)

- | | | | |
|------------|-----------|----------|----------|
| 1. Leather | 2. Shield | 3. Chain | 4. Plate |
|------------|-----------|----------|----------|

Power (1d2, 1d20)

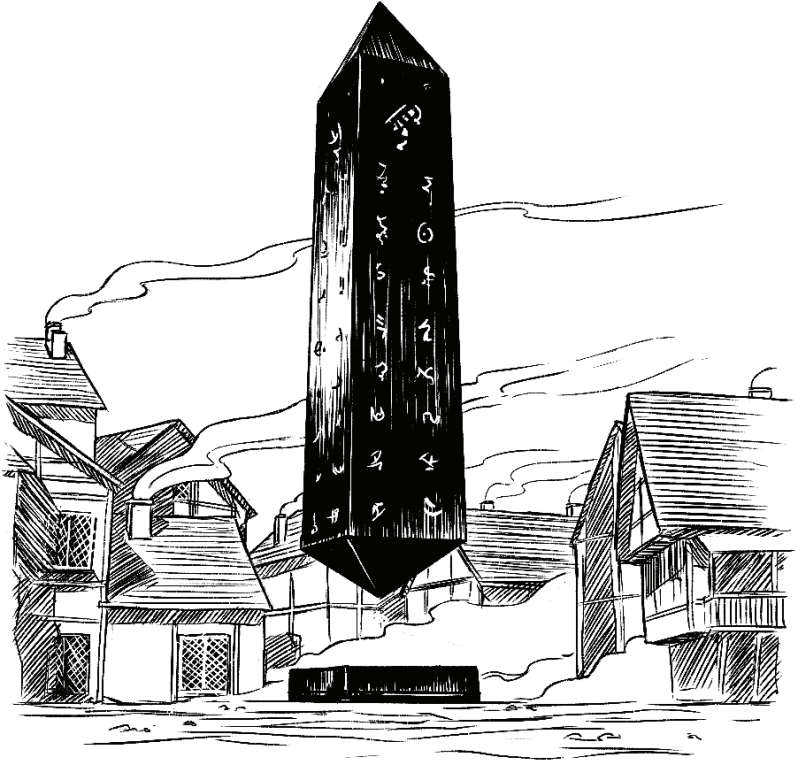
- | | |
|--------------------------------------|--------------------------------------|
| 1. 1-3 Wishes | 21. Any two spells (roll randomly) |
| 2. Regeneration | 22. Any three spells (roll randomly) |
| 3. Invisibility | 23. Growth |
| 4. Cancellation (spell/magic effect) | 24. Diminution |
| 5. Delusion | 25. Protection |
| 6. Silence | 26. Resist fire |
| 7. Flame | 27. Animal control |
| 8. Fire | 28. Plant control |
| 9. Frost | 29. Detect magic |
| 10. Cold | 30. Detect traps and secret doors |
| 11. Fear | 31. Locate object |
| 12. Weakness | 32. Clairvoyance |
| 13. Paralyzation | 33. Clairaudience |
| 14. Breathe water | 34. ESP |
| 15. Gaseous form | 35. Telepathy |
| 16. Speed | 36. Striking |
| 17. Flying | 37. Transform to snake |
| 18. Climbing | 38. Ogre Strength |
| 19. Healing | 39. Giant Strength |
| 20. Any one spell (roll randomly) | 40. Roll twice |

Limitations/curse (1d12)

1. Has a mind of its own
2. Bad luck (-1 to die rolls)
3. Reduces one attribute of the bearer by 1 permanently the first time they use it
4. Reduces one attribute of the bearer by 1 each time they use it - attribute recovers at a rate of one per session
5. Has limited charges (see Uses/charges table below)
6. Only works against a particular type of monster (roll on random monster table)
7. Only works against magic users and enchanted or conjured creatures
8. Bad penny (cannot be gotten rid of without some special action e.g. remove curse)
9. Evil magnet - attracts the attention of potential enemies (e.g. double wandering monster attacks)
10. Causes some other unintended effect (roll randomly on spell table - does it affect the user, allies or enemies? Is there a story behind why these two disparate powers were combined or was it just a fluke in its creation?)
11. Only works during certain times of the day or year ("when the stars are aligned")
12. Is tied to a specific location or immovable (e.g. standing stones or an enchanted well)

Uses/charges (1d4)

- | | |
|--------------------------|------------------|
| 1. Once (or once a year) | 3. 1-3 charges |
| 2. Once per day | 4. 1-100 charges |



Dungeons

Where adventure?

So now that you know how to create characters, monsters and treasures how do you bring them all together? Well that's what dungeons were made for.

Chaos Limb was originally written as a ruleset for running old school modules but many Dungeon Master's love making their own. Holmes's Basic came with a sample dungeon and as part of this ruleset I've built a generator to mimic a 'Zenopus-style' dungeon.

First make a map

Here's a method for creating a dungeon map in the Holmes' style. I use the term 'square' to represent one square on graph paper usually representing ten feet.

Start your map with stairs leading down from the surface world

Generating Rooms and Corridors

Roll 3d6. The two die closest to you are the room dimensions. The one further from you is the number of exits from that room.

Start any exit from a room with a corridor the size of a single square

1. If both die have numbers between 3 and 6 these are the dimensions of the room in squares on the map
2. If one of the die is a 1 make a corridor one square wide with a length in squares equal to the number on the second die
3. If one of the die is a 2 make a corridor at right angles to the direction you were heading for a distance in squares equal to the second die

Doubles

1. Double 1's - a 1 square room with no exits
2. Double 2's - roll twice more creating two rooms and connect them in an L or a T shape.
3. Double 3's - a round room with a 1d6 squares diameter
4. Double 4's - an octagonal room with 1d6 exits
5. Double 5's - a natural cavern; natural cavern will be 4-6 squares wide and connect to 1-6 additional caverns via caves.
6. Double 6's - a large room- roll again for room dimensions adding 6 to each of the die

Exits (1d6)

1 - only one exit (most likely the entrance you just drew)

2- two exits (including the entrance you just drew)

3 - three exits

4 - exits from all four walls

5 - two exits (these are more common)

6 - roll again and one of the exits is an open passageway, an open door or secret door.

Modify any dimensions as needed to fit your map or aesthetic preference.

What's in the room? (1d20 twice)

1 - Magical or Mechanical Trap

2-6 - Monster

6-10 - Dungeon Dressing

11 - Magical/mechanical trick/puzzle

12-16 - Empty (nothing else)

17-20 - Treasure

Dungeon Dressing (1d20)

1. Dust

2. Cobwebs

3. Piles of rocks and rubbish

4. Cave in

5. Entrance to burrows (3' diameter)

6. Sand

7. Niches

8. Bones

9. Sacks

10. Ceiling hid in shadows

11. Statue

12. Furniture (tables, beds, chests)

13. Phosphorescent fungus

14. Stone sarcophagi

15. Water feature - Fountain, pool, channel, river, lake, sea.

16. Wizard's study, giant volumes of magic spells, tables, lamps, alembics, vials, alien skulls, loose pages of parchment, scrolls, mystic designs on the floor and walls, etc.

17. Cage (w/monster or human)

18. Animated Object

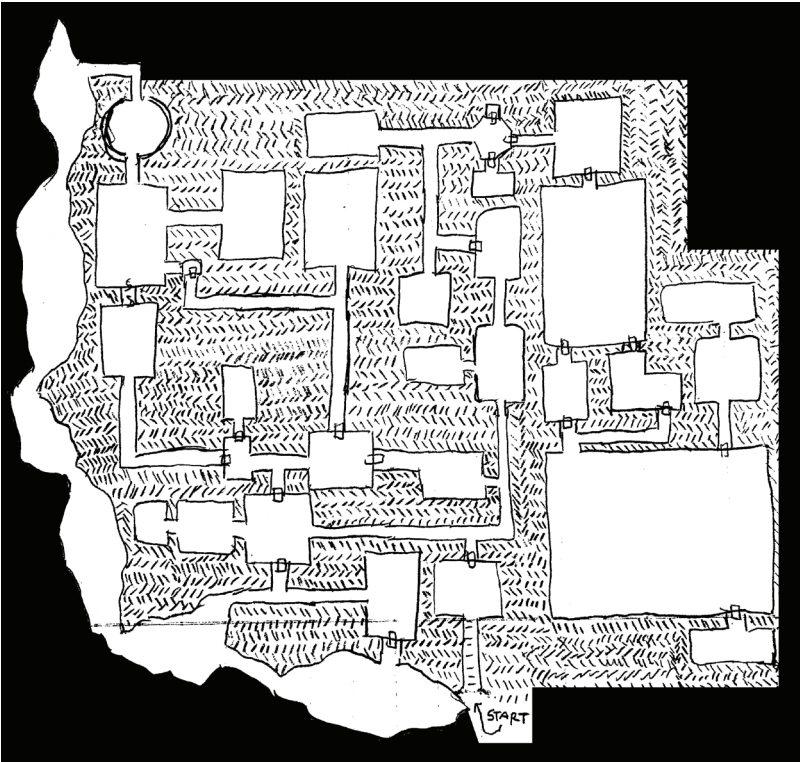
19. Underworld Oracle

20. Spiral staircase

If you create a separate key with room descriptions, code your map with letters corresponding to letters in your key. Try using a letter that tells you something about the contents e.g. 'E' for all empty rooms, or 'R' for 'Rats'.

The Dungeon of Opus Zen

A sample map I whipped up using the 3d6 mapping method described above and a piece of notebook paper:



The Gateway to Adventure

The gateway to adventure lies before you and imagination is its key. I hope this book gives you some tools to continue your exploration of realms wondrous and fantastic. Wherever these guidelines get in the way change them, replace them or discard them. It is you who must decide the path forward. The door is open, it merely awaits your stepping through...



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Windfall: Roll 1d6 and then consult the appropriate subtable:

6

- | | | |
|------------------------|-------------------------------|----------------------------|
| 1. A single coin | 3. Piece of jewelry | 5. Minor magic e.g. potion |
| 2. Roll 2-5 table + 30 | 4. Fine craft weapon or armor | 6. Scroll (1-4 spells) |

2-5

- | | | | |
|-------------------------|--------------------|---------------------------|--------------------|
| 1. Dried blood | 26. Piece of cord | 52. Sword | 76. Chalk |
| 2. Cobwebs | 27. Links of chain | 53. Battle Axe | 77. Copper wire |
| 3. Dung/guano | 28. Stick/branch | 54. Pole arm | 78. Silk |
| 4. Ashes | 29. Round stone | 55. Bow/crossbow | 79. Silver powder |
| 5. Bones | 30. Lump of coal | 56. Quiver, empty | 80. Small prism |
| 6. Frayed rope | 31. A pool of oil | 57. Arrow/quarrel | 81. Brass powder |
| 7. Rotted cloth | 32. Food scraps | 58. Silver arrow | 82. Bitumen |
| 8. Rotted wood | 33. Waterskin full | 59. Shield | 83. Blob mercury |
| 9. Rusty metal | 34. Saddle Bags | 60. Leather armor | 84. Brazier |
| 10. Broken arrow | 35. Small mirror | 61. Chain mail | 85. Bat fur |
| 11. Dagger hilt | 36. Holy symbol | 62. Breast plate | 86. Insect amber |
| 12. Splatter of ink | 37. Holy water | 63. Greave/
bracer | 87. Iron pyrite |
| 13. Blob of wax | 38. Wolfsbane | 64. Dented helmet | 88. Mica chips |
| 14. Rags | 39. Garlic, bud | 65. Bottle of wine | 89. Sulphur |
| 15. Scrap of paper | 40. 6-36' of Rope | 66. A mask | 90. Pineal gland |
| 16. Single hair | 41. 5-10' Pole | 67. Wychwood | 91. Licorice root |
| 17. Bits of fur | 42. 1 spike/stake | 68. Papyrus/
parchment | 92. Crystal beads |
| 18. Leaves/twigs | 43. Sack/pack | 69. Glowworm | 93. Tortoise shell |
| 19. Broken stone | 44. 1 Torch | 70. Phosphorus | 94. Lizard tongue |
| 20. Shard pottery | 45. Lantern | 71. Powdered iron | 95. Rare nut shell |
| 21. Piece of straw | 46. Flask of Oil | 72. Vial of sepia | 96. Lime powder |
| 22. Tooth/fang/
claw | 47. Tinder Box | 73. Incense | 97. Carbon |
| 23. Torch stub | 48. Mallet | 74. Vermillion | 98. Glass rod |
| 24. Scratches | 49. Whetstone | 75. Lodestone | 99. Rock crystal |
| 25. Sack with hole | 50. Dagger/axe | | 100. Spellbook |
| | 51. Mace/flail | | |

1

- | | | |
|--|---|--|
| 1. Poison insect/animal | 3. Magical trap (1 teleport 2 flame 3 explosive runes 4 confusion 5 fear 6 curse) | 5. 1 hp damage (stub toe, prick finger, etc) |
| 2. Mechanical trap (1 deadfall 2 pit trap 3 arrow trap 4 poison gas 5 spike pit 6 snake pit) | 4. Wandering Monster | 6. Cursed item (roll for magic item and curse table) |

Chooses Limb Quick Monster Generator

Appearance (d12)

1. Humanoid
2. Blob/slime/ooze
3. Canine/Dog/Wolf
4. Goat/Ram/Bull/
Boar/Horse

5. Lion/Tiger/Bear
6. Lizard/Snake/Worm
7. Raptor/Bat
8. Insect/Arachnid
9. Cephalopod/
Crustacean

10. Roll twice: head & body
11. Roll twice: body & limbs
12. Roll twice: merge forms

Monster Stats:
Roll 1d6 per level of dungeon and assign 1 or more die to each column.

Sum	HD	#	AC	Size	DMG	Special
0	1	1	11	Medium	1 HD	0
1	2	1-2	10	Large		1
2	3	1-3	9			
3	4	1-4	8			2
4	5	2-5	7			
5	6	1-6	6		2 HD	3
6	7	2-7	5			
7	8	2-8	4	Giant		4
8	9	3-12	3			
9	10	4-16	2		3 HD	
10	11	5-20	1			
11	12	horde	0		4 HD	

Special (d3&d12)

1. Petrification
2. Draining attack
3. Poison
4. Spore attack
5. Cold attack
6. Acid attack
7. Fire attack
8. Cause sleep
9. Cause fear
10. Stealth attack
11. Paralysis
12. Missile weapon

13. Cause disease
14. Charms
15. Constricting/crushing
16. Has allies
17. Victim turns minion
18. Spell cast once/day
19. Regeneration
20. Invisibility
21. Detects invisible
22. Killed only by fire
23. Killed only by cold
24. Immune to weapons

25. Immune to charm
26. Immune to sleep
27. Immune to fire/cold
28. Immune to lightning
29. Immune to spells
30. Magic resistance
31. Vulnerable to wood
32. Vulnerable to iron
33. Vulnerable to silver
34. Vulnerable to fire
35. Slow
36. Can be turned

