

Five Cataclysms



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INTRODUCTION

Welcome to Five Cataclysms! These are the rules our content is built upon. If you're just here for the bonus material, great! have a blast. You may also be interested in the Hallow/Corruption system, which introduces a new progression system for your game.

Five Cataclysms was born out of older role-play systems. Essentially, this book contains all our favorite house rules and additions in the game, which have been constantly created, refined, nerfed, buffed, discarded, and enhanced. This is to say, Five Cataclysms is a living, breathing system. We are always on the lookout for improvements that can be made, and we invite you to come argue with us should you disagree with a rule, or think something is broken - we'd love to shout at you! Throw us an email and we can schedule a discord chat.

Remember, these rules are merely suggestions and the most important thing is that everyone has fun. We at Five Cataclysms prefer a high-danger high-mortality game, for the simple fact that it makes your achievements that much sweeter.

Do you write content? Well, if you decide, "Hey, these rules are actually pretty great, I'd like to make some content with these guys!" we'd be happy to partner with you! You may publish under our name, for a much larger cut than other publishers will ever offer. Once we trust you, you get all of your earnings (except a 5% asset management fee because Nick handles all the bullcrap and gets grumpy).

You can contact us at FiveCataclysms@gmail.com.

Creating A Character

Step by step, how to create a character.

1. Roll Ability Scores and Starting Gold.
2. Choose a Class. Swap any two ability scores, if you wish.
3. Record Initial HP and other derived stats.
4. Purchase Equipment with Starting Gold.

Roll Ability Scores

Roll 3d6 for each of the abilities in the listed order: **Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.**

Total the modifiers for your character's ability scores. If the total of the modifiers is -2 or less, you may re-roll **all** of your character's ability scores.

Roll three six-sided dice, and multiply the result by ten ($3d6 \times 10$). This is the number of starting gold pieces (GP) your character has.

Ability Score	Modifier
3	-2
4-7	-1
8-13	0
14-17	+1
18	+2

Strength

A measure of how much physical force your character can put behind things.

- Prime Requisite for Fighters.
- Add the modifier to every hit die when rolling Grapples.
- Add the modifier to melee damage rolls and muscle-powered ranged damage rolls (such as slings or javelins).

Intelligence

A measure of how knowledgeable your character is. This doesn't measure your character's decision making ability or their ability to make strategies; that's based on how you decide to play your character.

- Prime Requisite for Mages.
- In a game with skills, determines the amount of free skills a character knows.
- In a game without skills, determines the amount of bonus languages a character knows.

Intelligence Score	Intelligence Modifier	Effect
3	-2	0 Free Skills/ Bonus Languages. Illiterate.
4-7	-1	0 Free Skills / Bonus Languages
8-13	0	1 Free Skill / Bonus Language
14-17	+1	2 Free Skills / Bonus Languages
18	+2	3 Free Skills / Bonus Languages

Wisdom

A measure of how alert and aware your character is. This is a measure of their senses; making wise (or foolish) decisions falls upon you as a player.

- Prime Requisite for Clerics
- A Wisdom of 15 or higher gives a +5% experience bonus, no matter the class.

Dexterity

A measure of how nimble and coordinated your character is (or isn't).

- Add the modifier to all ranged attack (to-hit) rolls.

Constitution

A measure of how healthy your character is as a baseline.

- Add the modifier to each hit die rolled for hit points. This can't reduce any given hit die below 1 if you have a negative modifier.

Charisma

A measure of your character's ability to make a good first impression and keep followers under control. This doesn't measure your ability as player to keep a positive impression or not wear out your welcome. Refer to 'Followers' section in Core Mechanics for further details.

- The referee subtracts your character's modifier to non-player character reaction checks.
- A Charisma of 15 or higher charisma gives a +5% experience bonus, no matter the class.

Charisma Score	Charisma Modifier	Max Special Hirelings
3	-2	2
4-7	-1	3
8-13	0	4
14-17	+1	5
18	+2	6

Ability Rolls

To make an ability roll or ability check, roll a d6 and add the ability modifier. If the total is 4 or higher, the roll is successful. If the roll is less, it fails. Other penalties or bonuses may be assigned by the referee based on circumstance or difficulty.

Languages

Characters are assumed to know the native language of their homeland as well as Common. The languages that are in the game are up to the referee. In a game without skills, a character knows a number of bonus languages determined by intelligence.

Choose a Class

Select a class, either one of the standard classes described in the next section, or one of the extra classes described in Appendix A (if your referee is allowing extra classes).

After selecting a class, you may swap any **two** ability scores. This is to ensure that your ability scores are better suited for the sort of character you want to play.

Record Initial Hit Points and Other Derived Stats

On your character sheet, record your initial hit points as determined by class. As a 1st level character, you should treat your hit points as if you rolled as the **maximum result**. Thus, a level 1 Fighter starts with 7 hit points, no roll required. Record your character's saving throw, saving throw bonus, and attack bonus, all of which are determined by your character's class.

Purchase Equipment

Purchase equipment for your character, deducting the cost from your character's gold piece total. Weapons, Armor, Sources of Light, and various adventuring tools are all good ideas at this point. Refer to **Purchasable Wares** for details.

Character Classes

There are three base classes: Fighter, Cleric, and Mage. Extra classes include hybrids such as the Sage (Mage & Cleric combined), the Magi-Knight (Mage & Fighter combined), and the Transcendentalist (Fighter, Cleric, & Mage combined). There are also the Monk, Expert, Paladin, and Berserker which present alternative styles to the Fighter role.

Advancement Table Terms

Level: A character's level, as determined by **Experience**.

Experience: Abstracted representative sum of character's fame, ability, knowledge, and of course, experiences.

Hit Dice: Determines character's hit points and grapple rolls. **Note that at the 1st level, characters start with maximum possible hit points.**

Save: When rolling a Saving Throw, this number is the value the character must match or exceed on a d20 roll. Different classes get different bonuses to their Saving Throws.

Attack Number / Bonus: Attack Number is the number of times **per round** a character can attack. For example, a level 4 Fighter may attack up to 2 times per round. Attack number may also be treated as a character's number of actions they may take a round in specific circumstances. Attack Bonus refers to the number added when the character makes attack rolls with a d20.

Fighter

Fighter should be played by those who like action and danger, be they the axe-wielding barbarian, the armored tank, or the lithe archer. 'Fighter' encompasses all these fields, so a character does not limit themselves to a particular weapon or fighting style.

Fighter Save Bonus

+2 Bonus vs. Death/Poison and Burst

Fighters may equip All Armor and Shields

Fighter Extra Attacks

When attacking creatures with 1 hit die or fewer, a fighter can make as many attacks as he has levels per round. This bonus does not stack with a Fighter's base Attack Number. A fighter's extra attacks stack with the rapid-fire ranged option (e.g. granting a level 5 fighter a total of 6 attacks per round against 1 hit die foes).

Fighter Prime Requisite

A fighter gets +5% experience if they have a Strength of 13 or higher.

Fighter Advancement Table

Level	Experience	Hit Dice	Save	Attack Number / Bonus
1	0	1d6+1	14	1 / +1
2	2,000	2d6+2	13	1 / +2
3	4,000	3d6+3	12	1 / +3
4	8,000	4d6+4	11	2 / +3
5	16,000	5d6+5	10	2 / +4
6	32,000	6d6+6	9	2 / +5
7	64,000	7d6+7	8	3 / +5
8	128,000	8d6+8	7	3 / +6
9	200,000	9d6+9	6	3 / +7
10	300,000	9d6+12	5	3 / +7
11	400,000	9d6+15	4	3 / +8
12	500,000	9d6+18	4	3 / +9
13	600,000	9d6+21	4	3 / +9
14	700,000	9d6+24	4	3 / +10
15	800,000	9d6+27	4	3 / +11
16	900,000	9d6+30	4	3 / +11
17	1,000,000	9d6+33	4	3 / +12
18	1,100,000	9d6+36	4	3 / +13
19	1,200,000	9d6+39	4	3 / +13
20	1,300,000	9d6+42	4	3 / +14
21+	+100,000 per level	+3 hp	4	3 / +15

Cleric

Clerics should be played by those who want to fight while still being able to cast spells. They are the militarized priests and monks who seek to further the goals of their God of choice. A Cleric chooses their deity upon character creation.

Cleric Save Bonus

+2 Bonus vs. Paralysis and Death/Poison

Clerics may equip All Armor and Shields

Cleric Casting

Clerics “know” every spell on their list, and may cast them each day as their spell slots allow. A Cleric may cast the same spell multiple times per day, within the limitation of their spell slots for that level. Clerics cannot research new spells like Mages do, but they may go on a *Quest* for their god, and be rewarded with a spell that fits with their religion.

Cleric Hallowing

A Cleric begins play with a Hallowed rating of 1.

Cleric Prime Requisite

A Cleric gets +5% experience if they have a Wisdom of 13 or higher. This experience bonus stacks with the +5% experience from having a Wisdom of 15 or higher.

Cleric Advancement Table

Level	Experience	Hit Dice	Save	Attack Number / Bonus	Spells Per Day						
					1st	2nd	3rd	4th	5th	6th	7th
1	0	1d6	15	1 / +0	1	-	-	-	-	-	-
2	1,500	2d6	14	1 / +0	2	-	-	-	-	-	-
3	3,000	3d6	13	1 / +1	2	1	-	-	-	-	-
4	6,000	4d6	12	1 / +1	2	2	-	-	-	-	-
5	12,000	5d6	11	1 / +2	2	2	1	-	-	-	-
6	24,000	6d6	10	2 / +2	2	2	1	1	-	-	-
7	48,000	7d6	9	2 / +3	2	2	2	1	1	-	-
8	96,000	8d6	8	2 / +3	2	2	2	2	2	-	-
9	170,000	9d6	7	2 / +4	3	3	3	2	2	-	-
10	266,000	9d6+2	6	2 / +4	3	3	3	3	3	-	-
11	340,000	9d6+4	5	2 / +5	4	4	4	3	3	-	-
12	500,000	9d6+6	4	2 / +5	4	4	4	4	4	1	-
13	600,000	9d6+8	4	2 / +6	5	5	5	4	4	1	-
14	700,000	9d6+10	4	2 / +6	6	6	6	5	5	2	-
15	800,000	9d6+12	4	2 / +7	6	6	6	6	6	3	-
16	900,000	9d6+14	4	2 / +7	7	7	7	6	6	3	1
17	985,000	9d6+16	4	2 / +8	7	7	7	7	7	4	1
18	1,070,000	9d6+18	4	2 / +8	8	8	8	7	7	4	2
19	1,155,000	9d6+20	4	2 / +9	8	8	8	7	7	4	2
20	1,240,000	9d6+22	4	2 / +9	8	8	8	8	8	5	2
21+	+85,000 per level	+2 hp	4	2 / +10	9	9	9	8	8	5	3

Mage

If you'd like to play a wizard, sorcerer, enchanter, warlock, or possibly even a druid, Mage class is for you. Although they have a slow start, once they get going they become a powerful force. Mages can research new spells and are excellent for brewing potions and crafting scrolls. Once they get their hands on a magical source of power, they can even create magical items. Mages can be played as puzzle-solvers or battle-casters depending on the player.

Mage Save Bonus

+2 Bonus vs. Spells

Mages CANNOT equip Armor or Shields

Mage Weapon Limitation

Mages can wield any weapon, but do not benefit from weapon abilities such as the bow's extra attack, or a two-handed sword's formation breaking.

Mage Casting

Mages have access to all spells in the spell book and may prepare them each day as their spell slots allow. Each day's spells must be selected at the beginning of the day, and each spell may only be cast once.

Spell Research

New spells may be researched at the cost of $500 \times 2^{\text{Spell Level}}$ gold and $(1d10 + 5) \times \text{Spell Level}$ days to research. The mage may still go on adventures, as they do their research between adventures.

Spell Duplication

Researched & Found spells can be duplicated at a cost of $100 \times 2^{\text{Spell Level}}$ gold. Spells in the spellbook do not need to be copied and are free.

If a mage loses their spellbook, they may purchase a new one with the free spells, but any found/researched spells will be lost. It would behoove the mage to keep a backup.

Mage Prime Requisite

A Mage gets +5% experience if they have an Intelligence of 13 or higher.

Mage Advancement Table

Level	Experience	Hit Dice	Save	Attack Number/Bonus	Spells Per Day								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	0	1d6	15	1 / +0	1	-	-	-	-	-	-	-	-
2	2,500	2d6	14	1 / +0	2	-	-	-	-	-	-	-	-
3	5,000	2d6+1	13	1 / +0	3	1	-	-	-	-	-	-	-
4	10,000	3d6+1	12	1 / +1	4	2	-	-	-	-	-	-	-
5	20,000	4d6+1	11	1 / +1	4	2	1	-	-	-	-	-	-
6	40,000	4d6+2	10	1 / +2	4	2	2	-	-	-	-	-	-
7	80,000	5d6+2	9	1 / +2	4	3	2	1	-	-	-	-	-
8	160,000	6d6+2	8	1 / +3	4	3	3	2	-	-	-	-	-
9	210,000	6d6+3	7	1 / +3	4	3	3	2	1	-	-	-	-
10	320,000	7d6+3	6	1 / +4	4	4	3	2	2	-	-	-	-
11	430,000	8d6+3	5	1 / +4	4	4	4	3	3	1	-	-	-
12	540,000	8d6+4	4	1 / +5	4	4	4	3	3	2	-	-	-
13	650,000	9d6+4	4	1 / +5	5	5	5	4	4	3	1	-	-
14	760,000	9d6+5	4	1 / +6	5	5	5	5	4	4	2	-	-
15	870,000	9d6+6	4	1 / +6	5	5	5	5	5	5	2	1	-
16	980,000	9d6+7	4	1 / +7	6	6	6	5	5	5	2	2	-
17	1,090,000	9d6+8	4	1 / +7	6	6	6	6	6	5	2	2	1
18	1,200,000	9d6+9	4	1 / +8	7	7	7	6	6	6	3	2	2
19	1,310,000	9d6+10	4	1 / +8	7	7	7	7	7	7	3	3	2
20	1,420,000	9d6+11	4	1 / +9	8	8	8	7	7	7	4	3	3
21+	+110,000	+1 hp	4	1 / +9	8	8	8	8	8	8	4	4	3

Extra Character Classes

Listed below are several extra classes you may or may not want to use. Unlike the core three classes, these classes you may decide don't fit into your game, are too powerful, or too weak. Feel free to pick and choose, or if you're brave, add a couple.

Sage

A Mage/Cleric hybrid that becomes the ultimate spell-caster. Ideal for the player who seeks to combine Clerical and Mage spells to find synchronizations to attain ultimate power. However, the Sage levels very slowly, requiring the amount of exp a mage and a cleric would need to individually level.

Sage Save Bonus

+2 Bonus vs. Spells and Paralysis.

Sage Weapon Limitation

Sages can wield any weapon, but do not benefit from weapon abilities such as the bow's extra attack, or a two-handed sword's formation breaking.

Sages CANNOT equip Armor or Shields

Sage Hallowing

Sages begin the game with 1 Hallow.

Sage Casting

Sages cast as both Mages and Clerics. Each Mage spell may only be prepared once, but Clerical spells may be repeatedly cast up to daily limit.

Spell Research

New Mage spells may be researched at the cost of $500 \times 2^{\text{Spell Level}}$ gold and $(1d10 + 5) \times \text{Spell Level}$ days to research. The Sage may still go on adventures, as they do their research between adventures. **New clerical spells cannot be researched, they must be obtained through their patron deity.**

Spell Duplication

Researched & Found spells can be duplicated at a cost of $100 \times 2^{\text{Spell Level}}$ gold. Spells in the spellbook do not need to be copied and are free. **Clerical spells cannot be duplicated.**

If a Sage loses their spellbook, they may purchase a new one with the free spells, but any found/researched spells will be lost. It would behoove the Sage to keep a backup. **Clerical spells cannot be lost.**

Sage Prime Requisite

A Sage gets +5% experience if they have an Intelligence of 13 or higher.

Sage Advancement Table

Level	Experience	Hit Die	Save	Attack Number / Bonus	Mage Spells Per Day							Cleric Spells Per Day								
					1	2	3	4	5	6	7	8	9	1	2	3	4	5	6	7
1	0	1d6	15	1 / +0	1	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-
2	3,500	2d6	14	1 / +0	2	-	-	-	-	-	-	-	-	2	-	-	-	-	-	-
3	7,000	2d6+1	13	1 / +0	3	1	-	-	-	-	-	-	-	2	1	-	-	-	-	-
4	14,000	3d6+1	12	1 / +1	4	2	-	-	-	-	-	-	-	2	2	-	-	-	-	-
5	28,000	4d6+1	11	1 / +1	4	2	1	-	-	-	-	-	-	2	2	1	-	-	-	-
6	56,000	4d6+2	10	1 / +2	4	2	2	-	-	-	-	-	-	2	2	1	1	-	-	-
7	112,000	5d6+2	9	1 / +2	4	3	2	1	-	-	-	-	-	2	2	2	1	1	-	-
8	225,000	6d6+2	8	1 / +3	4	3	3	2	-	-	-	-	-	2	2	2	2	2	-	-
9	350,000	6d6+3	7	1 / +3	4	3	3	2	1	-	-	-	-	3	3	3	2	2	-	-
10	475,000	7d6+3	6	1 / +4	4	4	3	2	2	-	-	-	-	3	3	3	3	3	-	-
11	600,000	8d6+3	5	1 / +4	4	4	4	3	3	1	-	-	-	4	4	4	3	3	-	-
12	725,000	8d6+4	4	1 / +5	4	4	4	3	3	2	-	-	-	4	4	4	4	4	1	-
13	850,000	9d6+4	4	1 / +5	5	5	5	4	4	3	1	-	-	5	5	5	4	4	1	-
14	975,000	9d6+5	4	1 / +6	5	5	5	5	4	4	2	-	-	6	6	6	5	5	2	-
15	1,100,000	9d6+6	4	1 / +6	5	5	5	5	5	5	2	1	-	6	6	6	6	6	3	-
16	1,250,000	9d6+7	4	1 / +7	6	6	6	5	5	5	2	2	-	7	7	7	6	6	3	1
17	1,375,000	9d6+8	4	1 / +7	6	6	6	6	6	5	2	2	1	7	7	7	7	7	4	1
18	1,500,000	9d6+9	4	1 / +8	7	7	7	6	6	6	3	2	2	8	8	8	7	7	4	2
19	1,625,000	9d6+10	4	1 / +8	7	7	7	7	7	7	3	3	2	8	8	8	7	7	4	2
20	1,750,000	9d6+11	4	1 / +9	8	8	8	7	7	7	4	3	3	8	8	8	8	8	5	2
21+	+125,000	+1 hp	4	1 / +9	8	8	8	8	8	8	4	4	3	9	9	9	8	8	5	3

Paladin

Paladins are cleric who have forgone spell-casting powers in order to excel in martial combat. Unlike Clerics, Paladins deal bonus damage to Corrupt, Undead, Demonic, and other evil creatures that do not have a place in the natural world.

Note: Nick thinks Paladins are bad to have in your game, in that they are unbalanced no matter the encounter. They're either a weak fighter, or an overpowered fighter, depending on the enemies involved.

Paladin Save Bonus

+2 Bonus vs. Corruption, Burst, and Death/Poison.

Paladins may equip All Armor and Shields

Paladin Ability: Smite the Corrupt

If a paladin hits an evil (demon, undead, corrupt, etc) foe in battle, they deal extra damage equal to the Paladin's level. The Paladin may not use this ability if they have any amount of corruption.

Paladin Extra Attacks

When attacking creatures with 1 hit die or fewer, a Paladin can make as many attacks as he has levels per round. This bonus does not stack with a Paladin's base Attack Number. A Paladin's extra attacks stack with the rapid-fire ranged option (e.g. granting a level 5 Paladin a total of 6 attacks per round against 1 hit die foes).

Paladin Hallowing

A Paladin begins play with a Hallowed rating of 1.

Paladin Prime Requisite

A Paladin gets +5% experience if they have a Strength of 13 or higher.

Paladin Advancement Table

Level	Experience	Hit Die	Save	Attack Number / Bonus
1	0	1d6+1	14	1 / +1
2	2,000	2d6+2	13	1 / +2
3	4,000	3d6+3	12	1 / +3
4	8,000	4d6+4	11	1 / +3
5	16,000	5d6+5	10	2 / +4
6	32,000	6d6+6	9	2 / +5
7	64,000	7d6+7	8	2 / +5
8	128,000	8d6+8	7	2 / +6
9	200,000	9d6+9	6	2 / +7
10	300,000	9d6+12	5	2 / +7
11	400,000	9d6+15	4	2 / +8
12	500,000	9d6+18	4	2 / +9
13	600,000	9d6+21	4	2 / +9
14	700,000	9d6+24	4	2 / +10
15	800,000	9d6+27	4	2 / +11
16	900,000	9d6+30	4	2 / +11
17	1,000,000	9d6+33	4	2 / +12
18	1,100,000	9d6+36	4	2 / +13
19	1,200,000	9d6+39	4	2 / +13
20	1,300,000	9d6+42	4	2 / +14
21+	+100,000	+3 hp	4	2 / +15

Magi-Knight

The Magi-Knight is a mage who can fight. Functionally a Fighter-Mage hybrid for players who want to do a bit of both. Levels slower than either Fighter or Mage.

Magi-Knight Save Bonus

+1 Bonus vs. Death/Poison, Burst, and Spells.

Magi-Knights may equip Light Armor and Shields

Magi-Knight Casting

A Magi Knight casts spells as a Mage does. Each spell may only be prepared once per day.

Spell Research

New spells may be researched at the cost of $500 \times 2^{\text{Spell Level}}$ gold and $(1d10 + 5) \times \text{Spell Level}$ days to research. The Magi-Knight may still go on adventures, as they do their research between adventures.

Spell Duplication

Researched & Found spells can be duplicated at a cost of $100 \times 2^{\text{Spell Level}}$ gold. Spells in the spellbook do not need to be copied and are free.

If a Magi-Knight loses their spellbook, they may purchase a new one with the free spells, but any found/researched spells will be lost. It would behoove the Magi-Knight to keep a backup.

Magi-Knight Extra Attacks

When attacking creatures with 1 hit die or fewer, a Magi-Knight can make as many attacks as he has levels per round. This bonus does not stack with a Magi-Knight's base Attack Number. A Magi-Knight's extra attacks stack with the rapid-fire ranged option (e.g. granting a level 5 Magi-Knight a total of 6 attacks per round against 1 hit die foes).

Magi-Knight Prime Requisite

A Magi-Knight gets +5% experience if they have an Intelligence of 13 or higher.

Magi-Knight Advancement Table

Level	Experience	Hit Die	Save	Attack Number / Bonus	Mage Spells per Day								
					1	2	3	4	5	6	7	8	9
1	0	1d6	15	1 / +1	1	-	-	-	-	-	-	-	-
2	3,000	2d6	14	1 / +2	2	-	-	-	-	-	-	-	-
3	6,000	3d6	13	1 / +3	3	1	-	-	-	-	-	-	-
4	12,000	4d6	12	2 / +3	4	2	-	-	-	-	-	-	-
5	24,000	5d6	11	2 / +4	4	2	1	-	-	-	-	-	-
6	48,000	6d6	10	2 / +5	4	2	2	-	-	-	-	-	-
7	96,000	7d6	9	2 / +5	4	3	2	1	-	-	-	-	-
8	200,000	8d6	8	2 / +6	4	3	3	2	-	-	-	-	-
9	325,000	9d6	7	2 / +7	4	3	3	2	1	-	-	-	-
10	450,000	9d6+2	6	2 / +7	4	4	3	2	2	-	-	-	-
11	575,000	9d6+4	5	2 / +8	4	4	4	3	3	1	-	-	-
12	700,000	9d6+6	4	2 / +9	4	4	4	3	3	2	-	-	-
13	825,000	9d6+8	4	2 / +9	5	5	5	4	4	3	1	-	-
14	950,000	9d6+10	4	2 / +10	5	5	5	5	4	4	2	-	-
15	1,075,000	9d6+12	4	2 / +11	5	5	5	5	5	5	2	1	-
16	1,200,000	9d6+14	4	2 / +11	6	6	6	5	5	5	2	2	-
17	1,325,000	9d6+16	4	2 / +12	6	6	6	6	6	5	2	2	1
18	1,450,000	9d6+18	4	2 / +13	7	7	7	6	6	6	3	2	2
19	1,575,000	9d6+20	4	2 / +13	7	7	7	7	7	7	3	3	2
20	1,700,000	9d6+22	4	2 / +14	8	8	8	7	7	7	4	3	3
21+	+125,000	+2 hp	4	2 / +15	8	8	8	8	8	8	4	4	3

Monk

The Monk is a highly martial character class most notable for its armor-less AC score. Ideal for the player who doesn't want to muck about with weapons & equipment, or who wants to be an anime character.

Monk Save Bonus

+2 Bonus vs. Death/Poison and Burst.

Monks CANNOT equip Armor or Shields

Monk Fists

A Monk may treat their fists as either dual-wielding (+2 attack) or two-handed (+1 damage) weapons.

Monk Dodging

So long as a Monk is unbound and unarmored, they have a base AC of 16. This is a touch AC as well. If restrained, this AC drops to 10 (along with the normal -4 penalty for being restrained).

Monk Wall Slide

When falling, if a wall is nearby, the monk may safely descend without taking damage.

Monk Extra Attacks

When attacking creatures with 1 hit die or fewer, a Monk can make as many attacks as he has levels per round. This bonus does not stack with a Monk's base Attack Number. A Monk's extra attacks stack with the rapid-fire ranged option (e.g granting a level 5 Monk a total of 6 attacks per round against 1 hit die foes).

Monk Prime Requisite

A Monk gets +5% experience if they have a Strength of 13 or higher.

Monk Advancement Table

Level	Experience	Hit Die	Save	Attack Number / Bonus
1	0	1d6+1	14	1 / +1
2	2,000	2d6+2	13	1 / +2
3	4,000	3d6+3	12	1 / +3
4	8,000	4d6+4	11	2 / +3
5	16,000	5d6+5	10	2 / +4
6	32,000	6d6+6	9	2 / +5
7	64,000	7d6+7	8	3 / +5
8	128,000	8d6+8	7	3 / +6
9	200,000	9d6+9	6	3 / +7
10	300,000	9d6+12	5	3 / +7
11	400,000	9d6+15	4	3 / +8
12	500,000	9d6+18	4	3 / +9
13	600,000	9d6+21	4	3 / +9
14	700,000	9d6+24	4	3 / +10
15	800,000	9d6+27	4	3 / +11
16	900,000	9d6+30	4	3 / +11
17	1,000,000	9d6+33	4	3 / +12
18	1,100,000	9d6+36	4	3 / +13
19	1,200,000	9d6+39	4	3 / +13
20	1,300,000	9d6+42	4	3 / +14
21+	+100,000	+3 hp	4	3 / +15

Berserker

Berserker Save Bonus

+2 vs. Death/Poison and Burst.

Berserkers may equip Medium Armor, Light Armor, and Shields

Berserker Rage

A berserker may fly into a rage that lasts 1 turn, or the duration of a fight. When in a rage, they gain +2 attack, +1 damage, and an extra attack. See advancement table for number of rages per day. At 7th Level, a berserker has two additional attacks in a rage instead of one.

Berserker Extra Attacks

When attacking creatures with 1 hit die or fewer, a Berserker can make as many attacks as he has levels per round. This bonus does not stack with a Berserker's base Attack Number. A Berserker's extra attacks stack with the rapid-fire ranged option (e.g. granting a level 5 Berserker a total of 6 attacks per round against 1 hit die foes).

Berserker Prime Requisite

A Berserker gets +5% experience if they have a Strength of 13 or higher.

Berserker Advancement Table

Level	Experience	Hit Dice	Save	Attack Number / Bonus	Special
1	0	1d6+1	14	1 / +1	Rage 1/day
2	2000	2d6+2	13	1 / +2	
3	4,000	3d6+3	12	1 / +3	
4	8,000	4d6+4	11	2 / +3	Rage 2/day
5	16,000	5d6+5	10	2 / +4	
6	32,000	6d6+6	9	2 / +5	
7	64,000	7d6+7	8	2 / +5	Rage 3/day, 2 bonus attacks from Rage
8	128,000	8d6+8	7	2 / +6	
9	200,000	9d6+9	6	2 / +7	
10	300,000	9d6+12	5	2 / +7	
11	400,000	9d6+15	4	2 / +8	
12	500,000	9d6+18	4	2 / +9	
13	600,000	9d6+21	4	2 / +9	
14	700,000	9d6+24	4	2 / +10	
15	800,000	9d6+27	4	2 / +11	
16	900,000	9d6+30	4	2 / +11	
17	1,000,000	9d6+33	4	2 / +12	
18	1,100,000	9d6+36	4	2 / +13	
19	1,200,000	9d6+39	4	2 / +13	
20	1,300,000	9d6+42	4	2 / +14	
21	+100,000	+3 hp	4	2 / +15	

Expert

The Expert is most notable for their special Backstab attack, which deals substantially more damage than a normal attack. Experts are also masters of learning, being able to acquire free skills often. If the right skills are selected (such as poison crafting or tinkering), an Expert can become a deadly force.

Nick: John feels that Experts are a tad overpowered due to the potential abuse of the backstab mechanic and free skills.

Chris: Experts are definitely the least played class in our home games (even below Paladin!) They get something for free everyone else can get for money, and Backstab is difficult to utilize effectively. They level the most quickly out of the classes, though, and are okay in a fight.

Expert Save Bonus

+2 to Saves vs. Burst and Paralysis.

Experts may equip Light Armor and Shields

Expert Backstab

An expert, when attacking an unsuspecting creature, or during surprise, has a +4 bonus to attack rolls and deals double damage on a backstab. At 4th level, this increases to triple damage, at 7th level, this increases to quadruple damage, and at 14th level this increases to quintuple damage.

Expert Free Skills

An expert may select the a number of free skills they are eligible for at the appropriate levels (as indicated on the table). If an expert has a journeyman skill, they may select the expert level of that skill. Same goes for expert skill to master skill level.

Expert Prime Requisite

An Expert gets +5% experience if they have an Intelligence of 13 or higher.

Expert Advancement Table

Level	Experience	Hit Dice	Save	Attack Number / Bonus	Special
1	0	1d6	15	1 / +0	2 Free Skills, x2 Backstab
2	1,500	2d6	14	1 / +0	1 Free Skill
3	3,000	3d6	13	1 / +1	1 Free Skill
4	6,000	4d6	12	1 / +1	x3 Backstab
5	12,000	5d6	11	2 / +2	1 Free Skill
6	24,000	6d6	10	2 / +2	1 Free Skill
7	48,000	7d6	9	2 / +3	x4 Backstab
8	96,000	8d6	8	2 / +3	
9	170,000	9d6	7	2 / +4	1 Free Skill
10	266,000	9d6+2	6	2 / +4	
11	340,000	9d6+4	5	2 / +5	1 Free Skill
12	410,000	9d6+6	4	2 / +5	
13	480,000	9d6+8	4	2 / +6	1 Free Skill
14	550,000	9d6+10	4	2 / +6	x5 Backstab
15	620,000	9d6+12	4	2 / +7	1 Free Skill
16	690,000	9d6+14	4	2 / +7	
17	760,000	9d6+16	4	2 / +8	1 Free Skill
18	830,000	9d6+18	4	2 / +8	
19	900,000	9d6+20	4	2 / +9	1 Free Skill
20	970,000	9d6+22	4	2 / +9	
21+	+70,000	+2 hp	4	2 / +10	1 Free Skill every 2 levels

Transcendentalist

The ultimate hybrid. This class is a fusion of Fighter, Cleric, and Mage, making them incredibly powerful. However, they level extremely slowly. They are also the only class to attain a natural saving throw of 3.

Transcendentalist Save Bonus

None! They have a better default saving throw overall.

Transcendentalists may equip Light Armor and Shields

Transcendentalist Casting

Transcendentalists cast as both Mages and Clerics. Mage spells may only be prepared once per day, Cleric spells may be cast multiple times. Only Mage spells can be researched, Cleric spells require a divine quest.

Spell Research

New spells may be researched at the cost of $500 \times 2^{\text{Spell Level}}$ gold and $(1d10 + 5) \times \text{Spell Level}$ days to research. The character may still go on adventures, as they do their research between adventures.

Spell Duplication

Researched and found spells can be duplicated at a cost of $(100 \times 2^{\text{Spell Level}})$ gold. Spells in the spellbook do not need to be copied and are free.

If a player loses their spellbook, they may purchase a new one with the free spells, but any found/researched spells will be lost. It would behoove the player to keep a backup.

Transcendentalist Extra Attacks

When attacking creatures with 1 hit die or fewer, a Transcendentalist can make as many attacks as he has levels per round. This bonus does not stack with a Transcendentalist's base Attack Number. A Transcendentalist's extra attacks stack with the rapid-fire ranged option, granting a level 5 Transcendentalist a total of 6 attacks per round against 1 hit die foes.

Transcendentalist Prime Requisite

A Transcendentalist gets +5% experience if they have a Wisdom of 13 or higher.

Leveling Up: Life & Death

There are three primary ways to become a more powerful adventurer. There are near infinite ways to die horribly. Below are the ways you can level up, followed by the rules that govern death.

Gaining Experience

Character Experience is gained from two activities: getting Treasure and Carousing. Treasure grants 1 experience point per 1 gold-piece worth of treasure. When selling non-monetary treasure (art, gemstones, etc.) the amount of experience gained is equivalent to the amount of money the item is sold for. **Each individual character only gains an experience # equivalent to their share of the treasure.** A character's experience bonus % will increase the experience gained, but not the gold earned. **Retainers gain experience at 1/2 the rate of player characters.**

Note: If your players are unable to sell treasure due to being an evil gang or the like, experience can be gained by simply returning the treasure to their hoard or other form of safekeeping.

Chris: I used to grant experience for winning fights based on monster hit dice. We ultimately found the amount wasn't enough to really matter, and that if it was enough to matter, it would adversely affect play. You can still grant XP for winning fights if your group prefers the hack & slash style; make it about 15 XP per hit die. Remember that XP is the primary reward in the game, and that you need to consider what rewards to place when building a sandbox.

Magic Items may still be sold, but they are considered priceless and are thus not given gold values. The referee may allow the sale of such Magic Items, but their availability for purchase should be **extremely rare**.

Nick: In my game, I have a 'Magic Exchange' system where players can buy new magic items with other magic items, provided the vendor gains a profit.

Chris: Magic items are the thing that can most warp your game. A game with too many magic items can rapidly devolve from magic items being an awesome tool or reward to everyone needing magic items to keep up. Be careful portioning them out.

Carousing

Characters can also gain experience by spending their hard-earned gold on carousing. Carousing is when your character goes and has a crazy night on the town, full of drinking, fun, debauchery, and potentially mishaps. The size of the party is typically limited by the size of the town it takes place in. Characters roll to determine how much gold is spent/exp is gained (for example, 1d10 × 100gp) and then must roll a Save vs Poison to see if they got a mishap. If a mishap occurs, the character must roll on the mishap table. You should make a mishap table that fits the theme of your town or campaign world, but we've included two samples in the 'Carousing Tables' section for your convenience!

*Chris: Or use Jeff Riens table! But here's two from our home games that are good but **TOTALLY UNSUITABLE FOR YOUR PURPOSES** (pg. 120).*

Magic Items

The second, less obvious way of powering up is through Magic Items. Although this is not a number you write on your sheet, the collection and utilization of Magic Items is critical to your success as an adventurer. Keep in mind that while characters may die, **Magic Items do not break** (except in situations of extreme force). A bomb can rip a character to shreds, leaving their magic armor intact. Passing such heirlooms down from character to character ensures a boon for future generations, unless of course you lose your Magic Items. If you lose them, fret not, for getting them back is an adventure all its own!

Player Skill

This is the least obvious, and **absolutely most critical** factor for "leveling up". Your skills as a player transcend the game world. You are a reincarnating superhuman who has the experiences of past lives, and no creature in the game can take that from you. Five Cataclysms is a difficult game, and you **WILL DIE...** unless your referee is a weenie. Speaking of Death...

Death & Inheritance

When a character rolls poorly enough on **Death's Door** (pg. 31), they perish. There are a few ways to bring someone back from the dead, but they are mostly reserved to high-level clerics, and require some part of the deceased's body. When a character dies, their belongings are bequeathed to their next of kin. This includes any banked goods, properties, magic items, etc. Note that followers of the fallen character may decide not to follow the next of kin. Be sure to erase any inherited wealth from the dead character's play sheet, as it's always possible they'll come back to life... somehow.

Note: We have a character we expected to be permanently dead come back from death not once, not twice, but seven times. So... keep good notes.

Nick: If a player has a retainer and their character dies, they may decide to play as that retainer instead of making a new character.

Chris: They are dead. They've passed on. They are no more. They have ceased to be. They've expired and gone to meet their maker. Bereft of life, they rest in peace. Or pieces. They've kicked the bucket, they've shuffled off the mortal coil, they've joined the invisible choir. This is an ex-character. You should really just roll up a new one.

Starting Over, Stables, Crutch Systems

We recommend starting all new characters at level 1 with zero experience. However, we recognize that this isn't feasible or desirable for some groups. Either you have... challenge intolerant players, or you're playing at very high levels and don't want to have the time investment to bring a character up from 1st to 27th or whatever ridiculous level your game is at. If that's the case, you may want to have a minimum experience value new characters start at that you adjust.

Chris: I used to use a 50% of the experience your highest experience character had earned. That works as a catch-up mechanic for long-time players, but you'll want to find something else for new players.

Chris: Nick recommends capping the game at 21st level, as that's where our tables end and the power curve flattens out. While I won't recommend a specific number, I encourage the ref to figure out the scale of their game and cap accordingly. You can play without a cap, but you'll need to do plenty of legwork to keep things interesting.

We consider the **Character Stable** a core part of the game; when a character is otherwise indisposed, you bring out a different character to adventure with. Over time, you have a few different characters you can play with.

Chris: I allow multiple characters from one player's stable on the same adventure, but the highest experience character is considered the "leader" and the others are treated as retainers for the adventure; rolling morale and earning 50% experience.

Dualclassing & Multiclassing

Certain classes are already intended to take the place of Multiclassing and Dualclassing. Sages, Magi Knights, and Trancendentalists are all prohibited from being part of a Dualclassed or Multiclassed character, as they're basically classes stacked on each other *already*. Unless a class is specifically banned from participating, you're free to choose whichever class you like to Dual class or Multi class with.

What is Dualclassing?

Dualclassing is when you're tired of your original class and want to be something else. A Fighter is tired of being a Fighter, and starts over at level one as a Mage, losing most of their abilities (temporarily) in the process as they learn to cast spells instead of wade into combat.

How do I Dualclass?

First, pick a new class. You have to meet these requirements:

- You must have a Prime Requisite of 14 or more for your old class.
- You must have a Prime Requisite of 16 or more for your new class.
- You must be at least Level 2 in your old class.
- You must not have Dualclassed before.
- Neither class must be a prohibited class.

If you meet all these requirements, you start over at 0 experience and level 1 in your new class! Put a slash after your previous class and level, and put your new class's title and a 1 after the slash.

What happens when I Dualclass?

You lose all abilities from your previous class temporarily; the only things you keep are your hit points and your save value; everything else is gone for the time being (including class save bonus). Outside of that, you're totally a first level member of your new class. You cannot progress in your previous class ever again.

You *may* use your previous class abilities if you like, but if you do, you gain no experience for that adventure. You're trying to train one set of skills, and using the other as a stopgap measure means you can't progress for now.

You continue to progress in your new class, gaining levels and experience, but not gaining hit points or increasing your saving throw. This continues until you are one level above the level of your previous class. At this point, you're comfortable enough with both skillsets that you regain all of your previous classes abilities and may use them again without losing experience. You have the higher number of extra attacks between your two classes (A Fighter 7/Cleric 8 would have three attacks, not four or five), and you use the higher attack bonus between your old and new classes. Once you're a higher level in your new class than your old class, your Saving throw will now increase again, and you'll gain hit points from levels of your new class. You'll have the Saving throw bonuses from both classes, with overlap canceling out (A Fighter/Cleric would only have +2 vs. Death/Poison, not a +4).

Mage casters can't wear armor heavier than light and cast spells at the same time. They're not encumbered in heavier armor if they're trained to wear it, but casting Mage magic in heavier armor is not possible.

Example: Jorb the Fighter is level 7. He decides lichdom is a good goal, but you want to be a spellcaster if you're going down that route. He has a Strength of 15, and an Intelligence of 17, so he exceeds the threshold for Dualclassing. He becomes a level 1 Mage; keeping his hit point total and saving throw value, but losing everything else, including his armor proficiency, extra attacks, and attack bonus.

Jorb sucks for a long time as a Mage, neither gaining hit points, nor improving his saving throw value. He swaps out his +2 bonus for Death/Poison and Burst from the Fighter class for the Mage's +2 bonus vs. Spells. He gains spell slots as he levels, and his attack bonus slowly increases again (it dropped from +5 to +0 when he dualclassed, and is now increasing at the Mage rate).

Jorb survives a number of adventures and gains plenty of wealth. Eventually, he ekes his way to Mage level 8. Now, he regains everything. His Fighter Extra attacks come back (he has three again), his Fighter Attack bonus (+5) is still higher than his Mage Attack bonus (+3), so his Attack bonus jumps back to a +5. He also regains his Fighter Save bonus (+2 vs. Death/Poison and Burst) while keeping his Mage Save bonus. Because the difference between Mage level 7 and level 8 is 1d6 hit points, he rolls his hit dice for the first time in eight levels, 8d6+7. He may wear and fight in Heavy armor again, but he can't cast spells in Heavy or Medium armor (see Note above). When he becomes a 9th level mage, his saving throw will change to the better value (right now, 7th level Fighter and 8th level Mage has the same save value).

What is Multiclassing?

Multiclassing is when someone evenly divides their attention between many different pursuits. A Fighter // Expert trains skills and can backstab while also being a competent fighter. A Mage // Cleric is a devoted servant of their deity while pursuing the arcane arts at the same time. A Fighter // Paladin // Mage is focused on destroying corruption with spells without neglecting their martial training.

How do I Multiclass?

Multiclassing is done at character creation, and it's chosen in lieu of a traditional class. You pick two or three different classes, none of which must be prohibited. Write your class names like so: ClassOne 1 // ClassTwo 1 // ClassThree 1. Write your experience values as 0 // 0 // 0.

Whenever you gain experience, you split it evenly between all your multiclassed; Prime Requisite experience bonuses only apply to the experience going to that class. Say you earn 300 experience as a Fighter // Mage // Cleric, and you have a Strength 14 (+5% bonus), Intelligence 9, and Wisdom 11; you'll divide the experience among each class and apply the bonus to the experience you receive as a Fighter. Your XP gains will be 105 // 100 // 100.

What happens when I Multiclass?

You start at level 1 in each of your classes. You have the best abilities between each (except hit dice): you have all spellcasting from your classes, the best saving throw value, the highest attack bonus, and the highest number of extra attacks between the classes. You possess all special abilities a member of your classes of your levels would possess. If you have a class bonus to saving throws twice, the bonus doesn't overlap. If multiple classes grant Hallow, you only gain the highest amount from one class.

When you level up in one class, you gain that class's abilities and check to see if it gives you a better value. A Fighter 1 // Cleric 2 would still have a Save of 14 still, but would have the spells a Cleric 2 could cast.

A multiclass character rolls hit dice in an unusual way. Whenever one of the classes levels up, the multiclass character rolls the hit dice of each class individually, divides each by the number of classes they have, and totals the result. If the result exceeds their current maximum hit points, they have their new hit point total. First level (that is, each class is level 1) multiclass characters add the maximum they could roll for each class's hit dice and divide by the number of classes they have.

Example: Omar the Fighter // Cleric has just been created. Omar has a Constitution of 15, giving him a +1 bonus to his hit die normally. To calculate his hit point total, he adds the maximum he could have as a Fighter (8) to the maximum he could have as a Cleric (7) and divides by the number of classes he has (2). Omar rounds down to keep things simple, and has 7 hit points at level 1.

When Omar levels up to Cleric level 2, he rolls his Fighter hit dice (1d6 + 1 + 1 from Con) and his Cleric hit dice (2d6 + 2 from Con). He gets a 6 from his Fighter dice and a whopping 14 from his Cleric dice; adding them together and dividing, he has a new hit point total of 10.

Caution with Dualclassing & Multiclassing

Hypothetically speaking, there's no reason that a Fighter // Mage // Cleric couldn't be in the same party alongside a Trancendentalist, or that a Fighter // Mage couldn't be with a Magi Knight. However, we advise against allowing both Multiclassing and the prohibited classes (Magi Knight, Sage, Trancendentalist) in the same game, particularly if the game is a one shot or focuses on some levels.

A 1st level Fighter // Mage // Cleric is definitely stronger than a pure Trancendentalist, as is a Fighter // Mage versus a Magi Knight, or a Mage // Cleric versus a Sage. However, the single class versions will level up significantly faster than the multiclass.

At level 9, a Sage levels 30,000 XP earlier than a Mage // Cleric, and a Trancendentalist will outpace a Fighter // Mage // Cleric at level 15 requiring only 2/3rds the overall experience! That's not to say that these single classes are unsuitable to play alongside the multiclass versions (both have some advantages over the other) just to make you aware that in certain experience ranges, one or the other will be better.

You may not see this imbalance of very similar options as a problem, but you might want to ban certain multiclass combinations or single classes due to their superiority over one another at certain levels. Consider this your warning if you use both.

Core Mechanics

The following sections will elaborate on the core mechanics of the game. This includes how to move, how to fight combat, how to roll saves, etc.

Exploration: Time & Timekeeping

The central piece that ties the game together. Torches burn out, Monsters wander around, diseases progress, skills are learned, seasons change. A good sandbox needs timekeeping to come to life. In addition to the real life measures of time, there are two important measures of time specific to the game: the **Round** and the **Turn**.

the Round

The round, sometimes refereed to as a combat round, is an abstract measure of time roughly between ten seconds and a minute in length. A round primarily serves as a way of breaking up combat, described in the **Combat** section.

the Turn

The Turn is a measure of **ten-minute intervals**, shortened in name due to how often it's used. In a given Turn, characters may do many things, including but not limited to:

- Search a 10 × 10 Surface area for secrets and traps.
- Take a rest to recover 1d6 Hit Points after a high exertion activity (like combat). Only one such rest may be taken after such an activity.
- Fight an entire combat.
- Attempt to Pick a Lock
- Have several people bash down a wooden door.
- Have the entire party cross a room carefully, entrance to exit, one at a time.
- Move a certain distance (as described in Movement & Encumbrance)

The players can think of the Turn as a kind of currency, but an uncertain one. When they spend their Turns in the dungeon, many dangerous or negative things can happen. Light sources burn down, spell durations run out, and most commonly, wandering monsters might stumble on the group.

In wilderness exploration, Turns and Rounds are usually less useful than **Watches**.

the Watch

The Watch is a measure of **four-hour intervals**, intended to pace overland movement. If a specific time is needed, Watches in a day divide into **Early Morning** (5 - 8 AM), **Late Morning** (9 AM - 12 PM), **Afternoon** (1 PM - 4 PM), **Evening** (5 PM - 8 PM), **Early Night** (9 PM - 12 AM), and **Late Night** (1 AM - 4 AM). An encounter roll may be made up to every watch.

Chris: I like to make an encounter roll on a 1d6 (with a 1 indicating an encounter) every watch when the group is moving, and every two watches when the group is stationary.

Movement & Encumbrance

A normal, unencumbered human being has a movement rate of 12. This movement rate, or **Move**, is modified by weight, according to the table below.

Encumbrance

Total Weight Carried	Movement Rate
0-5	12
6-10	9
10-15	6
16-20	3
21+	0

When accounting for fractional weight, round down when accounting for a group of related items. So 5 Holy Waters would have a weight of 0, as would 1 Holy Water or 9 Holy Waters, but 10 Holy Waters would have a weight of 1. This is intended to reduce bookkeeping.

Chris: A possible house-rule for encumbrance would be to add the Strength modifier to the divisions on total weight carried. So someone with a +1 modifier would have their movement rates steps at 0-6, 7-12, 13-18, 19-24, and 25+.

Indoor and City Movement

Pace	Speed	Effect
Walking	Move × 20 feet per Turn	Mapping and Careful Observation possible
Running	Move × 40 feet per Turn	No Mapping, Characters automatically surprised
Combat	(Move ÷ 3) × 10 feet per Round	All the general moving around people fighting usually do.

Outdoor Movement

Pace	Speed	Effect
Steady	(Move ÷ 2) in Miles per Watch	Normal Hiking and Moving around outdoors
Grueling	(Move) in Miles per Watch	Same as above, but Constitution ability roll needed each day to continue at this pace. Failure means speed is reduced to Steady the next day and -1 to all d20 rolls for the next day.
Combat	Move × 10 feet per Round	More fighting, but open terrain.

Saving Throws

Many terrible things can happen to a character, and the Saving throw is a chance to avoid or lessen the impact of those terrible things. When a Saving Throw is called for, a character must roll a d20 and compare it to their Saving Throw value. If the roll is equal to or greater than the Saving Throw value, the character saves, reducing or negating the effect of the terrible thing. If the character rolls under their Saving Throw value, they fail, receiving the full effect of the terrible thing.

The character applies their class Saving Throw bonus to this roll if applicable. Nearly every Saving Throw should be given a type; typeless Saving Throws should be rare or non-existent. Some effects are particularly deadly, and may apply a penalty to the roll.

Saving Throw Types

Death/Poison: Instant death effects, poison effects, and some diseases.

Burst: Area attacks such as explosions or breath attacks. Typically, a save vs burst is for half damage. Burst also applies to mobility or dodge saves, so it's a Save versus Burst to grab a ledge before falling.

Paralysis: Any loss of control is considered paralysis. This can be a paralytic gaze, or a simple net. Note that paralytic poisons are considered poison, and paralytic spells are still considered spells.

Spells: Magical spells or magical item abilities may require a Save versus Spells. This encompasses all arcane and magical Saves.

Corruption: Primarily refers to corruption-type attacks that will cause a character to gain corruption.

Note that some types may overlap, and a character may use whichever bonus is greater, but they will not stack.

Combat

Eventually, the time comes when one group decides to murder another. A combat takes place for the duration of 1 ten-minute Turn, regardless of how many combat rounds it involved. Here's how to handle combat situations.

Surprise!

If a group of creatures or adventurers are caught unaware, they must roll a surprise roll. If two groups bump into each other, both must roll a surprise roll. A surprise roll is a d6, and on a roll of 1 or 2, that group is surprised and cannot act for 1 round. Some factors can increase or decrease the chance of surprise. Once surprise is resolved, both groups must roll Initiative.

Initiative

Both groups roll a d6 every round of combat, re-rolling ties. Whichever side rolls highest has the first actions in that round.

The flow of combat goes something like this:

0: At the start of combat, surprise may or may not be rolled.

1: Spell casters declare spells they are casting; every creature that can see or hear them knows they are casting a spell, but they do not know which spell is being cast.

2: Both sides roll initiative, re-rolling ties.

3: The winners of initiative go first; this side's spells are let loose, and each member may move and take their actions.

4: The other group goes, firing off spells that weren't interrupted, moving and taking actions.

5: Anyone who chose to delay an action for any reason would go here. This can be useful for healing someone after they take a hit. Note that spell casting in this phase still requires a phase 1 declaration.

6: Start a new combat round at phase 1.

Attacking & Attack Actions

For an attack, declare a target and roll a d20 and add any attack modifiers (such as class attack bonus, dexterity mod for ranged attacks, magic item attack bonus, etc). If your attack roll total result matches or exceed the targets Armor Class (AC) you hit. Roll a d6 for damage, adding damage modifiers (such as 2-handed bonus, magical bonus, situational bonus, etc). Damage is subtracted from target's hit point total.

Attack Roll : $d20 + \text{Attack Bonus}$ vs. Target's Armor Class

Switching weapons or reloading ammo doesn't cost an attack or an action, assuming such items are within easy reach.

Complicated actions such as pulling a lever or throwing open a door require the use of an "attack action". Naturally an increased Attack # means a character can perform more actions per round. However, extra attack actions will not translate into increased movement speed.

Special Attack Situations

Beyond is a suggested list of rulings for situations that spring up combat. These are intended to guide, not to restrict or proscribe.

- If a character attacks an invisible opponent, they get a -4 penalty to the attack roll.
 - If a character fires a ranged attack into a melee fight where two or more creatures are involved, the character has an equal chance to hit each creature involved. Roll a die to determine which target is struck. A creature's odds of being struck may change based on its size.
 - Throwing a fire oil bomb follows slightly different rules. The attack is made versus a target's touch AC (typically 10) and if it misses, it lands nearby, creating a zone of fire that lasts for 1d6 rounds. If it hits, the target will burst into flames taking a d6 of damage this round and a d6 of damage the next. Nearby targets will also suffer 1 'splash damage' from the attack. If a critical fumble is rolled with a fire bomb, the creature drops it at their feet, lighting themselves on fire, igniting other fire bombs they may have, potentially blowing them to smithereens.
- Chris: I once had a 1st level character with nine firebombs get hit with an exploding cannonball. I was in the middle of the party, and luckily only one other character died as a result of me bursting into flame.*
- Range increments in the outdoors are tripled. For instance, a weapon with a 30' range in the dungeon has a 30 yd range outdoors. The same applies to spells.

- Firing beyond the range of a ranged weapon incurs a -2 attack penalty. Ranged weapons automatically miss if target is twice as far as the range of the weapon. The range for spells is a hard limit.

- A Natural 20 is treated as a critical hit, and the attacker may choose from two options: Either the attack deals maximum damage, or the attack causes some other beneficial effect such as knocking the target off their feet. If a roll of 20 would normally miss the target, the critical becomes a regular hit.

Chris: Tripping the target, disarming them, pulling the pins out of their grenades... these are all things that can be an alternate to just maximizing damage.

- A Natural 1 is treated as a critical fumble. The attack misses, and the referee selects an appropriate bad thing to happen. The referee may roll a d20 to determine how severe the bad thing is, from dropping one's weapon on the bridge, or accidentally chucking it into the lava flow below.

Chris: Some people hate fumbles in their games; play how you like. I don't care about severity or extra rolls; I just come up with the first nasty thing that pops into my head. Are they fighting on a slippery floor over a vat of chemicals?

- If a character wants to subdue a target and not kill them, they may deal subdual damage. Subdual attacks deal half damage, knocking a creature unconscious when it's at 0 hit points.

- If a character fights unarmed and is not a monk, they only deal 1d2 damage. Monks may always deal full damage unarmed.

Combat Options

Two-Handed Melee: Any melee weapon wielded with both hands deals 1 extra damage. Note that not all weapons can be two handed.

Dual Wielding Melee: If a melee weapon is held in each hand, the character gets a +2 to attack rolls. Either weapon's special ability may be used, but not during the same combat round.

Rapid-Fire: Requires the use of a bow; grants 1 extra attack that round.

Spring-Loaded: Requires the use of a crossbow; grants 1 extra damage on hit.

Muscle Powered: Requires sling, darts, or other thrown weapon; character adds strength modifier to damage roll.

Spellcasting in Combat

Casting a spell is a full-round action. A character must declare which spell they are casting prior to initiative roll. Casting a spell requires concentration, reducing the spell caster's ability to move by half, making difficult terrain impassible, and if they take even a single point of damage, the spell will be flubbed.

Combat Movement

During a combat round, a creature can move their combat movement rate in addition to the action they take that round. If a creature is trying to cover ground as quickly as possible, they may sacrifice their actions to double their movement for that round.

Talking in Combat

A character may talk as much as they like during combat, even outside of their initiative, as it costs no action. While speech is free, it does consume time, so at the end of a lengthy exchange initiative must be rolled anew to determine who moves first in the resumed combat.

Grabbing & Equipping Items

While pulling out one's own weapon doesn't cost an action, pulling a weapon from an ally's pack does. Alternatively, this costs no action if a character is simply handed a weapon to attack with. If a weapon fell to the ground, a character must spend an attack action picking it up again. Dropping a shield is a free action, but it always costs an attack action to equip it again.

Grappling

A character can attempt to grapple another character; when they do so, they make a touch attack roll against the target. On hit, both characters roll their Hit-Dice as if rolling hit points, and add their Strength modifier to each d6. Whomever rolls higher is successful:

If **attacker wins**, the target is grappled and cannot move or take any action other than attempting to escape via another opposed hit die roll. The attacker can make attacks on the target each round for a d6 damage, via strangulation or some small weapon. Both characters also take a -4 AC penalty while engaged in a grapple.

If the **target wins** the hit die roll, they rebuff the attacker and are free to move about.

Note that multiple attackers can grapple one target, but only 4 human sized creatures can attempt to grapple another human sized creature at once.

Stunned

When a character become stunned, they are still aware of their surroundings but unable to act. When stunned, a character remains that way for 1d3 combat rounds unless otherwise specified.

Unconscious

When a character is knocked unconscious from any one of many effects, they become unable to take actions or perceive the world around them. When knocked unconscious, a character will not wake up for 1d6 Turns (unless another duration is specified), unless healed to 1 hit point or more.

Dead

Player characters or characters with class levels or important NPCs roll on Death's Door when their Hp hits 0 or less; if the roll is poor enough, they will die. Other creatures simply die upon hitting 0 Hp. The creature cannot receive any healing, and will never wake up. A Dead character can be targeted by the Raise Dead spell to bring them back to life.

Splattered

Oh... Oh dear. You've had a terribly gory death. You are the victim of overkill, and the stray bits of meat and charred bone are insufficient for a Raise Dead spell; you require a Resurrection spell to be brought back this time. A character may become splattered by rolling negative on Death's Door.

Level Drain and Suggested Replacements

We recommend you don't use pure level drain in Five Cataclysms; while it's good at it's job of rendering certain encounters terrifying, it's also such a severe penalty that we find everyone enjoys the game less. We recommend these alternates as attacks that are still terrifying without being unnecessarily punitive.

If you do use level drain: When a character drops a level, they re-roll their hitpoints for the new level, and take the lower of that result and their current maximum. All their class abilities drop to that lower level; when spell slots are lost, the spell slot lost is randomly determined.

Experience Drain: When struck by a level-draining effect, the attacker rolls a d6, and drains that many experience points \times 1000. If this would reduce a character below the experience needed for their level, they drop to the previous level. For example; Mandy the Mage is at 12,000 XP, high enough to be 4th level. A Grim reaper type monster strikes her, rolls a 3 on the d6, draining 3000 XP from her. This drops her to 9,000 XP; because this is lower than the 10,000 needed to be level 4 for Mages, she becomes level 3.

Maximum Hit Point Drain: When struck by a level-drain type effect, the attacker rolls a d6, and that amount is reduced from the target's Maximum HP value. For instance, Billy the Fighter was at 7/10 hit points when he was struck by a wight for 3 damage; he is now at 4/7 hit points. If not listed, assume 1d6 damage per level that would have been drained.

If hit by too many level drains, a character may find that they have a maximum HP value that is 0, or possibly negative. This can happen if someone's Max HP is drained below zero, but they survive the Death's Door roll.

Corruption: When struck by what would be a level draining attack, the creature instead must Save vs. Corruption or gain that many points of corruption. *Corruption* is described fully in a later section.

Healing & After Combat Rest

Once combat has ended, the players may take a Ten-Minute Breather, which means they can all heal 1d6 hit points to recover some health they lost during *that combat*. Only one Ten-Minute Breather may be taken per combat. Any wandering monster checks that succeed during a Ten-Minute Breather have the Wandering Monster show up at the end of the Ten-Minute Breather.

Remaining lost hit points can be recovered by spells, or by 1 per day while resting in town.

Chris: If there's a clerical caster of any level in the party, only a few days of down time should be needed to recover all hp.

Reading a Monster Stat Block / Build a Monster

Monster Name (# Encountered)

Armor Class: The armor class of the monster.

Hit Dice: The hit dice of the monster, in d6s. The number of hit dice a monster has also determines its saving throw (18 - Hit Dice, to a minimum of 4), and its attack bonus (+1 per hit die, to a maximum of +20)

Attacks: # of Attacks (Damage of Attacks); attacks done together are separated by a slash (/), attacks that must be chosen between are separated by -OR-.

Special: A summary of any special abilities the monster has. Simple abilities are only described here, more complicated abilities are noted here and described in the description.

Move: The movement rate of the monster. Different movement rates are separated by (/), with the base movement rate assumed to land speed and other methods of locomotion noted in parentheses.

D/Att: Morale and the monster's default attitude.

Description: Anything that doesn't fit into a nicely summarized statblock. Motivations, behavior, fighting tactics, all go here.

Example Monster

Dire Bear (1)

Armor Class: 14

Hit Dice: 9d + 9

Attacks: 2 Claws (1d6) / 1 Bite (1d6)

Special: -

Move: 12

D/Att: Neutral, Morale 8

Description: A terrifying and nasty creature; these demonic looking bears, although not of mystical origin, are still one of the fiercest predators around. Fortunately, they'd rather have an easy meal often than go hunting. Primarily, they are motivated by food and protecting their territory. A dire bear subdued is worth quite a bit of money to the right buyer.

Death's Door

When a character hits 0 hit points or less, they roll on the following table. Any subsequent damage will force them to roll again.

The roll total is calculated as thus: d20 + Character's Level + current hit point value.

E.g. If a level 5 character at negative 4 hit points rolls a 6 on a d20, their total is 7; they must save vs Death/Poison or die.

Roll Total	Result
Natural 20	Set current HP to 1, awake if unconscious
18+	No Change
17-14	Stunned for 1d3 Rounds
13-10	Unconscious for 1d6 Turns
9-6	Save vs. Death/Poison; failure means death, success means unconscious for 1d6 Turns
5-0	Immediate Death
Less than 0	Gory Death; 10% chance per number below 0 for character to be Splattered, making Raise Dead impossible.

Purchasable Wares

Below you will find a wide assortment of items you may find available for purchase. Of course, some towns may have limited inventories on specific goods. All player characters are assumed to have basic clothing, a backpack, sacks, flasks, & pouches for carrying loot, and mapping supplies. Gp indicates gold, sp indicates silver. A gold is worth ten silver. Copper (cp) also exists, but players will rarely need to deal with it (Gold is worth one hundred Copper).

Mundane Equipment

Item	Weight	Price	Description
Air Bladder	1/10	1 gp	Assists in flotation, or may be used for 1 round of breathing.
Barrel (18 Stone)	2	2 gp	This barrel can hold up to 18 stones of stuff. Requires 2 hands to carry.
Bedroll	1	2 sp	You sleep in it.
Bell	1/10	1 gp	Makes noise when jostled or struck.
Caltrop, 1 bag	1/10	1 gp	Nasty multi-pronged item, a bag can be lain out on the ground to slow creatures by as much as 1/2 speed.
Candle, 10 units	1/100	1 sp	Weak Light source. Illuminates up to 10 feet.
Canvas, Square Yard	2	1 sp	Thick canvas. Good for painting, or catching wind, and other stuff.
Chain, 10 ft.	1	5 gp	It's like a rope that can't be cut!
Chest (18 Stone)	2	2 gp	This chest can hold up to 18 stones of stuff. Requires 2 hands to carry.
Climbing Spikes	1	5 gp	Required to climb sheer surfaces without rolling a check.
Compass	1/10	3 gp	Points to a consistent location of magnetic interest.
Crowbar	1	2 gp	Provides leverage. Serves as a weapon in a pinch.
Drill	1	2 gp	Hand-powered drill.
Fishing Pole	1	1 sp	A hook on a retractable string – so much potential!
Fishing Net, 25 square feet	1	4 gp	Webbed strands for ensnaring creatures or objects.
Flask, Adhesive	1/10	3 gp	This comes in two varieties; weak and strong. The weak adhesive can break when anyone wants to rip it apart and takes a round to set, while the strong adhesive only dissolves when a strong solvent like alcohol is applied to it, an extremely strong creature rips it apart, or under extreme heat. The strong adhesive takes a turn to set.
Flask, Fire Oil	1/10	2 gp	A weaponized flask of oil. Explodes for 1d6 damage if exposed to fire. Can be lit & thrown like a grenade. Ignites a 10' diameter area for 2 rounds.
Flask, Holy Water	1/10	25 gp	Can be thrown or applied to a weapon to deal damage to specific evil foes.
Flint & Steel	1/10	1 gp	Smack together, get sparks. Not useful for setting fire to things without kindling or fire oil. Can be used for light in a pinch.
Garlic, 3 Cloves	1/10	5 sp	A delicious ingredient. Lycanthropes prefer to avoid it.
Grappling Hook	1	1 gp	A hook, typically applied to a rope. Useful for scaling walls.
Hammer	1	5 sp	Not a proper weapon, but can be used for chiseling stone or hammering spikes.
Hourglass	1	25 gp	Typical silt hourglass that measures the passage of time.
Ice Pick	1	3 gp	Great for climbing ice, or other relatively soft materials.
Iron Spike	1/10	1 sp	An iron spike can be hammered into the ground and tied with a rope, helping provide a path for climbing, or hammered into the ground against a door, sticking it open or closed.
Instrument	1	10 gp	Play music, or make terrible noises.
Ladder, 10 ft.	2	2 gp	Solid, but cumbersome.
Lantern	1	10 gp	Provides light in a 30' radius or a 60' beam. May be shuttered.
Lantern Oil	1/10	1 gp	An oil, typically derived from plants. One flask provides 36 turns of lantern light. Not nearly as dangerous as fire oil.

Lock + Key	1	10 gp	A metal padlock for locking something up.
Lockpicks	1	25 gp	Required for any sort of lockpicking.
Manacles	1	15 gp	Heavy-duty handcuffs.
Map Case (same as scroll case)	1/10	1 gp	Watertight case for protecting rolled-up paper.
Metal Book Container	1	10 gp	Fireproof, watertight container to protect books.
Mirror, Small Steel	1/10	20 gp	Allows you to groom yourself, or peer around corners.
Nail	1/100	1 cp	Small iron nail. Don't smash your finger!
Pickaxe	1	5 gp	Allows you to bust through rock. Creates a lot of noise, however.
Pole, 10 ft.	2	1 gp	A long and unwieldy lifesaver.
Rations, Fresh	1/10	5 sp	These rations consist of fresh fruits, olives, and bread; they last a week before being considered rotten.
Rations, Preserved	1/10	1 gp	These rations consist of heavily salted fish, olives, and hard tack. They don't rot.
Rope, 50 ft. Hemp	1	1 gp	Strong, but heavy, rope.
Rope, 50 ft. Silk	1/10	10 gp	Lightweight rope with excellent tensile strength.
Shovel	1	2 gp	Dig a hole, or use it to slay evil.
Signal Whistle	1/100	1 sp	Excellent for long distance audio cues.
Spellbook	1	25 gp	Holds any number of Mage spells. A purchased spellbook has all the spells listed in the "Mage Spells" section, provided for free. Additional spells may be added.
Spyglass	1/10	100 gp	Lets you see far away. Collapsible.
Tent, One-Person (Includes Bedrolls in Weight)	1	5 gp	A little home away from home!
Tent, Two-Person (Includes Bedrolls in Weight)	2	10 gp	A little home away from home with a roommate!
Tent, Four-Person (Includes Bedrolls in Weight)	4	40 gp	A little home away from home for the whole family!
Torch, 10	1/10	1 sp	Lasts 6 turns, providing light in a 30' radius. If a torch is extinguished prematurely, it cannot be relit.

Silvered items cost 10x as much as the normal variety.

Melee Weapons

Weapon	Ability	Weight	Cost
Axe, Battle	Dueling	1	5 gp
Axe, Hand*+	–	1/10	1 gp
Cestus+	–	1	1 gp
Dagger*+	–	1/10	2 gp
Spear	Reach	1	7 gp
Hammer, Light*+	–	1/10	4 gp
Hammer, War	Armor Crushing	1	5 gp
Javelin*	–	1/10	1 gp
Mace/Flail	Armor Crushing	1	5 gp
Polearm~	Lancing + Reach	1	4 gp
Spear, Short*	–	1	2 gp
Staff~	–	1	1 gp
Sword, One-Handed	Dueling	1	5 gp
Sword, Two-Handed~	Formation Breaking	1	15 gp

* : Weapon can be used as melee or thrown

- ~ : Weapon must be wielded in two hands
 + : Weapon cannot be wielded in both hands

Armor Crushing: When using this weapon, gain a +2 to hit opponents in Medium or Heavy armor.

Dueling: When using this weapon against a solitary or isolated opponent, gain a +2 to hit.

Formation Breaking: If a group of enemies is tightly packed enough when attacking with a weapon that has this ability, the character wielding the weapon gains an Extra Attack on another member of that group.

Lancing: When this weapon is used during a mounted charge, deal double damage on a successful hit.

Reach: Weapon can be used to attack from the second rank.

Melee Combat Options

Two-Handed: +1 to damage.

Dual Wielding: +2 to attack rolls.

**When dual wielding, only 1 weapon ability may be used.*

Ranged Weapons and Ammunition

Weapon	Range	Weight	Cost
Arrows (20)	-	1	2 gp
Bolts (20)	-	1	2 gp
Bow, Long	70 ft	1	20 gp
Bow, Short	50 ft	1	10 gp
Crossbow	60 ft	1	15 gp
Dart (20)	20 ft	1	2 gp
Sling	40 ft	1/10	2 gp
Stones, Sling (20)	-	1	1 gp

Ranged Combat Options

Rapid Fire: Gain an extra attack.

Spring Loaded: (Crossbow required) +1 to damage.

Muscle Powered: (Sling, Darts, or Thrown Weapon req.) +Strength Mod to damage.

Armor

Armor	AC	Weight	Can Climb/Swim?	Cost
Light Armor	12	1	Yes	15 gp
Medium Armor	14	3	½ Speed / ¼ Speed	30 gp
Heavy Armor	16	4	¼ Speed / No	50 gp
Shield	+2	1	No	10 gp
No Armor	10	0	Yes	-

Animals

Animal	Cost	Description
Carrier Pigeon	50 gp	Trained to carry written messages or small items great distances.
Dog, Guard	25 gp	HD1 AC10 SPD15. See 'Attack Animals' rules for details.
Donkey	20 gp	Beast of burden. May carry 30 stones.
Horse, Draft	40 gp	HD2 AC10. Useful for hauling wagons or carts. Beast of burden, may carry 40 stones.
Horse, Riding	75 gp	HD2 AC10 SPD21. May serve as beast of burden, but is meant for riding Can carry 40 stones.
Horse, War	250 gp	HD2 AC10. Capable of fighting in combat. Can carry 40 stones.
Livestock	10 gp	A sheep, a cow, a sow, etc.
Mule	20 gp	Beast of burden. Can carry 30 stones.
Pony	35 gp	They're grumpy and mostly useless. Kids love them.

Barding may be purchased for 100gp which increases horse AC to 16.

For additional animal options, see 'Town Improvement Guide' Kennels.

Cargo & Transport

Item	Cost
Boat, Canoe	20 gp
Boat, Raft	5 gp
Cart, 1 animal (36 Stone)	100 gp
Cart, 2 animal (72 Stone)	100 gp
Saddle	25 gp
Saddle Bag (6 Stone)	1 gp
Wagon, 2 animal (72 Stone)	200 gp
Wagon, 4 animal (144 Stone)	300 gp

Ships

Ship Type	Sailing Speed	Rowing Speed	Minimum Crew	SHP	Cargo (in Tons)	Cost
River Galley	24	18	20	12	50	4,000 GP
Riverboat	24	18	16	6	10	1,000 GP
Sailboat	24	–	1	5	3	6,000 GP
Cog	48	–	20	20	150	15,000 GP
Sloop	60	–	10	15	90	15,000 GP
Cutter	72	–	20	27	190	45,000 GP
Longship	24	18	75	15	40	30,000 GP
Caravel	72	–	35	25	100	39,000 GP
Carrack	48	–	82	34	685	48,000 GP
Barque	48	–	120	92	120	45,000 GP
Galleon	48	–	150	104	150	60,000 GP
Line Ship	72	–	180	128	220	150,000 GP
Brig	72	–	45	42	250	90,000 GP
Corvette	96	–	84	51	270	135,000 GP
Frigate	72	–	84	60	610	180,000 GP
Kai Fire Ship	48	24	80	40	250	140,000 GP
Armored Battleship	24	18	240	252	210	300,000 GP

Ships listed are without weapons or other implements of War. Kai Fire Ships are Fire-proofed.

Cannons & Siege Weaponry

Item	Damage (HP)	Damage (SHP)	Cost
Ballista	3d6	1d3	80 GP
Ballista Shot (1)	–	–	2 GP
Port Gun	5d6	5d6	2,500 GP
Heavy Cannon	4d6	2d6	1,000 GP
Medium Cannon	3d6	1d6	750 GP
Light Cannon	2d6	1d2	400 GP
Cannon Shot (1)	–	–	10 GP
Heavy Catapult	4d6	1d6	200 GP
Light Catapult	3d6	1d3	100 GP
Catapult Stone (1)	–	–	5 GP
Catapult Pitch (1)	+1d6	1d3/rd if flammable	25 GP
Fire Cannon (1 Ton Fire Oil/Shot)	3d6	1d6/rd if flammable	4,000 GP

*Siege weaponry takes a full round to reload, unless a team of Siege Engineers is assigned to that weapon.
SHP stands for 'Structural Hit points'. Every 10 points of regular damage deals 1 structural damage.*

Hirelings

Hireling	Cost/Day or Mission	Cost/Month	Description
Alchemist	250 gp	2000 gp	May identify potions or brew new ones.
Animal Trainer	–	200 gp	Animals learn 1 new command per month. The beastmastery skill is advised.
Armorer/Weaponsmith	24 gp	240 gp	Crafts custom gear.
Assassin	500 gp	–	Paid per mission. More expensive/effective Assassins may be available.
Craftsmen	5 gp	50 gp	Crafts custom items.
Guard	2 gp	20 gp	
Healer	30 gp	300 gp	Can heal 1d6 Hp per person per day. Does not go on adventures.
Laborer	2 gp	20 gp	Useful for dumb labor.
Mercenary, Archer	–	50 gp	See 'Military' for expanded rules.
Mercenary, Calvary	–	80 gp	See 'Military' for expanded rules.
Mercenary, Light	–	20 gp	See 'Military' for expanded rules.
Mercenary, Heavy	–	30 gp	See 'Military' for expanded rules.
Recruiter	20 gp	200gp	
Retainer	100gp	–	Requires a 100gp up front cost, as well as their own share of the loot. This cost, or share % may decrease as loyalty is earned.
Researcher	100 gp	1000 gp	Useful for researching magic spells for you.
Sailor	2 gp	20 gp	Mans and navigates ships.
Scholar	100 gp	1000 gp	Paid 100gp per question answered. They are very knowledgeable and can answer many questions.
Servant	3 gp	30 gp	
Spy	120 gp	1200 gp	Cost is per mission.
Torchbearer	10 gp	–	Carries your stuff. Carries up to 20 stones. Does not fight.

Don't see the item you're looking for? Referee may determine if the item is available or not, depending on the location or world factors.

Followers

Player characters can hire or purchase certain followers that will aid them in the dungeon. While there are many potential types, the three main types are Retainers, Torchbearers, and Animals.

Retainers

These fighters or hired muscle will join your group, expecting a share of the treasure. They typically ask for 100gp up front, and come equipped with sufficient gear for an adventure, though they often lack plate armor. If you want to spend a little more time, you can roll up a retainer and their equipment by using the 'Random Retainer Table' below. The # of retainers a character can hire are limited by that character's follower limit, which defaults to 4 but is influenced by charisma modifier. Indeed, it is possible for a 4 player group to raid the dungeon with a total of 20 adventurers.

If the players are too cheap to pay 100gp for a proper retainer, they can hire a cut-rate retainer for free. These retainers almost always have something wrong with them, that the player is unaware of, and still require a share of the treasure. See the 'Cut Rate Retainers' table for details.

Torchbearers

These intrepid young farmhands can be hired for 10gp per adventure, and they will carry your stuff. Especially useful when you find too much treasure to carry. They only have 1d3 hit points, and they're too scared to fight, so protect them. Unlike retainers or animals, Torchbearers do NOT count against your follower limit.

Animals

Ferocious beasts can also be purchased and trained to assist you in the dungeon. In the early game, you'll only have access to Dogs but as time goes on you'll find more and more marvelous beasts to call your own. There is a limit to this power, however: In addition to counting against your follower limit, there is also an animal Hit-Die limit based on your character level. A character can only control as many hit-dice worth of animals as that character has levels. This limit is increased by taking the 'beast master' skill. If you have too many animals, they will run off, attack each other, or possibly even eat you. For instance, a level 1 character can only control one dog, but a level 5 character could control 1 bear (HD4) and 1 dog (HD1). See the 'Kennels' section of 'Town Improvement Guide' for potential animals to purchase.

Random Retainer Table

Below is a table for randomly rolling recruit able retainers. Gather a d4, d6, d8, d10, d12, and d20, and roll them all at once to quickly generate a passable retainer.

Morale: d4+5+Hiring Character's Cha Mod

Class: d6

Roll	Class	Rare Class
1	Fighter	Paladin
2	Fighter	Sage
3	Fighter	Monk
4	Mage	Magi Knight
5	Cleric	Expert
6	Reroll on Rare	Transcendentalist

Armor: d8

Roll	Heavy Wearer	Light Wearer
1	Light Armor	None
2	Light + Shield	None
3	Medium Armor	Shield Only
4	Medium Armor	Shield Only
5	Medium + Shield	Light Armor
6	Medium + Shield	Light Armor
7	Heavy	Light + Shield
8	Heavy + Shield	Light + Shield

Gender: d10 (Evens for Stevens, Odds for Broads)

Equipment: d12

Roll	Equipment
1	Caltrops, 5 Bags
2	10 feet of Chain
3	Crowbar
4	Fishing Pole
5	Adhesive Flask
6	Fire Oil Flask
7	Flint & Steel
8	Hammer
9	Lantern and Lamp Oil
10	Small Steel Mirror
11	Miner's Pick
12	50 feet of Hemp Rope

Weapons: d20

Roll	Weapon
1	Battle Axe
2	5 Hand Axes
3	Cestus
4	Club
5	5 Daggers
6	Mace/Flail
7	5 Light Hammers
8	War Hammer
9	10 Javelins
10	Spear
11	Polearm
12	Short Spear
13	Staff
14	One-Handed Sword
15	Two-Handed Sword
16	Long Bow & 20 Arrows
17	Short Bow & 20 Arrows
18	Crossbow & 20 Bolts
19	Sling & 20 Stones
20	20 Darts

Cut Rate Retainers

Most retainers ask for a portion of the treasure as well as an advance or upfront payment. They want this money in case the adventure is dry or they die and want to look after their next of kin. *Cut Rate* Retainers have no qualms about adventuring without bargaining and likely don't have any kin to speak of. They're what the player characters can afford when they're making the tough choice between spending their last coins on iron spikes or a crowbar. Needless to say, there's something wrong with them. They won't show *what's* wrong with them until it's too late, unless it's so obvious they can't hide it.

d20 Roll	What's Wrong with them?
1	Fresh off the turnip truck. Non-proficient with all weapons and armor, no class, -4 to Attack Rolls and Armor Class
2	Secret Corruption Cultist, allies against party if they fight Demons, Undead, or other evil eldritch thing
3	Tries to take treasure secretly, will argue loudly for larger share and put party in danger due to greed.
4	Lizardman wearing Skin-suit that is beginning to rot; if isolated with only one other human, will try to kill them and wear their skin.
5	Very stupid. 2 in 6 chance of doing nothing during dangerous situation.
6	Cowardly; Morale 1, runs away or cowers at first sign of trouble.
7	Leeroy Jenkins! Morale 12, Will charge into all combat regardless of danger or plans.
8	Cursed! Automatically fails saves against mind control, and seems to attract negative magical affects to the party.
9	Misplaces items! Any time party needs item they have, there's a 2 in 6 chance they lost it.
10	Complete Pacifist. Refuses to fight intelligent creatures, even if they would die.
11	Psychopathic killer! Will kill anything and anyone that isn't a member of the party, with little to no regard for diplomacy. <i>Chris: Because "it's what my character would do!"</i>
12	Thinks they're in charge, will argue with party about course of action, give orders and be annoyed when they aren't listened to, etc.
13	Crippling Addiction to random substance; has no money and will go into withdrawal at some point during adventure.
14	Hiding (random) Disease! At the end of the adventure, anyone who came into contact with them or their belonging must save versus Death/Poison or contract their disease.
15	Corrupted One! 2d6 points of corruption, engenders -2 penalty on reaction rolls to entire party. 2 in 6 chance something else wrong with them, too. (Replace this with mutations or something if you don't use a corruption system)
16	Fanatically Religious! Will constantly espouse beliefs about their patron deity, and will be hostile to anyone or anything that challenges said beliefs.
17	Overly curious! If there's a big shiny button or lever or something to interact with, they'll be visibly anxious for 1d3+1 rounds; after this time period, there's a 4 in 6 chance they press the button, pull the lever, or whatever.
18	Has a price on their head! Group of armed people will accost party, trying to claim price and assume party is accomplices. 2d6 Such armed people will appear (treat as ordinary 1 HD humans) plus one leader (1d6+1 levels, random class).
19	Geased by a Mage to retrieve a magic item either from the party or from the adventure locale! They don't want to die, so they'll use whatever tactics are most effective to keep said item for themselves.
20	Actually nothing wrong with them! They just like adventure.

Morale & Reaction Rolls

Morale is a tool to help the referee make decisions on when NPCs fight, and when they run.

A Morale check is rolled on 2d6, and compared against the Morale score of the creature. If the dice total is equal to or less than the creature's morale score, the creature continues as normal. If the dice total is higher than the creature's morale score, the creature flees, surrenders, or berserks without any sense of tactics, as makes sense for the creature and situation. A creature with a Morale of 12 will never break, and a creature with a Morale of 1 will always flee. A Morale of 7 is considered normal for a human foe. If no moral is listed, assume 7 morale unless you feel their morale should be stronger or weaker.

Suggested times to check Morale (for the Referee):

- When the group suffers its first casualty.
- When half or more the group's number is incapacitated.
- When the creature has seen a display of overwhelming force (e.g. Dragon's Breath)

Player Character do not have morale, but hirelings such as retainers do. Their morale may increase or decrease based on loyalty or other factors.

Reaction Rolls are made upon a group of NPCs (Wandering Monsters, usually) encountering the PC group. The referee may make this roll, or they may decide on a default attitude for the creatures and apply that instead. If the reaction is to a single player character, their Charisma modifier is subtracted from the roll (so that negative modifiers add to the roll).

Reaction Rolls

2d6 Roll	Reaction
2 or less	Friendly
3-7	Indifferent
8-11	Unfriendly
12 or more	Hostile

Reaction Rolls are intended as a "fallback" mechanic for when a group is encountered and the referee isn't sure how they should react to the player characters.

HD, Hp, & SHP

HD refers to Hit Dice; these are rolled with d6's and determine a creature's Hit Points, or Hp. Hp is an abstracted representation of how much fight is left in a creature, including their stamina and endurance. Attacks reduce Hp when successful.

SHP refers to Structural Hit Points. Buildings and Structures are sturdy, and are much more resilient to damage. While Siege weaponry deals damage in Structural Hit Points, ordinary attacks don't unless they are of sufficient power: An attack deals 1 SHP damage per 10 regular damage dealt; for instance striking a tower for 17 damage only deals 1 SHP damage to it. Note that some creatures have Structural Hit Points instead of regular hit points, making them extremely tough.

Spell Lists

The following lists may be useful for when you need to determine a random spell of a spell level, such as when a scroll or potion is discovered.

The next section will be the Cleric & Mage spellbooks, explaining what each spells is good for. We highly recommend the use of the 'Spellbook Handout' during play.

Cleric Spell List

1st

1. Cause Fear
2. Command
3. Cure Light Wounds
4. Detect Evil
5. Detect Magic-users
6. Inflict Light Wounds
7. Light
8. Protection from Evil
9. Purify Food and Drink
10. Remove Fear
11. Sanctuary
12. Turn Undead

2nd

1. Augury
2. Bane
3. Bless
4. Detect Charm
5. Find Traps
6. Heroism
7. Hold Person
8. Neutralize Poison
9. Resist Cold/Fire
10. Speak with Animals
11. Silence
12. Spirit Weapon

3rd

1. Bestow Curse
2. Cause Disease
3. Circle Against Evil
4. Continuous Light
5. Cure Disease
6. Darkness
7. Dispel Magic
8. Locate Object
9. Magic Vestment
10. Remove Curse
11. Speak with Dead
12. Striking

4th

1. Create Water
2. Cure Serious Wounds
3. Detect Lie

4. Divination
5. Inflict Serious Wounds
6. Speak with Plants
7. Spell Protection
8. Tongues
9. Transfer Life
10. Venom

5th

1. Create Food
2. Commune
3. Cure Critical Wounds
4. Dispel Evil
5. Finger of Death
6. Insect Plague
7. Might
8. Quest
9. Rainbow Vein
10. Raise Dead

6th

1. Anti-Magic Shell
2. Blade Barrier
3. Channel
4. Circle of Life
5. Find the Path
6. Forbid
7. Harm
8. Heal
9. Mass Dispel
10. Rainbow Amalgam
11. Speak with Monsters
12. Word of Recall

7th

1. Control Weather
2. Destruction
3. Earthquake
4. Energy Drain
5. Holy Word
6. Part Water
7. Regeneration
8. Restoration
9. Resurrection
10. Wind Walk

Mage Spell List

1st

1. Absence
2. Alarm
3. Charm Person
4. Color Spray
5. Comprehend Languages
6. Detect Magic
7. Echoes
8. Extinguish
9. Feather Fall
10. Figment
11. Hold Portal
12. Ignite
13. Jump
14. Light
15. Magic Missile
16. Protection from Evil
17. Read Magic
18. Shield
19. Sleep
20. Unseen Servant

2nd

1. Color Sign
2. Command Undead
3. Continuous Light
4. Darkness
5. Detect Evil
6. Detect Thoughts
7. Invisibility
8. Knock
9. Levitate
10. Locate Object
11. Magic Mouth
12. Mirror Image
13. Mystical Flan
14. Phantasmal Force
15. Pyrotechnics
16. Strength
17. Wall Walk
18. Web
19. Wizard Lock
20. Wizard Punch

3rd

1. Blink
2. Circle of Invisibility
3. Clairaudience/Clairvoyance
4. Darkvision
5. Dispel Magic
6. Explosive Runes
7. Feign Death
8. Fireball
9. Flame Missile
10. Fly
11. Gust of Wind
12. Haste
13. Hold Person
14. Lightning Bolt
15. Protection from Missiles
16. Slow
17. Stinking Cloud
18. Tiny Hut
19. Tongues
20. Water Breathing

4th

1. Bestow Curse
2. Charm Monster
3. Confusion
4. Dimension Door
5. Dig
6. Extension
7. Fear
8. Fire Shield
9. Frost Shield
10. Globe of Invulnerability, Minor
11. Hallucinatory Terrain
12. Ice Storm
13. Massmorph
14. Plant Growth
15. Polymorph Other
16. Polymorph Self
17. Remove Curse

18. Wall of Fire
19. Wall of Ice
20. Wizard Eye

5th

1. Animate Dead
2. Cloudkill
3. Contact Other Plane
4. Feeblemind
5. Hold Monster
6. Magic Jar
7. Passwall
8. Phantasmal Killer
9. Secret Chest
10. Shadow Door
11. Shadow Summoning
12. Stoneshape
13. Telekinesis
14. Teleport
15. Transmute Mud to Rock
16. Transmute Rock to Mud
17. True Seeing
18. Wall of Force
19. Wall of Iron
20. Wall of Stone

6th

1. Anti-Magic Shell
2. Chain Lightning
3. Contingency
4. Control Weather
5. Death Spell
6. Disintegrate
7. Flesh to Stone
8. Freezing Sphere
9. Geas
10. Globe of Invulnerability, Major
11. Imbue with Undeath
12. Lower Water
13. Mass Dispel

14. Move Earth
15. Repulsion
16. Part Water
17. Reincarnation
18. Projected Image
19. Stone to Flesh
20. Triplicate

7th

1. Delayed Blast Fireball
2. Duo-Dimension
3. Magic Sword
4. Mass Invisibility
5. Phase Door
6. Power Word Stun
7. Prismatic Spray
8. Reverse Gravity
9. Simulacrum
10. Vanish

8th

1. Clone
2. Incendiary Cloud
3. Mass Charm Person
4. Maze
5. Mind Blank
6. Polymorph Object
7. Prismatic Wall
8. Symbol

9th

1. Freedom
2. Imprisonment
3. Meteor Swarm
4. Power Word Kill
5. Prismatic Sphere
6. Shapechange
7. Time Stop
8. Wish

Cleric Spells

Cleric 1st Level Spells

Cause Fear

Range: Touch Attack
Duration: 1 Round per Level

Target must flee from the caster, and can take no offensive actions.

Command

Range: 10'
Duration: 1 Round

Target is forced to obey a one-word command. Target may save if command is potentially lethal or if the target has 6 or more hit dice.

Cure Light Wounds

Range: Touch (Attack vs Undead)
Duration: Instantaneous

Target is healed for 1d6+1 hit points. If target is undead, it is dealt 1d6+1 damage instead.

Detect Evil

Range: 120', centered on caster
Duration: 6 Turns

The caster detects evil objects, creatures, and environments. This can include undead, curses, explicitly evil magic, and more.

Detect Magic

Range: 60', centered on caster
Duration: 6 Turns

The caster detects magical auras, including magic items, creatures, traps, and enchantments.

Inflict Light Wounds

Range: Touch Attack
Duration: Instantaneous

Target is dealt 1d6+1 damage.

Light

Range: 60'
Duration: 12 Turns

Target object, creature, or area gives off light. Creatures may save to resist being targeted, in which case the light sticks to where they were standing.

Protection from Evil

Range: Caster
Duration: 12 Turns

Undead and evil monsters that attack the caster receive a -3 to their attack rolls. Caster gains a +3 bonus to saving throws against evil effects. Incorporeal or Summoned creatures cannot touch the caster.

Purify Food and Drink

Range: 20'
Duration: Instant

Up to 12 rations and 12 water-skins worth of food and water is made safe to eat, removing spoilage, poisons, and diseases.

Remove Fear

Range: Touch
Duration: 2 turns

Any fear effect on the target is removed, and target is immune to fear effects for the duration.

Sanctuary

Range: Caster
Duration: 2 Rounds per level

Any who attack the caster must save, or be unable to attack the caster that round. Sanctuary will end if the caster makes a violent or offensive action.

Turn Undead

Range: 120'
Duration: 1d6+1 Turns

Roll 2d6; compare the roll result, the caster's level, and the hit dice of the strongest undead present to the table below.

If the roll is at least the number on the table, 2d6 undead creatures are turned.

Result of T: 2d6 undead creatures are turned *automatically*.

Result of D: 2d6 undead creatures are destroyed automatically.

The weakest undead creatures are turned or destroyed first.

A turned undead must flee from the caster, and can take no offensive actions.

Undead Hit Dice	Caster Level											
	1	2	3	4	5	6	7	8	9	10	11	12+
1	3	T	T	D	D	D	D	D	D	D	D	D
2	5	3	T	T	D	D	D	D	D	D	D	D
3	7	5	3	T	T	D	D	D	D	D	D	D
4	9	7	5	3	T	T	T	D	D	D	D	D
5	11	9	7	5	3	T	T	T	T	D	D	D
6	-	11	9	7	5	3	T	T	T	D	D	D
7	-	-	11	9	7	5	3	T	T	D	D	D
8	-	-	-	11	9	7	5	3	T	T	D	D
9	-	-	-	-	11	9	7	5	3	T	T	D

Cleric 2nd Level Spells

Augury

Range: Caster
Duration: Instantaneous

The Caster inquires whether an action would be generally beneficial or not, and receives a yes/no answer. If answer is uncertain, there will be no response.

Bane

Range: 20' radius within 60'
Duration: 6 Turns

Every enemy within range suffers a -1 penalty to attack, damage, and saves for the duration of the spell.

Bless

Range: 20' radius within 60'
Duration: 6 Turns

Every ally within range gains a +1 bonus to attack, damage rolls, and saves for the duration of the spell.

Detect Charm

Range: 30'

Duration: 1 Turn or 10 Creatures

Caster detects charm effects.

If the caster scans 10 Creatures, or waits a Turn, the spell ends.

Find Traps

Range: 30', centered on caster

Duration: 2 Turns

Caster detects all traps, magical or otherwise.

Heroism

Range: Touch

Duration: 1 Turn

Target gains +2 attack, +2 on saving throws, and +2d6 hit points that can heal over maximum health.

After spell ends, any over-heal hp will be lost.

Hold Person

Range: 180'

Duration: 9 Turns

Caster targets 4 humanoids, who must save, or be completely controlled by the caster.

OR

Caster targets 1 humanoid, who must save with a -2 penalty, or be completely controlled by the caster.

A suicide instruction requires an additional saving throw.

Neutralize Poison

Range: Touch

Duration: Instantaneous

Target is cured of ongoing poison effects, and will undo a death inflicted by poison in the previous round.

If death is reversed in this way, target will be alive with 1 hit point.

Resist Cold/Fire

Range: 30'

Duration: 6 Turns

Caster chooses whether the target resists cold or fire.

Target gains immunity to non-magical cold/fire, and a +3 to saves vs magical cold/fire. Target resists 1 point of damage for each die of cold/fire damage rolled against them.

Speak with Animals

Range: 30'

Duration: 1 Turn

Caster may speak with a single animal as if they shared a common language.

That animal won't attack the caster or their allies, but may not be willing to answer questions.

Spell is broken if the animal is attacked by caster or their allies.

Silence

Range: 15' radius within 180'

Duration: 12 Turns

Silence falls in the targeted area. No sound may occur within.

The zone of silence travels with an object or creature as they move.

A creature may save vs spells, and if they succeed the point they are currently occupying is targeted instead.

Spirit Weapon

Range: 30'

Duration: 1 Round per level

A magical melee weapon of spiritual force springs into being.

This weapon hovers within 30 feet of the caster, who may attack with this weapon.

Caster adds their Wisdom modifier to damage instead of Strength.

Spell ends if caster casts another spell.

Cleric 3rd Level Spells**Bestow Curse**

Range: Touch

Duration: Instantaneous

Target must save, or be afflicted with a curse of the caster's choosing; no more than a -2 to Saving Throws, a -3 to Attack Rolls, or a reduction by half of one stat.

Cause Disease

Range: Touch

Duration: Instantaneous

Target must save, or contract a disease of the caster's choosing, the default being a magical disease that causes death in 3d6 days and a -2 to attack rolls.

Circle Against Evil

Range: 10' radius around caster

Duration: 12 Turns

Undead and evil monsters that attack anyone within the circle receive a -3 to their attack rolls.

All within the circle gain a +3 bonus to saving throws against evil effects.

Incorporeal or summoned creatures cannot enter the circle.

Undead and evil creatures of fewer hit dice than the caster must save to enter the circle, but may attempt each round.

Continuous Light

Range: 120'

Duration: Until Dispelled

A single object, creature, or area emits light; a creature may save to avoid being the target of this spell, in which case the area the creature is in is targeted instead.

Cure Disease

Range: Touch

Duration: Instantaneous

The touched creature is cured of all diseases, magical or otherwise.

Darkness

Range: 15' radius within 120'

Duration: 6 Turns

Darkness falls upon the targeted area, object, or creature, so dark not even darkness can penetrate it.

Creatures may save to avoid being targeted, such that darkness falls where they were standing instead.

Darkness can be dispelled by the Light spell.

Dispel Magic

Range: 120'

Duration: Instantaneous

One magical effect (not magic items or creatures) is dispelled.

Magical effects stronger than the caster have a 10% chance per difference in level to not be dispelled.

Locate Object

Range: 60' + 10' per caster level
Duration: 1 minute per level

Caster knows the direction towards an object or kind of object the caster specifies. The caster must have seen the object or the kind of object before (such as specifying gold, stairs, etc.).

If no such object is within range, the caster will receive direction as soon as the object is within range.

Magic Vestment

Range: Touch
Duration: 12 Turns

Target gains +8 to their AC; this doesn't stack with armor, shields, class abilities, or other magical protections.

Remove Curse

Range: Touch
Duration: Instantaneous

Caster removes a curse of choice from target.

Speak with Dead

Range: 10'
Duration: 1 Turn or 1 Question/2 Levels

The caster may hold a conversation with a corpse or portion of a dead creature. Questions must be answered truthfully. The target must have a means of communicating, such as a mouth. Target only knows what it knew in life.

Striking

Range: 30'
Duration: 1 Turn

Targeted weapon deals an additional 1d6 damage and counts as a magic weapon.

Cleric 4th Level Spells

Create Water

Range: Touch
Duration: Instantaneous

Caster creates drinkable water that can sustain 24 men for one day. The amount of water doubles when the caster is 9th level, and doubles every level thereafter.

Cure Serious Wounds

Range: Touch (attack vs undead)
Duration: Instantaneous

Target is healed for (1d6+caster's level) hit points. If the target is undead, it is dealt damage instead.

Detect Lie

Range: Caster
Duration: Instantaneous

Caster knows whether a single statement said to them within the last hour was a deliberate lie.

Divination

Range: Caster
Duration: Instantaneous

Caster is granted a vision by their deity about a specific location, individual, or item. This vision grants rough information about what the caster wants to know.

Inflict Serious Wounds

Range: Touch
Duration: Instantaneous

Target is dealt (1d6+the caster's level) damage.

Speak with Plants

Range: 60'
Duration: 1 Turn

Caster may speak with all plants within range as if they shared a common language. The plants will not attack the caster or their allies, but may not be willing to answer questions. Spell will break if plants are attacked by caster or their allies.

Spell Protection

Range: Touch
Duration: 1 Turn per Level divided among all creatures touched

Grants a +8 to saves vs. Charms, Command, Sleep, and Hold type spells; a +5 bonus vs. Geas and Quest, and a +3 bonus vs. all other types of spell.

Tongues

Range: Caster
Duration: 1 Turn

The caster is able to speak and understand all verbal languages.

Transfer Life

Range: Touch
Duration: 1 Turn

The caster may transfer 1d6 hit points per round between any two touched targets, including the caster themselves.

Venom

Range: Touched Weapon
Duration: 5 Rounds or Until Expended

Caster envenoms a weapon. That weapon's first successful attack poisons the target. The target must save or die.

Cleric 5th Level Spells

Create Food

Range: Touch
Duration: Instantaneous

Caster creates enough food to sustain 12 humans for one day. The quantity created doubles when the caster reaches 8th level, and doubles every level thereafter.

Commune

Range: Caster
Duration: 1 Turn

Caster asks their deity three questions, which may be answered with a "Yes" or a "No".

If attempted more than once in a week, caster must save to successfully commune; if they fail, caster will be paralyzed for 1d6 turns.

Cure Critical Wounds

Range: Touch (attack vs undead)
Duration: Instantaneous

Target is healed for (4d6+caster's level) hit points. If the touched creature is undead, it is dealt damage instead.

Dispel Evil

Range: 30'
Duration: Instantaneous

All evil effects in the area are dispelled; curses are removed, and evil creatures take damage equal to their hit dice and evil creatures with 7 hit dice or fewer must save or be destroyed.

Finger of Death

Range: 120'
Duration: Instantaneous

Target must save, or die.

Insect Plague

Range: 480'
Duration: 144 Turns (1 Day)

Caster creates a swarm of insects that takes up a 30 foot radius, which moves where the caster directs.

In the swarm, all vision is obscured and creatures with 2 or fewer hit dice flee.

Caster will lose control of swarm if it is out of range.

Cannot be cast underground or indoors.

Might

Range: Caster
Duration: 2 Turns

Caster quadruples in size, gaining 2 temporary hit dice, +2 to Attack rolls, +2 AC, and an extra d6 of damage on melee attacks.

May expend all attacks to strike every enemy within melee.

When the spell ends, for 4 turns the caster will move at half speed, have -2 to attack rolls and AC, and take double damage.

Quest

Range: Speaking Distance
Duration: Until Completed

The target, if they fail to save, must complete one task dictated by the caster. If the target actively resists going on this Quest, they are affected by a curse either laid out by the caster or of appropriate nature to the caster's deity; this curse disappears as soon as the target attempts to complete the task. The task specified cannot be suicidal or so open-ended that it can't reasonably be completed, and the curse cannot be directly lethal.

Rainbow Vein

Range: 240'
Duration: 10 Rounds

The caster enters a trance and begins dredging up the power of raw creation through faith alone, splashing it at allies and enemies alike. The caster may splash one target a round, starting the round they cast the spell. Whenever the caster splashes a target, they roll on the table below to determine effect. Every effect allows a saving throw as a -2. Casting another spell or being hit ends the spell prematurely.

d20	Effect	d20	Effect
1	Heal (As Spell)	11	Heroism (As Spell)
2	Harm (As Spell)	12	Might (As Spell)
3	Sleep 3d6 Turns	13	Venom (As Spell)
4	Paralysis 1d6 Turns	14	Petrify
5	Charm 1d3 Turns	15	Damage d6/level
6	Striking on Attacks	16	Regain Spells
7	Confusion (as spell)	17	Lose Prepared Spells
8	Dispel Magic	18	Cast Prepared Spells
9	Spell Protection	19	Cure Everything
10	Random Quest	20	Death

Raise Dead

Range: Touch
Duration: Instantaneous

Caster returns a dead creature to life, to 1 hit point; the creature cannot have been dead longer than 4 days.

Any missing parts will not be restored.

For every caster level above 7th, the time limit is increased by 4 days.

Cleric 6th Level Spells**Anti-Magic Shell**

Range: 10' radius centered on caster
Duration: 18 Turns

All non-clerical magic within the anti-magic shell does not function. The shell is immobile.

Blade Barrier

Range: 15' radius within 60'
Duration: 12 Turns

A horrible storm of force resembling blades forms around the target and is immobile.

Blade Barrier deals 11d6 points of damage to any creature attempting to pass through.

Channel

Range: Caster
Duration: 6 Turns

Caster channels a servant, aspect, or avatar of their deity to form around themselves, granting the caster the powers of the channeled creature, including the better AC, attack bonus, saves, and adding the channeled creature's hit points to their own.

Caster is only partially in control, and may direct the creature so long as it works towards the deity's goal in the area.

Channeled creature should have similar hit dice to caster's level.

Circle of Life

Range: 30' radius centered on caster
Duration: 2 Turns

Willing creatures in the circle have their hit points pooled & shared for the duration. The caster may target 1 creature per caster level. When the effect ends, hit points in the pool will be divided amongst participant creatures up to their max Hp.

Find the Path

Range: Touch
Duration: 18 Turns or Destination Reached

Target gains knowledge of the shortest, most direct physical route to a destination, and the correct physical actions required to get there.

Forbid

Range: 30' radius centered on caster
Duration: 3 Turns

Caster forbids a single course of action to all creatures, including themselves. The forbidden action must be even-handed: ("No attacking" is fine, "No attacking my allies" is not)

Creatures who do not share the caster's deity cannot enter the area, and if within must save with a -2 penalty, or leave the area immediately.

Harm

Range: Touch Attack
Duration: Instantaneous

Target loses all but 1d6 hit points and must save or contract a disease as per Cause Disease.

Heal

Range: Touch

Duration: Instantaneous

Target is healed for all but 1d6 points of damage, and is cured of any poisons, diseases, fatigue, and feeblemind. If the creature is undead, the creature instead loses all but 1d6 hit points.

Mass Dispel

Range: 30' diameter within 120'

Duration: Instantaneous

All magical effects (not items or creatures) within the area are dispelled. Magical effects stronger than the caster have a 10% chance per difference in level to not be dispelled.

Rainbow Amalgam

Range: Special

Duration: Up to 10 rounds

The caster enters a trance, and begins collecting the raw matter of creation above their head. At a time of their choosing, or when the duration reaches its maximum, they may hurl the raw creation, causing it to splash out in a radius, hitting all creatures within with an effect from the spell Rainbow Vein. The size of the area of effect and the range the caster can throw the ball varies as listed in the table below. If the trance is broken (by the caster taking damage or otherwise), the rainbow amalgam drops on top of the caster.

Rounds	Range	Area	Rounds	Range	Area
1	30 ft.	10 ft.	6	1000 ft.	300 ft.
2	60 ft.	20 ft.	7	2000 ft.	600 ft.
3	120 ft.	40 ft.	8	4000 ft.	1000 ft.
4	240 ft.	80 ft.	9	1 Mile	2000 ft.
5	480 ft.	150 ft.	10	1 Mile	5000 ft.

Every effect allows a saving throw as a -2.

d20	Effect	d20	Effect
1	Heal (As Spell)	11	Heroism (As Spell)
2	Harm (As Spell)	12	Might (As Spell)
3	Sleep 3d6 Turns	13	Venom (As Spell)
4	Paralysis 1d6 Turns	14	Petrify
5	Charm 1d3 Turns	15	Damage d6/level
6	Striking on Attacks	16	Regain Spells
7	Confusion (as spell)	17	Lose Prepared Spells
8	Dispel Magic	18	Cast Prepared Spells
9	Spell Protection	19	Cure Everything
10	Random Quest	20	Death

Speak with Monsters

Range: Caster

Duration: 1 round per level

Caster may converse with any single creature they choose, provided that creature has some ability to communicate.

Creature will not be hostile towards caster or their allies, unless an attack is made.

Word of Recall

Range: Anywhere on same Plane

Duration: Instantaneous

The caster names a location they are intimately familiar with, and is transported to that location with all of their items. Creatures grasped by the Cleric will be transported as well.

Cleric 7th Level Spells**Control Weather**

Range: Special

Duration: Special

Caster alters the weather within nature's limits. This can be used to violent effect, such as a tornado or hailstorm.

The range and duration are as normal for the chosen weather.

Destruction

Range: Touch

Duration: Instantaneous

Target turns to dust, dead.

Earthquake

Range: 120'

Duration: Instantaneous

The caster causes an area 30' radius plus 5' for every three levels the caster has above 17th to have a powerful earthquake.

Earthquake causes a fissure 5' in diameter per caster level to appear in the center of the area, causing cliffs to crumble, tunnels to collapse, and water to drain from rivers, ponds, and marshes.

Any creature within is dealt 7d6 damage by falling rocks.

Energy Drain

Range: Touch Attack

Duration: Instantaneous

The targeted creature immediately loses a level, and the caster regains 3d6 hit points.

Holy Word

Range: Speaking/Shouting Distance, 100'

Duration: Instantaneous

The caster says one word representing the true form of the force they worship, and that is enough to have a powerful effect on all who hear it.

Creatures with 4 or fewer hit dice drop dead.

Creatures of 5-7 hit dice are paralyzed for 1d6 turns.

Creatures of 11 or fewer hit dice are slowed for 2d6 rounds.

All creatures are deafened and have a -2 to hit for 1d6 rounds.

Holy Word also banishes any extra-planar beings back to their home plane.

This spell does not affect creatures that cannot hear it, nor does it affect creatures of the same religion as the caster, or servants of the force the caster worships.

Part Water

Range: 120'

Duration: 6 Turns

The caster parts a body of water up to 100 feet deep, and up to 'range' long.

Regeneration

Range: Touch

Duration: Instantaneous

The target's wounds, missing limbs, broken bones, and non-functional organs grow back, healing the target to full hit points over the course of 1d6 turns.

Restoration

Range: Touch

Duration: Instantaneous

The target regains all lost experience and lost points of ability score, provided they were lost within the last 30 days.

Resurrection

Range: Touch

Duration: Instantaneous

The target returns to life with full hit points, all wounds healed, and no loss of prepared spells, so long as they have been dead less than 100 years.

Requires some physical piece of their body, such as a finger, or a jar of ashes. Sheddings such as hair or fingernails will not work.

Wind Walk

Range: Touch

Duration: 6 Turns/Level

Caster and one additional creature per 8 caster levels turn into misty, air-like forms.

This form grants immunity to all non-magical weapons, and allows movement at 60 speed.

Mage Spells

Mage 1st Level Spells

Absence

Range: Caster
Duration: 3 Rounds

Caster & their items vanish from reality.
When spell ends, caster reappears in the nearest unoccupied space.

Alarm

Range: 20' radius within 60'
Duration: Until Activated or Dispelled

Caster creates an alarm in an area.
If a creature enters, and isn't the caster or another creature previously named by the caster, the alarm rings loudly.

Charm Person

Range: 120'
Duration: Until Dispelled or Caster Dies.

Target must save, or be charmed by the caster.
Target will still possess free will, but will regard the caster as their most trusted friend, believing anything they say, and doing most of what is asked of them.
If a charm is asked to do something suicidal or dangerous, they get a free saving throw to dispel the charm, but even on failure will typically not perform suicidal actions.
Only (3 + caster's Int mod) persons may be charmed at once.

Color Spray

Range: 20' cone
Duration: Special

The caster shoots a stream of marvelous colors from their hand. 1d6 creatures are affected, starting with lowest hit die creature.
Creatures with equal or fewer hit dice to the caster are unconscious for 1d6+1 rounds.
Creatures with 1-2 more hit dice are blinded for 1d6-1 rounds.
Creatures with 3-5 more hit dice are stunned for 1 round.
Creatures with 6+ more hit dice are allowed a saving throw, or be stunned for 1 round.

Comprehend Languages

Range: Caster
Duration: 1 Turn per level

Caster can understand any written or spoken language as if it were their own.

Detect Magic

Range: 60' centered on caster
Duration: 6 Turns

Caster detects magical auras, including magic items, creatures, traps, and enchantments.

Echoes

Range: 120'
Duration: 1 Turn

Caster causes their voice or choice of sound to echo from a distant location. The location does not move.

Extinguish

Range: 60'
Duration: Instantaneous

All non-magical fires within range are extinguished.

Feather Fall

Range: Caster
Duration: 2 Turns

Caster will fall slowly, taking no fall damage.
Caster may Save vs Burst to cast this spell midfall. If the caster had advanced warning or the fall is a significant distance, no save may be necessary.

Figment

Range: 240'
Duration: 2 Turns

The caster creates a visual illusion of anything they can imagine and may maneuver it within sight.
If the caster is damaged, attacks, or casts another spell, Figment expires.

Hold Portal

Range: 60'
Duration: 2d6 Turns

Holds a door open or closed. Door cannot be moved unless sufficient force to break it is applied (1 structural damage per caster level). Knock or Dispel Magic end the hold.

Ignite

Range: 120 feet
Duration: Instantaneous

The caster ignites one flammable source. Creatures may save, or will take 1 damage per round for 1d6 rounds.

Jump

Range: Touch
Duration: 1 Turn or until expended.

Touched creature may make one jump of up to 10' per caster level + 1d6 × 10 feet. The jump does not ensure a safe landing.

Light

Range: 30' radius within 60'
Duration: 12 Turns

Target object, creature, or area gives off light. Creatures may save to resist being targeted, in which case the light sticks to where they were standing.

Magic Missile

Range: 150'
Duration: Instantaneous

Caster launches a bolt of magic that hits automatically, dealing 1d6+1 damage. Caster may fire an additional missile for every 2 levels past the first level.
(Caster level+1)÷2 Missiles

Protection from Evil

Range: Caster
Duration: 12 Turns

Undead and evil monsters that attack the caster receive a -3 to their attack rolls. Caster gains a +3 bonus to saving throws against evil effects. Incorporeal or Summoned creatures cannot touch the caster.

Read Magic

Range: Caster
Duration: 2 Scrolls or other magical writings

Caster becomes able to read magical writing. Otherwise, it may take a magic user days to decipher magical writing.

Shield

Range: Caster
Duration: 2 Turns

Caster's AC increases to 17. Shield also blocks magic missiles.

Sleep

Range: 240'
Duration: 6 Turns

Caster places affected creatures in an enchanted sleep, from which they cannot awake until the spell expires.

Hit Dice	Number Affected
1 or fewer	3d6
2	2d6
3	1d6
4	1
5+	0

Unseen Servant

Range: 30' centered on caster
Duration: 6 Turns + 1 Turn per level

Caster summons an invisible servant that can move within range, and can exert up to 2 stones of force.

The servant behaves as an invisible butler of sorts, and thus cannot walk through walls, and may be damaged by creatures or traps that detect it. Unseen servant has 1 hp.

Unseen servant cannot attack.

Mage 2nd Level Spells**Color Sign**

Range: Touch
Duration: Permanent until Dispelled or Activated

Caster inscribes a color sign on a surface. When viewed or touched by any creature (other than the caster or creatures the caster excludes from the effect), the creature must save or be endure the effect listed below.

Caster may have 1 color sign active per 2 caster levels.

Caster Level	Color	Effect
3rd	Red	Creature is blasted with red dye and is blinded for 1d6 rounds. Red dye doesn't wash out but vanishes after 24 hours.
5th	Orange	Creature falls asleep for 3d6 turns.
7th	Yellow	Creature is paralyzed for 1d6 turns.
9th	Green	Save vs. Death/Poison; creature takes 1d6 damage for 1d6+2 rounds.
11th	Blue	Creature is <i>Confused</i> , as per the spell.
13th	Indigo	Creature is turned to stone, as per <i>Flesh to Stone</i> .
15th	Violet	Creature is sent to another plane and replaced by random summoned creature of equal hit dice.
17th	Black	Save vs. Death/Poison; creature dies.

Command Undead

Range: 120 feet
Duration: 1d6+1 Turns

Roll 2d6; compare the roll result, caster's level, and hit dice of the strongest undead present.

If the roll is at least the number on the table, 2d6 undead are under the caster's control.

Result of C: 2d6 undead are controlled automatically.

Result of P: 2d6 non-intelligent undead are controlled permanently.

The weakest undead are controlled first.

Undead Hit Dice	Caster Level									
	3	4	5	6	7	8	9	10+		
1	C	P	P	P	P	P	P	P	P	P
2	C	C	P	P	P	P	P	P	P	P
3	3	C	C	P	P	P	P	P	P	P
4	5	3	C	C	C	P	P	P	P	P
5	7	5	3	C	C	C	C	C	P	P
6	9	7	5	3	C	C	C	C	C	C
7	11	9	7	5	3	C	C	C	C	C
8	-	11	9	7	5	3	C	C	C	C
9	-	-	11	9	7	5	3	C	C	C

Continuous Light

Range: 120' radius within 120'
Duration: Permanent until Dispelled

A single object, creature, or area emits light; a creature may save to avoid being the target of this spell, in which case the area the creature is in is targeted instead.

Darkness

Range: 15' radius within 120'
Duration: 6 Turns

Darkness falls upon the targeted area, object, or creature, so dark not even darkvision can penetrate it. Creatures may save to avoid being targeted.

Darkness can be dispelled by the Light spell.

Detect Evil

Range: 60' centered on caster
Duration: 2 Turns

The caster detects evil objects, creatures, and environments. This can include undead, curses, explicitly evil magic, and more.

Detect Thoughts

Range: 60' centered on caster
Duration: 12 Turns

Caster detects the thoughts of creatures within range, but cannot read their thoughts.

This spell cannot penetrate 2' or thicker stone or any thickness of lead or other sufficiently dense material.

Invisibility

Range: 240'
Duration: Permanent until dispelled, dismissed, or attack is made

Targeted creature or object becomes invisible. Attackers must know the location of the creature, and will suffer a -4 to the attack roll.

If the invisible creature takes an offensive action their invisibility will end.

Knock

Range: 60' centered on caster
Duration: Instantaneous

Knock unlocks & unbars nearly everything within range, including targets of Wizard's Lock or Hold Portal. Targets will remain open for 1 turn before closing again.

Levitate

Range: 20' per caster level
Duration: 1 Turn per caster level

Caster may move upwards or downwards from the elevation at which the spell was cast.

Locate Object

Range: 60' + 10' per caster level, centered on caster
Duration: 1 round per caster level

Caster knows the direction towards an object or kind of object the caster specifies. The caster must have seen the object or the kind of object before (such as specifying gold, stairs, etc.).

If no such object is within range, the caster will receive direction as soon as the object is within range.

Magic Mouth

Range: Touch
Duration: Permanent until triggered or dispelled

When predetermined conditions are met, a Magic Mouth will appear on the object and relay a message of no more than 30 words.

Mirror Image

Range: Caster
Duration: 6 Turns or until destroyed

1d6 images of the caster are created, which act in synchronous with the caster. Attackers have a chance of mistakenly striking a mirror image instead of the caster. If a mirror image is struck, it vanishes.

Mystical Flan

Range: 120'
Duration: 6 Turns + 1 Turn per level or until destroyed

Caster creates a jelly-like creature of HD2, AC10, and Speed of 6 that cannot attack. Can be directed by mental commands.

The flan can squeeze into small spaces, and carry up to 8 stones.

The flan can also engulf a creature to offer protection, absorbing damage until it expires; however the protected creature cannot travel more than 6 speed without losing the flan's protection.

Phantasmal Force

Range: 240'
Duration: Concentration

Creates an illusion of up to 20' in size.

If illusion is an object, it will disappear when touched.

If illusion is a creature, it has an AC of 10 and will disappear if struck.

Creatures may save to disbelieve the illusion when first seeing it.

Otherwise, the illusion can deal damage, and may reduce creatures to 0 hit points and leave them unconscious.

Pyrotechnics

Range: 240'
Duration: 6 Turns

Caster creates up to 8000 cubic feet (20 cubed) blinding smoke or fireworks from a normal source of fire.

Strength

Range: Touch
Duration: 48 Turns

Touched creature gains 1d6+2 points of strength. If a target's strength becomes more than 18, their modifier is +3.

Wall Walk

Range: Caster
Duration: 6 Turns

Caster may walk up and adhere to walls and ceilings with their feet.

Web

Range: 60 feet
Duration: 48 Turns

A strong web fills a space of up to 10 by 10 by 20 feet. These webs block passage, and are difficult to get through.

With cutting tools or fire, it takes 1 Turn to get through the web.

Large creatures like bears or horses take 2 Turns.

Humanoids lacking cutting tools take 4 turns.

Wizard Lock

Range: Touch
Duration: Permanent until Dispelled

An object or portal will be held closed until dispelled. A knock spell can open the wizard lock once. A Mage 3 levels higher than the Wizard Lock may open the object at will.

Wizard Punch

Range: Touch
Duration: Instantaneous

Does not require an attack roll; target flies backwards, taking 1d6 damage for every 2 caster levels, traveling backwards 10' per caster level.

Target may save to halve damage and halve distance traveled.

For every 10' target is obstructed from flying, they take an additional 1d6 damage.

Mage 3rd Level Spells

Blink

Range: Caster
Duration: 1 Round/level or until caster ends the spell

Every round before the caster may act, they are teleported d20' in a random direction, to the nearest unoccupied open space.

Attacking the caster has a 50% chance of missing completely.

d6 Roll	Direction
1	Directly Forward
2	Forward and Right
3	Backward and Right
4	Directly Backward
5	Backward and Left
6	Forward and Left

Circle of Invisibility

Range: 10' radius within 240 feet'
Duration: Permanent until Dispelled, Dismissed, or Attack is made

Creatures and objects are made invisible.

Attackers must know the location of the creature, and will suffer a -4 to the attack roll.

If an invisible creature takes an offensive action, their invisibility ends.

Duration applies independently to each creature or object.

Clairaudience/Clairvoyance

Range: 60'

Duration: 12 Turns

Choose one or the other upon casting;

Clairaudience: Caster may hear through solid obstacles.

Clairvoyance: Caster may see through solid obstacles.

Darkvision

Range: Touch

Duration: 1 day (144 Turns)

The touched creature can see up to 50 feet in pitch blackness.

Dispel Magic

Range: 120'

Duration: Instantaneous

One magical effect (not magic items or creatures) is dispelled.

Magical effects stronger than the caster have a 10% chance per difference in level to not be dispelled.

Explosive Runes

Range: 10' centered on target

Duration: Until triggered or dispelled

Caster inscribes runes on an object.

If a creature besides the caster (or any creature the caster exempted) views the explosive runes, they explode dealing 6d6 damage.

Triggering creature cannot save, but others in the blast may save for half damage.

Only 1 Explosive Runes may be active at 5th level; for every 2 levels past 5th, an additional Explosive Runes may be active. ((Caster Level-3)÷2)**Feign Death**

Range: Touch

Duration: 1 Turn/level or until dismissed

Caster puts the willing creature into a death-like state, indistinguishable from actual death.

Target lacks vision and bodily awareness, but is conscious.

Target receives half damage during feign death.

When the spell ends, target must wait 1 round to move again.

Fireball

Range: 20' radius within 240'

Duration: Instantaneous

Caster launches a bead of fire that explodes at the location, dealing 1d6 damage per caster level to all in the blast.

Creatures may save for half damage.

Launching fireball into cramped quarters may cause dangerous blowback.

Flame Missile

Range: Touch

Duration: 1 Turn or until used.

Caster touches a number of missiles up to their caster level, imbuing them with magical fire granting 1 additional fire damage.

When Flame Missile expires, all targeted missiles burn away.

Fly

Range: Touch

Duration: 2 Turns + 1 Turn/level

Target gains an ability to fly at 12 speed.

Upon expiration, target slowly falls up to 120'. Any further, and they may take fall damage.

Gust of Wind

Range: 10' per caster level

Duration: 1 Round

The caster releases a strong gust of wind.

Small creatures will blow back 1d6x10'.

Medium creatures (most humanoids) will be unable to move towards the wind.

Larger creatures may move half speed against the wind.

Flying creatures are treated as one size smaller, and small flying creatures are blown back 1d6x30' instead.

Haste

Range: 240'

Duration: 3 Turns

Up to 24 target creatures move at double speed and gain an extra attack. May also be cast to dispel the spell *Slow* on all target creatures.**Hold Person**

Range: 180'

Duration: 9 Turns

Caster targets 4 humanoids, who must save, or be completely controlled by the caster.

OR

Caster targets 1 humanoid, who must save with a -2 penalty, or be completely controlled by the caster.

A suicide instruction requires an additional saving throw.

Lightning Bolt

Range: 10' width up to 60' length from caster

Duration: Instantaneous

Caster launches a lightning bolt, dealing 1d6 damage per caster level. Creatures may save for half damage.

The bolt must travel 60', and will rebound if obstructed.

Protection from Missiles

Range: 30'

Duration: 12 Turns

Target becomes immune to non-magic missile attacks.

This does not protect against large projectiles such as boulders.

Slow

Range: 240'

Duration: 3 Turns

Up to 24 target creatures must save or move at half speed, and have 1 fewer attack per round. Creatures reduced to 0 attacks may attack every other round. This spell may also be cast to dispel *Haste* on target creatures.**Stinking Cloud**

Range: 20' radius within 120'

Duration: 1 Turn

Caster creates a visible stinking cloud. Creatures inside must save, or fall to the ground to wretch and gag. They will continue to wretch and gag for 1d6 rounds after the cloud moves on. Creatures who save may stay within the cloud.

Tiny Hut

Range: 5' radius within 60'

Duration: 48 Turns

Caster creates a small shimmering sphere that allows creatures and most objects in and out without issue. While inside, the temperature is comfortable, and creatures will be protected from adverse weather conditions. Extreme temperatures are not fully mitigated, and severe weather, such as large hailstones or a tornado, will destroy the tiny hut.

Tongues

Range: Caster
Duration: 1 Turn

The caster is able to speak and understand all verbal languages.

Water Breathing

Range: 30'
Duration: 12 Turns

The target can breathe water.

Mage 4th Level Spells

Bestow Curse

Range: Touch
Duration: Instantaneous

Target must save or be afflicted with a curse of the caster's choosing; no more than a -2 to Saving Throws, a -3 to Attack Rolls, or a reduction by half of one stat.

Charm Monster

Range: 120'
Duration: Until Dispelled or Caster Dies

Target must save or be charmed by the caster.
Target will still possess free will, but will regard the caster as their most trusted friend, believing anything they say, and doing most of what is asked of them.
If a charm is asked to do something suicidal or dangerous, they get a free saving throw to dispel the charm, but even on failure will typically not perform suicidal actions.

Confusion

Range: 15' radius within 120'
Duration: 12 rounds

Living creatures must save or be confused.
When a confused creature makes an action, roll on the table below to see what they do:

d6 Roll	Action
1	Target acts normally
2	Target attacks its allies
3	Target attacks caster's allies
4	Target babbles incoherently and stands still
5	Target wanders away from caster for full Turn (don't roll on this table again)
6	Target attacks closest creature

Dimension Door

Range: 10'
Duration: Instantaneous

Target is teleported 360' in any direction, arriving exactly where the caster specifies. Unwilling targets may save.

Dig

Range: 30'
Duration: 1 Round/level

Caster magically excavates 5'x5'x5' of earth per round (not stone or large rocks). The excavated earth is spread evenly around the edges of the opening.
For every 5' deep the tunnel or pit goes past the first 5', there is a 1 in 6 chance of collapse if dirt, 2 in 6 if sand, or 3 in 6 if mud.

Extension

Range: 120'
Duration: Special

Caster extends the length of an active spell by 50%.

Fear

Range: 240' cone
Duration: 6 Turns

Caster projects a cone of terror; all creatures within must save or flee the caster, unable to attack.
Affected creatures have a 50% chance of dropping held items.

Fire Shield

Range: Caster
Duration: 1 Round/level

Caster is surrounded by a shield of flames, gaining +2 to saves against cold effects. Caster takes half damage from cold effects, zero damage on successful save.
Any melee attackers receive 2d6+2 fire damage.
Caster receives double damage if they fail a save against a fire effect.

Frost Shield

Range: Caster
Duration: 1 Round/level

Caster is surrounded by a shield of frost, gaining a +2 to saves against fire effects. Caster takes half damage from fire effects, zero damage on successful save.
Any melee attackers receive 2d6+2 cold damage.
Caster receives double damage if they fail a save against a cold effect.

Globe of Invulnerability, Minor

Range: Caster
Duration: 12 Rounds

Caster forms a globe around them that blocks all spells of levels 1 through 3 from entering.

Hallucinatory Terrain

Range: 240'
Duration: Until Dispelled

Caster creates an illusion, making up to 100 square feet of terrain appear as another sort of terrain.

Ice Storm

Range: 15' radius within 120'
Duration: 1 Round

Ice and hail pound the location, dealing 3d10 damage, no save.

Massmorph

Range: 240'
Duration: Until dismissed or dispelled

Caster disguises up to 100 man sized creatures as trees & other plant life. Targets are indistinguishable from plants so long as they do not move or attack.

Plant Growth

Range: 120'
Duration: Until Dispelled

Caster forces up to 300 square feet of plants to grow, making an area impassable. The plants may be cut or burned through as normal.

Polymorph Other

Range: 60'
Duration: Until Dispelled or Caster Dies

Target that is not the caster must save or be transformed into a creature or form of choice. Result must be a living, breathing creature, and not a demon, undead, extra-planar, or similar creature.
Target gains powers and abilities of their new form, while retaining their former level, hit dice, save, and combat bonuses. Target may be helpless depending on the transformation.

Polymorph Self

Range: Caster
Duration: 6 Turns + 1 Turn per Level

Caster transforms into whatever they desire, without gaining powers or super-natural abilities of the new form. Result must be a living, breathing creature, and not a demon, undead, extraplanar, or similar creature.
Caster retains their level, hit dice, save, and combat bonuses.

Remove Curse

Range: Touch
Duration: Instantaneous

Caster removes a curse of choice from target.

Wall of Fire

Range: 60'
Duration: Concentration + 2 Rounds

Caster creates an opaque wall of fire that deals 2d6 damage to creatures that pass through and 1d6 to creatures that come within 10'; double damage against undead. Wall is 20' high, and may form as a 60' wall or a 30' diameter circle.

Wall of Ice

Range: 60'
Duration: 12 Turns

Caster creates an opaque, 6 inch thick wall of ice that blocks fire spells and abilities. Creatures with 3 or fewer hit dice cannot hurt the wall. Stronger creatures take 1d6 damage to break through; 2d6 if they are fire creatures.
Wall is 20' high, and may form as a 60' wall or a 30' diameter circle.

Wizard Eye

Range: 240'
Duration: 6 Turns

Caster sees through an invisible "eye" that may move within range.

Mage 5th Level Spells**Animate Dead**

Range: 240'
Duration: Instantaneous

Caster raises 1d6 corpses as obedient mindless undead that must obey the caster's verbal commands.
Caster raises an additional d6 for every caster level above 8th.

Cloudkill

Range: 30' diameter
Duration: 6 Turns

Caster conjures a deadly cloud, heavier than air, which moves away from the caster at 10' per round, or whichever way a strong wind pushes it.
Creatures with 4 or fewer hit dice perish in the cloud.

Contact Other Plane

Range: Caster
Duration: 1 Turn

Caster contacts a creature from a distant plane, to ask it questions. The creature may answer with "Yes", "No", and "Irrelevant/Don't Know/Maybe".
Caster asks as many questions as they like, but the chance of insanity is cumulative and rolled with every question asked.

Planes Out	Chance of Truthful Answer	Chance of Insanity
1	25%	–
2	30%	1%
3	35%	2%
4	40%	3%
5	45%	4%
6	50%	5%
7	60%	6%
8	70%	7%
9	75%	10%
10	80%	15%
11	85%	20%
12	95%	30%

Feeblemind

Range: 240'
Duration: Until Dispelled

Target must save with a -4 penalty, or will no longer be able to cast spells, understand or read languages, speak, or communicate coherently.

Hold Monster

Range: 180'
Duration: 9 Turns

Caster targets 4 creatures, who must save, or be completely controlled by the caster.
OR
Caster targets 1 creature, who must save with a -2 penalty, or be completely controlled by the caster.
A suicide instruction requires an additional saving throw.

Magic Jar

Range: 30'
Duration: Special

Caster places their soul within an inanimate object. Caster may possess any creature within 120' of the Magic Jar should that creature fail a save. If the possessed creature dies, the caster's soul will be safe in the jar, and may possess another creature.
If the jar is destroyed, the caster's soul is obliterated.
Caster may safely end the spell if a soulless body is available to possess.

Passwall

Range: 30'
Duration: 12 Turns

The caster opens a hole through a solid wall, 10' cubed. The hole closes when the duration runs out.

Phantasmal Killer

Range: 50'

Duration: 1 Round/level or Caster dies

Caster conjures the target's worst fear as an illusory monster, and it attacks. The illusion can only be seen by the target, and is hindered by no barrier.

Target must save to disbelieve, or be attacked by the illusion with a +4 bonus every round. If the illusion hits, the target dies of fright.

If a targeted caster recognizes the spell as Phantasmal Killer, and has the same spell prepared, they may expend it without casting to turn the illusion back on the original caster.

Secret Chest

Range: Touch

Duration: 60 Days

Caster must have a chest, and a tiny replica of the same chest. Upon spell cast, the large chest may be summoned and dismissed at will by the caster so long as they hold the replica.

The Secret Chest can store 1 stone per caster level.

When the duration expires, if the chest is not presently summoned, it will be lost forever.

Shadow Door

Range: Half Move of caster

Duration: 1 Round/level

Caster creates an illusory door on a wall and appears to step through and close the door. In reality, caster became invisible.

If a creature opens the door, they will see a 10'x10' room, and be unable to enter due to it being an illusion.

Shadow Summoning

Range: 30 feet

Duration: Special, as per Summoning Rules

Summoning is difficult, expensive, and most of all, time consuming. This spell shortcuts the summoning to split a planar shadow of another being off instantly.

Treat as a Random Summoning that summons a creature that has hit dice equal to the caster's level, except that in all respects except for determining the powers the creature has, the creature has 1/5th of the hit dice and deals 1/5th the damage; effects that require saving throws give a +4 to the saving throw. Roll domination as normal, but the caster is rolling against the creature with its lower hit dice (the 1/5th).

Stoneshape

Range: Touch

Duration: Instantaneous

The caster reshapes 1 cubic foot of stone per caster level to their whims. Fine detail is not possible.

Telekinesis

Range: 120'

Duration: 6 Turns

The caster may move up to their level in stones within range with pure mental force.

Teleport

Range: 100 miles/level

Duration: Instantaneous

Caster and any creatures caster is touching are teleported to a desired location. The success chance diminishes for areas less familiar to the caster.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very Familiar	01-97	98-99	100	-
Studied Carefully	01-94	95-97	98-99	100
Seen Casually	01-88	89-94	95-98	99-100
Viewed Once	01-76	77-88	89-96	97-100
False Destination	-	-	01-56	57-100

Off Target: Everyone appears 5d6 times 10 miles away from target destination.

Similar Area: Everyone appears in an area within range that looks like, but isn't, the target destination. If no such area exists, the spell doesn't function.

Mishap: Everyone takes 2d6 points of damage (4d6 if false destination) due to bits of them intersecting space where they shouldn't. Roll again with a d20+80 unless the target was a False Destination.

Transmute Mud to Rock

Range: 120'

Duration: See below

Over the course of 1 turn, up to 300 square feet of mud turns into rock. May cancel the effect of the spell Rock to Mud.

Transmute Rock to Mud

Range: 120'

Duration: 1 Turn

Over the course of 1 turn, up to 300 square feet of stone, rock, sand, and earth transforms into mud.

True Seeing

Range: Touch

Duration: 12 Rounds

Target can see through all illusions, and can see magic, curses, hallow and corruption on objects and creatures.

Wall of Force

Range: 60'

Duration: 1 Turn

Caster creates an immovable wall of force, which allows nothing through, appearing as a solid black wall.

Wall is up to 100' long & 100' tall.

Dispel Magic will not dispel the wall, but it can be destroyed by a Disintegrate spell.

Wall of Iron

Range: 60'

Duration: Until Dispelled

Caster creates a 6 inch thick Iron wall up to 50' long 100' tall. If the wall is not bound to the ground, it can be toppled by force.

Wall of Stone

Range: 60'

Duration: Until Dispelled

Caster creates a 2' thick Wall of Stone, up to 100' long 100' tall. The wall must be bound to the ground to be supported.

Mage 6th Level Spells

Anti-Magic Shell

Range: Caster's Location
Duration: 12 Turns

Caster forms a 10' radius sphere where magic does not function at all. This zone is immobile.

Chain Lightning

Range: 10' width, 60' length from caster
Duration: Instantaneous

Caster launches a lightning bolt, dealing 1d6 damage per caster level. One additional bolt per 3 caster levels forks off the original and strikes a secondary target, dealing half the damage of the main bolt. Creatures may save for half damage. The bolt must travel 60', and will rebound if obstructed.

Contingency

Range: Caster
Duration: Until Used

Caster expends another prepared spell, and specifies a condition. When the condition is met, the expended spell is instantly cast upon the caster. A Caster may only have one contingency at a time.

Control Weather

Range: Special
Duration: Special

Caster alters the weather within nature's limits. This can be used to violent effect, such as a tornado or hailstorm. The range and duration are as normal for the chosen weather.

Death Spell

Range: 240'
Duration: Instantaneous

Kills 2d6 creatures of 6 hit dice or fewer in a 30 foot radius.

Disintegrate

Range: 60'
Duration: Instantaneous

Caster turns targeted object or creature into dust. Target may save to avoid. Magical materials are not destroyed by disintegrate.

Flesh to Stone

Range: 120'
Duration: Instantaneous

Target must save or turn into stone, along with gear.

Freezing Sphere

Range: 180 feet | Touch
Duration: 1 Round/level | Instantaneous | 1 Turn

Caster freezes up to 100 square feet of a liquid's surface 6 inches deep. Uses first duration & range.

OR

Caster fires a freezing ray at a single creature dealing 1d6 damage per caster level. Creature may save to negate damage. Uses first range & second duration.

OR

Caster creates a small bullet-sized sphere which when forcefully impacted, will explode dealing 4d6 damage to all creatures in a 10' radius. Will explode after 1 turn if not used.

Geas

Range: 30'
Duration: Until Completed

Target must save or be forced to complete one task dictated by the caster. If the target actively resists completing this task, they die. If the target ignores the task, they gradually weaken until they can't do anything. The task specified cannot be suicidal or so open-ended that it can't reasonably be completed.

Globe of Invulnerability, Major

Range: Caster
Duration: 12 Rounds

Caster forms a globe that blocks all spells of levels 1 through 4 from entering.

Imbue with Undeath

Range: Touch
Duration: Instantaneous

Caster transforms a corpse into an undead monstrosity with up to the caster's level in hit dice.

Caster may grant the undead special abilities, but each ability will reduce its hit dice by 1.

Undead created this way are always intelligent, and are unlikely to be friendly towards the caster.

The undead creature takes a round to finish animating, giving the caster a chance to cast another spell...

Lower Water

Range: 240'
Duration: 12 Turns

A body of water's depth is lowered by 50%.

Mass Dispel

Range: 30' diameter within 120'
Duration: Instantaneous

All magical effects (not items or creatures) within the area are dispelled. Magical effects stronger than the caster have a 10% chance per difference in level to not be dispelled.

Move Earth

Range: 240'
Duration: 6 Turns

The caster can move up to 60 cubic feet of earth in range per turn. This spell may not be used to move solid stone or large boulders.

Repulsion

Range: 120' centered on caster
Duration: 1 Turn

Creatures move away from caster at their speed (minimum 3).

Part Water

Range: 120'
Duration: 6 Turns

Caster parts a body of water up to 10' deep.

Reincarnation

Range: 30'

Duration: Instantaneous

Caster forces a dead creature to come back to life in a new body, determined by the table below.

If the new body is similar to the old, they may retain their class, levels, and experience; if not, they have the hit dice of the new creature, 0 experience, and may gain levels at a custom progression.

If Summoned Creature is rolled, roll 2d6 for the hit dice said creature possesses.

Roll	Returns as
01-04	Human
04-08	Orc
09-12	Elf
13-15	Dwarf
16-18	Duedne
19-21	Sprite
22-25	Merfolk
26-28	Kitsune
29-32	Goblin
33-35	Wild Hunter
36-38	Troll
39-41	Oni
42-44	Unicorn
45-47	Pegasus
48-50	Dryad
51-53	Ogre
54-57	Minotaur
58	Dragon (1d6 determines which type)
59-61	Wyvern
62-64	Chimera
65-68	Kobold
69-71	Medusa
72-75	Manticore
76-79	Gargoyle
80-82	Gorgon
83-85	Hydra
86-87	Gumiho
88-89	Kasha
90-91	Pooka
92-93	Frost Giant
94-95	Storm Giant
96-97	Basilisk
98-99	Steam Worm
100	Random Summoned Creature

Chris: My favored way to deal with reincarnating is create a Monster Class that the character starts over at level 1 in. A level 1 frost giant is obviously going to be stronger than some level 7 characters, so I adjust the experience required to get to later levels accordingly.

Projected Image

Range: 240'

Duration: 6 Turns

Caster projects an image of themselves, which walks, talks, and sounds like them. Caster may have their spell casts appear to originate from the projected image.

Stone to Flesh

Range: 120'

Duration: Permanent

This spell transforms any creature that was previously petrified back into its original form.

Triplicate

Range: 120'

Duration: 1 Turn

Targeted creature takes and deals triple damage, and receives triple healing. Saves are made with a -2 penalty. Unwilling creatures may save to avoid.

OR

Targeted creature splits into 3 copies. Each has 1/3 the hit points, and acts independently. They share a mind, so only one may cast a spell at a time. Damage remains on the creature upon spell end, killing only if all 3 copies are dead. Unwilling creatures may save to avoid.

Mage 7th Level Spells**Delayed Blast Fireball**

Range: 20' radius within 240'

Duration: Chosen by caster, up to 60 Rounds

Caster launches a bead of fire to a location, which explodes after the predetermined duration, dealing 1d6 damage per caster level to all in the blast.

Creatures may save for half damage.

Launching fireball into cramped quarters may cause dangerous blowback.

Duo-Dimension

Range: Caster

Duration: 18 Rounds

Caster becomes 2-dimensional, gaining the ability to slip inside tiny cracks that can fit their height or width.

Caster takes triple damage for duration.

True Seeing allows the caster to be seen as normal.

Magic Sword

Range: 60'

Duration: 12 Rounds

Caster creates a floating blade of force. May use attack actions to attack with the blade.

Sword moves at 12 speed, attacking as a Fighter of equal level to the caster, dealing 2d6 damage.

Always hits on a roll of 19 or 20.

Mass Invisibility

Range: 240'

Duration: Until dispelled, dismissed, or one of the targets attacks

Up to 1d3×100 horse or man sized creatures become invisible. Attackers must know the location of the creature, and will suffer a -4 to the attack roll.

If an invisible creature takes an offensive action, their invisibility ends.

Phase Door

Range: Touch

Duration: 1 passage per 2 levels

Caster creates a 10 foot cube passage through solid matter that only they can see and enter.

Entering and exiting once counts as a passage; the door disappears when the passages are all used up.

If the Phase Door is dispelled with the caster inside, they are ejected harmlessly to the nearest side.

Power Word Stun

Range: 120'

Duration: Special

Caster says a word of power to a target;

If target has 35 or less hit points: stunned for 2d6 turns.

If target has 36-70 hit points: stunned for 1d6 turns.

If target has 70+ hit points: unaffected.

Prismatic Spray

Range: 15' wide base, 70' length
Duration: Instantaneous

Caster fires streams of prismatic light in a conical shape.

Creatures with 8 or fewer hit dice are blinded for 1d6 turns.

Creatures inside the spell are randomly struck by one of the spell's rays; roll on the table below with a d8 for each creature.

Roll	Color	Effect	Save
1	Red	Creature takes 10 points of damage from fire	Spells for Half
2	Orange	Creature takes 15 points of damage from acid	Spells for Half
3	Yellow	Creature takes 20 points of damage from electricity	Spells for Half
4	Green	Creature dies from Poison	Death/Poison to Negate
5	Blue	Creature turns to Stone	Spells to Negate
6	Indigo	Creature goes Insane	Spells to Negate
7	Violet	Creature is hurled into a faraway plane	Spells to Negate
8	Two	Roll Twice again, ignoring rolls of 8	-

Reverse Gravity

Range: 120'
Duration: 1d6 Rounds

Target area of 30' cubed has reversed gravity.

Simulacrum

Range: Touch
Duration: Permanent or until caster dies

The caster must create a (crude or elaborate) duplicate of themselves out of snow and ice, and then cast the spell.

The spell imbues the duplicate with the life, likeness, and the partial mind of the caster.

The simulacrum has ½ the hit point total of the caster, and has ½ the level of the caster, with the spells and abilities that would entail.

The simulacrum does not gain any Hallow the caster has, although they have all the Corruption if the caster has any.

The simulacrum, while possessing some will of its own, is totally under the control of the caster and must obey their commands. The simulacrum can gain no experience of its own. The duplicate can be visually told apart from the caster.

Vanish

Range: Touch
Duration: Until Dispelled

An object weighing up to 4 stones per caster level to vanish. A heavier object will still vanish, but be replaced by equal size and shape replica of stone.

Mage 8th Level Spells**Clone**

Range: 30'
Duration: Permanent

Prior to spellcast, Caster must take a portion of flesh from a creature, and spend 2d6 months creating a body.

Upon casting the spell, the clone becomes a mental and physical duplicate of the original creature at the time the flesh was taken, including all experience and abilities.

Old scars & injuries are not transferred.

If the original is not dead and the clone becomes aware of them, they will attempt to kill the original.

Incendiary Cloud

Range: 240'
Duration: 10 Rounds

Caster magnifies smoke from a fire to 100 times the original volume, which moves away from the caster 10' per round, or as pushed by wind.

On the 3rd round this smoke exists, half the caster's level in damage is dealt to creatures within.

On the 4th round, damage equal to the caster's level is dealt.

On the 5th round, half the caster's level in damage is dealt.

The smoke blocks vision.

Mass Charm Person

Range: 120'
Duration: Until Dispelled

Functions as Charm Person, except it affects up to 30 hit dice or levels worth of targets. All targets save at a -2 penalty.

Maze

Range: 120'
Duration: Special

Target creature vanishes to a plane of shifting mazes.

Intelligence	Wandering Time
3 or less	2d6 Turns
4-6	1d6 Turns
7-8	5d6 Rounds
9-12	4d6 Rounds
13-15	3d6 Rounds
16-17	2d6 Rounds
18 or greater	1d6 Rounds

Intelligence of creatures should be estimated if not specified.

Mind Blank

Range: 30'
Duration: 18 Turns

The target is protected from all effects that detect, read, influence, or control emotions and thought.

Polymorph Object

Range: 240'
Duration: Until Dispelled

Target object or creature must save vs spells, or be transformed into some other object or creature, gaining every property of the new form.

Creatures transformed into another creature gain the tendencies of the new creature but will retain most of their personality.

An object transformed into a creature gains a mentality to match the creature.

This spell can also function as a transmutation spell, such as stone to flesh.

Created wealth does not grant experience.

Chris: you're a pinecone

Prismatic Wall

Range: 120'

Duration: 18 Turns

Caster creates a shimmering Prismatic Wall 100' long and tall. Non-caster creatures that pass through the wall are subject to every effect of Prismatic Spray. Creatures of 8 hit dice or fewer are blinded 1d6 turns when first seeing the wall. Prismatic Wall blocks all attacks.

Color	Effect	Save
Red	Creature takes 10 points of damage from fire	Spells for Half
Orange	Creature takes 15 points of damage from acid	Spells for Half
Yellow	Creature takes 20 points of damage from electricity	Spells for Half
Green	Creature dies from Poison	Death/Poison to Negate
Blue	Creature turns to Stone	Spells to Negate
Indigo	Creature goes Insane	Spells to Negate
Violet	Creature is hurled into a far away plane	Spells to Negate

Symbol

Range: Touch

Duration: Until Triggered or Dispelled

Caster inscribes 1 of the below symbols on a surface. Symbol is triggered when it is read, touched, or a creature passes through a door with the symbol inscribed on it. The caster is immune to the effect of their own symbol. Only 1 symbol may be active at 15th level, then an additional one every 2 levels ((Caster Level-13)÷2)

Symbol of Death: Deals the triggering creature 80 points of damage.

Symbol of Discord: All creatures within 60' argue for 3d6 rounds, taking little other action. Creatures must save vs spells or begin fighting with lethal intent for 1d6 rounds.

Symbol of Fear: Creatures must save vs spells or flee at maximum speed. 50% chance to drop held items.

Symbol of Insanity: Up to 100 hit dice worth of creatures within 120 feet are driven insane.

Symbol of Sleep: Releases a powerful sleep spell that lasts for 12 turns.

Hit Dice	Number Affected
1 or fewer	6d6
2	4d6
3	2d6
4	2
5+	0

Symbol of Stunning: Up to 150 hit dice worth of creatures within 120 feet are stunned as per Power Word Stun:

If target has 35 or less hit points: stunned for 2d6 turns.

If target has 36-70 hit points: stunned for 1d6 turns.

If target has 70+ hit points: unaffected.

Mag 9th Level Spells**Freedom**

Range: 60'

Duration: Instantaneous

If a creature had an Imprisonment spell cast on them within range, the effects of the Imprisonment spell end and the creature reappears.

Imprisonment

Range: Touch Attack

Duration: Permanent

Touched creature vanishes and remains in a small sphere outside of reality. It cannot be harmed while there, but takes no action and does not age.

Meteor Swarm

Range: 240'

Duration: Instantaneous

Caster summons a swarm of fireballs: 4 that deal 10d6 damage or 8 that deal 4d6 damage, directing them as the caster wishes.

Caster rolls attacks for the targets of the fireballs, and on hit, that target cannot make a saving throw.

The fireballs explode in a 20' radius, and creatures may save to take half damage.

Power Word Kill

Range: 120'

Duration: Instantaneous

A single target with 60 or fewer hit points dies upon hearing this word. A target with more than 60 hit points is unaffected.

Prismatic Sphere

Range: 15' radius centered on Caster.

Duration: 18 Turns

Caster forms a prismatic sphere around themselves.

Creatures with 8 or fewer hit dice are blinded for 1d6 turns.

Creatures who pass the wall endure all the following effects:

Color	Effect	Save
Red	Creature takes 10 points of damage from fire	Spells for Half
Orange	Creature takes 15 points of damage from acid	Spells for Half
Yellow	Creature takes 20 points of damage from electricity	Spells for Half
Green	Creature dies from Poison	Death/Poison to Negate
Blue	Creature turns to Stone	Spells to Negate
Indigo	Creature goes Insane	Spells to Negate
Violet	Creature is hurled into a far away plane	Spells to Negate

Shapechange

Range: Caster

Duration: 18 Turns

Caster assumes the form of any non-unique creature, taking on all of its abilities except for hit points, Hallow/Corruption rating, and abilities that depend on the creature's mind to function.

The caster retains their own mind.

The caster may change to and from this form without taking an action once per round.

Time Stop

Range: 15' radius centered on Caster

Duration: 1d6+1 Rounds

Caster creates a sphere, within which time is stopped for everything but the caster.

The sphere is immobile and if the caster leaves, the spell ends.

Creatures or objects that enter the sphere are time-stopped upon entry.

Time Stop cannot be extended via *Extension* spell.

Wish

Range: Special

Duration: Special

The caster makes a single sentence request to the universe, and the universe complies. The request is followed to the letter, but extraordinarily powerful or unreasonable requests are more likely to be fulfilled in a way the caster does not desire. For instance, if the caster wishes a certain powerful individual dead, they may be transported to the future where the individual is already dead. A wish can duplicate most spells 8th level and below without issue.

Hallow & Corruption

Five Cataclysms does not use a traditional Law - Neutral - Chaos alignment system. Instead, this game uses a system of **Hallow** and **Corruption**.

Hallowing is what happens when the gods find a character worthy of their blessing; the character has done something extraordinary, completed some quest, or has pledged themselves to their service. The in-game effect of being Hallowed is both subtle and powerful.

Corruption is something that happens to a character. They stay in a corrupted place too long, get hit with a corrupting attack, or they do something anathema to reality. Corruption is eldritch forces infesting a character, changing them in ways both physical and mental. Beware: if a character reaches a Corruption rating of 15, they become unplayable.

Most characters, with the exception of Clerics (and Paladins in the Extra Classes), start without a Hallowed or Corruption rating at all. They are net value 0. Clerics start with a Hallowed rating of 1; they have pledged themselves to either a god or some over-arching philosophy – this graces them. Note that Hallowed and Corruption ratings are opposed: gaining a point of Corruption when you have a Hallowed rating causes you to lose a point from your Hallowed rating instead. It looks something like this:

More Corrupt	Neutral											More Hallowed
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15												

Keep in mind, a Hallowed character can be a murdering sociopath, and a Corrupted character can be a saintly altruist. Good and evil are not what hallowed and corrupted represent. Corruption is staining, folding, and tearing reality, infused into a living being. Hallow is the favor of the gods, becoming more real than others, and at the highest levels, being like a kind of source sustaining creation. Different gods may have different standards for awarding Hallow.

When the referee says you gain a point of Hallow, you either increase your Hallow rating by 1 if you have a rating of a 0 or greater, or you decrease your Corruption rating by 1. The same applies in reverse for gaining points of Corruption.

When the referee says you lose Hallow, you reduce your Hallow rating if it's positive, but you don't gain corruption if you have a rating of 0 or a corruption rating. The same is true in reverse for losing Corruption.

Below are the full rules for Hallow and Corruption.

Hallow Benefits

These are the bonuses a character gets at certain hallowed ratings. There may also be miscellaneous benefits in certain locations.

Hallowed Rating	Benefit
1	Can prepare 1st level Hallowed spells
2	Can prepare 2nd level Hallowed spells
3	Can prepare 3rd level Hallowed spells
4	Can prepare 4th level Hallowed spells
5	Can prepare 5th level Hallowed spells
6	Can prepare 6th level Hallowed spells
7	Can prepare 7th level Hallowed spells
8	Can prepare 8th level Hallowed spells (Clerics prepare them in 7th level slots)
9	Can prepare 9th level Hallowed spells (Clerics prepare them in 7th level slots)
10	Treats Charisma modifier as one higher for all purposes
11	No longer requires food or water
12	No longer requires breath, comfortable in extreme non-magical temperatures
13	Gains +1 bonus to Saving Throws, heals to full for one day of rest
14	Gains ability to fly at movement speed
15	Doesn't Gain Corruption (can lose Hallow, however)

Spending Hallow

In addition to the above effects, a creature has a number of "Hallow Points" equal to their Hallow Rating. They may spend these Hallow points after any die (mostly) is rolled to add or subtract from the die roll. The modifier (positive or negative) is equal to the amount of Hallow Points spent. Hallow Points refresh at the beginning of every game session by default. This rate may be adjusted by your referee.

Hallow can be extremely powerful, particularly when multiple characters use it in conjunction.

Hallow can be lost if the character commits true blasphemy (posing as a false god, for instance), but usually doesn't happen except as a result of gaining Corruption.

There are only a few things Hallow cannot be spent on:

- Initiative Rolls
- Surprise Rolls
- Permanent Character Development Rolls (Hit Dice, Ability Scores, Mutations, etc.)
- Things happening outside the character's immediate presence
- Wandering Monster Rolls

Corruption Mutations

Corruption doesn't nearly have such a neat progression. Instead, for every point of corruption, a character gains a mutation. Corruption ratings of 1 through 6 give a minor mutation, corruption ratings of 7 through 11 give medium mutations, and 12 through 14 give major mutations. At a Corruption rating of 15, the character becomes a Demon.

Minor Mutations

d20 Roll	Mutation
1	The smell of corpses constantly exudes from the character. -1 charisma modifier
2	The character's skin becomes fish-belly white.
3	The character's eyes constantly leak mucousy tears.
4	The character has vivid, horrifying nightmares on the regular. 50% chance to fail spell preparation.
5	The character's skin becomes extremely warty. -1 Charisma modifier.
6	The character's skin becomes thick and leathery, covered in cracks +2 Natural AC, does not stack with armor.
7	Character is plagued by a wracking cough. -1 Constitution modifier.
8	The Character's hair turns an unnatural color (pure white, green, or blue)
9	Character's gums bleed profusely. -1 Constitution modifier.
10	Character's fingernails grow as round, blackened growths with blood vessels in them
11	Character constantly attracts flies, even in unseasonable climates.
12	Character's fingers and toes are webbed +3 speed when swimming.
13	Character's hair and nails grow at massively accelerated rate, a foot a day for hair and an inch a day for nails.
14	Character is constantly covered in yellowish, viscous sweat.
15	Character eyes turn unnatural color (Red, Yellow, or White).
16	Character's skin becomes translucent and veins become highly visible. -1 Charisma modifier.
17	Character vomits without warning every 1d6 hours, vomit contains strange and foreign objects. Character is stunned for 1d6 rounds when this occurs. May save vs poison to 'keep it down'
18	Character is surrounded by an aura of eerie cold. -1 Charisma modifier.
19	Character feels mildly feverish all the time. -1 Constitution score.
20	The whites of the characters eyes are now completely black. -1 Charisma Modifier.

Medium Mutations

d20 Roll	Mutation
1	Character's eyes constantly leak blood. -1 Charisma modifier. -2 Constitution score.
2	Character has horns similar to a ram's. Can be used as melee weapons.
3	Character has an extra finger on each hand and an extra toe on each foot. +1 Dexterity modifier.
4	Character grows two extra eyes on their forehead. -1 Charisma modifier. +2 to saves against blinding effects.
5	Character's knees are reversed in direction. -3 speed.
6	Character hears horrific voices on occasion.
7	Character's nose rots away and shows the skull. -1 Charisma modifier.
8	Character grows an ear on their belly. +1 to saves against deafening effects.
9	Character coughs up live wasps on occasion. They will not sting the character. Wasp swarm counts as HD1 AC10 creature. It is hostile.
10	Character has gills on their neck. Gain water breathing.
11	Character has tail with spade. Gain an extra attack.
12	Character's tongue is like a hand, with fully functioning fingers.
13	Character's teeth are like a sawblade. Bite attacks now deal 1d6 damage.
14	Character has thorns growing all over their body. -1 Charisma modifier. If unarmored, character deals 1 damage per round during grapples.
15	Character has eyes on the back of their hands. +2 to saves against blinding effects; if gloves are worn, eye-hands save automatically.
16	Character has horns similar to a bull's. Can be used as melee weapons.
17	The character's hands constantly leak a noxious liquid (that doesn't harm the character). Coming into contact with the liquid, a creature must Save vs poison or take 1d6 damage. May be collected and stored.
18	The character has sensitive antennae protruding from their forehead.
19	The character has tunnels open and close in their skin that ants crawl out of. -1 Charisma modifier.
20	Character grows 1d3 teeth on their skin each day. May be surgically removed, but take 1 damage per tooth. Surgical tooth removal cannot kill the character. If too many teeth grow, this will reduce charisma modifier.

Major Mutations

d20 Roll	Mutation
1	Character grows extra arm out of their rib-cage. Gain an extra attack.
2	Character's arms and legs have additional bend in them (elbow/knee). +1 Dexterity mod.
3	Character has large but vestigial leathery, bat-like wings. Gain ability to fly.
4	Character has two additional legs and an elongated body, becoming a quadruped. +3 Speed.
5	Character's feet terminate in hooves.
6	Character's blood is acidic, dealing 1d6 damage to things it splashes on. Can be collected & stored.
7	Character has second neck and head that is vestigial and brainless. -1 Charisma modifier. 50% chance critical hits received become non-critical.
8	Character has second mouth on their neck that gibbers insanely. Character may activate at will, causing everyone within 20' to save vs paralysis or be afflicted by Confusion (as per the spell) until the gibbering stops.
9	Character's mouth grows six several feet long tentacles. -1 Charisma modifier. Gain two extra attacks.
10	Character's skin becomes scales, like that of a dragon. Natural AC increased to 16. Does not stack with armor.
11	Character is constantly growing new phalanges and having the old ones rot off.
12	Character hallucinates vividly on occasion. The hallucinations are sometimes useful or prophetic.
13	Character hears several hateful voices at all times. The voices sometimes offer highly critical advice.
14	Character's skull is elongated to twice normal length. +1 Intelligence modifier.
15	Character's skin constantly sloughs off and regrows. -1 Charisma modifier. +3 health regeneration per turn.
16	Character loses all physical characteristics of gender. Can no longer be seduced.
17	Character vomits 1d3 venomous spiders every 1d6 hours. They attack the character's enemies. Spiders are Hp1 AC12, but if they hit, target must Save vs poison or die.
18	Character feels constantly hungry for humanoid flesh. Feasting restores 1d6 hp per pound of flesh eaten.
19	Character no longer has bones but can move normally as well as squeeze between incredibly thin spaces.
20	Character gains unidentifiable internal organs. +1 Constitution modifier.

A character who loses corruption, loses a randomly determined corruption mutation as well. They lose these mutations in order of severity (Major → Medium → Minor).

Transforming into a Demon

A.K.A. So you've hit Corruption 15

When a character hits Corruption 15, they don't gain a mutation. Instead, they transform painfully and gorily into a demon. The demon oftentimes resembles the original creature, but is freakishly twisted, morphed, mutated, and really, really hostile. The player rolls up a new character as this one has become an NPC, and the base character changes into the following ways:

Level and Hit Dice

The Demon has as many hit dice as the base creature has levels or hit dice, whichever is higher. If this would increase the base character's hit dice total, roll the extras and add them to the demon.

Class

If the Demon in question had a class, they keep all class abilities with the exception of Clerics, Paladins, Transcendentalists, and Sages. Because these four classes gain powers from the gods or other divine sources, they get other abilities to replace the old ones.

Cleric, Transcendentalist, Sage: They lose their cleric spell casting and instead gain a number of Corrupt Channeling abilities equal to highest spell level they could cast as seen on the table below. Corruption Channeling abilities that require use count as spells for the purposes of initiative and disruption.

Paladin: Their Smite the Corrupt ability is replaced with an ability called Blackguard's Corruption; whenever they hit with an attack, the damaged creature gains an additional 1d6 points of Corruption, saving throw vs. Corruption negates.

Attacks

The Demon keeps all of the original attacks it had, but also deals 1 point of corruption every time it hits with an attack, saving throw vs. Corruption negates. Attack bonus is recalculated according to Monster Rules.

Special

The Demon gains one special ability on the Demon powers table below for every three hit dice it has, with a minimum of one special ability.

Armor Class

The Demon's Armor Class increases by 2; in addition, if the demon was wearing any armor, this armor is now permanently fused to their flesh except in the case of uncorrupted magical armor, where it sheds off them harmlessly.

Saving Throws

Recalculated according to Monster Rules.

Corruption Rating

Is 15, the highest rating. If the Demon is only there temporarily or a polymorph, counts as Corruption Rating 15 while in that form. Characters turned into Demons are NPC's as long as they are Demons (which is usually permanent).

Demon Abilities

d20 Roll	Ability
1	Spit causes Save vs. Death/Poison or cause Cancerous disease that kills creature in 1d6 days
2	Absorbs happiness and energy of target creature; drain creature's level and creature must Save vs. Spell or be unable to take actions for 1d6 rounds
3	Presence causes dead creatures to reanimate as unintelligent undead after 1d6 rounds of exposure; either 1 HD skeletons or zombies
4	Vomits a Wasp-Spider every round Demon is in combat, see Wasp-Spider below
5	Looks in eyes of target creature; Creature must save vs. Corruption or disappear for 1d6 turns; reappears in place with 1d6 extra corruption
6	If previously didn't possess Flight, gains Flight at Move Speed; otherwise add Move Speed to existing Flight
7	Demon Howls; all creatures that can hear within 100 feet Save vs. Paralysis or can't move for 1d6 rounds
8	Demon gains long range grappling attack (up to 20 feet away), creature successfully grappled by demon takes 1d6 damage per round and must Save vs. Corruption or gain 1 point of corruption; Demon can act normally while grappling one creature
9	Demon may both cast a spell/channel corruption and take another action in the same turn; if Demon has no ability to cast spells or channel corruption, demon instead vomits ball of black ichor in line; Save vs. Death/Poison or take 3d6 damage
10	Demon is Incorporeal
11	Any creature a Demon grabs, must, if still grappled by the next time that Demon acts; make a Save vs. Death/Poison or be swallowed whole and fall into an extra-dimensional hell; that creature is dead.
12	If the Demon is grappling a creature, the creature must Save vs. Corruption or be Charmed by the Demon. The creature is charmed until the Demon is killed or otherwise no longer a Demon.
13	The Demon has 3 additional Hit Dice.
14	Any creature struck in melee or touching the Demon must make a saving throw vs. Death/Poison or begin taking 1d6 damage for 1d6 rounds.
15	The Demon has two additional attacks.
16	Demon may attempt to infest creature it is in melee with; creature must succeed a Saving throw vs. Corruption or be infested by the demon; the demon bodily inhabits the creature. Every day a creature is infested by the demon, they must make a saving throw vs. Corruption or be drained of a level and gain 1d3 points of corruption. If the creature is killed or hits 15 points of corruption while infested; the creature's body disintegrates and they do not become a demon or simply die; the Demon gains hit dice equivalent to the amount of levels drained from the creature. This effect can be prevented by a Protection from Evil, and the infested demon can be forcibly removed with a Remove Curse spell or damaged by the infested creature drinking Holy Water.
17	The Demon gains the ability to shape-shift to resemble creatures of its native race.
18	Demon gains the ability to, as part of an attack, regain in hit points the damage dealt.
19	Demon stares creature in eyes; creature must make saving throw vs. Death/Poison or have their eyes burst into flames and have their eardrums burst and bleed as well as take 1d6 damage.
20	Demon breathes cone of Corrupting substance; all creatures in range must save vs. Corruption or take 3d6 damage and gain 1d6 points of corruption.

Skeleton

Armor Class: 13

Hit Dice: 1d + 1

Attacks: 1 Claw (1d6) -OR- 1 Weapon Attack

Special: Takes half damage from Piercing and Slashing

Move: 12

Wasp-Spiders

Armor Class: 13

Hit Dice: 1d - 1

Attacks: 1 Stinging Bite (1d6 + 1d6 Poison)

Special: -

Move: 12 / 12 (Fly)

Zombie

Armor Class: 13

Hit Dice: 1d + 1

Attacks: 1 Maul (1d6)

Special: Takes no damage from Piercing

Move: 6

Corruption Channeling

d20 Roll	Ability
1	Demon commands single creature of 5 or fewer hit dice; creature must succeed Save vs. Spells or be both charmed by the demon and transformed into whatever sort of creature the demon wishes, as per <i>Polymorph Other</i> .
2	Demon can touch creature and drain one level; this also takes a randomly determined facial feature. If the demon steals all of a creature's facial features, it can wear their face and imitate its voice! Creature that have both their nose and mouth stolen must have a tracheotomy performed or they will die of suffocation. d6 1- Right Eye, 2- Left Eye, 3- Nose, 4- Mouth, 5- Right Ear, 6- Left Ear
3	Demon can steal voice of any creature; creature must save vs. Spells or lose voice for 3d6 Rounds; if creature was casting a spell when its voice was stolen, demon casts spell instead!
4	Creatures lower level than Demon must save vs. Spells to enter area within 10 feet of Demon; Demon can allow creatures in at will.
5	Demon points at armored creature; creature must save vs. Paralysis or have their armor lose half its protective value; demon gains the difference as AC for the next 3d6 rounds (Demon can gain up to a maximum of double the highest value drained). Reduction is permanent for non-magical armor.
6	Demon can hold hostage the souls of the slain! Whenever Demon slays a creature, a face appears somewhere on their body, screaming. Demon can absorb this face at any time to heal a number of hit points equal to the deceased creature's HD.
7	Demon deals additional 1d6 damage on attacks.
8	Demon surrounded by swarm of corrupted insects; any creature entering within 10 feet must Save vs. Corruption every round or gain 1 point of Corruption. Additionally, creatures with 2 hit dice or fewer can't enter the area at all.
9	Demon touches corpse of recently slain creature; it returns to life as a Demon.
10	Demon touches single creature; creature loses all but 1d6-1 (minimum 1) hit points and must Save vs. Corruption or gain 1d6 points of Corruption.
11	Demon tears hole to extra-dimensional hell in reality; A tiny 1 hit die Far Demon pours out every round. The demon may tear this hole in a 15 foot radius around a creature, trapping them, or may use it to cover a portal of up to 30 feet in diameter. Creatures that enter this portal are effectively dead.
12	Demon causes hellish storm to erupt over the area; rains of blood and acid hail is not uncommon.
13	Demon speaks blasphemy; all creatures who can hear must save vs. Corruption. Those who fail encounter different effects based on their hit dice. <i>4 HD or fewer</i> : Slain instantly. <i>7 HD or fewer</i> : Paralyzed for 1d6 Turns, and gain 1d6 Points of Corruption, <i>11 HD or fewer</i> : Slowed for 2d6 Rounds, gain 1d3 Points of Corruption. <i>12 HD or More</i> : Deafened, have -2 to hit for 1d6 Rounds, and gain 1 point of Corruption.
14	Demon constantly grows new flesh; heals 1/10th of their maximum hit points every round.
15	No Magic can harm the Demon's flesh; magical weapons are treated as normal against the demon. Hallowed spells work normally, however.
16	Demon confounds the senses, fills the eyes and mind with lies; for every spell cast and every attack aimed at the demon, there is a 1 in 6 chance that a random ally of the attacker is targeted instead.
17	Demon gains a +1 to all d20 rolls for every round it has been in combat; all creatures fighting it have a -1 to all d20 rolls for every round they've been fighting the demon. This lasts until combat ends or the Demon is slain.
18	Demon causes fissure to form; fissure is 60 feet long and 5 feet wide forms and rotted hands begin to grasp at creatures nearby. Any creature standing in the area must save vs. Paralysis every round or be pulled into the fissure; dropping 70 feet and Saving vs. Corruption at a -4 or taking 1d6 points of Corruption.
19	Demon points at weapon; it begins to burn with Corrupted Flame that doesn't damage the material. Creature holding takes 1d6 damage and must Save vs. Corruption or gain 1 point of corruption every round they hold the weapon. This doesn't affect Artifact weapons.
20	Demon touches creature; creature must Save vs. Corruption or instantly gain 30 Corruption.

Skill Training Rules

Players may train their characters in skills that can aid them in special situations. These skills are not meant to replace gameplay with rolls, but merely to provide a way to increase a character's aptitudes in abstracted scenarios where other mechanics do not improve a character's ability to perform. **Starting characters may begin with free skills based on Intelligence** (as shown in Intelligence Table on pg.4).

Skills must be trained at the Journeyman level before they can progress to Expert, and skills must be trained at the Expert level before they can progress to Master.

Training Costs:

Journeyman Skills: 2,000gp & 2 weeks.

Expert Skills: 5,000gp & 4 weeks.

Master Skills: 10,000gp & 8 weeks.

Alchemy: Allows a character to brew potions, and at higher ranks gives them a chance to produce an extra dose when brewing up a potion. A character can only create a potion for the spells they know, and will cost them $400gp \cdot 2^n$ where 'n' is the spell level of the spell being put into the potion. Potions can be used by anyone who can drink them. The Alchemy skill also governs poisons.

Journeyman: Allows brewing of known spells into potions.

Expert: 1/6 chance of producing a 2nd potion when creating a potion.

Master: 3/6 chance of producing 2nd potion when creation a potion.

Potion Identification: The Alchemy skill also permits potion identification, but this takes an hour of research in the alchemist's lab, and the accuracy depends on the alchemist's skill level. The referee rolls the accuracy die in secret, and if the Alchemist fails to identify the effect, the referee may tell them that the potion has a different effect: **An alchemist may only attempt identification once per potion.**

Journeyman: 3/6 rate of accuracy.

Expert: 5/6 rate of accuracy.

Master: 100% rate of accuracy.

Potions are mystical things, and their makers can be devious or wicked fellows. An alchemist may consult a fellow alchemist to verify their own assessment.

Arcana: Allows the character to identify the magic effects on an item or other object after a careful day of study. The identification is a hands-on activity, but a skilled Arcanist is granted a saving throw vs spells to resist the effects of a cursed item. The referee rolls the accuracy die in secret, and if the Arcanist fails to identify the effect, the referee may tell them that the magic item has a different effect. **An Arcanist may only attempt identification once per item until they become better at the skill or gain a level.**

Journeyman: 3/6 rate of accuracy.

Expert: 5/6 rate of accuracy.

Master: 100% rate of accuracy.

Mysterious ancient objects can be difficult to decipher and understand, so the paranoid Arcanist is permitted to consult another Arcanist to verify their own assessment.

Armor/Weapon Crafting: This encompasses two skills that relate to creating weapons & armor. It takes 1d6 days to craft a basic item, 1d6+2 days to craft an item with a quirk, and 2d6 days to craft a Master-craft item.

Journeyman: Able to create the basic weapon/armor you can find in the shop. Enables repair of such items, at the cost of 1d6 days.

Expert: Able to create weapons/armor with an additional quirk, such as a shield spike, a suit of armor that weighs 1 stone less, or a sword that doubles as a crowbar.

Master: Able to create Master-craft weapons/armor that provide a non-magical bonus to AC or attack, in addition to the quirk. For instance, you could have Master-craft Plate Armor that increases AC to 17 instead of 16, or a +1/+1 non magical sword. Some quirks may be powerful enough to require a Master to create them, such as the crossbow with an extra attack. A Master-craft item may also have 2 quirks instead of a master-level enhancement.

Other crafts will follow similar guidelines.

Beast Mastery: Normally, a character can only have animals whose combined hit-dice do not exceed that character's level. Beast Mastery allows a character to control more powerful creatures, and be able to train those creatures to perform more complex tasks.

Journeyman: Bonus of +1 to animal HD capacity.

Expert: Bonus of +2 to animal HD capacity, and animals understand all basic commands.

Master: Bonus of +4 to animal HD capacity, and animals can understand more advanced commands such as "pull that lever" or "hold onto this rope and don't let go".

Take a look at the Town Improvement Guide for Kennels upgrades for more exotic beasts to hold mastery over!

Language: Treat each language as a Journeyman skill, which can be taken multiple times.

Lockpicking: Gives a character an advantage when picking locks. Some locks will be higher quality, which only those with the lockpicking skill will be able to unlock.

Journeyman: +1 to lockpicking checks.

Expert: +2 to lockpicking checks.

Master: +3 to lockpicking checks.

Magic Item Creation: Gives the character an advantage during magic item creation. Multiple people with this skill can contribute, but only 1 person per Rare Magical Component being used.

Journeyman: +10 to rolls on Magic Item Creation table.

Expert: +20 to rolls on Magic Item Creation table.

Master: +30 to rolls on Magic Item Creation table.

Scroll Creation: No skill training required; if you know a spell, you can put it onto a scroll for the cost of spell duplication. Note that a "read magic" spell is required to use a scroll.

Sleight of Hand: Grants a character greater ability to do subtle maneuvers, the most obvious example of which would be pickpocketing.

Journeyman: +1 to sleight-of-hand checks.

Expert: +2 to sleight-of-hand checks.

Master: +3 to sleight-of-hand checks

Tracking: Sometimes when pursuing a foe, the trail can be lost. A character with the tracking skill has a chance to pick up on subtle hints that can guide the party towards their quarry. The better trackers are more likely to pick up on the most subtle of hints.

Journeyman: 3/6 chance to discover a sign.

Expert: 5/6 chance to discover a sign.

Master: Will always discover signs.

Make Your Own Skill: Consult your referee for this process; a created skill may provide a character with a more focused way to improve on a specific skill, such as persuasion, lovemaking, or surfing. These skills will **not** improve something that is combat or experience related, such as a grapple skill or giving the character extra hit points. No real limits to this, but always remember, **your skills die when you die.**

Construction Rules

Constructing a building is a process that goes through several steps. First, the shape and size of the building is decided upon. Then, it is split into 10x10x10 foot cubes. A structure's Structural Hit Points (SHP) is equal to its total number of cubes; this value may be modified by material or building quality.

Step 1: Materials & Costs

See below table for Monetary & Time cost per cube, as well as SHP Modifiers:

Base Material Cost & SHP			
Material	Cost	Time to build floor	SHP Modifier
Primitive*	20 GP	10 days	-50% SHP
Wood	70 GP	20 days	-
Clay Brick	100 GP	30 days	+25% SHP
Stone	120 GP	40 days	+50% SHP
Steel	480 GP	120 days	+200% SHP

*Primitive can refer to a variety of materials, such as thatch, mudbrick, twigs, wattle & daub, etc.

*No Matter how shoddy a building, it's structural hit points are always at least 1. It may fall over like straw if attacked, but it'll stand until then.

The price of required laborers/architects/logistics is wrapped up in material cost. Normal doors, stairs, and walls are also included in this cost. Materials are assumed to be purchased. Harvesting material on-site may change the cost in gold and time, as the referee determines.

Materials may be up to 50% cheaper or more expensive depending on material scarcity, as determined by referee. Building a wood temple in a desert would be 50% more expensive, for example. Remote wilderness structures may also suffer a cost penalty.

An additional 25% is added to the material cost for every story the building has **above 2 stories**. So the 3rd story costs 25% more, the 4th costs 50% more, etc. $((Floor\ Number + 2) \times (25\%\ Material\ Cost)) = Total\ Cost$ for each floor above 2 stories. Additional floors that would be calculated to have 0 SHP or less can't be built.

Step 2: Fortification & Structural Integrity

A structure may be partially or fully fortified to increase its SHP at a cost. Taller structures may also suffer an SHP loss due to their shape. See table below for additional SHP & cost modifiers:

Structural Hit Point Modifier		
Condition	Modifier	Cost Change
Cheap	-50% SHP	-25% gp/days
Basic	-	-
Reinforced	+50%SHP	+50% gp/days
Fortified	+100% SHP	+100% gp/days
Taller than it is wide	-25% SHP	-

Step 3: Rushing Construction (Optional)

Is construction going too slowly for you? You may rush construction by throwing more money at the problem. See table below:

Speed	Cost Increase
Normal	-
Double	+100% gp
Triple	+250% gp
Quadruple	+450% gp

Step 4: Furnishing Quality

You may also furnish a structure to make it livable for followers. An unfurnished structure cannot house followers, and more luxuriously furnished structures attract followers quicker.

Furnishing Level	Cost per Cube	Followers
None	-	None
Basic	10 gp	-
Comfortable	25 gp	+1d6/month
Luxurious	50 gp	+2d6/month

* * *

Excavation

Dirt/Gravel/Sand ¹	10' Cube	30 gp	10 days
Stone ²	10' Cube	180 gp	20 days

1: The depth of such material varies by region.

2: Per cube excavated, 1/100 chance of hitting a cavern which may complicate or ease excavation.

Miscellaneous Structures

Item	Dimensions	Cost	Time
Wood fence	10' length	10 gp	5 days
Palisade	10' length	50 gp	25 days
Ditch	10' length, 10' wide, 5' deep	20 gp	10 days
Abatis	10' length, 3' wide	20 gp	10 days
Stone curtain wall	10' length, 10' thick, 20' tall	400 gp	100 days
Reinforced door	1 (5') panel	40 gp	2 days
Secret Door	1 (5') panel	150 gp	10 days
Portcullis	10' wide/tall	600 gp	15 days
Drawbridge	10' length, 10' wide	800 gp	20 days

Sample Buildings

Building	Furnishing	Fortification	SHP	Material	Dimensions	Cost	Time
Mud Hut	Basic	Cheap	1	Primitive	10'x10'x10'	25 gp	10 days
Timber Longhouse	Comfortable	Basic	2	Wood	20'Lx10'Wx10'H	190 gp	20 days
2 Story Wood Building	Basic	Basic	1	Wood	10'Lx10'Wx20'H + Cellar	170 gp	50 days
5 Story Stone Tower	Comfortable	Basic	43	Stone	30' Diameter x 50'H	6335 gp	200 days
Great Keep (4 Story)	Luxurious	Fortified	502	Stone	80' Diameter x 40' H	67920 gp	320 days

Follower Rules

Ask "What are your followers following? You? Your god? Why are they following that?" The answer will determine what sort of followers you'll attract: Fighter Recruits, Clerical Lay Clergy, or Mage Apprentices. Perhaps a mix.

Player Designates a furnished building they own as a Headquarters (HQ) whose size must be at least 30 cubes.

Every Month, beginning from the month that designation happens, roll for followers that come to join

- Add/Subtract Charisma Modifier to followers that join this month.
- Add 1d6 followers for every furnishing quality level above Basic.
- Add 1d6 followers if the HQ's architecture is unique or excellent in some way (Cathedrals, Castles, Or simply unusually beautiful.)
- Add 1d6 followers for every major claim to fame the PC has (Must be something that civilization would know about)

Subtract these dice before rolling

- Subtract 1d6 followers if HQ is in a dangerous area and not fortified.
- Subtract 1d6 followers for every major claim to infamous treatment of followers the PC has (Things like using them as cannon fodder, slaughtering them for fun, not feeding them, etc.)
- Note: If your total d6 rolls are negative, **you lose followers.**

The maximum # of followers your HQ may house is equal to the HQ's # of cubes, while still having a functional base.

These followers are all 0th-Level nobodies (Recruits, Lay Clergy, Apprentices who have yet to learn their first spell, etc.)

They serve willingly without pay, but require food and housing; excess followers simply need to be turned away or leave after sleeping outside a few nights

Room/Board upkeep is 4 gp per Month per Follower.

Follower Equipment

Followers Come Equipped (They can be re-equipped at the expense of the PC):

Fighter Recruit: One Weapon, Light Armor & Shield.

Clerical Lay Priest: One Weapon, Wooden Holy Symbol, +1 to Morale.

Mage Apprentice: Spellbook with Random 1st Level spell they have a 50% chance of successfully casting (Further 50% chance of a random effect on spellcast failure.)

Followers can be useful for certain functions. They can be used as guards for the Player's domain. They can go on errands or quests. Mage apprentices may assist in research or spell testing. A select few may even acquire levels, and serve as the player's **lieutenants**.

Lieutenant Followers

Once the Player's HQ has acquired 50 followers, a leveled Follower will become the Player's 1st Lieutenant. This Lieutenant is ½ the Commanding Player's Level, and may be taken on adventures, but cannot exceed half the Player's level. This Lieutenant and other Lieutenants will level as the player levels.

Further Lieutenants are earned for every additional 50 followers that join, but these Secondary Lieutenants are only ¼ the Commanding Player's Level. They may be taken on adventures as well.

If a Lieutenant Dies, the second most senior Lieutenant will gain 1 level per month until they are at ½ the Player's Level, as they become the First Lieutenant. Once they reach this level, the following month, a fresh Secondary Lieutenant will be recruited, and an additional one will be gained each month until the Player's Lieutenant cap is reached (Follower count divided by 50).

If a Lieutenant dies in a particularly regrettable or avoidable manner, followers may lose morale and desert.

Kingdom Building & Domain Management

Domains are claimed when an individual or organization is able to enforce their claim over an area.

Families have an average of 5 members (roll 2d3+1 if important to know exact total)

Starting Families

Type	6 Mile Hex
Civilized	7d6 × 10
Borderlands	7d6 × 5
Wilderness	4d6 × 5

The number of families can increase/decrease on a monthly basis or in response to factors. See the **Gaining/Losing Families** section for details.

Maximum of 500 Families per 6-Mile Hex; Cities & Towns may hold more.

Wilderness Domains that reach 120 families per 6 Mile Hex becomes Borderlands

Borderlands Domain that reaches 250 families per 6 Mile Hex becomes Civilized

Total Land Value

The basic Land value is 35gp per Family (represents Hunting, Timber, Fishing, Farming, Mining, Trade, etc.).

The value ranges between 0 and 60gp per family. This value may vary by terrain type, as adjudicated by Referee. This value may also be temporarily or permanently changed in response to factors such as monster threats, severe banditry, new resource exploitation techniques, etc. It is advisable to split areas of differing value into different taxable 'counties' for sake of ease.

This value is per county, not individual hexes. When a portion of a region has a different value, it is then treated as another region.

City Establishment

Once the countryside of a region is nearly full, it is likely that a City will naturally establish itself as the legal & economic center of the region. Whatever Hex the city occupies will no longer be considered as 'civilized land' hex but as a 'city' hex. Excess population will congregate here, but they will (initially) produce less income per family than the resource extraction economy of the surrounding lands.

A city serves as the central focus of its host region, but its influence is limited to a radius of 12 6-mile hexes. A range beyond that will be considered another region.

A city's value differs from the region it is in. The basic starting city value is 20gp per family, which represents the average monthly income. This value may increase/decrease in response to various factors just like land, but as the upper limit on population is much higher, cities will attract far more investment than the surrounding hexes. It behooves the players to solve the city's ills, for glory & profit.

Cities are special things that develop their own culture, so there is no set path for city development. This will depend largely on the referee for the aesthetics, but the value of the city may increase or decrease in response to player actions; this gives you potential quest hooks. When it comes to Pure Mechanics, cities are little more than a GP value, and a # of families; if a City Sim isn't interesting to you, don't over-complicate it.

Garrison Costs

Professionally trained & equipped Guards cost 20gp/mo. It can be assumed their equipment is taken out of their paycheck. Guards are useful for domestic tasks, but cannot function as part of a military and will be ineffective against an invasion force. A proper military may also contribute to a region's security. See **Military rules below for an in-depth look at units & costs.**

Tax, Tithe & Revenue Collection

Finally, profit.

Multiply the # of families by the County or City's value to determine taxable wealth. Wealth can be taxed in the following amounts: 0%, 10%, 20%, 50%, 100%. 20% is the average tax, and the other values incur morale gains or losses, which will impact growth and other factors. See **Domain Morale** for details.

Gaining/Losing Families

Depending on desirability factors of your domain, you will gain or lose an amount of families each month. Assess **Domain Morale** to determine how many d6's to roll **per 500 families** for determining population change. If there are fewer than 500 families, roll as if there were 500.

Each population gain/loss roll is **per county or city**; you cannot relocate populations with ease, they must be coerced or incentivized in some way, which may present its own special challenges.

Domain Morale

-4: **Outright Rebellion**, good luck holding on to your power. No Families Gained, 4d6 families lost per 500, can't collect taxes. Bandits are everywhere.

-3: **Defiant**. Tax gain halved, 3d6 families lost per 500. Banditry is common.

-2: **Turbulent**. 2d6 families lost per 500.

-1: **Demoralized**. 1d6 families lost per 500.

0: **Neutral**. No families gained/lost.

+1: **Content**. 1d6 families gained per 500.

+2: **Loyal**. 2d6 families gained per 500.

+3: **Stalwart**. 3d6 families gained per 500.

+4: **Fanatic**. 4d6 families gained per 500.

New Colony Optimism

1 - Wilderness (+2 Domain Morale) *Free land for those willing to work it!*

2 - Borderlands (+1 Domain Morale) *Ripe opportunities remain!*

3 - Civilized (No effect on Domain Morale)

Realm Edicts & Decrees

Taxation

1 - Tax-Free (0% Tax, +2 Domain Morale)

2 - Light Tax (10% Tax, +1 Domain Morale)

3 - Normal Tax (20% Tax)

4 - Heavy Tax (50% Tax, -1 Domain Morale)

5 - State-Controlled Economy (100% Tax; -2 Domain Morale)

Enslavement

1 - Slavery Illegal (+1 Domain Morale)

2 - Few Serfs, Slaves 10% Population

3 - Many Serfs, Slaves 25% Population (-1 Domain Morale, Extra 1 gp earned per month per family)

4 - Many Serfs, Slaves 50% Population (-2 Domain Morale, Extra 2 gp earned per month per family)

5 - Lots of Serfs, Slaves 75% Population (-3 Domain Morale, Extra 3 gp earned per month per family)

Security

1 - Less than 1 Troop per 20 Families (-3 Domain Morale, Higher Chance of Invasion)

2 - Less than 1 Troop per 10 Families (-1 Domain Morale, Higher Chance of Invasion)

3 - 1 Troop per 10 Families

4 - 1 Troop per 5 Families (+1 Domain Morale, Lower Chance of Invasion)

5 - 1 Troop per 2 Families (+2 Domain Morale, Lower Chance of Invasion)

Religion

1 - Enforced Atheism (-2 Domain Morale)

2 - Anti-Theistic Sentiment (-1 Domain Morale)

3 - Normal

4 - Common Cultural Religion (+1 Domain Morale if Ruler Shares, -1 Domain Morale if Ruler doesn't)

5 - Church-State Complex (+2 Domain Morale if Ruler Acts in Accordance, -3 Domain Morale if Ruler doesn't)

Chris: This isn't meant to imply anything. This assumes a world where deific beings are proven to exist and regularly act.

Sometimes, an area with existing systems may be conquered, so some edicts may already be in place, or perhaps there'll be an awful religion that needs stamping out. Existing circumstances may affect Domain Morale as well as the previously enacted items.

Military

Military Units that enforce your will in realms domestic & foreign are organized into squads of soldiers. These Units mechanically function as a single creature, and when defeated, the entire Unit is wiped out. If a Unit survives combat, the damage they received is abstracted as wounds distributed amongst the soldiers, or perhaps 1 or 2 died who can be locally replaced by the squad sergeant. Assume each Unit has 10 members.

Recruiters must be hired to find individuals and organize them into squads. Recruits cost 200gp/month, and are able to recruit 1 squad of choice per month.

Military Unit upkeep is **twice as expensive** when at war or stationed in the wilderness. This is to simulate the supply lines needed to keep soldiers supplied with necessary equipment and fresh soldiers. Units in the homeland are paid at the price listed below. **A Unit that is cut off from supply lines cannot heal.**

Squads of soldiers come in several types that afford certain advantages. The advantages come in speed, armor, range, and affordability.

Unit Type	Monthly Cost	Armor Class	Speed	Range	Special
Light Footmen	200gp	14	12	-	
Heavy Footmen	300gp	18	9	-	
Archers	500gp	12	12	50yds	Extra attack
Crossbowmen	600gp	14	12	60yds	Bonus damage
Longbowmen	700gp	12	12	70yds	Extra attack
Light Horsemen	800gp	14	24	-	
Medium Horsemen	1400gp	16	18	-	Immune to Extra Attacks vs. 1 HD creatures
Heavy Horsemen	3600gp	18	15	-	Immune to Extra Attacks vs. 1 HD creatures
Siege Engineers	1500gp	10	6 (With Siege equipment)	-	Operate Siege equipment. Can sap defenses.

Expanded Stats are listed below; each unit is treated as 1 target.

If you wish to combine 2 of the above, for instance Light Horsemen+Archer, you may do so by combining their pay.

UNIT STATS

AIM refers to bonus to d20 attack rolls. *Dmg* refers to the amount of damage a successful hit causes.

Light Footmen

Hp35 AIM8 AC14 SPD12 Dmg12
Light Armor + Shield + Sword/Spear

Heavy Footmen

Hp40 AIM8 AC18 SPD9 Dmg12
Heavy Armor + Shield + Sword/Spear

Archers

Hp35 AIM8 AC12 ATT#2 SPD12 Range50 Dmg12
Light Armor + Shortbow + Shortsword

Crossbowmen

Hp35 AIM8 AC14 SPD9 Range60 Dmg24
Medium Armor + Crossbow + Shortsword

Longbowmen

Hp35 AIM8 AC12 ATT#2 SPD12 Range70 Dmg12
Light Armor + Longbow + Shortsword

All soldiers assumed to carry an extra dagger.

Light Horsemen

Hp50 AIM8 AC14 SPD24 Dmg18
Light Armor + Lance + Sword

Medium Horsemen

Hp50 AIM10 AC16 SPD18 Dmg18
Medium Armor + Lance + Sword

Heavy Horsemen

Hp50 AIM12 AC20 SPD15 Dmg18
Heavy Armor + Lance + Shield + Sword

Siege Engineers

Hp35 AIM8 AC10 ATT#2*
 SPD6 with siege equipment, 12 without.
 ATT# relies upon equipment being fired.
 Each Siege Unit may handle 2 pieces of siege equipment that must be provided separately.

UNITS BELOW 10 HEALTH MUST ROLL MORALE OR FLEE

Special Rules for Unit Combat

Initiative: In war situations involving opposing units, attacks are made simultaneously in 3 rounds: Spells, Ranged, Melee. Spell-caster's attacks go off at once, then Ranged units act, then melee. 2 Units may annihilate each other in one round.

Spells: Units do not roll saving throws. Against a spell like fireball, the damage is dealt to the unit as a whole, not against individuals. Against a spell like sleep, the amount of soldiers who fall asleep deduct from the unit's Hp, 1d6 per soldier HD put out of commission. Medium Horsemen are considered HD2 and Heavy Horsemen HD3.

Unit Damage Dealing: If a unit is engaged in combat with multiple individual opponents, the damage a unit deals is special in two ways: 1) If the first target of the unit's attack dies, the remaining damage is carried over onto the second target. 2) If the unit is fighting multiple targets, the unit's damage is split between those targets. Of course, if a unit is fighting one man, all the damage gets piled onto that man.

Spellcasters: Operate as individuals, but may be assigned to a Unit which will protect it. That caster becomes vulnerable when the Unit dies or routes. **If a unit dies, any leftover damage is dealt to the Spellcaster.**

Fighter extra attacks apply when attacking Units, except for medium or heavy horsemen. Thus, a Fighter attacking a Unit of Light Footmen can have up to 10 attacks depending on their level, but the unit will not die until it hits 0 Hp.

Merchant Ship Voyages

Sometimes, you may find yourself with an awful lot of mundane goods on your hands, or you may want to do some gambling. In either case, you may export resources overseas, and attempt long-term trading.

You need a ship to send out and at least the minimum crew to man it. Keep in mind that with a minimum crew, if something happens to some of them, you may never see the ship again.

Ships

Ship Type	Sailing Speed	Rowing Speed	Minimum Crew	SHP	Cargo (in Tons)	Cost
River Galley	24	18	20	12	50	4,000 GP
Riverboat	24	18	16	6	10	1,000 GP
Sailboat	24	–	1	5	3	6,000 GP
Cog	48	–	20	20	150	15,000 GP
Sloop	60	–	10	15	90	15,000 GP
Cutter	72	–	20	27	190	45,000 GP
Longship	24	18	75	15	40	30,000 GP
Caravel	72	–	35	25	100	39,000 GP
Carrack	48	–	82	34	685	48,000 GP
Barque	48	–	120	92	120	45,000 GP
Galleon	48	–	150	104	150	60,000 GP
Line Ship	72	–	180	128	220	150,000 GP
Brig	72	–	45	42	250	90,000 GP
Corvette	96	–	84	51	270	135,000 GP
Frigate	72	–	84	60	610	180,000 GP
Kai Fire Ship	48	24	80	40	250	140,000 GP
Armored Battleship	24	18	240	252	210	300,000 GP

Ships listed are without weapons or other implements of War. Kai Fire Ships are Fire-proofed.

Each crew-member and other person on board needs 1 ton of cargo space for food for each voyage (Don't worry about paying for this, it's included in their monthly cost).

All of the items below are 1 Ton of Cargo. All living things have food included in their price.

Item	Price
Armor & Weaponry	1450 gp
Black Pepper	125 gp
Cardamom	75 gp
Cattle	100 gp
Cinnamon	450 gp
Cocoa	500 gp
Common Alchemical Reagents	36000 gp
Fire Oil	290 gp
Iron Ore	1000 gp
Lantern Oil	145 gp
Rubber	135 gp
Salt	5 gp
Slaves	280 gp
Silk	2500 gp
Soybeans	25 gp
Sugar	30 gp
Turmeric	4500 gp
Uncut Gemstones	14400 gp
Uncut Precious Stones	1450 gp
Wool	200 gp

Voyages take 2d6 Months; all cargo is sold at the port for 70% + d% the cost of purchase.

Instructions can be sent to purchase more Cargo (of a different variety) after offloading, buying cargo that sells more expensive in their port of origin.

70% + d% is the cost of any such item; all these will be rolled when necessary.

Ship will return to their point of origin with new cargo where it can be sold at the prices listed on the table.

Mishaps at Sea

While at sea, there's a 1 in 6 chance of a mishap occurring during the voyage. When a Mishap occurs, roll on the following table.

d6	Mishap
1	Shipwreck! Ship, cargo, and crew lost.
2	Pirates! Cargo stolen, 1/4th crew lost.
3	Ship damaged! Ship takes 1d6 SHP
4	Ship damaged! Ship takes 2d6 SHP
5	Ship damaged! Ship takes 3d6 SHP
6	Mutiny! Ship lost, cargo stolen.

Town Improvement Guide

Alternative to Character Development, such that new level 1 characters have boons to reinforce high level play.

Does your town suck? Did your referee dump your sorry ass on the frontier, where amenities are thin, and prospects are sparse? Well fret no longer my dear adventurer, for you can now (with aforementioned ref's approval) invest in your town to transform it from a hole-in-the-ground to a thriving city complete with steamworks and grumpy wizards!

Acquiring Improvement Points: For every 1gp worth of treasure brought back to town, 1 point is gained. This is NOT money spent. Points can also be boosted by purchasing them with gold, 1gp for 1 point.

Town Population: The town grows as more treasure flows through it. For every 100 points acquired, the town population grows by 1; town population grows by 1% of points earned. Alternatively, every 50 Improvement Points directly invested increases population by 1. As population grows, so does the experience of new recruits: **New character starting exp is 10% of town population.** So in a city of 50,000 starting exp is 5000, or level 3 for fighters. *Only use this mechanic if the starting town size is small, less than a thousand. Unforeseen events may cull the population, thusly you are incentivized to protect those hapless commoners.*

How to Use Improvement Points: Improvement points can be spent on ranks for upgrades around the town. Ranks MUST be purchased in order, your tinker can't figure out electricity before steam unless some really weird stuff happens.

Rank Level	Point Cost
1	10,000
2	25,000
3	50,000
4	100,000
5	250,000

Rank unlocks the upgrade specified. **Sidegrades** are available if the points for the same rank are spent twice; for instance more dogs can be made available at the Kennels by getting the Rank 1 upgrade a second time.

Town Improvements

CAROUSING – Invest in your party machine to host bigger and better parties! Each rank unlocks a new carousing option. Game begins with Rank 1 unlocked.

- **Rank 1:** d10×100 GP, saving throw vs poison as normal.
- **Rank 2:** d10×250 GP, -2 to saving throw.
- **Rank 3:** d10×500 GP, -4 to saving throw.
- **Rank 4:** d20×500 GP, -8 to saving throw.
- **Rank 5:** d20×1000 GP, -10 to saving throw.

CHEMIST – Allows for a proper non-magical chemist to set up shop, who will make more complex chemicals available, such as potent acids. Further ranks will enable the chemist to produce more potent and complex compounds. The chemist can also identify and reproduce discovered chemicals. Below are some examples of what can be produced at each rank.

- **Rank 1:** Grants access to simple or weak formulas, such as superglue that hardens in one round for 15gp.
- **Rank 2:** Grants access to better equipment which allows production of slightly more powerful concoctions, such as Acid Vials worth 50gp, which can be used to melt metals or to deal 1d6+1 damage.
- **Rank 3:** Special equipment allows the chemist to utilize ultra-cold liquids to produce Cryo-Bombs. 150gp each, deal 2d6 cold damage in a 10' radius.
- **Rank 4:** New studies and equipment allow nitroglycerine production in a separate building. Each “stick” may be purchased for 300gp, and deal 5d6 damage (or 1d6 structural damage) in a 10' radius.
- **Rank 5:** Ultra-sensitive equipment and bleeding-edge formulae allow the chemist to synthesize minute amounts of Botulinum Toxin Type H – The most lethal known substance. A single drop the size of a pinhead costs 5,000gp, but if it is injected, the target must save vs poison with a -12 or drop dead after being stunned for 1d6 rounds.

CLERICAL TEMPLES – A temple of a specific religion is established, and will attract and train its own clerical force. These clerics can be hired for the duration of a mission. If the cleric doing the hiring shares the religion, or if the mission's objectives aligns with that religion's objective, the cleric may be hired at half price. The Clerics will assist with spells and fighting, but will preserve themselves, for they may flee a reckless or threatening group and deliver their report. A rank may be purchased twice to make more clerics available for hire, or to replenish lost clerics.

- **Rank 1:** 5 Clerics of the 3rd level are up for hire, for 700gp.
- **Rank 2:** 5 Clerics of the 5th level are up for hire, for 2000gp.
- **Rank 3:** 5 Clerics of the 6th level are up for hire, for 3500gp.
- **Rank 4:** 5 Clerics of the 7th level are up for hire, for 7000gp.
- **Rank 5:** 5 Clerics of the 12th level are up for hire, 15,000gp.

At Rank 5, temples grow large enough to wield considerable political influence in the region.

DEFENSES – Invest in the town's defenses, for all the obvious benefits of safety that will bring. Most towns will start at rank 1 with a thin guard force and incomplete walls.

- **Rank 1:** Basic Guard force! 1 guard per 100 citizens (HD1 AC14 wield spears, crossbows.) This rank may need to be repurchased if they are wiped out.
- **Rank 2:** Basic wall. Generally constructed of whatever material is available, whether that be logs or rubble. Gates are just big ramshackle doors. These walls keep the town a little safer.
- **Rank 3:** Three wall-mounted weapons such as ballistae or onagers are installed and manned for purposes of siege defense. May be purchased multiple times.
- **Rank 3:** A small, elite force. 1 per 500 citizens. (HD5+5 AC18 SPD9 ATT#2 xtra1Dmg. Wield shortbows & sword/spears + shield.) This rank may be repeatedly purchased to gain more soldiers or replenish those lost.
- **Rank 4:** A cadre of 10 4th level magic users who defend the city. May be purchased multiple times.
- **Rank 5:** Walled City, complete with gatehouses, towers, moats.
- **Rank 5:** A unit of five 7th level magic users who defend the city. May be purchased multiple times.
- **Rank 5:** A stronghold is constructed for the local rulers. Hopefully that's the players by this point.

DRUGS – Gain access to fascinating substances with fun and useful benefits at the risk of addiction.

- **Rank 1:** May purchase Smokeleaf for 1gp, or Flake for 5gp.

Smokeleaf: A widely cultivated herb that is most commonly rolled up and smoked to make you blissfully mindless. Not addictive.

Flake: A flakey substance which can be smoked to induce euphoria and pain suppression. Highly addictive.

- **Rank 2:** May purchase improved version of flake, Yayo for 20gp, as well as the ‘Wake-Up’ stimulant for 80gp.

Yayo: A fine white powder snorted to induce a euphoric high and pain suppression. A stronger, less addictive version of Flake.

Wake-Up: A small orange strip that dissolves right into the tongue. This is a powerful stimulant which grants a significant speed boost, and true to its name, wakes up unconscious individuals and removes the need for sleep. Moderately addictive.

- **Rank 3:** May purchase the combat stim ‘Go Juice’ for 100gp.

Go-Juice: Synthesized by the chemists of Glasskeep to enhance warriors on the battlefield, blocking their pain and increasing their combat abilities. Moderately addictive.

- **Rank 4:** May purchase the eye-opener ‘Cosmium’ for 800gp.

Cosmium: *A dimension-straddling fruit refined into a sparkling blue powder. Can be snorted to open your third eye, granting a glimpse of cosmic truth and granting the use of an additional spell. Slightly addictive.*

- **Rank 5:** Gain access to the devil's bargain, 'Luciferium' which costs 2,400gp. Only 1d6 doses of this rare drug are available each week. (Rank 5 may be unlocked multiple times to increase the available luciferium by 1d6 per week per rank.)

Luciferium: *A mysterious extra-planar drug that operates on unknown principles, that permanently boosts a person's body to tremendous levels, granting strength, endurance, speed, and regeneration – even limbs and missing organs will grow back. But there is a price – This devil's bargain is completely addictive, and without a weekly dosage, the user will go into a berserker rage for a time before expiring. There's no going back.*

DUNGEON MESHI – *A skilled and adventurous chef who will turn exotic dungeon creatures into exotic meals. He refuses to cook up the same creature twice, unless it's something marvelous like a dragon. Each rank unlocks options for bigger and healthier meals that may over-heal when consumed. The amount of meals an exotic monster can be cooked into is that monster's HD divided by the rank of the meal. Each meal weighs 1 stone.*

- **Rank 1:** May create meals that restore/overheal 1d6+2Hp
- **Rank 2:** May create meals that restore/overheal 1d6+5Hp
- **Rank 3:** May create meals that restore/overheal 2d6+2Hp
- **Rank 4:** May create meals that restore/overheal 2d6+5Hp
- **Rank 5:** May create meals that restore/overheal 3d6+2Hp

INN – *Better and bigger beds, hospitality and relaxation. With better facilities, adventurers recover stamina quicker and have a stamina boost at the beginning of the day. Starts at Rank 0.*

- **Rank 1:** Heal 2hp/day instead of 1; Well-rested bonus of 2 temporary Hp.
- **Rank 2:** Heal 3hp/day; Well-rested bonus of 3 temp Hp
- **Rank 3:** Heal 4hp/day; Well-rested bonus of 5 temp Hp
- **Rank 4:** Heal 5hp/day; Well-rested bonus of 7 temp Hp
- **Rank 5:** Heal 6hp/day; Well-rested bonus of 10 temp Hp

KENNELS – *Vicious and useful beasts, given the minimum training to assist you in combat or in special situations. Animal barding reduces speed by 3. May purchase the same rank again to increase # of available animals by 5. Game begins with Rank 1 unlocked.*

- **Rank 1:** 10 Dogs available for purchase (HD1 AC10) 25gp/ea. Dog barding also available, costs 50gp to increase AC to 14.
- **Rank 1:** 5 Rats available for purchase (Hp1 AC12) They only deal 1 damage on hit, but are highly trained to perform specific actions. Suitable for crawling into tight spaces.
- **Rank 2:** 5 Tigers are available (HD2 AC12 SPD15) 300gp/ea. Tiger Barding costs 100gp, increase AC to 16.
- **Rank 3:** 5 Lions available (HD3+3 AC12 SPD15) 800gp/ea. Lion Barding: 150gp, AC16.

- **Rank 4:** 5 Bears available (HD4+4 AC14 xtra1Dmg) 2,000gp/ea. Bear Barding: 200gp, AC18
- **Rank 5:** 5 Doom-Gators available (HD5+5 AC15 ATT#2 xtra1Dmg) 4,500gp/ea. Barding: 500gp, AC18.
- **Rank 5:** 5 Gryphons available (HD5 AC14 SPD15 (fly) ATT#2) 4,500gp. Barding: 500gp, AC18.

FIGHTER'S GUILD – *Players can hire professional fighters who can level alongside them, eventually becoming loyal retainers. However, there is only a limited # of fighters that can be hired at a time. Each rank may be purchased multiple times to increase that rank's available Fighters by 5. Fighter's Guild starts at Rank 1.*

- **Rank 1:** 5 level 1 Fighters ready for hire. Cost 100gp up front
- **Rank 2:** 5 level 2 Fighters ready for hire. Cost 500gp up front
- **Rank 3:** 5 level 3 Fighters ready for hire. Cost 1500gp.
- **Rank 4:** 5 level 4 Fighters ready for hire. Cost 4000gp.
- **Rank 5:** 5 level 5 Fighters ready for hire. Cost 10,000gp.

MAGE CONTRACTS – *Sometimes you need a little extra spell power. 1 payment is good for 1 adventure, so plan accordingly. The player decides what spells the hired Mage will bring into the dungeon, though if the mage feels overly threatened by a careless party, they may flee and deliver their report. Ranks may be purchased multiples times to increase or replenish the supply of mages.*

- **Rank 1:** 5 Mages of the 1st level are up for hire, for 200gp.
 - **Rank 2:** 5 Mages of the 3rd level are up for hire, for 900gp.
 - **Rank 3:** 5 Mages of the 5th level are up for hire, for 2,500gp.
 - **Rank 4:** 5 Mages of the 7th level are up for hire, for 8,000gp.
 - **Rank 5:** 5 Mages of the 11th level are up for hire, for 18,000gp.
- At Rank 5, these wizards begin to wield significant power and may become their own force in the region.*

MORTY MERCHANT – *A brilliant yet crude traveler from a distant realm peddles torchbearers that don't seem to realize the situation they're in, thinking they're going on a fun adventure. Since their friends and parents are far, far away, the party's reputation will not suffer when several Mortys turn up dead.*

- **Rank 1:** May purchase Mortys, HD1/2 AC10 for 50gp. They function as torchbearers that no one will miss. May flee if they realize how expendable they are.
- **Rank 2:** May purchase weird Mortys for 100gp. Roll on d800 table of Metamorphica. It's a bit of a gamble, and there's no refunds! (Make your ref pre-roll several so there's no wait.)
- **Rank 3:** May purchase Tough Mortys, HD1+1 AC12 for 150gp. They can fight if their life depends on it, and they will never flee. Like all torch-bearers, they do not count towards follower limit.
- **Rank 4:** You can purchase a weird Morty for 300gp, and you get to select him from the top 10 available weird Mortys!

- **Rank 5:** You get a random Supernatural Morty for 1000gp. Roll d801-1000 table of Metamorphica.

TINKER – *Allows for the construction of specialized (and relatively expensive) mechanical equipment. Each rank has an example of what the tinker can do, but he's only really limited by your imagination!*

- **Rank 1:** The Tinker opens shop, ready to make basic mechanisms such as the grappling hook add-on for crossbows or tripwire traps. Such devices may price between 20 & 100gp.

- **Rank 2:** The tinker gains proficiency in lens grinding, allowing for the creation of optics, to produce items such as spyglasses, periscopes, & binoculars. Such devices would price around 200gp.

- **Rank 3:** The Tinker acquires new devices and techniques that allow for the machining of more refined mechanical parts. Such devices could include syringes, gas masks, advanced traps, locks, wind-up watches, etc. The pricing depends on size, material, and complexity.

- **Rank 4:** The tinker has access to newfangled steam technology, which allows further automation of created machines. However, such devices are typically more bulky. May price around 500gp at small sizes.

- **Rank 5:** The tinker has acquired the methods to produce primitive electrical equipment. Primitive batteries can be produced, as well as items that deliver shock. Older mechanisms can now be powered by a more compact means than steam, but at double the price.

Technology past Rank 5 is extremely difficult to produce & maintain until the world has a deep, interconnected trade network that links all corners of civilization.

Don't see the greenhouse or race track you really wanted? Petition your ref to work these things into the system, as the only limit is your imagination!

DRUG INFORMATION – For referee eyes only, you loquacious vagabonds!

Smokeleaf – rank 1

Description: *A widely cultivated herb that is most commonly rolled up and smoked to make you blissfully mindless. Not addictive.*

Benefit: increase morale by 5, but reduces speed by 3, and AC & Accuracy by 5. Lasts 1d6 turns.

Addiction: 0% chance.

Cost: 1gp/dose

Withdrawal: Grumpy until you realize you're not actually addicted.

Flake – rank 1

Description: *A flakey substance which can be smoked to induce euphoria and pain suppression. Highly addictive.*

Benefit: +4 morale, gain 1d6 temp hp. Lasts 1d3 turns.

Addiction: 20% chance. Dose of flake/yayo required 1/day.

Cost: 5gp/dose

Withdrawal: Victim's max HP is temporarily reduced by 1 per day for 3 weeks, before their max HP returns 1 per day for 3 more weeks. HP max cannot be reduced below 1 HP. They're also grumpy the whole time, with -4 morale.

Yayo – rank 2

Description: *A fine white powder snorted to induce a euphoric high and pain suppression. A stronger, less addictive version of Flake.*

Benefit: +8 morale, gain 2d6 temp hp. Lasts 1d3 turns.

Addiction: 5% chance. Dose of flake/yayo required 1/day.

Cost: 20gp/dose

Withdrawal: Victim's max HP is temporarily reduced by 1 per day for 3 weeks, before their max HP returns 1 per day for 3 more weeks. HP max cannot be reduced below 1 HP. They're also grumpy the whole time, with -4 morale.

Wake-Up – rank 2

Description: *A small orange strip that dissolves right into the tongue. This is a powerful stimulant which grants a significant speed boost, and true to its name, wakes up unconscious individuals and removes the need for sleep. Moderately addictive.*

Benefit: Wakes up the unconscious and grants the 'haste' effect, doubling someone's speed and increasing their attack # by 1 for 1d6 turns. Does not prevent the imbibor from being knocked unconscious again, but grants immunity to sleep effects for 16 hrs.

Addiction: 10% chance. Dose required 1/day.

Cost: 80gp/dose.

Withdrawal: Symptoms are reduced mental performance and psychotic breaks with reality. After 3 days of irritation, on the dawn of the 4th day and every day thereafter, the ref must roll a d6 to determine the character's actions for the day. Total Withdrawal time is 2 weeks.

1 – Melancholic state, where they will wander aimlessly in search of a way to die. Player may save vs death.

- 2 – Goes into a frothing rage for the day, throwing a tantrum that does not distinguish between person and object.
- 3 – Wander aimlessly, unaware of potential dangers.
- 4 – Follows random passerby, shouting incoherent speech at them.
- 5 – Stares blankly at a wall for the day.
- 6 – Is semi-functional for the day, moving at half speed and having 1 fewer attacks per round.

Go-juice – rank 3

Description: *Synthesized by the chemists of Glasskeep to enhance warriors on the battlefield, blocking their pain and increasing their combat abilities. Moderately addictive.*

Addiction: 10% chance. Dose required 1/day.

Benefit: The drinker gains 3spd, +5 to attacks, deals 1 extra damage, gain 2d6 temp hp, and no longer feels pain, enabling them to keep fighting when they've taken enough damage to collapse. Referee tracks how much damage they've taken, and all of it is delivered as a lump sum when the 1d6-turn high expires. If they take enough damage to be negative their HP max, they must roll on death's door anyways to see if they die. Lasts 1d6+1 turns.

Cost: 100gp/dose

Withdrawal: becomes sluggish and useless. -5 to attack, AC, deals half damage, requires twice as much sleep. Withdrawal lasts for 2 weeks, and damages strength, constitution, and dexterity by 1 point.

Cosmium – rank 4

Description: *A dimension-straddling fruit refined into a sparkling blue powder. Can be snorted to open your third eye, granting a glimpse of cosmic truth and granting the use of an additional spell. Slightly addictive.*

Benefit: Imbiber can cast an additional spell that day. Non Magic-users will be able to cast a random spell of the first 3 spell levels.

They will also have a temporary and intuitive understanding of the fabric of reality, but be unable to properly explain it.

Addiction: 5% chance. Dose required 1/day – *I mustn't shut my third eye, I will be blind!*

Cost: 800gp/dose

Withdrawal: Unable to sleep, unable to cast spells. 1/6 chance per day to claw out their own eyes, or rip out their ears, or their tongue. Intelligence & Wisdom damaged by 1 point. Lasts 3 weeks.

Luciferium – rank 5

Description: *A mysterious extra-planar drug that operates on unknown principles, that permanently boosts a person's body to tremendous levels, granting strength, endurance, speed, and regeneration – even limbs and missing organs will grow back. But there is a price – This devil's bargain is completely addictive, and without a weekly dosage, the user will go into a berserker rage for a time before expiring. There's no going back.*

Addiction: 100% chance. Dose required 1/week.

Benefit: Strength/constitution/dexterity now considered superhuman and grants a +3 modifier. Speed increased by 3, imbiber gains 1 HD, and regenerates 1hp per round, and can regenerate a limb or organ over the course of a week.

Cost: 2,400gp/dose

Withdrawal: Character goes berserk for a full day as they search for the drug, but if they cannot find it, they die. Their body is ruined.

Additional drugs may be added by Player request & Ref discretion

Magic Item Creation Rules

In your travels you may discover Rare Magical Components that are a locus of magical power, which may be molded into a Magical Item. It could be a sword, a ring, a tulip, or a minivan, whatever item the player chooses to imbue with power.

Such Rare Magical Components come in tiers, such as Tier 1, Tier 2, and so on. Each Component grants 100 “magic points” per Tier # of the Rare Magical Component. These points can be “spent” to choose what powers are meant to go into the magic item. If the Magic Item reflects the nature of the Rare Magical Component, you can gain up to 100 bonus points for the creation of the item, as determined by referee. Multiple Rare Magical Components can be used for the creation of a single magic item.

So, let's create a magic item!

First, you'll need to find a Rare Magical Component. If you can't find one, you may be able to purchase one. However, Rare Magical Components are quite expensive, and require 100,000gp per Tier of the component; the name/variety will be random. Rare Alchemical Components can be sold for 1/5th their value for gold & experience.

Second, you must determine what the properties of the magic item will be. The Enchanter must know the spell-effect being placed on the item, so spell research may be necessary. Research costs $(500 \cdot 2^n)$ gold and $[(1d10+5) \cdot n]$ days to research, where 'n' is the relative level of the spell as determined by the referee.

After a spell or effect has been researched, it can be kept in a research or spell book, which can be used again for the same enchantments later on. Naturally, Mages are the only ones who can perform such research, but a Researcher can be hired if no player Mages are available. Such hired Researchers typically charge 100gp/day in addition to the base research cost.

Spell Level of some more basic effects

Basic effects such as these still require research, and are the only permanent effects that do not cost triple the ‘Magic Points’.

+1/+1	2 nd
+2/+2	3 rd
+3/+3	5 th
+4/+4	6 th
+5/+5	8 th
+n/+n	$n \times 1.5$
+3 Modifier	3 rd
Unbreaking	2 nd

Unbreaking – While all magic items are sturdy when compared to their mundane counterparts, dropping a magic tulip into a lava pool is going to spell doom for the little guy. This enchantment vastly increases the durability of a magic item, which can then only be destroyed by a seriously powerful effect such as a God's wrath, a direct nuclear blast, or a kick from Chuck Norris. “Unbreaking” can be taken multiple times, and each time the ‘Unbreaking’ item should have been destroyed, it will lose 1 rank of ‘unbreaking’. Such ranks cannot be regained. Thus, your lovely tulip can sit safely at the bottom of a lava pit where you'll never see it again.

How Much Power will these Effects Cost?

The cost for a magic item's powers is simply $50 \times \text{Spell Level of Effect}$. With the exception of the above basic effects, Magic Effects can only be used 3 times per day, but you may double or triple the Magic Point investment to increase how often a Magical Power may be used. Note that instantaneous effects like fireball or magic missile cannot become permanent effects, instead becoming 8 uses per day. On the table below, $50 \times \text{Spell Level of Effect} = \text{Base Magic Point Cost}$.

<i>Base Magic Point Cost</i> *3	Instant Use spells are now 8/day, other effects become permanent.
<i>Base Magic Point Cost</i> *2	5/day
<i>Base Magic Point Cost</i>	3/day
<i>Base Magic Point Cost</i> ÷2	1/day
<i>Base Magic Point Cost</i> ÷4	3 charges. Must be re-enchanted to "recharge".

Multiple effects can be stacked on one item! For instance, you can create a Flying +2/+2 Minivan with 3 charges of Wish. This particular magical Minivan will cost 713 magic points. However, since each Tier of Rare Magical Component only grants 100 'Magic Points', you'll be short 13 points if you only brought 7 tiers of component to work with. In other instances, you may find that you have extra points. When you're ready to create your Magic Item, roll on the table below. **Extra points are added to the result, and a point deficit will reduce your roll.** Note that the Magic Item Creation skill grants **+10 to this roll per level**, and you may have one person *per magical component* use this skill on magic item creation. Be sure not to skimp out on your components; you may just end up with a cursed minivan that hungers for human flesh.

d100 Roll	Result
5 or less	Cursed. An evil that cannot be dispelled. Item does not function as intended, and is often a dark parody or reversal of what it was intended to do. 50% chance it's immediately dangerous.
6-30	Item has negative side consequence related to used components*
31-69	Item is created, functions as intended
70-99	Item has positive side benefit related to used components*
100+	Item has 2 positive side benefits related to used components*
Natural 99 or 100 AND Total 100+	Artifact. Divine. You have awoken a powerful & nearly indestructible force. Item has 2 positive side effects related to used components. Item may be upgraded with additional components to become more powerful. 50% chance of intelligence; its personality and agenda will likely align to whatever God or Grand purpose it is assigned; alternatively this may be decided at random.

* Referee may have side effects determined by player at random.

If you can't handle basic arithmetic, then your character has absolutely no business dabbling in the arcane arts.

Summoning Rules

Summoning otherworldly creatures is sometimes difficult, often expensive, and usually dangerous. Any creature capable of casting magical spells may attempt a Summoning.

What it means to be Summoned

- Summoned creatures are a fraction of their true selves, and thus the death of a summoned creature merely returns that creature to their home plane, unharmed.
- Summoned creatures have ½ their true Level/Hit Dice rounded up, and they cannot bring items with them that are not part of their core being. All parts of a summoned creature or innate items they bring will fade when the creature is banished back to its home plane; however, a banished creature *may take items or even people back with it*.
- If a summoned creature returns to its home plane with items or creatures it brought with it, those objects/creatures are treated as summoned, and a domination roll may be necessary for the captured creatures.
- A summoned creature who has not been dominated may return to its home plane at any time.
- When a creature is summoned, its true body/possessions are stuck in a sort of inter-planar limbo, and when they return to their home plane, they reappear in the nearest safe spot to where they were summoned from (so the floor can't be magma).
- Casting a freedom spell upon the location a creature was summoned from with intent to return the summoned creature will return that creature to its home plane. Casting a freedom spell upon a summoned creature does the same.
- Creatures targeted by a Ritual of Binding are not trapped in the object, they are still free in their own plane until the object is destroyed.
- When a creature's summoned form re-enters its home plane, the summoned creature returns to its body at the location it was summoned from.

Summoning Costs & Types

	Ritual Circle	Ritual of Binding
Random Summoning	100 GP per <i>desired</i> HD	300 GP per <i>desired</i> HD
Type Summoning	300 GP per <i>desired</i> HD	600 GP per <i>desired</i> HD
Name Summoning	250 GP per <i>true</i> HD	500 GP per <i>true</i> HD

Refer to above table to determine cost of your summon based off the summoned creature's intended Hit Dice, and type of summoning. Pay this value to acquire necessary materials, then commence summoning.

If you are performing a Random or Type summoning, Save vs Spells to see if your summoned creature has the Hit Dice you desired; on fail, consult following table to determine your summon's actual Hit Dice. If you roll the maximum number on the dice, add that many Hit Dice and roll again as if the new total were the desired HD.

If you would like it to have...	...then roll and add or subtract the total
1-5 Hit Dice	1d3-1
6-10 Hit Dice	1d6-3
11-15	2d6-7
16+	3d6-10

Random Summoning

After determining hit dice, roll on the table below to see the basic sort of creature it will be:

d8 Roll	Type
1	Angel
2	Far Demon
3	Alien Sin
4	Elemental
5	Dream Being
6	Alternate Creature
7	Symbolic Being
8	Unknown

Type Summoning

More expensive, but you may select from the above table instead of rolling randomly.

Name Summoning

To summon a specific creature, you must know its name. Note that you determine cost based off named creature's *true* Hit dice. Once summoned, the named creature will have $\frac{1}{2}$ its true hit dice, rounded up.

Ritual Circle

Create a summoning circle out of special materials and arcane markings, securing a term of service out of a summoned creature. The ritual takes 1 turn for every hit die the summoned creature is meant to have. When complete, the **Domination Rolls** must commence.

Ritual of Binding

This ritual binds the summoning to an object. When the object is destroyed, the creature is summoned and the Domination Roll is made. The summoner has no way to discern exactly what creature is bound to the object. The ritual takes 2 turns for every hit die the summoned creature is meant to have.

Domination Roll

Summoner and the summoned creature roll opposing d20s; the summoner adds their level or hit dice and the summoned creature adds its *summoned* level or hit dice.

Domination Roll Victor	Result
Summoner by 16+	Creature permanently controlled. If caster dies, creature is freed.
Summoner by 6 - 15	Creature controlled for 1 day. At the end of this time, creature is banished to its home plane.
Summoner by 5 or less	Creature controlled for up to a turn or to complete one task. Upon completion, creature is banished to its home plane.
Tie	Summoner may banish creature back to its home plane, or attempt another Domination roll.
Creature by 5 or less	Creature is free to do as it likes.
Creature by 6 - 15	Summoner is dominated by creature for up to 1 turn.
Creature by 16+	Summoner is permanently dominated by creature.

A summoner may forego the domination roll to instead attempt to strike a deal with the summoned creature. The summoned creature may be friendly or hostile or even neutral, depending on what is summoned and what its relation is to the summoner.

Angel

An Angel is an enforcer of some law, be it physical, symbolic, or even a law in the more mundane sense of the term. If the law an Angel enforces becomes inapplicable or unnecessary, the Angel vanishes from existence. An Angel's base stats are as follows: AC 14, Move 12, Attack for 1d6, does not eat, breathe, or sleep, and may Quest target once per day. All Angels can speak and understand any language, as well as read and write any non-magical language. Angels cannot gain Hallow or Corruption. All Angels share these traits:

- Belongs to a Choir
- Have a number of powers equal to the Choir they belong to (re-roll duplicates)
- Have 1 Form
- Have 1 Law

Angelic Choir

If the Angel has _____ Hit Dice...	...then the Angel belong to this Choir (Choir #)
1-3	Angels (1)
4-6	Archangels (2)
7-9	Principalities (3)
10-11	Powers (4)
12-13	Virtues (5)
14-15	Dominions (6)
16-17	Thrones (7)
18-20	Cherubim (8)
21+	Seraphim (9)

Angelic Form

d20	Form
1	Ordinary Human (All Weapon and Armor options)
2	Orb of Floating Light (Flight Move 12)
3	Classic Winged Angel (All Weapon and Armor options, Flight Move 12)
4	Flaming Wheel of Flesh with Eyes on Rim and Spokes (Flight Move 12, Attack with Fire for 2d6)
5	Ball Lighting (Flight Move 24, Detonate to deal 5d6 damage in 10 foot radius, Save vs Burst for half)
6	Giant with Four faces (Move +3, cannot be surprised, All weapon and Armor Options)
7	Platonic Solid (Flight Move 12)
8	Chess Piece (Looks of appropriate power to Choir)
9	Humanoid Hole in Reality (If they successfully grapple, sends grappled creature to home plane)
10	Humanoid Figure covered in closed eyes (If eyes open, Save vs. Spells or all creatures watching become blind)
11	Sphere with Eyeball and Choir + 1 Wings (Flight Move 12, can fire 1d6 damage laser out to 50 feet)
12	Mechanical Monstrosity that always carries mask; when wearing mask, illusion makes them appear as human (Move +3)
13	Indescribably beautiful being (Creatures viewing must Save vs. Paralysis or be paralyzed for as long as they look plus 1d6+1 Rounds after; creatures who save are immune to looking at that particular angel)
14	Several floating hands clustered around single eye (Flight Move 12, All Weapon and Armor options, three attacks per round)
15	Swirls of color that look like eye or face (Flight Move 12, Creatures looking on must save vs Paralysis or hallucinate and be affected as if by Confusion; forever on, they see an image of the angel when they close their eyes)
16	Geometric Solid similar to Platonic, but not following Euclidean Laws (Flight Move 12, Viewers must save vs Spells every time they try to attack or they miss)
17	Humanoid Suit of Full Body armor with Light pouring out; Suit contains only light (All Weapon and Armor options, AC 18)
18	Holy Fire (Flight Move 12, If uncontrolled, tries to possess nearest intelligent creature; angel and target roll opposed d20 rolls, adding hit dice or level, whichever is higher; if angel wins, it possesses creature forever and gains both the creatures abilities and knowledge while in the creatures body; if the creature wins, it can no longer be a target for the angel)
19	Angel with Six Wings covering Body, Body glows with horrific light (Flight Move 24, Angel reveals body, all creatures looking must Save vs. Death/Poison or be incinerated, creatures who save cannot be affected by same angel)
20	As classic winged angel, but completely white and face has no features or hair (All Weapon and Armor options, Flight Move 12)

Angelic Powers

d20	Power
1	Summoned Creatures that are not Angels within 120 feet must save vs. Spells, a failure means that creature is banished to their home plane and cannot return for a number of weeks equal to the Angel's choir
2	Angel may summon a number of beams of light equal to their choir which strike targets, each deals 1d6+1 damage unless target saves vs. Death/Poison
3	Angel may create a Fireball of holy flame once per day; deals double damage to creatures with a corruption rating
4	Angel is immune to non-magical weaponry
5	Angel may cause massive fissure (50 feet long, 30 foot wide at widest point) to appear in ground; creatures in fissure area must save vs. Death/Poison or fall a very long distance deep into the earth; fissure closes in 2d6 Turns.
6	Angel may Part Water as per the spell; water so parted is treated as Holy Water for a number of days equal to the angel's Choir.
7	Angel passively heals 1d6 hit points per round
8	Angel may channel energy into target creature within 30 feet; to undead this deals 1d6+ choir points of damage per round (they may save to negate this), to living creatures this heals them for 1d6+choir points per round with the capability of healing a creature past their maximum hit points. If this ability heals the creature past their maximum hit points, they must Save vs. Death/Poison or explode.
9	If the angel destroys an object or kills a creature; it ceases to exist. Raising or reincarnating is impossible.
10	The angel has a halo which sheds light and stores shards of life force within; the angel gain an attack that drains 1 level instead of dealing damage and causes that level to be stored within the angel's halo. The angel may consume a level once per round with no action to restore 1d6+1 hit points.
11	The Angel stares at target creature; creature must save vs. Paralysis or be frozen in ice. The ice melts within 1d6 Turns or can be chipped away from the creature in 2d6 rounds; if chipped away, it deals the creature 1 damage per round of chipping.
12	The Angel stares deep into a creature's soul; the creature must save vs. Paralysis or see every possible moment of their death and flee at top speed.
13	A creature attack and damaged by an angel, in addition to damage dealt, must Save vs. Death/Poison. Failure indicates that the creature permanently loses 1 point of Dexterity from muscles calcifying.
14	A creature attacked and damaged by an angel, in addition to damage dealt, must Save vs. Death/Poison. Failure indicates that the creature permanently loses 1 point of Constitution from aging rapidly.
15	Angel may sever shadows of creatures it hits instead of dealing damage; these shadows are immaterial, attack the creature they were created from until they die, deal 1d6 damage per attack, and have an AC of 10 in the case that the shadow is somehow attacked. If the angel dies or the shadow is somehow dealt any damage at all, the shadow dissipates.
16	Angel may summon 1d6 Crystalline Statues with hit dice equivalent to its choir once per day.
17	The Angel has two additional attacks
18	Angel may cause magic that is not theirs or clerical magic to cease functioning within 30 feet of it for 1 Turn per day
19	Target creature slain less than 1 Turn ago may be targeted by angel; if so, it is transformed into a new angel with the current Angel's purpose and hit dice equal to the hit dice or level (whichever is higher) it had while alive. Doesn't function on corrupted creatures
20	Summons angel half their hit dice, round down; new angel appears in 1d6 rounds; only one such angel may be summoned at a time.

Crystalline Statue

Armor Class: 11 + Summoning Angel Choir

Hit Dice: Summoning Angel Choir

Attacks: 1 Crystal Slam (1d6 or 2d6 if Summoning Angel Choir 5 or greater)

Special: Immune to mind affecting spells, Takes half damage from piercing and slashing, double from bludgeoning

Move: 12

D/Att: Summoning Angel's

Description: These look like perfectly formed pure crystal statues of men and women, or animals, or alien monstrosities.

Angelic Law

d20	Law
1	Laws of Thermodynamics: The Natural Laws must be upheld. Hates all casters as they create matter from nothing.
2	Law of Change: All must remain in flux. Targets any object or creature that has not experienced significant change in the past century. Changes may be harmful or harmless.
3	Law of Stability: All must endure. Targets agents of change or chaos. This may include characters or creatures who tend to 'shake things up'.
4	Law of Truth: Secrets are but silent lies. Will sense secrets, and announce them to those nearby so all may know the truth.
5	Law of Falsehoods: I can feel your feeble grip on reality weakening. Will sow confusion whenever able. Will create visual & auditory hallucinations whenever an opportunity arises.
6	Law of the Cycle: No empire is eternal. The wheel turns anew. Will seek to collapse civilizations that have stood for more than 1000 years.
7	Law of Alpha: A new beginning! A fresh start! Protects the young, and seeks to assist those with new ideas or ventures.
8	Law of Omega: All things will end, in time. Will reduce all it can to its final state: dust. Accelerates entropy in all ways able.
9	Law of Light & Warmth: I can see the light flowing through you. A shame you cannot see it, mortal. Governs all things radiation. Seeks to bring light & warmth to dark places. Constantly emits mid-level radiation in all wavelengths.
10	Law of the Void: The gulf between worlds is vast. Let me show you... Targets those who warp or bend space. Hates those who fill spaces meant to be empty.
11	Prohibition on Killing Intelligent Beings: Sapience is the highest expression of holy life. Generally seeks to protect anything that can speak or communicate in some advanced way.
12	Prohibition on Killing Sentient Beings: An internal experience, a holy purpose. Seeks to protect anything with consciousness.
13	Prohibition on Killing: All that lives is sacred. Will do everything in its power to prevent the death of anything: plants, animals, bugs, etc. Cannot break its own rule.
14	Law of an Eye for an Eye: Balance. Order. Peace. Seeks to balance damages done, so that two sides of each conflict suffer evenly.
15	Prohibition on Theft: I've witnessed your past deeds, Thief. Can sense the past deeds of those around it, and will exact retribution, if able.
16	Law of Mortality: Thou shalt not cheat death. Brings death to those who cheat it, such as through immortality elixirs or items or just getting lucky too many times.
17	Prohibition on Heresy: Serves a specific God as opposed to a rule. Referee determines the God served.
18	Prohibition on Creating New Species: The Verse is fine the way it is. Seeks to destroy any species less than 1000 years in age, as well as the creator of such species.
19	Prohibition on Planar Merging: Portals are the gateway to sin. This Angel seeks to destroy portals and slay any creature not currently residing in its home plane.
20	Principle of Integral Reality: None of this is real, but it is my reality and you shall not threaten it. This Angel is the Guardian of the 4 th wall. Breaching it will not be tolerated.

Angels, if summoned on relatively friendly terms and the summoner hasn't committed any crimes against the Angel's law, might agree to a term of service to the summoner if the summoner first performs a quest for them.

Far Demon

A demon found on our plane is usually a creature that has been so corrupted that its personality, beliefs, and body all become a sock puppet for the true force of corruption to mock and puppeteer. These horrifying monsters at least resemble the sort of creature they once were, and appear to make sense. This demon represents this person's greed, or their repression, or the mass genocide they caused. Far Demons are not like that; they are as close to pure corruption as a creature can be. They only have the barest veneer of existing on this plane; think corruption filling with a candy reality shell. There aren't descriptions of their forms here; they don't tend to make sense, physically, so that works out. A Far Demon's base stats are as follows: AC 12 + 1d6, Move 12 + 1d6, Attack for 1d6 + 1 Point of Corruption. A Far Demon also possesses a Corruption Rating of 15 (obviously). Far Demons also possess the following:

- One Power for every 3 hit dice they have (round up)
- 2 in 6 chance of Flight at movement speed
- 1 in 36 (2d6 both roll 1's) of casting spells as a Mage of Equivalent level to their hit dice
- 1 in 6 chance of being able to speak all languages; otherwise, they howl, clack, clatter or whisper mindlessly

Demon Powers

d20	Power
1	Spit causes Save vs. Death/Poison or cause Cancerous disease that kills creature in 1d6 days if they don't receive a <i>Cure Disease</i> spell
2	Absorbs happiness and energy of target creature; drain creature's level and creature must Save vs. Spell or be unable to take actions for 1d6 rounds
3	Presence causes dead creatures to reanimate as unintelligent undead after 1d6 rounds of exposure; either 1 HD skeletons or zombies
4	Vomits a Wasp-Spider every round Demon is in combat, see Wasp-Spider below
5	Looks in eyes of target creature; Creature must save vs. Corruption or disappear for 1d6 turns; reappears in place with 1d6 extra corruption
6	Whispering, clacking, and howling becomes mind-numbing; all creatures exposed for longer than 1d3 rounds must save vs. Paralysis or go permanently insane (<i>Remove Curse</i> fixes, acts as <i>Confusion</i> in combat).
7	Demon Howls; all creatures listening in 100 feet Save vs. Paralysis or can't move for 1d6 rounds
8	Demon gains long range grappling attack (up to 20 feet away), creature successfully grappled by demon takes 1d6 damage per round and must Save vs. Corruption or gain 1 point of corruption; Demon can act normally while grappling one creature
9	Demon may both cast a spell/channel corruption and take another action in the same turn; if Demon has no ability to cast spells or channel corruption, demon instead vomits ball of black ichor in line; Save vs. Death/Poison or take 3d6 damage
10	Demon is Incorporeal
11	Any creature a Demon grabs, must, if still grappled by the next time that Demon acts; make a Save vs. Death/Poison or be swallowed whole and fall into an extradimensional hell; that creature might as well be dead.
12	If the Demon is grappling a creature, the creature must Save vs. Corruption or be Charmed by the Demon. The creature is charmed and unplayable until the Demon is killed or otherwise no longer a Demon (turned to Stone, maybe).
13	Demon, once reduced to half it's hit point maximum or less, splits into two identical demons with half the current demon's maximum hit points. If the demon has 1 or fewer maximum hit points, they instead die from damage.
14	Any creature struck in melee or touching the Demon must make a saving throw vs. Death/Poison or begin taking 1d6 damage for 1d6 rounds.
15	The Demon has two additional attacks.
16	Demon may attempt to infest creature it is in melee with; creature must succeed a Saving throw vs. Corruption or be infested by the demon; the demon bodily inhabits the creature. Every day a creature is infested by the demon, they must make a saving throw vs. Corruption or be drained of a level and gain 1d3 points of corruption. The creature cannot recover experience with bed rest while under this effect. If the creature is killed or hits 15 points of corruption while infested; the creature's body disintegrates and they do not become a demon or simply die; the Demon gains hit dice equivalent to the amount of levels drained from the creature. This effect can be prevented by a Protection from Evil, and the infested demon can be forcibly removed with a Remove Curse spell or damaged by the infested creature drinking Holy Water.
17	The Demon has ability to shapeshift to resemble natural creatures around it; shapeshifting is thin veneer that still allows them to use their abilities. They know and speak creature's language.
18	Demon gains the ability to, as part of an attack, gain in hit points the damage dealt.
19	Demon stares creature in eyes; creature must make saving throw vs. Death/Poison or have their eyes burst into flames and have their eardrums burst and bleed as well as take 3d6 damage.
20	Demon breathes cone of Corrupting substance; all creatures in range must save vs. Corruption or take 5d6 damage and gain 1d6 points of corruption.

Skeleton

Armor Class: 13

Hit Dice: 1d + 1

Attacks: 1 Claw (1d6) -or- 1 Weapon

Special: Takes half damage from Piercing and Slashing

Move: 12

D/Att: Hostile, Morale 12

Wasp-Spiders

Armor Class: 13

Hit Dice: 1d - 1

Attacks: 1 Stinging Bite (1d6 + 1d6 Poison)

Special:

Move: 12 / Fly 12

D/Att: Hostile, Morale 12

Zombie

Armor Class: 13

Hit Dice: 1d + 1

Attacks: 1 Maul (1d6)

Special: Takes no damage from Piercing

Move: 6

D/Att: Hostile, Morale 12

Alien Sin

Alien Sins are odd creatures; they feed on and are created by the emotions and beliefs of sentient beings. Normally, they linger around on adjacent planes of existence, manipulating and influencing creatures to have something to feed on, but sometimes they have an opportunity to enter the plane that the creatures they're feeding on exist in, allowing them to more directly feed. Alien Sins have the following stats: AC 12, Move 12, Attack for 1d6, 2 in 6 chance of Flight, ability to Telepathically communicate with creatures. Alien Sins also have the following:

- One Form
- One Sin and associated Power Set

Unless noted otherwise, creatures are immune to an Alien Sin's power for the day if they succeed the saving throw once.

Alien Form

d20	Form
1	Strange Vulture Human hybrid, complete with wings, arms, and sharp beak (Flight 12, or +3 to Flight if Flight already exists)
2	A humanoid figure made of metaphorical flames. Also Literal Flames. (Two Attacks at 60 feet, 1d6 damage each, immune to fire, can automatically deal 1d6 damage per round during grapple)
3	Humanoid figure with many mouths covering skin and eyes with six separate irises and pupils (automatic 1d6 damage per round during grapple)
4	Humanoid figure with goat head, flaming eyes (can fire beam as attack once every 1d6 rounds that deals 3d6 damage)
5	Humanoid figure wearing Plague Doctor Mask and clothing, mask is not mask (can breathe cloud of poisonous gas once every 1d6 rounds in 30 foot cone; creatures that breathe must save vs. Death/Poison or be unable to take any action other than sputtering and struggling for breath for 2d6 rounds, taking 1 damage each round)
6	Completely Black or White skinned humanoid with three horns and leathery wings (Flight at 15, or +6 if Flight already possessed)
7	Ghostly Humanoid Head with trailing wisps (Incorporeal)
8	Lamprey with eyes on stalks (+1 to dice while grappling, drains one level per round grappling)
9	Six armed humanoid with four glowing eyes and strangely colored skin (2 extra attacks)
10	Humanoid with Over-wide Mouth and Sharp Teeth (Head has ability to separate and fly at move 12, attacks separately, shares hit point total with body)
11	Humanoid made out of shadow with glowing eyes (Surprises on 1 in 4)
12	Floating perfectly spherical eye; opens into a mouth (Flight at 12, or +3 if Flight already possessed)
13	Extraordinarily Obese Humanoid with Six Spindly Legs (Can climb at speed)
14	Human-sized Marionette with strangely painted face and strings that vanish above it
15	Humanoid that flickers constantly, revealing muscle and bone beneath
16	Humanoid that floats and instead of a lower half, has another set of chest, arms, and head like a playing card (Extra attack)
17	Pitch Black or Pure white head with leathery wings for ears and spiked tail (+2 AC, Flight at 12 or +3 if Flight already possessed)
18	Extremely Gaunt Humanoid with Massive Head and Mouths for Eyes
19	Dancing humanoid statue, made of a variety of unearthly stones (Move +3, AC +2)
20	A Clown (If not observed, can teleport behind doors and other things right before they are opened)

d20	Sin	Alien Sin Power Set
1	Pride	Target creature must save vs. spells or believe themselves to be invincible and infallible; if creature is PC, they no longer know their hit point total and aren't told when they take damage or how much damage they take; saving throws vs. damage are made in secret by the referee. NPC's act accordingly to their beliefs. Lasts one day.
2	Envy	Target creature must save vs. spells or be unable to take actions that directly help or benefit creatures with equal or greater level than themselves. This includes shielding one another in combat, healing, etc. Lasts one day.
3	Wrath	Target creature must save vs. spells or begin attacking with their deadliest abilities at the most threatening creature that is not the Alien Sin. If there are no creatures around other than the target and the alien sin, the creature attacks themselves. This lasts until the creature rolls a successful saving throw against the effect, rolling once per round.
4	Lust	Sin has the ability to appear as attractive member of any species; target creature must save vs. Paralysis or be Fascinated by the Sin, only acting to defend the Sin or attack other Fascinated creatures, seeing them as competitors. Lasts until Sin is out of sight.
5	Greed	Target creature must save vs. paralysis or see an object the Sin indicates as possessing great value, defending it and having the paranoid belief that other creatures wish to possess it. In combat, the creature will take no other action than protect the object and attack other creatures that come near. Lasts 2d6 Turns.
6	Gluttony	Target creature must save vs. Death/Poison or begin consuming whatever is at hand, starting with food and drink, moving up to potions and papers, and finally eating things such as dirt, rock, and drinking oil. The creature takes no other action during this time. Lasts 2d6 Rounds.
7	Sloth	Target creature must save vs. Paralysis or drop; taking no action. Lasts 3d6 Turns.
8	Pain	Target creature must save vs. Death/Poison or be wracked with pain, losing 1 hit point per round, take a -4 penalty to all d20 rolls, and may not cast spells. Lasts 2d6 Rounds.
9	Despair	Target creature must save vs. Paralysis or take a -2 penalty to all d20 rolls, the penalty increasing by 1 for every roll they fail. Lasts one day or until afflicted creature succeeds at two d20 rolls in a row.
10	Terror	Target creature must save vs. Spells or flee from the Sin using whatever means available, cowering or lashing out wildly if unable to flee. Lasts 3d6 Rounds.
11	Hope	Target creature must save vs. Paralysis or have a +2 bonus to all d20 rolls. For every roll they make, however, they take a cumulative -1 penalty to their roll. Lasts one day or until a major and serious loss is suffered (Like, say, the death of a companion).
12	Elation	Target creature must save vs. Spells or be unable to effectively defend themselves, taking a -4 penalty to armor class. Lasts 2d6 Turns
13	Calm	Target creature must save vs. Spells or be unable to attack or cast spells. Lasts 1d6 Turns.
14	Disgust	Target creature must save vs. spells or be disgusted by every living creature, standing at least 10 feet away from each creature or attacking them viciously. Lasts 3d6 Turns.
15	Guilt	Target creature must save vs. spells or be overwhelmed by guilt, being unwilling to attack living creatures and making all saving throws at -2. Lasts 1d6 Turns.
16	Shame	Target creature must save vs. spells or have shame overtake them, taking action to avoid the sight of all. They also take a -2 penalty to attack rolls during this time.
17	Obsess	Target creature must save vs. spells or be fascinated with an object or creature the Sin designates, taking actions to protect the object or creature from harm but otherwise only studying the creature.
18	Hatred	Target creature must save vs. spells or attack creature or object sin designates in a way that causes the most pain. Lasts 3d6 rounds or until creature is dead/object is destroyed.
19	Insanity	Target creature must save vs. Paralysis or be <i>Confused</i> .
20	Wishes	Target creature must save vs. Death/Poison or be forced to utter a wish, which will be granted in heavily corrupted fashion. The creature then loses a level.

Elemental

An elemental is one of the simpler creatures to describe; it is a creature made entirely of a single substance. Elementals are describe almost entirely in terms of what they're made of and how large they are. Elementals have the following base stats based on their hit dice:

Hit Dice	Size	Armor Class	Movement	Attack Damage
1-4	Small (Cat Size)	15	12	1d6
5-9	Medium (Human Size)	16	12	2d6
10-14	Large (Giant Size)	17	15	3d6
15-19	Huge (House Size)	18	18	4d6
20+	Tremendous (Apartment Size)	19	21	5d6

Elementals don't need to breathe, eat, or sleep.

Elemental Substance

d20	Element	Special
1	Air	All moves as Flight, Movement +6, can't grapple or be grappled
2	Earth	Movement -6, Can meld with and move through Earth and Stone at double speed
3	Fire	Can teleport by entering through and exiting any flame; Immune to Fire, Creatures hit by attack must Save vs. Burst or catch fire, taking 1d6 damage per round for 1d6 rounds, creatures grappled take 1d6 per round
4	Water	Has swim speed equal to double move speed; has +1 on hit dice for the purposes of grappling; grappled creatures must hold breath or drown
5	Ice	Takes double damage from Fire, Creatures hit by attack save vs. Paralysis or be slowed to half their movement speed for 1d6 Turns, creatures grappled take 1d6 per round
6	Lightning	Immune to Lightning, Creatures hit by attack save vs. Paralysis or drop prone and are unable to act for 1d6 rounds; can't grapple or be grappled
7	Magma	Gives a fiery hug that deals its attack damage per round (Grapple pr being grappled), Immune to Fire
8	Mud	Has +1 on hit dice for the purposes of grappling; grappled creatures must hold breath or choke on mud; killed instantly by Transmute Mud to Rock
9	Blood	Creature hit by attack must save vs. Death/Poison or contract random disease
10	Thought	Creature hit by attack must save vs. Spells or be affected as if by the spell Confusion for 2d6 Rounds
11	Acid	When grappling, deals its damage to creatures it's grappling with; Immune to Acid.
12	Force	Immune to Non-Magical Weaponry, can freely pass through Wall of Force and similar things
13	Light	Immune to Non-Magical Weaponry, Illuminates a radius of 240 feet, Flies at Move Speed
14	Darkness	Immune to Non-Magical Weaponry, Radiates darkness a radius of 30 feet, Flies at Move Speed
15	Death	Creatures hit by attack are drained 1d3 levels, crumbling into ash if this kills them. Takes damage and receives healing as Undead do.
16	Life	Creatures hit by attack are not damaged; instead they are healed equal to the damage the elemental would do. Creatures who are healed can gain hit points over their maximum, but must make a saving throw vs. Death/Poison every time they are healed over their total. Failure means they explode.
17	Gravity	Creatures hit by attack make Save vs. Spells; if they fail, roll a d6 and the following happens to them: 1-2 Gravity stops functioning for them, 3-4 Gravity reverses for them, 5-6 Gravity increases 30 times in strength for them pinning them to the ground. Flies at Move Speed
18	Time	Creatures hit by attack make Save vs. Death/Poison; if they fail, roll a d6 and the following happens to them: 1 they age severely, losing 1d3 points of Strength, Dexterity, or Constitution, determined randomly, if any of these stats are reduced to 0, the target dies of old age; 2 they de-age 2d6 years, if this would reduce them below 0 years of age, they die; 3 they are completely frozen in time for 3d6 rounds, unable to act or be affected by anything; 4 they are Slowed as per the Slow spell for 1d6 Turns; 5 they are Hasted as per the Haste spell for 1d6 Rounds; 6 they are aged several thousand years
19	Void	Creatures hit by attack also lose the damage total in maximum hit points; creatures killed this way cease to physically exist.
20	Candy Cane	Creatures hit by attack die a most pepper-minty death (if they take enough damage to die, this isn't an instant kill).

Dream Being

Unknown to those not well versed in the arcane, the dreams people have at night are very real and co-existent with most planes of existence. Whatever happens to a human during a dream, they wake up physical intact, even if they wake up in a cold sweat. The dream doesn't fade when the person leaves though; it continues to exist within the larger continuum of dreams. Sometimes, aspects of these dreams can be summoned into the real world. These aspects are from the dreams of many, and most likely not from the dreams of the caster or nearby people.

Dream Beings are incredibly variable; they have AC 10 + d10 and Move d6 times 3, with a 1 in 6 chance of being able to fly at that movement rate. Dream beings all share these characteristics:

- 1 Form
- 1d2 Twists on that Form
- 1d3 Powers

Dream Form

d20	Form
1	Human
2	Animated Furniture
3	Animal - Pet
4	Animal - Livestock
5	Animal - Wild
6	Animate Foodstuff
7	Animate Tree
8	Animate Plant
9	Animate Weapon
10	Animate Clothing
11	Animate Armor (+2 to AC)
12	Animate Tool
13	Dwarf
14	Elf
15	Goblin
16	Orc
17	Wild Hunter
18	Troll
19	Oni
20	Merfolk

Dream Being Twists

d20	Twist
1	Made of Colored Glass
2	Ghostly (Incorporeal)
3	Rotting (Undead)
4	Demonically Corrupted (Corruption 15)
5	Glowing
6	Covered in Blood
7	Bloated
8	Freakishly Large (+3 Move)
9	Cosmic Transparent Body
10	Sexy
11	Permanently on Fire (Immune to Fire)
12	Covered in Insects
13	Highly Intelligent (can talk and reason)
14	Sticky (Extra hit die for the purposes of Grappling)
15	Covered in Glittering Gems (if 2 6's are rolled on d6's, they're real)
16	Covered in Boils
17	Stinking
18	Inexplicably Terrifying (Creatures Save vs. Spells on first seeing creature or flee in terror)
19	Split in Two (half hit points for each half, treat as individual creatures)
20	Made of Clockwork and Gears

Dream Being Powers

d20	Power
1	Blows Bubbles at creature, creature must save vs. Paralysis or become confused for 2d6 rounds
2	Target creature must save vs. Spells or have their legs turn to tasty jelly, causing them to have to crawl along the ground (Move 3) and take 3d6 damage. This wears off in 3d6 turns
3	Dream Being makes Whistling noise; all who hear must save vs. Spells or have random sense register as random other sense, I.E. Hearing what you see instead of seeing it. Roll d6 twice, re-rolling duplicates; 1- Sight 2- Sound 3- Touch 4- Smell 5- Proprioception 6- Temperature. This lasts for 2d6 turns, afterwards, the creature has a permanent synesthesia with those senses. Dream being can only affect any individual creature with this once a day
4	The dream being, if successfully grappling a creature, may swallow the creature whole, no matter the disparity in size between the two or whether or not the dream being has a mouth (it grows one if it doesn't). The swallowed creature floats in a strange void filled with doors; if they open a door and go through, the following happens: 1 - They take a number of d6 in damage equal to the Dream Creature's hit dice due to passing through their digestive tract; 2-4 - The creature proceeds through the door into a similar void; 5 - The creature appears 2d6×10 feet above where they were swallowed; 6- The creature appears where they were swallowed. The swallowed creature can enter one door per round; the swallowed creature escapes if the dream being dies.
5	The dream being, if successfully grappling a creature, may make that creature attempt a saving throw vs. Spells. If the save is failed, the dream being and the grappled creature switch bodies. The creatures now fully inhabit their new bodies, dying with them; the only way to reverse this is either via Dispel Magic (which reverses the body switch) or by getting the dream being to switch back.
6	The dream being may cause target creature to make a saving throw vs. Spells; if the creature fails, they transform into a being similar to the dream being with the dream beings form and twists, although none of their powers. This lasts for 3d6 turns.
7	Dream creature causes shower of lights and sparks to explode around them in a 30 foot radius; all creatures within must Save vs. Burst or dance uncontrollably for 3d6 rounds; during this time, they cannot do anything other than move and dodge.
8	Creature must save vs. Spells or enact a portion of the dream that the dream being came from; they act as a dreamer would,

	hallucinating the things that are a part of the dream
9	Creature must save vs. Spells or be charmed by the Dream Being, generally working to protect them, following their instructions, and helping them.
10	Creature appears to be everywhere, treat as a permanent mirror image spells with 3d6 mirror images
11	When no one is looking at the dream being, can teleport up to 100 miles away
12	All creatures other than the dream being within 30 feet must save vs. Paralysis or have an out of body experience, watching as they act without their will, but controlling some other creature. If this happens to the players, make those affected switch character sheets around. Lasts 2d6 Turns.
13	The dream being can target another creature that has the ability to cast spells, and weave themselves into a spell the creature has the ability to cast (determine randomly). The next time that creature casts that particular spell, the dream creature is brought into being and may cast that spell whenever it wishes.
14	You know how in dreams, sometimes you're incredibly clumsy and everything you do seems to be ineffective? Target creature must save vs. Paralysis or roll every d20 roll twice, taking the lower result. If both dice roll 20, however, the result is spectacularly effective above and beyond what it ordinarily would be. Treat as a critical on steroids. Lasts an entire day.
15	You know how in dreams, sometimes you have the ability to ninja out and everything you do is ludicrously effective? Target creature (which can include the dream being) rolls every d20 roll twice, taking the higher result. Only one creature may be affected by this power at a time. If both dice roll 1, however, the result is a spectacular failure, one that shouldn't even normally be possible. Lasts an entire day.
16	You know that dream being you killed? Now it's something else. When the dream being dies, re-roll its form, twists, and powers and it returns to life; re-roll further rolls of 16 on the powers table.
17	Dream being makes high pitched beeping noise; all creatures that hear must Save vs. Spells or cease to exist for 4d6 hours; at the end of the duration, all those creatures return to existence without remembering the intervening time.
18	Dream creature may, every 1d6 rounds, spout a rainbow aura that acts as a <i>Prismatic Spray</i> . The aura affects creatures out to a 10 foot radius, the dream creature itself is unaffected.
19	Target creature must save vs. Paralysis or transform into an inanimate marshmallow version of themselves; a caster who know <i>Flesh to Stone</i> and prepares a modified version can reverse this process.
20	Transports creature to Dreamland. Time to prepare content, ref!

Alternate Creature

Sometimes, the summoning ritual gets creatures from very nearby planes indeed. All of the creatures here are human, or close to it, but have some differences from. They behave as a human pulled from their own dimension would if not placed under control. All these creatures have stats as a human, with differences noted in the table below. All speak Common unless noted otherwise below. These humans have an equal chance of being equivalent to a Fighter (1-2), Mage (3-4), or Cleric (5-6); Fighters and Clerics are always armed and Mages have a 3 in 6 chance of being armed.

Alternate Creature Differences

d20	Difference
1	Has Wings (Flight 12)
2	Has Third Eye, is Psychic (Has <i>Detect Thoughts</i> as constantly active effect, can cause target creature to save vs. Paralysis or take 1d6 damage, can communicate telepathically)
3	Is wearing vaguely futuristic gear and bubble helmet (If armed has Ray Gun which requires target to save vs. Death/Poison or take 10d6 damage, being disintegrated if dying)
4	Speaks Ancient instead of Common, wears strange flowing clothing (+4 to AC and +2 to Saving Throws)
5	Has skin made of metal (+6 to AC)
6	Lacks Eyes entirely (Echolocation that is effectively darkvision to 120 feet)
7	Has Conspicuous holes in hands and center of chest (Can fire purple bolts that deal 2d6 damage as an attack)
8	Strangely animal eyes (Lycanthrope of some variety, has full control)
9	Gaunt and rotting (Undead, consumes the living when killed, hostile)
10	Half the height of a normal human (+1 to AC)
11	Missing Arms and Legs; Hands and Feet float where they would ordinarily be (+1 to AC)
12	Wearing strange leather and scrap welded metal clothing (If fighter, will be armed with firearms)
13	Has strange mask instead of face, either stands still and doesn't talk or attacks mindlessly (Creatures within 10 feet must save vs. Death/Poison or transform into similar being; Remove Disease cures)
14	Two are summoned (Both act on same initiative and have same HD, if one dies, the other dies as well)
15	Has strangely fluid motions (Immune to Suffocation/Drowning, can dissolve into water and flow along current)
16	Has Hard Reptilian Scales instead of skin (Low-light vision, +2 AC)
17	Has horns and pitch black or pure white skin (Can breathe beam of fire in line, deals 5d6 damage, Save vs. Burst for half)
18	Suffused with bright glow, especially around the head (Immune to normal missiles, can forego this immunity to fire ray of light that deals 10d6, save vs. Death negates)
19	Growing Leaves and Branches out of body (+1 to grapple rolls, creatures successfully grappled must save vs. Death/Poison each round or have parasitic plant implanted in their body)
20	Strange amalgamation of several humans (Treat as all classes at once, Move halved from normal, humans grappled for longer than one round must save vs. Paralysis every round or be absorbed into the hive mind and mass of flesh; this is effectively character death)

Symbolic Being

Contrasting sharply with the alternate creatures, Symbolic Beings are almost the ultimate form of abstraction made flesh. Every Symbolic Being that exists is unique in some way, representing some different thing. Here, there isn't a table, just a few example creatures and suggestions for the power level of certain summoned creatures. The creature should either be created then and there by the player and referee, or the table should be re-rolled on if not practical at the time. Unless stated otherwise, all Symbolic Creatures can communicate with any sentient creature.

Tarot XIII - Death

Armor Class: 16

Hit Dice: 11d + 11

Attacks: 3 Bannered Sickle (1d6)

Special: Rebirth, Strike Dead and Reincarnate

Move: 12, 18 while Mounted

D/Att: Special, Morale 12

Description: Although the Rider-Waite tarot deck certainly doesn't exist in this universe, the idea of death and rebirth is universal enough that the symbolic creature can be summoned. Clad in Plate Armor and riding a white horse, this skeletal creature carries a sickle that is supremely effective at striking down enemies. What's more, though, is that any creature killed by death is reincarnated 3d6 days later, as per the *Reincarnate* spell. If Death is killed, it returns in 3d6 days in a different form as some other thing, and another symbolic creature takes Death's place. The purpose of death is to enforce the cycle of change, whether that be by serving the party and striking down enemies, or slaying the party to be reborn again.

The Greed of King Varo the Fifth

Armor Class: 14

Hit Dice: 3d + 3

Attacks: 1 Golden Hammer (1d6+1)

Special: Ignores charms that prevent its purpose, Wealth Consumption

Move: 9

D/Att: Special, Morale 12

Description: King Varo the Fifth may be lost to history, but during his reign, his greed was infamous, resulting in the declaration of several wars until his assassination. This became a symbolic creature, appearing as a golden suit of armor, fit for an obese, almost round man, with glittering jewels for eyes. The purpose of this creature is consume any wealth it finds, with every 100 GP worth of treasure it consumes healing it 1 hit point. The Greed cannot heal in any other way, and the treasure so consumed vanishes forever, gone. The Greed can be negotiated with, and will agree to go on adventures in exchange for at least 50% of the treasure, and will steal more if it thinks it can get away with it. If attacked, it will fight back viciously, and consume the remains of any it kills.

Cosmic Impetus

Armor Class: 20

Hit Dice: 20d + 20

Attacks: 1 Impetus (10d6+10)

Special: Immune to anything that would prevent its travel

Move: 480 (through anything)

D/Att: Special, Morale 12

Description: The cosmic impetus is the literal manifestation of unstoppable force; a spear of energy driving across the sky. It has no interest in mortals, and summoning merely delays its course from one point to another. Any mortal foolish enough to summon it is likely to be standing in its way, and anything standing in its way will take the damage from its Impetus attack; this includes silly things like humans, buildings, or the earth. Once it leaves the area, everything should remain safe, at least. The most a summoner can do is point it in the direction of their enemies, hoping that the Impetus rips them to pieces instead of the summoner's self.

The hit dice of the symbolic being should reflect the general broadness of the concept reflected; the more universally applicable the concept, the higher the hit dice. Powers tend to directly reflect what the Symbolic Being represents, as does the being's attitude, personality, and goals. If the player and referee don't feel up to creating an entirely new symbolic being from whole cloth, the summoning table should be rolled on again, ignoring further rolls of 7.

Unknown

This represents a creature outside of the other categories; break out a summoning spell from another game or something. It's also a Wild Card for the referee, players beware.

Fey Demesne Generator

Below is a tool for the referee to generate a network of faerie realms. These networks can be pre-generated, or generated on the fly as desired. Often these are stumbled across by walking through an old door, crawling toward the back of a wardrobe, stepping into a ring of mushrooms, or even getting lost in fog. Generally, one exit connects to the "real world", while the other exits connect deeper into fey realms.

Even the most benevolent faerie creature has a tendency to cause trouble for humans, and entire sessions can be spent just exploring these networks and undoing the troubles they've caused human beings. Some of these troubles are suggested by the table, but you'll inevitably have to use your own creativity to bring them to life.

To most effectively use the table below, you should have a d4, d6, d8, d10, d12, and d20 at the ready. Roll all the dice at once, and you can record the results. If generating on the fly, you don't necessarily need to roll things that don't immediately matter like treasure.

The **d4** gives the number of exits into the demesne. Most of these entryways connect into another demesne, but some connect back to the "real world", and they may connect wherever you want them to, as a referee. The **d6** gives the population and size of the demesne; when rolling population, record the results of those dice thrown for future reference. The **d8** gives the appearance of the demesne, the exact kind of human thing it may be mimicking. The **d12** gives the variety of Fey populating the place. The **d10** details what's been going on in the demesne lately, and the **d20** gives even more general features. Not that you need me to give you permission, but you can disregard any and all of these rolls if you have a better idea for what to do with the demesne.

d4+1: Number of Entryways**d6: Population & Size**

Roll	Population, Size, Power
1	1 (x4 power), 1d6 * 100 foot diameter
2	1d6 + 1 (x2 power), 1d6 * 100 foot diameter
3	2d6 * 10, 3d6 * 100 foot diameter, II
4	5d6 * 25, 5d6 * 250 foot diameter, III
5	5d6 * 100, 2d6 * mile diameter, III
6	3d6 * 1000, practically limitless, IV

d12: Fey Primary Variety

Roll	Variety
1	Elf
2	Dwarf
3	Duende
4	Sprite
5	Merfolk
6	Kitsune/Gumiho
7	Goblin
8	Kasha
9	Wild Hunter
10	Troll
11	Oni/Ogre
12	Pooka

d8: Demesne Appearance

Roll	Appearance
1	Castle
2	Tower
3	Complex
4	Temple
5	Tunnels
6	Marketplace
7	Library
8	Abstract

d10: Current Events

Roll	Current Events
1	Fey War
2	Captured Humans
3	Internal Feud
4	Corruption Incursion

5	Fading
6	Festival
7	Sparked
8	Entertaining Human Guests
9	Hiding
10	Nothing Big

d20: Interesting Feature

Roll	Feature
1	Cohabited
2	Council of Bickering
3	Enchanted Comestibles
4	Intelligent Undead Population
5	Insane Laws & Kangaroo Court
6	Time Flows Weird
7	Transformative Miasma
8	Great Wealth and Paranoia
9	Split Demesne
10	Significant Alchemical Resources
11	Great Workmanship
12	Central Summoned Being
13	Morphing Spring
14	Purifying Flames
15	Timely Purge
16	Charmed Human/Orc Slaves
17	Petrified Human/Orc Statues
18	Tiered Demesne
19	Roll Twice More, Ignore Duplicates
20	Roll Three Times More, Ignore Duplicates

When x4 or x2 power appears, this usually refers to a Tier I version of said Fey but with four or two times the hit dice and treasure. Exceptions are noted in their entry.

Number of Tiered Appearing

Roll	II	III	IV
3	1	–	–
4	1d6 * 10	1	–
5	4d6 * 10	1	–
6	5d6 * 25	2d6 * 10	1

Elf

Elves, the creatures born from greenery, have an incomprehensible mindset compared to that of humans, although they are generally not hostile unless provoked. Their Demesnes tend to be very lush and green, made out of bushes, grass, and what appears to be tangled vine, all of unusual strength. Greenery is the main feature. Elves are Seelie.

I: Elf

Armor Class: 13

Hit Dice: 1d + 1

Attacks: 1 Weapon Attack

Special: Immune to Sleep and Charm

Move: 12

D/Att: Neutral, Morale 7

II: Elf Hero

Armor Class: 15

Hit Dice: 4d + 4

Attacks: 2 Weapon Attacks

Special: Immune to Sleep and Charm

Move: 12

D/Att: Neutral, Morale 8

III: Elf Bali

Armor Class: 15

Hit Dice: 7d + 7

Attacks: 3 Weapon Attacks

Special: Immune to Sleep and Charm

Move: 12

D/Att: Neutral, Morale 9

IV: Elf Dreamer

Armor Class: 17

Hit Dice: 9d + 9

Attacks: 3 Weapon Attacks

Special: Immune to Sleep and Charm

Move: 12 / 12 (Fly)

D/Att: Neutral, Morale 11

Dwarf

Short sturdy creatures fond of drink and industry, open to trade but greedy and protective of their craftsmanship. Dwarven Demesnes tend to mainly feature stone and metal, and tend to be blocky with engravings in most things. Dwarves are Seelie, and their Gems and Jewelry is worth x1.25.

I: Dwarf

Armor Class: 14

Hit Dice: 1d + 1

Attacks: 1 Weapon Attack

Special: Immune to Poison
Move: 9
D/Att: Neutral, Morale 8

II: Dwarf Hero

Armor Class: 16
Hit Dice: 4d + 4
Attacks: 2 Weapon Attacks
Special: Immune to Poison
Move: 9
D/Att: Neutral, Morale 9

III: Dwarf Master

Armor Class: 16
Hit Dice: 7d + 7
Attacks: 2 Weapon Attacks
Special: Immune to Poison, Martial Trance
Move: 9
D/Att: Neutral, Morale 10

Martial Trance: Occurs when the Dwarf is below half health and fighting multiple creatures; they begin rolling an extra die for damage.

IV: Dwarf Lord

Armor Class: 18
Hit Dice: 9d + 9
Attacks: 3 Weapon Attacks
Special: Immune to Poison, Martial Trance
Move: 9
D/Att: Neutral, Morale 11

Duedne

Odd house spirits, somewhat shorter than a human and with strange elongated faces; they tend to enjoy parties, pranks, and bets. They shape-shift to look like humans and attend any large gathering they can. Generally friendly and hospitable, except when they aren't. Duedne demesnes tend to resemble the architecture of human homes from all around the world, made of many different materials and featuring many different styles. Duedne are Seelie. Their art objects are worth x1.25.

I: Duedne

Armor Class: 14
Hit Dice: 2d + 2
Attacks: 1 Weapon Attack
Special: Shapeshifting
Move: 12
D/Att: Capricious, Morale 6

II: Tall Duedne

Armor Class: 13
Hit Dice: 5d + 5
Attacks: 2 Weapon Attacks
Special: Shapeshifting
Move: 12
D/Att: Capricious, Morale 8

III: Duedne Keeper

Armor Class: 14
Hit Dice: 7d + 7
Attacks: 3 Weapon Attacks
Special: Shapeshifting
Move: 12
D/Att: Capricious, Morale 9

IV: Duedne Curator

Armor Class: 15
Hit Dice: 10d + 10
Attacks: 3 Weapon Attacks
Special: Shapeshifting, Curating
Move: 12
D/Att: Capricious, Morale 10

Curating: Allows the Curator to reorganize the "possessions" of the building, clean it, move items, without physical action. For instance, the Curator might "curate" that heirloom sword into your guts. Or crush you with a bookshelf. Really, they can afford to be creative.

Sprite

Winged creatures maybe half a foot tall and born from wind and air, they have an alarming tendency to gift people food, water, and "dust" which changes their behavior significantly, as well as play tricks with no ill intent that still seem to end up quite harmful to their recipients. Sprite demesnes tend to appear to be made of solidified clouds, complemented with what looks like marble or other lightly colored stone. Sprites are Seelie, and they have 1.5x as much in the way of Alchemical Reagents.

I: Sprite

Armor Class: 16
Hit Dice: 1d
Attacks: –
Special: Dust (Save versus Spells or be charmed until Sunset or Sunrise)
Move: 12 / 12 (Fly)
D/Att: Neutral, Morale 5

II: Sprite Spit-turner

Armor Class: 16
Hit Dice: 3d + 3
Attacks: 1 Pitchfork (1d6)
Special: Dust (Save versus Spells or be charmed until Sunset or Sunrise)
Move: 12 / 12 (Fly)
D/Att: Neutral, Morale 7

III: Sprite Spooncaster

Armor Class: 16
Hit Dice: 4d + 4
Attacks: 1 Spoon! (1d6)
Special: Dust (Save versus Spells or be charmed until Sunset or Sunrise), Casts Spells as 4th Level Mage (but not damaging ones)
Move: 12 / 12 (Fly)
D/Att: Neutral, Morale 8

IV: Sprite Cloudwhisker

Armor Class: 16
Hit Dice: 6d + 6
Attacks: 1 Whisk! (1d6)
Special: Dust (Save versus Spells or be charmed until Sunset or Sunrise), Casts Spells as 6th Level Mage (but not damaging ones), Cloudwhisking
Move: 12 / 12 (Fly)
D/Att: Neutral, Morale 9

Cloudwhisking: A sprite cloudwhisker can modify their cloudlike home as they desire, adding rooms, tunnels, and doorways as they like, or trapping creatures inside. They must touch their Whisk to the cloud to do so.

Merfolk

One speculates that humans at one point interbred with water fey, and these were the result. Almost by far the most comprehensible, Merfolk can all at will shapeshift their fishtails into legs and back again. They'll interact with humans almost as if they were human, although generations of fey ancestry won't keep them from charming, petrifying, or polymorphing their human friends. Merfolk demesnes are usually half underwater, if not more, and feature sand, sandstone, and coral reefs as walls primarily. Merfolk are Seelie.

I: Merfolk

Armor Class: 12

Hit Dice: 1d + 1
 Attacks: 1 Weapon Attack
 Special: –
 Move: 12 / 18 (Swim)
 D/Att: Neutral, Morale 7

II: Merfolk Hero

Armor Class: 14
 Hit Dice: 4d + 4
 Attacks: 2 Weapon Attacks
 Special:
 Move: 12 / 18 (Swim)
 D/Att: Neutral, Morale 8

III: Merfolk Magi-Knight

Armor Class: 14
 Hit Dice: 6d + 6
 Attacks: 2 Weapon Attacks
 Special: Spellcasting as 6th Level Mage
 Move: 12 / 18 (Swim)
 D/Att: Neutral, Morale 10

IV: Merfolk Regent

Armor Class: 14
 Hit Dice: 8d + 8
 Attacks: 3 Weapon Attacks
 Special: Spellcasting as 8th Level Mage
 Move: 12 / 18 (Swim)
 D/Att: Neutral, Morale 11

Kitsune/Gumiho

These creatures are impossible to distinguish except for their behavior types and the languages they speak. They both possess the tails of foxes and are deeply interested in humans, although both for very different reasons. Kitsune enjoy testing wits and gaining knowledge from humans, while Gumiho only wish to consume the hearts or livers of humans; the best possible result for a human at their mercy is to become a valuable charmed slave. In any case, these creatures often co-exist, with roughly half the population of a given demesnes being made of one or the other (for single creatures, determine what they are randomly). Their demesnes tend to consist of painted wood, paper bulbs hanging from the ceiling, which seems to merge seamlessly with dark, deep woods, even in the middle of rooms. Kitsune are Seelie, while Gumiho are Unseelie. Both creatures are powered based on their tails, so there aren't tiers in the normal way; tier I has one tail, tier II has two to four, tier III has five to eight, and tier IV has nine.

Assume spellcasting ability based hit dice for Kitsune.

Kitsune

Armor Class: 15
 Hit Dice: (Based on number of tails, up to 9d + 9)
 Attacks: Fox Fire (1 Attack plus one per 3 tails out to 50 feet, 1d6 damage), Weapons in human form
 Special: Shapeshifting, Casts as Mage of Hit Dice Level
 Move: 12
 D/Att: Capricious, Morale 8

Gumiho

Armor Class: 15
 Hit Dice: (Based on number of tails, up to 9d + 9)
 Attacks: Claws (1d6)
 Special: Shapeshifting, Extra Attacks as Fighter
 Move: 12
 D/Att: Capriciously Hostile, Morale 9

Goblin

Greedy stunted creatures born from darkness and stone, paranoid about the theft of their possessions and lusting after the wealth of others, these creatures are price gouging, unfriendly merchants at the best of times, when civilized. Their demesnes look like unworked caverns, dark all over, only decorated by coinage and jewelry, or rotted cloth in garish colors. In general, the only way to tell what sort of "structure" the demesnes was intended to be is to see the shape of it. Goblins are Unseelie, and have a +5% chance of having any given coinage, gems, or jewelry. They also tend to kill humans to produce Hobgoblins, and their barons and kings tend to be progressively more obese.

I: Goblin

Armor Class: 13
 Hit Dice: 1d
 Attacks: 1 Weapon Attack
 Special: -1 to Hit in direct sunlight
 Move: 9
 D/Att: Unfriendly, Morale 6

II: Hobgoblin

Armor Class: 15
 Hit Dice: 3d + 3
 Attacks: 1 Weapon Attack

Special: Drink Bone Marrow to heal 1d6+1
 Move: 9
 D/Att: Hostile, Morale 10

A hobgoblin is produced by severed the heads of a goblin and a human, and sewing the goblin's head to the human's neck.

III: Goblin Baron

Armor Class: 16
 Hit Dice: 6d + 6
 Attacks: 2 Weapon Attack
 Special: Consume Wealth or Flesh to Heal 1d6+1
 Move: 6
 D/Att: Unfriendly, Morale 8

IV: Goblin King

Armor Class: 19
 Hit Dice: 9d + 9
 Attacks: 3 Weapon Attack
 Special: Consume Wealth and Flesh to Heal 1d6+1
 Move: 3
 D/Att: Unfriendly, Morale 8

Kasha

Strange monstrous catlike creatures, they steal corpses and make them into flaming puppet zombies, unintelligent and utterly under the control of the Kasha. Any given Kasha will usually have at least one of these flaming zombies accompanying them, and may have up to their hit dice for leader Kasha. The Kasha have no qualms about killing humans to make more puppet zombies, but understand that humans also can acquire more corpses than they ever could on their own. Thus, they'll hold off on attacking. A human corpse is worth roughly 100 GP to a Kasha in trade. Kasha demesnes tend to include wood intermingled with stone, and fire that appears frozen in time, but still burns when touched. Kasha are Unseelie, and have double treasure as a result of all the zombies wandering about.

Flaming Puppet Zombie

Armor Class: 11
 Hit Dice: 2d + 2
 Attack: 1 Flaming Rend (1d6+1)
 Special: Takes no damage from piercing weaponry, On Fire (Immune to Fire), Berserk

Move: 6

D/Att: Under Control, Morale 12

On Fire: Creatures grappling the Zombie or in constant contact otherwise take 1d6 damage per round in contact, and must save versus Burst or catch fire themselves.

Berserk: If the Zombie's strings are cut, it will go berserk and attack the nearest creature to it; roll randomly if there is more than one creature nearest to it.

I: Kasha

Armor Class: 13

Hit Dice: 2d + 2

Attack: 1 Fire Spit (1d6, 40 feet)

Special: Turn Corpse into Flaming Puppet Zombie, Fire Resistant

Move: 12

D/Att: Unfriendly, Morale 7

II: Big Kasha

Armor Class: 14

Hit Dice: 4d + 4

Attack: 2 Fire Spit (1d6, 40 feet)

Special: Turn Corpse into Flaming Puppet Zombie, Fire Resistant

Move: 12

D/Att: Unfriendly, Morale 8

III: Giant Kasha

Armor Class: 15

Hit Dice: 7d + 7

Attack: 3 Fire Spit (1d6, 40 feet)

Special: Turn Corpse into Flaming Puppet Zombie, Fire Breath 60' cone for 3d6

1/day, Fire Resistant

Move: 15

D/Att: Unfriendly, Morale 9

IV: Kasha Monarch

Armor Class: 15

Hit Dice: 9d + 9

Attack: 3 Fire Spit (1d6, 40 feet)

Special: Turn Corpse into Flaming Puppet Zombie, Fire Breath 60' cone for 3d6

3/day, Fire Resistant

Move: 18

D/Att: Unfriendly, Morale 11

Wild Hunter

Wild Hunters enjoy chasing game, and this game often includes humans. The fear they inspire often causes their prey to flee from them, and they're often amused

when creatures don't run from them but instead fight. When successful in capturing game, they often have many uses for the thing they catch, including food. Their demesnes tend to be dark and foreboding woods, with the trees coming together to form a solid barrier and bonfires burning off in the distance, just beyond where anyone can reach. The stairs or ladders that would be in other floor plans are often hard to spot as such. Wild Hunters are Unseelie, and for every Wild Hunter, there is an Antlerback, Armored if the Wild Hunter has eight or more hit dice. Wild Hunters also have a +20% to their chance of possessing artwork.

Antlerback

Armor Class: 10 / 16 (Armored)

Hit Dice: 2d + 2

Attack: –

Special: Allow Fear Charge

Move: 18

D/Att: No Will, Morale 12

I: Wild Hunter

Armor Class: 15 / 17 (Mounted)

Hit Dice: 3d + 3

Attacks: 1 Mancatcher (Grapple with +1 per hit die) –OR– 1 Spear (1d6)

Special: Fear Charge

Move: 12 / 18 (Mounted)

D/Att: Alien and Hostile, Morale 8

Fear Charge: While atop Antlerback, a Wild Hunter can cause a Fear Charge once per creature; charging forward at full speed, the creature must make a Save versus Spells or flee at top speed away from the Wild Hunter.

II: Wild Hunt Leader

Armor Class: 15 / 17 (Mounted)

Hit Dice: 5d + 5

Attacks: 1 Mancatcher (Grapple with +1 per hit die) –OR– 2 Spear (1d6)

Special: Fear Charge

Move: 12 / 18 (Mounted)

D/Att: Alien and Hostile, Morale 9

III: Wild Stalker

Armor Class: 15 (17 while Mounted)

Hit Dice: 8d + 8

Attacks: 1 Mancatcher (Grapple with +1 per hit die) –OR– 3 Longbow (1d6, 70 feet)

Special: Fear Charge, Arrow Downpour 1/day

Move: 12 / 18 (Mounted)

D/Att: Alien and Hostile, Morale 10

Arrow Downpour: The Wild Stalker may, once per day, fire arrows down upon a 20 foot radius area, dealing 3d6 damage to all creatures within the area (Save versus Spells to avoid, add AC over 10 as a bonus to this save) and causing the survivors to flee in terror (Save versus Spells negates).

IV: Master of Wild Shadows

Armor Class: 17

Hit Dice: 9d + 9

Attacks: 1 Mancatcher (Grapple with +1 per hit die) or 3 Spear (1d6+1)

Special: Charge of Darkness and Horror

Move: 12 / 18 (Mounted)

D/Att: Alien and Hostile, Morale 11

Charge of Darkness and Horror:

Similar to the Fear Charge, but also causes darkness to swarm over the area of the charge and deals 5d6 damage from shadows ripping their target limb from limb (Save versus Spells negates). The area of the charge is a 20 foot radius around the Master of Wild Shadows, and goes with the length of its movement.

Troll

Trolls: ugly, tall, strong, and not terribly sociable. They tend to see humans mostly as walking bags of meat and loot, and often treat them as such. Trolls encountered in the demesnes may not be immediately as hostile as those in roving hunting bands, but they will certainly take any opportunity they can to grab what they want from humans. Troll demesnes are icy structures, often with odd vines growing on them. Trolls are Unseelie, and solitary trolls encountered only have x2 the hit dice, not x4, while those x2 trolls have x1.5 instead.

I: Troll

Armor Class: 15

Hit Dice: 5d + 5

Attacks: 1 Claw (1d6)

Special: Regeneration, Turns to Stone in Sunlight

Move: 12

D/Att: Hostile, Morale 8

Regeneration: Unless wounded recently (within a few turns) with fire or acid, Trolls regenerate 3 hit points a round, even if they would have otherwise died. Fire or Acid will cause a troll to die permanently, however.

II: Uglier Troll

Armor Class: 16

Hit Dice: 6d + 6

Attacks: 2 Claw (1d6)

Special: Regeneration, Turns to Stone in Sunlight

Move: 12

D/Att: Hostile, Morale 8

III: Frost Blooded Troll

Armor Class: 16

Hit Dice: 8d + 8

Attacks: 2 Claw (1d6)

Special: Regeneration, Turns to Stone in Sunlight, Frost Blood

Move: 12

D/Att: Hostile, Morale 9

Frost Blood: If a creature comes into contact with the blood of this variety of troll, they take 1d6 damage from cold and frostbite as long as they're in contact with it.

IV: Frost Lord Troll

Armor Class: 17

Hit Dice: 9d + 9

Attacks: 3 Frost Claw (1d6 + Save versus Paralysis or Paralyzed for 1d6 rounds)

Special: Regeneration, Turns to Stone in Sunlight, Frost Blood

Move: 12

D/Att: Hostile, Morale 10

Oni/Ogre

Unlike the Kitsune/Gumiho difference, this just refers to the fact these creatures look different; they effectively have the same attitude and abilities, however. The only real difference between the two is the Oni prefers a solitary existence, while Ogres organize in to disheveled packs. Thus, solitary demesnes are populated by Onis most often, while large numbers of

Ogres populate the larger demesnes. In any case, they prefer food, fighting, inebriation, and will often forcefully take these things. These demesnes tend to have wood merge seamlessly with stone and back again into wood throughout rooms, seem often hot, and have doors and other crude metal furniture that seems much oversized for a human. These creature are Unseelie. Ogre/Oni encountered solitary only have x2 the hit dice, not x4, while x2 has x1.5 instead.

I: Ogre/Oni

Armor Class: 17

Hit Dice: 6d + 6

Attacks: 1 Club (2d6)

Special: -

Move: 9

D/Att: Unfriendly, Morale 9

II: Ogre Bastard

Armor Class: 17

Hit Dice: 7d + 7

Attacks: 2 Club (2d6)

Special:

Move: 9

D/Att: Unfriendly, Morale 10

III: Ogre Magi

Armor Class: 17

Hit Dice: 8d + 8

Attacks: 1 Club (2d6)

Special: Casts spells as 7th Level Mage

Move: 9

D/Att: Unfriendly, Morale 9

IV: Ogre Mage Lord

Armor Class: 17

Hit Dice: 9d + 9

Attacks: 1 Club (2d6)

Special: Casts spells as 9th Level Mage

Move: 9

D/Att: Unfriendly, Morale 11

Pooka

A pooka is unusual, as far as fey go. They all have animal features (although none look like foxes), and they all want to trick humans into thinking that they are the animal they resemble, so that they may abscond with goods the human may possess. They look like diminutive humans with animalistic features. Pooka demesnes, oddly enough, often closely

resemble human structures, although generally they resemble stables, barns, and straw houses more than anything else. Pooka are Seelie, except for type IV Pooka, which are malicious death dealing beings, and as such, are Unseelie.

I: Pooka

Armor Class: 10

Hit Dice: 1d + 1

Attacks: 1 Bite (1d6)

Special: Animal Shapeshifting

Move: 12'

D/Att: Neutral, Morale 6

II: Pooka Hero

Armor Class: 13

Hit Dice: 5d + 5

Attacks: 2 Bites (1d6) -OR- 2 Weapon Attacks

Special: Animal Shapeshifting

Move: 12

D/Att: Neutral, Morale 8

III: Pooka Elder

Armor Class: 15

Hit Dice: 7d + 7

Attacks: 2 Bites (1d6) -OR- 2 Weapon Attacks

Special: Animal Shapeshifting, Mirror Images (1d6)

Move: 12'

D/Att: Neutral, Morale 86

Mirror Images: Works similarly to the spell, except they refresh every hour.

IV: Pooka Death Lord

Armor Class: 17

Hit Dice: 9d + 9

Attacks: 4 Bites (1d6) -OR- 4 Weapon Attacks

Special: Animal Shapeshifting, Mirror Images (1d6)

Move: 12

D/Att: Hostile, Morale 12

Demesnes Appearance

Castle

Inside of castle.

Tower

Inside of tower.

Complex

A large array of random rooms, hallways, and stairs, like an apartment complex; laid out randomly.

Temple

Inside of Temple.

Tunnels

Instead of rooms, only hallways and tunnels of varying width, with doors leading to more tunnels.

Marketplace

Stalls everywhere, doubles as a shop for most everything. Treasure here will include many such things one could buy at an ordinary shop in addition to what is rolled (3d6 of each item, roughly?).

Library

Lined with shelves full of books; on treasure, has 100% chance for books, and x5 as many.

Abstract

Instead of a structure, more like the abstract representation of what it means to be that sort of fey. With some creatures, this will often look similar to complex, but with others, it will mean a significantly more wild display of what their demesne looks like.

Treasure

	I	II	III	IV
1000's Copper	10%: 1d6	25%: 1d6	30%: 3d6	30%: 3d6
1000's Silver	20%: 1d6	30%: 1d6	40%: 3d6	60%: 5d6
1000's Gold	30%: 1d6	35%: 2d6	50%: 4d6	75%: 10d6
100's Platinum	10%: 1d6	20%: 1d6	30%: 3d6	40%: 3d6
Gems	10%: 2d6	40%: 3d6	50%: 4d6	50%: 10d6
Jewelry	10%:	40%:	50%:	50%:

	1d6	3d6	4d6	8d6
Alchemic Reagents	10%: 2d6	25%: 4d6	35%: 6d6	40%: 8d6
Books	10%: 1d6	20%: 3d6	30%: 5d6	50%: 7d6
Art Pieces	10%: 1d6	30%: 3d6	50%: 5d6	75%: 6d6
Magic Items	5%: 1	10%: 1d2	15%: 1d3	20%: 1d6+1

Gem Value

d6 Roll	Value
1	10 GP
2	50 GP
3	100 GP
4	250 GP
5	500 GP
6	1000 GP

Jewelry Value

d6 Roll	Value
1	3d6 * 100 GP
2-5	d6 * 1000 GP
6	d10 * 1000 GP

Alchemical Reagents Value

d6 Roll	Value
1	10 GP
2	25 GP
3	50 GP
4	100 GP
5	250 GP
6	500 GP

Books

d6 Roll	Value
1-4	10 GP
5	100 GP
6	500 GP

Art Pieces

d6 Roll	Value
1	1 GP
2	10 GP

3	100 GP
4	500 GP
5	1000 GP
6	2500 GP

Current Events**Fey War**

The Players have walked into the middle of a war between fey! At least one of this Demesnes' exits must connect to another demesnes of similar size and population, which is the demesnes that this one is at war with (unless the demesnes is split, see Features). Roll up another demesnes but assume size is similar, re-roll if you get the same variety of Fey, and 50% of the population of that Demesne is here right now, warring with the current inhabitants. Looting and Pillaging are a part of this fighting, and humans are prime targets for such things. If you get this result with a solitary fey, it means the two are locked in mortal combat at the time the PC's arrive.

Captured Humans

Whatever variety of Fey lives here has captured several humans! Roll a number d6 equal to the number of the size and population die; this is how many humans were recently captured. There is a 10% chance one of them is significantly more skilled (an adventurer of random class and 1d6+1 levels). If the Demesnes has the Time Flows Weird feature, there's a 50% chance that all the captured humans speak Ancient, and were from that time.

Internal Feud

The creatures in this demesnes are at war with each other; they've painted themselves with distinguishing marks and are fighting to the death. This is full blown civil war. Whichever tier is the highest, there are two such creatures, and they are warring with one another. If the creatures are Kitsune/Gumiho or Oni/Ogre, the population is instead split on that. In a Cohabited or Split Demesne, the war isn't necessarily drawn up along species lines.

Corruption Incursion

There are black pools of corruption everywhere, the walls are turning to ash

and rotting, and fey unlucky enough to fall in stand an awful good chance of becoming demons. Craters of Corruption swiss cheese the area near one of the Demesnes entrances, and roughly 10% of the population has become demons, and is being fought by the other 90%. A reward may be promised to PC's who help, and Seelie fey may even follow up on said reward.

Corruption Craters

There sits pitch darkness, pure awfulness, bubbling, roiling, and smelling vaguely of blood, sugar, and rotting corpses. This crater is about 10 feet in diameter, and any creature that falls in takes 1d6 damage and gains 1d6 corruption per round that creature is within the muck, no save. Demons, Undead, and other 'Corrupted Creatures' are immune to this damage and corruption gain. A save against Paralysis can be made to avoid falling in the muck if the creature is somehow forced into the crater, instead the creature clings to the side.

Fading

This demesne has ceased to be very active, and currently is shrinking, its population disappearing into nothing. Assume 50% population and size, with some amount (1d3 percent) disappearing every week. The residents are apathetic, have Morale -2, but the entire Demesnes has 50% less treasure as well. When the population hits 0%, the demesnes disappears, never to be seen again. If humans are present inside when it vanishes, they are evicted through a random entrance.

Festival

There is a festival that these fey are celebrating when the PC's arrive! Even if there are normally very few or one fey there normally, there are many more this time. Treat PC's who participate as if they were Carousing (for free), but give XP equal to 300 times a 2d6 roll; then roll on the following table:

d10 Roll	Result
1	Nothing much.

2	Nothing much.
3	Nothing much.
4	Replaced by changeling? The player rolls up a new 1st level character who oddly resembles the old one. 2d10 days later, the old character shows up remembering nothing and the new one vanishes. The 1st level is pretending to be the old character... badly. Allows half XP for what the 1st level gained.
5	Infested? Make a Saving Throw versus Spells; on a failed roll, a Fey is crawling around in your mind and will erupt – violently – at the least opportune time.
6	I'm just a shadow now... You wake up as a shadow being in one of your allies shadows. You can only travel through shadows and darkness, and must remain home in a shadow; you can't interact with the physical world otherwise. On the bright side, you can't be dealt damage, and can still talk. Dispel Magic or Remove Curse will fix you up.
7	Stone of Weight! Wake up with your arms wrapped around this horrible thing. It weighs 5 Stones and reappears in your possession any time no one is looking at it. A remove curse will allow you to drop it, or having someone else freely accept it as their own.
8	Where's my hands? Roll a d6 twice, the first time, selecting your 1 - Hands, 2 - Arms, 3- Feet, 4- Legs, 5- Fingers, 6 - Toes; the second time, replacing them with 1- tentacles, 2- insect chitin, 3- frog limbs, 4- scorpion tails (deals 1d6 poison damage if hits in melee), 5- bones, 6- living metal
9	Where's my pants? Wake up in the area you entered the demesnes from missing all but your most "prized possession" (usually not your clothes). Fey from the Demesne have the rest, and you can get it back if you

	try.
10	You've got a friend in me! You did some Fey a favor while drunk, and they owe you one. Take care not to overreach.

Sparked

Whether newly formed or just experiencing a population boom, this demesne is increasing in size. For a size & population roll of 1, assume that the demesne is increasing in size to a population roll of 3, and all other rolls are increased by 1. If the demesne has a population roll of 6, assume another 1d6 * 1000 are immigrating. This happens over the course of 1d3 months, and also involves changing the treasure level as well. For original population rolls of 4 and 6, add one die rolled to each kind of monetary treasure.

Entertaining Human Guests

These people are here of their own free will... mostly. Follow the rules for determining where, when, and how many there are via Captured Humans, but these people have considerably more wealth and freedom. Assume they're carrying 1d6 * 100 GP per person of clothing, jewelry, and other assorted status symbols, and that 25% of them are guards of 1d4 level. They may be negotiating trade deals, they might have forgotten themselves and stayed for years, they might even just be old friends.

Hiding

Whatever the Fey are doing here, they're hiding from something.. bigger. Most likely a demon, but not necessarily. Based on the size and population die, the demon has that many hit dice + 9, and is of a random class. I.E. a demon in a place where the original population die roll was a 4 would have 5d6 + 9 Hit Dice. would have There's a 1 in 6 chance every day the PC's are there (or visiting) that the creature (demon or otherwise) will intrude and attempt to kill everything and everyone there.

Nothing Big

Business as usual here; default to this for previously visited demesnes that had their current events resolved.

Interesting Features

Cohabited

Roll again on the Fey Variety Table, discarding duplicate results; half of the population of this Demesne is of the newly rolled variety. This is peaceful unless otherwise noted. The highest tier being is still of the original variety, but all other tiers are split relatively evenly. Reroll this result if the original Size & Population die was a 1 and Sparked isn't the current event.

Council of Bickering

Instead of a single leader, this demesne is ruled by 1d6+1 fey of the highest tier, who decide things by council vote, days of the week, who draws the longest straw, whatever. They always bicker and are always looking to get an advantage over their fellow council members. If the original size & population die roll was a 2, then the council effectively is the entire population; no need to roll twice. If the original size & population die roll was a 1, however, then the singular fey has as many heads as there are council members, and they bicker over what to do with the body. Instead of the normal multiplier, this creature multiplies its hit dice by the number of council members.

Enchanted Comestibles

All food, drink, and other consumed substances the fey have are enchanted with wild magics; any human that partakes is affected by one enchantment on a failed saving throw versus Spells or be affected by something rolled on the table below; any given human is only affected once by this demesne's food. Unless the effect is something like petrification, dispel magic or remove curse will get rid of it.

d10 Roll	Effect
1	Petrified, turned to stone.
2	Polymorphed into barnyard animal.
3	Charmed by this demesne's fey.

4	Cursed to always see food talk and scream when consumed.
5	All hair falls out; character is forever bald.
6	Until this effect happens, the chance is rolled every combat; there is a 1 in 6 chance that the character sneezes fire in a 60 foot cone; all creatures in the area must save versus burst or take 3d6 damage.
7	Speaks in unintelligible jibber-jabber only.
8	Becomes unstuck in time; roll a d100 every morning; character appears as that age. Note that this affects their abilities none, only their appearance.
9	Negative coloration; like the negative of a photograph, character's colors invert.
10	Covered in Wens; character receives a -1d6 penalty to their Charisma score.

Intelligent Undead Population

There is a small Intelligent Undead Population peacefully cohabiting with the fey here... or trapped by the fey here. In the case of Kasha, assume the undead are Flaming Mummies; in other cases, roll on the table below.

d8 Roll	Undead
1	Lich (1, HD 2d6+10)
2	Mummy (1d6)
3	Wights (4d6)
4	Ghouls (5d6)
5	Vampires (1d6)
6	Spectres (1d6)
7	Wraiths (2d6)
8	Black Lich (1, HD 2d6+10)

Lich

Armor Class: 10
 Hit Dice: See Above
 Attacks: 1 Paralyzing Touch (1d6 + Save versus Paralysis or be Paralyzed for 2d6 Turns)
 Special: Casts as Mage of Equivalent Hit Dice, Phylactery, Fearful Presence,

Immune to Non-Magical Weaponry, Undead
 Move: 12
 D/Att: Hostile, Morale 10

Phylactery: A Lich, if bodily destroyed, will regenerate from its Phylactery in 1d10 days. Most Liches are smart enough not to keep their phylactery anywhere near where they currently are.

Fearful Presence: All creatures of 5 hit dice or below, when first encountering the lich, must make a save versus spells or flee at top speed.

Mummy

Armor Class: 16
 Hit Dice: 5d + 5
 Attacks: 1 Rend (1d6 + Saving throw versus Death/Poison or contract Wasting Disease)
 Special: Immune to weaponry that is Not silvered or magical, Vulnerable to Fire, Undead
 Move: 12
 D/Att: Hostile, Morale 10

Wasting Disease: A creature affected by the wasting disease will lose 1 point of dexterity and constitution every day. A creature reduced to 0 dexterity or constitution this way dies.

Wight

Armor Class: 14
 Hit Dice: 3d + 3
 Attacks: 1 Slam (Level Drain)
 Special: Immune to Missile fire that isn't Silvered or Magic, Undead
 Move: 9
 D/Att: Hostile, Morale 12

Level Drain: Goodbye, sweet level. If you're feeling kindly, you could use a 1d6 × 1000 XP drain instead. Any creature drained to nothing rises up as another Wight in 1d6 rounds.

Wights are highly territorial, and will only generally protect the area they are in.

Ghoul

Armor Class: 13
 Hit Dice: 2d + 2

Attacks: 1 Rend (1d6 + Save versus Paralysis or be Paralyzed for 3d6 Rounds)
 Special: Undead
 Move: 9
 D/Att: Hostile, Morale 6

Any humans or orc killed by a ghoul rises up as a ghoul in 1d6 turns if not eaten.

Vampire

Armor Class: 16
 Hit Dice: 8d + 8
 Attacks: 2 Lunging Bite (x2 Level Drain)
 Special: Undead, Instant death to Sunlight, Stake Through Heart, Immersion in Running Water, Charm Person Gaze, Immune to Weaponry that is Not Silvered or Magical, Regeneration 3, Shapeshift to Gaseous form or Giant Bat
 Move: 12 / 18 (Fly in Gas or Bat form)
 D/Att: Hostile, Morale 8

Vampires, upon being reduced to 0 hit points, immediately return to gaseous form and fly away to their burial site, where they regenerate at the rate of 1 hit point per hour.

Spectre

Armor Class: 16
 Hit Dice: 6d + 6
 Attacks: 1 Touch (x2 Level Drain)
 Special: Undead, Incorporeal, Immune to Non-magical Weaponry
 Move: 15 / 30 (Fly)
 D/Att: Hostile, Morale 12

Spectres are highly territorial, and will only generally protect the area they are in. Any creature killed by a Spectre rises up as one in 1d6 rounds.

Wraith

Armor Class: 15
 Hit Dice: 4d + 4
 Attacks: 1 Slam (Level Drain)
 Special: Undead, Immune to Missile fire that isn't Silvered or Magic
 Move: 12 / 24 (Fly)
 D/Att: Hostile, Morale 12

Treat similarly to Wights.

Black Lich

Armor Class: 10
 Hit Dice: See Above

Attacks: 1 Paralyzing Touch (1d6 + Save versus Paralysis or be Paralyzed for 2d6 Turns + 1 Point Corruption)
 Special: Casts as Mage of Equivalent Hit Dice, Demonic Phylactery, Fearful Presence, Immune to Non-Magical Weaponry, Undead
 Move: 12
 D/Att: Hostile, Morale 11

Demonic Phylactery: Similar to the Phylactery of the other sort of Lich, except that the Phylactery is a Far Demon of equal hit dice to the Lich. The Lich can summon this Far Demon to help in fights.

Flaming Mummy

Armor Class: 16
 Hit Dice: 7d + 7
 Attacks: 1 Rend (1d6 + Saving throw versus Death/Poison or contract Flaming Disease)
 Special: Immune to weaponry that is Not silvered or magical, Immune to Fire, Undead
 Move: 12'
 D/Att: Hostile, Morale 10

Flaming Disease: The creature affected takes 1d6 fire damage every day; a creature killed this way bursts into flames and becomes another flaming mummy. This damage cannot be healed while the creature is afflicted with this disease. Their skin first becomes warm to the touch, then smoke begins pouring from the nose and throat, finally, flames pour forth from the mouth and eyes, blackening the person and transforming them into a mummy.

Insane Laws & Kangaroo Court

The Fey here have insane laws, laws that the PC's are almost certain to violate on arrival. Basically no matter what, the PC's are arrested, and provided they don't kill everything, are dragged before a tribunal, which declares a certain kind of trial they must face. Roll on the table below...

d6 Roll	Trial by...
1	Bear. The PC's must fight a number of Dire Bears equal to their number. If they live, they are innocent.

2	Favor. The PC's must do something for the ruling Fey, fulfill some sort of quest. PC's are attacked by bands of Fey from this place if they ignore the quest until they do it, or the ruling Fey decides it isn't worth it any more.
3	Bribe. The PC's must give the ruler 1d6 * 1000 GP each, then they will be declared innocent. Otherwise, the fey lock them up.
4	Poison. The PC's must each drink Poison, then make a saving throw. Success means innocence, failure means death.
5	Barbecue. The prosecutor and the party must each catch a dangerous beast, barbecue it, and serve it to the ruler. If the party finds the more dangerous beast and cooks it better (d20 + highest intelligence score + HD of beast), they are innocent. Otherwise, they are guilty.
6	Popularity. The prosecutor assembles everyone they can muster (about 10% of the fey), and the party must assemble a greater number to be proven innocent. They have 24 hours to drum up this support.

Of course, once the PC's are out, they only have 1d3 more days until they violate another law on accident.

Dire Bear

Armor Class: 14
 Hit Dice: 9d + 9
 Attacks: 3 Claws and Bite (1d6)
 Special: Is Bear
 Move: 12
 D/Att: Neutral, Morale 8
 Description: Big-ass bear, almost demonic looking.

Time Flows Weird

The demesne is somewhat unstuck in time here, and time flows quite differently on the inside here compared to the outside. Whenever the PC's enter, roll on the table below to see the relative flow of time here...

d6 Roll	For every Day passing outside...
1	A second passes inside.
2	A minute passes inside.
3	An hour passes inside.
4	A day passes inside.
5	A week passes inside.
6	A month passes inside.

Transformative Miasma

The air of this place is thick, misty, and smells somewhat odd. For every day that a human is exposed to this demesne, they must Save versus Spells or transform subtly to become more like the ruling variety of Fey here. Failing six such saving throws means they actually become said fey, retaining their hit dice, other class abilities, and acquiring the advantages and disadvantages of being said Fey. As they aren't human anymore, they'll be treated as Fey. They still have the soul of a human, however, which is what allows them to continue having Clerical casting. If the unlucky person fails saving throws against different varieties of transformative miasma, they take on features of the different fey, appearing very odd indeed.

Great Wealth and Paranoia

The chance of getting all non-magic item treasure is increased by 20% each, and x1.5 the dice is rolled for each category. However, the inhabitants all guard this wealth jealously, being willing to fight to the death to protect it, and are jealously protective of it, reaching for weapons at any indication that their wealth might be taken.

Split Demesne

Similar to Cohabited, except that the demesne is twice the size, split directly down the middle, and the same population dice are rolled for the second variety of fey. The two halves of the demesnes resemble their fey's architecture style, and they are ruled separately.

Significant Alchemical Resources

This demesne has a significant 'natural' deposit of alchemical reagents. 100% chance of alchemical reagents, and x5 times the number of dice for treasure.

Great Workmanship

The jewelry and art in this demesne is fantastic and of Fey craft. 100% chance of both, and they're worth x1.25 times as much.

Central Summoned Being

A random summoned being either lives here, or is imprisoned here; that depends on what sort of being it is. It has x3 times the hit dice of the size & population roll.

Morphing Spring

A hot spring sits near the center of the demesne, with water just cool enough to allow bathing. Anyone who fully submerges themselves within the waters is transformed somehow, in a random way. Roll a d6 and d10 on the table below; the results will be described, and the player may reject the results – once. They must accept the second if they choose to reject the first. In any case, any given Morphing Spring only work for a given person once.

Roll	Change	Attribute
1	Increase (+1)	Strength
2	Increase (+2)	Dexterity
3	Increase (+3)	Constitution
4	Decrease (-2)	Intelligence
5	Decrease (-3)	Wisdom
6	Reverse	Charisma
7		Height
8		Weight
9		Gender
10		Age

Reverse: Reverse involves, for ability scores rolled on a 3d6, subtracting the current score from 21, and that becomes the new score. For height, inches become feet and feet becomes inches, for weight, the digits reverse in order (bad luck to those who weigh an amount that ends in 9), for age, the digits reverse in order.

Chris: Obviously, if you increase or decrease your amount of genders, you end up with that many more (or less) genders. Bet you've

never had a negative number of genders before, huh?

Purifying Flames

Near the center of the demesne is a great yellow fire; those who bathe within it are purified but are temporarily weakened by the experience, or possibly destroyed altogether. If a creature without a corruption rating sits within the fire, they may reroll their hit dice and take the new result, if it is higher. They have one level drained from them at this point, although they will recover from it with bedrest. If a creature with a corruption rating that is not a Corrupted monster like a demon or undead sits within the flame, they lose all of their corruption and lose 2000 XP per point of corruption lost. If this kills them, they burn and become fuel for the fire. If they survive, they will recover from bedrest. Corrupted monsters that go into the purifying flames are destroyed utterly.

Timely Purge

Every day within the demesne, the fey retreat to a safe place to avoid a scourge that pours forward and destroys all in its path. The Fey know how to avoid the purge, and they may be convinced to show how to avoid the purge. Roll on the table below to see what the scourge is.

d6 Roll	Purge
1	Demons, thousands of them. The weakest are around 2 hit dice, and the strongest are well around 30.
2	Locusts, billions of them. Merely being in contact with the swarm deals 1d6 damage per round; fire and smoke will scare them off, but that's about it.
3	Sluagh swarm! Thousands upon thousands of Sluaghs grab at any living thing.
4	Divine Terror! Hallowed light pours across the demesne; all creatures must make a saving throw versus death at -4 or be utterly destroyed.

5	Utter corruption wipes over the landscape; anything touched by it gains 1d6 corruption per round, no save.
6	Pure void sweeps through; anything it touches ceases to exist.

Charmed Human Slaves

Well, everyone needs someone to do the laundry, right? All of these (3d6 each) humans are charmed and are willingly doing the Fey's bidding, including one of skill (1d6+1 level, random class). Whether

this means sweeping the carpet or cooking the other humans depends on the Fey.

Petrified Human Statues

And what about a little decoration? As Charmed Human Slaves, except these are quite inanimate, and the high level human is 2d6+2 levels instead.

Tiered Demesne

Of course, it only goes deeper from here; there is another Demesne that can only be entered from this one, and is deeper and wilder than this; roll another Demesne, but don't roll for entrances and exits. This

second demesne can only be entered from the center of the current demesne; every fey in this second demesne has 2 more hit dice than they would ordinarily have. If tiered demesne is rolled on this second demesne, then the fey in the third demesne have 4 more hit dice than normal and the third can only be entered through the second, and so on and so forth.

Roll Twice, Roll Three Times

Note that Cohabited and Split Demesne results don't count as duplicates on this table.

Sample Carousing Tables

Included are two carousing tables from our individual games, that may or may not fit your purposes. Use them as a baseline to make your own!

Carousing for For Vrang!

Roll 1d20 (replace these results. If someone rolls something that has already happened 1 too many times, roll from 1d100 table below.)

- 1: Bad Stuff! Roll on the Bad Stuff Table!
- 2: Baddish Stuff! Roll on the Baddish Stuff table!
- 3: Arrested! Roll on the arrested table!
- 4: Elemental cajole property damage
- 5: Diseased! Roll on the Disease & Affliction table!
- 6: Cursed! Roll on Curse table!
- 7: Went to the casino! Roll on the Gambling Table!
- 8: You broke something! Roll on the Broken table!
- 9: It follows. Roll on the 'It Follows' Table!
- 10: You found a potion! Roll on the Potions Table!
- 11: You DRANK a potion. or 2. Use the potions table.
- 12: Anger a holy order! (Roll on the Holy Order table)
- 13: Kidnapped! Roll on the Kidnapping Table.
- 14: Tattoos! Roll on the tattoo table.
- 15: What a night! Roll twice more, and endure both results.
- 16: Paper wedged in asshole. (roll on paper table)
- 17: Wrath of the Gods! or Boon? (Roll on Wrath of the Gods Table)
- 18: Loser! Roll on the loser table.
- 19: You ate something really weird. And weird things happened. Roll on the Consumption Table!
- 20: Roll once again for gold spent/exp gained, and add that to the total for carousal.

Arrested! 1d8

- 1: You murdered the Captain, and you're totally being executed in a week. "he f*cked my wife!" "you don't have a wife, sir."
- 2: Committed Manslaughter. 5000Gp bail.
- 3: Major destruction of property, 2000gp bail.
- 4: Totally robbed a store. 1000Gp bail.
- 5: Trespassing, 500gp bail. Super secret stuff.
- 6: Minor vandalism, 200gp
- 7: Drunk tank! 50Gp bail.
- 8: Why are you even in jail? Get out!

Bad Stuff Table of Potentially Dangerous Situations! 1d8

- 1: Transported to a random room of the dungeon, IMPRISONED!!!
- 2: Wake up on a slab in an underground chamber, surrounding by flayed bodies, bolted to the walls with iron hooks. The corpses emanate an aura of evil. Any loud noises from the person within will spawn an unearthly growl, and a blast of wind. If they continue to make loud disturbing noises, or disturb the corpses, spectres will arise, to suck out their sooooooul.
- 3: Lost to time and then found in the future as part of a cult that worships the referee. (Reappears 1d20+6 months later)
- 4: You are inside the intestines of another adventurer. Can you escape? They are magically small, and upon escaping, can be dispelled to return to normal size.
- 5: IT'S ALL OGRE NOW. You are now the cuddle buddy of an ogre, HD5+5 AC13 xtra2Dmg. Will take care of the person, but will not allow them to leave. If they try to leave, ogre will get very upset and try to squash them.
- 6: Tiny tooth fairies chiseling out your teeth. Lose 1d3 charisma, must fight off 1d6 fairies of AC17 HP1. They deal 1 damage on hit, but will not kill.
- 7: Dark pact made. SCARR THE SEWER CARP has imprisoned the person below ground, where they have a dark pact upon them leeching away half their health to Scarr the Sewer Carp and his rat guards. Will break pact and release people for 500*HP gain.
- 8: Encounter 1d3 Pot Imps HD1/2 AC16. **30 remain**

Baddish Stuff! 1d8

1: (2 Succubi gets them. They wake up in an odd location, with raging erections or nipples, 2d6 Max Hp less. Available until slain.) (If they would be drained when 1 HP is their max, drains constitution instead.)

SUCCUBUS - HD3+3 AC14 Charm spell repeatedly. Slashing attacks xtra2Dmg, ATK#2. Flight. Drains health by fucking.

2: Kill 1d6 friendly kobolds.

3: Wake up in an underground chamber, next to a large brazier. A gear is turning. The likeness of the character, in puppet form, is being lowered on a rope into the fire. (The brazier is large enough, that in order to reach the puppet, it must be entered. The gear is reachable.)

4: Addicted to a random rank 3 or less drug!

5: A shadowy dude lurks at the base of their bed. Will attempt to bite off their feet.

6: Beelzebub. Devil threatens to drag their sorry ass to hell, unless they challenge him to something of their choice.

7: Mutation! - Referee rolls Mutation twice, takes worse result.

8: Your face vanishes. It is replaced by a nice sheet of flesh. The player's face will be spotted flying across the sky, attached to a balloon. Player will still be able to see through their disembodied face.

Broken! Wake up in medical award with an injury... 1d6

1: Both legs are gone. 200gp to patch it up.

2: An arm has been destroyed. Lose use of one arm. 200gp medical fee to save you from bleeding.

3: Broke your neck. Big oops. Upfront 300gp medical fee, and another 3000 over the course of 6 months. Cure Serious will remedy this.

4: ... Both of your legs, really? 200gp medical fees, and you're out of action for 6 months.

5: An arm! You broke an arm! 80gp medical fee, and you can use it for 4 months.

6: Broke your jaw! Can't talk for shit for 2 months. 100gp medical fee.

Casino! play casino music from sonic 2 1d6

1: You blew it. Lose or owe another 5000gp, or a magic item. 50/50 chance.

2: Lose 2500gp

3: Lost 500gp

4: Broke even

5: Won 500gp

6: Nailed it! You gain 2000gp

Consumption 1d10, reroll 10's

1: Tofu gives you weird muscley vibrations? -4 to attacks and damage for a week.

2: Red bull gives you wings and confidence. The wings don't work. Fall from a high place. Take 1-10d6 damage. If the character hits 0, roll from the Broken table.

3: Holy cannoli, so sweet. Gives the person a ravaging addiction to sweet should they fail the save!!! Player must eat something sweet once every 8 hours or save vs berserk every turn.

4: You ate a strange pie of horsemeat! But it was mildly cursed! Horses will buck off the rider and attempt to stomp him.

5: Money salad? Money is delicious, isn't it? You awaken beside a bowl full of banknotes, half eaten and doused with salad dressing. Lose 1d10x200gp.

6: You awake with a star shaped fruit! If eaten, eater will gain 1d3 constitution up to 18. It reminds them of their favorite thing.

7: You ate a waffle.... and are now under a magic effect. People appear as food, and food appears as people, gently screaming at their impending demise...

8: You awaken on Captain Crunch's ship, for a wonderful adventure that'll take 1d6 months to complete. The character gains 1d20x300exp.

9: Devil Fruit?

Cursed!..? (Can be removed with a remove curse) 1d10

1: Can only communicate in song, or take 1 damage per non-sung word. This only hint is that the person will feel a musical beat in the fiber of their being.

2: Perpetually surprised! Must roll surprise every round for every encounter or conversation.

3: Everyone hates you, no one will go to the dungeon with you. Person can no longer hire hirelings.

4: Personal stormcloud. Usually rains, but for an hour each day it will hail, dealing 1d6 damage per round that the person is unprotected.

- 5: In combat, the player will fight on the side of the enemies, who regard the player as a friend. If successful, the player will join the dungeon's denizens, to protect the dungeon against those pesky overworlders.
- 6: All natural humanoids will be seen as food. Even invisible ones! Curse?
- 7: Head is on backwards? -4 to AC, Attacks, and saves.
- 8: Pregnant. Hopefully you're a female, or it's a stomachburster. Will abort out through the throat or uterus upon remove curse.
- 9: Cursed with an intense fear of Magic! Anytime a magic spell is cast or being cast, you will run away in fear for 1d6 TURNS.
- 10: Animals hate you. Animals will beserk at them until their clothes are removed.

Disease & Affliction 1d8

- 1: Wasting disease (Permanent -1 to random stat each day)
- 2: Rockjoint - temporary reduction of dexterity by 8.
- 3: Player becomes a fishman, not quite a merman. Can only breathe underwater, but is stuck in the lake they woke up in. That sometimes-poison one. They are immune to the poison while diseased.
- 4: Face herpes (-3 charisma).
- 5: Slothing disease: deal -2 damage on all melee attacks.
- 6: Cursed to desire to drink and consume things that can be. Roll on d100 table to cover it up.
- 7: Unstable bowels, will sporadically crap on surprise, stunning for 1d6 rounds.
- 8: Gender swap. Is actually a disease, and will reverse if disease is cured. Can be contracted on touch, with a failed saving throw.

Elemental Cajole! 1d8

- 1: Fire elementals are not sex partners. Lose 1d4 charisma from horrible burns, take 2d6 damage down to 1HP.
- 2: A water elemental challenges the player to a surfing contest. They must pass 3 dexterity checks, or risk drowning. If they fail, they will not wake up, having drowned. They can be saved with emergency cpr.
- 3: You bought flowers for a particularly sexy earth elemental. Roll charisma - on failure, get punched for 2d6 damage, causing a severe injury if it would kill. On success, take 1d6 damage, and have a new stalker who is a rock elemental.
- 4: Caricature face. A fun night with a meat elemental gives the player caricature face. Roll 1d6: 1: lose 3 charisma; 2: lose 2 charisma; 3: lose 1 charisma; 4: no charisma change; 5: Gain 1 charisma; 6: gain 2 charisma.
- 5: Confusion elemental. The character becomes confused for 1d6 days, seeing people as enemies, or invisible, etc.
- 6: Air elemental. You awaken butt-naked, falling in the sky, more than a mile up, with mild recollections of airborne coitus.
- 7: Cheese: You awaken, encased in a steaming wedge of cheese, surrounded by gigantic mice who are nibbling at the cheese. (1d10 mice HD1+1. They will continue eating through the person if they don't escape the cave in time.)
- 8: Sonic elemental. Your sleep is ruined. You are deafened for 1d6 days. It makes you want to go fast.

Holy Order angered! 1d6

- 1: The Holy Order has a powerful enemy, and you are requested to slay it. Enemy should have at least HD10+10 AC18 ATT#3 xtra2Dmg.
- 2: Requested to lose a brawl, at least to unconsciousness.
- 3: Racked by nightmares of a phallic object that ruins sleep, and makes memorizing spells difficult. Must destroy the dick idol that spawns in a random room in the dungeon.
- 4: Penned in a hidden underground chamber. Player will be tortured, told to repent, repent, repent. 1d30 days before released, every 5 days they must pass a save, or suffer 1 point of damage to a stat.
- 5: Requested to marry a person within a holy order. Player must also convert.
- 6: Holy order of tangents! Player must retrieve something quite random from the dungeon.

It Follows. 1d8

- 1: A terribly slow, but deadly wraith follows you at 3 speed. Can be stopped by walls. HD4+4 AC14. drains 1d6 max hp on hit.
- 2: A miniature shadow demon rests and purrs on your bed. It is hostile to everyone else, always. HD1+1 AC13.
- 3: Cute acidic slime cube. Rubs itself on your leg, causing acid damage if you don't stop it. 1 Hp
- 4: A small devil riding the shoulder has the player charmed, will whisper devious things to them.
- 5: An Adoring fan! Functions as an annoying & cowardly torchbearer, who will cheer your name and stand up for you. However, may occasionally get lost for unknown reasons inside the dungeon.
- 6: A silent, but loyal undead. HD1 AC10
- 7: An angry unicorn that wants to spear you wherever you go. HD4 AC12 xtra1dmg.
- 8: You have adopted 1d10 orphans! They cost 1g/mo to be cared for. People who slack on caring for them will be fined as per the adoption agreement.

KIDNAPPED! 1d8

- 1: Wake up in a swamp house with a swamp hag. She is quite smitten and will attempt to charm them if they try to escape. Maraka.
- 2: Taurus chasing you on a torus. You cannot escape. you cannot jump. below you is an infinite desert, studded with small black arches.
- 3: A witch has transformed you into a plant, which she places in a pot in her small witch house. You cannot move, but you can talk, and secrete a substance the witch uses in her potions.
- 4: You wake up in a small chamber, two bleak fires burn and an old man leans over you. He whispers into your ear (shout) YOU DESTROYED MY FRONT DOOR, AND I'M NOT LETTING YOU LEAVE UNTIL YOU PAY ME 20GOLD!
- 5: The player drunkenly hired a team of adventurers to kidnap them, and put them up for ransom for 500gp
- 6: On a stage with other performers practicing sexual acts. Such as nipple tassle twirling. The player must roll a dexterity check and if they fail, they will be whipped for 1d6 nonlethal damage and kicked out of the building.
On a result of 1, that person will somehow burn down the building, will wake up charred with 1 hit point. 50% chance a bounty of 500 gold for burning down stage area.
- 7: A cauliflower genie is giving the player an exquisite bath/spa, and will not allow them to leave until complete. The player will be gone for 1d10+4 days, and will gain 1 charisma up to a max of 17.
- 8: Player wakes up with 1d10 children tied up & gagged in their room. They drunkenly sent ransom notes to the parents, each of which must roll morale to see if they will pay the 500gp ransom, or take more violent actions.

LOSER! 1d8

- 1: Lose your favorite weapon.
- 2: You lost some money... Buying 1000gp of a random adventuring gear such as rope or armor!
- 3: Where did I put all my flasks? (All vials, flasks, potions, and other containers go missing. Using locate object, they will find them all stashed somewhere.)
- 4: You have lost your other half! You are now TWO people, each with half the experience of the original! (they can be recombined if they sprint into eachother).
- 5: You have lost 3d6 of your primary attribute (down to a 1, so not lethal) They have transformed into marbles, that the town's children and racoons have collected.
- 6: YOU LOSE 1 HALLOW.. It has coalesced into a shard of holyness that another adventurer wakes up with.
- 7: You misplace a retainer or hireling during the night. They can be found in a fey fortress deep in the woods... they may return in a certain amount of time, much older than they were when they went missing.
- 8: You're not a loser, actually. You're incapable of losing anything and can't set it down. When you touch items, they become cursed and are stuck to you. This effect persists until the person's blood is filtered. (Remove curse insufficient, dispel evil will work)

Paper in your Butt 1d8

- 1: Explosive rune on the paper. Deals 5d6+5 damage, may save for half.
- 2: Looking upon this scroll will inflict blindness.
- 3: A bill. A fine for 1d20x100gp, for destroying property.
- 4: A molotov-cocktail style rag is on fire burning towards you. Inflicts 1d6 damage if not removed.
- 5: Sober me will be surprised! ;)
- 6: A scroll of Hold person.
- 7: Scroll of Charm person.
- 8: Treasure Map!

Potions! Each lasts for 1d6 days. 1d10

- 1: You awake as a swarm of bugs!
- 2: Wispy fellow, can seep through small cracks, but cannot make attacks.
- 3: Electrostatic! Everything you touch gets electrocuted. Can be used as a touch attack. lights fire oil on fire, etc.
- 4: Matter-phobic! You are forced 50' back from all walls or floors or ceilings.
- 5: Machine-friend, the player is now friends with machines, and can speak to them as if they were alive. However, they are unable to speak normal languages with living beings.
- 6: You are stuck at Speed 3! (Added bonus: They can only fall or be carried off at 3 Speed as well).
- 7: You transform into a living weapon with vampiric strikes.
- 8: You are a 2-dimensional version of yourself! (They can slip through tiny cracks, but take triple damage)
- 9: Out of phase. Appear in front of random party members, and can only groan. They will fade for 1d6 hours, and reappear in front of someone else. Cannot be dispelled, and if someone casts dispel magic on them, they will be lost forever. Lasts 1d6 days.
- 10: Drink/find two! Roll again.

Tattoos! 1d6

- 1: Terrible facial tattoo Reduced charisma
- 2: Embarrassing tattoo, in a hidden place.
- 3: Random color sign on their back!
- 4: All Tattoos are removed!
- 5: Your body is now covered in numbers. (If someone counts them all up, it will equal 512.)
- 6: Increased charisma.

Wrath of the Gods... or Boon? 1d6

- 1: Armok tires of your complacency. d4x100 blood knights in black armor assault the town. Evil, nonliving but not undead. HD3+3. They are the decimator legion, will slay 1/10th of the population before disappearing.
- 2: The night of vengeful orphans! Unless you have willingly adopted an orphan, their ghosts will haunt you, interrupting your sleep until you adopt an orphan. No spells can be memorized...
- 3: The Canine God floods the entrance of the dungeon with undead dogs, to punish you for treating them with inconsideration. 20d6 undead hounds (HD1 AC12) in the first room.
- 4: Pissed off death somehow, must bring 3d6 souls to his doorstep. Death has a quaint little cottage in Coagg, city of Demons.
- 5: Lose 2d6 constitution, but gain 2000xp for each point lost. (Cannot kill a player)
- 6: sjflaksdfkja;mlkaxdgl;sdanh' g.e [sdf hpl jo=aeru, (TASKED TO MURDERIZE 10 HUMANS FOR INTERDIMENSIONAL PLEASURE, RECEIVE 35quantumpieces. they are all places at once. Equivalent to 100gp to interdimensional beings, a magical man may purchase them for 100gp each.) If fail, lose 1d6xlevel max hp.

Southport Carousing Table

d6/d20 Roll	Carousing Result
1-3/1	You're not sure why, but sailors actively avoid you and cross themselves or run when they see you coming; they think ships you're on are cursed to sink. You have make a Charisma check to even buy passage on a ship, and even if you succeed, you have to pay double fare. This goes away after a successful (no ship sunk) voyage with no loss of life.
1-3/2	Unwitting instigator of a riot! 1d3 * 100 people are involved in this riot, and it lasts 2d6 hours, causing tremendous amounts of property damage. Being at the epicenter of said riot, the instigator takes their hit dice in damage (which can't reduce them below 0) and anyone in the middle of the riot is going to take 1d6 damage per turn just for being there.
1-3/3	Shouldn't have cat-called that witch... d6 roll 1- Voice shouts "YAY" at inopportune time on a 1 in 6 chance every turn, 2- Character can only speak backwards, 3- Character is slowly being polymorphed into farm animal (5d6 days), 4- Character attracts wrath of everyone who doesn't know them (is insulted often, treated as having 1 charisma and -3 penalty, attacked first in fights), 5- Character hallucinates all humanoid as walking foodstuff 6- Character is fighting for control of body with Witch, a failed saving throw versus Spells means the witch gains control for a turn while in a dangerous situation; can mentally speak with witch. All instances can be removed via remove curse.
1-3/4	You've been challenged to a duel! It's against someone with no experience fighting; you can back out and be known as a coward in town (-2 to Charisma modifier in Southport for 1d3 months) or fight them. Roll a d6; if it's a 1-5, it's some random idiot. If it's a 6, it's an important person.
1-3/5	You're the talk of the town! From this point onwards, double all carousing expenditures.
1-3/6	A free retainer! You have a first level follower of random class that is following you for the following reason: 1- They're in love with you, 2 - They're trying to learn the adventuring trade and willing to intern, 3 - A debt of loyalty and honor compels it, 4 - They're spying on you for someone/they're a stalker who wants to steal your identity, 5 - Lost bet, 6 - Gods told them to. I make a second d6 roll; A roll of 5-6 indicates great loyalty (They won't take payment ever), a roll of 1 indicates treachery
1-3/7	Mistaken Identity! You've been mistaken for someone else (and given something in relation), roll a d6 to see if you're: 1- A loan shark borrower, 2- A drug contact, 3- A merchant guild owner, 4- A fey of some sort, 5- A loan shark themselves, 6- A legendary assassin
1-3/8	A few days after, someone claims you're the father. Even if you're a woman. Yeah, I know; drunken magic rituals are a bitch.
1-3/9	You crashed a merchant's banquet. Roll a charisma check with a -2 penalty; if you succeed, they found you amusing and you gain a reputation with them. If you fail, you and many people in your party got placed in the stockades for a day and you gain no XP from carousing.
1-3/10	Gambling Loss! Roll 2d6 and multiply by 100; that's the amount of gold you lost.
1-3/11	Wild Hunt! You ended up getting chased by Fey Huntsmen all night after wandering outside town; make a saving throw versus Paralysis. If you succeed, you merely wake up the next morning outside town. If you fail, roll a d6 to see if: 1- You're charmed (Save vs. Spell) to always be friendly to that sort of Fey, 2- You wake up with a strange mutation making you similar to that sort of Fey, 3- The Fey stole all of your clothing (including magical clothing), 4- You wake up in ropes as a captured slave of the Fey, 5- You wake up normally, but are teleported back to the fey encampment every time you sleep (Save vs. Spell to break permanently), 6- You're turned into a statue for the Fey's entertainment (Save vs. Paralysis for every day like this)
1-3/12	The Gods Stand in Judgment! You've tried to perform a daring stunt so impressive the gods have taken notice. Roll a Charisma Check; if you Succeed, gain a point of Hallow for failing so awesomely. If you fail, lose a point of Hallow for being an absolute joke.
1-3/13	Things man was not meant to fuck with! You disrupted a corrupted ritual by complete chance and now must make a Saving Throw versus Corruption or gain a point of Corruption.
1-3/14	Cthulhu Laughs at your squalor! You've been the target of a particularly nasty corrupted ritual by some nasty people; make a Saving Throw versus Corruption or gain 1d6 points of corruption. If you succeed, you've made enemies of some black market occultists.

1-3/15	Mistaken for Dead! You wake up in the morgue; get a -1 penalty to Charisma checks for stinking of corpse for the next week.
1-3/16	You're a friendly fellow! You've drunkenly invited 3d6 burly men to live in your current place of residence; kicking them out will require money, gentle words, or violence.
1-3/17	There were like, 50 guys! You've fought an inordinately high number of people while drunk and won. Now, while carousing in the future, there's a 50% chance someone will try to pick a (bare-fisted) fight with you.
1-3/18	Drunken Tattoo gained! Roll a d6 to see what the tattoo is: 1- Player chooses, 2- GM chooses (and it should be humiliating), 3- Player to Player's left chooses, 4- Player to Player's right chooses, 5- Player chooses (but it's humiliating), 6- Player chooses (and it's fantastic)
1-3/19	Wild Party (and I do mean WILD). You ended up getting some Fey carousers along with your more mundane, and they made things interesting. Roll a d6 to see if: 1- Several of the (regular) people went missing and became charmed slaves of that kind of fey and you're wanted for it, 2- Several of the (regular) people went missing because they were turned into animals, 3- You woke up knowing how to speak Seelie, but it's the only language you speak for the next 3d6 days 4- You woke up knowing how to speak Unseelie, but its the only language you speak for the next 3d6 days 5- You woke up with all of the money you were carrying replaced by natural debris of some sort, 6- You woke up in bed with a random variety of Fey
1-3/20	Body switching ritual disrupted! Reroll your physical stats, hp, and roll a d6: 1- You switched bodies with a random schmoe, 2- You switched bodies with a prominent criminal, 3- You switched bodies with a mage of power (5th-7th level), 4- You switched bodies with a high priest or priestess (5th-7th level), 5- You switched with a heavily corrupted person (d6+8 corruption), 6- You switched with a random sort of Fey. They have your body now; in any case, the ritual will revert in 2d6 days.
4-6/1	Abandoned Star Child! Your character wakes up with a basket next to them and a note instructing them to take care of said baby. Baby is clearly alien; see Star Child below
4-6/2	Joined a Corruption cult! Wake up clutching Corruption spell scroll of level 1d3 but with horrible obligations.
4-6/3	Personal Demon Summoning! You're not sure how it happened, but you've created a creature out of all of your flaws and awfulness; roll a 1d6-4+your level; the demon has that many hit dice along with 1d3 randomly determined abilities.
4-6/4	Mystical Backdoor surgery! Lose 1d3 constitution (minimum 3) and roll a d6: 1- You have gills and can breathe in water, 2- You have animal-like eyes and can see out to 10 feet in partial darkness 3- You have muscle grafts (+1 to strength), 4- You have mystically increased flexibility (+1 to dexterity), 5- You have chicken wings grafted on your back, 6- You have iron knuckles (do full damage with fists)
4-6/5	Excellent Quality Item! The player gets to choose an excellent (but non-magical item) that they woke up cradling. 4 in 6 chance the item isn't theirs, 3 in 6 chance the real owner knows who has it, and 2 in 6 chance the owner is an appropriate variety of Fey.
4-6/6	Wake up naked in random Temple! Roll a d6, on a 1-3 the temple priests are offended and ban you from returning, on 4-6 they smile and say thanks.
4-6/7	Contract for Death! Wake up with a note that says you've been hired to kill a person for 2d6 * 100 gp. Wisdom check to see if you remember who hired you in the first place.
4-6/8	Flying like a flag! You wake up half naked and attached to a tower's spire by your undergarments. It'll take some time for you to get down. You'll need to track down anything you were carrying.
4-6/9	Tremendous Explosion! You bring down a random building in the city with an unbelievable store of Fire Oil, roll a d6 to see if: 1-3 - No one knows you did it, 4-5 Someone knows but can be paid to keep quiet, 6 Everyone knows and you're going to jail, Greg,
4-6/10	Subterranean Journey (Unexpected)! You fell into Southport's massive sewer system; it will take 2d6 Turns to find your way out and you run the risk of fighting the things that live down there. When climbing out, you'll stink of sewer smell.
4-6/11	Smoke on the Water! You accidentally set fire to d6 ships; roll a d6. 1-5 they're ordinary merchants, 6 they belong to one of the Triumvirate.
4-6/12	Demon Overwhelming! Make a saving throw versus Corruption. If you fail, roll a d6; gain that many points of Corruption. It doesn't end there, though. Every time you take damage or fail a saving throw (that isn't versus Corruption), make a saving throw versus Corruption. On a failure, gain a point of corruption and transform into a

	hostile demon reflective of your flaws and personal failings with hit dice equal to your Corruption rating; then attack a random target. You revert to normal after everything is dead or you make a saving throw versus Corruption after killing a thing. When you are reduced to 0 Corruption or less, this effect goes away.
4-6/13	Cleansed of Corruption! You lose all points of Corruption after drunkenly pleading with your Deity, but they marked you somehow. Gain a physical change appropriate to the thing you worship and you are now under the effects of a Quest spell. Reroll if you have no corruption.
4-6/14	You have poor business sense! You invested 50% of your money in some merchant's moneymaking scheme. Roll a d6, 1-2 it was a scam all along, 3-4 it was honest but equally stupid, 5 you make a modest return 1d3 months later (5% profit), 6 it was exceptionally lucrative 1d3 months later and you make 100% profit
4-6/15	You got an ass-kicking! Start the next adventure 1d3 hp short (minimum of 1 hp)
4-6/16	Legendary Fish! You somehow caught a rare fish while exuberantly drunk; roll a d6 to see if the fish is: 1- unusually shiny, 2- massive, 3- horrifically poisonous and venomous, 4- an expensive delicacy, 5- breathes air, or 6- grants one heavily flawed wish
4-6/17	Illegal merchandise! You ended up obtaining a sizable amount of something prohibited in Southport, roll a d6 to see if it's: 1- 3d6 doses of Opium, 2- 1 dose of White Rest Flower, 3- 1d3 Cursed Gems, 4- 1d6 doses of Berserker Brew, 5- 1d3 doses of Fractal Sight, 6- Roll twice and combine, ignoring further rolls of 6.
4-6/18	You tried drinking a shot of Everblue, but it hasn't sat well with you. Roll a d6 every Turn on your next adventure; on a roll of 6, roll on a random magical effects table and the result happens to the closest thing in front of your mouth (you vomit a spell on it).
4-6/19	One of a Kind Result! Consult the one of kind listing below.
4-6/20	Deep in your drunken stupor, you ended up consuming an entire bottle of aged Everblue. Roll on a random magical effects table three times and the results occur to you.

One of a Kind: You wake up in the street, the alleyways are fenced off, and people are hooting and hollering behind them, and then you hear a rumbling... Congratulations! You've just ended up in the Running of the Dire Bears festival! Remember, you only need to outrun the other hundred or so participants, not the bears! Make two constitution checks; each representing half your maximum HP. If you fail both, you're at 0 but alive, and certainly not going to try anything that stupid again... right?

-Then-

One of a Kind: You seem to vaguely recall strange blue creature, and lights, and surgical instruments, but it's all a blur... Abducted by aliens! They'll have implanted a tracker (which detects as magical) by your sternum, and at some point in the future, aliens will abduct you and everyone they associate with you.

White Rest Flower: Although completely benign as a flower, looking like a small white bulb, when processed by a skilled poison maker, makes a clear liquid that is invisible, with no noticeable smell or taste. If something ingests the poison or gets it into their bloodstream somehow (from injury), they must make a saving throw versus Poison at a -4. Failure indicates that they suddenly feel very sleepy, drift off the next round, and promptly die of heart failure. Possession of this will result in swift execution. A single dose can go for about 1000 GP on the black market.

Cursed Gems: These nasty bastards appear to be high quality gems of great expense, but in reality are incredibly bad luck. The next time the owner of one of these has to make a Saving throw, they automatically fail and the cursed gem in question turns into ash. Possession of this may result in years in prison or a huge fine. A single cursed gem is usually worth 100 GP.

Berserker Brew: This is a potent combat drug, a yellowish cloudy mixture; when a creature drinks this, they get a +2 to Attack Rolls, Damage in melee, and have damage dealt to them reduced by 1 for a turn. After this point though, the creature must make a saving throw versus poison. Success indicates the effect has worn off; failure means the effect has worn off but the creature is now addicted; with a -2 to attack rolls and damage in melee when they aren't under the effects of Berserker Brew. This addiction may be fought off with two successive successful constitution checks, one every week. Possession results in a few weeks in prison or a hefty fine. A dose of berserker brew is generally worth about 200 GP.

Fractal Sight: This smokable flower is prismslike in its colors; smoking Fractal Sight results in the ability to see things as they really are. Magic, invisible creatures, and corruption and hallow is readily visible, as well as vivid hallucinations. The character cannot differentiate hallucination from reality however, and may attack the wrong target altogether if they decide to attack(roll randomly to

determine). It lasts for 6 turns either way. Possession results in a few weeks in prison or a hefty fine. A dose of Fractal Sight generally costs about 100 GP.

Everblue: A potent magical liquor that causes unpredictable effects to those that drink; the older the vintage, the more powerful the effect. Bright Blue and quite expensive. Popular with anyone who has more money than sense.