

Creating Characters & Reference

Character Generation Steps

- Roll 3d6 six times.
- Look at the character class summary and pick out the character class that interests you.
- Arrange the six rolls accordingly.
- It is recommended that the highest roll be placed in your class's prime requisite.
- Dexterity will improve Armor Class.
- Constitution will improve your hit points.
- Charisma will improve your character's relations with the NPCs of the setting and increase the number of loyal henchmen you can have.
- Rogue classes like the Burglar have bonuses to distribute among different abilities. Abilities are affected by different attributes, so look at the abilities list as a guide to arranging your rolls among your character's attributes.
- Look at the character background summary and pick out the background that you want to play. Keep in mind that human backgrounds get a 10% to 15% bonus to their earned experience in addition to their prime requisite bonus. Also keep in mind that some backgrounds come with complications when dealing with various cultures.
- Modify your attributes according to the background.
- Record your attribute modifiers, your background abilities, and your class abilities.
- Allocate your class' ability bonuses.
- Roll 3d6 + Charisma bonus and multiply by 100d for the number of silver pieces you start with. The shorthand for a silver piece is 'd' in these rules. One silver penny equals 1d. Copper pieces are represented by 'f' for farthings. There are four farthings in a silver penny.
- 1st level characters start at maximum hit points.
- Pull out the short equipment list and buy your weapons, armor, dungeon equipment, and starting magic items, if any. If you are starting above 1st level and are a Cleric or Magic-User, remember to reserve some of your starting wealth for ritual spell casting.
- Your character is now ready for adventuring.



**BAT IN
THE ATTIC
GAMES**



STEP INTO THE WORLD
OUTSIDE OF THE DUNGEON
Majestic Fantasy RPG

Ability Scores & Bonuses

Roll 3d6, and add the 3 dice. Do this 6 times and arrange to taste.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (**INT**)
 Athletics (**STR**)
 Climbing (**Higher DEX or STR**)
 Eavesdrop (**INT**)
 Hagglng (**INT or CHA**)
 Herblore (**INT**)
 History (**INT**)
 Intimidation (**CHA**)
 Legerdemain (**DEX**)
 Locution (**CHA**)

Normal Starting Equipment

Roll 3d6 x 100d multiplied by your level for your starting money. Use the short price list to buy your character's equipment.

Magic Items

On the price list are magic items that your character can purchase if you can afford them. Note that spell casters with Enchant Scrolls and Enchant Potions can buy them at cost.

Mathematics (**INT**)
 Natural Philosophy (**INT**)
 Perception (**WIS**)
 Physician (**INT**)
 Professional (type) (**varies**)
 Research (**INT**)
 Stealth (**DEX**)
 Survival (**CON**)
 Strategy (**INT**)
 Thaumatology (**INT**)

Weight Carried

Based on Strength

STR	Carry	Max
3, 4, 5	70	140
6, 7, 8	75	150
9, 10, 11	80	160
12, 13, 14	85	170
15, 16, 17	90	180
18, 19, 20	100	200
21, 22, 23	125	250

Armor and Clothing do not count towards weight carried.

Exceeding the carry limit reduces the character move by ½ and the character is considered encumbered. Weight beyond the maximum can only be lifted by an Athletic(STR) ability check.

Max Arcane Spell Level

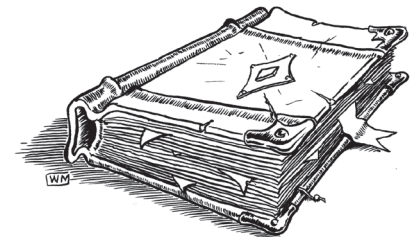
Based on Intelligence

INT	Max Lvl
3 to 7	4
8 to 10	5
11 to 12	6
13 to 14	7
15 to 16	8
17+	9

Max Henchmen

Based on Charisma

CHA	Max
3 to 5	1
6 to 8	3
9 to 11	5
12 to 14	7
15 to 17	9
18+	11



Art by William McAusland
 Majestic Fantasy RPG, Basic Rules Card - 1

Character Classes

Burglar

Burglars are trained in abilities used by secret societies, thieves' guild, and gangs. They learn those abilities at the expense of combat expertise.

Cleric of Delaquain

Delaquain is the goddess of justice, and honor. She defends the helpless, and protects the weak from those who prey on them. Delaquain's clerics represent the militant arm of her church.

Humans

Human cultures are dominant in the Majestic Fantasy Realms. Their combination of hardiness, birth rate, and intelligence has allowed them to spread to every corner of the land and developed into a bewildering array of cultures. The wide range of conditions that humans face has left them highly adaptable.

- Humans gain +1 add to the attribute of their choice.
- Humans gain +15% to all earned experience
- Human base movement is 120 feet per round.

Elves

The Elves were created as the shining example of the potential of life. To this end, they were given great blessings compared to Humans: immortality, resistance to damage, faster healing, and more. However, as the centuries wore on, the Elves have come to realize that their gifts have a price. They are forever bound to the Majestic Realms.

- Elves are immortal and do not age after reaching adulthood.
- Elves get +2 to Dexterity, +1 to Constitution, +2 to Charisma.
- If a player rolls less than a 10 Charisma for an Elven character, they may continue rolling until they roll a 10 or higher.
- Elves are Immune to Normal Disease.
- Elves can heal at double the normal rate. They are completely healed after two weeks of rest.
- Elves cannot use any planar abilities or leave the world for any plane of existence other than the elemental planes.
- Elven base movement is 120 feet per round.

Half-Elves

Humans and Elves can have children together. Upon reaching adulthood, the child makes an irrevocable choice whether to become an Elf or a Human. If the Half-Elf chooses to be an Elf, then they gain all the abilities and limitations of an Elf (see above). If the Half-Elf chooses to be Human, then they gain the following advantages:

- Half-Elves are long-lived and have double the lifespan of Humans.
- Half-Elves get +1 to Dexterity and +1 to Charisma.
- If a player rolls less than a 10 Charisma for a Half-Elf character, they may continue rolling until they roll a 10 or higher.
- Half-Elven base movement is 120 feet per round.

Fighter

Fighters are trained in battle and the use of armor and weapons.

Magic User

The mysterious lone practitioner of arcane powers and spells.

Character Backgrounds

Halflings

Halflings were bred at the dawn of time by Demons to be used as agricultural slaves. The Demons assumed the Halflings' small stature would require them to eat less food and increase the crop surplus they produced. However, the Demons did not count on Halflings' ability to easily hide and elude searchers. After they were liberated, they allied with the Elves and began to farm lands next to larger realms, trading their surplus for goods made by Humans, Elves, and Dwarves.

- Halflings are long-lived and have double the lifespan of Humans.
- Halflings get +2 to Dexterity.
- Halflings gain +4 to any Stealth ability.
- Halflings are of small stature. Armor costs half.
- The following are considered two-handed weapons for Halflings: Battle Axe, Club, War Hammer, Heavy Mace, Long Sword, and Staff.
- When Halflings use normal two-handed weapons (2H Sword, polearm, etc.), they make their to-hit at a disadvantage.
- The following are considered one-handed weapons: Dagger, Light Mace, Short Sword, and Hand Axe.
- The following Missile weapons can be used: Hand Axe, Short Bow, Light Crossbow, Dart, and Sling.
- Halfling base movement is 90 feet per round

Dwarves

The Dwarves were one of the earliest races the Demons bred from Humans. They were bred to act as hardy miners and laborers. Unfortunately for the Demons, the Dwarves' hardiness also resulted in a legendary stubbornness. The early Dwarves were not easily terrorized by the Demons and soon revolted. They took readily to the metalsmith arts and are credited with the discovery of iron. After their liberation, they migrated to the mountains where they still dwell today.

- Dwarves are long-lived and have triple the lifespan of Humans.
- Dwarves get +2 to Constitution, and -1 to Charisma.
- Dwarves gain +4 saving throw vs. poisons.
- Dwarves gain +2 to any Athletics ability.
- Dwarven base move is 90 feet per round.

Burglars (Rogues)

Burglars are trained in abilities used by secret societies, thieves' guilds, and gangs. They learn these abilities at the expense of combat expertise. Burglars must possess a Dexterity score of 10 or better.

Burglars have the following:

- Gain 1d6-1 HP/level (minimum of 1 HP).
- Fight using the Magic-User combat table.
- Can use leather armor and shields.
- Can use the following weapons: hand axe, club, dagger, light mace, staff, short sword, light crossbow, dart, and sling. With any other weapons, the Burglar makes the attack roll at a disadvantage.
- A Burglar starts with eight ability bonuses that are distributed among the following Burglar abilities: Climbing, Eavesdrop, Legerdemain, Perception, and Stealth. The Burglar earns four additional Burglary bonuses for every three levels.
- A Burglar starts with two free ability bonuses that can be applied to any other ability and gains two free bonuses every three levels.
- No more than half of a character's ability bonuses can be spent on a single ability.
- Prime Attribute Bonus: If Dexterity is 13 or greater, character earns +5% experience.
- At 5th level, 1d6 individuals from the local criminal underworld will seek out the Burglar to become henchmen. If the local boss is not an enemy, the Burglar will be offered a neighborhood or small rural territory where they have the exclusive right to conduct jobs.

Burglar Advancement

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6-1	+0	15
2	1,750	2d6-2	+0	14
3	3,500	3d6-3	+0	13
4	7,000	4d6-4	+1	12
5	15,000	5d6-5	+1	11

Ability Progression

The Burglary Bonus can be distributed among the following: Climbing, Eavesdrop, Legerdemain, Perception, and Stealth. No more than half of a character's burglary or free bonuses can be spent on a single ability.

Level	Burglary Bonus	Free Bonus
1	+8	+2
2	+9	+3
3	+10	+3
4	+12	+4
5	+13	+5



Ability Scores & Bonuses

Roll 3d6, and add the 3 dice. Do this 6 times and arrange to taste.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Normal Starting Equipment

Roll 3d6 x 100d multiplied by your level for your starting money. Use the short price list to buy your character's equipment.

Magic Items

On the price list are magic items that your character can purchase if you can afford them. Note that spell casters with Enchant Scrolls and Enchant Potions can buy them at cost.

Equipment Packs

Burglar's Pack (225d).

Includes a backpack, a grapple, 4 pieces of chalk, 5 beeswax candles, a crowbar, a hammer, 10 spikes, a hooded lantern, 2 flasks of oil, 5 days of trail rations, a tinderbox, and a wineskin. The pack also has 50 feet of hemp rope strapped to the side.

Dungeoneer's Pack (160d)

Includes a backpack, a crowbar, a hammer, 10 spikes, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hemp rope strapped to the side.



Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (**INT**)

Athletics (**STR**)

Climbing (**Higher DEX or STR**)

Eavesdrop (**INT**)

Haggling (**INT or CHA**)

Herblore (**INT**)

History (**INT**)

Intimidation (**CHA**)

Legerdemain (**DEX**)

Locution (**CHA**)

Mathematics (**INT**)

Natural Philosophy (**INT**)

Perception (**WIS**)

Physician (**INT**)

Professional (type) (**varies**)

Research (**INT**)

Stealth (**DEX**)

Survival (**CON**)

Strategy (**INT**)

Thaumatology (**INT**)

Equipment Prices

Armor

Leather, soft [+1]	25d/suit	10.0/lbs.
Ring Armor [+3]	300d/suit	30.0/lbs.
Mail, [+5]	1,250d/suit	50.0/lbs.
Plate Armor [+6]	3,000d/suit	100.0/lbs.
Helm	100d/ea.	3.0/lbs.

Shields

Buckler	24d/ea.	2.0/lbs.
+1 AC, Opponents: 1, Damage: 1d3, Spike +5d; +1 damage		
Shield, medium	60d/ea.	7.0/lbs.
+1 AC, Opponents: 4, Damage: 1d4		

Weapons

Axe, throwing	10d/ea.	4.0/lbs.
Damage: 1d6, Rate of Fire: 1, Range: 10 ft., Max Range: 20ft		
Axe, battle	50d/ea.	8.0/lbs.
Damage: 1d8		
Broadsword, 1d8	150d/ea.	3.0/lbs.
Damage: 1d8		
Club, light	N/A	3.0/lbs.
Damage: 1d4		
Dagger, large	10d/ea.	1.0/lbs.
Damage: 1d4		
Dagger, small	3d/ea.	0.2/lbs.
Damage: 1d3 Rate of Fire: 1, Range: 10 ft, Max Range: 20ft		
Glaive	25d/ea.	8.0/lbs.
Damage 1d8+1, Reach: 5 ft.		
Greatsword	200d/ea.	7.0/lbs.
Damage: 1d10		
Mace, small	9d/ea.	3.0/lbs.
Damage: 1d4+1		
Mace	13d/ea.	5.0/lbs.
Damage: 1d6		
Shortsword, 1d6	100d/ea.	2.0/lbs.
Damage: 1d6		
Spear 1H	10d/ea.	4.0/lbs.
Damage: 1d6 (1H), 1d8 (2H) Rate of Fire: 1, Range: 20 ft, Max Range: 40ft		
Staff	3d/ea.	4.0/lbs.
Damage: 1d6		

Missile Weapons

Arrow	2f/ea.	0.1/lbs.
Bolts	1f/ea.	0.1/lbs.
Bow, short,	13d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 50 ft/yds.		
Bow, regular	25d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 60 ft/yds.		
Bow, long	50d/ea.	3.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 70 ft/yds.		
Crossbow, Light	30d/ea.	6.0/lbs.
Damage: 1d4+1 (Bolts), Accuracy: +2, Reload Actions: 1. Range: 60 ft/yds.		
Crossbow, Heavy	38d/ea.	6.0/lbs.
Damage: 1d6+1 (Bolts), Accuracy: +4, Reload Actions: 2 Range: 60 ft/yds.		
Crossbow, Knight Killer	46d/ea.	6.0/lbs.
Damage: 5d4 (Bolts), Accuracy: +4, Reload Actions: 10. Range: 100 ft/yds.		
Quiver	3d/ea.	0.5/lbs.

Equipment

Backpack, 30 lbs.	48d/ea.	
Bedroll	2d/ea.	0.5/lb.
Hammer	6d/ea.	1.0/lb.
Holy Symbol, wooden	10d/ea.	0.1/lb.
Holy Symbol, silver	250d/ea.	0.1/lb.
Holy Water, 4oz	150d/ea.	
Lantern	12d/ea.	0.25/lb.
Oil, Lamp, 4oz	2f/ea.	
Pole, 10 foot	2d/ea.	
Rations, trail	5d/day	2.0/lb.
Rations, dried	20d/day	1.0/lb.
Ritual Components	1d/ea.	250/lb.
Rope, hemp	1d/ft.	
Rope, silk	10d/ft.	
Sack, linen, sm., 5 lbs.	2f/ea.	
Sack, buckram, lg., 10 lb.	1d/ea.	
Spice, Garlic	12d/oz.	
Spike	5d/ea.	0.2/lb.
Thieves Tools	25d/ea.	0.1/lb.
Tinderbox	6d/ea.	0.1/lb.
Torch	2f/ea.	0.2/lb.
Wineskin, ½ gal	10d/ea.	0.5/lb.

Money

1d = 1 Silver Penny = 1 silver piece
 1f = 1 Copper Farthing
 4 Copper Farthings in 1 Silver Penny

Magic Items

Magical Scroll, 1st level*	100d/ea.	0.1/lb.
Magical Scroll, 1st level	200d/ea.	0.1/lb.
Magical Scroll, 2nd level*	200d/ea.	0.1/lb.
Magical Scroll, 2nd level	400d/ea.	0.1/lb.
Magical Scroll, 3rd level*	300d/ea.	0.1/lb.
Magical Scroll, 3rd level	600d/ea.	0.1/lb.
Potion of Healing**	200d/ea.	0.2/lb.
Potion of Healing	400d/ea.	0.2/lb.
Viz	200d/ea.	0.1/lb.

*Inscribing cost for a cleric or for a magic user with Create Scrolls in their spell book

**Brewing cost for a magic users with Create Potion in their spell book



Animals

Guard or War Dog	48d/ea.
Trained Dog	24d/ea.
Horse, Riding	360d/ea.
Horse, Warhorse	600d/ea.

Hirelings

	Wage Monthly	Upkeep Monthly	Initial Invest
Animal Trainer	80d	160d	animal
Man-at-arms	30d	45d	arms
Porter	25d	25d	20d
Servant	25d	50d	0d



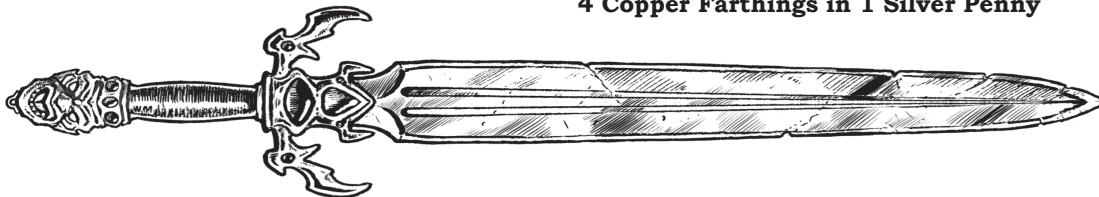
Additional Equipment Packs

Diplomat's Pack (525d)

Includes a chest, 2 scroll cases for maps and scrolls, a set of fine clothes, a cask (qt) of black ink, an ink quill, a lantern, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Entertainer's Pack (160d)

Includes a backpack, a bedroll, 2 costumes, 5 tallow candles, 5 days of trail rations, a waterskin, and assorted makeup to change one's appearance.



Cleric of Delaquain (Clerics)

Delaquain's clerics represents the militant arm of the church. Their duty is to adventure against injustice, fight those who prey on the innocent, and try to heal those who were hurt. There is great enmity between the church of Delaquain and the tyrannical church of Sarrath.

Clerics have the following:

- Gain 1d6 hit points per level.
- Fight using the Cleric combat table.
- Can use any Armor.
- Can use any Weapon.
- +2 bonus on saving throws versus being paralyzed or poisoned.
- Can use the Shield of Faith (see below).
- Can memorize and cast divine spells.
- Can cast divine rituals using any spell on their spell list equal to ½ highest level spell they can cast (round down).
- Can Turn Undead starting at 1st Level
- Has a religious rank within the Church of Delaquain
- Prime Attribute Bonus: If Wisdom is 13 or greater, character earns +5% experience.
- At 3rd level, a Cleric of Delaquain can cast prayer 1/day; this version of prayer affects a sphere with a 50 feet radius.
- At 5th level, an Elder of Delaquain will assign a rectory to the Cleric. It will take the form of either a small neighborhood church in a town or city, or a small rural church attached to a castle or keep. The rectory comes with a circuit of local hamlets and small villages where additional services are held.

Cleric Advancement

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6	+0	15
2	1,500	2d6	+0	14
3	3,000	3d6	+1	13
4	6,000	4d6	+1	12
5	12,000	5d6	+2	11

Cleric Spell Progression

Level	1	2	Ritual
1	-	-	
2	1	-	
3	2	-	
4	2	1	1st
5	2	2	

Ability Progression

Clerics gain a bonus to Theology. They start with 2 free Ability bonuses and gain 1 free Ability bonus every two levels. No more than half of a character's free bonuses can be spent on a single ability.

Level	Theology	Free Bonus
1	+1	+2
2	+1	+2
3	+2	+3
4	+2	+3
5	+3	+4

Prayer (Divine, 3rd Level)

Range: 30 feet, Duration: to the end of the following round

The spell bestows a short-term divine blessing to help a spell or attack succeed. Prayer affects a 50-foot-radius sphere. This causes a saving throw penalty to all creatures in that area. The penalty is -1 plus an additional -1 for every 10 caster levels. In addition, all allies of the caster gain +1 to hit for the spell's duration as long as they are inside the area of the spell.

Banish/Turn Undead

Clerics of Delaquain have the ability to turn, control, banish, or destroy undead with the divine might of their deity. When a Cleric uses this power, the player should roll 1d20 and consult the following table for the result.

Level of Cleric					
HD	1	2	3	4	5
1	10	7	4	T	T
2	13	10	7	T	T
3	16	13	10	4	T
4	19	16	13	7	4
5	20	19	16	10	7
6	-	20	19	13	10
7	-	-	20	16	13
8	-	-	-	19	16
9	-	-	-	20	19
10	-	-	-	-	20

2d6 Undead turned for 3d6 rounds.

T - Automatically Turned

Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (**INT**)

Athletics (**STR**)

Climbing (**Higher DEX or STR**)

Eavesdrop (**INT**)

Haggling (**INT or CHA**)

Herblore (**INT**)

History (**INT**)

Intimidation (**CHA**)

Legerdemain (**DEX**)

Locution (**CHA**)

Ability Scores & Bonuses

Roll 3d6, and add the 3 dice. Do this 6 times and arrange to taste.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Mathematics (**INT**)

Natural Philosophy (**INT**)

Perception (**WIS**)

Physician (**INT**)

Professional (type) (**varies**)

Research (**INT**)

Stealth (**DEX**)

Survival (**CON**)

Strategy (**INT**)

Thaumatology (**INT**)

Normal Starting Equipment

Roll 3d6 x 100d multiplied by your level for your starting money. Use the short price list to buy your character's equipment.

Equipment Packs

Dungeoneer's Pack (160d)

Includes a backpack, a crowbar, a hammer, 10 spikes, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hemp rope strapped to the side.

Priest's Pack (275d)

Includes a backpack, a bedroll, 10 candles, a tinderbox, an alms box, 2 blocks of incense, a censer, vestments, 2 days of rations, and a waterskin.

Equipment Prices

Armor

Leather, soft [+1]	25d/suit	10.0/lbs.
Ring Armor [+3]	300d/suit	30.0/lbs.
Mail, [+5]	1,250d/suit	50.0/lbs.
Plate Armor [+6]	3,000d/suit	100.0/lbs.
Helm	100d/ea.	3.0/lbs.

Shields

Buckler	24d/ea.	2.0/lbs.
+1 AC, Opponents: 1, Damage: 1d3, Spike +5d; +1 damage		
Shield, medium	60d/ea.	7.0/lbs.
+1 AC, Opponents: 4, Damage: 1d4		

Weapons

Axe, throwing	10d/ea.	4.0/lbs.
Damage: 1d6, Rate of Fire: 1, Range: 10 ft., Max Range: 20ft		
Axe, battle	50d/ea.	8.0/lbs.
Damage: 1d8		
Broadsword, 1d8	150d/ea.	3.0/lbs.
Damage: 1d8		
Club, light	N/A	3.0/lbs.
Damage: 1d4		
Dagger, large	10d/ea.	1.0/lbs.
Damage: 1d4		
Dagger, small	3d/ea.	0.2/lbs.
Damage: 1d3 Rate of Fire: 1, Range: 10 ft, Max Range: 20ft		
Glaive	25d/ea.	8.0/lbs.
Damage 1d8+1, Reach: 5 ft.		
Greatsword	200d/ea.	7.0/lbs.
Damage: 1d10		
Mace, small	9d/ea.	3.0/lbs.
Damage: 1d4+1		
Mace	13d/ea.	5.0/lbs.
Damage: 1d6		
Shortsword, 1d6	100d/ea.	2.0/lbs.
Damage: 1d6		
Spear 1H	10d/ea.	4.0/lbs.
Damage: 1d6 (1H), 1d8 (2H) Rate of Fire: 1, Range: 20 ft, Max Range: 40ft		
Staff	3d/ea.	4.0/lbs.
Damage: 1d6		

Missile Weapons

Arrow	2f/ea.	0.1/lbs.
Bolts	1f/ea.	0.1/lbs.
Bow, short,	13d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 50 ft/yds.		
Bow, regular	25d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 60 ft/yds.		
Bow, long	50d/ea.	3.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 70 ft/yds.		
Crossbow, Light	30d/ea.	6.0/lbs.
Damage: 1d4+1 (Bolts), Accuracy: +2, Reload Actions: 1. Range: 60 ft/yds.		
Crossbow, Heavy	38d/ea.	6.0/lbs.
Damage: 1d6+1 (Bolts), Accuracy: +4, Reload Actions: 2 Range: 60 ft/yds.		
Crossbow, Knight Killer	46d/ea.	6.0/lbs.
Damage: 5d4 (Bolts), Accuracy: +4, Reload Actions: 10. Range: 100 ft/yds.		
Quiver	3d/ea.	0.5/lbs.

Equipment

Backpack, 30 lbs.	48d/ea.	
Bedroll	2d/ea.	0.5/lb.
Hammer	6d/ea.	1.0/lb.
Holy Symbol, wooden	10d/ea.	0.1/lb.
Holy Symbol, silver	250d/ea.	0.1/lb.
Holy Water, 4oz	150d/ea.	
Lantern	12d/ea.	0.25/lb.
Oil, Lamp, 4oz	2f/ea.	
Pole, 10 foot	2d/ea.	
Rations, trail	5d/day	2.0/lb.
Rations, dried	20d/day	1.0/lb.
Ritual Components	1d/ea.	250/lb.
Rope, hemp	1d/ft.	
Rope, silk	10d/ft.	
Sack, linen, sm., 5 lbs.	2f/ea.	
Sack, buckram, lg., 10 lb.	1d/ea.	
Spice, Garlic	12d/oz.	
Spike	5d/ea.	0.2/lb.
Thieves Tools	25d/ea.	0.1/lb.
Tinderbox	6d/ea.	0.1/lb.
Torch	2f/ea.	0.2/lb.
Wineskin, ½ gal	10d/ea.	0.5/lb.

Money

1d = 1 Silver Penny = 1 silver piece
 1f = 1 Copper Farthing
 4 Copper Farthings in 1 Silver Penny

Magic Items

Magical Scroll, 1st level*	100d/ea.	0.1/lb.
Magical Scroll, 1st level	200d/ea.	0.1/lb.
Magical Scroll, 2nd level*	200d/ea.	0.1/lb.
Magical Scroll, 2nd level	400d/ea.	0.1/lb.
Magical Scroll, 3rd level*	300d/ea.	0.1/lb.
Magical Scroll, 3rd level	600d/ea.	0.1/lb.
Potion of Healing**	200d/ea.	0.2/lb.
Potion of Healing	400d/ea.	0.2/lb.
Viz	200d/ea.	0.1/lb.

*Inscribing cost for a cleric or for a magic user with Create Scrolls in their spell book

**Brewing cost for a magic users with Create Potion in their spell book



Animals

Guard or War Dog	48d/ea.
Trained Dog	24d/ea.
Horse, Riding	360d/ea.
Horse, Warhorse	600d/ea.

Hirelings

	Wage Monthly	Upkeep Monthly	Initial Invest
Animal Trainer	80d	160d	animal
Man-at-arms	30d	45d	arms
Porter	25d	25d	20d
Servant	25d	50d	0d



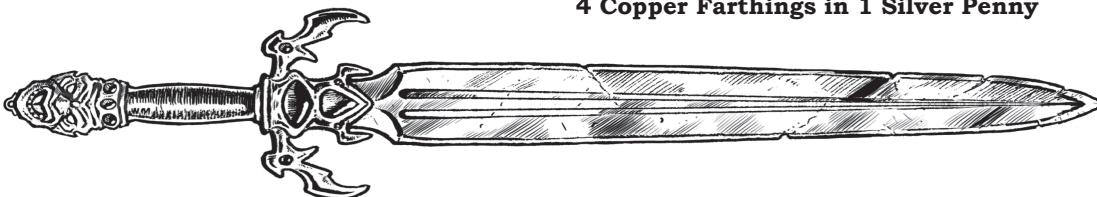
Additional Equipment Packs

Diplomat's Pack (525d)

Includes a chest, 2 scroll cases for maps and scrolls, a set of fine clothes, a cask (qt) of black ink, an ink quill, a lantern, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Entertainer's Pack (160d)

Includes a backpack, a bedroll, 2 costumes, 5 tallow candles, 5 days of trail rations, a waterskin, and assorted makeup to change one's appearance.



Fighters (Fighting Men)

Fighters are warriors, trained in battle and the use of armor and weapons. You are on the front lines of your adventuring party—going toe-to-toe with dragons, Goblins, and evil cultists, hacking your way through and taking the brunt of their attacks. The Fighter character is best equipped to dish out damage and absorb it. You serve as the sword and shield, protecting the weak and taking down your enemies. One day, they will tell legends of your prowess and followers will flock to your stronghold. There you will revel in your fame, riches, and well-earned nobility.

Fighters have the following:

- Gain 1d6+2 hit points per level.
- Fight using the Fighter combat table
- Can use any Armor/Shield, any Weapon
- The Fighter's to-hit bonus is added to their initiative roll.
- Can use a melee weapon to attack a number of creatures with a total hit dice equal to the Fighter's level. There is always a minimum of one attack allowed. If the creature has a modifier to their hit dice, round up to the nearest whole number. For example, a giant fire beetle has HD 1+3; treat this the same as a creature with HD 2.
- Prime Attribute Bonus: If Strength is 13 or greater, character earns +5% experience.
- At 5th level, the Fighter can form or will be offered captaincy of a small independent command of 20 warriors.

Fighter Advancement

Level	Experience	Hit Dice	+ Hit	Save
1		0 1d6+2	+1	14
2	2,000	2d6+4	+2	13
3	4,000	3d6+6	+3	12
4	8,000	4d6+8	+4	11
5	16,000	5d6+10	+5	10

Ability Progression

All Fighting Men gain a bonus to Athletics. They start with 2 free Ability bonuses and gain 1 free Ability bonus every three levels. No more than half of a character's free bonuses can be spent on a single ability.

Level	Athletics	Free Bonus
1	+1	+2
2	+1	+2
3	+1	+2
4	+2	+3
5	+2	+3

Ability Scores & Bonuses

Roll 3d6, and add the 3 dice. Do this 6 times and arrange to taste.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Normal Starting Equipment

Roll 3d6 x 100d multiplied by your level for your starting money. Use the short price list to buy your character's equipment.

Magic Items

On the price list are magic items that your character can purchase if you can afford them. Note that spell casters with Enchant Scrolls and Enchant Potions can buy them at cost.

Equipment Packs

Dungeoneer's Pack (160d)

Includes a backpack, a crowbar, a hammer, 10 spikes, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hemp rope strapped to the side.

Explorer's Pack (150d)

Includes a backpack, a bedroll, a tinderbox, 10 torches, 10 days of trail rations, and a waterskin. The pack also has 50 feet of hempen rope strapped to the side.

Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (**INT**)

Athletics (**STR**)

Climbing (**Higher DEX or STR**)

Eavesdrop (**INT**)

Haggling (**INT or CHA**)

Herblore (**INT**)

History (**INT**)

Intimidation (**CHA**)

Legerdemain (**DEX**)

Locution (**CHA**)

Mathematics (**INT**)

Natural Philosophy (**INT**)

Perception (**WIS**)

Physician (**INT**)

Professional (type) (**varies**)

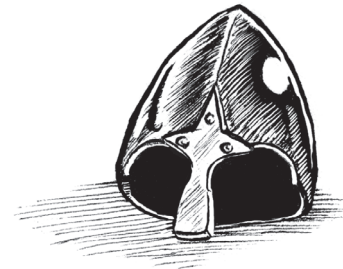
Research (**INT**)

Stealth (**DEX**)

Survival (**CON**)

Strategy (**INT**)

Thaumatology (**INT**)



Equipment Prices

Armor

Leather, soft [+1]	25d/suit	10.0/lbs.
Ring Armor [+3]	300d/suit	30.0/lbs.
Mail, [+5]	1,250d/suit	50.0/lbs.
Plate Armor [+6]	3,000d/suit	100.0/lbs.
Helm	100d/ea.	3.0/lbs.

Shields

Buckler	24d/ea.	2.0/lbs.
+1 AC, Opponents: 1, Damage: 1d3, Spike +5d; +1 damage		
Shield, medium	60d/ea.	7.0/lbs.
+1 AC, Opponents: 4, Damage: 1d4		

Weapons

Axe, throwing	10d/ea.	4.0/lbs.
Damage: 1d6, Rate of Fire: 1, Range: 10 ft., Max Range: 20ft		
Axe, battle	50d/ea.	8.0/lbs.
Damage: 1d8		
Broadsword, 1d8	150d/ea.	3.0/lbs.
Damage: 1d8		
Club, light	N/A	3.0/lbs.
Damage: 1d4		
Dagger, large	10d/ea.	1.0/lbs.
Damage: 1d4		
Dagger, small	3d/ea.	0.2/lbs.
Damage: 1d3 Rate of Fire: 1, Range: 10 ft, Max Range: 20ft		
Glaive	25d/ea.	8.0/lbs.
Damage 1d8+1, Reach: 5 ft.		
Greatsword	200d/ea.	7.0/lbs.
Damage: 1d10		
Mace, small	9d/ea.	3.0/lbs.
Damage: 1d4+1		
Mace	13d/ea.	5.0/lbs.
Damage: 1d6		
Shortsword, 1d6	100d/ea.	2.0/lbs.
Damage: 1d6		
Spear 1H	10d/ea.	4.0/lbs.
Damage: 1d6 (1H), 1d8 (2H) Rate of Fire: 1, Range: 20 ft, Max Range: 40ft		
Staff	3d/ea.	4.0/lbs.
Damage: 1d6		

Missile Weapons

Arrow	2f/ea.	0.1/lbs.
Bolts	1f/ea.	0.1/lbs.
Bow, short,	13d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 50 ft/yds.		
Bow, regular	25d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 60 ft/yds.		
Bow, long	50d/ea.	3.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 70 ft/yds.		
Crossbow, Light	30d/ea.	6.0/lbs.
Damage: 1d4+1 (Bolts), Accuracy: +2, Reload Actions: 1. Range: 60 ft/yds.		
Crossbow, Heavy	38d/ea.	6.0/lbs.
Damage: 1d6+1 (Bolts), Accuracy: +4, Reload Actions: 2 Range: 60 ft/yds.		
Crossbow, Knight Killer	46d/ea.	6.0/lbs.
Damage: 5d4 (Bolts), Accuracy: +4, Reload Actions: 10. Range: 100 ft/yds.		
Quiver	3d/ea.	0.5/lbs.

Equipment

Backpack, 30 lbs.	48d/ea.	
Bedroll	2d/ea.	0.5/lb.
Hammer	6d/ea.	1.0/lb.
Holy Symbol, wooden	10d/ea.	0.1/lb.
Holy Symbol, silver	250d/ea.	0.1/lb.
Holy Water, 4oz	150d/ea.	
Lantern	12d/ea.	0.25/lb.
Oil, Lamp, 4oz	2f/ea.	
Pole, 10 foot	2d/ea.	
Rations, trail	5d/day	2.0/lb.
Rations, dried	20d/day	1.0/lb.
Ritual Components	1d/ea.	250/lb.
Rope, hemp	1d/ft.	
Rope, silk	10d/ft.	
Sack, linen, sm., 5 lbs.	2f/ea.	
Sack, buckram, lg., 10 lb.	1d/ea.	
Spice, Garlic	12d/oz.	
Spike	5d/ea.	0.2/lb.
Thieves Tools	25d/ea.	0.1/lb.
Tinderbox	6d/ea.	0.1/lb.
Torch	2f/ea.	0.2/lb.
Wineskin, ½ gal	10d/ea.	0.5/lb.

Money

1d = 1 Silver Penny = 1 silver piece
 1f = 1 Copper Farthing
 4 Copper Farthings in 1 Silver Penny

Magic Items

Magical Scroll, 1st level*	100d/ea.	0.1/lb.
Magical Scroll, 1st level	200d/ea.	0.1/lb.
Magical Scroll, 2nd level*	200d/ea.	0.1/lb.
Magical Scroll, 2nd level	400d/ea.	0.1/lb.
Magical Scroll, 3rd level*	300d/ea.	0.1/lb.
Magical Scroll, 3rd level	600d/ea.	0.1/lb.
Potion of Healing**	200d/ea.	0.2/lb.
Potion of Healing	400d/ea.	0.2/lb.
Viz	200d/ea.	0.1/lb.

*Inscribing cost for a cleric or for a magic user with Create Scrolls in their spell book

**Brewing cost for a magic users with Create Potion in their spell book



Animals

Guard or War Dog	48d/ea.
Trained Dog	24d/ea.
Horse, Riding	360d/ea.
Horse, Warhorse	600d/ea.

Hirelings

	Wage Monthly	Upkeep Monthly	Initial Invest
Animal Trainer	80d	160d	animal
Man-at-arms	30d	45d	arms
Porter	25d	25d	20d
Servant	25d	50d	0d



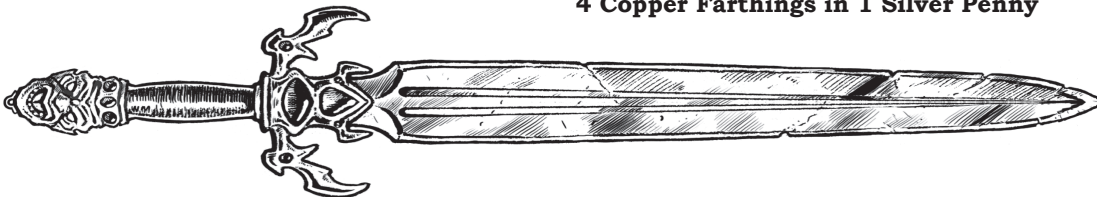
Additional Equipment Packs

Diplomat's Pack (525d)

Includes a chest, 2 scroll cases for maps and scrolls, a set of fine clothes, a cask (qt) of black ink, an ink quill, a lantern, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Entertainer's Pack (160d)

Includes a backpack, a bedroll, 2 costumes, 5 tallow candles, 5 days of trail rations, a waterskin, and assorted makeup to change one's appearance.



Magic User (Magic-Users)

The Magic-User represents the lone practitioner of arcane magic outside of the established orders. Magic-Users have no formal organization or ranks other than Master and Apprentice. Some associate in loose fellowships known as Circles.

Magic-Users have the following:

- Gain 1d6-1 HP per level (minimum of 1 HP).
- Fight using the Magic-User combat table
- Cannot use any Armor/Shield; permitted to use dagger, staff, and darts. Using any other weapon will cause the attack to be rolled at a disadvantage.
- Gain +2 to saving throws versus spells.
- Can memorize arcane spells with a spellbook and cast arcane spells
- Can cast arcane rituals from a spellbook equal to half the highest level spell they can memorize (round down).
- Prime Attribute Bonus: If Intelligence is 13 or greater, character earns +5% experience.
- At 5th level, a Magic-User will attract 1d6 individuals desiring to become apprentices or assistants.

Magic-User Advancement

Level	Experience	Hit Dice	+ Hit	Save
1	0	1d6-1	+0	15
2	2,500	2d6-2	+0	14
3	5,000	3d6-3	+0	13
4	10,000	4d6-4	+1	12
5	20,000	5d6-5	+1	11

Ability Progression

Magic-Users gain a bonus to Research and Thaumatology. They also start with 2 free Ability bonuses and gain 1 free Ability bonus every two levels. No more than half of a character's free bonuses can be spent on a single ability.

Level	Thaumatology	Research	Free Bonus
1	+1	+1	+2
2	+1	+1	+2
3	+2	+1	+3
4	+2	+2	+3
5	+3	+2	+4

Magic-User Spell Progression

Level	1	2	3	Ritual
1	1			
2	2			
3	2	1		1st
4	3	2		
5	4	2	1	

Max Arcane Spell Level

Based on Intelligence

INT	Max Lvl
3 to 7	4
8 to 10	5
11 to 12	6
13 to 14	7
15 to 16	8
17+	9



Ability Scores & Bonuses

Roll 3d6, and add the 3 dice. Do this 6 times and arrange to taste.

Score	Modifier
3, 4, 5	-2
6, 7, 8	-1
9, 10, 11	+0
12, 13, 14	+1
15, 16, 17	+2
18, 19, 20	+3
21, 22, 23	+4

Normal Starting Equipment

Roll 3d6 x 100d multiplied by your level for your starting money. Use the short price list to buy your character's equipment.

Magic Items

On the price list are magic items that your character can purchase if you can afford them. Note that spell casters with Enchant Scrolls and Enchant Potions can buy them at cost.

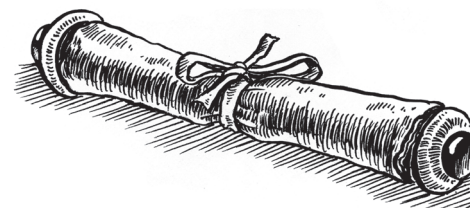
Equipment Packs

Dungeoneer's Pack (160d)

Includes a backpack, a crowbar, a hammer, 10 spikes, 10 torches, a tinderbox, 10 days of rations, and a waterskin. The pack also has 50 feet of hemp rope strapped to the side.

Scholar's Pack (340d)

Includes a backpack, a codex of lore (with 6d6 empty pages out of 100), a cask of black ink, an ink quill, 10 sheets of parchment, and a small dagger.



Abilities

Each ability is listed by name and what attribute is used for the ability. The base chance of success is to roll 15 or higher on a d20.

Area Knowledge (**INT**)

Athletics (**STR**)

Climbing (**Higher DEX or STR**)

Eavesdrop (**INT**)

Haggling (**INT or CHA**)

Herblore (**INT**)

History (**INT**)

Intimidation (**CHA**)

Legerdemain (**DEX**)

Locution (**CHA**)

Mathematics (**INT**)

Natural Philosophy (**INT**)

Perception (**WIS**)

Physician (**INT**)

Professional (type) (**varies**)

Research (**INT**)

Stealth (**DEX**)

Survival (**CON**)

Strategy (**INT**)

Thaumatology (**INT**)

Equipment Prices

Armor

Leather, soft [+1]	25d/suit	10.0/lbs.
Ring Armor [+3]	300d/suit	30.0/lbs.
Mail, [+5]	1,250d/suit	50.0/lbs.
Plate Armor [+6]	3,000d/suit	100.0/lbs.
Helm	100d/ea.	3.0/lbs.

Shields

Buckler	24d/ea.	2.0/lbs.
+1 AC, Opponents: 1, Damage: 1d3, Spike +5d; +1 damage		
Shield, medium	60d/ea.	7.0/lbs.
+1 AC, Opponents: 4, Damage: 1d4		

Weapons

Axe, throwing	10d/ea.	4.0/lbs.
Damage: 1d6, Rate of Fire: 1, Range: 10 ft., Max Range: 20ft		
Axe, battle	50d/ea.	8.0/lbs.
Damage: 1d8		
Broadsword, 1d8	150d/ea.	3.0/lbs.
Damage: 1d8		
Club, light	N/A	3.0/lbs.
Damage: 1d4		
Dagger, large	10d/ea.	1.0/lbs.
Damage: 1d4		
Dagger, small	3d/ea.	0.2/lbs.
Damage: 1d3 Rate of Fire: 1, Range: 10 ft, Max Range: 20ft		
Glaive	25d/ea.	8.0/lbs.
Damage 1d8+1, Reach: 5 ft.		
Greatsword	200d/ea.	7.0/lbs.
Damage: 1d10		
Mace, small	9d/ea.	3.0/lbs.
Damage: 1d4+1		
Mace	13d/ea.	5.0/lbs.
Damage: 1d6		
Shortsword, 1d6	100d/ea.	2.0/lbs.
Damage: 1d6		
Spear 1H	10d/ea.	4.0/lbs.
Damage: 1d6 (1H), 1d8 (2H) Rate of Fire: 1, Range: 20 ft, Max Range: 40ft		
Staff	3d/ea.	4.0/lbs.
Damage: 1d6		

Missile Weapons

Arrow	2f/ea.	0.1/lbs.
Bolts	1f/ea.	0.1/lbs.
Bow, short,	13d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 50 ft/yds.		
Bow, regular	25d/ea.	2.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 60 ft/yds.		
Bow, long	50d/ea.	3.0/lbs.
Damage: 1d6 (arrows), Rate of Fire: 2, Range: 70 ft/yds.		
Crossbow, Light	30d/ea.	6.0/lbs.
Damage: 1d4+1 (Bolts), Accuracy: +2, Reload Actions: 1. Range: 60 ft/yds.		
Crossbow, Heavy	38d/ea.	6.0/lbs.
Damage: 1d6+1 (Bolts), Accuracy: +4, Reload Actions: 2 Range: 60 ft/yds.		
Crossbow, Knight Killer	46d/ea.	6.0/lbs.
Damage: 5d4 (Bolts), Accuracy: +4, Reload Actions: 10. Range: 100 ft/yds.		
Quiver	3d/ea.	0.5/lbs.

Equipment

Backpack, 30 lbs.	48d/ea.	
Bedroll	2d/ea.	0.5/lb.
Hammer	6d/ea.	1.0/lb.
Holy Symbol, wooden	10d/ea.	0.1/lb.
Holy Symbol, silver	250d/ea.	0.1/lb.
Holy Water, 4oz	150d/ea.	
Lantern	12d/ea.	0.25/lb.
Oil, Lamp, 4oz	2f/ea.	
Pole, 10 foot	2d/ea.	
Rations, trail	5d/day	2.0/lb.
Rations, dried	20d/day	1.0/lb.
Ritual Components	1d/ea.	250/lb.
Rope, hemp	1d/ft.	
Rope, silk	10d/ft.	
Sack, linen, sm., 5 lbs.	2f/ea.	
Sack, buckram, lg., 10 lb.	1d/ea.	
Spice, Garlic	12d/oz.	
Spike	5d/ea.	0.2/lb.
Thieves Tools	25d/ea.	0.1/lb.
Tinderbox	6d/ea.	0.1/lb.
Torch	2f/ea.	0.2/lb.
Wineskin, ½ gal	10d/ea.	0.5/lb.

Money

1d = 1 Silver Penny = 1 silver piece
 1f = 1 Copper Farthing
 4 Copper Farthings in 1 Silver Penny

Magic Items

Magical Scroll, 1st level*	100d/ea.	0.1/lb.
Magical Scroll, 1st level	200d/ea.	0.1/lb.
Magical Scroll, 2nd level*	200d/ea.	0.1/lb.
Magical Scroll, 2nd level	400d/ea.	0.1/lb.
Magical Scroll, 3rd level*	300d/ea.	0.1/lb.
Magical Scroll, 3rd level	600d/ea.	0.1/lb.
Potion of Healing**	200d/ea.	0.2/lb.
Potion of Healing	400d/ea.	0.2/lb.
Viz	200d/ea.	0.1/lb.

*Inscribing cost for a cleric or for a magic user with Create Scrolls in their spell book

**Brewing cost for a magic users with Create Potion in their spell book



Animals

Guard or War Dog	48d/ea.
Trained Dog	24d/ea.
Horse, Riding	360d/ea.
Horse, Warhorse	600d/ea.

Hirelings

	Wage Monthly	Upkeep Monthly	Initial Invest
Animal Trainer	80d	160d	animal
Man-at-arms	30d	45d	arms
Porter	25d	25d	20d
Servant	25d	50d	0d



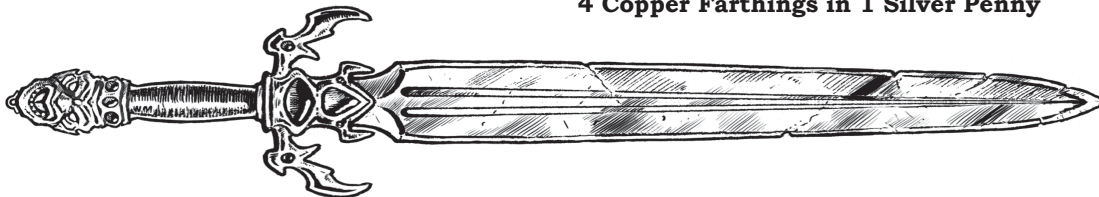
Additional Equipment Packs

Diplomat's Pack (525d)

Includes a chest, 2 scroll cases for maps and scrolls, a set of fine clothes, a cask (qt) of black ink, an ink quill, a lantern, 2 flasks of oil, 5 sheets of paper, a vial of perfume, sealing wax, and soap.

Entertainer's Pack (160d)

Includes a backpack, a bedroll, 2 costumes, 5 tallow candles, 5 days of trail rations, a waterskin, and assorted makeup to change one's appearance.



Arcane Spells

1st Level Spell Descriptions

Charm Person

Range: 120 feet, Duration: Until dispelled, Magical Immunity: Yes;

Affects humanoid creatures only. The target makes a saving throw. If the saving throw is failed, the target(s) are under the influence of the caster and consider the caster a loyal and trusted friend. The duration of the spell is permanent unless dispelled.

Create Scroll

Range: Touch; Duration: Permanent;

Used to create magical scrolls provided the proper research is done and the right ingredients are acquired. Scroll ingredients cost 100d per spell level and take 1 day per 100d of cost to create.

Detect Magic

Range: 60 feet; Duration: 20 minutes;

Within 60 feet, the caster can sense any presence of a spell, enchantment, or magic. This includes beings under the effect of an ongoing spell as well as magical items. After one minute of examination and a successful Thaumatology Roll of 15 or better, the caster can determine the exact nature of the magic involved such as the properties of a magic item, or the fact the spell on an individual is a charm person.

Hold Portal

Range: Touch; Duration: 2d6 turns;

A door touched by a caster closes and become locked for the spell's duration or until dispelled. Creatures with magical immunity can open the door and shatter the spell without effort.

Level 1

Charm Person
Create Scroll
Detect Magic
Hold Portal
Light
Magic Missile
Protection from Evil
Read Languages
Read Magic
Sleep

Level 2

Continual Light
Detect Evil
Detect Invisibility
Detect Thoughts
Enchant Potion
Invisibility
Knock
Levitate
Locate Object
Magic Mouth
Mirror Image
Phantasmal Force
Wizard Lock

Level 3

Clairaudience
Clairvoyance
Darkvision
Dispel Magic
Fireball
Fly
Haste
Hold Person
Invisibility, 10'
Lightning Bolt
Monster Summoning I
Protect from Evil, 10'
Protect from Missiles
Slow
Water Breathing

Light

Range: 60 feet; Duration: 1 hour (+10 minutes/level);

Causes a person or object to glow with a bright light out to 20 feet. There is dim light and shadows out to 60 feet.

Magic Missile

Range: 150 feet, Duration: Immediate, Art: Flame

With a gesture, one or more glowing missiles of magical force erupt from the caster's hands. The caster is able to hurl one missile starting at 1st level, three missiles at 5th level, and five missiles at 10th level. Each missile may hit the same or different targets of the caster's choice.

The caster must pick one of the following two options at the time of casting.

- Roll to hit the target(s) at a +1 bonus and have each missile deal 1d6+1 damage.
- Automatically hit the target(s) and have each missile deal 1d4+1 damage.

Protection from Evil

Range: Self; Duration: 1 hour;

A magical field of protection surrounds the caster, blocking out all enchanted monsters (elementals and demons). Hostile creatures attack the caster at a disadvantage. The caster gains advantage on saving throws vs spells.

Read Languages

Range: Self only; Duration: 1 reading;

The caster may read any language even those unknown to them. It does not help in deciphering secret codes.

Read Magic

Range: Self only; Duration: 2 scrolls or other magical writings;

The caster may identify magical scrolls and other magical writings without having to actually read the work.

Sleep

Range: 240 feet; Duration: 1 hour; Magical Immunity: Yes;

All enemies within line of sight of the caster are put to sleep. Up to 4d4 HD may be affected by this spell; only creatures of 4 HD or less are affected.



Divine Spells

1st Level Spell Descriptions

Command

Range: Caster's Voice; Duration: 1 round; Magical Immunity: Yes;

If the target fails their save, they will obey a single command given by the caster. Typical commands are Approach, Drop, Fall, Flee, and Halt.

Create Scroll

Range: Touch; Duration: Permanent;

Used to create magical scrolls provided the proper research is done and the right ingredients are acquired. Scroll ingredients cost 100d per spell level and take 1 day per 100d of cost to create.

Cure Light Wounds

Range: Touch; Duration: Immediate;

Cures 1d6+1 hit points of damage.

Detect Evil

Range: 120 feet; Duration: 1 hour

The caster detects the following dangers for the duration of the spell: hostile sentient beings, hostile monsters, and enchantments/auras that cause damage or some type of harm. It does not detect traps, poisons, or other mundane dangers.

Detect Magic

Range: 60 feet; Duration: 20 minutes;

Within 60 feet, the caster can sense any presence of a spell, enchantment, or magic. This includes beings under the effect of an ongoing spell as well as magical items. After one minute of examination and a successful Thaumatology Roll of 15 or better, the caster can determine the exact nature of the magic involved such as the properties of a magic item, or the fact the spell on an individual is a charm person.

Light

Range: 60 feet; Duration: 2 hours

Causes a person or object to glow with a bright light out to 20 feet. There is dim light and shadows out to 60 feet.

Protection from Evil

Range: Self; Duration: 2 hours;

A magical field of protection surrounds the caster, blocking out all enchanted monsters (elementals and demons). Hostile creatures attack the caster at a disadvantage. The caster gains advantage on saving throws vs spells.

Purify Food and Drink

Range: Close/Touch (Referee's discretion); Duration: Immediate;

Purify food and water for up to 12 people, removing spoilage and poisons.

Level 1

Command
Create Scroll
Cure Light Wounds
Detect Evil
Detect Magic
Light
Protection from Evil
Purify Food and Drink

Level 2

Bless
Find Traps
Hold Person
Speak with Animals

2nd Level Spell Descriptions

Bless

Casting Time: 1 minute; Range: Touch; Duration: 1 hour;

The recipient gets +1 to attack rolls. If the character is a NPC they also get +1 to morale.

Find Traps

Range: 30 feet; Duration: 20 minutes;

Within 30 feet, the caster sees all traps (magical and non-magical) for 20 minutes.

Hold Person

Range: 180 feet; Duration: 9 turns;

This will immobilize 1d4 humanoids if they fail their saving throws. If only a single humanoid is targeted, then the saving throw is at a disadvantage.

Speak with Animals

Range: Self; Duration: 6 turns;

The caster can speak with normal animals. The animals will react positively unless the caster says something offensive.

