



Eorathril

ALAN BAHR

Eorathril

From game designer Alan Bahr, comes an «old» roleplaying game. *Eorathril* is a collection of OSR mechanics, leveraging the classic old school d20 mechanics, forged into a new game that represents the storytelling style and martial roleplaying of yesteryore!

Designed to emulate classic fantasy literature, *Eorathril* has a martial bent, featuring brave swordmasters, daring knights, fierce barbarians, wise sages and much more! Subtle tweaks to the ruleset, and a compilation of carefully chosen mechanics add to the heroic feel of the game, as well as a very brief primer on *Eorathril*, the home fantasy campaign of Alan Bahr.

Grab your sword, heft your spear, and prepare for a game of heroic adventures!





Eorathril

Old School Fantasy Roleplaying

By Alan Bahr



Eorathril draws heavily from the **White Box** line of supplements from **Barrel Rider Games**. We encourage you to investigate and purchase those excellent products for yourself.

And quite obviously, it's literally based on *Swords & Wizardry: WhiteBox*, but *Eorathril* is a complete game.

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Dedication: I wrote this to get it off my brain, so I can move on. Now that's done.



Introduction

Eorathril was a weird one to "write". At its core, it's just a compilation of my favorite OGL d20 material into my favorite OSR ruleset, slapped into a nice package, and reworked by me to match my ideal fantasy roleplaying game.

I love martial stories. Splintered spears, shattered shields, sharp swords, and heroes who succeed through their own might, prowess, and strength. Heroes who can overcome odds, both slight and overwhelming, to triumph. Heroes whose innate goodness resonates, reminding us of the nobility inherent in humankind.

Heroes in *Eorathril* are more likely to die on a bridge, defending a small town from brigands than they are in conflict with Goblins or Dragons. While great evil exists and looms, the little acts are what bind and hold *Eorathril* together, keeping the world intact.

Does the world need another d20 fantasy game? Probably not.

Do I need another d20 fantasy game? If it's one that illuminates my particular feelings, ethos, and storytelling habits, then yes. I think I do.

I can only hope you do to.

— Alan, 09/13/2018

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A Quick Primer to Eorathril

The full scope of Eorathril is best suited for another sourcebook, and it will be detailed more fully in future books, but in order to facilitate this game, a brief primer of the locale of Eorathril is required.

The Creation of Eorathril

Eorathril is not the first version of itself, nor will it be the last. Eorathril is a world that ages and changes over time, being reborn in fire and blood, in sacrifice and death, into new worlds. The progenitor worlds pass through time and metamorphoses into new variations and worlds, constantly growing and changing, and so they have until we reached this Eorathril. There have been fourteen versions of Eorathril in the past, and there will be an infinite number after.

But this is our Eorathril, and so we talk about this world.

Light in the Dark

Eorathril and its inhabitants want to live in the light, abounding in joy, beauty, hope and peace. However, the fallen darkness of the Raven King sweeps down from the north, attempting to obliterate the goodness and nobility of the world.

The Raven King is part of the cycle of Eorathril, just as the world standing against him is part of the cycle.

Eorath & Athril

The landmasses of Eorathril are separated into two sections, the Northern Continent of Eorath, and the Southern continent of Athril.

Eorath is a land of sweeping hills and plains, massive mountain ranges, valleys, vales, forests and rivers. Snow and frozen lands abound in the north, and burning deserts ring the south. In Eorath, the three nations of humankind make their home, standing against the darkness of the Raven King and the Dweomer-folk.

The three nations are:

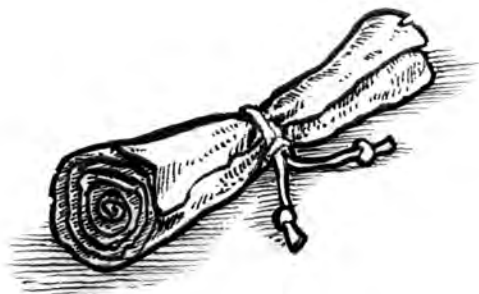
- **The Shining Kingdoms of the South:** Beautiful city-states, that border the Southern Deserts and stand in firm alliance with each other. Wealthy from trade with elvenfolk and dwarvenkin, far away from the predations of The Raven King, the Shining Kingdoms are the jewel of humankind, valuing education, knowledge, and loyalty. They supply food, troops, weapons and more to Hesthien.
- **Hesthien:** Brave and noble, the northern kingdoms of the Hesthien stand as the bulwark and dam against the shadowed tides of the Raven King. Dour and doomed, the Hesthi are a people who lack for joy in their day to day, but remain unbowed to despair and sorrow, finding joy in fell battle-songs, honorable combat, and their inevitable ascent to the Hallow Hall where their ancestor-kings await them.
- **Caeregond:** The mighty warriors and rangers of Caeregond Forest patrol the land, hunting foul Dweomer-folk, and guarding the trade routes so humankind can remain connected and united in the face of evil. The Caregondi are diplomats, warriors, and hunters, serving as the binding thread that allows the world to maintain its balance.

Additionally, Elven enclaves and Dwarven strongholds are found throughout Eorath, though this book and its contents do not deal with them.

Athril is best discussed in a later tome.



Designer's Note: These are very high-level. Eorathril has been my default home campaign for years, and while it is fleshed out, to fill out the book would diminish the overall elements the ruleset I wish to present here. There is every chance that I will write more about Eorathril in a later book, but for now, I think this illustrates the nature of the world I have in mind when we talk about this game.



Chapter One

Getting Started

The first step to playing most roleplaying games, is to determine your character and generate their attributes using dice. These attributes serve as guidelines both for roleplaying and understanding your character and provide the mechanical foundation you need to understand how the rules work.

If you're the Narrator, you'll have more work to do, but we cover that in a special Narrator section, just for you.

Rule Number One

The most important rule in Eorathril is that the Narrator always has the right to modify the rules. In fact, it's encouraged! There are gaps in the rules—holes left open on purpose—because much of the fun of “old school” gaming is being able to make up rules as needed.

There's lots of ways various Narrators resolve holes in the rules (between options as simple as “even/odd” on dice to complex and interesting homebrewed charts.) Throughout the book you'll see sidebars where we call out some of the house (variant) rules we use as examples.

This is your game. Play it your way.

Designer's Note: Seriously. This is literally a compilation of others work that I've tweaked and added to. Make it your own.

Dice

Eorathril uses several different types of dice, and they are abbreviated herein according to the number of sides they have. For example, a four-sided die is noted as “d4.” If this text requires a player to roll “3d4” that means to roll three (3) four-sided dice and add the results together. Other die types (six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner.

Primarily this game will use d6s and d20s, but having a full set is always good. Random tables, weapons, health, charts and rolls will require you to roll other dice at times.



Advantage and Disadvantage

Some abilities or rules in the game will refer to rolling with “Advantage” or rolling with “Disadvantage”.

Simply put, it’s this:

- To roll with Advantage, roll two d20s and keep the most beneficial.
- To roll with Disadvantage, roll two d20s and keep the least beneficial.

You should not (and in case it comes up, cannot) have Advantage or Disadvantage on rolls that are not d20 rolls.

Designer’s Note: Advantage/Disadvantage is one of my favorite “new” mechanics to hit the d20 sphere. It removes the need for small bonuses/modifiers so nicely. I can’t help but include it all the time.

Character Sheets

A character sheet is a piece of paper designed to organize and contain any and all necessary PC information, for the benefit of both the Narrator and Player. In Eorathril, the character sheet could be something as simple as a 3x5” index card—with equipment and spells written on the back. We’ve also included a larger and more detailed sheet in the back of the book (and on our website.)

Feel free to create and share your own designs. Fan made sheets are among the greatest of joys.

Attribute Scores

The basic abilities are numbers which represent the Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma of a character. These are innate abilities that your character has at their very core.

First, think of what sort of character you want to play. Identify which skills are important to your concept and note those attributes.

Pick your three most important attributes and put a 11 in them. Put a 10 in the remaining three. Then, roll five six-sided dice, and lay them out from left to right. (Put your highest dice on the left end.) The leftmost dice is Dice #1 (this should be your highest dice), and the right most is Dice #5.

Then, pick your most important attribute. Add the number on Dice #1 to it. (generating a number between 12 and 17).

Now, pick another attribute. Subtract Dice #1 from it. Then add Dice #2 to that same attribute. Pick a third attribute. Subtract Dice #2 from it. Then add Dice #3 to it. Pick a fourth attribute. Subtract Dice #3 from it, and then add Dice #4 to it. Pick a fifth attribute, then subtract dice #4 from it and add Dice #5. With your last remaining attribute, subtract dice number 6.

Functionally, you'll do this:

Attribute 1 + D#1

Attribute 2 – D#1 + D#2

Attribute 3 – D#2 + D#3

Attribute 4 – D#3 + D#4

Attribute 5 – D#4 + D#5

Attribute 6 – D#5

This will give you one very good statistic, one weak statistic and four that range between good and great.

You'll notice that it behooves you to keep your lowest dice for Dice #5. That's intentional. Do that.

Designer's Note: I use this form of character creation to generate stable, interesting, but varied characters. It keeps everyone on the "same page" and power level, while allowing everyone to feel different and unique. I hate point buy and love random generation of Attributes, but I can easily concede that sometimes random generation can hose folks. Sorry about that weird western still, Pat!

Some Narrators allow more flexibility. One example is to let the players roll 3d6 a total of six times and arrange the rolls however they want.

If you wanted to be grittier, you might roll 3d6, in order, forcing players to accept some terrible stats.

There are all sorts of variations, such as a pool of rolled attributes for the players to share, having them “bid” on which one they’d like.

The classic way to create attribute scores is to roll 4d6 for each attribute in the previously mentioned order, removing the lowest numbered dice in each roll (leaving you with the 3 best of the 4d6.)

Once those rolls have been made, it is often obvious which type of character best fits the abilities—though, the player always has the option to play any class desired. Once the player decides on a class, points from other attributes may be shifted around, but only into the “Prime Attribute” of that character class (Prime Attributes are discussed later).

Note: Shifting points around may not lower other ability scores below 9, however.

Universal Attribute Bonus

Each attribute gives a bonus, allowing characters to gain benefits for their high attributes.

Universal Attribute Bonus Table

ATTRIBUTE ROLL	DESCRIPTION	BONUS
3-6	Below Average	-1 (or -5%)
7-14	Average	None
15-18	Above Average	+1 (or +5%)

◆ Strength

Strength represents the character’s physical power. It is the Prime Attribute for Fighters, so when a Fighter character has Strength of 15+, the character gets a 5% bonus to XP. A 15+ in Strength gives you +1 to Melee Attack rolls and Damage rolls, as well as Action Checks related to raw strength (lifting, climbing, jumping and more.)

◆ Intelligence

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. A high Intelligence score gives a character an additional language for every point above 10. Intelligence is the Prime Attribute for Sages, who will get a 5% bonus to XP if the character’s Intelligence is 15+.

A 15+ in Intelligence gives you +1 to Action Checks related to knowledge, such as recalling scientific information, repairing broken equipment and similar tasks.

♦ Wisdom

Wisdom determines a character's insight, perception, and good judgment. Wisdom is the Prime Attribute for Rangers. Any character with a Wisdom score of 15+ gets a 5% bonus to XP, and a Ranger character with Wisdom 15+ gets another 5% (total of 10%) because it is the Prime Attribute for the Ranger class. A 15+ in Wisdom gives you +1 to Action Checks related to perception, understanding and connecting information to form patterns and processes.

♦ Constitution

Constitution refers to the health and endurance of a character. The higher a character's Constitution, the more Hit Points they'll start with. It is the Prime Attribute for Barbarians, so when a Barbarian character has Constitution of 15+, the character gets a 5% bonus to XP. A 15+ in Constitution gives you +1 to Action Checks related to stamina, resilience and more (such as holding your breath, running long distances, and similar.)

♦ Dexterity

Dexterity is a combination of coordination and quickness. A high Dexterity score (15+) gives a character a bonus on "to-hit" rolls when attacking with a bow or other ranged weapon, and a low score (8 or less) gives a penalty of -1 to such rolls. It is the prime attribute of Thieves and Swordmasters. A 15+ in Dexterity gives you +1 to Action Checks related to nimbleness, agility, and finesse tasks, such as stealth, acrobatics and graceful movement.

♦ Charisma

Charisma refers to a character's leadership ability. Any character with a Charisma of 15+ receives a 5% bonus to XP. A 15+ in Charisma gives you +1 to Action Checks related to personality, leadership, persuasion, deception and empathy. It also impacts how many hirelings you can take with you, and their loyalty.

Charisma Bonus Table

CHARISMA	HIRELINGS (MAX NUMBER)	LOYALTY
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

Experience Bonus

Each character gets a bonus percentage to their “experience points” (XP) that will increase the amount of experience points gained during an adventure.

All characters add together the following:

- 5% if the character's Prime Attribute is 15+.
- 5% if Wisdom is 15+.
- 5% if Charisma is 15+.

The maximum attainable bonus is 15%. All awards of XP to the character during play will be increased by the amount of the bonus (by 0%, 5%, 10%, or 15%).

Designer's Note: I love Attribute based experience bonuses. To me, they're one of the most classic feeling bits of the OSR movement, and I find them interesting.

Hit Points

Hit points (HP) represent the amount of “damage” a character can take before dying; they are determined taking the character's Constitution score and adding their level to that score. For example, a first level character with 13 Constitution would have 14 HP. The same character at second level would have a 15.

Designer's Note: I hate Hit Dice and everything they stand for. I far prefer a static Hit Point generation, which I think is infinitely more fun to play with. You can plan ahead, know what will change, and not be a level 10 barbarian with truly horrendous HP that hamper your abilities to do things.

Vocation

A class determines the general idea of a character, but a Vocation gives much more information and color to it. A Warrior can be a Bodyguard, City Watch, a Mercenary or any other thing the player can imagine. In the same manner, a Thief can be an Assassin, a Pirate or a Spy. A Sage could be an Astronomer, an Apothecary or a Shaman. There isn't really a defined list of Vocations and the players are encouraged to be creative when selecting one. In game terms, a character benefits from a +1 to all Action Checks related to their vocation.

Designer's Note: Diogo introduced these in his excellent *Sharp Swords & Sinister Spells*, and they've been come an auto-include for me mechanically in fantasy roleplaying games that don't have a similar system. One of my favorite things. However, I will say, I tend to nix anyone trying to get a bonus on combat rolls (attacks) due to their vocation. Their class already covers that. Don't be that jerk.

Starting Currency

Roll 3d6 and multiply the result by 10. This is the starting gold pieces your character has.

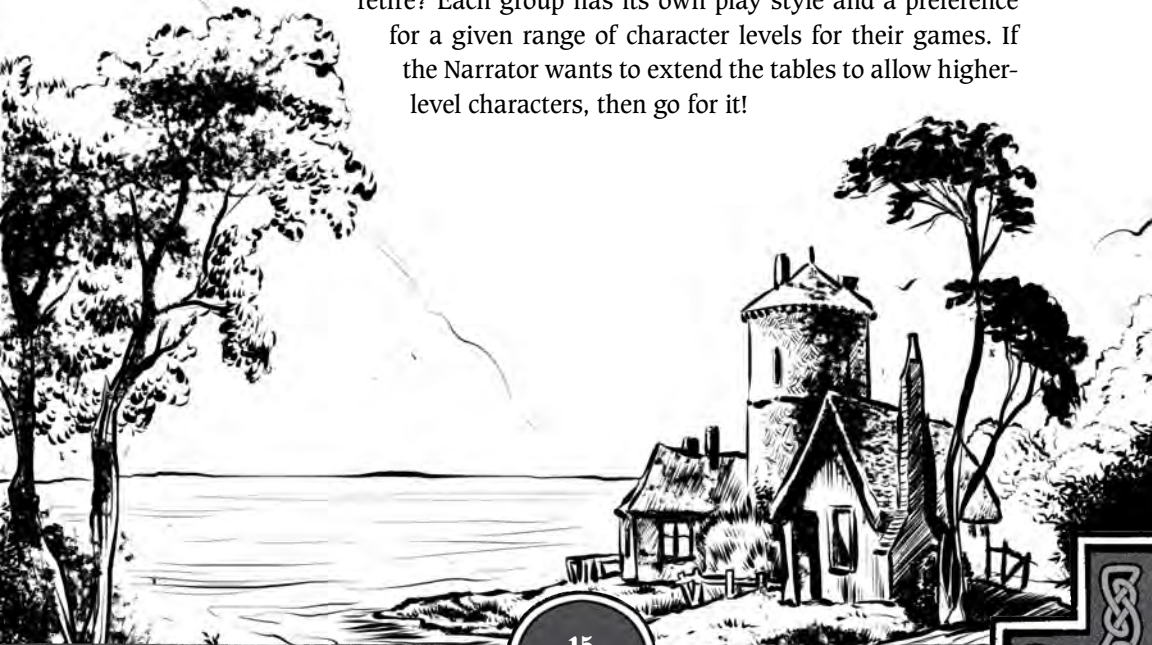
Alignment

We don't use Alignment. There is "Law" and "Chaos", and that matters to Clerics, who dwell on such lofty matters. But for the rest of the world, it's often irrelevant.

Designer's Note: Grey areas are interesting. Absolutes are not.

Character Retirement

If a character reaches the highest level listed on the table for that character class, what happens? Does advancement stop? Does the character have to retire? Each group has its own play style and a preference for a given range of character levels for their games. If the Narrator wants to extend the tables to allow higher-level characters, then go for it!



Chapter Two

Creating a Character

The player will select one of the character classes below when creating their character.

The available character classes are:

- Barbarian
- Fighter
- Knight
- Ranger
- Sage
- Swordmaster
- Thief

Designer's Note: You'll notice the martial focus of these classes (as I've said, I rather dislike most high fantasy magic classes. The game is easy enough to port other White Box spellcasters into, so if you want something other than the Sage, do so.

If you wish to add a little more detail from Eorathril to the setting, you can use the following guide to help craft your character.

If you use this, roll a d6 and gain a +1 to a single attribute as indicated by the table below.

HOMELAND	ATTRIBUTE BONUS (ROLL A D6)		FAVORED CLASSES
	1-3	4-6	
The Shining Kingdoms	+1 Dexterity	+1 Intelligence	Knight, Swordmaster, Sage
Hesthien	+1 Strength	+1 Wisdom	Knight, Thief, Barbarian
Caeregond	+1 Constitution	+1 Charisma	Ranger, Thief, Sage

You might notice that Fighter doesn't appear on the Favored Classes section. All Nations are equally likely to produce Fighters.



Barbarian

LEVEL	EXP. POINTS	HIT POINTS	HIT BONUS	SAVING THROW
1	0	Con + 1	+0	15
2	2,500	Con + 2	+1	14
3	5,000	Con + 3	+2	13
4	10,000	Con + 4	+2	12
5	20,000	Con + 5	+3	11
6	40,000	Con + 6	+4	10
7	80,000	Con + 7	+4	9
8	160,000	Con + 8	+5	8
9	320,000	Con + 9	+6	7
10	640,000	Con + 10	+6	6

♦ Barbarian Class Abilities

WEAPON & ARMOR RESTRICTIONS

Barbarians shun the use of ranged weapons, seeing them as coward's tools. They can wield any melee weapon but may only wear leather armor. They can use shields.

KEEN INSTINCTS

Barbarians can detect and concealed doors easier than other humans. They are able to discover secret and hidden doors by making an Action Check against Difficulty 4+ and may even notice such a door simply by passing a Difficulty 6+ Action Check. They cannot be surprised.

SAVAGE BLOWS

Barbarians receive +2 to all damage rolls made in melee combat.

SWIFT RUNNER

Barbarians move quicker than other humans and have a movement rate of 15 instead of the standard 12.

WILDERNESS SURVIVAL

Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain themselves when in the wilderness. They can find food and water with a Difficulty 2+ Action Check. Each person past themselves increases the Difficulty by +1.

SAVING THROWS

Barbarians receive Advantage on all saving throws made to resist spells and magical effects.

WITHSTAND BLOWS

Once per day, when a Barbarian would fall below 1 Hit Point, they may instead choose to remain at 1 Hit Point.

EXPERIENCE BONUS FOR CONSTITUTION

Constitution is the Prime Attribute for Barbarians, which means that a Constitution score of 15+ grants them an additional 5% to all experience points awarded.





Fighter

LEVEL	EXP. POINTS	HIT POINTS	HIT BONUS	SAVING THROW	ATTACKS PER ROUND
1	0	Con + 1	+0	14	1
2	2,000	Con + 2	+1	13	1
3	4,000	Con + 3	+2	12	1
4	8,000	Con + 4	+2	11	2
5	16,000	Con + 5	+3	10	2
6	32,000	Con + 6	+4	9	2
7	64,000	Con + 7	+4	8	3
8	128,000	Con + 8	+5	7	3
9	256,000	Con + 9	+6	6	3
10	512,000	Con + 10	+6	5	4

♦ Fighter Class Abilities

WEAPON & ARMOR RESTRICTIONS

Fighters are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

COMBAT MACHINE

Fighters get a number attacks each round as indicated by the table above.

MARKSMAN

At character creation, a fighter may choose to focus on being a marksman. If they do, they gain Advantage on all Ranged Attacks. However, by focusing on ranged combat, he has neglected his abilities in melee combat and suffers Disadvantage when wielding any melee weapon. If a fighter chooses this ability, they may not choose Sword & Board or Landsknecht.

SWORD & BOARD

At character creation, a fighter may choose to focus on sword & shield fighting. If they do, they double the AC bonus provided by a shield. However, by focusing on this, they have neglected their abilities in ranged combat, and suffer Disadvantage when wielding any ranged weapons (this does not include thrown weapons.) If a fighter chooses this ability, they may not choose Marksman or Landsknecht.

LANDSKNECHT

At character creation, a fighter may choose to focus on being a *landsknecht*, a fighter who focuses on two-handed weapons. If they do so, attack rolls made

with two-handed weapons are Critical Hits on d20 results of 19 or 20 (instead of just 20.) However, by focusing on this, they have neglected other training. They suffer Disadvantage with any Ranged Attacks. If a fighter chooses this ability, they may not choose Sword & Board or Marksman.

WEAPON SPECIALIZATION

At character creation a fighter may elect to specialize one weapon type such as long bow, long sword, or battle axe – but not broad groups like “swords,” “bows” or “axes.” When wielding their specialized weapon, they receive a +1 bonus to their Hit Bonus and damage.

SAVING THROW

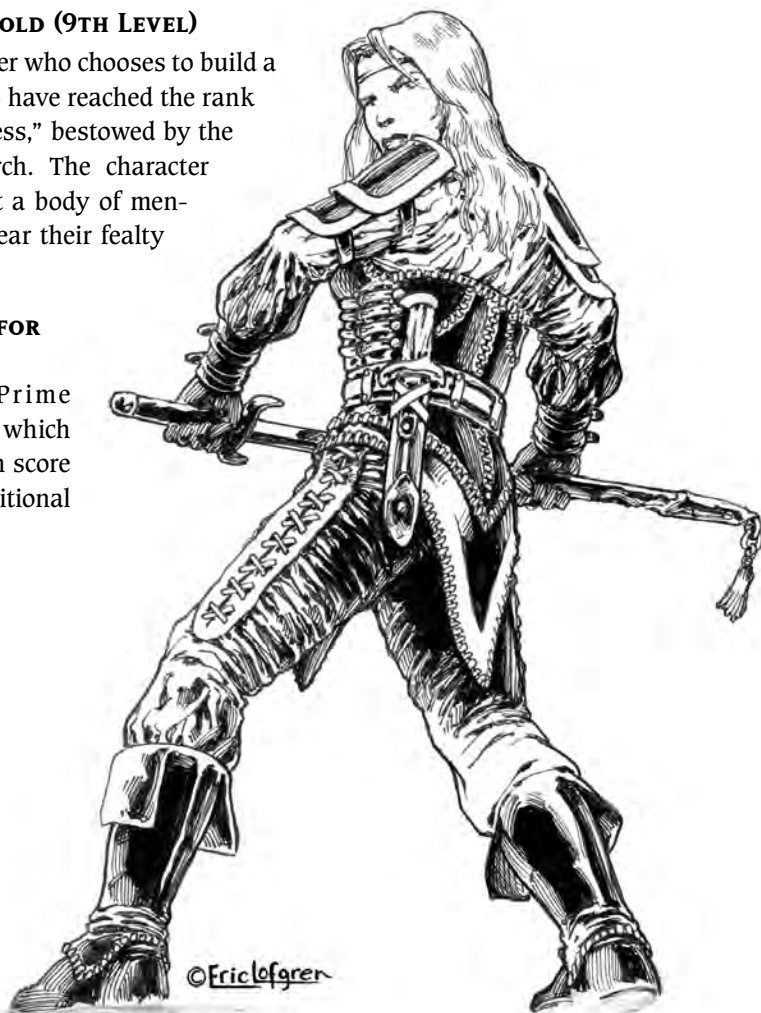
Fighters receive Advantage on saving throws vs. death and poison

ESTABLISH STRONGHOLD (9TH LEVEL)

At ninth level, a Fighter who chooses to build a castle is considered to have reached the rank of “Baron” or “Baroness,” bestowed by the local ruler or monarch. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

EXPERIENCE BONUS FOR STRENGTH

Strength is the Prime Attribute for Fighters, which means that a Strength score of 15+ grants an additional 5% experience.





Knight

LEVEL	EXP. POINTS	HIT POINTS	HIT BONUS	SAVING THROW
1	0	Con + 1	+0	14
2	2,500	Con + 2	+1	13
3	5,000	Con + 3	+2	12
4	10,000	Con + 4	+2	11
5	20,000	Con + 5	+3	10
6	40,000	Con + 6	+4	9
7	80,000	Con + 7	+4	8
8	160,000	Con + 8	+5	7
9	320,000	Con + 9	+6	6
10	640,000	Con + 10	+6	5

♦ Knight Class Abilities

WEAPON & ARMOR RESTRICTIONS

Knights are trained in all forms of weapons and armor – as well as shields. They have no restriction in what weapons they may wield in combat, though they do not regularly use ranged weapons.

HOSPITALITY

When a Knight travels to the realm of another lord and announces themselves, it is expected that they will be granted hospitality. This includes a place to rest in the local lord's hall or castle, as well as attending meals and feasts. He can also expect that his horse will be attended and that basic accommodations will be provided to those in the Knight's retinue.

TOURNAMENT FIGHTER

Knights are masters in all forms of tournament combat. They receive a +1 bonus to all “to-hit” rolls when wielding a mace, sword, or lance. When fighting with a lance from horseback, they receive +2 to damage rolls. A lance has all the qualities of a spear, except that it cannot be used as a ranged weapon.

SQUIRE (4TH LEVEL)

Beginning at 4th level, the Knight attracts the service of a 1st level fighter to serve as his squire. The squire will tend to his steed, weapons, and armor, as well as prepare his meals.

BLADE MASTER

Knights receive +1 to their Hit Bonus and Armor Class when wielding a Longsword and holding a Shield in their off-hand.

SAVING THROWS

Knights receive Advantage on all saving throws made to resist fear.

FEALTY

A Knight must swear fealty to a noble lord who holds a castle and large tract of land. The Knight is expected to follow the command of his liege lord and if he breaks his vow of service, he cannot make use of his Hospitality ability.

ARMS & EQUIPMENT

Knights may begin play with the following equipment for free: chain mail, dagger, mace, riding horse, and a longsword. These are either gifts from his liege lord or prizes won in a previous tournament. They are never magical.



Designer's Note: I love knights.
Absolutely love them.



Ranger

LEVEL	EXP. POINTS	HIT POINTS	HIT BONUS	SAVING THROW
1	0	Con + 1	+0	15
2	2,500	Con + 2	+1	14
3	5,000	Con + 3	+2	13
4	10,000	Con + 4	+2	12
5	20,000	Con + 5	+3	11
6	40,000	Con + 6	+4	10
7	80,000	Con + 7	+4	9
8	160,000	Con + 8	+5	8
9	320,000	Con + 9	+6	7
10	640,000	Con + 10	+6	6

♦ Ranger Class Abilities

WEAPON & ARMOR RESTRICTIONS

Rangers are nearly as skillful as fighters in battle and equally well trained. They may wield any weapon in combat as well as utilize leather or chain armor and shields to protect themselves.

ALERTNESS

The Ranger can detect ambushes or surprises on a Difficulty 3+ Action Check

TRACKING

Rangers can track their targets across any distance, finding traces of their passing and following rumors of their presence. Tracking is a Difficulty 5+ Action Check, and must be tested every day the Ranger is attempting to follow whatever they track.

EXPERT TRACKER (5TH LEVEL)

At 5th Level, the Ranger can make Tracking Action Checks with a d8, instead of a d6.

UNWAVERING DEDICATION

A Ranger's dedication to defeat their chosen prey is nearly boundless. When actively engaged in battle with their a foe they may remain up and fighting without penalty until they reach a number of negative hit points equal to their level. If they exceed this limit the Ranger immediately drops dead. After the battle is over, the Ranger will die in 1d6 rounds unless they receives immediate healing to restore them to at least one hit point.

FORESTRY

Rangers are most at home in the wilderness, among the flora and fauna of the world.

When in these natural environments, forestry may also be used to remain both unseen and silent.

Additionally, when a Ranger encounters a natural wild beast he may utilize this ability in an attempt to sooth and calm such an animal.

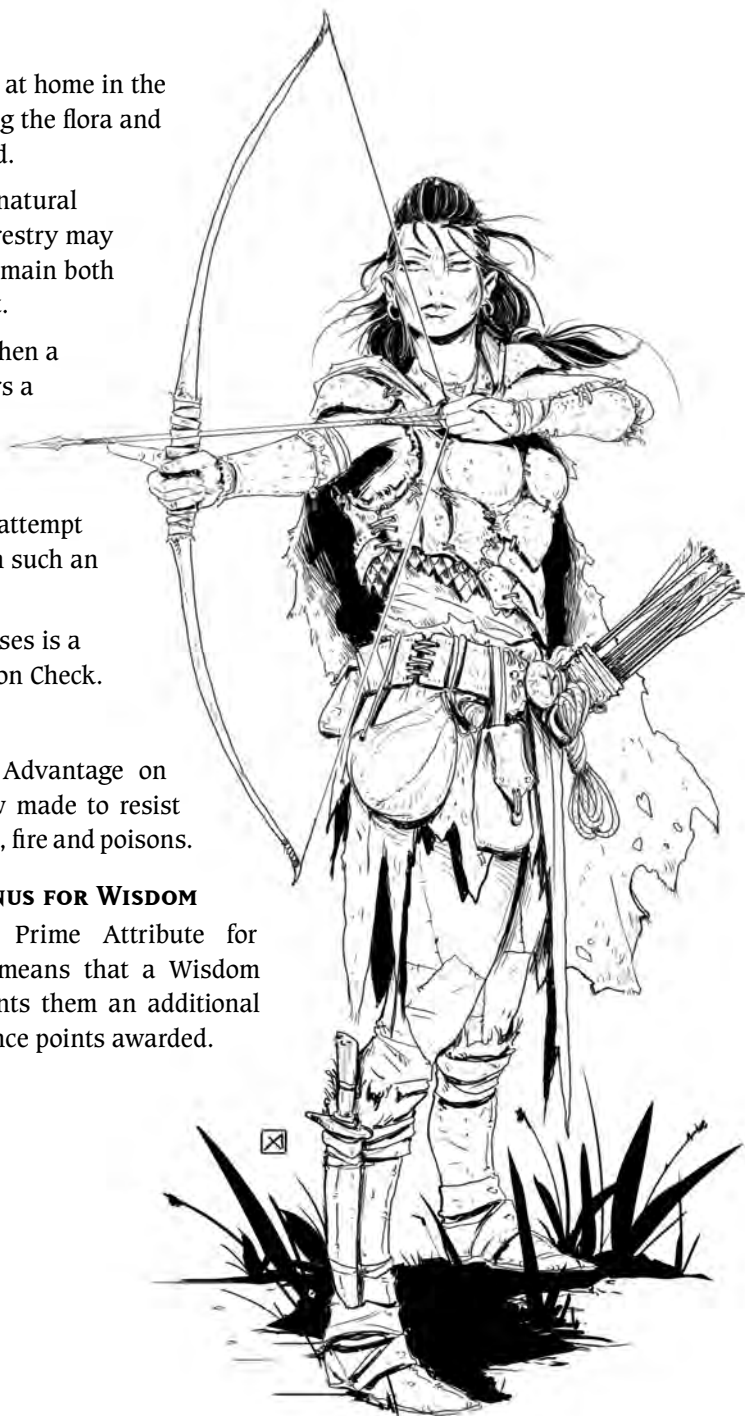
Each of these uses is a Difficulty 5+ Action Check.

SAVING THROW

Rangers receive Advantage on any saving throw made to resist damage from cold, fire and poisons.

EXPERIENCE BONUS FOR WISDOM

Wisdom is the Prime Attribute for Rangers, which means that a Wisdom score of 15+ grants them an additional 5% to all experience points awarded.





Sage

LEVEL	EXP. POINTS	HIT POINTS	HIT BONUS	SAVING THROW	SPELLS		
					1	2	3
1	0	Con + 1	+0	15	-	-	-
2	2,500	Con +2	+0	14	-	-	-
3	5,000	Con + 3	+0	13	-	-	-
4	10,000	Con + 4	+1	12	1	-	-
5	20,000	Con + 5	+1	11	2	-	-
6	40,000	Con + 6	+1	10	2	1	-
7	80,000	Con + 7	+2	9	3	1	-
8	160,000	Con + 8	+2	8	3	2	-
9	320,000	Con + 9	+2	7	3	2	1
10	640,000	Con + 10	+3	6	3	2	2

♦ Sage Class Abilities

WEAPON & ARMOR RESTRICTIONS

Sages tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Sages may only wield daggers or staves and are not allowed the use of armor.

SPELL CASTING

At times, the Sage owns a book of spells— which does not necessarily include all of the spells on the standard lists. Reading from this book, the Sage presses a select spell formula into his mind, effectively “preparing” it to be cast. Once a prepared spell is cast, the spell formula disappears from the Sage’s mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available “slots” in the Sage’s memory. If the Sage finds spell scrolls during an adventure, he can copy them into his spell book.

SCHOLAR

All Sages study the mysteries, secrets and lore of the world, but scholars are masters of hidden knowledge. They may make an Intelligence Action Check to understand dead or old languages, recall obscure pieces of knowledge, or identify magical items. Sages are often well versed in matters of history and lore, including extensive linguistic knowledge. Academia can be used to translate texts, decipher writing or reveal the meaning of old texts and runes that are often found in dungeons and abandoned ruins. When the Sage attempts to use

this ability, the player rolls a Difficulty 5+ Action Check. Whether they glean the general meaning of the text or decipher it whole cloth is up to the Narrator. If the Sage fails in their attempt to use this ability, they must wait until they gain one level of experience before attempting to decipher that specific document or writing again.

SENSE THE UNSEEN

Sages can automatically detect the presence of undead, both corporeal and incorporeal within 60', even if they are invisible or otherwise concealed.

TRAVELER'S TRINKET

A Sage often picks up various useful pieces of equipment in their travels that are forgotten until the right situation. When the Sage or his allies need a piece of small, mundane, non-magical gear that no one has on hand (such as flint and steel, a small empty sack, a knife or other small hand tool) the Sage may spend five rounds looking through his gear to see if he has such an item. If the Wanderer makes a successful Difficulty 4+ Action Check, they are able to produce the item.

SAVING THROW

Sages receive Advantage on saving throws vs. spells— including those cast from wands and staves.

EXPERIENCE BONUS FOR INTELLIGENCE

Intelligence is the Prime Attribute for Sages, which means that an Intelligence score of 15+ grants them an additional 5% to all experience points awarded.

Designer's Note: I've talked about my feelings about magic before and will again. The Sage represents my ideal outlook on Magic in a fantasy setting.





Swordmaster

LEVEL	EXP. POINTS	HIT POINTS	HIT BONUS	SAVING THROW	AC BONUS	SWORD FORMS
1	0	Con + 1	+0	15	0	1
2	2,500	Con + 2	+1	14	1	1
3	5,000	Con + 3	+2	13	1	2
4	10,000	Con + 4	+2	12	2	2
5	20,000	Con + 5	+3	11	2	3
6	40,000	Con + 6	+4	10	3	3
7	80,000	Con + 7	+4	9	3	4
8	160,000	Con + 8	+5	8	4	4
9	320,000	Con + 9	+6	7	4	5
10	640,000	Con + 10	+6	6	5	5

♦ Swordmaster Class Abilities

WEAPON & ARMOR RESTRICTIONS

Swordmasters are very narrowly trained when it comes to weaponry and armor. They are only able to wield clubs, daggers, long swords and short swords in combat and may only wear leather armor. They do not use shields.

ARMOR CLASS BONUS

Swordmasters are agile and light-footed, receiving a bonus to their armor class based on their level as denoted the Swordmaster Table above.

LIGHTNING REFLEXES

Swordmasters are only surprised on a roll of 1 on 1d6 when rolling for surprise at the beginning of combat.

TWO STINGS, ONE STRIKE

A Swordmaster may fight with short sword or dagger in their off hand. This grants him a second attack each combat round, with the damage inflicted determined by the weapon wielded.

SWORD FORMS

A Swordmaster knows many Sword Forms, special techniques that they can utilize in ways no one can. A Swordmaster knows a number of Sword Forms as indicated by the table above.

At the start of each of their turns, a Swordmaster may use a new form. They may not use more than one form per turn. You may only use a Sword Form when wielding a Sword.

Blood Drops on Snow

The Swordmaster achieves a Critical Hit on any attacks where the d20 rolls an 18 or higher.

Crane Spreads Its Wings

The Swordmaster may make one extra attack this turn.

Leaves Float on the Stream

The Swordmaster doubles their AC bonus from their Armor Class Bonus Class ability.

Reckless Bull Rushes

The Swordmaster increases their damage by +2d6, and enemies gain Advantage on attacks against them.

Hawk Takes A Trout

The Swordmaster gains +1d6 damage this round.

The Blood Moon Rises

The Swordmaster deals any amount of damage to themselves. Their damage this turn is increased by half that amount (round up.) They may deal the damage to themselves after they see the attack roll.

Reaping the Whirlwind

The Swordmaster makes attacks with Disadvantage this turn. If their attack is successful, they may make another attack. This continues until an attack misses. Each subsequent attack deals +1 damage (this is cumulative.)

The Forge's Sparks Fly

Instead of dealing damage, the Swordmaster can destroy a mundane piece of equipment if their attack hits.

The Great Oak Bows

The Swordmaster reduces all damage they take by 3.

Poison Snake Strikes

The Swordmaster may deal 1d6 damage to an ally (this damage is automatic.) They gain a bonus on their attack and damage rolls equal to the damage the ally took.

Roiling Waves Crash

When a Swordmaster using a Versatile weapon changes their usage at the start of their (switching from one-handed to two-handed or vice versa), they gain Advantage on Attacks and +1d6 Damage for that turn. To use this Sword Form, they must have used Roiling Waves Crash the previous turn (effectively spending two turns to gain a benefit on the second turn.)

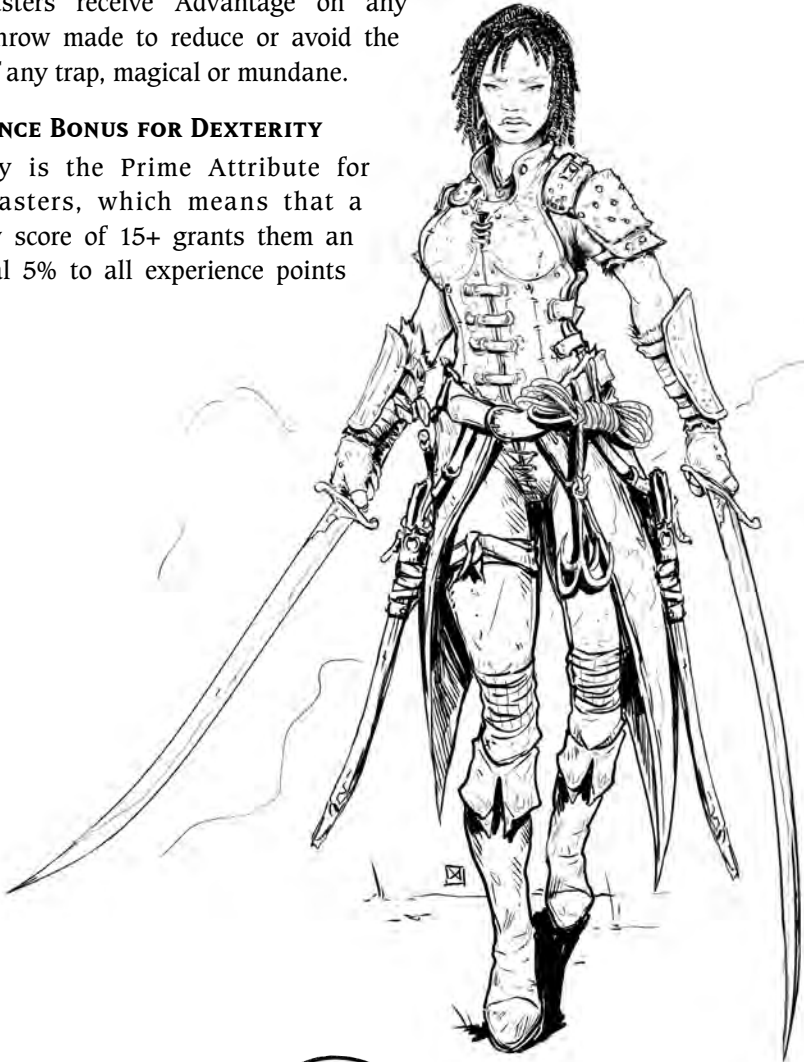
SAVING THROW

Swordmasters receive Advantage on any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

EXPERIENCE BONUS FOR DEXTERITY

Dexterity is the Prime Attribute for Swordmasters, which means that a Dexterity score of 15+ grants them an additional 5% to all experience points awarded.

Designer's Note: The Swordmaster is influenced by one of my favorite literary characters, al'Lan Mandragoran from the *Wheel of Time* series.





Thief

LEVEL	EXP. POINTS	HIT POINTS	HIT BONUS	SAVING THROW
1	0	Con + 1	+0	14
2	1,250	Con + 2	+0	13
3	2,500	Con + 3	+0	12
4	5,000	Con + 4	+1	11
5	10,000	Con + 5	+1	10
6	20,000	Con + 6	+2	9
7	40,000	Con + 7	+2	8
8	80,000	Con + 8	+3	7
9	160,000	Con + 9	+4	6
10	320,000	Con + 10	+5	5

♦ Thief Class Abilities

WEAPON & ARMOR RESTRICTIONS

Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor.

BACK STAB

Thieves prefer to catch their foes unaware and strike from positions of opportunity. Any time a thief attacks an opponent who is unaware of their presence, the thief gains Advantage on their attack. If the attack is successful, the thief may roll his weapon damage twice to calculate damage from the back stab.

SAVING THROW

Thieves receive Advantage to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

THIEVERY

Thieves are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed – these talents are reflected in the ability of thievery. The Narrator has the final say as to whether an action falls under the purview of thievery or not.

When a thief wants to attempt a task covered by Thievery, they roll an Action Check. The Narrator will secretly set the difficulty, so the Thief is unaware of success or failure until the results manifest. Generally speaking, an easy task (climbing a wall with gear, or existing handholds) starts as a Difficulty 2+ Action Check. Unlocking something is never easier than 4+.

When a thief fails using this ability while free-climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

DISGUISE

Thieves may disguise themselves through dress and manners. A successful disguise will allow the Thief to conceal his likeness, pass as a member of another class, or assume the guise of someone of the opposite sex.

A Thief must make an Action Check with a difficulty of 4+. This roll must be performed 1/day for every day the Thief wishes to remain disguised.

Victims of the disguise with an Intelligence score of 13-18 increase the Difficulty by +1. A Wisdom score of 13-18 also increases the Difficulty by +1.

If the Thief wants to emulate a species or gender different from their own, the difficulty increases by +1.

For example, a male Thief trying to pass himself off as a high-born Lady to an astute captain of the guard (both Intelligence and Wisdom 13+) will have a chance of success of Difficulty 7+ Action Check.



POISON USE

A Thief is always knowledgeable regarding the uses of poison. If he has access to poison he can apply it to his weapons without any fear of accidentally poisoning himself and receives Advantage to any saving throw made to resist the effects of a poison.

EXPERT THIEF (5TH LEVEL)

At 5th level, a Thief may make Action Check's for Disguise and Thievery with a d8, instead of a d6.

ESTABLISH GUILD (9TH LEVEL)

A thief of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as he is able. If the thief is unable to protect these apprentices, they are likely to turn on him in hopes of finding a more capable guild master.

EXPERIENCE BONUS FOR DEXTERITY

Dexterity is the Prime Attribute for Thieves, which means that a Dexterity score of 15+ grants them an additional 5% to all experience points awarded.



Chapter Three Equipment

Each character starts with some gold pieces (3d6x10) at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces. The Narrator is encouraged to include additional items and equipment.

Equipment Weight

A “normal” level of miscellaneous equipment is assumed to weigh 10 pounds. If treasure is added to this, each coin and gem is assumed to weigh 0.1 pound.

Adventuring Gear

	COST	WEIGHT		COST	WEIGHT
Backpack	10 sp	3 lb.	Chalk (1 stick)	1 cp	—
Ball bearings (100)	10 sp	2 lb.	Chest	50 sp	25 lb.
Barrel	15 sp	40 lb.	Climber's kit	250 sp	10 lb.
Basket	1 sp	1 lb.	Clothes, common	5 sp	5 lb.
Bedroll	8 sp	5 lb.	Clothes, costume	50 sp	5 lb.
Bell	10 sp	—	Clothes, fine	150 sp	5 lb.
Blanket	5 sp	3 lb.	Clothes, traveler's	20 sp	6 lb.
Block and tackle	20 sp	5 lb.	Component pouch	10 sp	1 lb.
Book (100 pages)	150 sp	3 lb.	Crowbar	20 sp	5 lb.
Bottle, glass	10 sp	—	Fishing tackle	10 sp	4 lb.
Bucket	5 cp	2 lb.	Flask	2 cp	1 lb.
Caltrops (10)	10 sp	2 lb.	Grappling hook	25 sp	5 lb.
Candle	1 cp	—	Hammer	10 sp	3 lb.
Case, crossbow bolt	10 sp	1 lb.	Healer's kit	50 sp	3 lb.
Case, map or scroll	10 sp	1/2 lb.	Holy symbol	50 sp	1 lb.
Chain (10 feet)	50 sp	10 lb.	Holy water, flask	25 sp	1 lb.

Adventuring Gear (continued)

	COST	WEIGHT
Hourglass	250 sp	1 lb.
Incense, divine (1 block)	25 sp	—
Ink, vial	100 sp	—
Ink pen	1 sp	—
Jug	2 cp	4 lb.
Ladder (10 feet)	2 sp	25 lb.
Lamp	5 sp	1 lb.
Lantern, bullseye	100 sp	2 lb.
Lantern, hooded	50 sp	2 lb.
Lock	100 sp	1 lb.
Magnifying glass	1,000 sp	—
Manacles	20 sp	6 lb.
Mess kit	2 sp	1 lb.
Mirror, steel	50 sp	1/2 lb.
Oil, flask	1 sp	1 lb.
Parchment (1 sheet)	1 sp	—
Pick, miner's	30 sp	10 lb.
Piton	5 cp	1/2 lb.
Pole (10-foot)	5 cp	7 lb.
Pot, iron	20 sp	10 lb.
Pouch	2 sp	1 lb.

	COST	WEIGHT
Quiver	10 sp	1 lb.
Ram, portable	40 sp	35 lb.
Rations (1 day)	5 sp	2 lb.
Rope, hempen (50 feet)	10 sp	10 lb.
Rope, silk (50 feet)	100 sp	3 lb.
Sack	1 sp	2 lb.
Scale, merchant's	50 sp	3 lb.
Sealing wax	5 sp	—
Shovel	25 sp	5 lb.
Signal whistle	1 sp	—
Signet ring	50 sp	—
Soap	2 cp	—
Spell book (100 pages)	300 sp	3 lb.
Spikes, iron (10)	10 sp	5 lb.
Spyglass	1,000 gp	3 lb.
Tent	20 sp	20 lb.
Tinderbox	5 sp	1 lb.
Torch	1 cp	1 lb.
Vial, empty	10 sp	—
Waterskin	2 sp	1 lb.
Whetstone	1 cp	1 lb.

♦ Adventuring Gear

This section describes equipment that either has special rules or whose function isn't obvious.

Book: Assumes a blank book with 100 pages. Books containing information cost more.

Candle: Provides light out to 5 feet. Burns for an hour.

Case, Crossbow Bolt: Holds up to 20 crossbow bolts.

Chain: Has 10 hit points. Can be burst with a Difficulty 7+ Strength Action Check.

Climber's Kit: Includes pitons, special boots and gloves, and a harness. Gives you Advantage when climbing something.

Component Pouch: Used to contain materials for spells and rituals.

Crowbar: You gain +1 on Action Checks when using a crowbar to pry something open, and it doubles as a club.

Holy Symbol: Used by clerics to channel the power of their gods. A holy symbol only functions for a particular god or pantheon.

Holy Water: Deals 2d6 damage to demons and undead and ignores their immunities. At the GM's discretion it can also be used to undo fiendish magic (perhaps requiring a Wisdom or Charisma Action Check) or allow another saving throw if someone is under demonic influence (perhaps with a bonus).

Incense, Divine: Necessary for certain divine rituals, and can be burnt while offering sacrifices.

Lamp: Illuminates a 15-foot radius. Each flask of oil burns for 6 hours.

Manacles: The price assumes you're going to use them on a human sized (or smaller) creature. They can be escaped from with a Difficulty 6+ Action Check.

Oil: Normally used as fuel for lamps. If you splash it on a creature and they suffer fire damage before they have a chance to clean it off they take an additional 1d8 damage. It can also be splashed on the ground: it covers a 5-foot area, and if lit on fire burns for 1d4 rounds and deals 1d6 fire damage to any creature that enters the area.

Portable Ram: Allows two creatures to try bashing in a door and grants an additional +2 to Action Checks to do so.

Quiver: Holds up to 20 arrows.

Tent: Provides enough room for two humans.

Torch: Illuminates a 20-foot radius and burns for an hour. If you use it as a melee weapon it deals 1d3 fire damage.

Waterskin: Weighs 5 pounds when full.

Equipment Packages

To keep things quick and easy, you can start with and choose equipment packs at the start of the game.

- **Burglar's Pack (15 sp):** Backpack, bag of ball bearings (100), 10 feet of thread, bell, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days of rations, 50 feet of rope, tinderbox, and waterskin.
- **Dungeoneer's Pack (19 sp):** Backpack, crowbar, hammer, 10 pitons, 10 torches, tinderbox, 50 feet of rope, 10 days of rations, and waterskin.
- **Explorer's Pack (15 sp):** Backpack, bedroll, mess kit, tinderbox, 10 torches, 50 feet of rope, 10 days of rations, and waterskin.
- **Healer's Pack (57 sp):** Backpack, healer's kit, tinderbox, and a vial of antitoxin.

Mounts

The main benefit of having a mount is their increased Speed and ability to carry stuff. When you're riding on a mount, you use its Movement instead of yours. Mounts act at the same time as their rider, and they can move and attack like a normal character: if a mount only moves up to its Movement both it and its rider can attack, but even if the mount moves up to twice its Movement its rider can still attack (or take some other action).

Mounts

MOUNT	COST (SP)	SPEED	LOAD
Dire wolf	750	60 ft.	225 lb.
Donkey or mule	50	40 ft.	125 lb.
Giant spider	500	40 ft.	200 lb.
Horse	500	60 ft.	250 lb.
Warhorse	3,000	60 ft.	500 lb.

Load: The maximum amount the mount can carry.

Tack & Harness

MOUNT	COST (SP)	LOAD
Bit and bridle	10	1 lb.
Feed (per day)	1	10 lb.
Saddle, pack	30	15 lb.
Saddle, riding	75	25 lb.
Saddlebags	30	8 lb.
Stabling (per day)	5	—



Weapons

♦ Weapon Properties

Here are some common weapon properties and what they mean.

Light: You can use either your Strength or Dexterity to attack with the weapon. If you use Strength to attack, add your Strength to damage. Same goes for Dexterity.

Armor Piercing (n): The weapon increases the critical range of the attack by n amount. For example, Armor Piercing 2 would take a successful Critical Hit on a weapon from a Natural 20 to an Natural 18-20.

Reach: You can attack enemies up to 10 feet away.

Reload: You must Reload this weapon after each attack with it. A reload takes a turn.

Two-Handed: You must use both hands to properly wield the weapon

Versatile: Even though the weapon can be wielded with one hand, if you use two hands it deals +2 damage.



Designer's Note: The Simple/Melee designation means nothing mechanically, but I find it easier to use when showing folks how weapons can be more complex to use and picking the right weapon for a character.

Simple Melee Weapons

NAME	COST (SP)	DAMAGE	WEIGHT	PROPERTIES
Club	—	1d6	2 lb.	—
Dagger	5 sp	1d4	1 lb.	Light
Great club	—	1d8	10 lb.	Two-handed
Hand axe	25 sp	1d6	2 lb.	—
Javelin	5 sp	1d6	2 lb.	—
Light hammer	15 sp	1d4	2 lb.	—
Mace	35 sp	1d6	4 lb.	—
Quarterstaff	—	1d6	4 lb.	Versatile
Sickle	10 sp	1d4	2 lb.	Light
Shortsword	30 sp	1d6	2 lb.	Light
Spear	15 sp	1d6	3 lb.	Versatile

Simple Ranged Weapons

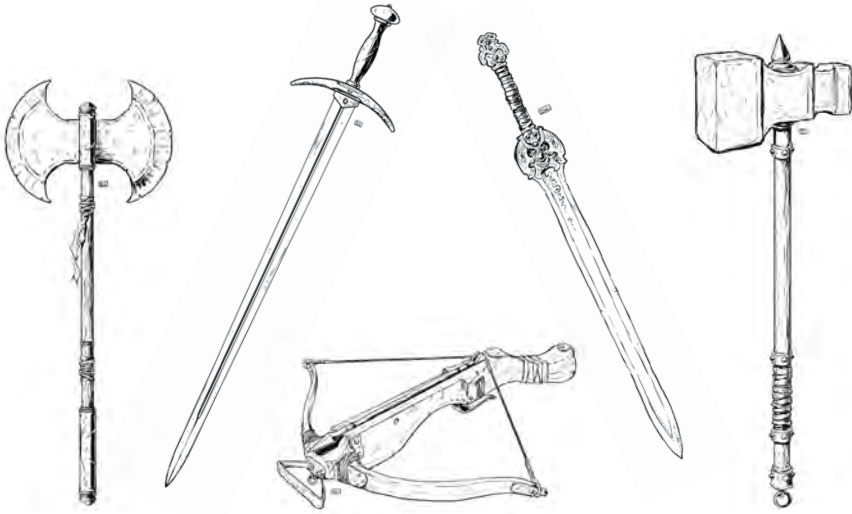
NAME	COST (SP)	DAMAGE	WEIGHT	PROPERTIES
Crossbow, light	100 sp	1d8	5 lb.	Armor Piercing 2, Reload
Crossbow, light, repeating	200 sp	1d8	5 lb.	Armor Piercing 1
Dart	1 sp	1d4	1/4 lb.	—
Short bow	100 sp	1d6	2 lb.	Armor Piercing 1, Two-Handed
Sling	—	1d4	—	—

Martial Melee Weapons

NAME	COST (SP)	DAMAGE	WEIGHT	PROPERTIES
Arming sword	40 sp	1d8	3 lb.	Versatile
Battle axe	25 sp	1d8	4 lb.	Versatile
Flail	100 sp	2d6	6 lb.	Two-handed
Glaive	50 sp	1d10	6 lb.	Reach, Two-handed
Halberd	50 sp	1d10	6 lb.	Reach, Two-handed
Lance	40 sp	1d10	8 lb.	—
Longsword	150 sp	2d6	5 lb.	Two-handed
Maul	100 sp	2d6	10 lb.	Two-handed
Morning star	40 sp	1d8	4 lb.	Armor Piercing 1
Pike	50 sp	1d10	15 lb.	Two-handed, Reach
Rapier	100 sp	1d6	2 lb.	Light,
Scimitar	100 sp	1d8	3 lb.	Light
Trident	75 sp	1d10	4 lb.	Versatile
War pick	30 sp	1d8	5 lb.	Armor Piercing 1
Warhammer	40 sp	1d8	4 lb.	Versatile

Martial Ranged Weapons

NAME	COST (SP)	DAMAGE	WEIGHT	PROPERTIES
Crossbow, heavy	125 sp	1d10	10 lb.	Armor Piercing 3, Reload
Crossbow, heavy, repeating	250 sp	1d8	10 lb.	Armor Piercing 2, Two-Handed
Longbow	150 sp	1d8	10 lb.	Armor Piercing 1, Two-Handed



Missile and Thrown Weapons Range

WEAPON	SHORT RANGE	MEDIUM RANGE	LONG RANGE
Dagger	10 ft.	11-20 ft.	21-30 ft.
Dart	20 ft.	21-40 ft.	41-60 ft.
Hand axe	10 ft.	11-20 ft.	21-30 ft.
Heavy crossbow	100 ft.	101-200 ft.	201-300 ft.
Light crossbow	75 ft.	76-150 ft.	151-250 ft.
Longbow	200 ft.	201-400 ft.	401-600 ft.
Shortbow	100 ft.	101-200 ft.	201-300 ft.
Sling	40 ft.	41-80 ft.	81-160 ft.

Medium Range imposes a -1 on all Attack Rolls.
Long Range imposes Disadvantage on all Attack Rolls.

Armor

ARMOR	EFFECT ON AC	WEIGHT*	COST
Chain mail	+4	50 lb.	30
Leather	+2	25 lb.	15
Plate mail	+6	75 lb.	50
Shield	+1	10 lb.	10

* At the Narrator's discretion, magical armor weights either half of its normal weight or nothing at all.

AC System

An unarmored person has an Armor Class (AC) of 10. Your armor adds to your AC, so the higher your AC, the harder it is for your enemies to hit you. To calculate your Armor Class, look at the Armor table on the previous page, in the "Effect on..." column. For whatever type of armor you bought, add the number shown in brackets to your base AC of 10. That's your new Armor Class.

Hiring Assistants

Many characters, particularly when first starting an adventuring career, need hirelings to assist in carrying loot or fighting monsters. Characters are free to create advertisements and inquire at local establishments to find available hirelings. The table below assumes that a typical adventure lasts roughly one week. Prices are in gold pieces.

Assistants

HIRELING TYPE	COST	HIRELING TYPE	COST
Alchemist	250	Horseman	3
Animal Trainer	125	Non-combatant (servant, torch bearer)	2
Armorer	25	Sage	500
Assassin	500	Sailor	3
Blacksmith	5	Soldier	5
Captain, Ship	75	Spy	125
Engineer	200		



Chapter Four

Playing the Game

Characters are awarded Experience Points (XP) for killing enemies and defeating evil! Enemies have set Experience Point values in their descriptions.

The Narrator has final say on how XP is awarded but should do their best to remember the ultimate goal of fun, focusing on the narrative impact of the Character's actions.

Each Character class has a Prime Attribute listed in its description, and the character creation process details how to determine the Character's total XP bonus. There are two separate ways of doing it, but each one results in a percent bonus. If a Character's bonus is 10%, for example, and the Narrator awards 1000xp to each Character, that particular Character would get 1100xp (10% of 1000 is 100, so the Character gets a bonus of 100xp).

Action Checks

Many times, the Narrator will just tell you if the action you want your character to perform is successful. Not every action requires a roll of dice. When success is not a simple enough matter, the Narrator may require you to make an action check.

Action checks are just the roll of a d6. Normally, if you roll 4 or higher (often referred to as 4+), you succeed, though the Narrator might modify this based on the situation, even above "6+" for truly epic difficulties.

Add the appropriate attribute bonus based on the action your attempting. Other modifiers might apply (like gear or your Character Class abilities.)

Designer's Note: Action Checks are from the excellent *White Lies* by DWD Studios. One of my favorite espionage RPGs (which if you know me, is a favorite genre anyways).

♦ Action Contests

If you need to know who does something better, both individuals involved in the test generate an action check total. However, whoever generates the higher total succeeds. In the case of a tie, the Admin decides how to resolve it.

♦ Cooperation

Players can cooperate on Action Checks. When a player aids another character, add the attribute bonus of each player that's assisting to the Action Check. You can never add more than +3 this way.

Time

The Narrator will be required to make general rulings on the passage of time during the course of a campaign (e.g. "A few hours later...") and should be governed by common sense. There are, however, two important time measurements that merit brief definitions--: the "turn" and the "combat round." A turn (lasting ten minutes) is used to track and measure actions, movement, and resources when our intrepid adventurers are in dangerous places. The shorter combat round (lasting one minute) is used in the midst of battle to allow for a faster blow-by-blow account of the action.

Movement

Base movement rate for all Characters is calculated on the table below in feet per turn, allowing for two moves per turn.

Movement Rate		Movement Rate Adjustments	
WEIGHT CARRIED (LB.)	MOVEMENT RATE	MOVEMENT TYPE	ADJUSTMENT
0-75 lb.	12	Careful	Half of Rate
76-100 lb.	9	Normal	Average Rate
101-150 lb.	6	Running	2x Average Rate
151-300 lb.	3		

When the party comes into contact with enemies, the order of events in the combat round is as follows:

The Narrator determines if one side or the other is entitled to a free attack or move as a result of surprise—; this is either a judgement or a die roll of some kind, depending on the circumstances. Normally, anyone is surprised if they roll a 1 or a 2 on a d6.

- Determine initiative. One roll is made for each side, not for each individual in combat.
- Party with initiative acts first (missile fire, casting spells, movement, melee attacks, etc.) and results take effect.
- Party that lost initiative acts; results take effect.

The round is complete; keep turn order for the next round if the battle has not been resolved.

How Initiative Works

At the beginning of the first combat round, each side rolls initiative on a d6. The higher of the two rolls wins. The winning side acts first, casting spells, moving, and attacking. The other side takes damage and casualties, and then has its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Narrator may handle this situation in any way he chooses—with one caveat. The damage inflicted by the combatants during any simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other in this situation. If you want to play things more simply, just re-roll initiative if there is a tie until one side or the other wins the initiative.

Designer's Note: I love group initiative. It makes me happy, and it is so fast to use.



♦ The Attack Roll

The most important rule to understand about combat is the Attack roll, also known as the “to-hit” roll.

To attack with a weapon, the Player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses most frequently come from classes.

♦ Combat

To attack with a weapon, the Player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses now include the Character’s Base “to-hit” Bonus, as shown on their Character Table, and may include a Strength bonus (for attacks with handheld weapons), a Dexterity bonus (for attacks with missile weapons), and any the Narrator might determine.

The Player then subtracts any “to-hit” penalties they might have from their roll.

If the result is equal to, or greater than, the opponent’s Armor Class, the attack hits.

In order to use this system, you’ll need to write down your Hit Bonus, and adjust it as you gain levels, but after doing that, you won’t have to check the table to see if you score a hit. All you need to know is whether the total result was equal to or higher than the target’s armor.

Specific Situations

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat.

♦ Damage and Death

When a Character (or creature) is hit, the amount of damage taken is deducted from his Hit Points. When Hit Points reach 0, the Character dies.

♦ Critical Hits

When your attack roll shows a “20” (called a “natural 20”), you have achieved a Critical Hit. Your damage dice for the attack are maxed out. A Critical Hit will often drop a foe.

EXPLOITS

When you successfully make a Critical Hit, you can often do an *exploit*. There’s not a list of exploits, but they are narrative and mechanical advantages you can give yourself.

For example, you could disarm a foe, shatter a shield, break a wand, or other similar tricks or maneuvers. The Narrator has the final call.

Designer's Note: Exploits are designed to give an extra “oomph” of cool to combat. I find the guidelines of “Natural 20? Do something cool!” to be enough to get player engaged creatively.

♦ Critical Fumbles

When your attack roll shows a “1” (called a “natural 1”), you have fumbled, and your weapon is dropped and has a 1-2 chance of breaking (on a d6).

♦ Special Attacks

There are two types of unorthodox melee stances combatants can take, *Reckless Attacks* and *Cautious Attacks*.

RECKLESS ATTACKS

When a character wishes to Reckless Attack for the turn, all of their Melee Attacks gain Advantage for the turn. Additionally, they automatically go before any enemies in initiative order (this doesn't cause their allies to go before enemies.) However, all incoming attacks also gain Advantage.

CAUTIOUS ATTACKS

When a character wishes to Cautious Attack for the turn, all of their Melee Attacks gain Disadvantage for the turn. Additionally, they automatically go after any enemies in initiative order (this doesn't cause their allies to go after enemies.) However, all incoming attacks also gain Disadvantage.

♦ Healing

In addition to the various magical means of restoring HP, a Character will recover 1 full Hit point per day of uninterrupted rest. Four weeks of rest will restore all of a Character's HP—regardless of how many the Character lost.

♦ Binding Wounds

Narrators can allow Character to bind 1d4 HP worth of wounds following a battle. This can only be done once per battle. If a Character has to bind their own wounds, they only bind 1d3.

Note that the Character can only recover HP lost during this particular battle. Recovered HP cannot cause raise a Character's Hit Points to higher than their normal score, causing them to have more hit points than normal.

◆ Invisible Opponents

An invisible opponent can only be attacked if its general location is known, and the attack suffers Disadvantage “to-hit.” Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 18 HP) will frequently be able to detect invisible opponents; the Narrator should determine the chance of this based on the creature and the situation.

◆ Melee Attack

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. Two combatants within ten feet of each other are considered to be “in melee.”



◆ Missile Attack

Missile attacks are attacks with ranged weapons such as bows, slings, or thrown axes. When using missiles to fire into melee, it is not possible to choose which opponent (or friend!) will receive the brunt of the attack, unless the Narrator determines otherwise.

◆ Morale

Certain enemies are fearless and will always fight to the death. The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Narrator will decide when monsters abandon battle and retreat, based upon the situation and the monster’s intelligence. Narrators should also use morale to determine the actions and loyalty of hirelings or other companion NPCs.

◆ Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (even lies). If the party is outmatched, or the monsters don’t seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat or at least delay it until more favorable conditions arise.

◆ Manipulation

When a Character attempts to lie to someone, the target of the lie must make a Saving Throw. If they fail, they believe the lie. The Narrator should require some roleplaying around the lie so there’s some context for what’s occurring.

♦ Intimidation

When a Character attempts to Intimidate a foe, it takes their action. Their target must make a Saving Throw. If they fail, they suffer Disadvantage on all rolls until they can no longer see the individual who Intimidated them.

Loyalty

The Narrator may wish to make “loyalty checks” for NPCs put into dangerous situations or ones offered bribes to change sides during a conflict. When a loyalty check is made, roll 3d6 and consult the Loyalty table for the result. Remember that these checks can be modified by a Player’s Charisma score can modify these checks.

Good treatment, respect, and a fair share of treasure earned should garner bonuses to loyalty checks, while abuse, physical or otherwise, will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character.

Loyalty Table

ROLL (3D6)	LOYALTY
3	Traitor
4-5	-2 on next loyalty check
6-8	-1 on next loyalty check
9-12	Average
13-15	+1 on next loyalty check
16-17	+2 on next loyalty check
18	Loyalist

Saving Throws

From time to time, an ability, trap, or some other kind of hazard requires you to make a " Saving Throw." A successful saving throw means that the Character avoids a threat or lessens its effect. Each character class has a saving throw target number which gets lower and lower as the Character gains levels. To make a Saving Throw, roll a d20. If the result is equal to or greater than the Character’s saving throw target number, the Saving Throw is successful. Monsters can also make Saving Throws (their saving throw target number randomly generated as a 3d6 roll.)

Remember

Eorathril is a free-form roleplaying game, meaning that there aren’t very many rules.

The Narrator is responsible for handling situations that aren’t not covered by the rules, making fair evaluations of what the character. Characters do and deciding what happens as a result. This is not a game in which the players are “against” the Narrator, even though the Narrator is responsible for creating traps, plots, and villains that will challenge the players.



In fact, the players and the Narrator cooperate with each other to create a gripping and gritty story with the Narrator creating the setting and the players developing the story of the characters. If they aren't skillful and smart, the epic might be very short. But it's not the Narrator's job to defeat the players; —it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

Designer's Note: I'm not a believer in antagonistic GMing. But I am a believer in good stories having consequences. Don't just kill a character. Offer them a choice. Make them have to lose something along the way. The goal is to tell awesome and heroic stories, not make your friends hate you and not want to come back.

Chapter Five

Spells and Magic

Sages can cast spells, no other class can. Spells have three phases.

First, they are **memorized** (a character can only memorize a certain number of spells to bring along on an adventure – see the description of the character classes to find out how many, and what level).

Second, they are **prepared**, which is the process of saying the magic words and making the magic gestures.

Third, the spell is **cast**, which means it takes effect and the magic happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever his/her side has the initiative. In the alternative combat sequence, it takes a whole round to prepare a spell, but spells are cast at the beginning of the next round, and the caster can then take other actions during the round, including preparing a spell for the next round.

Designer's Note: I talked about magic in the intro. I'm not much of a fan of magic-using classes, but I know others are. In the interest of fun, I've kept Magic in the game, but I tend to try to limit the party to one magic user, and they almost never meet friendly magicians. I tend to use Magic as a symptom of corruption and evil.

Spell List

1ST LEVEL

- Blinding Flash
- Circle of Protection
- Cure (Cause) Light Wounds
- Danger Sense
- Ignite
- Light/Dark

- Magic Missile
- Obscuring Fog
- Purify Food and Drink
- Weather Ward

2ND LEVEL

- Bless (Curse)
- Defender's Ward

- Knock
- Luck

3RD LEVEL

- Neutralize Poison
- Remove Curse
- Speak with Animals
- Snakes to Sticks

Spell Descriptions

Contained herein are all of the Sage spells.

◆ Bless (Curse)

Level: S2 **Range:** Target PC or NPC (out-of-combat) **Duration:** 1 hour

The caster must announce which of the two options is being cast. The recipient of this spell cannot be in combat when it is cast.

1. As a Bless spell, the recipient is granted a +1 bonus to all attack rolls and, if the target is not a Player Character, improves overall morale.
2. As a Curse spell, the recipient is cursed with a -1 penalty to all attack rolls and, if the target is not a Player Character, suffers a decrease to morale.

◆ Blinding Flash

Level: S1 **Duration:** Ten rounds

This spell targets a single subject who is exposed to a bright flash which bursts forth from the caster's hand. Unless the target makes a successful saving throw they are blinded for the duration of the spell.

◆ Circle of Protection

Level: S1 **Duration:** 1 hour per caster level

This spell requires one hour of preparation before being cast. The Sage must inscribe on the ground or floor, a circle of magical runes and reagents. The cost for these materials is 25 gold pieces. When this spell is cast, the prepared circle becomes empowered with magical protections, granting all those within its 20'x20' area a -2 [+2] bonus to their armor class and +2 to all saving throw for the duration of the spell.

◆ Cure (Cause) Light Wounds

Level: S1 **Range:** Touch **Duration:** Instantaneous

1. As a Cure Light Wounds spell, the caster cures 1d6+1 HP.
2. As a Cause Light Wounds spell, the caster causes 1d6+1 damage.

◆ Danger Sense

Level: S1 **Duration:** 6 hours

While this spell is active, the Sage can only be surprised on a 1 on 1d6.

◆ Defender's Ward

Level: S2

Duration: Ten rounds per caster level

By making a rapid magical gesture of protection, the Sage receives a +3 bonus to their armor class and Advantage to all saving throws for the duration of this spell.

◆ Ignite

Level: S1

Duration: Instant

The Sage can cause one flammable object (such as oil, dry kindling, or straw) to immediately catch fire.

◆ Knock

Level: S2

Range: 60 ft.

Duration: Instantaneous

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

◆ Light (Dark)

Level: S1

Range: 120 ft.

Duration: 1 hour + 10 min./level (S)

1. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.

2. As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.



♦ **Luck****Level:** S2**Duration:** 1 round per caster level

For the duration of this spell the Sage receives Advantage on all “to-hit” rolls when making a missile attack and can be quite stealthy when not engaged in combat or performing other obvious actions (such as casting spells) rendering them almost hard to spot and almost totally silent.

♦ **Magic Missile****Level:** S1**Duration:** Instant

This spell creates a bolt of magical energy which launches from the caster's hand to a visible target up to 120 feet away. The bolt strikes without error and does 1d4+1 points of damage. An additional bolt is produced when the caster reaches 7th, and 10th level.

Designer's Note: Magic Missile is kept and included because I feel somewhat obligated to give the Sage some attack spell.

♦ **Neutralize Poison****Level:** S3**Range:** Narrator's discretion**Duration:** 10 min.

This spell counteracts poison but does not bring the dead back to life.

♦ **Obscuring Fog****Level:** S1**Duration:** 1 hour per level

The caster summons forth a cloud of thick, heavy fog rises from the ground and fills an area no larger than 20 cubic feet. This fog is very difficult to see through and attacking with a missile weapon while in the fog or attacking a target hidden in the fog with a missile weapon causes Disadvantage on all “to-hit” rolls. The cloud cannot be seeing through and may also conceal those within it at the Narrator's discretion.

♦ **Purify Food and Drink****Level:** S1**Range:** Close/Touch**Duration:** Instantaneous

The caster causes enough food and water for up to a dozen people to be made pure, removing spoilage and poisons.

♦ **Remove Curse****Level:** S3**Range:** Close/Touch**Duration:** Instantaneous

This spell removes one curse from a person or object.

♦ Sage Lock

Level: S2 **Range:** Close **Duration:** Permanent until dispelled

A door or opening will remain shut and locked spelled. Creatures with magic resistance can shatter the spell without effort. Any Sage three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

♦ Sleep

Level: S1 **Range:** 240 ft. **Duration:** Narrator's discretion

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It can affect a number of creatures based on their Hit Points.

Affected by Sleep

VICTIM'S HP	NUMBER AFFECTED
Less than 13	2d6+3
13 to 18	2d6
19 to 25	1d6

♦ Speak with Animals

Level: S3 **Range:** 30 ft. **Duration:** 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

♦ Sticks to Snakes

Level: S3 **Range:** 120 ft. **Duration:** 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands but turn back into sticks at the end of the spell (or when killed).

♦ Weather Ward

Level: S1 **Duration:** 24 hours

For the duration of this spell the caster is immune to the mundane annoyances of natural weather. They will not go snowblind when traveling in a blizzard or get wet during a rain storm, for example. They are still at the mercy of extreme heat, extreme cold, and other major effects of extraordinary weather.

Chapter Six

Running the Game

Running a game of Eorathril is a lot easier than running most other role-playing games, simply because there are not as many rules and your own discretion overrides them anyway. Most situations are handled by making “common sense” decisions concerning what happens next.

For example, if there are a bunch of zombies around the next corner and the Players decide not to go around that corner, it’s up to the Narrator to determine whether or not it makes sense for the zombies to rush around the corner and attack—or whether their orders are to simply stay where they are. If a Player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it’s up to the Narrator to determine whether or not they explode.

This means “making up” a lot of stuff on the spot. If you’re not a good storyteller or if you’re not up to doing a lot of creative thinking on the fly, it might be better that you try a different game—one that provides more rules and guidance for every little situation that might arise. But if you’re a good storyteller, creative and fair, Eorathril’s small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

Eorathril also frees up your creativity in terms of customizing the game. Unlike a more complex game, you can add house rules wherever you want to without accidentally messing up something else buried in the rules. If you want to use critical hits and fumbles, add ‘em in. You won’t break anything—there’s not that much to break!

Designing an Adventure

Basically, the “adventure” is just the setting for the game—usually a map and then notes about certain locations on that map. As the Players tell you where their characters go and what they do, you’re referring to the map and your notes to describe what happens as a result. Don’t try to plan for all contingencies—

it's guaranteed that the players will do something unexpected during the adventure and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the Players with adventure, they challenge you to keep up with their collective creativity.

Creating a Campaign

A campaign is the world beyond the adventure—the cities, forests, coastlines, and kingdoms of the fantasy world. The players will almost certainly want their characters to explore the wilderness, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as the starting point) and some of the surrounding area. (The location of the first adventure—a dark forest, perhaps) As the players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world with the continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy stories. Most of these have maps and the author has already created the details and feel of the world for you. For example, the worlds of Conan's Hyboria (Robert E. Howard), of Elric and the Eternal Champions (Michael Moorcock), and of the Dying Earth (Jack Vance) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of these examples.

Experience Points

Experience Points are awarded to Players for gaining treasure and killing monsters, as an earlier Player's section has described. It may seem counterintuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (Player) was in getting them. The gold pieces are not the source of the experience—they are the measurable product of it.

That being said, there are many alternative ways for Narrators to award XP. For example, active participation in the campaign might warrant experience for each hour of real-time play, as could solving puzzles and aiding allies. A particularly clever solution or epic victory might warrant double the normal XP amount awarded, while an abysmal failure might merit half.

Some Narrators make all earned Experience Points a part of a community total to be divided evenly, since not all the characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishments.

If you find that whatever system you're using leads the players toward bad decisions—seeking out unnecessary combat or looking for traps to spring—you might consider adjusting your system. This is true for the “official” system of awarding experience as well. Remember, the Narrator is the ultimate judge of what works best for a game and any rule can be changed to fit the group.

Scale of Advancement

Narrators all have their own style of campaign, and it would be silly for one author to impose needless restrictions on anyone playing the game. However, it is worth noting that this rules set was designed with the notion that 4th level characters are “heroic” and thus the tables were capped at level 10. A Narrator who wishes to extend the tables to higher levels is encouraged to do so if it fits the style of the campaign.



Chapter Seven

Treasure

The amount of treasure a monster owns, or guards is usually related to the monster's HDE. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 2–3 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, then the treasure is there for them to find next time.

Designer's Note: Randomly generating treasure is one of my greatest loves as a GM. I find it interesting, fun and compelling. I've kept the core treasure tables intact for that reason, but I tend to prefer the "organic" growth of the Myth Point rules James Spahn provided in *Hero's Journey*. You'll find those included after this section.

Here is a table a Narrator can use as a guideline to help create a treasure:

Treasure Values Table

ROLL (D6)	POSSIBLE TREASURE VALUE (GP)*	CP	SP	GP
1	XP × 1	50%	30%	20%
2-3	XP × 2	20%	50%	30%
4-5	XP × 3	10%	40%	50%
6	XP × 4	–	25%	75%

* The total value of treasure is expressed in terms of gold coins. If the total value of treasure was 100 XP on a roll of 1, the recipient would receive 20 gp, 300 sp, and 5,000 cp

Remember that coins found are not always gold pieces—there might be a mixture of copper (cp) and silver pieces (sp) in the treasure as well. The treasure breakdown given in the prior Treasure Values table is a suggested guideline to how you might consider breaking up the treasure. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

♦ Splitting the Take (Variant)

Once the monsters are slain and the wounds are bound, it's time to divide up the treasure. It is suggested that the total gp value of the loot is totaled and divided up among the participants with each getting an equal “share.” Many Narrators rule that treasure must be shared with NPCs getting either a full or half share, depending upon their level. It is also customary for fallen (dead) comrades to still get a share of the take to be given to their next of kin.

Treasure Items

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures should be interesting—an endless series of “another treasure worth 100 gp in total” is a sure-fire recipe for boring your players.

- For every 5,000 gp in value, there is a 10% chance of trading out 5,000 gp for an item on either the Major Gem/Jewelry or Major Magic table.
- For every 1,000 gp in value, there is a 10% chance of trading out 1,000 gp for an item on either the Medium Gem/Jewelry or Medium Magic table.
- For every 100 gp in value, there is a 10% chance of trading out 100 gp for an item on either the Minor Gem/Jewelry or Minor Magic table.

Calculate the total percentage of treasure that can be traded out and roll a d100 to see if you can roll for an item on one of the following tables. It is suggested that the Narrator begin with the 5,000 gp values and work down to the 100 gp values. “Jewelry” refers to a single item of jewelry.

Always remember that these tables are merely guidelines—if you desire the placement of a particular item or treasure type, go ahead and do it! If you don't wish to include gems, jewelry, or magic items, then leave the treasure at coins. These tables are here only to help when wanted.

♦ Treasure Trade Out (Example #1)

If you populate an area with 5 skeletons, their total XP value would be 75. If you were to roll against the Treasure Values table and get a 4, the total treasure value for that encounter would be (rounded down): 112 gp, 900 sp, and 2,250 cp. There is a 10% chance of trading out 100 gp of that treasure for one minor item. If, on a d100, you roll under 10%, then the treasure value of that encounter would be 12 gp, 900 sp, 2,250 cp, and one minor item (as rolled on the Minor Gem/Jewelry or Minor Magic table).

♦ Treasure Trade Out (Example #2)

You place a fearsome minotaur in a locked dungeon room for a total of 400 XP. Rolling against the Treasure Values table, if you were to roll a 6, the total treasure value for this encounter would be: 1,200 gp and 4,000 sp. There is a 10% chance of trading out 1,000 gp of that treasure for one medium item. If, on a d100, you roll under 10%, then the treasure value on that encounter would be 200 gp, 4,000 sp, and one medium item (as rolled on the Medium Gem/Jewelry or Medium Magic table). With the remaining gold, there could either be a 60% chance to trade out 600 gp for one minor item, six 10% chances to trade out 600 gp for a total of six minor items, or some other variant like one 10% chance to trade out 100 gp for one minor item (keeping the remaining 500 gp).



5,000 gp Trade Out: A roll of 1–19 on a d20 means a roll on the Major Gem/Jewelry table. A roll of 20 results in rolling on the Major Magic Item table.

Major Gem/Jewelry Table

ROLL (D6)	GEM OR JEWELRY VALUE	ROLL (D6)	GEM OR JEWELRY VALUE
1	1d1,000 gp	4-5	1d1,000 (x12) gp
2-3	1d1,000 (x8) gp	6	1d1,000 (x20) gp

Major Magic Item Table

ROLL (D6)	GEM OR JEWELRY VALUE
1	Roll 6 times on the Potions table
2-3	Roll 1d6+12 on the Scrolls table
4-5	Roll 1d6+12 on the Weapons & Armor table
6	Roll 1d20+40 on the Miscellaneous table (includes Rings & Staves)

1,000 gp Trade Out: A roll of 1–19 on a d20 means a roll on the Medium Gem/Jewelry table. A roll of 20 results in rolling on the Medium Magic Item table.

Medium Gem/Jewelry Table

ROLL (D6)	GEM OR JEWELRY VALUE	ROLL (D6)	GEM OR JEWELRY VALUE
1	1d100 gp	4-5	1d1,000+750 gp
2-3	1d1,000+250 gp	6	1d10,000 gp

Medium Magic Item Table

ROLL (D6)	GEM OR JEWELRY VALUE
1	Roll 3 times on the Potions table
2–3	Roll 1d6+6 on the Scrolls table
4–5	Roll 1d6+6 on the Weapons and Armor table
6	Roll 1d20+20 on the Miscellaneous (includes Rings and Staves)

100 gp Trade Out: A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in rolling on the Minor Magic Item table.

Minor Gem/Jewelry Table

ROLL (D6)	GEM OR JEWELRY VALUE	ROLL (D6)	GEM OR JEWELRY VALUE
1	1d6 gp	4-5	1d100+75 gp
2-3	1d100+25 gp	6	1d1,000 gp

Minor Magic Item Table

ROLL (D6)	GEM OR JEWELRY VALUE
1	Roll once on the Potions table
2-3	Roll 1d6 on the Scrolls table
4-5	Roll 1d6 on the Weapons and Armor table
6	Roll 1d20 on the Miscellaneous table (includes Rings and Staves)

Magic Potions Table

ROLL (D100)	MAGIC POTION	ROLL (D100)	MAGIC POTION
1-3	Animal Control	34-36	Heroism
4-6	Clairaudience	37-39	Invisibility
7-9	Clairvoyance	40-42	Invulnerability
10-12	Diminution	43-45	Levitation
13-15	Dragon Control	46-48	Plant Control
16-18	Ethereality	49-55	Poison
19-21	Fire Resistance	56-58	Slipperiness
22-24	Flying	59-61	Treasure Finding
25-27	Gaseous Form	62-64	Undead Control
28-30	Giant Strength	65-75	Extra Healing
31-33	Growth	76-00	Healing

Potions have a duration of 1d6+1 turns.

♦ Magic Potion Descriptions

Animal Control: +2 on Action Checks related to handling Animals.

Clairaudience: The imbiber gains 1d3 rerolls on Auditory Action Checks that expire in 24 hours.

Clairvoyance: The imbiber gains 1d3 rerolls on Visual Action Checks that expire in 24 hours.

Diminution: Imbiber shrinks and becomes 6 inches tall for 2d6 hours.

Dragon Control: 1d3 dragons of a specific type (determined randomly by the Narrator) are affected and can be controlled for 2d3 hours via verbal commands.

Ethereality: The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: Cures 3d6+3 HP worth of damage.



Fire Resistance: Grants immunity to normal fire, +2 saving throws against fire attacks, and half damage to magic fire attacks that do not permit saving throws.

Flying: The imbiber can Fly for 3d6 rounds (roll secretly. The imbiber does not know when the spell will end.)

Gaseous Form: The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 "to-hit".

Growth: Character grows and becomes 30 feet tall.

Healing: Cures 1d6+1 HP worth of damage.

Heroism: +2 to attacks and damage.

Invisibility: The imbiber is invisible. All attacks against them suffer Disadvantage, and Action Checks to locate them suffer a +4 to Difficulty.

Invulnerability: Advantage on saving throws, opponents attack with Disadvantage.

Levitation: Imbiber can float for 2d3 rounds, moving straight up or down at their normal speed.

Plant Control: The imbiber can control 2d3 plant based life forms within 30 feet, or cause them to bloom or wither.

Poison: Save or die.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

Treasure Finding: Character can detect hordes of treasure within 400 feet of their current location.

Undead Control: 2d4 undead of fewer than 22 HP and 1d4 undead of 23+ Hit Points fall under the imbiber's control for 3d6 hours.

♦ Scrolls

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

Scrolls Table

ROLL	NUMBER OF SCROLLS	SPELL LEVEL
1	1	1
2	1	1d3
3	2	1d2 per scroll
4	3	1
5	Cursed Scroll	
6-7	Protection Scroll (normal duration)	
8	2	1d4
9	2	1d6 per scroll
10	1	1d4+2
11	5	1d3 per scroll
12	Cursed Scroll	
13-14	Protection Scroll (double duration)	
15	5	1d6 per scroll
16	6	1d6 per scroll
17	7	1d6 per scroll
18	8	1d6 per scroll
19	Cursed Scroll	
20	Protection Scroll (triple duration and double effects)	

Protection Scrolls Table

ROLL (D8)	SCROLL OF PROTECTION FROM...
1	Demons
2	Drowning
3	Elementals
4	Lycanthropes
5	Magic
6	Metal
7	Poison
8	Undead

♦ Protection Scroll Descriptions

Demons: Everyone within a 10-foot radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

Drowning: Everyone within a 10-foot radius of the reader gain the ability to breathe underwater for 1 full day.

Elementals: This scroll protects against a single elemental and lasts for a duration of 40 minutes.

Lycanthropes: All within a 10-foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

Magic: Anti-magic shell surrounds and moves with the reader for 1 hour, having a radius of 10 feet. Spells cannot pass in or out of the shell.

Metal: Metal cannot harm the reader for a duration of 1 hour.

Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

Undead: All within a 10-foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with Hit Points fewer than 26, and 2d6 undead with HP of 26-30, and 1d6 undead with HP of 31+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

♦ Magical Weapons and Armors

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

Magical Weapons and Armors Table

ROLL	ITEM	ROLL	ITEM
1	Cursed Armor or Shield	13	+2 Armor
2	+1 Missile Weapon(s)	14	+1 Melee Weapon with Minor Ability
3	+1 Shield	15	+3 Missile Weapon(s)
4-6	+1 Melee Weapon	16	+3 Melee Weapon
7-8	+1 Armor	17	+3 Shield
9	Cursed Weapon	18	+3 Armor
10	+2 Missile Weapon(s)	19	Unusual Weapon (optional) or Re-roll
11	+2 Shield	20	Unusual Armor (optional) or Re-roll
12	+2 Melee Weapon		

Cursed Armor and Shields Table

ROLL (D6)	CURSED ITEM	ROLL (D6)	CURSED ITEM
1-3	-1 Weapon or Armor	5	-3 Weapon or Armor
4	-2 Weapon or Armor	6	Attracts Missiles

Cursed items cannot be laid down without the aid of the spell Remove Curse. **Attracts Missiles** means this item attracts missile fire (even those fired at others nearby) and grants a +1 “to-hit” bonus to attack on such missiles.

Magic Melee Weapons Table

ROLL (D12)	WEAPON	ROLL (D12)	WEAPON
1	Axe, battle	7	Polearm
2	Axe, hand	8	Staff
3	Dagger	9	Sword, long
4	Flail	10	Sword, short
5	Mace	11	Sword, two-handed
6	Morning star	12	Warhammer

Magic Missile Weapons Table

ROLL	WEAPON	ROLL	WEAPON
1-8	2d6 Arrows	11-15	Spear
9-10	1d10 Stones	16-20	2d6 Bolts, crossbow

Minor Abilities for Melee Weapons Table

ROLL (D6)	MINOR ABILITY	ROLL (D6)	MINOR ABILITY
1-4	Additional damage (+1)	6	Sheds light, 30 ft. radius
5	Sheds light, 15 ft. radius		

Unusual Weapons Table (Optional)

ROLL (D10)	UNUSUAL WEAPON	ROLL (D10)	UNUSUAL WEAPON
1	+1 Blunt weapon that destroys undead	5	+1, +4 vs. particular type of foe
2	+1 Thrown weapon that returns to hand	6	+2, +3 vs. particular type of foe
3	+1 Weapon, grants 1 additional attack/day	7	Weapon flames
4	+1, +2 vs. particular type of foe	8	Weapon freezes
		9	Dancing weapon
		10	Intelligent weapon

◆ Unusual Weapon Descriptions

Blunt weapon that destroys undead: Blunt weapons are the mace, sling, staff, and war hammer. Lesser undead types don't get a saving throw; more powerful ones do.

Thrown weapon returns to hand: These weapons are the hand axe, spear, and war hammer.

Bonus vs. particular type of foe: Examples include dragons, giants, orcs, lycanthropes, undead, etc.

Weapon flames: Additional 1d6 fire damage: roll 1d4-1 for "to-hit" bonus.

Weapon freezes: Additional 1d6 cold damage: roll 1d4-1 for "to-hit" bonus.

Dancing weapon: Fights in the air after 3 rounds, as a +1d3 weapon.

Intelligent weapon: Roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

Unusual Armor Table (Optional)

ROLL (D4)	MINOR ABILITY	ROLL (D4)	MINOR ABILITY
1	Armor of Arrow Deflection	3	Ethereal Armor
2	Demonic Armor	4	Fiery Armor

◆ Unusual Armor Descriptions

Armor of Arrow Deflection: +2 against missile fire.

Demonic Armor: Possessed by a spirit or demon, with effects to be determined by the Narrator.

Ethereal Armor: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

Fiery Armor: +1 armor that is surrounded by flames. These flames deal 1d6 damage to melee attackers.

♦ Miscellaneous Items

Roll 1d20 and add +0, +20, or +40, depending on whether the treasure is minor, medium, or major.

Miscellaneous Items Table

ROLL (D20)	ITEM	ROLL (D20)	ITEM
1	Lesser Wand	26	Greater Ring
2	Lesser Ring	27-40	Misc. Medium Magical Item
3-20	Misc. Lesser Magical Item	41-42	Greater Wand
21-22	Lesser Wand	43-44	Greater Ring
23	Greater Wand	45	Staff
24-25	Lesser Ring	46-60	Misc. Greater Magical Item

Lesser Wands Table

ROLL (D6)	WAND
1-3	Level 1 spell, holds 10 charges
4-5	Level 2 spell, holds 5 charges
6	Level 3 spell, holds 2 charges

Greater Wands Table

ROLL (D10)	WAND
1	Level 3 spell, holds 5 charges
2	Level 3 spell, holds 10 charges
3	Wand of Detection (enemies)
4	Wand of Detection (metal)
5	Wand of Detection (magic)
6	Wand of Detection (traps and secret doors)
7	Wand of Polymorph
8	Wand of Fear
9	Wand of Cold
10	Wand of Paralyzing



Wands become useless with 0 charges. A wand can be recharged by casting a spell into it. There is a 5% chance per recharge that the wand will be destroyed.

♦ Greater Wand Descriptions

Wand of Detection (enemies): Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

Wand of Detection (metal): Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

Wand of Detection (magic): Functions as a Detect Magic spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

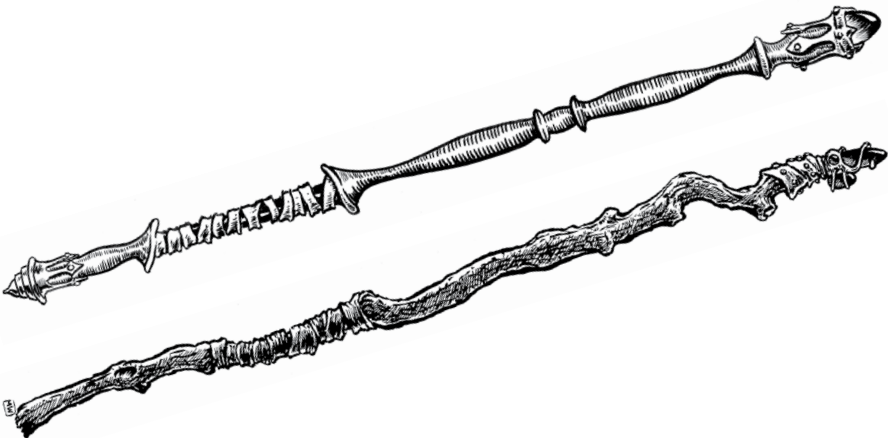
Wand of Detection (traps and secret doors): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

Wand of Polymorph: Causes the bearer to change to a roughly similar sized shape for 2d3 hours. It takes a Difficulty 7+ Action Check to notice a Polymorphed character. Carries 10 charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be recharged).

Wand of Cold: Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges and cannot be recharged).

Wand of Paralyzing: Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges and cannot be recharged).



Lesser Rings Table

ROLL (D6)	LESSER RING	ROLL (D6)	LESSER RING
1	Fire Resistance	4	Poison Resistance
2	Invisibility	5	Protection, +1
3	Mammal Control	6	Protection, +2

♦ Lesser Ring Descriptions

Fire Resistance: Advantage on saving throws vs. magical fire and grants immunity to normal fire.

Invisibility: Turns wearer invisible.

Mammal Control: The wearer controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

Poison Resistance: Advantage on saving throws vs. poison.

Protection: Grants bonus to armor class and saving throws.

Greater Rings Table

ROLL (D10)	GREATER RING	ROLL (D10)	GREATER RING
1	Human Control	6	X-ray Vision
2	Three Wishes	7	Telekinesis
3	Regeneration	8	Spell Turning
4	Djinn Summoning	9	Spell Storing (Magus)
5	Shooting Stars	10	Spell Storing (Priest)

♦ Greater Ring Descriptions

Djinn Summoning: The wearer of this ring can summon a djinn.

Human Control: Allows the wearer to gain +4 on Action Checks to persuade, intimidate, convince or otherwise manipulate humans.

Regeneration: The wearer regenerates 1 HP/round and thus cannot die unless the ring is removed, or the body burned.

Shooting Stars: Once per day, this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target.

Spell Storing (Sage): The ring contains 1d6 Sage spells. Roll 1d3 for each spell to determine their spell levels. The wearer (if a Sage) can cast these spells

as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Spell Turning: Any spell (other than from a wand, etc.) directly aimed at the wearer of this ring is partially reflected back at the caster. Roll a d100 to determine how much of the spell's power bounces back; the exact determination of what happens is up to the Narrator.

Telekinesis: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

Three Wishes: Grants the wearer 3 wishes; outrageous wishes backfire.

X-ray Vision: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, though solid metals (other than lead) is 1 foot, and through lead is 1 inch.

Staves Table

ROLL (D10)	STAFF	ROLL (D10)	STAFF
1	Healing	6	Power
2	Command	7	Wizardry
3	Snake, the	8	Beguiling
4	Striking	9	Absorption
5	Withering	10	Lordly Might

Most staves have 1d12 charges.

◆ Staff Descriptions

Absorption: Absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

Beguiling: As a charge, grant the target to gain +4 on Action Checks to persuade, intimidate, convince or otherwise manipulate humans. Target must be in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour. Staff has 5d10 charges in it when found.

Command: A charge can be used to control humans, plants, or animals for 1d3 hours. Staff has 3d10 charges in it when found.

Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts Light (no charge used), casts Fireball (4d6 damage), cold as a Wand of Cold, Lightning Bolt (4d6 damage), acts as a ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

Lordly Might: These staves only carry 10 charges, but a charge may be used to cast Raise Dead.

Snake, the: +1 “to-hit” and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only Sages can employ a Staff of the Snake.

Striking: Inflicts 2d6 points of damage with a successful hit (does not use charges).

Withering: Adds ten years of physical aging with a successful hit.

Wizardry: The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge each, it allows Invisibility (as per a Ring of Invisibility), summoning elementals (calling 1d4 at a time), Flight as per Ring of Flight, or 2d6 damage on a successful hit for 1 hour. It grants the user any Sage spell at the cost of charges equal to the level of the Sage Spell. Starts with 100 charges.

Lesser Miscellaneous Magic Items Table

ROLL (D20)	MAGIC ITEM	ROLL (D20)	MAGIC ITEM
1	Arrow of Direction	12	Dust of Sneezing and Choking
2	Bag of Holding	13	Gauntlets of Swimming and Climbing
3	Boots of Elven kind	14	Horseshoes of Speed
4	Boots of Speed or Leaping (50%)	15	Luck stone
5	Bracers of Defense, AC 13	16	Manual of Beneficial Exercise
6	Chime of Opening	17	Pipes of the Sewers
7	Cloak of Elven kind	18	Rope of Climbing
8	Cloak of Protection, +1	19	Rope of Entanglement
9	Cursed Item	20	Spade of Excavation
10	Decanter of Endless Water		
11	Dust of Appearance or Disappearance (50%)		

Medium Miscellaneous Magic Items Table

ROLL (D20)	MAGIC ITEM	ROLL (D20)	MAGIC ITEM
1	Amulet Against Scrying	11	Hole, portable
2	Boots of Flying	12	Horn of Valhalla, bronze
3	Bracers of Defense, AC 15 or 17	13	Horn of Valhalla, silver
4	Carpet of Flying	14	Jug of Alchemy
5	Cloak of Displacement	15	Manual of Quickness
6	Cloak of Protection, +2 or +3	16	Medallion of Detect Thoughts (ESP)
7	Deck of Many Things	17	Mirror of Mental Scrying
8	Figurine of the Onyx Dog	18	Robe of Blending
9	Gauntlets of Ogre Power	19	Robe of Eyes
10	Helm of Reading Magic and Languages	20	Robe of Wizardry

Greater Miscellaneous Magic Items Table

ROLL (D20)	MAGIC ITEM	ROLL (D20)	MAGIC ITEM
1	Amulet of Demon Control	11	Helm of Teleportation
2	Beaker of Potions	12	Horn of Blasting
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals	13	Horn of Valhalla, iron
4	Crystal Ball	14	Lenses of Charming
5	Efreeti Bottle	15	Libram, magical
6	Figurine of the Golden Lions	16	Manual of the Golems
7	Gauntlets of Dexterity	17	Manual of Intelligence
8	Gem of Seeing	18	Manual of Wisdom
9	Girdle of Giant Strength	19	Necklace of Fireballs
10	Helm of Fiery Brilliance	20	Symbol—Scarab of Insanity

♦ Miscellaneous Magic Item Descriptions

Amulet against Scrying: Protects the wearer from all scrying, such as being viewed through a crystal ball. **Usable by:** All Classes.

Amulet of Demon Control: Functions as a Protection from Chaos spell and allows the wearer to attempt to cast Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. **Usable by:** Sages.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week. **Usable by:** All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. **Usable by:** All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as it can create potions. **Usable by:** All Classes.

Boots of Elvenkind: The wearer moves with complete silence. **Usable by:** All Classes.

Boots of Levitation: These boots allow the wearer to Levitate (as per the Ring of Levitation) with unlimited duration. **Usable by:** All Classes.

Boots of Speed or Boots of Leaping (50%): Boots of Speed double the wearer's movement rate but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest a after using them. **Usable by:** All Classes.

Bracers of Defense, AC 15 or AC 17 (50% chance): These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. **Usable by:** All Classes.

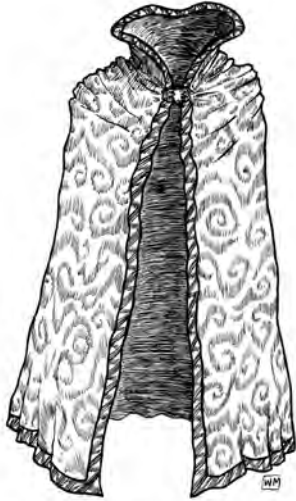


Bracers of Defense, AC 13: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. **Usable by:** All Classes.

Carpet of Flying: The carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. **Usable by:** All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 46 HP elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. **Usable by:** Sages.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or Sage Locked. **Usable by:** All Classes.



Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His AC improves by 2, and he gains a saving throw against any targeted attack upon him. **Usable by:** All Classes.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible. **Usable by:** All Classes.

Cloak of Protection, +1: This cloak improves the wearer's AC by 1 and grants a bonus of +1 on Saving Throws. **Usable by:** All but Fighters.

Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer's armor class by 2 (or 3) and grants a bonus of +2 (or +3) on saving throws. **Usable by:** All but Fighters.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. **Usable by:** Sages.

Cursed Item: (See Cursed Items, Page 80)

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstopped. **Usable by:** All Classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per card in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results are as follows:

THE HEARTS ♥

Ace: Gain 50,000 xp.

King: Gain a magic item from the Misc. Magic Items (Greater) table.

Queen: Gain 1d3 wishes

Jack: Gain the ability to summon a 34 HP warrior with +3 sword, shield, to serve for a total of 1 hour.

THE CLUBS ♣

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Quest (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

THE SPADES ♠

Ace: Lose a level of experience

King: A warrior with 37 HP, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: A random monster, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

THE DIAMONDS ♦

Ace: Gain a map to a very significant treasure

King: Gain 5d6 items of jewelry

Queen: Gain a scroll of seven spells, all 2nd level or higher

Jack: Add one point to a single attribute of the player's choice

THE JOKER ♠

Gain 25,000 XP or choose to draw two more cards.

Dust of Appearance or Disappearance (50%): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10-foot radius, everything therein

becomes invisible for 5d6 turns. Normal means of detecting invisibility are not strong enough to work against the dust's powerful enchantment. **Usable by:** All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 feet, the dust causes all in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. **Usable by:** All Classes.

Efreeti Bottle: The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. **Usable by:** All Classes.

Figurine of the Golden Lions: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. **Usable by:** All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. **Usable by:** All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). **Usable by:** All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer's existing strength bonus, if any). **Usable by:** all but Sages.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18 and climb sheer walls with a 95% chance of success per ten feet of climbing. **Usable by:** all but Sages.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. **Usable by:** All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). It does not increase "to-hit" probability. **Usable by:** All Classes.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage and can create a Wall of Fire himself. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Sages wearing the helm can add +1 to each die of damage inflicted by a Fireball spell. The wearer of this helm is likely to be attacked by any air elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. **Usable by:** All Classes.



Helm of Reading Magic and Languages: The wearer can read all languages, including magic script. **Usable by:** All Classes.

Helm of Teleportation: The wearer casts a Teleportation spell on himself, and while wearing the helm, he may teleport himself without error, anywhere he desires, as long as he has visited that place. The helm does not permit the casting of a Teleportation effect on anyone other than the wearer. **Usable by:** Sages only.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name “portable.” **Usable by:** All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long and widens to a base of 20 feet (the “point” of the cone, at the horn’s mouth, is 10 feet wide). **Usable by:** All Classes.

Horn of Valhalla, Bronze: Summons 2d4 berserk warriors (19 HP) to assist the one who winded the horn. **Usable by:** Fighters only.

Horn of Valhalla, Iron: Summons 2d4 berserk warriors (22 HP) to assist the one who winded the horn. **Usable by:** Fighters only.

Horn of Valhalla, Silver: Summons 2d4 berserk warriors (16 HP) to assist the one who winded the horn. **Usable by:** All Classes.

Horseshoes of Speed: Double a horse's movement rate. **Usable by:** Horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day and will only produce the liquid first requested in that day. It does not produce magical liquids. **Usable by:** All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes, granting the wearer +2 on all Action Checks related to interpersonal interaction. The saving throw against the power of the lenses is made at Disadvantage. **Usable by:** All Classes.

Libram, magical: Magical librums grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.

Luckstone: This stone grants +1 to saving throws and "to-hit" rolls. **Usable by:** All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader's strength by 1 point (to a maximum of 18). **Usable by:** All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Sage class, enchanted to inflict damage or even the loss of a level. **Usable by:** Sages only.



Manual of Intelligence: Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18). **Usable by:** All Classes.

Manual of Quickness: Reading this tome increases the reader's dexterity by 1 point (to a maximum of 18). **Usable by:** All Classes.

Manual of Wisdom: Reading this tome increases the reader's wisdom by 1 point (to a maximum of 18). **Usable by:** All Classes.

Medallion of Detect Thoughts: Allows the wearer to spend their turn to read the surface thoughts of any living being within 30 feet (75%) or 90 feet (25%). **Usable by:** All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) grants the owner the benefits of Potions of

Clairaudience, Clairvoyance, and a Medallion of Detect Thoughts, with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. **Usable by:** All Classes.

Necklace of Fireballs: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs. **Usable by:** All Classes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). **Usable by:** All Classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 60+ Hit Points (or levels of experience) have a 10% chance per level above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. **Usable by:** All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. **Usable by:** Sages only.

Robe of Wizardry: This robe grants the wearer the ability to cast 1d3+2 Sage Spells with a 95% chance of success. The robes may be tied to specific alignments. **Usable by:** Sages only.

Rope of Climbing: A 50-foot length of rope that leaps magically upward and can tie and untie itself upon command. **Usable by:** All Classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical) and can sustain 20 hit points of damage before fraying and becoming useless. **Usable by:** All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard (27 cubic feet) per ten minutes. **Usable by:** Fighters.

Symbol—Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer Hit Points, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ Hit Points still do not receive a saving throw but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Narrator, it might be recharged but with a 5% chance per charge that the item will be destroyed. **Usable by:** All Classes.

Cursed Items

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Narrator is encouraged to create his own cursed items, the samples on the following page should prove useful guidance:

Cursed Items Table

ROLL (D10)	STAFF	ROLL (D10)	STAFF
1	Bag of Devouring	6	Flask of Stoppered Curses
2	Censer of Hostile Elementals	7	Horn of Collapse
3	Cloak of Poison	8	Medallion of Projecting Thoughts
4	Crystal Ball of Suggestion	9	Mirror of Opposition
5	Dancing Boots	10	Robe of Feeble-mindedness

♦ Cursed Item Descriptions

Bag of Devouring: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: Does not function as a crystal ball but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a Quest.

Dancing Boots: These boots function as boots of Elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

Flask of Stopped Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: The wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.



Robe of Feeble-mindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.

Myth Points

Magical weapons gain power not by being forged, but by being part of a character's story. They accumulate Myth Points based on the wielder's actions, which eventually lead to permanent enchantment. The details of how these Myth Points are earned and what effects they have are detailed below.

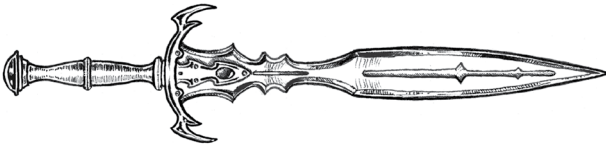
Player characters encountering magic weapons, armor, and shields will be unaware of that item's current number of Myth Points. That is left up to the Narrator, based on the item's current level of power and the nature of the campaign. In some cases, the Narrator may even rule that the legends surrounding an item are so strong that the character's actions cannot increase the Myth Points of an item in order to grant it more powerful enchantments.

Designer's Note: Myth Points are my preferred way to give magical weapons to player characters. There's a certain attachment that growing your own legend and weapon seems to give that I really like. The "trading out" of magical weapons for the next level up always bugged me.

Every time an item or weapon is used in a heroic manner, it gains myth points. See the table below:

Myth Points Table

ACT	MYTH POINTS
Protection of Innocence	+1
Critical Hit	+1
Used to broker peace	+1
Used to defend your people in a truly heroic manner	+2
Given to an ally in good faith as a gift	+2



When a weapon first becomes an Artifact, the wielder must name it.

Myth Points Bonus Table

MYTH POINTS	BONUS
1	Glows like a Torch when drawn
2	Returns to the wielders hand if dropped or thrown.
3	Gains a new Quality (the Narrator will approve the final choice.)
5	+1 Weapon (Grants +1 to Attack and Damage)
5	+2 Weapon (must be +1 First)
5	+3 Weapon (must be +2 First)
10	Can attack on its own as long as the wielder concentrates
10	Foe-Bane Weapon. Does +1d6 damage against a detailed type of foe (such as Goblins, Orcs, Dragons or more.)
15	1 Extra Attack per round with this weapon.
15	Also adds its bonus (+1, +2, +3) to Armor Class.
20	Can shift to any weapon form.
5+	Can cast a single spell once per day. This costs 5 Myth Points per level of the spell. It costs 5 points per time it can be cast per day after the first.

It's possible other effects will be created by the Narrator (and they should be!)

Chapter Eight

Bestiary

There's not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We're not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves. Because, in your mind, they might be blue, diurnal, five feet long, and eat only plants unless attacked. Details about monsters toss roadblocks in front of the imagination. Yes, details can also inspire imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination as-is and don't require details about the size of a giant ant.

One important characteristic of all monsters, though, is that they can see in the dark.

The following is a quick reference guide for how to read monster descriptions:

ARMOR CLASS

"Armor Class" is explained earlier in the rules for combat.

ATTACKS

"Attacks" lists the number of attacks a monster has and the damage they inflict. Most monsters have one attack and inflict 1d6 damage—there are, however, some exceptions.

EXPERIENCE POINTS

"Experience Points" are presented after a monster's Hit Points Equivalent (HDE) rating, and list the number of XP the adventuring party gains as a result of killing the creature. In some cases, however, the Narrator may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, capturing it to bring home, etc.). Some monsters have multiple Experience Points listed—this is because certain monsters have a range of Hit Points. Order is always from lowest HP to highest HP.

HIT POINTS

Like characters, Hit Points are Health.

HIT DICE EQUIVALENT

“Hit Dice Equivalent” is used to separate monsters into “difficulty levels” so that when creating an adventure the Narrator has some guidelines concerning what characters can and cannot handle. Some monsters have multiple HDE’s listed—this is because certain monsters have a range of Hit Points. Order is always from lowest HD to highest HD. This will also allow you to use other White Box style monsters in your Eorathril games.

If you want more variance in the difficulty of your encounters, you can scale up or down the HDE, which impacts the HP and XP reward. Every point of HDE is worth 3 HP and 300 XP (adding or subtracting, depending which way you go).

MAGIC RESISTANCE

“Magic Resistance” isn’t one of the entries, but some creatures may have “magic resistance.” The given percentage chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. To determine whether or not magic used will have an impact, roll a d100. The magic fails if the result is less than the given percentage.

MOVE

“Move” is the monster’s movement rate and is handled like it is for PCs.

SAVING THROW

“Saving Throw” isn’t one of the entries, but all creatures have a saving throw. It is the number on the d20 the monster needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the monster’s HDE from 19. For example, a monster with 4 HDE has a saving throw of 15. Alternatively, a monster can simply be treated as a Fighter or whatever character class makes sense for that monster, with the monster’s Hit Points being used for its level.

SPECIAL

“Special” is just a “flag” of sorts for the Narrator that serves as a reminder that a monster has a special ability.

Banshee

Armor Class: 19**Hit Points:** 31**Attacks:** Claw**Special:** See below**Move:** 12**HDE/XP:** 11/1,700

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. They can only be harmed by magical or silver weapons. Banshees have a 49% resistance to magic, and they are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds. They can travel over water and other terrain as if it

were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Narrator's discretion, such creatures might be undead rather than faerie-folk, and are considered to have 9 HDE for turning purposes.

Basilisk

Armor Class: 16 **Hit Points:** 28 **Attacks:** Bite
Special: Petrifying gaze **Move:** 6 **HDE/XP:** 8/800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (fighting without looking incurs a -4 penalty "to-hit"). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

Beetle, Giant Fire

Armor Class: 15 **Hit Points:** 16 **Attacks:** Bite
Special: None **Move:** 12 **HDE/XP:** 1/15

A giant fire beetle's oily light-glands glow red and continue to give off light for 1d6 days after they are removed (shedding light in a 10 foot radius).

Black Pudding

Armor Class: 13 **Hit Points:** 40 **Attacks:** Strike
Special: Acidic **Move:** 6 **HDE/XP:** 11/1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold and divide when attacked by lightning.

Blink Dog

Armor Class: 14 **Hit Points:** 28 **Attacks:** Bite
Special: Teleport **Move:** 12 **HDE/XP:** 4/240

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (gaining Advantage.)

Bugbear

Armor Class: 14

Hit Points: 20

Attacks: Weapon or bite

Special: Surprise opponents

Move: 9

HDE/XP: 3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents with a roll of 1–3 on a d6 (50% of the time).

Centaur

Armor Class: 14, 16 w/ shield

Hit Points: 22

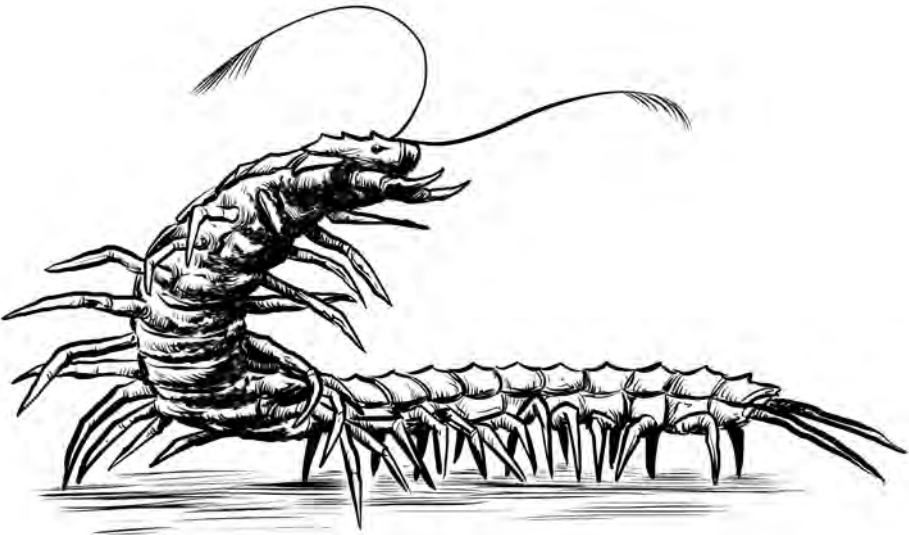
Attacks: Weapon or kick

Special: None

Move: 18

HDE/XP: 5/240

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Narrator may choose any “version” of the centaur from folklore for his campaign: some are chaotic, some aloof, and some are soothsayers.



Centipede, Giant (small)

Armor Class: 10

Hit Points: 12

Attacks: Bite

Special: Poison (see below)

Move: 13

HDE/XP: 2/30

Giant lethal centipedes of the small size inflict a lethal amount of poison with each bite but inflict no damage if the saving throw is successful (+4 modifier to opponent's saving throw).

Centipede, Giant (medium)

Armor Class: 14 **Hit Points:** 16 **Attacks:** Bite
Special: Poison (see below) **Move:** 15 **HDE/XP:** 4/240

This man-sized giant centipede is a deadly predator with armored segments, a vicious bite, and a lethal (though relatively weak) poison (+6 modifier to opponent's saving throw).

Centipede, Giant (large)

Armor Class: 19 **Hit Points:** 22 **Attacks:** Bite
Special: Poison (see below) **Move:** 18 **HDE/XP:** 6/400

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom (+6 modifier to opponent's saving throw).

Chimera

Armor Class: 15 **Hit Points:** 37 **Attacks:** Bite (equals # of heads)
Special: Breathes fire, flies **Move:** 12/18 (flying) **HDE/XP:** 11/1,700

The chimera is a winged, three headed beast; one is the head of a goat, one the head of a lion, and one the head of a dragon. The dragon head can breathe fire (3 times per day) with a range of 50 feet, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

Cockatrice

Armor Class: 13 **Hit Points:** 25 **Attacks:** Bite
Special: Bitten turns to stone **Move:** 6/18 (flying) **HDE/XP:** 7/600

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

Demons

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Sages or Chaotic Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils.



♦ **Demon, Baalroch**

Armor Class: 17 **Hit Points:** 37 **Attacks:** Sword or whip (2d6)
Special: See below **Move:** 6/15 (when flying) **HDE/XP:** 10/1,400

The Baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a Baalroch uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the Baalroch and burned by the fires of the demon's body (3d6 damage). Baalrochs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A Baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

♦ **Demon, Lemure**

Armor Class: 12 **Hit Points:** 19 **Attacks:** Claw
Special: Regenerate (1 HP/round) **Move:** 3 **HDE/XP:** 4/120

Lemures are vaguely humanoid—their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshy manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

Djinni

Armor Class: 14 **Hit Points:** 32 **Attacks:** Fist or weapon (2d6)
Special: See below **Move:** 9/24 (when flying) **HDE/XP:** 9/1,100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer Hit Points (the diameter of the whirlwind is 10 feet). More powerful types of djinn might be capable of granting limited wishes or even true wishes.

Doppelganger

Armor Class: 14

Hit Points: 22

Attacks: Claw

Special: See below

Move: 9

HDE/XP: 5/240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (+5) against magic of all kinds.

Dragons

All dragons have a breath weapon of some kind, which can be used up to three times in a day. The Narrator chooses when a dragon will use the breath weapon or may roll for it (50% chance) in any given round.

Determine the age category of the dragon—this will give both the dragon's hit points and how much damage the dragon's breath weapon inflicts.

Dragon Age Category

ROLL (D8)	AGE	HIT POINTS	BREATH WEAPON DAMAGE	HDE/XP
1	Very Young	23	1d6	9/1100
2	Young	26	2d6	10/1400
3	Immature	29	3d6	11/1700
4	Adult	32	4d6	12/2000
5	Old	35	5d6	13/2300
6	Very Old (100 years)	38	6d6	14/2700
7	Aged (100–400)	41	7d6	15/3000
8	Ancient (400+)	44+	8d6	16/3300

Dragon Breath Weapons

SHAPE*	TYPE
Cloud	Gaseous
Cone	Fiery/Frosty
Line	Spitting

* The dimensions of a dragon's breath differ according to the dragon's type. This is noted in the dragon description.

Note that dragons, while dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Narrator is, of course, free to create stats for a more “mythical” conception of dragons. Simply increase the hit points to their desired level.

♦ **Dragon, Black**

Armor Class: 17 **HP & HDE/XP:** See Dragon Age **Attacks:** Bite
Special: Spits acid **Move:** 12/24 (when flying)

Black dragons spit a deadly, corrosive acid rather than a breath of fire. The acid covers everything in a line 5 feet wide and 60 feet long.

♦ **Dragon, Blue**

Armor Class: 17 **HP & HDE/XP:** See Dragon Age **Attacks:** Bite
Special: Spits lightning **Move:** 12/24 (when flying)

Blue dragons spit a blast of electric lightning, affecting everything in its path, in a line 5 feet wide and 100 feet long. A successful saving throw against the blast of lightning indicates half damage.



♦ Dragon, Gold

Armor Class: 17 **HP & HDE/XP:** See Dragon Age **Attacks:** Bite
Special: Breathes poisonous gas or fire **Move:** 12/24 (when flying)

Gold dragons are of lawful alignment, can always speak, and cast spells as if they were a Sage of equal level to their age category (so that "Very Old" gold dragons are 6th level Sages). They can choose to either breathe fire in a cone 90 feet long and roughly 30 feet wide at the base or breathe chlorine gas in a cloud 50 feet in diameter.

♦ Dragon, Green

Armor Class: 17 **HP & HDE/XP:** See Dragon Age **Attacks:** Bite
Special: Breathes poisonous gas **Move:** 12/24 (when flying)

Green dragons breathe a cloud of poisonous gas that is 50 feet in diameter. A successful saving throw indicates half damage.

♦ Dragon, Red

Armor Class: 17 **HP & HDE/XP:** See Dragon Age **Attacks:** Bite
Special: Breathes fire **Move:** 12/24 (when flying)

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base.

♦ Dragon, White

Armor Class: 17 **HP & HDE/XP:** See Dragon Age **Attacks:** Bite
Special: Breathes cold **Move:** 12/24 (when flying)

White dragons are usually found in cold regions, where they can utilize their natural camouflage in the ice and snow to ambush their prey. They breathe intensely cold air and frost in a cone shape 70 feet long and roughly 30 feet wide at the base.

Dryad

Armor Class: 24 **Hit Points:** 16 **Attacks:** Dagger, wooden
Special: Charm Person **Move:** 12 **HDE/XP:** 3/60

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Dwarf

Armor Class: 15

Special: Stonework insight

Hit Dice: 17

Move: 6

Attacks: War Hammer

HDE/XP: 1/15



Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 17 HP, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more Hit Points or unusual bonuses “to-hit”, even magical abilities if Dwarves are magical in your fantasy universe. (Norse myths are a good example of this.) Do not bother to treat more powerful NPC Dwarves as Fighters or character types; just assign the right number of HD and abilities (if any) and keep moving along with the fantasy.

Efreeti

Armor Class: 16

Hit Points: 40

Attacks: Fist or sword (2d6)

Special: Wall of Fire

Move: 9/24 (when flying)

HDE/XP: 12/2,000

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast Wall of Fire. They appear as giant humans with cruel features, their skin flickering with flames.

Elementals

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be “chained” within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

♦ Elemental, Air

Armor Class: 17

Hit Points: 46

Attacks: Strike (2d6)

Special: Whirlwind

Move: 36 (when flying)

HDE/XP: 13/2,300

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall.

♦ Elemental, Earth

Armor Class: 17 **Hit Points:** 46 **Attacks:** Fist (2d6)

Special: Stone destruction **Move:** 6 **HDE/XP:** 13/2,300

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 minutes.

♦ Elemental, Fire

Armor Class: 17 **Hit Points:** 46 **Attacks:** Strike (2d6)

Special: Ignite materials **Move:** 12 **HDE/XP:** 13/2,300

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Narrator).

♦ Elemental, Water

Armor Class: 17 **Hit Points:** 46 **Attacks:** Strike (2d6)

Special: Overturn ships **Move:** 6/18 (swimming) **HDE/XP:** 13/2,300

Water elementals cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing (or in) a body of water. These powerful beings can overturn small boats and can overturn a ship if given 1d4+4 minutes to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

Elf

Armor Class: 14 **Hit Points:** 14 **Attacks:** Longbow or sword

Special: None **Move:** 12 **HDE/XP:** 1/15

The example above is for a typical Elf; trained warriors would likely have the maximum 14 HP. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Narrator will assign such powers as he sees fit, in accordance with the way he envisions Elves. They might be the woodland dwellers common fantasy lore or might be the faerie-folk of Irish legend. In any case, as with Dwarves, don't bother trying to fit your "advanced" elves into the constraints of character classes—just make

up their attributes to fit what you need. NPCs aren't subject to the rules that govern building a player character; they are your tools for good fantasy, not an exercise in formula application.

Gargoyle

Armor Class: 14 **Hit Points:** 22 **Attacks:** Claw
Special: Flight **Move:** 9/15 (when flying) **HDE/XP:** 6/400

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.

Gelatinous Cube

Armor Class: 11 **Hit Points:** 22 **Attacks:** Strike
Special: See below **Move:** 6 **HDE/XP:** 5/240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns)—during which time the cube will attempt to devour its victim. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

Ghoul

Armor Class: 13 **Hit Points:** 16 **Attacks:** Claw
Special: See below **Move:** 9 **HDE/XP:** 3/60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Giants

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent.

♦ Giant, Cloud

Armor Class: 15 **Hit Points:** 48 **Attacks:** Weapon (3d6)
Special: Hurls boulders **Move:** 15 **HDE/XP:** 13/2,300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

♦ Giant, Fire

Armor Class: 15 **Hit Points:** 46 **Attacks:** Weapon (2d6)
Special: Hurls boulders, fire immunity **Move:** 12 **HDE/XP:** 12/2,000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points and are immune to fire.

♦ Giant, Frost

Armor Class: 15 **Hit Points:** 41 **Attacks:** Weapon (2d6)
Special: Hurls boulders, cold immunity **Move:** 12 **HDE/XP:** 12/2,000

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage and are immune to cold.

♦ Giant, Hill

Armor Class: 15 **Hit Points:** 34 **Attacks:** Weapon (2d6)
Special: Hurls boulders **Move:** 12 **HDE/XP:** 9/1,100

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

♦ Giant, Stone

Armor Class: 15 **Hit Dice:** 37 **Attacks:** Club (2d6)
Special: Hurls boulders **Move:** 12 **HDE/XP:** 10/1,400

Stone giants dwell in caves, isolated in the mountain fastness. They throw rocks for 3d6 points of damage and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.

♦ Giant, Storm

Armor Class: 18 **Hit Points:** 64 **Attacks:** Weapon (3d6)
Special: See below **Move:** 15 **HDE/XP:** 16/3,200

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage and have the power to cast Control Weather.

Gnoll

Armor Class: 14

Hit Points: 16

Attacks: Bite

Special: None

Move: 9

HDE/XP: 2/30

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity.

Goblin

Armor Class: 13

Hit Points: 10

Attacks: Weapon

Special: -1 "to-hit" in sunlight

Move: 9

HDE/XP: < 1/10



Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack with a -1 "to-hit" in the full sunlight.

Golems

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance).

You can find the details in the specific monster descriptions.

♦ Golem, Flesh

Armor Class: 10

Hit Points: 46

Attacks: Fist

Special: See below

Move: 8

HDE/XP: 12/2,000

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

♦ Golem, Iron

Armor Class: 16

Hit Points: 49

Attacks: Fist or weapon

Special: See below

Move: 6

HDE/XP: 17/3,500

Iron golems are huge moving statues of iron. They can breathe a 10-foot radius cloud of poison gas as well as attacking with great power. Only +3 or better

magic weapons can harm an iron golem. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

♦ Golem, Stone

Armor Class: 14

Hit Points: 58

Attacks: Fist

Special: See below

Move: 6

HDE/XP: 16/3,200

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by weapons +2 or better.



Gorgon

Armor Class: 17

Hit Points: 34

Attacks: Gore

Special: Stone breath

Move: 12

HDE/XP: 10/1,400

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60-foot range, saving throw applies).

Golden Lion

Armor Class: 15

Hit Points: 28

Attacks: Bite

Special: 75% Tracking chance

Move: 8

HDE/XP: 4/240

A magnificent lion, summoned from liquid gold, this magical construct is a fearsome foe, imbued with great powers.

Green Slime

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of the spell Cure Disease.

Grey Ooze

Armor Class: 11

Hit Points: 19

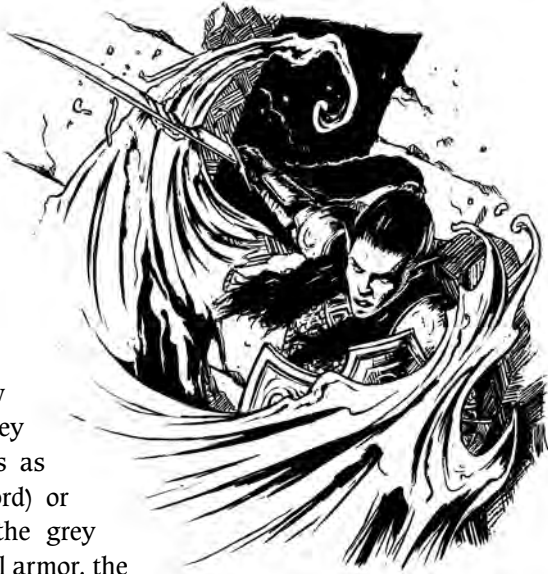
Attacks: Strike

Special: See below

Move: 1

HDE/XP: 5/240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.



Griffon

Armor Class: 16

Hit Points: 31

Attacks: Bite

Special: Flight

Move: 12/27 (when flying)

HDE/XP: 8/800

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

Harpy

Armor Class: 12

Hit Points: 19

Attacks: Talons

Special: Flight, siren song

Move: 6/18 (when flying)

HDE/XP: 4/120

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving

throw applies), and the harpy's touch casts the equivalent of a Charm Person spell (again, saving throw applies).

Hell Hound

Armor Class: 15 **Hit Points:** 31 **Attacks:** Bite
Special: Breathes fire **Move:** 12 **HDE/XP:** 6/400

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10 foot range, saving throw for half damage).

Hippogriff

Armor Class: 14 **Hit Points:** 20 **Attacks:** Claws
Special: Flight **Move:** 12/27 (when flying) **HDE/XP:** 3/60

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem *Orlando Furioso* (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse—but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons—again, from *Orlando Furioso*:

“Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid air, All shifts of manege, course and caracole...”

Hobgoblin

Armor Class: 14 **Hit Points:** 14 **Attacks:** Weapon
Special: None **Move:** 9 **HDE/XP:** 1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign's flavoring, the Narrator might choose to make hobgoblins the “fey” goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

Horse

Horses are AC 12, with riding horses having 16 HB and warhorses having 21 HP. Horses move at a speed of 18.

Human, Bandit

Armor Class: 12 **Hit Points:** 13 **Attacks:** Weapon
Special: None **Move:** 12 **HDE/XP:** 1/15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher Hit Points.

Human, Berserker

Armor Class: 12 **Hit Points:** 15 **Attacks:** Weapon
Special: Berserking **Move:** 12 **HDE/XP:** 2/30

Berserkers are normal humans, but they fight with astounding ferocity. They gain Advantage on Attack Rolls. They do not wear armor heavier than leather armor.

Human, Sergeant-at-Arms

Armor Class: 14 **Hit Points:** 19 **Attacks:** Weapon
Special: None **Move:** 12 **HDE/XP:** 3/60

Human sergeants are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups in castles and armies.

Human, Soldier

Armor Class: 12 **Hit Points:** 13 **Attacks:** Weapon
Special: None **Move:** 12 **HDE/XP:** 1/15

Human soldiers serve as city guardsmen, mercenaries, and men-at-arms. They are generally armed with leather armor and a mace, sword, or spear. For every five guardsmen there is usually a sergeant.

Hydra

Armor Class: 14 **Hit Points:** 25 to 60 **Attacks:** 5–12 bites
Special: See below **Move:** 9

HDE/XP: 5-6 heads: 7/600; 7-8 heads: 8/800; 9 heads: 9/1,100; 10 heads: 10/1,400; 11 heads: 11/1,700; 12 heads: 12/2,000

Hydrae are great lizard-like or snake-like creatures with 5–12 heads. Each head has 5 HP of its own, and when the head is killed, that head dies. The body has as many Hit Points as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads

are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads are known to exist.

Invisible Stalker

Armor Class: 16 **Hit Points:** 34 **Attacks:** Bite
Special: Flight, invisibility **Move:** 12 **HDE/XP:** 9/1,100

Invisible stalkers are generally only found as a result of the spell Invisible Stalker. They are invisible flying beings created to follow a single command made by the caster.

Kobold

Armor Class: 13 **Hit Points:** 10 **Attacks:** Weapon
Special: None **Move:** 6 **HDE/XP:** < 1/10

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 “to-hit” penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

Liche

Armor Class: 19 **Hit Points:** 64 **Attacks:** Touch
Special: See below **Move:** 6 **HDE/XP:** 17/3,500

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original Sage (the default is 8). A liche’s touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 12 HP or below. Liches are highly malign and intelligent.



Lizardman

Armor Class: 14

Hit Points: 17

Attacks: Claw or sword

Special: See below

Move: 6/12 (when swimming)

HDE/XP: 2/30



Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can actually breathe underwater. Some lizardmen wield a wicked sword made of sharp bone.

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons; only silver or magical weapons inflict damage on them. If any

character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

♦ Lycanthrope, Werebear

Armor Class: 17

Hit Points: 34

Attacks: Bite

Special: Lycanthropy

Move: 9

HDE/XP: 8/800

Werebears are often found in temperate forests.

♦ Lycanthrope, Wererat

Armor Class: 13

Hit Points: 19

Attacks: Weapon

Special: Control rats, lycanthropy

Move: 12

HDE/XP: 4/120

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats and are extremely stealthy (surprising opponents 1–4 on a d6).

♦ Lycanthrope, Werewolf

Armor Class: 14

Hit Points: 19

Attacks: Bite or Claw

Special: Lycanthropy

Move: 12

HDE/XP: 4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons and are often humanoid—except for during a full moon, and so on.

Medusa

Armor Class: 11 **Hit Points:** 38 **Attacks:** Poisoned bite or weapon
Special: Petrifying gaze **Move:** 9 **HDE/XP:** 8/800

Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

Minotaur

Armor Class: 13 **Hit Points:** 32 **Attacks:** Weapon
Special: Never lost in labyrinths **Move:** 12 **HDE/XP:** 6/400

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes and most are not particularly intelligent.

Mummy

Armor Class: 16 **Hit Points:** 26 **Attacks:** Touch (See below)
Special: See below **Move:** 6 **HDE/XP:** 7/600

Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

Onyx Dog

Armor Class: 14 **Hit Points:** 19 **Attacks:** Bite
Special: 75% Tracking chance **Move:** 12 **HDE/XP:** 2/120

With jaws of stone, and shredding obsidian teeth, the Onyx Dog is a vicious creation of those who wish to truly guard something.

Orc

Armor Class: 13 **Hit Points:** 16 **Attacks:** Weapon
Special: None **Move:** 12 **HDE/XP:** 1/15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty "to-hit" in sunlight.

Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

Pegasus

Armor Class: 13

Hit Points: 18

Attacks: Hooves

Special: Flight

Move: 24/48 (when flying)

HDE/XP: 4/120

Pegasus was the winged horse from Greek mythology. Other Pegasus creatures might have bat wings, some might be chaotic; such choices are left entirely up to the Narrator.

Purple Worm

Armor Class: 13

Hit Points: 55

Attacks: Bite or sting

Special: Poison sting

Move: 9

HDE/XP: 17/3,500

Purple worms are massive annelids that grow 40+ feet in length and sometimes exceed 10 feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required "to-hit". They can swallow anything the size of a horse or smaller.

In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

Rat, Giant

Armor Class: 12

Hit Points: 14

Attacks: Bite

Special: 5% are diseased

Move: 12

HDE/XP: < 1/10

Giant rats are often found in dungeons and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Narrator.



Roc

Armor Class: 15 **Hit Points:** 46 **Attacks:** Claw
Special: None **Move:** 3/30 (when flying) **HDE/XP:** 12/2,000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

Sea Serpent

Armor Class: 17 **Hit Points:** 100 **Attacks:** Bite
Special: See below **Move:** 18 (when swimming) **HDE/XP:** 30/8,400

The size and nature of sea serpents is a matter for the Narrator to determine. The sea serpent depicted here would be about middle size, about 60 feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

Shadow

Armor Class: 12 **Hit Points:** 21 **Attacks:** Touch (See below)
Special: See below **Move:** 12 **HDE/XP:** 4/130

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the Narrator may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes.



Skeleton

Armor Class: 11,
12 w/ shield

Hit Points: 11

Attacks: Strike or weapon

Special: None

Move: 12

HDE/XP: 1/15

Skeletons are animated bones of the dead and are usually under the control of some evil master.

Slug, Giant

Armor Class: 11

Hit Points: 46

Attacks: Bite

Special: Spits acid (2d6)

Move: 6

HDE/XP: 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 feet, and within this range the slug's spittle will be 50% likely "to-hit" (no "to-hit" roll required). For every additional 10 feet of range, the chance "to-hit" decreases by 10%. On its first spitting attack, the slug only has a 10% chance "to-hit" within 60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

Spider, Giant

Armor Class: 13

Hit Points: 17

Attacks: Bite (See below)

Special: See below

Move: 18

HDE/XP: 5/240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1-5, being able to hide well in shadows. A giant spider's bite is very poisonous.

Troll

Armor Class: 15 **Hit Points:** 31 **Attacks:** Claw
Special: Regeneration **Move:** 12 **HDE/XP:** 8/800

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

Unicorn

Armor Class: 17 **Hit Points:** 22 **Attacks:** Hoof or horn
Special: See below **Move:** 24 **HDE/XP:** 5/240

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 feet, with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Narrator). There is considerable room to create variants of sorts: evil or flying unicorns, etc.

Vampire

Armor Class: 17 **Hit Points:** 43 **Attacks:** Bite (See below)
Special: See below **Move:** 12/18 (when flying) **HDE/XP:** 10/1,400

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when "killed" in this way they change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at - 2, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the "Dracula" type of vampire.

Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, are blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?

Wight

Armor Class: 14 **Hit Points:** 19 **Attacks:** Claw (See below)
Special: See below **Move:** 9 **HDE/XP:** 5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

Worg

Armor Class: 13 **Hit Points:** 22 **Attacks:** Bite
Special: None **Move:** 18 **HDE/XP:** 4/120

Worgs are large, intelligent, and evil wolves of chaos. They are sometimes ridden by orcs. They may have supernatural origins.

Zombie

Armor Class: 11, 12 w/ shield **Hit Points:** 16 **Attacks:** Strike or weapon
Special: Immune to sleep & charm **Move:** 6 **HDE/XP:** 2/30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Tougher Monsters

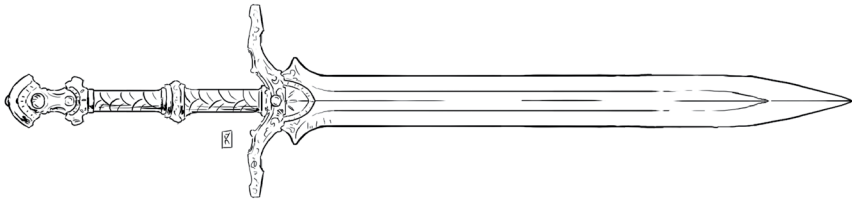
There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing über-monsters at them. The Narrator should feel free to adjust AC, HP, or other factors to make monsters more challenging. Also, feel free to try new options like a super strain of orcs, goblin spider-riders, or fire-resistant mummies just to keep the players on their toes.

Appendix

Unique Items of Eorathril

Hesthi Swords

The Hesthi Swords are the province of the smiths and forge masters of Hesthien, and are given as gifts to those who do great aid and provide succor to the battleworn nation of the North. A Hesthien Sword will remain ever sharp, even destroying and shattering lesser weapons.



A Hesthi Sword is a Longsword with the Versatile, Armor-Piercing 1, and Light Qualities. While it can not be purchased, the Hesthi are not stingy with reserving weapons that can harm the minions of the Raven King.

Greatbow of the Caeregoni Rangers

The Greatbow of the Caeregoni Rangers is a unique bow, manufactured from the massive greatoaks in the deep harts of the Caeregon Forest. Generally used by Rangers, it can be found or traded for with Caeregoni Caravans.

Almost as tall as a man, the Greatbow requires its wielder have a Strength of 15 to even draw it. The Greatbow has the Armor-Piercing 3, Reload, and Two-handed Qualities, has the range of a Longbow, and deals 1d12 damage.



Shining Helm of the South

The Shining Helms of the South are forged in one of the Southern Kingdoms, Dorithin, and are a sign of a hero who has served in the Desert Patrols of the South.

Inlayed with a single ruby in the forehead, the Shining Helm provides +2 to Armor Class, and allows the wearer to use an *exploit* to blind a foe, granting them disadvantage for 1d3 rounds.

Crane-Hilt

A Crane-Hilt is a filigreed blade, granted only to those who have achieved the rank of Swordmaster.

Only a Swordmaster may use this blade to its fullest potential. In the hands of a Swordmaster, it is a Longsword with Armor Piercing 2, Light, and Reach.

To all others, it is a standard (albeit a well-crafted and beautiful) longsword.



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