

The WarpSpawn Second Big Book O'Games Tome 14 Otherworldly Warlocks

Various & Sundry, mainly Lloyd Krassner

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Various & Sundry, mainly Lloyd Krassner
December 2020

- First edition, Sep 2004, compiled by P. Cobcroft (curufea@yahoo.com). Authors: Various & Sundry, mainly Lloyd Krassner. The Big Book has been compiled by Peter Cobcroft the official Warpspawn Librarian and keeper of Arcane Tomes.
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Florence (Italy), december 2020

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Otherworldly Warlocks

> A Role Playing Game

Introduction

Otherworldly Warlocks (OWL) is a Fantasy Role-playing Game. Characters take the roles of Wizards, Warlocks, Warriors, Wisemen, and Wanderers Gallivanting across Alien Worlds and Demon Dimensions in search of Adventures and Artifacts of Great Power.

Player Manual

Character Generation

Introduction

Character generation proceeds in several steps:

- Character Concept
- Race**
- Gender and Name**
- Primary Attributes (Distribute 4 Points amongst 9 Attributes)**
- Secondary Attributes (Calculate)**
- Alignment (Primary** and Secondary)
- Profession (Pick a Class from the Master Class List)**
- Skills and Spells (As predetermined by Class)
- Wealth and Possessions (Starting as determined by Class)
- Advantages (Pick 2 from the List)
- Disadvantages (Pick 2 from the List)
- Culture and Homeland
- Gods Worshipped (Required if Cleric or Priest Type)

- Family/Clan
- Social Class (See Character Background)
- Reputation
- Background Story
- Personality
- Motivations
- Dependents
- Relationships

** Quickstart (Skip everything else)

Character Concept

The player should have some idea of what kind of Character he wants to create.

- A general idea to start. The details can be filled in later.
- A Great Warrior.
- A Mighty Wizard.
- A Wanderer surviving on Wits alone.
- A Worshipper spreading the will of his Patron.
- A Dusky Hooded Heroine with Bow and brace of Knives.
- A Chaos touched Warlock with Demons to do his bidding.
- A Ferocious Fighter with Dragon Blood, Ornate Armor, and a Huge Axe.
- A Crafty Artificer with Flying Machine and Staff of Blasting.
- A Shapeshifting Druid, Friend of the Forest.

Playable Fantasy Races

LS Lifespan in Years, **DV** = Dark Vision, **SL** = Size Level

Fantasy Pc Race List

Race:	LS:	DV:	SL:	Ability Mods/ Skills/ (Languages):
Human	90	No	6	Get +1 to one Extra Language, Stat, or Skill
Halfling	120	No	4	Agy+1 Cha+1 Cheer+2 Str-2 (Elven or Dwarven or Gnomish)
Wood Elf	180	Yes	4	Agy+1 Rfx+1 Str-1 (Elven)
High Elf	200	Yes	5	Wits+1 Will+1 Str-1 (Elven)
Half Elf	140	No	6	Agy+1 Wits+1 Str-1 (Elven)
Pixiekin	90	No	4	Agy+1 Cha+1 Wings Str-1 Tough-1 (Fey)
Sidhe	250	No	5	Cha+1 Will+1 Str-1 (Fey)
Dwarf	160	Yes	5	Str+1 Tough+1 Rfx-1 (Dwarven)
Ice Dwarf	150	Yes	5	Resist Cold+6 Tough+1 Agy-1 (Dwarven)
Gnome	130	Yes	4	Per+1 Cha+1 Str-1 (Gnomish)
Deep Gnome	130	Yes	4	Per+1 Agy+1 Cha-1 Str-1 (Gnomish)

Race:	LS:	DV:	SL:	Ability Mods/ Skills/ (Languages):
Orc	70	Yes	6	Str+1 Tough+1 Cha-1 (Dark)
Half-Orc	80	No	6	Str+1 (Dark)
Goblin	60	Yes	4	Agy+1 Rfx+1 Per+1 Str-2 (Dark)
Lizard Man	50	No	6	Str+1 Tough+1 Wits-1 Rfx-1 Armor+1 (Reptilian)
Snake Man	110	Yes	6	Wits+1 Cha-2 Poison Bite (Reptilian)
Simian	80	No	6	Str+2 Agy+1 Cha-1 Wits-1 (Ape)
Bird Man	80	No	6	Tough-1 Per+1 Wings (Avian)
Cat Man	70	No	5	Agy+2 Rfx+1 Str-1 Tough-1 (Feline)
Dog Man	70	No	6	Per+1 Wits-1 Any One Stat+1 (Canine)
Wolfen	70	No	6	Per+1 Str+1 Cha-1 (Canine)
Frogling	50	No	4	Jump+4 Swim+4 Per+1 Str-1 Tough-1 (Swamp)
Beast Man	60	No	6	Wits-1 Str+1 Horns or Bite or Tusks (Beast)
Turtole	110	No	6	Armor+2 Rfx-1 (Reptilian)
Ghoulie	80	Yes	6	Resist Poison+4 Resist Cold+4 Tough+1 Cha-2
Satyr	150	No	5	Carousing+4 Tough+1 Str-1 (Fey)
Faun	60	No	4	Cheer+2 Cha+1 Str-1 (Fey)
Triton	90	No	6	Swim+6 Breathe Water Arid Weak (Sea)
Jann	120	No	6	Will+1 Str+1 Fate-1 (Djinn)
Trollkin	100	Yes	6	Str+1 Tough+1 Regeneration Cha-1 Wits-1 (Dark)
Centaur	60	No	7	Horse Speed/Kick Str+1 Awkward, Climb-4 (Equine)
Nymph	60	No	5	Seduction+2 Cha+1 Str-2 (Fey)
Half-Ogre	70	No	7	Wits-2 Per-1 Cha-2 Str+4 Tough+2 (Dark)
Demonite	100	Yes	6	Will+1 Str+1 Fate-1 (Demonic)
Angelic	100	No	6	Tough-1 Wings Cha+1 (Angelic)
Elderon	300	No	6	Wits+1 Will+1 Cha+1 Rfx-2 (Elder Tongue)
Dragon Man	100	No	6	Wings Fate-1 Armor+1 Str+1 Rfx-1 (Draconic)
Beaver Folk	50	No	4	Swim+4 Bite Str-1 (Beaver)
Bear Folk	80	No	7	Str+2 Tough+1 Bite Rfx-1 Will-1 Wits-1 (Bear)
Vulpine	70	No	5	Wit+1 Per+1 Swift+1 Str-1 Tough-1 (Fox)
Dendrite	300	No	7	Armor+2 Tough+2 Str+2 Agy-2 Rfx-2 Wits-1 (Plant)
Pookah	60	No	6	Swift+1 Rfx+1 Wits-1 (Rabbit)
Ratling	40	Yes	4	Str-2 Agy+1 Rfx+1 Swift+1 (Vermin)
Penguin Folk	70	No	4	Cold Resist+4 Swim+4 Rfx-1 (Penguin)
Walrus Folk	80	No	7	Cold Resist+4 Swim+4 Str+1 Tough+1 Agy-2 Rfx-1 (Walrus)

Stats

points for any 1 Stat.

There are 9 Stats (Also called Attributes) Starting
First Level Characters Distribute 4 Points. Max 3

#	Stat:	Notes:
1	Strength	Muscles, Mighty Deeds, Damage
2	Toughness	Stamina, Endurance, Resisting Wounds
3	Agility	Attacking
4	Reflexes	Defending
5	Perception	Detecting
6	Charisma	Persuasion
7	Wits	Intelligence
8	Will	Bravery, Willpower
9	Fate	Luck, Divine Favor, Destiny

Secondary Stats

- HTH Damage Bonus = Strength
- HTH Attack Bonus = Agility

- Ranged Attack Bonus = Agility
- Defense Bonus = Reflexes

Wound Limit

- Non Spell Casters Wound Limit = 3 + Toughness + (1 per 2 Levels)
- Spell Casters Wound Limit = 2 + Toughness + (1 per 3 Levels)

Power Points

- Power Points = 1 + Will + Wits
- Power Points are used by Spell Casters to Cast Spells.
- Power Points are Regenerated overnight.

Fate Points

- Fate Points = 1 + Fate
- A Fate Point can be Spent to reroll 1 target Roll the Character Makes.
- Fate Points are regenerated overnight.

Movement Rate

Movement Rate = 5 x (SL + Agility)

Levels And Starting Skills

Player Characters start at First Level. A Starting Character has Skills/Spells according to his class description. Spell Casters may with the GM's approval switch which Spells they know.

Starting Spells

These are determined by the choice of Character Class.

Sources Of Magic

Every Spell Caster has a Source of Magic. There are many possible sources of Magic: Wizardry, Divine, Druidism, Mental, Elemental, Necromantic, Witchcraft, Fey, Illusions, Alchemy, Artifice, Technomancy, Shamanism, Diabolism, etc. A Character will usually get his magic from just one or a very few sources.

Each source will be limited as to which Spells they can use per the GM.

Power Points

A Spell Caster uses up Power Points (PP) to Cast Spells. One PP per Spell. Some Skills and Relics add to PP for Spell Casting Only.

Saves

Beings that are the target of Spells may make a Saving Throw to try to avoid its effects.

Spells And Levels

Knowing the Level of the Caster and the Targets is critical for many Spells. In the Monster Lists the Monster Level will be given as LV.

Alignment

The Characters Alignment will usually match that of his Gods. There are two Primary Axes:

- Law - Chaos
- Good - Evil

Alignment on any Axis can change depending on the Characters actions. Primary Axes are suitable for some purposes, however other Secondary Axes can Flesh out a Characters Personality.

There are multiple possible Secondary Axes:

- Realist - Imaginative (How you deal with Information)
- Rational - Passionate (How you make Decisions)
- Extravert - Introvert (How you are Focused)
- Judgmental - Flexible (How you Live your Life)
- Disciplined - Wild (Your Degree of Self-Control)
- Super Ego - Ego (Do you care more about yourself or Others)

Advantages

A Starting Character picks 2 Advantages. These are similar to Skills, but harder to come by. You are usually born with them, but occasionally you can acquire them later in life. Purchase like Skills.

Advantage List

- Ambidextrous - No penalty for Off-Hand actions.
- Animal Magnetism - Get +1 when dealing with Animals.
- Animal Reflexes - Get +1 to Reflexes
- Animal Senses - Get +1 to Perception.
- Angelic - Get +2 when dealing with Angels and Devas.
- Bravery - Get +4 to Saves vs Fear.
- City Dweller - Get +1 to all rolls while in Cities.
- Common Sense - Get +1 to Wits.
- Danger Sense - Get +1 to perceive Hidden Threats.
- Deftness - Get +2 to Agility Saving Throws
- Demonic - Get +2 when dealing with Devils and Demons.
- Desert Dweller - Get +1 to all rolls in Desert Environments
- Devious - Get +2 to Wit Saving Throws
- Direction Sense - Instinctively know directions. Good for Mazes.
- Divine Blessing - Get +1 to Fate.
- Djinn Blood - Get +2 when dealing with Djinn.
- Double Jointed - Get +4 to Escape Bonds.
- Eagle Eye - See Things Far Away.
- Endurance - Fatigue effects are halved.
- Fey Blood - Get +2 when dealing with Fey.

- Giant Blood - SL +1. Get +2 when dealing with Giants.
- Good Aim - Get +1 to Attack.
- Good Looking - Get +1 to Charisma.
- Great Physique - Get +1 to Strength.
- Green Thumb - Adds +2 to other Growing type skills.
- Dark Vision - See Heat Signatures. Racial Ability.
- Instinct - Get +1 to Defense.
- Inner Calm - Get +2 to Save vs Anger and Frustration
- Iron Mind - Get +2 to Save vs Mind Control, Confusion, and Madness.
- Language Prodigy - Start knowing an extra 3 Languages.
- Magic Prodigy - Get +2 to Power Points.
- Magic Resistance - Get +1 to save vs Spells and Spell Like Effects.
- Magic Sense - Can always Detect Magic.
- Math Prodigy - Get +4 to Math Skills.
- Mental Clock - Time Things Perfectly. Get +1 to Reflexes.
- Music Prodigy - Get +4 to Music Skills.
- Night Vision - No penalties when Outside at Night.
- Perfect Memory - Get +4 to Remember important Details.
- Peripheral Vision - You can Detect Things behind you.
- Prowess - Get +1 to HTH Attack Rolls.
- Resist Poison +4 Save
- Resist Disease +4 Save
- Resist Cold +4 Save
- Resist Hunger +4 Save
- Resist Paralysis +4 Save
- Sea Legs - Get +1 to all rolls while on a Boat
- See Illusions - Perception Bonus
- See Invisible - Perception Bonus
- See Ley Lines - Power Point Bonus if close (Max 1 Level) Spirit Sight - See Spirits
- Situational Awareness - Get +4 to Save vs Confusion
- Quick Healing - Get +1 to Daily Healing Roll.
- Unshakeable - Get +1 to Will.
- Well Traveled - Get +2 to Geography and History.

Disadvantages

Each player Character starts with 2 Disadvantages. A player might acquire them along the way. Trying to find a Cure might be the reason for a quest.

Disadvantages Sample List

- Accident Prone (20% Fumble on regular Failures)
- Albino (Easily Recognizable. -1 Charisma Penalty)
- Animal Aversion (Animals Dislike you. No Animal Skills)
- Appetite for Conquest
- Appetite for Destruction
- Asthmatic (Fatigue in Half the Time)

- Blindness (Bad Sight. -4 Perception, Combat Penalties)
- Branded (Marked as a Criminal; get -4 Charisma with Lawful Characters)
- Color Blind (Perception penalty in some Rare cases)
- Control Freak (Need to Dominate)
- Cowardice (-4 Morale Penalty)
- Cursed (Major Curse. Hard to Break)
- Deafness (Bad Hearing. -2 Perception, Combat Penalties)
- Deathwish (Survivors Guilt)
- Disfigurement (Charisma Penalty. Hard to Hide)
- Distrust Magic (Avoids Spell Casters and Using Relics)
- Distrust Dwarves (Avoids any Dealings with them)
- Distrust Elves (Avoids any Dealings with them)
- Distrusted (People Dislike you. -2 Charisma Penalty)
- Drug Addiction (Opioids, Stimulants, Hallucinogens)
- Dull (-2 Reflexes Penalty)
- Flighty (-2 Willpower Penalty)
- Foppish (Wears, Protective of Expensive Clothing)
- Forgetfulness (Names, Items, Tasks)
- Foreigner (Misunderstood and Disliked by Many. Charisma -1)
- Gambling Addiction (Will Gamble every opportunity possible)
- Gigantism (SL +1. Some Disfigurement)
- Glutton (Overeats. Needs double Rations)
- Greed (Acquisition of Gold is the Top Priority)
- Hedonist (Need for Pleasure)
- Hemophilia (All your Wounds get the Bleed Effect)
- Inferiority Complex (Need to Overcompensate)
- Lame (-10 Movement, -2 Combat Penalties)
- Madness (Major Delusions, Will come under GM's Control)
- Midget (SL -1. Some Disfigurement)
- Miserly (Will spend as little money as possible)
- Mutant (Has a Chaos, Physical, or Magical Mutation)
- Mute (Cannot Speak at All. Communication Difficulties)
- Multiple Personalities (Each with their own Delusions)
- Need for Glory (Giant Ego. Makes bad Choices)
- Night Blind (-1 Penalty to Actions in Darkness)
- Nocturnal (Up all night, Sleeps all Day)
- Nymphomaniac (Sexual Appetite)
- Obese (Overweight. Penalties to Charisma, Speed)
- Obsession (Usually Magical Power)
- One Arm (Or One Hand. Penalizes, Limits some Activities)
- One Eye (-1 Perception, -1 Charisma Penalties)
- Paranoia (Everyone is out to get you)
- Perversion (Sexual Deviant)
- Phobia of Animals (No Riding, Animal Skills)
- Phobia of the Dark (Fail to Act. Run Away)
- Phobia of Heights (Incapable of Action. Might Fall)

- Phobia of Monsters (Flee, Scream, Attack Wildly)
- Phobia of Magic (Cannot Cast Spells or use Items)
- Phobia of Tight Spaces (Must get Away, Panicky)
- Phobia of Water (No Swimming, Nautical Skills)
- Physical Weakness (-1 Strength Penalty)
- Psychopath (Unrepentant Murderer, Torturer)
- Pyromania (Wants to see the World Burn)
- Seizures (GM determines Frequency, Severity, Duration)
- Skin Condition (-1 Penalty to all actions)
- Sociopath (Breaks Taboos, Social Contracts, Social Norms)
- Superstitious (In Numerous situations you may fail to act)
- Rashness (Will Act before Thinking or Planning)
- Repulsive (Bad Personal Hygiene. -2 Charisma Penalty)
- Sickly (-1 Toughness Penalty)
- Slow (Swift -1)
- Stupid (-2 Wits Penalty)
- Stuttering (Communication Difficulties, -1

- Charisma Penalty)
- Taciturn (Speaks very Little. -1 Charisma Penalty)
- Tone Deaf (No Musical, Singing Skills)
- Tremors (Shaky Hands. -1 Penalty to Agility)
- Tourette's (Constantly Cursing, -2 Charisma, -4 Stealth)
- Uncoordinated (-1 Penalty to Agility)
- Weakness to Alcohol (Constantly getting Drunk)
- Weakness to Men/Women (Sexual Desire. When Tempted Save at -4)

Character Background

Background Events

Roll or Pick one or more events from the Table. Players are encouraged to really dive in and flesh out Their characters Background Story. The GM needs to Approve of the story. The GM may want to change or Add details to better fit his campaign.

Background Events Table

1D100	Event:
1	Your Village was killed off by Marauders
2	Birthmark Indicates an Important Destiny
3	Born During Major Astronomical Conjunction
4	Escaped Slave
5	Witness to or Subject of a Powerful Omen
6	Raised by Gypsies
7	Family Member or Best Friend Disappeared
8	Raised by Thieves Guild to be a Pick Pocket
9	Parents are Exiled Nobility
10	Family Member or Friend Imprisoned
11	Family Member has become a Vampire
12	True Love Abducted
13	Raised by Pirates or Bandits
14	Raised by Animals or Monsters
15	Shipwreck Survivor
16	Raised by Monks in a Monastery
17	Parents Murdered by Evil Sorcerer
18	Made Discovery as Apprentice. Master Took Credit
19	Last Surviving Heir
20	Subject of Prophecy
21	Suffering from Tragedy. Drink to Forget
22	Raised by Humanoids or Demi-Humans
23	Family Curse
24	Entered this World through one way Portal
25	Mentor was a Great Master
26	Reincarnation of a Legendary Hero
27	Homeland Conquered
28	Forbidden Love
29	Haunted by Ghost
30	Found or Inherited Important Relic

1D100	Event:
31	Price on your Head
32	Father is a God. Pawn of the Gods
33	Trained to a High Degree
34	Last Members of a Dying Race
35	Cursed by a Witch
36	Raised by Fey
37	Refugee
38	Lycanthrope or Under Enchantment
39	Special Companion
40	Evil Stepmother
41	Little Brother Taken by Goblins
42	Illegitimate Birth
43	Raised by Aunt/Uncle/Grandparents
44	Orphan. Raised by Guardian/Foster Parents
45	Inherited a Mansion/Castle/Inn
46	Unusual Birthplace or Birth Circumstances
47	Identical or Fraternal Twin
48	Many Siblings
49	Received Major Blessing
50	Family Legacy: Guardians
51	Raised by Cult to be an Assassin
52	Traumatic Event
53	Guardian Angel or Fairy Godmother
54	Grandfather was a Treasure Hunter
55	Betrothed at a Young Age
56	Mysterious Benefactor
57	Secret Identity. In Hiding
58	Bound Demon in Tattoo Seal
59	Sibling in league with Evil Spell Caster
60	Friends or Family Members are Rebels
61	Unleashed a Great Evil
62	Joined the Circus
63	Religious Experience
64	Childhood Friend became Nemesis
65	Self or Family or Cause Betrayed
66	Dormant or Manifest Magical Power
67	Family Social Class Increased/Decreased
68	Travelled Widely
69	Witness to a Crime
70	Know an Important Secret
71	Befriended a Noble
72	Accused of a Crime
73	Honorable or Dishonorable Military Service
74	Visited by Planar Entity
75	Life Changing Romantic Encounter
76	Saved Somebodies Life
77	Organized Crime, Underworld Contacts
78	Owe Someone a lot of Money
79	Marriage Proposal
80	Minor or Major Fame or Parents Famous
81	Green Thumb. Eagle Eye. Special Talent. Gifted
82	Terrible Accident
83	Disowned by Parents

1D100	Event:
84	Unusual Pet
85	Sibling Rivalry
86	Kissing Cousin. Unusual Suitors
87	Immigrant Story
88	Self or Family Blackmailed
89	Lived on the City Streets. Criminal Activity
90	Owe Allegiance a Guild Faction
91	Actually a Creature polymorphed into Human Form
92	Battle Scars
93	Unrequited Love
94	Circle of Friends
95	Possessed by a Demon
96	Lost for a Long Time
97	Heroic Action
98	Business Experience
99	Tortured
00	Physical or Medical Condition

Personality Traits

The player should pick one or more off the List.

Personality Traits List

Abrasive, Addict, Aesthetic, Affectionate, Aggressive, Aloof, Altruist, Amoral, Anarchic, Angry, Antagonistic, Anxious, Apathetic, Argumentative, Arrogant, Assertive, Avaricious, Barbaric, Blaming, Blustering, Bold, Brave, Callous, Calm, Careful, Cautious, Chaste, Cheat, Cheerful, Chivalrous, Clean, Clever, Comforting, Compassionate, Confident, Conservative, Conscientious, Considerate, Courageous, Courteous, Cowardly, Craven, Creative, Cruel, Curious, Day-Dreamer, Deceitful, Dependable, Dependent, Depraved, Depressed, Deviant, Diabolical, Diplomatic, Disciplined, Disrespectful, Driven, Drunkard, Dullard, Earnest, Easy-Going, Egalitarian, Egotistical, Emotional, Emotionless, Energetic, Enthusiastic, Envious, Ethical, Even-Tempered, Exacting, Extrovert, Fanatical, Fearless, Filthy, Flighty, Flippant, Follower, Foolhardy, Foolish, Foppish, Forceful, Forgiving, Foul, Friendly, Frivolous, Fun-Loving, Generous, Gentle, Gloomy, Greedy, Grim, Happy, Hard-Hearted, Harsh, Hateful, Haughty, Hedonist, Helpful, Honest, Honorable, Hostile, Hot-Tempered, Humble, Humorous, Iconoclastic, Illogical, Imaginative, Immaculate, Immature, Immoral, Impatient, Impure, Inquisitive, Insane, Insecure, Insensitive, Intellectual, Intolerant, Introvert, Irreverent, Jealous, Jolly, Judgmental,

Kind, Lazy, Leader, Lecherous, Liar, Liberal, Logical, Loving, Lustful, Malevolent, Maniacal, Manipulating, Martyr, Materialistic, Miserly, Mean, Modest, Moody, Morbid, Morose, Mysterious, Neurotic, Obsequious, Obsessive, Obstructive, Opinionated, Optimist, Organized, Overbearing, Passive, Patient, Peacemaker, Perfectionist, Perverted, Pessimist, Pious, Prankster, Pretentious, Psychopath, Punctual, Pure, Rash, Reliable, Reserved, Respectful, Responsible, Restrained, Retiring, Reverent, Romantic, Rough, Rude, Sadistic, Sainly, Scheming, Scrupulous, Secretive, Self-Centered, Self-Sufficient, Selfish, Selfless, Sensitive, Serene, Serious, Servile, Skeptic, Slothful, Slovenly, Sober, Sociopath, Soft, Solitary, Spendthrift, Stern, Studious, Suave, Superstitious, Suspicious, Taciturn, Tactful, Tactless, Talkative, Tardy, Tolerant, Thoughtless, Thrifty, Trusting, Truthful, Undisciplined, Unforgiving, Unfriendly, Unrefined, Unscrupulous, Untrustworthy, Vain, Vengeful, Violent, Virtuous, Vivacious, Warlike, Warmhearted, Wastrel, Well-Mannered, Wise, Worrying, Zealot

Motivations

Why you do the things you do. This needs to answer the Question: Why did you become an Adventurer? If what you roll does not work simply pick one that does. Similar to Personality Traits but not exactly. For example you may have a Friendly Personality, but Friendship is not your main Motivation.

Motivation Table

1D100	Motivation:
1	Practicality, Common Sense
2	Social Climbing, Socializing

1D100	Motivation:
51	Pranks, Trickery
52	Unresolved Past Event, Clear Your Name

1D100	Motivation:
3	Creation, Craftsmanship, Artistry
4	Find Fame
5	Purity, Uncorrupted, Self-Control, Virtue
6	Competition, Struggle, Conflict
7	Responsibility, Seriousness
8	Romantic Love. Looking for Love
9	Knowledge, Lore
10	Teaching, Sharing
11	Community Involvement
12	Performance, Storytelling
13	Freedom
14	Travel, Exploration
15	New Experiences, Adventure
16	Curiosity, Mystery, Strangeness
17	Domination, Control
18	Desire, Lust, Passion
19	Anarchy, Chaos, Disruption
20	Law and Order
21	Greed. In it only for the Money
22	Work, Dream Job
23	Family Ties
24	Friendship
25	Revenge
26	Extremist, Fanaticism
27	Being the Best
28	Simple Life, Comforts, Normalcy
29	Safety, Security
30	Food, Gluttony, Eating
31	Collecting, Gotta Catch em All
32	Raw Power, Magical Power
33	Self-Importance, Ego, Pride
34	Self Degradation
35	Amusement, Humor, Comedy
36	Defending, Protecting, Savior
37	Destruction, Murder, Killing
38	Honor, Chivalry
39	Find Fortune
40	Stealing, Thievery, Score
41	Gossip, Drama, Unpredictability
42	Rebellion, Social or Political Change
43	Hatred, Contempt
44	Disgust, Horror, Macabre, Dark Secrets
45	Rank, Social Class
46	Affinity for Nature, Animals
47	Mastery
48	Wisdom, Insight, Find the Truth
49	Morals, Ethics, Advocacy
50	Beauty, Perfection

1D100	Motivation:
53	Faith, Religious Belief
54	Response to Mockery
55	Hedonism, Pleasure
56	Noble or Ignoble Goal
57	Survival, Escape
58	Find Someone or Something
59	Service, Undying Loyalty
60	Heal, Help People
61	Looking for a Purpose in Life
62	Correct an Early Mistake
63	Inferiority Complex
64	Acknowledgement from Parent, Rival
65	Wants to Fulfill a Destiny
66	Compulsion to Help Everybody
67	Protecting the Weak and Innocent
68	Find the Best Mate, Marriage Possible
69	Pay off or Settle a Debt, Repay a Kind Act
70	Conquest, Rulership
71	Envy, Resentment
72	Demotivation, Disinterest, Apathy, Sloth
73	Create or Destroy a Dystopia
74	Embodiment of an Abstract Concept
75	Destroy Enemies
76	Gambling, Addiction, Dependency, Insanity
77	Family Honor
78	Clan, People, Place, Homeland
79	Justice Shall Prevail
80	Spread Joy, Cheer, Happiness
81	Guilt, Survivors Guilt, To Not Fail Again
82	Discovery, For Science
83	Evil for its own Sake. Playground of Evil
84	Freudian Excuse
85	Glory Seeker, Glory Hound
86	Looking for a Cure
87	Hidden Agenda
88	Home Sweet Home
89	Rationality, Logic
90	Humble Goal
91	For Self: Immortality, Beauty, Strength
92	New Start, Start Over
93	Wants to be Special
94	Excitement, Adrenaline, Danger
95	Prove your Masculinity
96	Bring Someone Back. Regain something Lost
97	Fear, Anger, Rage, Wrath
98	Oath, Promise, Vow, Resolution
99	Boredom, Ennui
00	Want a Specific Artifact, Relic

Culture And Homeland

Cultures come in 5 types: Primitive, Nomad, Barbarian, Kingdom, Imperial. These will limit available

Professions and Skills. The player must also pick his starting Homeland according to the Campaign setting and what the GM allows. Homeland will also further

limit available Professions, Skills, Languages, and Patrons.

Gods Worshipped

The Character may worship some, none, or all of the Gods. Players should check out the Gods and Patrons Section to make a Selection or go by what the GM offers. Worship may range from a token affinity to priestly devotion.

Dependents Table/list

1D30	Dependents
1	Parents
2	Mother
3	Father
4	Sibling(s)
5	Brother(s)
6	Sister(s)
7	Husband or Wife
8	Children
9	Grandparent(s)
10	Aunt and/or Uncle
11	Cousin(s)

Family/clan

What Family and/or Clan you belong to. This will also determine other things like Social Class, Dependents, and Background Story. a powerful family can mean that in addition to wealth and other Resources, you have obligations and enemies as well. In real life you can't pick your family, but in RPG's you can, so have fun with it and be creative.

Class Table

1D6	Social Class:
1	Slave or Escaped Slave
2	Lower Class
3	Lower Class

Wealth And Possessions

Starting Characters get only what the GM gives them per their Class Description. Different worlds will have very different class systems and measures of wealth. In general most Adventurers can expect to start things off with only the clothes on their back, a couple of weapons, and a handful of Coins in a pouch. The player may be a Landowner. His Estates will have value and will generate incomes. Only some of a Characters wealth may exist in liquid form: Gold Coins and equivalents. Servants and slaves have value.

Dependants

These are living Friends and Relatives you still see on a regular basis and Who depend on you in some way. You may be especially close. They may Need financial Support. They may need Supervision or Protection. They May be worried about you or expect you home for dinner. You are Wanted and needed. You have both support and obligations. Pick freely off this List and/or Roll 1D6 - 2 Times on the Table to determine what dependents you have:

1D30	Dependents
12	Girlfriend/Boyfriend
13	Childhood Friend(s)
14	Drinking Buddies
15	Orphan(s) or Prostitutes
16	Villager(s) or Tribe
17	Substitute Family
18	Partner(s)
19	Pet or Monster Friend
20	Mentor
21-25	Small Family
26-30	Large Extended Family

Social Class

Every culture type will have its own set of Social Class Designations. The Profession a player has chosen will limit his choices. Once players start adventuring their social class will often change dramatically according to their fortunes. Adventurers are often considered outsiders and will be rejected by parts of the existing social order. Players are with the GM's permission free to choose any starting Social class they like. The GM may have players pick a result or simply roll on the Class Table:

1D6	Social Class:
4	Middle Class
5	Minor Nobility
6	Greater Nobility

Magic Items are certainly of great rarity and value.

Reputation

This is highly variable. It will be limited to a time and place. It may be good or bad. It will incur a Charisma Bonus or Penalty. It is possible for a Character to have multiple Reputations in different locales. For some professions, like entertainers, reputation, or Fame, is extremely important. Many men spend a great deal of time, money, and effort cultivating their Reputation.

Character Relationships

Use the table below to quickly determine a relationship between two characters or groups.

Established Relationship Table

1D60	Relationship:	1D60	Relationship:
1	Mutual Trust	31	Exasperated
2	Strangers	32	Intimidated
3	Acquaintances	33	Idolized
4	Long Time Friends	34	Forgiving
5	Distant Relatives	35	Just Tolerable
6	Close Relatives	36	Helpful
7	Friendly	37	Teaser
8	Distrustful	38	Advisory
9	Mutual Respect	39	Questioning
10	Romantic Interest	40	Preaching
11	Business Like	41	Didactic
12	Professional	42	Best Behavior
13	Annoyance	43	Timid
14	Disgust	44	Spiteful
15	Drinking Buddies	45	Honorable
16	Argumentative	46	Flippant
17	Brotherly	47	Arrogant
18	Protective	48	Bitchy
19	Bullying	49	Commiserating
20	Nagging	50	Complaining
21	Impatience	51	Secretive
22	Codependent	52	Withdrawn
23	Envious	53	Allegiance
24	Domineering	54	Blood Debt
25	Passive Aggressive	55	Comedic
26	Take for Granted	56	Mean
27	Polite	57	Stubborn
28	Conversational	58	Shared Passion
29	Comradery	59	Low Opinion
30	Avoidant	60	Congenial

Master Class List

Adventuring Professions

Professions are listed below along with Starting Skills/Spells/Advantages.

- Acrobat:
- Acrobatics+4 Dexterity+1 Quickness+1 Climb+4, Balance+2, Jump+4, Catch+1
 - Items: Cloak, Costume
- Adventurer: (Treasure Hunter)
- Traps+4, Sword+1, Karma+1, Muscles+1, Reflexes+1, Swift+1, Discernment+1
 - Items: Sword, Dagger, Cloak, Leather Armor, Backpack, Rope
- Alchemist:
- Spells: Alchemy, Transmutation
 - Herbalism+4, Apothecary+4, Identify Potions+4, Throw Flask+1

- Items: 4 Minor Potions, Dagger, Staff, Robes, Double Coins
- Amazon:
- Archery+1, Riding+4, Staff+1, Quickness+1, Seduction+2, Brawl+1, Climb+4
 - Items: Short Bow, Horse, Staff, Dagger, Cloak, Tribal Garments, Jewelry
- Archer: (Yeoman)
- Archery+2, Bowyer+4, Fletcher+4, Muscles+1, Dexterity+1, Discernment+1
 - Items: Long Bow, Leather Armor, Extra Arrows, Dagger, Hand Weapon
- Artificer: (Tinkerer)
- Spells: Artifice
 - Engineering+4, Blacksmith+4, Relic Lore+4, Mechanics+4, Pilot+3
 - Items: Minor Relic, Staff, Robes, Mechanics Tools
- Assassin:

- Streetwise+4, Stealth+4, Backstab+4, Climb+4, Poison Lore+4, Dagger+1, Ambush+2
- Items: Dagger, Sword, Leather Armor, Cloak, Vial of Poison (4 Uses)

Bandit: (Brigand/Raider/Marauder/Highwayman)

- Intimidate+4, Sword+1, Archery+1, Stealth+4, Ride+4, Carousing+4, Gambling+4
- Items: Dagger, Sword, Leather Armor, Cloak, Dice
- Barbarian: (Savage)
- Muscles+1, Constitution+1, Dexterity+1, Quickness+1, Rage, Climb+4, Survival+4
- Items: Sword, Dagger, Cloak, Tribal Garments

Bard: (Minstrel)

- Presence+1, Carousing+4, Sing+4, Dance+4, Jest+4, Lute+4, Storytelling+4
- Items: Lute, Cloak, Fine Clothing, Dagger

Battle Mage: (Fighter Mage)

- Spells: Stun, Disintegrate, Force Field, Armor
- Quickness+1, Intimidation+4
- Items: Staff, Dagger, Robes, Bracers

Beast Master:

- Spells: Speak to Animals, Beast Bond
- Animal Training+4, Riding+4, Tactics+4, Presence+1
- Items: Cloak, Tribal Garment, Spear, Dagger, Animal Companion

Beggar:

- Begging+8 Streetwise+4 Gossip+4 Constitution+1 Discernment+1 Haggle+4
- Items: Rags

Berserker:

- Rage, Axe+1, Sword+1, Muscles+1 Constitution+1, Battle Cry, Swift+1
- Items: Battle Axe, Cloak, Tribal Garments

Bounty Hunter:

- Track+4, Investigate+2, Streetwise+4, Brawl+1, Crossbow+1, Swift+1, Riding+4
- Items: Leather Armor, Light Crossbow, Cloak, Rope

Burglar: (Cat Burglar)

- Locks+4, Stealth+4, Climb+4, Swift+1, Balance+2, Streetwise+4, Traps+4
- Items: Cloak, Dagger, Sack, Rope, Grappling Hook, Lockpicking Kit

Cleric:

- Spells: Heal, Cure, Turn Undead, Detect Evil, Bless
- Religion+4, Heavy Armor
- Items: Holy Symbol, Vial of Holy Water, Chain Mail, Mace, Holy Book

Commander: (General/Warlord/Battle Master)

- Tactics+4, Strategy+4, Geography+4, History+4, Riding+4, Leadership+4, Logistics+4
- Items: Sword, Cloak, Studded Leather, Maps, Dagger, Helmet

Conjurer:

- Spells: Create Weapons, Create Food, Create Shelter, Create Transport
- Arcane Secrets+4, Disguise+4
- Items: Robes

Constable: (Sheriff)

- Interrogation+4, Intimidation+4, Investigation+2, Track+4, Brawl+1, Swift+1 and
- Club+1 or Sword+1 or Spear+1 or Law+4 or Ride+4

- Items: Hand Weapon, Ring Mail, Dagger

Courtesan:

- Sing+4, Dance+4, Gossip+4, Bluff+4, Seduction+4, Etiquette+4, Stealth+4
- Items: Jewelry, Fine Clothing, Cloak, Dagger, Letters

Crusader: (Templar/Hospitaler)

- Heavy Armor, Sword+1, Riding+4, Religion+4, Joust+1, First Aid+3, Shield Bash+1
- Items: Shield, Sword, Horse, Lance, Platemail

Dancer:

- Dance+8, Dodge+1, Dexterity+1, Seduction+4, Swift+1, Quickness+1
- Items: Dagger, Costume, Cloak, Jewelry

Dervish:

- Dance+4, Sing+4, Sword+1, Sweep, Religion+4, Ride+4, and
- Musical Instrument+4 or Theology+4
- Items: Dagger, Sword, Costume, Horse

Druid:

- Spells: Entangle, Shapeshift, Speak to Animals, Armor
- Herbalism+4, Resist Disease+3
- Items: Robes, Hand Sickle, Bowl, Mistletoe, Staff

Duelist:

- Dual Wield, Sword+1, Dagger+1, Taunt+4, Quickness+1, Etiquette+4, Streetwise+4
- Items: Sword, Dagger, Cloak, Fine Clothing

Elementalist:

- Spells: Elemental Form, Fireball, Freeze, Dig
- Resist Fire+4, Resist Cold +4
- Items: Cloak, Dagger, Staff, Loin Cloth

Enchanter:

- Spells: Polymorph, Grow, Shrink, Sleep
- Dagger+1, Sense Magic+1
- Items: Robes, Dagger, Staff

Explorer:

- Geography+4, Sail+4, Ride+4, Cook+4, Language, Climb+4, Pathfinding+4
- Items: Horse, Maps, Staff, Dagger, Commoner Garb, Rope

Farmer:

- Farming+8 Gardening+4 Animal Handling+4 Discernment+1 Weather Sense+4 Herbalism+4
- Items: Pitchfork or Scythe, Knife, Common Garb, Cart filled with Radishes, Cloak

Fighter: (Myrmidon/Mercenary)

- Constitution+1, Muscles+1, Brawl+1, Dexterity+1, Heavy Armor, Find Weakness+1, and
- Sword+1 or Axe+1 or Club+1 or Hammer+1
- Items: Weapon, Dagger, Studded Leather, Shield

Fisherman:

- Fishing+8 Cooking+4 Sailing+4 Discernment+1 Luck+1 Swim+4
- Items: Net, Fishing Pole, Hooks, Lures, Knife, Common Garb, Cloak

Friar: (Lay Priest)

- Religion+4, Theology+4, Staff+1, Carousing+4, Preach+4, Cook+4, Gossip+4
 - Items: Robes, Staff, Wineskin
- Giant Slayer: (Troll Slayer)
- Slay Giant+1, Muscles+1, Quickness+1, Axe+1, Swift+1, Constitution+1, Find Weakness+1
 - Items: Battle Axe, Ring Mail, Helmet
- Green Knight
- Spells: Armor, Fear
 - Riding+4, Sword+1, Heavy Armor, Joust+1
 - Items: Shield, Sword, Horse, Lance, Platemail
- Guard: (Bodyguard/Sentinel)
- Alertness+2, Protect+4, Sword+1, Intimidate+4, Block+1, Gambling+4, Gossip+4
 - Items: Sword, Chainmail, Shield, Helmet
- Guide:
- Ride+4, Geography+4, Streetwise+4, Pathfinding+4, Investigation+2, Haggle+4, Survival+4
 - Items: Cloak, Dagger, Staff, Commoner Garb, Horse
- Gypsy: (Wanderer)
- Ride+4, Streetwise+4, Fiddle+4, Dancing+4, Carousing+4, Gambling+4, Storytelling+4
 - Items: Fiddle, Costume, Cloak, Dagger, Horse
- Healer:
- Spells: Heal, Cure
 - First Aid+4, Diagnosis+4, Midwife+4, Herbalism+4
 - Items: Robes, Staff, Herbs
- Herder: (Shepard)
- Animal Handling+8 Ride+4 Alertness+1 Beast Lore+4 Climb+4 Swift+1
 - Items: Staff or Whip, Knife, Common Garb, Cloak
- Hunter:
- Track+4, Cook+4, Ride+4, Archery+1, Discernment+1, Survival+4, Animal Lore+4
 - Items: Bow, Hand Axe, Spear, Dagger, Cloak, Horse or Hunting Dogs
- Huscarl:
- Axe+1, Heavy Armor, Protect+4, Battle Cry+1, Constitution+1, Muscles+1, Ride+4
 - Items: Chain Mail, 2H Axe, Helmet, Cloak, Horse, Dagger, Spear
- Illusionist:
- Spells: Mirror Images, Phantasmal Terrain, Phantasmal Foe, Glamour
 - Stealth+4, Swift+1
 - Items: Robes, Dagger, Staff
- Inquisitor:
- Interrogate+4, Intimidate+4, Religion+4, Heavy Armor, Theology+4, Ride+4, Oratory+4
 - Items: Chain Mail, Cloak, Dagger, Holy Symbol, Inquisitors Book, Sword or Mace
- Jester: (Harlequin)
- Jest+4, Juggling+4, Taunt+4, Dance+4, Dagger+1, Acrobatics+1, Philosophy+4
 - Items: Costume, 4 Daggers, Cloak
- Knight: (Cavalier, Man-at-Arms)
- Heavy Armor, Etiquette+4, Heraldry+4, Joust+1, Sword+1, Ride+4, Brawl+1
 - Items: Shield, Sword, Horse, Lance, Platemail

Mariner: (Sailor)

- Sailing+4, Navigation+4, Fishing+3, Carousing+4, Gambling+4, Climb+4, Brawl+1
- Items: Dagger, Charts, Sextant, Compass, Commoners Garb, Cloak

Merchant: (Trader)

- Haggle+4, Appraisal+4, Dagger+1, Riding+4, Streetwise+4, Etiquette+4, Accounting+4
- Items: Robes, Dagger, Horse, Wagon, Satchel, Double Coins

Miner:

- Mining+4 Dig+1 Pick+1 Carry+1 Appraisal+4 Carry+1 Muscles+1
- Items: Pick, Hammer, Shovel, Common Garb, Torches, Candles, Tinderbox, Sack, Rope

Monk:

- Dexterity+1, Quickness+1, Slow Fall+4, Meditation+4, Catch+1, Brawl+1, Staff+1
- Items: Robes or Costume, Staff

Monster Hunter:

- Slay Monster+1 Sword+1 Heavy Armor Monster Lore+4 Muscles+1 Track+4 Trap+4
- Items: Sword, Spear, Long Bow, Dagger, Plate Mail, Monster Head

Mountain Man: (Highlander)

- word or Axe+1, Dagger+1, Climb+4, Sing+4, Carousing+4, Taunt+4, Herding+4
- Items: Sword or Axe, Dagger, Sling, Commoner Garb, Cloak

Mystic: Spells: Astral Projection, Hallucinate, Pleasure, Unbind, Calm

- Herbalism+3, Meditation+3
- Items: Robes, Pipe, Pipeweed, Herbs, Staff

Noble: (Prince, Count, Duke, King)

- Etiquette+4, Heraldry+4, Sword+1, Diplomacy+4, Riding+4, Carousing+4, Detect Lie+4
- Items: Fine Clothing, Cloak, Sword, Dagger, Horse, Double Coins, Jewelry

Nomad:

- Ride+4, Sword+1, Dagger+1, Survival+4, Animal Training+4, Haggle+4, and
- Battle Cry+1 or Archery+1 or Heavy Armor
- Items: Robes or Costume, Sword, Dagger, Horse

Paladin:

- Spells: Lay on Hands
- Heavy Armor, Religion, Sword+1, Riding+4, Karma+1
- Items: Shield, Sword, Horse, Lance, Platemail

Pirate: (Corsair, Buccaneer)

- Swashbuckling, Sword+1, Dagger+1, Sailing+4, Climb+4, Gambling+4, Carousing+4
- Items: Commoner Garb, Sword, Dagger, Deck of Cards

Pit Fighter: (Gladiator)

- Muscles+1, Sword+1, Dagger+1, Constitution+1, Quickness+1, Dexterity+1, Intimidate+4
- Items: Shield, Sword, Dagger, Helmet, Loin Cloth

Priest:

- Spells: Heal, Cure, Blessing, Command, Hold
- Religion+4, Theology+4
- Items: Robes or Costume, Staff, Holy Symbol

Ranger:

- Track+4, Climb+4, Ride+4, Archery+1, Discernment+1, Survival+4, Pathfinding+4
- Items: Long Bow, Leather Armor, Sword, Dagger, Cloak, Horse

Rogue:

- Stealth +4, Climb+4, Traps+4, Locks+4, Gambling+4, Streetwise+4, Bluff+2
- Items: Leather Armor, Cloak, Sword, Dagger, Deck of Cards

Sage:

- History+4, Religion+4, Geography+4, Relic Lore+4, Language+1, Intelligence+1, Philosophy+4
- Items: Robes, Books, Scrolls, Spectacles, Staff, Dagger

Sea Raider: (Viking)

- Sailing+4, Constitution+1, Muscles+1, Navigation+4, Sword+1, Axe+1, Crossbow+1
- Items: Axe, Sword, Studded Leather, Shield, Light Crossbow, Helmet

Scout: (Outrider)

- Scout+4, Ride+4, Stealth+4, Discernment+1, Swift+1, Climb+4 Swim+4
- Items: Short Bow, Leather Armor, Sword, Dagger, Cloak

Seer: (Oracle/Prophet/Psychic)

- Spells: Fortune Telling, Comprehension, Detect Magic, Confusion
- Relic Lore+4, Karma+1
- Items: Robes, Books, Dagger, Staff, Tarot Cards

Shaman: (Witch Doctor, Medicine Man, Witchy Woman)

- Spells: Talk to Spirits, Control Weather, Ancestral Aid, Fetish
- Herbalism+4, Spirit Sight
- Items: Costume or Tribal Garments, Staff, Dagger, Herbs

Smith: (Black Smith, Armorer, Sword Smith, Shield Smith)

- Blacksmith+8 Muscles+1 Hammer+1 Discernment+1 Resist Fire+4 Dexterity+1
- Items: Hammer, Tongs, Heavy Apron, Common Garb

Soldier: (Swordsman)

- Sword+1, Block+1, Carry+1, Gambling+1, Carousing+1, Cook+2, Tactics+1
- Items: Ringmail, Sword, Dagger, Spear, Shield, Dice

Spy:

- Stealth+4 Etiquette+4 Streetwise+4 Locks+4 Ride+4 Disguise+4 Discernment+1
- Cloak, Dagger, Ink, Quill, Parchment, Skeleton Key

Sword Master: (Kensai)

- Sword+2, Quickness+1, Smith+4, Muscle+1, Find Weakness+1, Meditation+4
- Items: Sword, Cloak

Thief:

- Stealth+4, Pickpocket+4, Climb+4, Streetwise+4, Traps+4, Locks+4, Swift+1

- Items: Leather Armor, Cloak, Dagger, Sack, Lockpick Kit, Sap, Sling

Thug: (Cutthroat)

- Intimidate+4, Club+1, Dagger+1, Stealth+4, Backstab+4, Streetwise+4, Brawl+1
- Items: Dagger, Sap, Commoners Garb, Cloak

Tribal Warrior:

- Club+1, Spear+1, Archery+1, Track+4, Survival+4, Swift+1, And
- Ride+4 or Swim+4 or Stealth+4
- Items: Club, Spear, Short Bow, Tribal Garment, Cloak

Witch: (Warlock)

- Spells: Glamour, Jinx, Familiar, Scry, Alchemy
- Herbalism+4, Midwife+4
- Items: Robes, Dagger, Herbs, Broom, Familiar, Crystal Ball, Cauldron

Witch Hunter: (Wizard Hunter)

- Magic Resistance+1, Track+4, Quickness+1, Sword+1, Ride+4, Heavy Armor, Crossbow+1
- Items: Studded Leather, Horse, Sword, Dagger, Hand Crossbow

Wizard: (Mage)

- Spells: Magic Missile, Levitate, Light, Counter-Spell, Animate Object
- Intelligence+1
- Items: Robes, Dagger, Spell Book, Staff

Woodsman: (Lumberjack)

- Axe+1, Muscles+1, Carry+1, Constitution+1, Brawl+1, Intimidate+4, Survival+4
- Items: Axe, Commoner Clothing, Cloak

Zealot: (Fanatic)

- Swift+1, Religion+4, Theology+4, Backstab+4, Stealth+4, Dagger+1, Preach+4
- Items: Dagger, Robes, Holy Symbol

Starting Items

- Bows and Crossbows include a Quiver and 10+1D10 Bolts or Arrows.
- Swords and Daggers include Scabbards.
- Swords and Axes can be one or two-handed and of any style.
- Tribal Types do not start with any coin. All others start with a
- Pouch with 2D6 Gold Coins.
- Jewelry (Amulets, etc.) is worth 2D10 Gold.
- If players start in the Wilderness they start with 2 Rations.
- Herbs include 4 Healing Herbs.
- Armor includes a Helmet.
- The GM will determine Relics, Potions, and Animal Companions.

Higher Level Npc's

Assume a Character gains 1 skill or spell per Level. For an important NPC you may want to hand pick these. Or you may want to cut a few corners...

–For a Spell Caster assume half the Slots go to Spells and the other half go to +1 increases in Power Points.

–For a Combat Heavy NPC have a third go to Attack Bonus, another third go to Defense Bonus, and the last third non-critical skills such as carousing, gambling, cooking, gossip, haggling, and what-not.

–For a non-combat NPC use half the slots to bolster their specialty and the rest as non-critical skills.

Multi-classing

Not a major issue in this System since skill selection is not limited by Class. A Character, as he levels up, can always select Skills more appropriate for another Class, and assume the Trappings as well. A Ranger with an Axe can call himself a Woodsman or a Fighter or whatever he wants.

Note: The high bonus starting Skills of some classes would take many Levels to replicate 1 Skill slot at a time. Also, going from a Non-Spell-Caster to a Spell-Caster will take 2-5 years of Training.

Uncommon Character Classes

Arcane Archer:

- Spells: Arrow Magic, True Aim
- Archery+2, Bowyer+4, Fletcher+4, Dexterity+1
- Items: Bow, Leather Armor, Cloak

Arcane Trickster:

- Spells: Invisibility, Animate Object, Hocus-Pocus, Abra-Cadabra, Blink
- Stealth+4, Intelligence+1
- Items: Dagger, Staff, Strange Garb, Hat, Cloak

Archeologist: (Relicologist)

- Archeology+4 History+4 Religion+4 Relic Lore+4 Ancient Languages+4 Climb+4 Dexterity+1
- Items: Magnifying Glass, Brushes, Dagger, Field Clothes, Rope, Sacks, Journal

Armamentalist:

- Spells: Create Weapons, Animate Objects, Blade Magic, Armor, Shield
- Sword+1, Intelligence+1
- Items: Sword, Unusual Garb, Dagger, Target Shield

Cabalist:

- Spells: Artificer, Lore, Confusion, Comprehension, Age
- Intelligence+1, Religion+4
- Items: Robes, Books, Dagger, Staff

Cavalry: (Horseman)

- Ride+4, Spear+1, Heavy Armor, Tactics+1, Block+1, Carousing+1, Gambling+1
- Items: Warhorse, Spear, Sword, Flail, Chain Mail, Shield, Cloak, Cards

Charioteer:

- Drive+4, Quickness+1, Dexterity+1, Animal Handling+4, Protect+1, Balance+1, Ride+4
- Items: 2 Man Chariot, Horse, Whip, Dagger, Leather Armor, Cloak

Charlatan:

- Apothecary+4, Oratory+4, Bluff+4, Swift+1, Intelligence+1, Herbalism+4, Haggle+4
- Items: Robes, Cap, Cart filled with Fake or Diluted Potions, Double Coins, Horse

Crossbowman:

- Crossbow+2 Alertness+1 Dexterity+1 Carousing+4 Gambling+4 Cooking+2
- Items: Heavy Crossbow, Extra Bolts, Dagger, Ring Mail, Short Sword, Pavise Shield, Cloak

Desert Mage: (Sand Mage)

- Spells: Quicksand, Sandstorm, Summon Sand Elemental, Sleep, Call
- Willpower+1 Survival+4
- Items: Robes, Dagger, Staff

Doctor: (Physician/Surgeon)

- Diagnosis+4, First Aid+4, Herbalism+4, Medicine+4, Midwife+4, Surgery+4, Poison Lore+4
- Items: Doctors Bag, Fine Clothing, Knives, Scalpels, Bandages, Medicinals

Earth Mage: (Geomancer)

- Spells: Swallow, Stone Shape, Wall of Earth, Dig, Earthquake
- Willpower+1, Climb+4
- Items: Robes, Flint Dagger, Stone Rod

Emissary: (Diplomat/Ambassador)

- Bluff+4, Etiquette+4, Politics+4, History+4, Geography+4, Detect Lie+4, Intelligence+1
- Items: Robes, Official Papers

Exorcist:

- Spells: Detect Evil, Turn Undead, Exorcism, Chains, Pain
- Willpower+1 Detect Lie+4
- Items: Robes, Holy Symbol, Book, Holy Water, Dagger, Flail

Fire Mage: (Immolator, Pyromancer)

- Spells: Fireball, Wall of Fire, Resist Fire, Heat, Fire Ray
- Willpower+1, Constitution+1
- Items: Robes, Dagger, Staff

Halberdier:

- Heavy Armor, Polearm+2, Tactics+1, Muscle+1, Constitution+1, Carousing+1
- Items: Halberd, Short Sword, Chain Mail, Dagger

Hoplite:

- Heavy Armor, Constitution+1, Throw Spear+1, Spear+1, Block+1, Swift+1, Tactics+1
- Items: Panoply, Shield, Sword, Spear, Cloak

Horse Archer:

- Archer+2, Horse Archer, Ride+4, Constitution+1, Carousing+1, Animal Handling+4
- Items: Two Horses, Composite Bow, Extra Arrows, Scimitar, Studded Leather, Cloak

Ice Mage:

- Spells: Chill, Ice Ray, Wall of Ice, Resist Cold, Ice Shards
- Willpower+1, Intelligence+1
- Items: Robes, Dagger, Staff

Jutsu Ninja:

- Spells: Substitution, Jump

- Stealth+4, Climb+4, Swift+1, Spy+4, Throwing Stars+1
- Items: A Dozen Throwing Stars, Common Garb, Costume, Short Sword

Key Master: (Gate Keeper)

- Spells: Open, Lock, Gate, Artifice
- Intelligence+1, Locks+4, Traps+4
- Items: Lockpick Toolkit, Common Garb, Spectacles, Keyring with lots of Keys

Legionnaire:

- Sword+1, Throw Javelin+1, Heavy Armor, Carry+1, Dig+1, Gambling+4, Block+1
- Items: Scale Mail, Large Shield, Short Sword, 2 Javelins, Shovel, Tent

Mentalist: (Psion)

- Spells: Blink, Psionic Blast, Paralysis, Telekinetic Attack, Telepathy
- Willpower+1
- Items: Cloak, Commoners Garb

Moon Mage:

- Spells: Light, Darkness, Madness, Waves, Howl
- Willpower+1, Weather Lore+4
- Items: Staff, Dagger, Robes

Ninja:

- Stealth+4, Climb+4, Swift+1, Spy+4, Throwing Stars+1, Disguise+4, Scout+4
- Items: A Dozen Throwing Stars, Common Garb, Costume, Short Sword

Pagan Priest:

- Spells: Bless, Fortune Telling, Heal, Weather Control, Create Food
- Religion+4 Carousing+4
- Items: Robes, Dagger, Amulet, Staff

Pickpocket: (Cutpurse)

- Pick Pocket+4, Stealth+4, Streetwise+4, Swift+1, Discernment+1, Dexterity+1, Climb+4
- Items: Common Garb, Dagger, Double Coins

Pilot: (Flyer, Aeronaut)

- Pilot+8 Navigation+4 Geography+4 Cartography+4 Discernment+1 Quickness+1 Dexterity+1
- Items: Flight Garb, Dagger, Parachute, Charts

Power Monk: (Chi Warrior)

- Spells: Fly, Haste, Great Strength, Energy Blast
- Willpower+1, Brawl+1, Muscles+1
- Items: Costume

Rune Master:

- Spells: Magical Potency, Magical Trap, Comprehension, Dispel Magic
- Hammer+1 Intelligence+1 Masonry+4
- Items: Robes, Dagger, Staff, Hammer, Chisel

Samurai: (Ronin)

- Heavy Armor, Sword+1, Archer+1, Etiquette+1, Poetry+1, Ride+4, Horse Archer
- Items: Scale Mail, Katana, Wakizashi, Long Bow, Horse

Savant:

- Spells: Lore, Locate, See the Past, Tongues, Comprehension
- Intelligence+1, Relic Lore+4
- Items: Robes, Books, Staff, Candles

Seamancer:

- Primary Spell Casting: Waves, Breathe Water, Summon Sea Creature, Flood,
- Locate; Swim+4 Sailing+4
- Items: Costume, Dagger, Trident

Shield Man: (Shield Maiden)

- Block+2, Protect+1, Shield Bash+1, First Aid+1, Tactics+1, Heavy Armor
- Item: Large Shield, Chain Mail, Sword, Dagger, First Aid Kit

Skirmisher: (Javelineer)

- Swift+1, Dexterity+1, Quickness+1, Throw Javelin+2, Tactics+1, Carousing+1
- Items: 4 Javelins, Shield, Short Sword, Leather Armor, Cloak

Slinger: Sling+2, Swift+1, Carousing+1, Tactics+1, Dexterity+1, Quickness+1 Items: Sling, Sling Stones, Dagger, Cloak

Smuggler:

- Bluff+4, Sailing+4, Haggle+4, Swift+1, Stealth+4, Climb+4, Streetwise+4
- Items: Dagger, Common Garb, Cloak, Double Coins, Stash of Contraband goods

Solar Mage:

- Spells: Light, Brilliance, Heat, Fire Ray, Melt
- Willpower+1, Resistance to Fire+4
- Items: Costume, Staff, Amulet

Spearman:

- Spear+2, Throw Spear+1, Block+1, Tactics+1, Carousing+1, Constitution+1
- Items: Scale-mail, Spear, Short sword, Shield

Spell Singer

- Spells: Charm, Calm, Lure, Dance, Mesmerize
- Sing+4, Lute+4
- Items: Robes, Lute

Spell Sword: (Hex Blade)

- Spells: Blade Magic, Deflection
- Sword+2, Quickness+1, Intelligence+1
- Items: Sword, Dagger, Studded Leather, Cloak

Spell Weaver:

- Spells: Web, Fortune Telling, Unbind, Precognition, Memory
- Weaving+4 Intelligence+4
- Items: Robes, Dagger, Staff, Yarn, Knitting Needles

Storm Caller: (Storm Mage, Storm Lord)

- Spells: Weather Control, Blizzard, Twister, Lightning Bolt, Mist Magic
- Willpower+1, Weather Sense+4
- Items: Robes: Staff, Dagger

Summoner:

- Spells: Summon Elemental, Summon Animal, Summon Demon, Summon Monster,
- Summon Spirit; Willpower+1 Monster Lore+4
- Items: Robe, Dagger, Amulet, Staff, Spell Components, Grimoire

Swindler: (Con Man)

- Intelligence+1, Haggle+4, Bluff+4, Disguise+4, Streetwise+4, Etiquette+4, Swift+1
- Items: Fine Clothing, Cloak, Double Coins, Dagger, Hat

Tattooed Man:

- Spells: Tattoo Magic
- Muscles+1 Brawl+1 Constitution+1 Dexterity+1 Quickness+1 Willpower+1
- Items: Ink, Loincloth, Dagger

Tarot Mage:

- Spells: Fortune Telling, Heal, Luck, Love, Staff
- Sword+1 Gambling+4
- Items: Sword, Staff, Cup, Cloak, Fine Clothing

Temporal Mage:

- Spells: Time Stop, Rewind, Fortune Telling, Pre-cognition, Age
- Intelligence+1 History+4
- Items: Robes, Cloak, Staff, Dagger

Technomancer:

- Spells: Technomancy
- Physics+4, Engineering+4, Optics+4, Mechanics+4, Pilot+3
- Items: Minor Relic, Dagger, Robes or Costume,

Mechanics Tools

Traveler:

- Spells: Teleport, Locate, Gate, Fly, Haste
 - Planar Lore+4, Geography+4
 - Items: Common Garb, Staff, Dagger, Cloak, Hat
- Water Mage: (Hydromancer)
- Spells: Hydroblast, Waves, Wall of Water, Breathe Water,
 - Walk on Water; Willpower+1, Swim+4
 - Items: Robes, Dagger, Staff
- Wind Mage: (Aeromancer)
- Spells: Wind Gust, Tornado, Wall of Air, Fly, Haste
 - Willpower+1, Swift+1
 - Items: Robes, Glider Staff

Character Record Sheet

#	#
CHARACTER NAME	
TITLE	
GENDER	
AGE	
SIZE LEVEL	
PROFESSION(S)	
RACE	
LEVEL	
XP	
ASPECTS/ ADVANTAGES	
DEFECTS/ DISADVANTAGS	
PRIMARY ALIGNMENTS	
SECONDARY ALIGNMENTS	
GODS WORSHIPED	
CULTURE AND HOMELAND	
FAMILY/ CLAN	
SOCIAL CLASS	

#	#
STRENGTH	
TOUGHNESS	
WILL	
AGILITY	
REFLEXES	
PERCEPTION	
FATE	
WITS	
CHARISMA	

#	#
ARMOR	
DEFENSE BONUS	
WOUND LIMIT	
CURRENT WOUNDS	
POWER POINTS	
FATE POINTS	
MOVEMENT RATE	
ENCUMBERANCE	

#	#
PRIMARY WEAPON DAM & ATK BONUS	
SECONDARY WEAPON DAM & ATK BONUS	

#	#
TERTIARY WEAPON DAM & ATK BONUS	
CURRENT HARMS	
CURRENT BOONS	
SKILLS/ SPELLS	
MOTIVATIONS	
LOVES	
FEARS	
HATES	
PERSONALITY	
DEPENDENTS	
REPUTATION	
WEALTH	
POSSESSIONS	
RELATIONSHIPS	
BACKGROUND STORY	

Rules Manual

General Rules

Skill Checks And Saving Throws

Whenever a Character goes to do something that may have a Chance of Either Failure or Success, The GM may deem it necessary to make a Skill Check or Saving Throw. This is done by rolling one 20 sided die

(1D20) and adding any Modifiers. Bonuses give a positive Modifier. Penalties give a negative Modifier. The result is determined by consulting the Action Resolution Table. First the GM must determine the Difficulty of the Check. All Combat Attacks are considered Medium Difficulty. All Saving Throws are considered Hard Difficulty. If the modified roll is equal to or greater than the Target Number the action is a success. If it is lower, the action is a Failure.

Action Resolution Table

Difficulty:	Target#:	Notes:
Simple	4	-
Easy	6	-
Medium	10	Combat Attacks

Difficulty:	Target#:	Notes:
Hard	13	Magic Saving Throws
Very Hard	16	-
Heroic	20	-

Stat Modifiers

Add the appropriate Stat to the Roll if there is one.

Skill Modifiers

Presence or absence of a Specific Skill can modify the Roll. Having an applicable Skill can give a bonus of +1 or more. Not having an applicable skill may give a hefty penalty (-10) or make the attempt impossible. For example, reading Elven when no one in the Party can Speak Elven.

Conditions

Conditions modify Checks and Saves as well as Attack, Damage, and Death Rolls. Positive Conditions are called Boons. Negative Conditions are called Hinderances.

Conditions will also affect Attack and Damage Rolls made against the Character, not just the ones made by the Character. The GM will assign and Remove Conditions at his discretion.

Hinderances (harms)

Negative Conditions are called Hinderances (or Harms). Negative Conditions can include: Stunned, Cursed, Encumbered, Injured, Sickened, Blind, Deaf,

Stressed, Dazed, Hungry, Thirsty, Angry, Confused, Fatigued, Dehydrated, Cold, Hot, Itchy, Demoralized, Insane, Hurting, Bleeding, Poisoned, Afraid, Spellburn, etc. Each Negative Condition gives a -1 to all Checks and Saves.

Note that Wounds are not considered Hinderances. Negative conditions can be assigned by the GM to turn a Failure into a Partial Success.

Boons

Positive Conditions are called Boons. Positive Conditions include: Inspired, Blessed, Refreshed, Energized, Luck, Good Morale, Manic, etc. Each Positive Condition gives a +1 to all Checks, Saves, and Rolls.

Saving Vs Magic Stat List

Type of Magic:	Stat Modifiers to Save:
Mind, Spirit	Will
Illusions	Perception
Bolts, Rays, Blasts	Reflexes
Immobilization, Binding	Agility
Enchantment	Wits
Disease, Sickness	Tough
Poison	Tough
Transformation, Petrification	Reflexes
Area Affect	Reflexes
Death, Slaying	Will
Curses	Strength
Traps	Reflexes
Engulfment	Strength
Projectiles	Reflexes
Translocation	Will
Cones, Bursts, Breath	Reflexes
Observation, Scrying	Perception
Fear, Control	Will
Confusion, Madness	Wits

Combat

Treat Attack Rolls like Saves or Skill Checks. Attack rolls are always medium Difficulty. Add the Attacker's Attack (Agility) Modifier and Subtract the Defender's Defense (Reflexes) Modifier.

Note that Shields provide a Defense Bonus, not an

Luck Boons will last 1D10 Hours or until a natural 1 or 20 is rolled. Good Morale will last 1D6 Hours or until a Morale check is Failed.

Saving Vs Magic

Important: All Saving Throws vs Magic are considered Hard. Characters may make Saving throws to avoid the detrimental effects of Spells and similar Magical Powers or Abilities. Modifiers (Defenders Stat Bonus) to the Saving Throw will depend on the type of Magic Used. If a Spell fits more than 1 of the below categories, the GM will have to decide which category is to be used.

Armor Bonus.

Damage Rolls

Roll 1D20 and add any Damage Modifiers. Subtract the Armor rating of the Defender. Note that this is a Sliding Scale, not a simple Target Number.

Damage Table

1D20	Result:
5 or Less	Stunned (Hinderance)
6-15	1 Wound
16-19	2 Wounds (Plus 1 Bleeding Hinderance)
20-22	3 Wounds (Plus 1 Injury and 1 Bleed Hinderance)
23-24	4 Wounds

1D20	Result:
25	5 Wounds
26	6 Wounds
27	7 Wounds
28	8 Wounds
29	9 Wounds
30+	10 Wounds

Unconsciousness/death

Foes will simply Die after receiving a number of Wounds equal to or in excess of their Wound Limit. (For an Orc or Goblin might be 1 wound, For an Ogre it might be 8 wounds) When a Hero or Major Villain

reaches his Wound Limit and for every wound sustained thereafter, roll 1D6 on the Death Table. Apply Boons and Harms just like for a Skill Check.
If a Hero takes 4 or More Wounds in a Single Attack roll on the Death Table.

Death Table

1D20	Result:
3 or less	Outright Killed
4-6	Mortal Wound (Dies in 3D6 Turns unless at least 1 Wound Healed)
7-9	Unconscious (1D6 Hours: Wakes with Wounds = 1 less than Limit)
10+	Keep Going

Surprise

The GM may require a Surprise Check. Add the attackers Stealth and subtract the Defenders Perception from the Roll. The Attacker gets First attack at +4 to Hit.

Initiative

The GM will Rule on Initiative in all cases. Simply go clockwise around the Table. Resolve Character Actions. Foes attack as a result of complications or simply when the GM declares they do.
A Round is when every Character has had a Turn to act.

ACTION RESOLUTION CHART

DIFFICULTY	STAT	SKILL	WPN RELIC
SIMPLE 4 • STUN	-2	-4	-1
	-1	0	0
	0	+1	+1
EASY 6 • 1 WOUND	+1	+2	+2
	+2	+3	+3
	+3	+4	+4
MEDIUM 10 • ATTACK	BOONS HARMS	FOE COUNTER	TOTAL MODS
	0	+1	0
	±1	0	±1
HARD 13 • SAVES	±2	-1	±2
	±3	-2	±3
	±4	-3	±4
V. HARD 16 • 2 WOUNDS • BLEED	±5	-4	±5
	±6	-5	±6
	HEROIC 20 • 3 WOUNDS • INJURY		

Action Resolution Chart

This can be used as a Worksheet to keep track of Multiple Modifiers. Use plastic pawns directly on a copy of the Chart.

- First the GM will place a Pawn in one of the Difficulty Circles to indicate the Target Number.
- If the roll is modified by a Stat place a Pawn on the Stat Column.

- Likewise if a Skill is appropriate place another Pawn.
- If any Weapons or Relics apply place another Pawn.
- Place a Pawn for the sum of Boons and Harms. Note that these negate each other.
- Place a Pawn on the Foe column to keep track of Mods used by a resisting Foe.
- Finally sum up all the previous columns to get a

Mod Total to be added to the D20.

Example: Attacking

Lets say the action is a PC attacking an Orc with a Sword.

- All attacks are Medium Difficulty so a Pawn is placed in the Target Circle.
- The PC has Agility+1 so place a Pawn on the +1 in the Stat Column.
- The PC has a Skill of Sword+1 so place a Pawn on the +1 in the Skill Column.
- The PC wields a Magic Sword+2 so place a Pawn on the +2 in the Relic Column.
- The PC was Blessed for +2 but also has a Bleed for -1 so place a Pawn on the +1 in the Boon/Harms Column.
- The Orc has a Shield so place a Pawn on the -1 in the Foe Column.
- Add up all the above: Place a Pawn on the +4 in the Total Column.
- The Player roll an 8. Modified by +4 the result is a 12. This exceeds the Target number of 10 for medium difficulty, so the attack succeeds. Next roll for Wounds.

Example: Damage

Determining the Damage done by the preceding Attack.

- No Target Circle needs to be chosen. Damage is a Sliding Scale.
- The PC has Strength+2 so place a Pawn on the +2 in the Stat Column.
- The PC has a Skill of Sword+1 so place a Pawn on the +1 in the Skill Column.
- The PC wields a Magic Sword+2 so place a Pawn on the +2 in the Relic Column.
- The PC was Blessed for +2 but also has a Bleed for -1 so place a Pawn on the +1 in the Boon/Harms Column.
- The Orc has Armor+1 so place a Pawn on the -1 in the Foe Column.
- Add up all the above: Place a Pawn on the +5 in the Total Column.
- The Player roll a 12. Modified by +5 the result is a 17. Looking at the Very Hard

Target circle we see that Damage rolls of 16+ result in 2 Wounds and a Bleed. The Orc only had a Wound Limit of Two so he is automatically killed.

Example: Saving Throw

Our Intrepid PC is the Target of a Petrification Spell. If we look at the Saving vs Magic Stat List, we see Reflexes will modify the Save.

- The Target Circle is Automatically Hard. The Target number is 13.
- The PC has Reflexes+1 so place a Pawn on the +1 in the Stat Column.
- The PC has no Skills that will help.

- The PC wears a Ring of Magic Resistance+2 so place a Pawn on the +2 in the Relic Column.
 - The PC has no Conditions at this point so the Boons/Harms Column is empty.
 - The Foe Column does not apply in this case so it is also left empty.
 - Add up all the above: Place a Pawn on the +3 in the Total Column.
 - The Player roll a 6. Modified by +3 the result is a 9. The PC is now a solid Rock.
- Good thing his friend has a Dispel at the Ready.

Example: Skill Check

Our PC wants to jump across a 20 Foot Chasm. The GM determines that this is a Feat of Heroic Level Difficulty which has a Target number of 20. The GM determines that the Agility Stat is most appropriate.

- The PC has Agility+2 so place a Pawn on the +2 in the Stat Column.
- The PC has a Skill of Jump+1 so place a Pawn on the +1 in the Skill Column.
- The PC wears Boots of Speed. Because of this the GM decides to give the PC +2 in the Relic Column.
- The PC drank a Potion of Luck for 4 Boons so place a Pawn on the +4 space in the Boon/Harms Column.
- The Foe Column does not apply in this case so it is also left empty.
- Add up all the above: Place a Pawn on the +9 in the Total Column. The actual sheet only goes up to +6 so you could put a pawn on the +6 and another on the +3.
- The Player roll a 11. Modified by +9 the result is a 20. Perfect. The PC makes the Jump and saves the day!

Interpreting Skill Check Table Results

This is the Realm of the GM to assess the degree of Success or Failure. We will use a Pit Jumping Example:

- Fail by a large Amount: Down you go. Might be time to roll up a new Character
- Fail Narrowly: Not good. Make an Agility Check to grab onto the opposite Ledge. Then make Strength Check to pull yourself up.
- Narrow Success: No Problem. That's how it's done.
- Succeed by a Wide Margin: Inspiring. The Characters jumping after you get +1

Complications

These can occur according to GM whether the result is a success or a failure, or can be used as a penalty to turn a Failure into a Success. Something changes in the Narrative to the Character's detriment: Guards show up, An Item is dropped or lost, the enemy gets to attack, Ammo is used up, The Foe escapes, The rope breaks, The Fire Spreads, The Water Rises, A Mishap, A Fumble, etc.

Healing

The Stunned Condition will go away in 1D10 Turns. Healing a Wound will Remove all Bleeding Hinderances. By themselves, Wounds will heal at a rate of 1 per day. A Successful First Aid Check will Heal 1 Wound. If failed, First Aid will no longer Heal unless there is a newer Wound. However it can be used again to remove Bleeding Hinderances. Medical attention will heal an extra Wound per day. Complete Rest will also heal an extra Wound per day.

Injuries

A special type of Hinderance that do not heal or take a long time to heal without Magic. These are assigned at the GM's discretion. Examples include: Amputations, Broken Bones, Burns, Magical Wounds

Regeneration

A Creature with Regeneration heals 1 Wound per Turn or Minute. They cannot be killed unless be-headed, burned up, disintegrated, etc. They can reat-tach limbs quickly, but re-growing limbs usually takes longer. Some regenerating undead can reattach their head but cannot regenerate from Holy Water or Holy Magic. Make sure to not reattach the wrong limb to the wrong spot.

Encumbrance Table

Item:	EP
Short Weapon	0.5
Weapon	1
Heavy Weapon	2
Light Armor	1
Medium Armor	2
Heavy Armor	3
Buckler	0.5
Round Shield	1
Kite Shield	2
20 Feet of Rope	1
1 Day Rations	0.5
Waterskin (1 Day)	0.5
Backpack	1
Blanket	1
10 Iron Spikes	1
10 Caltrops	1
Crowbar	1
Torch	0.5

Status Rules

These describe conditions that are more complex than a simple Boon/Harm.

Casting Spells

A Spell you know normally takes a turn to cast and costs 1 Power Point. The caster must have his hands free and be able to speak. If written in a Book or on a Scroll you are reading from, you can cast a Spell that you don't know. This will take 1D6 turns and cost 2 PP.

Encumbrance Rules

Encumbrance is how weighed down you are by your possessions. It is measured in Encumbrance Points (EP). Your EP Limit is = 10 + (2 x Strength). The Porter Skill gives +3 to your EP limit. The Encumbrance Table lists items and their EP costs. The Overload Table gives penalties for being excessively Encumbered. For every Hinderance a character has their Move Rate is reduced by 10%.

Overload Table

Encumbrance:	%	Hinderances:
Lightly	50-100%	1
Moderately	101-150%	2
Heavily	151-200%	3

Item:	EP
Lantern	1
Tinderbox and Flint	0.5
Cloak	1
Book	1
Wand	1
Potion	0.5
Scroll	0.5
Compass	0.5
Scabbard	0.5
Holy Symbol	0.5
Large Sack	0.5
Big Helmet	2
100 Coins	1
Lockpick Set	1
Small Chest	2
Quiver & 20 Arrows	1
Wounded Comrade	Size

Poisons

When Poisoned, make a Save vs Death modified by Toughness. A Strong Poison will Kill in 1D6 x 10 Seconds. A Moderate Poison will Kill in 3D10 Minutes. A Weak Poison will kill in 1D20 Hours. Even if the Poison does not Kill, the victim will suffer 1D4 Hinderances for 1D4 Days.

Immobilized

Immobilized Characters can do nothing except possibly attempt to break free from their bonds. This could be a Will, Wits, Strength, or Agility check as determined by the GM.

Master Spell List

List Of Spells

- Abra Cadabra - Turn a small Object into a different Object. A rock into a Dagger.
- Absorption - 60% Negate Spell Targeting you, if so gain 1 Power Point.
- Acid Spray - Conjure. Close Range. +0 Damage +1 per Level to 1D3 Targets.
- Age - Curse. Target becomes Young or Old or Anything in-between. Permanent.
- Alarm - Enchantment. Proximity Alarm. Lasts 1 Day.
- Alchemy - Transform. Create Potions. Consumables: Magic Food, Cakes, Fruit, etc.
- Ancestral Aid - Targets Ancestors will aid them in some way if possible.
- Animate Object - Enchantment. For 1 Combat. Sword, Armor, Broom, Statue, Scarecrow, etc.
- Animal Form - Limited Shapechange. Extra Stat Bonuses.
- Antimagic Field - Cone or Medium Range Area or 1 Room. Lasts 5 turns per Level.
- Armor - Energy. Target Has +3 Armor for 1 Combat
- Arrow Magic - Lasts 1 Day 1 Arrow gets Slay or Poison or Frost or Flame, etc.
- Artifice - Enchantment. Create Artifacts, Relics.
- Astral Projection - Soul Travels to other Locations. Connected by Silver Cord.
- Awe - Holy. All Foes within Medium Range get 1D2 Hinderances. Allies get 1D2 Boons
- Banish - Target must go and stay away. 10 Miles per Level.
- Beast Bond - Friendly Animal will become a life Long Companion.
- Beast Form - Limited Shapechange. Extra Stat Bonuses.
- Blade Magic - For 1 Combat Weapon gains Frost or Fire or Bonus Attack or Damage, etc.
- Bless - 1 Target per Level. Gain 1D3 Boons.
- Blind - Medium Range. Curse. Permanent.
- Blink - Teleport. Evade Target Attack with Short Teleport.
- Blizzard - Large Area. Half Movement. 1D4 Hinderances. Take Damage-2 every Hour Exposed.
- Blur - Illusion. Target is harder to Hit for 1 Combat.
- Boil Blood - Medium Range. Damage+4.
- Bound - Target must stay at a specific Location, House, Room, Place.
- Break - This can be a Curse. 75% Chance to break Chains, Arms, Locks, Skulls, etc.
- Brilliance - Light. Defense+4 for 2 Turns per

Level.

- Bury - Medium Range. Teleport Target into the Earth. Solid Earth or a Geode Prison.
- Candle Magic - Timed Spells, Imbue candles with Spells. Increase Spell Durations.
- Catch Spell - 70% Catch Spell cast within Medium Range. You may recast it later that day.
- Charm Person - Short Range. Becomes Friendly. Target lower level than Caster.
- Charm Monster - Short Range. Becomes Friendly. Target lower level than Caster.
- Call - Nearby Animals or Allies will be alerted and may come to your Aid.
- Calm - Medium Range. 1 Lower Level target per Level. Reduce Anger, Madness, Fear.
- Chains - Conjure. Short Range. Target Immobilized. Very Hard to break free.
- Chaos Storm - Acid Rain, Vortex, Maelstrom, Firestorm, Stone Rain, Rain of Frogs.
- Chill - Cold. Touch. Damage+1. 1D3 Hinderances.
- Circle of Protection - 5 Turns per Level. Protects 6 People. Lower Level Foes cannot Enter.
- Clairvoyance - See out of Friendly Targets Eyes.
- Cleanse - Area Affect. Short Range 50% Remove Evil Magic. Roll for each.
- Clone - Conjure. Make a Copy of Individual. Lasts 1 Combat. Clones cannot make Clones.
- Cloud of Dust - Short Range. All get 1D4 Hinderances for 1 Combat.
- Command - Will follow Orders for number of turns equal to level of Caster.
- Comprehension - Knowledge. Understand any Written Language.
- Commune - Speak to Supernatural Entity. Ask 1D2 Questions. Max once per day.
- Complex Curse - Long Term. Lots of Rules. Like in the Fairy Tales: Snow White, Sleeping Beauty.
- Cone of Cold - Cold. Medium Range. Area Effect. -1 Damage and 1D2 Conditions.
- Confusion - Curse. Medium Range. Area Effect. Do nothing 50% or attack Randomly for 1D6 Turns.
- Control Undead - Short Range. Of Total Levels equal to Caster. Lasts 1 Day.
- Counter-Spell - Protects 1 Target per Level from Target Spell just Cast.
- Corruption - Curse. Target will become Evil in 20 Days minus Level of Caster. Permanent.
- Create Clothing - Conjure. Vestments, Shoes, Common or Fine. Disguise Potential.
- Create Food - Conjure. 1st Level: One Ration. 20th Level: King's Feast. Drinks Included.
- Create Shelter - Conjure. Last 1 Day. 1st Level: Tent. 20th Level: Castle
- Create Transport - Conjure. Last 1 Day. 1st Level: Unicycle. 20th Level: Ship
- Create Weapon - Conjure. Last 1 Day. 1st Level: Sword. 20th Level: Armory. Ammo Included.
- Cure - Life. Close Target. Cure or mitigate a Disease

- Curse Breaker - Negate or mitigate Target Curse cast by Mage of Lower Level.
- Dance - Curse. 1-2 Targets. Lasts for 1 Minute per Level.
- Dark Tidings - Evil Wind, Bad Moon, Gloom. Large Area. Good beings get 1D3 Hinderances.
- Darkness - Enchantment. Fills Medium Room. Good for escapes.
- Death Ray - Short Range. Death. Target lower level than Caster. Save for +3 Damage.
- Death Aura - Close Range. All must save vs Death at +1. Lasts 1 turn per 2 Levels.
- Decay - Rot, Spoil, Sour. Target or Area Affect.
- Deflection - 80% Cause Spell or Ranged Attack to change Target.
- Desiccate - Air. Drying Attack. Remove Water, Flesh. Cone. Damage+1.
- Detect - Knowledge. One Specific type of Thing: Magic, Invisible, Traps, Thoughts,
- Good, Evil, Gold, etc. Chose when spell is Learned. Lasts 10 Minutes per Level.
- Devils Sight - See through Magical Darkness, Blinding Effects. Lasts 1 Hour.
- Dig - Earth. 10 Foot Passageway per level. +5 Damage vs Earth based Foes.
- Disarm - Medium Range. Target equal to Casters Level Drop their Weapons.
- Discord - Area of Affect. Targets will start fighting for 1D3 Minutes.
- Disenchant - Negate Target Enchantment cast by Mage of Lower Level.
- Disguise - Illusion. 1 Person per Level for 5 Minutes per Level. Glamour.
- Disintegrate - Energy. Destroyed or Save to take +1 Damage. Medium Range.
- Dispel Magic- Remove Magical Effect of Lower Level Caster.
- Displacement - Illusion. Appear 5 feet from Actual Position. Attack and Defense+3
- Drain - Energy. Target gains 1 Hinderance and you gain 1 Boon. Close Range.
- Dream Magic - Enter Targets Dream. Drain Dreamer or fight Nightmares and Intruders.
- Earthquake - Earth. Tremors to Crevasses. Knock down Walls. Swallow up Foes.
- Elemental Aura - Close Range Damage+1. Lasts for 1 Battle.
- Elemental Blast - Negate Elemental Spell. +4 Damage to Elemental Foe. Medium Range.
- Elemental Breath - Close Range. Get +1 Damage. 3 uses in one Combat.
- Elemental Burst - All within Short Range Take Damage. Get +1 Damage per 2 Levels.
- Elemental Form - Pick an Element. Target Immune to Normal Weapons. Attack for +2 Damage.
- Elemental Wall - Length 10 Feet per Level. Attacks if Touched. Lasts up to 1D3 Hours.
- Elemental Weapon - Does +3 Damage of the Elemental Type. Lasts 1 Battle. Type can vary.
- Enchant Place - Create a real-life Escher Maze, Bog of Stench, Endless Hallway, etc.
- Energy Blast - Medium Range. +1 Damage per Level.
- Enslave - Close Range. Permanent Psychic Control. Lost if range exceeds 1 Mile.
- Entangle - Immobilize. Vines or Branches. 1 Target per Level. Strength Test to Escape.
- Eruption - Earth. Volcanic, Magma, Lava Attacks. Area Effects. +3 Damage.
- Ethereal - 1 Turn per Level. Invisible and insubstantial. Close Target.
- Evil Eye - Curse. Target gets 1D4 Hinderances for 1D4 Days.
- Exorcism - Banish Target Spirit. Short Range. Lower level than Caster.
- Familiar - Summon. Owl, Crow, Snake, Cat, Imp, etc. Only 1 Familiar at a Time.
- Fear - Illusion. Medium Range. All Foes for 1D3 Turns must Flee or 1D4 Conditions.
- Fear Aura - All within Short Range Save or Flee for 1D3 Turns. Lasts 1 turn per Level.
- Feeblemind - Target gets Wits-4. Cannot cast Spells. Lasts 1D4 Hours.
- Fetishes - Spirit. Primitive Relics.
- Find Safe Haven - Nearest Oasis, Friendly Village, Shang Ri La.
- Fireball - Fire. Medium Range. Area Affect. +2 Damage +1 per Level
- Fire Ray - Fire. One Target. 10 Feet per Level. +1 Damage.
- Fist of Force - Throw Foe against Ceiling, Walls, over Cliffs. Damage +1. Stun 1D2 Turns.
- Flay - Medium Range. Inflict 1D3 Wounds and Bleed.
- Flood - Water. Fill a Room or a City. Wash away Foes.
- Fly - Telekinesis. Medium Speed. Target Creature for Turns equal to Level.
- Fortune Telling - Knowledge. Very Variable Results. Prophecy. Divination. Visions
- Force Field - Energy. Lasts 2D6 Turns. Impenetrable. Cover for 6.
- Forest Walk - Walk into and out of Trees. Shortcut through Woods.
- Forget - Medium Range. Target forgets past 1D4 Hours.
- Freeze - Cold. Medium Range. Area Effect. Target Encased in Ice. Can be Thawed out.
- Frost Ray - Cold. Long Range. +1 Damage and 1D2 Conditions.
- Gate - Portal to location Caster has visited. Lasts 4 + 1D6 Turns.
- Glyph - Animated Image on a surface (Wall, Page, Tapestry) tells a story. Permanent.
- Gravity - Target Floats away or is pinned to Ground.
- Great Strength - Target gains +1 Strength per 2 Levels. Lasts 15 Minutes.
- Grow - Transform. Size Level + 1D4. For up to 10 Minutes per Level.
- Hair Magic - Hair Grows and Manipulates or Attacks. Grapple+3

- Hallucinate - Illusion. Medium Range. 1D4 Hinderances for 2+1D4 Hours.
- Hand of Force - Invisible. Large or Small. Can Manipulate Things. Attack for Damage+2
- Harmony - Area of Effect. Enchantment. Everybody gets Along.
- Haste - Enchantment. Target Double Speed and Attacks for 1 Combat.
- Heal - Life. Heal 1 Wound per 3 Levels. Close Target. Stops Bleeding.
- Heat - Start Fires, Heat Metal, Boil Water. Short Range.
- Hellfire - Short Range. Damage+1 per Level.
- Hex - Blight, Pestilence, Plague, Famine, Spreading Evil, Endless Winter, etc.
- Hocus Pocus - Teleport Small Object (you have touched) to your or Away from you.
- Hold - Short Range. Target cannot Walk or Run. 1 Turn per Level.
- Hopelessness - Target gets 1D6 Hinderances for 10 Minutes per Level.
- Horror - Target Freezes or Flees for 1D6 turns then is Confused/Mad for 1D20 Turns.
- Howl - Long Range. Foes Freeze or Run away in Fear.
- Human Form - Known to Gods and Dragons.
- Hurl Flame - Medium Range. Damage+1. Start Fires. Up to 1 Round per Level.
- Hydro Blast - Knockback Target. Damage-1. Medium Range
- Hypnosis - Plant an Idea or behavior in unconscious of Lower Level Target.
- Ice Shards - Cold. Medium Range. Damage+1. One Target per Level.
- Immortality - Curse. Target will arise from Dead unless certain Condition met.
- Immunity to Missiles - Close Target immune for 2D6 Turns.
- Incinerate - Short Range. Damage+3 for 3 Turns.
- Incorporeal - Targets Body insubstantial for 2 turns per Level.
- Insect Swarm - Very Long Range. Area Effect for -2 Damage. Spiders too.
- Inspire - Increase Morale. Area Affect. Gain 1D3 Boons for 1 Task.
- Invisibility - One Close Target for 1 Minute per Level.
- Invulnerability - Cannot be Wounded. Lasts 1 Minute per Level.
- Jealously - And Envy. Of one Target for Another. Medium Range.
- Jinx - Curse. Long Range. 1D3 Hinderances. Permanent.
- Jolt - Close Range Electrical attack. Damage -1. 25% lose Consciousness.
- Jump - Enchantment. 10 Feet up or over per Level. One Close Target.
- Juxtapose - Merge 2 things into one. Has features of Both.
- Knock - Transform. Open Door, Chest, Container. Close Range. It gets a Save.
- Laughter - Area Effect. Curse. Targets Laugh. 2D2 Hinderances. 3 Turns per Level.
- Lay on Hands - Holy. Heal 1 Wound or 1 Condition. One extra per 3 levels.
- Levitate - Telekinesis. Slow Speed. Objects and Creatures.
- Light - Enchantment. Like a Torch or Flash to Blind Close Foe.
- Lightning Bolt - Air. Long Range. +4 Damage.
- Locate - Know Direction and Distance to Someone or Something. May be vague.
- Lock - Enchantment. Magically Seal Door, Container. Permanent.
- Lore - Learn Something about Target Object.
- Love - Make target fall in Love with nearby target of same race and opposite sex.
- Luck - Enchantment. Target gets +1 Fate.
- Luck in Battle - Target gets +2 Fate for 1 Battle.
- Lure - Long Range. All in range must Approach Target at normal Speed.
- Madness - Curse. Medium Range. 1D4 Conditions. Permanent. Psychosis.
- Magic Missiles - Energy. Short Range, +0 Damage, 1 Missile +1 per 2 levels
- Magic Shield - Target gets +4 Magic Resistance for 1 Combat.
- Magical Contract - Enchantment. Contracted individuals must abide or face Consequences.
- Magical Limb - Iron, Silver, Fiery, Glowing. Replace lost One. Permanent.
- Magical Potency - Enchantment. 1 Target per level can attack Foes immune to Normal Weapons.
- Magical Seal - Trap Monsters Inside. Various other Effects.
- Magical Steed - Summon. Horse, Unicorn, Pegasus, Nightmare, etc. Like Familiar.
- Magical Trap - Usually Elemental Damage with Proximity Trigger.
- Maze - Area of Effect. Illusion. Trapped in a Maze. Lasts 5 Minutes per Level.
- Melt - Short Range. Damage +1D6. Target gets 1D3 Hinderances. Permanent
- Memory - Change 1 Memory of Target. Permanent.
- Mend - Transform. Fix, Repair Objects, Relics, Items.
- Mesmerize - All Targets in Short Range Immobilized for 2D4 Turns or until Attacked.
- Mind Shield - Target Save+5 vs Mental Attacks of all types.
- Miracle - Divine Intervention. The Deity may ignore or subvert request. Max 1 per Week.
- Mirage - All can see something in the Distance. Mislead.
- Mirror Magic - Scry, Speak, Move through this and target mirror.
- Mist Magic - Create Mist or Become Mist. Up to 10 Minutes per Level.
- Moan - Long Range. Cause Fear to all in Range.
- Multiple Images - Illusion. 1 Image per Level.

- Disappear if Hit.
- Mutate - Chaos. Transform. Curse. Roll on Chaos Mutation Table once +1 per 5 Levels.
 - Neutralize Poison - Mitigate or Complete Negation.
 - Oath - Vow. Geas. Targets Magically compelled to abide by promise.
 - Obscure - Target resistant to Scry and Locate type Spells and effects for 1 Hour per Level.
 - Pain - Medium range. Target gets 1D6 Hinderances for 1 Turn per Level.
 - Paralysis - Curse. Short Range Target Immobilized 1D4 Turns.
 - Permanence - Make a Magical Effect Permanent. Object or Being can have only 1 permanent.
 - Petrify - Earth. Curse. Medium Range. Turn to Stone. Permanent.
 - Phantasmal Foe - Illusion. Distract and Delay.
 - Phantasmal Terrain - Illusion. Mislead and Delay.
 - Phobia - Curse. Close Target gains a Phobia. Permanent.
 - Pleasure - Illusion. Major Distraction. 1 Target per Level. Lasts 1D4 Hours.
 - Pocket Dimension - Conjure. From size of a Bag to that of a Kingdom.
 - Poison Cloud - Conjure. Medium Range. Weak Poison. Choking. Area of Effect.
 - Polymorph - Transform. Non-Self Target of Lower Level Change into Toad, Sheep, etc.
 - Possession - Control Target by entering their Body. If body killed Possessor killed.
 - Precognition - Get Defense +4 and Saves +4 for 1 Minute per Level.
 - Protection From - Pick one: Good, Evil, Magic, etc. Area or Target gets Defense and Armor+4
 - Psionic Blast - Mind. Medium Range. Does +5 Damage. Sometimes Heads explode.
 - Puppet Master - Medium Range. Control Target Like a Puppet for 1 turn per Level.
 - Purify - Food and Water. Can be used to make Holy Water.
 - Pyrotechnics - Fire. Fireworks, Flares. Can start Fires or use for -2 Damage. Long Range.
 - Quicksand - 5 Square feet per level. Sink in 1D3 Minutes.
 - Raise Dead - Make Undead. Must have Corpses on Hand. Permanent. Skeletons and Zombies.
 - Read Mind - Mind. Medium Range. Target of Lower Level. Learn 1D3 Secrets.
 - Regenerate - Target heals 1 Wound per Minute. 1 Minute per level. Regrow/Reattach Limbs.
 - Resistance to Cold - One Hour. Targets equal to Level. Save +4
 - Resistance to Fire - One Hour. Targets equal to Level. Save +4
 - Restore - Removes Injury on Close Target.
 - Resurrect - 50% of the time target is claimed by a God and cannot be resurrected.
 - Rewind - Time. Redo last X turns. X = Caster Level.
 - Ritual - Very Specific. Summon a God, a Demon Prince, etc.
 - Rock Bolt - Medium Range. +2 Damage plus 1D2 Conditions for 1D3 Turns.
 - Rope Magic - Create and Animate it. 1 Hour and 10 Feet per Level. Climb or Bind.
 - Rust - Water. Destroy Metal Object or Structure. Damage+5 to Metal Foe.
 - Sanctuary - Consecrate. Area Affect. Only Creatures of a certain Alignment may enter.
 - Sandstorm - Area Affect. All get 1D3 Hinderances for 2D6 Turns.
 - Sap - Destroy a Summoned Target Creature. Medium Range.
 - Screech - Area Affect. Medium Range. All Stunned for 1D6 Hinderances for 1D4 Turns.
 - Scry - Observe Distant Target. Uses Orb, Water, Mirror. 1 Minute per Level.
 - See the Past - Of the Area you Occupy. May go back hundreds of years.
 - Send - Send Message or Small Object to Faraway Target.
 - Shadow Magic - Disappear, Reappear, Move through Shadows. 1 Minute per Level.
 - Shapechange - Transform. Self into Animal or Monster.
 - Shatter - Energy. Destroy Glass, Mirrors, Relics.
 - Shield - Energy. Target gets Defense +3 for 1 Combat.
 - Shrink - Transform. Size Level becomes - 1D4.
 - Sicken - Curse. Medium Range. Target or Area Effect. 1D2 Hinderances for 1D2 Days.
 - Silence - Curse. Short Range. Cast on Area (1 Hour) or Creature (Permanent)
 - Simulacrum - Permanent Clone. Artificial Life Form. Cannot Cast Spells.
 - Sleep - Enchantment. Medium Range. 1 Target per Level.
 - Slice - Save vs Death or Amputation. Short Range.
 - Slow - Enchantment. Medium Range Target 1D4 Conditions and Half Move for 1D6 Turns.
 - Smite - Target gets +5 Damage in HTH. Lasts 1 Combat.
 - Smoke - Obscure a large Area. Can make it different Colors.
 - Sonic Scream - Cone or Area Affect. Damage+2. One turn per Level.
 - Soul Burn - Save or 1D2 Wounds and 1D2 Hinderances. Medium Range.
 - Speak to Animals - Life. Lasts 1 Hour per Level.
 - Speak to Plants - Life. They know Stuff. Lasts 1 Hour per Level.
 - Speed - Medium Target Swiftness+1 per Level. Lasts 5 Minutes per Level.
 - Spider Climb - Enchantment. Wall Walker. Target for 2 Turns per Level. Web Walking.
 - Spines - Grow 2 Spines per Level. HTH Damage+1. Can be slung Short Range. Poisonous.
 - Spores - Area Effect. Short Range. Fungal Infection. 1D6 Hinderances for 2 Weeks.
 - Staff - Enchantment. Also Wands. Spells cast

with this work as 1 Level higher.

- Staff to Snake - For 1 Combat. Poisonous. Wound Limit = 1.
- Stasis - Suspended Animation. Target or Area Affect.
- Stench - Area or Foe. Those effected get 1D3 Hinderances for 1D2 Days.
- Stun - Energy. Medium Range. 1D4 Conditions for 1D3 Turns.
- Substitution - Switch location of two Objects. They appear as the other Object.
- Suggestion - Area of Affect. Persuade+5 for one Argument.
- Summon Animal - For 1 Day. Will serve as mount, spy, guard, combatant.
- Summon Demon - And Bind it. Must bargain with it for services.
- Summon Elemental - Of Level equal to Caster for 1 Task.
- Summon Monster - Of Level equal to Caster for 1 Task.
- Summon Sea Creature - Animals or Monsters for 1 Task.
- Summon Spirit - Of Level equal to Caster for 1 Task.
- Symbol - Combined with another Spell. Effects all who can see Symbol.
- Talk to Dead - Corpses or Nearby Spirits. Ask 1D6 Questions.
- Tattoo Magic - Create 1 Weapon, 1 Ration, 1D4 Gold. Inscribe other Spells on Self.
- Technomancy - Energy. Powered Devices.
- Telekinetic Attack - Medium Range. Multiple Objects. 1D10 Damage +1 per Level.
- Thunder - Area Effect. Can stun, deafen, cause fear.
- Telepathic Projection - Send Image of Self to Distant Locale. Can See and Talk.
- Telepathy - Mind. Long Range. One Target or Broadcast.
- Teleportation - Teleport. Single Willing Target. Range increases with Caster Level.
- Tentacles - They have Grapple+4. Damage+1. 1 Target per 2 Levels.
- Time Stop - Caster gets 1D3 extra turns. Max once per Day.
- Time Travel - Far Future or Distant Past. Creates new Timelines.
- Timer - Combo Spell. Activates another Spell when time is up.
- Tongues - Understand and speak language of Target Character. Lasts 1 Day.
- Transfer Soul - Spirit. Put it in a Jar, another Body, a Gem, a Suit or Armor, etc.
- Transformation - Turn a Man into an Anvil or a Cup into a Cat. Close Range.
- Transmutation - Transform. Physical Objects. Lead into Gold. Stone to Mud.
- Trap Soul - Into Gem or Jar. Body also. Permanent. Can be Released.
- True Aim - Target gets Ranged Attack+5 for 1D6

Turns.

- True Sight - Detect Illusions, Invisible, Spirits. Lasts 1 Turn per Level
- Truth - Target or Area Affect. Cannot Lie or Cheat. Lasts 2 Minutes per Level.
- Turn Undead - Holy. Undead Flee plus +1 Damage per 2 Levels.
- Twister - Dust Devil, Tornado, Desert Twister, Cyclone, Hurricane, etc.
- Unbind - Negate Immobilization effect. 1 Target per Level.
- Unseen Servant - Spirit. Light Housework. Lasts 1 Hour per Level.
- Ventriloquism - Air. Illusion. 1 minute per Level. Distract and Mislead.
- Walk on Water - Lasts 1 Minute per Level.
- Wall of Swords - To cross suffer 2D4 Attacks. Lasts 1 Hour per Level.
- Ward - Prevents Magical Travel into/out of a Room/Area. Permanent.
- Water Breathing - Water. Air. Lasts 1 Day. Number of People per Level.
- Waves - Water. Create Splashes, Currents, Undertows, Whirlpools, Tsunamis
- Weakness - Curse. Medium Range. 1 Target per Level. 1D3 Conditions for 1 Combat.
- Weather Control - Air. Start Stop Storms.
- Weight Control - Target becomes very Heavy or very Light. 1 Turn per Level.
- Webs - Immobilize. Area Effect. Strength Test to Escape.
- Whimsy - Cause Something Whimsical to Happen. Real or Illusion.
- Wind Gust - Air. Knockback. Knockdown. Damage-2. Area Effects.
- Wish - Max one per Week. Wishes always have unexpected consequences.
- Wither - Kill Target Plant. Short Range.
- Word of Power - Combined with another Spell. Effects all who can hear Word.
- Wrath - Of God, Nature, etc. Large Area. Death. Save at -2.
- Write Magic - Create Scrolls, Magic Books
- X-Ray Vision - See through 10 Feet of Walls. 1 Minute per Level.

Starting Makers

A Character with Artifice, Technomancy, or Fetishes will, as a starting character, begin play with 1 appropriate Minor Relic. A Character with Alchemy will start with 4 Minor Potions.

Game Master Rules

This list is for the GM only not the players. You control if a NPC has a Spell and if and when and how they use it. You may not want the PC's to have certain Spells. They may unbalance your campaign. A PC can only gain access to a Spell if you allow it. At level increases you tell them which Spells are available to

be learned.

Just because a Player wants a Spell doesn't mean they get it.

Combo Spells

Advanced casters can combine two or more Spells into one producing a novel effect. This would be simultaneous casting. For example: A wizard might cast Fireball and Invisibility to create an invisible Fireball. The Word and Symbol Spells are designed to be used in Spell Combos.

The Term Elemental

A spell can have many variations depending on the manifestation of its power. The Typical Elements are Fire, Water, Air, and Earth. However many others are available: Steam, Lava, Stone, Iron, Crystal, Wind, Ice, Plants, Shadow, Void, Holy, Unholy, Chaos, Law, Magnetic, Diamond, Metal, Sun, Light, Darkness, Tar, Lightning, Energy, Force, Plasma, Flesh, Bone, Poison, Slime, Acid, Sand, Mud, Clay, etc. Practically any Substance can be substituted.

The GM will have to develop rules for any he wants to include. For example: What would the properties of a Wall of Flesh have (Regeneration) compared to a Wall of Iron (Armor+5)?

Master Skill List

Skills List

- Acrobatics - Flips, Tumbles
- Acting - Theatre
- Acupuncture - Healing, Curing
- Acute Hearing - Perception Bonus
- Alertness - Perception Bonus
- Ambush - Bonus to Attack if Hidden
- Animal Handling - Training, Husbandry, Breeding
- Apothecary - Use of, Production of Medicinals
- Appraisal - Monetary Value
- Arcane Languages - Ancient and Magical
- Archeology - Study of Ancient Civilizations
- Archery - Bows, Attack Bonus
- Architecture - Designing Buildings
- Artillery - Catapults, Ballistae, Attack Bonus
- Astrology - Method of Non-magical Fortune Telling
- Axe - One and Two Handed
- Backstab - Bonus to Damage if Hidden or from behind
- Baking - Bread, Pastries
- Balance - Keep from Falling, Parkour
- Barber - Cutting Hair
- Battle-cry - Increase Allies Morale; Decrease Opponents
- Beast Lore - Animals, Zoology
- Begging - For Money or Mercy
- Blacksmith - Forging and Casting, Armour
- Blind Fighting - Negate Penalties (Max 1 Level)

- Block - Extra Defense Bonus with Shield
- Bluff - Persuasion Bonus if Lying
- Book Binding - And Scrolls
- Bowyer - Making Bows
- Brawl - Unarmed Combat. Punches. Kicks. Strikes
- Brewing - Making Beer, Ale, Mead
- Calligraphy - Scribing
- Candle Making - Wax
- Carousing - Alcohol Consumption
- Carpentry - Woodworking
- Carry - Increase Encumbrance Limits
- Cartography - Making and Reading Maps
- Carving - Sculpture
- Catch - Anything Thrown, Dropped, Missiles
- Cheer - Reduce Anger in Others
- Chemistry - Component of Alchemy
- Climb - Walls, Mountain Climbing
- Club - Mace, Morning Star. Bonus to Attack and Damage
- Cobbler - Shoe Maker
- Constitution - Toughness +1
- Construction - Techniques for Building
- Cooking - High Level Gourmet
- Crossbow - Attack Bonus
- Dagger - And Knives. Bonus to Attack and Damage
- Dance - Multiple Styles
- Demon Lore - And Devils; Ask GM one Question
- Detect Lie - Body Language
- Dexterity - Agility +1
- Diagnosis - Diseases, Internal Injuries
- Dig - Shovel Work; Burrowing
- Diplomacy - High Level Negotiations
- Disarm - Remove Foe's Weapon
- Discernment - Perception +1
- Disguise - Goes good with Acting, Spy, and Languages
- Dodge - Defense Bonus vs Ranged Attack
- Dual Wield - Negate Penalty
- Empathy - Psychology. Know Motivations
- Engineering - Making sure Mechanical systems, Bridges, Buildings will work
- Escape Artist - Slip Bonds; Contortions
- Etiquette - Nobility, Chivalry
- Evasion - Bonus to Save vs Area Effect Attack
- Farming - Plants and Animals
- Fast Draw - Initiative Bonus
- Fast Healer - Extra Wound per Day
- Fey Sight - See Fey
- Flail - Attack and Damage Bonus
- Fletcher - Making Arrows
- Fight Dirty - Bonus to Attack (Max 1 Level)
- Find Weakness - Bonus to Attack
- First Aid - Medical Attention, Stop Bleeding
- Fishing - Rod, Net
- Foraging - Food
- Gambling - Betting Games, Gaming
- Gardening - Vegetables, Horticulture
- Geography - Natural and Man-Made
- Gemology - And Gem cutting

- Geology - Natural Origins of Terrain Features
- Glassblowing - Art Glass, Mirrors, Vials, Flasks
- Goldsmith - Jeweler. Silversmith
- Gossip - Learn Rumors
- Gunnery - Firearms, Cannons. Attack Bonus
- Grappling - Wrestling. Holds. Locks. Throws
- Haggle - Bargaining
- Hammer - Mauls. Bonus to Attack and Damage
- Heavy Armor - Maneuvers; Negate Penalties (Max 1 Level)
- Heraldry - Crests
- Herbalism - Know Medicinal Value of Plants. Plant Lore
- Hidden Weapons - Evade Casual Detection
- History - Local, Regional, National, International
- Horse Archery - Negate Penalty (Max 1 Level)
- Identify Potions - Taste, Smell, Look, Viscosity
- Intelligence - Wits +1
- Interrogation - Gain Information
- Intimidate - Cause Fear in Opponents
- Investigation - Finding Clues
- Jest - Humor. Can be used to Diffuse or Enrage.
- Juggling - Goes good with Catch Missiles and Thrown Weapon
- Jump - Long and High
- Karma - Fate+1
- Knots - Ropework. Pioneering
- Law - Local, Regional, National, International
- Language - One Foreign Language
- Leadership - Rally, Command Troops
- Leather Working - Armor, Boots, Belts, etc.
- Lip Reading - Up to Short Range
- Literature - Great Books
- Locks - Lockpicking
- Logic - Puzzles. Arguments
- Logistics - Supplying an Army. Quartermaster
- Luck - Fate+1
- Masonry - Stone Working
- Massage - For Medical or Seduction Purposes
- Mathematics - Geometry, Algebra, Calculus
- Mechanics - Fixing, Making mechanical Devices
- Medicine - Non-emergency Ailments
- Meditation - Reduce Anger and Fear in Self
- Memory - Remembering
- Midwife - Delivering Babies
- Mining - Finding Precious Metals
- Monster Lore - Ask GM one Question
- Musical Instrument
- Muscles - Strength +1
- Navigation - On Water
- Optics - Lenses
- Oratory - Public Speaking
- Painting - Fine Arts
- Paleontology - Extinct Animals and Monsters
- Paper Making - And Parchment
- Parry - Defense Bonus with Weapon in Hand
- Pathfinding - On Land. Trailblazer
- Philosophy - Ethics, Metaphysics
- Physics - Pre-Newtonian
- Pick Pocket - And Cutpurse
- Pilot - Vehicles: Land, Sea, Air
- Planar Lore - Other Dimensions
- Poetry - Limericks and Sonnets
- Poison Lore - Identify Poison, Poisonings
- Politics - How to
- Polearms - Halberds, Bills, Glaives, Pole-Axes. Attack and Damage
- Pottery - Clays, Spinning, Glazes, Firing. Ceramics
- Preaching - Conversions
- Presence - Charisma +1
- Prone Fighting - Negate Penalty (Max 1 Level)
- Protect - Intercept Attack on Nearby Character
- Quickness - Reflexes +1
- Rage - Bonus to Hit and Damage, Penalty to Defense
- Relic Lore - Famous Magic Items
- Religion - Know Prayers, Ceremonies, Beliefs
- Riddles - Solving and Knowing
- Riding - Equestrian
- Rowing - Group Effort. Increase Boat Speed
- Sailing - Boating
- Scout - Determine Troop Numbers, Dispositions
- Seduction - Sexual Attraction
- Shield Bash - Secondary Attack if First Misses
- Sing - Harmonies, Melodies
- Skiing - Over Snow
- Skirmish - Move and Attack, Open Formations
- Slay - Bonus Wounds to successful attacks vs Target Type
- Slings - Bonus to Attack. Also to Craft
- Slow Fall - Take less Damage from Falls
- Spear - Pikes. Bonus to Attack and Damage
- Spirit Lore - Folk Tales
- Spy - Learn Secrets of Foe
- Staff - Bonus to Attack and Damage
- Star Gazing - Astronomy
- Stealth - Bonus to Hide; Remain Undetected
- Storytelling - Attracting and impressing an Audience
- Strategy - Large Battles
- Streetwise - Dealing with Criminals
- Surgery - Patch up Injuries and Mortal Wounds
- Survival - Food, Shelter, Water, Fire Starting, Camping
- Swashbuckling - Reduce Penalties for Difficult Moves
- Sweep - Hit Multiple Targets in HTH (Max 1 Level)
- Swift - Increase Movement Rate by +10 per level
- Swim - Distance, Depth, Speed, Duration, Diving
- Sword - One and Two Handed. Bonus to Attack and Damage
- Tactics - Advantage in Small Combats
- Tailor - Sewing
- Tattoo Artist - Drawing on Skin
- Taunt - Attracting Hostile Attention
- Theology - Religious Arguments
- Throw (Weapon) - Pick: Dagger, Spear, Axe, Flask, Bolas, etc.
- Track - Hunting. Also Hide Tracks
- Traps - Finding, Detecting, Disarming, Making
- Trick Shot - Including Indirect Fire and Ricochets

- Weather Sense - Predict 1-2 days out
- Weaving - Making cloth/Clothing from Wool or Cotton.
- Willpower - Will +1

Character Progression

Leveling Up: Progression And Experience Points

Players gain 1-5 XP per Adventuring session. Players need 5 XP to advance to level 2. Players need 10 XP to advance to levels 3-5.

Players need 20 XP for every level 6 and above. XP Total resets to 0 after each Level gain. At each level advance the Character gains 1 Skill or 1 Spell.

The GM will tell the PC which Skills or Spells are Available. Note: It is possible to learn extra Skills/Spells without going up a level at the GM's discretion. The GM may also require the Character to achieve a Milestone to Advance in addition to the XP. Milestones can include:

- Defeating a Major Foe
- Completing a Quest
- Defeating a Monster Singlehandedly
- Winning a Duel
- Training under a Master
- Taking time to Train or Study
- Stealing a Relic
- Studying at a Dojo, Academy, or University
- Destroying a Place of Evil
- Building a Temple or Workshop
- Leading an Army in Battle

The GM can take away XP if necessary for bad behaviors such as cheating or blurting things out.

Multi-classing

If a Character has accumulated most of the Skills described in a class description, he can legitimately consider himself to be a member of that profession. However his Social Class, Culture, and Reputation might not warrant it. For example a Knight might eventually acquire most of the skills of a Noble and later those of a General. To learn Secondary Spellcasting requires at least 2 years with a Master. To learn

Primary Spellcasting requires at least 5 years with a Master.

Status And Rulership

As Characters level up and become more powerful, their expectations and that of those around them change. Humans (and their ilk) are Social Animals. They progress from Adventurers to Rulers.

The path is different based on the Characters self Image and the perceptions of others. A Variety of Progression Tables and explanations are provided below.

Fighter Class Progression Path

This would primarily apply to Warriors, Cavaliers, Nobles, Paladins, Templars, Holy Warriors, Highlanders, Commanders, Champions, Avengers, Battle Masters, Samurai, and Soldiers. Also Rangers who want to settle down. Duelists and Martial artists can also go this Route.

Rogue types and even Merchants seeking Noble Prestige as well can occasionally buy their way in depending on the culture. By 7th level these Adventuring types usually have acquired enough Money to buy into the aristocracy. Or through their reputation Alone they may be granted A Knighthood. This includes a Manor House (Tiny Castle) overseeing a Village of around 300 people that is 6-9 Miles square. By 11th Level He should be able to buy or be rewarded the Title of Count. The Count controls a County which is roughly 1 Map Hex.

A Hex will be 30 Miles across (1 Days Travel) and will contain 200 Villages, 1 Castle, and 45% chance of a Town or 5% of a City. He will control The Villages and Castle, but not the bigger Settlements. They will have their Own Laws and Charters. Each Village (or Manor) will provide One Knight and Ten Fighting Men that can be mustered. A County Contains 60,000 Villagers.

By 14th Level the Character will have the Title of Duke and Control a Duchy. A Duchy is composed of 2 to 6 Counties. At 17th Level our Fighter will have battled and intrigued with The other Dukes enough to Grasp the Title of King, Supreme Ruler of the Land. A Small Kingdom will have from 5 to 33 Hexes.

Fighter Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-
7	Knight	Manor(s)
8	-	-

Level	Title	Land (Hexes)
11	Count	County (1)
12	-	-
13	-	-
14	Duke	Duchy (2-6)
15	-	-
16	-	-
17	King	Kingdom (5-33)
18	-	-

Level	Title	Land (Hexes)
9	-	-
10	-	-

Level	Title	Land (Hexes)
12	-	-
20	Emperor	Empire (333+)

Settlement Table

Type:	Hexes	Population
Village	-	50 - 300 (20 - 1000)
Town	-	2,500 (1000 - 8000)
Small City	-	8000 - 12,000
Medium City	-	12,000 - 20,000
Large City	-	20,000 - 100,000+
County	1	60,000 (Around 200 Villages)
Duchy (Barony)	2-6	120,000 - 360,000+
Small Kingdom	5-33	0.3 - 2 Million
Medium Kingdom	83	2 - 5 Million
Large Kingdom	166	5 - 10 Million
Imperial Province	28	1.7 Million
Small Empire	333	10 - 20 Million
Medium Empire	500	20 - 30 Million
Large Empire	1000	30 - 60 Million+

Barbarian Class Progression Path

Primarily for Barbarians, Vikings, Nomads, Amazons, and Tribal Warrior Types. Also works for Shamans and other primitive Casters. A more primitive social structure than that of the Feudal system

the Fighter types are stuck with.

Title and power have to be fought for, either Combat between Leaders or Ritual Tribal Warfare. Otherwise the pattern is similar. Barbarian Empires are called Confederations.

Barbarian Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-
7	-	-
8	Chief	Band
9	-	-
10	-	-

Level	Title	Land (Hexes)
11	Hetman	Tribe (1)
12	-	-
13	-	-
14	War Chief	Big Tribe (2-6)
15	-	-
16	-	-
17	King	Chiefdom (5-33)
18	-	-
19	-	-
20	-	-

Rogue Class Progression Path

Primarily for Rogues, Thieves, Assassins, and other Criminal underworld figures. Sometimes they can wrangle Themselves into the Noble Fighter or Courtesan paths, but if They want to keep their freedom and stick to the shadows this Is their Fate. Note that

they don't actually own the Land, rather This is the extent of their influence and dealings. The Title of Guild Master is often replaced with more colorful titles such as The King of Thieves. Rogues that operate in the Countryside are Referred to as Bandits. If Bandits become powerful enough they May oust a local Count and take his place.

Rogue Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-
7	Guild Master	Town Guild (1)
8	-	-
9	-	-
10	-	-

Level	Title	Land (Hexes)
11	Guild Master	City Guild (1)
12	-	-
13	-	-
14	Guild Master	National Guild (2-6)
15	-	-
16	-	-
17	Guild Master	International Guild (5-33)
18	-	-
12	-	-
20	-	-

Good Caster Class Progression Path

Primarily for Mages of Good or Neutral Alignments. Note that as Casters increase in level they accumulate Marks, Mutations, and Madness from their Spell Lists and Mishaps. They become increasingly less human and concerned With the affairs of Men. At the same time they are often shunned By normal men who fear their odd appearance and sorcerers Ways. Many Magic Users at Tenth Level and beyond have Achieved some

form of Ascension where they have become Immortal Dwellers on other Planes of Existence. They have Become Liches, or Dragons, or Demigods. However, some will Leave their mark on Human Lands as the Table depicts. Any Given Mage might not build any such structures but they certainly Could if they wanted to. Note there do exist Mageocracies where It is the Mages who are the Nobles. In this case, their progression In that society would more closely match that of a Fighter.

Good Caster Progression Table

Level	Title	Enterprises:
1	Apprentice	-
2	Disciple	-
3	Adept	-
4	Mage	Magic Shop (Ingredients)
5	-	Laboratory (Alchemist)
6	-	Workshop (Artificer)
7	-	Mountaintop (Seer or Mystic)
8	-	Library (Sage)
9	-	Tower (To keep Treasures)
10	-	-

Level	Title	Enterprises:
11	-	Dungeon (To Hide Artifacts)
12	-	-
13	-	School (Teach Young Mages)
14	-	-
15	-	Council of Mages
16	-	-
17	Archmage	Floating City
18	-	-
12	-	-
20	-	-

Evil Caster Class Progression Path

Primarily for Mages or Priests of Evil or Chaotic Alignment. These Individuals are usually very interested in throwing Their weight around. They will raise armies of foul Creatures and terrorize all with their

Mighty Magics. They will go on sprees of Conquest and Destruction.
At Empire Scales they are referred to as a Scourge of A Greater Realm. They are a threat to every territory they Border.

Evil Caster Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	Lair
6	-	Tower
7	Menace	Dungeon
8	-	-

Level	Title	Land (Hexes)
11	-	-
12	-	-
13	Invader	Lesser Realm (2-6)
14	-	-
15	-	-
16	Destroyer	Major Realm (5-33)17
18	-	-
12	-	-

Level	Title	Land (Hexes)
9	-	-
10	Marauder	Minor Realm (1)

Good Priest Class Progression Path

Primarily for Good, Lawful, or Neutral Priests. Sometimes Paladins, Templars, and Holy Warriors as well. These types of Priests want spread the worship of their Patron. This is usually by building temples and churches In new lands and converting the unbelievers. Often (75%) They don't own the Land but they do

Level	Title	Land (Hexes)
20	-	-

influence it Heavily and may impose tithes and other dues on their Adherents and any infidels within range. At Empire Scales it is the Pope that presides over the Universal Church.

Note that in a Theocracy the Clergy are also the Nobles so a Priest (Evil Priests too) Could take the Fighter Path in that situation.

Good Priest Progression Table

Level	Title	Land (Hexes)
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	Priest	Single Church or Temple
7	-	-
8	Priest	Many Holy Sites
9	-	-
10	High Priest	Small Church (1)

Level	Title	Land (Hexes)
11	-	-
12	-	-
13	Bishop	Minor Church (2-6)
14	-	-
15	-	-
16	Arch Bishop	Great Church (5-33)
17	-	-
18	-	-
12	-	-
20	Pope	International Church

Entertainer Class Progression Path

Primarily for Bards, Musicians, Dancers, Actors, and Other Performers Or Troupes of Performers. As

they Advance their Fame increases. Their Progression is measured in how far their Fame has Spread. With Fame also comes Wealth. They might use this to build Theatres or venues in Towns and Cities.

Entertainer Progression Table

Level	Title:	Known In:
1	Local Fame	1 Village
2	Noted	2 Villages
3	Recognized	6 Villages
4	Leading	36 Villages
5	-	-
6	Important	90 Villages
7	-	-
8	Acclaimed	County Wide
9	-	-
10	Distinguished	Many Counties

Level	Title:	Known In:
11	-	-
12	Renowned	Duchies
13	-	-
14	-	-
15	Glorious	Kingdom
16	-	-
17	-	-
18	Great	International Star
12	-	-
20	-	-

Merchant Class Progression Path

Merchants and Traders will keep 1 Shop and 1 Warehouse in a Town or City. Most Hexes have a 45% chance of having a Town And a 5% chance of having a

City. A Merchant will also control Caravans and Merchant Ships to create a Trade Network. Some Rogues and Pirates looking for less violent work will take this path.

Merchant Progression Table

Level	Title	Shops
1	Peddler	0
2	Shopkeeper	1
3	Vendor	2
4	Trader	3

Level	Title	Shops
5	Operator	4
6	Shipper	5
7	Handler	6

8

10

9	Exporter	7
---	----------	---

11	Wholesaler	8
12	-	-
13	-	-
14	Merchant	9-11
15	-	-
16	-	-

11	Wholesaler	8
17	Merchant King	12-16+-
18	-	-
12	-	-
20	-	-

Pirate Class Progression Path

Pirates are judged by the size of their Fleets. A typical small fast ship has a Crew of around 50. Much

rarer are Pirate Warships with a crew of 150 or more.

Pirate Progression Table

Level	Title	Fleet Size (Number of Ships)
1	-	-
2	-	-
3	-	-
4	-	-
5	Captain	Single Small Ship (1)
6	Captain	Single Medium Sized Ship (1)
7	Captain	Single Large Ship (1)
8	-	-
9	-	-
10	Plunderer	Small Fleet (40)

Level	Title	Fleet Size (Number of Ships)
11	-	-
12	-	-
13	Sea Rover	Minor Fleet (40-200)
14	-	-
15	-	-
16	Ravager	Great Fleet (200-1200)17
18	-	-
12	-	-
20	-	-

Sailor Class Progression Path

Naval Officers.

Sailor Progression Table

Level	Title	Fleet Size (Number of Ships)
1	-	-
2	-	-
3	-	-
4	-	-
5	Captain	Single Small Ship (1)
6	Captain	Single Medium Sized Ship (1)
7	Captain	Single Large Ship (1)
8	-	-
9	-	-
10	Master	Small Fleet (40)

Level	Title	Fleet Size (Number of Ships)
11	-	-
12	-	-
13	Commander	Minor Fleet (40-200)
14	-	-
15	-	-
16	Admiral	Great Fleet (200-1200)17
18	-	-
12	-	-
20	-	-

Soldier/commander Class Progression Path

Military Officers.

Soldier Progression Table

Level	Title	Unit Size
1	Grunt	-
2	Private	-
3	Corporal	-
4	Sergeant	Squad
5	Lieutenant	Platoon
6	Captain	Company
7	-	-
8	Major	Battalion
9	-	-
10	Commander	Brigade

Level	Title	Unit Size
11	-	-
12	Marshall	Division
13	-	-
14	-	-
15	-	-
16	General	Army
17	-	-
18	-	-
12	-	-
20	-	-

Courtesan Class Progression Path

Primarily for Courtesans, Diplomats, Heralds, Stewards, Seneschals, Jesters, Children of Nobles, Advisors, Generals, Senators, and Court Officials of all

types. Some Rogues and Charlatans as well. Instead of having actual Noble Titles, they are close to those that do. By having the Kings Ear or the Kings Favor they can amass wealth and Power for Themselves as well determine policy and History at a Grand Scale.

Courtesan Progression Table

Level	Title	Influence
1	-	-
2	Local Official	Knights Favor
3	-	-
4	Regional Off.	Counts Favor
5	-	-
6	Royal Guard	(If Fighter)
7	-	-
8	Provincial Of.	Dukes Favor
9	-	-
10	Court Official	Kings Favor

Level	Title	Influence
11	-	-
12	Guard Captain	(If Fighter)
13	-	-
14	Royal Advisor	Kings Favor
15	-	-
16	-	-
17	-	-
18	-	-
12	-	-
20	-	-

Expert Class Progression Path

Primarily for Duelists, Martial Artists, Monks, Ninjas, Tinkerers, Scientists, Engineers, and Scholars. Also works for Artisans and Craftsmen. As these

Professions Advance they open up Guilds or Schools (Academies, Universities) to train new members to a high level of Skill.
Generally 1 such Academy can be located in a Town or City.

Expert Progression Table

Level	Title	Guilds or Schools
1	-	-
2	-	-
3	-	-
4	-	-
5	-	-
6	-	-
7	Instructor	1
8	-	-
9	-	-
10	-	-

Level	Title	Guilds or Schools
11	Dean	2-4
12	-	-
13	-	-
14	Master	5-10
15	-	-
16	-	-
17	Grand Master	11-16+
18	-	-
12	-	-
20	-	-

The map is a hand-drawn diagram of a dungeon layout, drawn on lined paper. It features a central area with several rooms and corridors, each labeled with a name and associated details. The layout is as follows:

- Main Temple:** Located at the top, it has "STEPS" leading up to it, "BRAZIER'S SWEET INCENSE" on the left, and "PILLARS", "VAULTED CEILING", "FRESCOS OF THE GODDESS IDRAS", and "MAIN ROOM" on the right.
- Sacred Chamber:** Below the Main Temple, it contains a "SMALL ALTAR" and an "UNHOLY SYMBOL" on the left, and "BLACK ROBES W HOODS", "IDOL OF THE GODDESS", and "BLOOD ON THE FLOOR" on the right.
- Secret Door:** A small, narrow passage leading from the Sacred Chamber to the Demon Face.
- Demon Face:** Features a "GIANT NOSE" and is associated with a "TRAP" that "PRESENT UNHOLY SYMBOL OR IT SQUEEZES GREEN SLIME", "REF. SAVE", and "SCRAPE OFF - 1 WOUND PER TURN".
- Central Chamber:** A large central room with "DEMONIC CARVINGS ON WALLS" on the left, "GONG" and "4 GUARDS PLAYING A DICE GAME" below it, and "WALL CARVINGS" and "YELLING SQUEALING" on the far left.
- Guard Room:** Located to the left of the Central Chamber, it contains a "HOWLING DEMON DOG KENNEL".
- Monk Cells:** To the right of the Central Chamber, it has "DARK POLYMETE DRAWING PENTAGRAM" on the right.
- Library:** Below the Monk Cells, it contains "BOOKS ON DEMON LORE" and "DEMORALIZED LAG".
- Store Room:** Below the Library, it contains "BARKLES CRATES" and "EXIT TO SURFACE" (with a staircase icon).
- File of Naked Fresh Dead Bodies:** To the right of the Store Room, it has "HIDEOUS LAUGHING" and "PAIR OF LESSER DEMONS TEARING APART BODY" on the right.
- Captive Being Tormented By Imps:** Below the Central Chamber, it has "LOW MOANS" on the left and "PRISONER CELLS" below it.
- Prisoner Cells:** Below the Captive, it contains "RESCUE CAPTIVES".
- Torture Chamber:** To the right of the Prisoner Cells, it contains "CULTIST BURNING BRAND" and "SULFUR".
- Pit of Hellfire:** Below the Torture Chamber, it contains "BURNING EMBERS" and "HEAT".
- Cultists Ceremony:** Below the Prisoner Cells, it contains "GIRL TIED UP ON ALTAR" and "SHRINE".
- Evil High Priests Chambers:** Below the Cultists Ceremony, it contains "PUZZLE LOCK" and "RELIC DEMON BLADE COINS SCATTERED ON FLOOR".
- Cistern:** To the right of the Captive, it contains "FOUL MURKY WATER" and "DAMP".
- Giant Cauldron Cannibal Soup Cook:** To the right of the Cistern, it has "FOUL SMELL" and "BUBBLING".
- Room Full of Bones & Maggots:** Below the Giant Cauldron, it has "STENCH" and "UTTERLY NAUSEATING".
- Major Demon Eating Live Captive:** To the right of the Pit of Hellfire, it has "SCREAMS HORRIFYING VISAGE" and "OPEN".
- Planar Gate:** Below the Major Demon, it contains "OPEN" and "2 DEMONS".
- Other Features:** The map includes various other labels such as "WALL CARVINGS", "TORIES", "GONG", "STAIRS", "EXIT TO SURFACE", "DAMP", "FOUL SMELL", "BUBBLING", "STENCH", "UTTERLY NAUSEATING", "HEAP OF SQUIRMING LEMURES", "CRACKLING W. ENERGY", "DEMON IDOL", "GONG", "EX", "PILLARS", "VAULTED CEILING", "FRESCOS OF THE GODDESS IDRAS", "MAIN ROOM", "BLACK ROBES W HOODS", "IDOL OF THE GODDESS", "BLOOD ON THE FLOOR", "TRAP", "PRESENT UNHOLY SYMBOL OR IT SQUEEZES GREEN SLIME", "REF. SAVE", "SCRAPE OFF - 1 WOUND PER TURN", "GIANT NOSE", "DEMONIC CARVINGS ON WALLS", "GONG", "4 GUARDS PLAYING A DICE GAME", "WALL CARVINGS", "YELLING SQUEALING", "LOW MOANS", "PRISONER CELLS", "RESCUE CAPTIVES", "CULTIST BURNING BRAND", "SULFUR", "PIT OF HELLFIRE", "BURNING EMBERS", "HEAT", "PUZZLE LOCK", "RELIC DEMON BLADE COINS SCATTERED ON FLOOR", "SHRINE", "GIRL TIED UP ON ALTAR", "GONG", "STAIRS", "EXIT TO SURFACE", "DAMP", "FOUL MURKY WATER", "DAMP", "FOUL SMELL", "BUBBLING", "STENCH", "UTTERLY NAUSEATING", "HEAP OF SQUIRMING LEMURES", "CRACKLING W. ENERGY", "DEMON IDOL", "GONG", "EX", "PILLARS", "VAULTED CEILING", "FRESCOS OF THE GODDESS IDRAS", "MAIN ROOM", "BLACK ROBES W HOODS", "IDOL OF THE GODDESS", "BLOOD ON THE FLOOR", "TRAP", "PRESENT UNHOLY SYMBOL OR IT SQUEEZES GREEN SLIME", "REF. SAVE", "SCRAPE OFF - 1 WOUND PER TURN", "GIANT NOSE", "DEMONIC CARVINGS ON WALLS", "GONG", "4 GUARDS PLAYING A DICE GAME", "WALL CARVINGS", "YELLING SQUEALING", "LOW MOANS", "PRISONER CELLS", "RESCUE CAPTIVES", "CULTIST BURNING BRAND", "SULFUR", "PIT OF HELLFIRE", "BURNING EMBERS", "HEAT", "PUZZLE LOCK", "RELIC DEMON BLADE COINS SCATTERED ON FLOOR", "SHRINE", "GIRL TIED UP ON ALTAR", "GONG", "STAIRS", "EXIT TO SURFACE", "DAMP", "FOUL MURKY WATER", "DAMP", "FOUL SMELL", "BUBBLING", "STENCH", "UTTERLY NAUSEATING", "HEAP OF SQUIRMING LEMURES", "CRACKLING W. ENERGY", "DEMON IDOL", "GONG", "EX".

Main Temple

Introduction

Devoted to the Agrarian Earth Mother Goddess
Idras, Lady of the Harvest. Frescos depict pastoral
bliss: Planting, Harvesting, Herding, Childbirth

Sacred Chamber

Separated by a Curtain. Only the Priests of Idras are allowed inside. Demonic Unholy Symbol located in Ashes on Altar. Blood Trail leads to Back Wall. Pressing a Stone reveals Secret Door.

Room With Demon Face With Giant Nose

Eyes Light Up. PC's must present Unholy Symbol or the Face Sneezes, covering them with Green Slime. Hard Dodge save to Avoid. Medium Swiftess Save to scrape off Slime or it Causes 1 Wound.

Central Chamber

4 Cultist Guards playing Dice. 2 engage. 1 Runs to bang a giant Gong which will cause the Cultists in the Ceremony room to come running. 1 runs to release the Demon Dogs from the Kennel. Lit with Torches.

Guard Room

Blankets, scattered knives and Spears, scattered coins, a lit candle.

Demon Dog Kennel

4 Dogs. Pink hairless ferocious monstrosities. Chewed Bones, Water Trough. Key ring hung on wall. Leashes. Smells of Wet Dog. Incessant Barking. They are locked up unless released by the guard.

Store Room

Boxes, Barrels, Crates. Foodstuffs, Firewood, Salt, Ale, Flour, Pitch, Oil. Stairs going up lead to a small above-ground warehouse with more goods.

Monk Cells

Corridor, 10 Cells each side. Straw beds, Candles, Papers, Ink, Coins, Robes.

Library

Valuable Books on Demonology, Planar Lore, History, Mythology, Religion. 4 Scrolls of Demon Summoning (different types). Book on Destroying Portals.

Summoning Chamber

Dark Acolyte Mage. If players were stealthy in library he can be surprised. If they were not, he will ambush them and run for help if possible. He has Spells of Darkness, Paralysis, Weakness, Fear, and Demon Summoning. Search to find scroll with Force field Spell.

Pile Of Bodies

Unsuspecting souls snatched from the streets. Main Food Source.

Pair Of Laughing Demons

Playing Tug of War with a Body. Screeches Cause Fear. Vulture Heads. 7 foot tall naked human bodies. Attack with Talons and Beaks.

Giant Cauldron

Cannibal Soup. Floating Body Parts. Being stirred with a paddle by a Large, Slow, Fat, Half-Wit Cook. He will Attack Ineptly.

Cistern

Main Water Source. Underwater exit to city sewers if players dive in.

Imp Room

6 Imps will Attack. Weak Foes. Flying, Scratching. Captive tied up in Chair. Member of the City Guard. Grateful if Freed.

Prisoner Cells

12 Locked Doors. Half Empty. Captives: Street urchins, laborers, and beggars.

Torture Chamber

Mid-Torture on an Aristocratic Courtesan. Cultist with Hot Iron will Attack. Rack, Iron Maiden, Furnace. Whip, Manacles, Thumbscrews.

Ceremony Room

10 Cultists performing ritual. Can be surprised. Demon Idol has Ruby Eyes. Naked Girl on Altar is Serving Wench. If rescued will fall in love with a PC. Evil High Priest knows spells of Weakness, Command, and Telekinetic Attack. If the Ceremony is completed, a Demon Prince will appear and carry off the Girl. All the Cultists will receive Demonic Strength +2.

Priests Chambers

Priest will retreat here from Ceremony Room. Bed, Desk, Washing Basin, Wardrobe. Bottle of Magic Healing Wine. 4 Doses. Dagger +1.

Relic Room

Puzzle Lock on Door. Hard Puzzle Check or lose a Hand. Collection of Unholy Symbols and Icons hanging on Walls including Glowing Demon Blade +4. Cursed. Wielder becomes Evil and Bloodthirsty. Small open chest of Coins on Table. Some coins on Floor.

Pit Of Hellfire

Central Pit. Narrow path around. Burning Embers will scorch eyes and lungs.

Major Demon

10 Feet Tall. Bloody Horse Head with 2 Horns. Sharp Teeth. Venomous Snake Limbs. Will drop half eaten corpse and chase PC's into Pit Room, but no farther.

Trash Room

Stench from Bones and Maggots will give PC's a -1 penalty for 2D Minutes after leaving.

Lemures

Secondary source of Food and Sacrifices. Gibbering Pus filled Larvae. Human Faces. Ankle biters. Very

The Ruined Castle

For use with any RPG Rule System

Draw Bridge

The Bridge is down. It is covered with Guano. The Moat Monster will take 8 Wounds Counters before retreating back to the Scummy Waters.

Gatehouse

The Gatehouse is 30 Feet Tall. The Towers are 40 Feet Tall. The Catwalks can be accessed from the Gatehouse. The Gate is 20 feet tall. The Portcullis is down. The Archers have 80 Arrows and are locked in.

Walls

The walls are 20 Feet Tall. All have walkable Catwalks but they are falling apart.

North Tower

All the Floors have collapsed in this Tower.

South Tower

The Third Floor contains a Bat Swarm that will attack.

East Tower

All Towers have Barracks and Storage on the first 3 Floors: Spears, Bundles of Arrows, Stones, Barrels of Oil, Blankets. All Towers have parapets and a Ballista or Catapult on top.

West Tower

The Angry Ghost will Demand the Characters leave and will try to drive them off. "Stay away Fools!" Was once a Loyal Guard.

Weak Foes. Easily Dispatched.

Planar Gate

To Demon Dimension. Major Goal of PC's should be to destroy this Portal. If they mess with it, Two Lesser Winged One-eyed Ape-Demon guardians step through: Beat Chests, War Cries. Gaze causes Confusion. Strength +4 Brawl +4. Any Combo of 3 of these Spells will Close the Portal: Lock, Blessing, Force Field, Disintegrate, Shield, Curse Breaker, Dispel, Shatter. An easy Arcane Lore Skill check will reveal this.

Courtyard

A dozen Skeletons/Zombies will arise over several minutes and at different distances. The Stench of Undead is everywhere. Some bodies have a few coins. One clutches a Sharpened Wooden Stake.

Well

The Water is Fetid. Full of Snails.

Stables

Against the West Wall. Parts are caving in. Leather equipment has rotted but metal pieces can be salvaged.

Smithy

Against the inner Keep. The Door to the Armory is Jammed. A good oiled Hammer +1 can be found amongst rusted tools and Anvils. Piles of Charcoal and Firewood nearby.

Vestibule

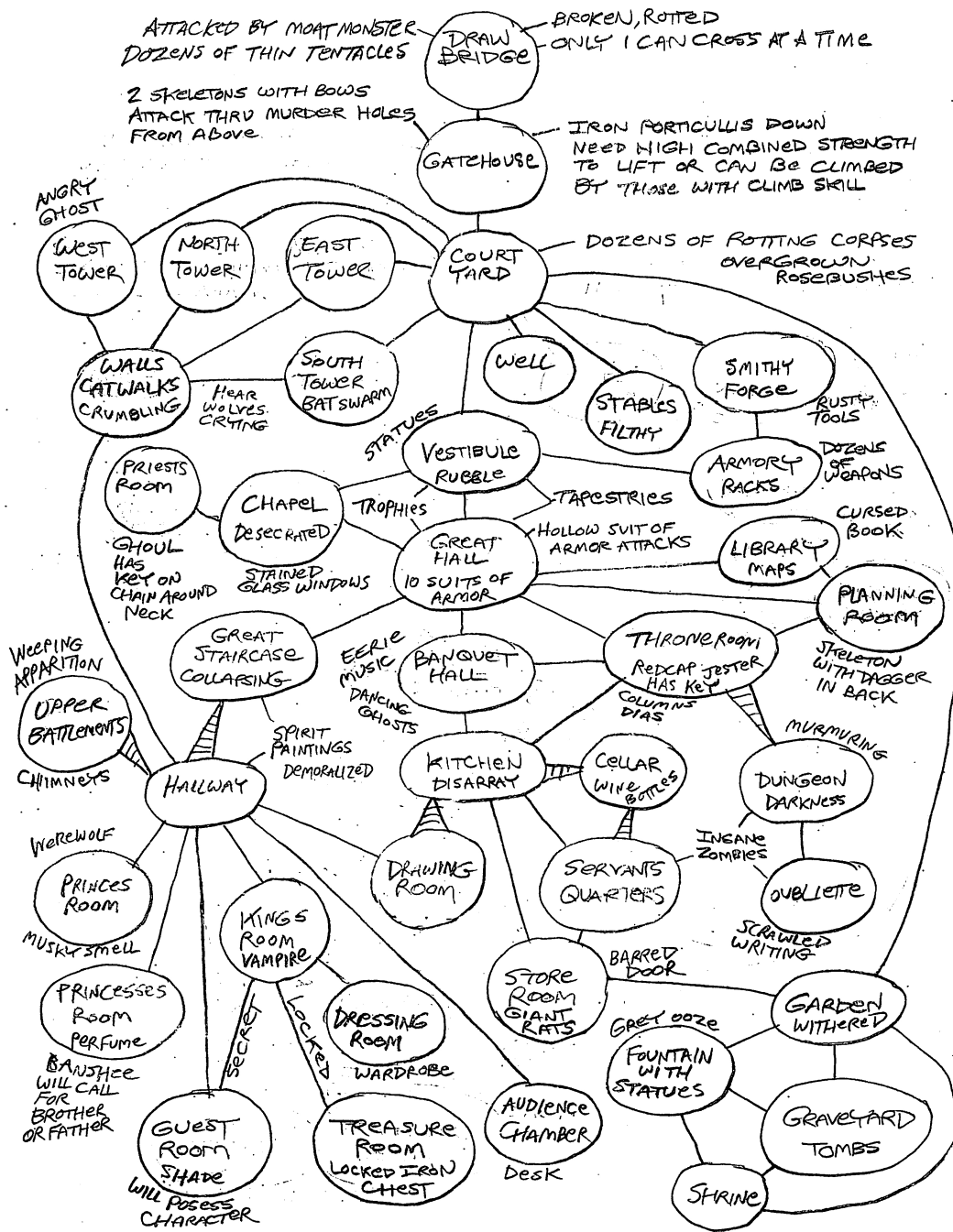
Grand Entranceway and Waiting Room. Wall Sconces, Benches, Broken Statues, Remains of Hunting Trophies. All the rooms on the first floor are 30 feet tall with Vaulted or angled Ceilings.

Chapel

Broken Icons to Good Gods and Saints. Now Tainted with Evil. Broken Pews, Cracked Sarcophagus, Smashed Shrine. Find a Holy Symbol.

Priests Room

The Priest has been converted into a Ghoul by the Vampire King. His main purpose now is to drag the remains of victims of the King and the Prince out to the Courtyard. On a chain around his neck is a Key to the Treasure Room Door. Find a Vial of Holy Water amongst the broken furniture.



Armory

Partially Depleted. Swords, Shields, Halberds, Pikes, Lances, Morning Stars, Maces, etc. Enough Arms and Armor for 2 Dozen Men.

Great Hall

One of the Ten Suits of armor will Attack with a Great Sword. Room Replete with aging Flags, Banners, and Tapestries.

Library

Two Stories of Books. Ladders. Good Map Collection. Some of the pages are starting to crumble. One

Cursed Book causes the owner to always fail Fear and Morale Checks. 1D3 Scrolls.

Planning Room

Table and Chairs. Spread out Maps. Old Treaties.
One victim of Intrigue on the floor impaled with a Silver
Dagger.

Banquet Hall

Lloyd Krassner & a Few Others

Throne Room

The Fey Jester will ask a Riddle. If correct he will give them the Key to the Iron Chest in the Treasure Room. If attacked he will flee to the Dungeon to set up an Ambush with a Dagger. Fireplace.

Kitchen

This is in Shambles. Old Rat Droppings everywhere. The Kitchenware can be Salvaged but it is bulky. Great Hearth.

Cellar

About 200 Bottles of Good Wine nicely aged. Unlit Torches on the Wall.

Great Staircase

The paintings along the wall will Magically demoralize (-1 to all rolls) those ascending.

Hallway

Dimly lit by Windows at either end. All Second floor rooms have windows. The Treasure rooms window has Bars.

Upper Battlements

The Ghost of the Queen can be found here, If anyone gets too close she will throw herself off. The Main Keep is 50 Feet Tall with 4 conical roof sections that go to 60 Feet. A Central Conical Roof goes to 70 Feet and contains a Large Brass Bell. If the bell is Sounded, other Heroes from the surrounding Settlements will come to investigate in 1D3 Days.

Princes Room

A fulltime Werewolf. He Hunts in the surrounding woods. He always returns to be with his family. In wolf form will wear a hat. Desk, Wardrobe. Smells like Dog. +2 Magic Sword under Bed. He is Fast, Immune to Normal Weapons

Princesses Room

She has become a Banshee. Her cries can be heard for Miles. Mirror, Vanity, Make-up, Perfumes, Tub, Wardrobe, Bed, some Jewelry. She Wails for Damage +2 to all. Immune to Normal Weapons.

Guests Room

Secret Door allowed the King to visit his Mistress. Bed and Wardrobe.

Kings Room

The Kingdom became cursed after the King was bitten by a Vampire. He killed the Vampire who turned him but it did not end the curse. He Hunts in the nearby settlements but returns to his Castle to Brood. Killing him will cause all the other dead to rest in peace. King Size Bed, Desk, Fireplace, Curtains. He still wears his Gold Crown. He can Fly, Drain, Immune to Normal Weapons, Attack for Damage +3, Mesmerize.

Dressing Room

Wardrobe, Racks for Boots, moth eaten Robes, Frayed Fine Clothing.

Treasure Room

Locked Iron Chest. If proper Key not used a Poison Gas will be released. Chest contains gold Coins and Gems.

Audience Chamber

For Official Meetings upstairs. Desk and Chairs with deep scratches.

Drawing Room

Where the Royal Family and some guests would withdraw to after events, meals. Gaming Table, cards, Couches, Music Instruments, Books, Fireplace.

Servants Quarters

A Dozen tiny Rooms that could hold 2-4 Servants each. Bunkbeds, Trunks. A Zombie or two lurking about.

Storeroom

Holes in Walls. A Dozen Giant Rats will attack. Crates, Barrels, Caskets.

Dungeon

Complete Darkness. Skeletons chained to Walls. A Few Zombies will jump out.

Oubliette

During the Day the Vampire King will stay here to avoid the sunlight.

Garden

Heavily Overgrown with Vines and Weeds.

Fountain With Statues

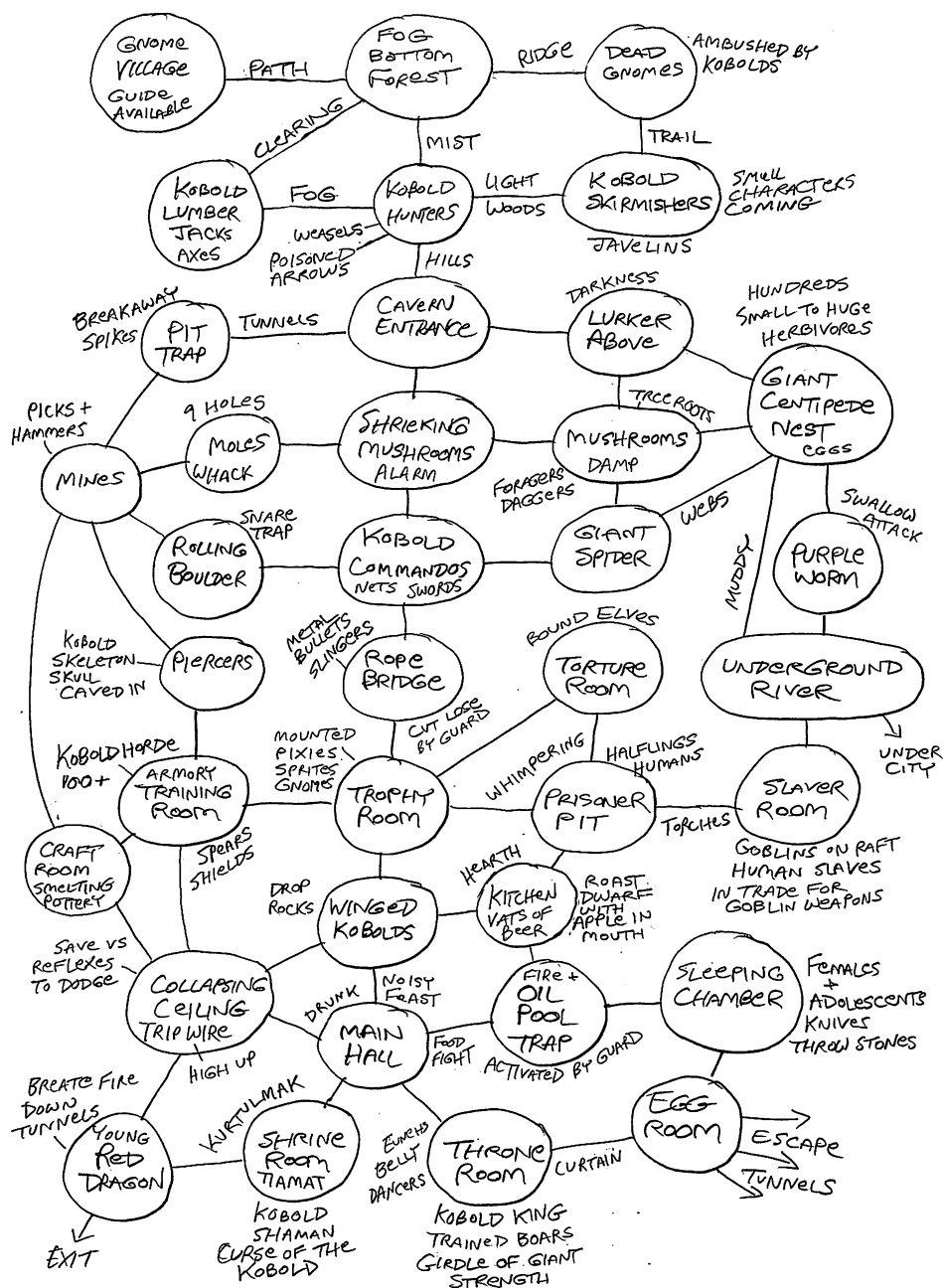
A Grey Ooze lurks at the bottom along with a few dozen coins. Stagnant Water.

Shrine

Prayers for the ancestors. Some Family History written upon it.

Graveyard

The Tombs of Dead Kings and Kin going back 4 Generations. If anyone starts disturbing the Graves Shades will arise. Their presence causes fear. The graves can be looted for Jewelry.



Curse Of The Kobold

For use with any RPG Rule System

Gnome Village

A Gnome Guide will always be targeted first by Kobolds.

Fog Bottom Forest

Players can hear sawing in direction of Kobold Lumberjacks. PC's will be stalked by the Red Fox, A Wily Kobold Inventor with Dodge +6. He has a series of Zip Lines in the Trees. He will drop Scorpions, Snakes, etc. on them. Snares will drag them 20 feet off the

ground upside-down while he zips by slashing with long knives. If Krank is killed Fox will become the new King.

Kobold Lumberjacks

Just cutting down the forest. For firewood and Mine Shaft Support. A couple dozen with Saws, Axes, and ropes. Lots of Yipping and chopping. They will flee after 3 turns of combat into the Fog.

Kobold Hunters

Ten or so riding Giant Weasels. Arrow poison has a slowing effect. Arrows coming through the Mist are very unnerving. Hit and Run Tactics.

Dead Gnomes

Slaughtered Gnome Patrol. Bodies desecrated. Recent Battle. Some Gear can be recovered. Crossbows, helmets, shields, Short swords. The Villagers will be grateful if the bodies are recovered.

Kobold Skirmishers

Twenty or so with 3-4 Javelins each. They will stay spread out and make A fighting withdrawal. Will retreat when they have thrown all their Javelins.

Cavern Entrance

Large Cavern Mouth. Steep uneven descent.

Pit Trap

Breakaway for anything heavier than a Kobold. Wooden Spikes on the Bottom. 10 Feet Deep.

Lurker Above

Feeds on Centipedes and Things that stray into the Caverns.

Mines

A small network of Shafts. Lots of Rubble. Veins of Iron, Copper, and Lead. 40 or so Miners scattered about. Picks, Hammers, Shovels. Once alerted they will snuff out their candles and lanterns.

They will attack from darkness for a turn then immediately flee.

Moles

Every other turn the Mole will pop out of one of his holes and Whack a PC.

Shrieking Mushrooms

These will alert the Commandos and Foragers. Foragers will hide.

Mushrooms

Tree Roots extend into these Caverns. They are covered with Mushrooms. Water seeps in from the River. Centipedes are all over eating the Mushrooms. Foragers with Knives are collecting both Mushrooms and Smaller Centipedes.

Giant Centipede Nest

Main Food Source for the local Monsters. They smell terrible.

Rolling Boulder

Activated by a Snare. PC caught in Snare will need to make an extra save to Cut free before fleeing the oncoming Boulder.

Kobold Commandos

Fifteen Ambushers. They will throw nets then attack with Short Swords. They wear Centipede Scale Armor: Armor +1. If 10+ are killed the rest will Flee across the Rope bridge.

Giant Spider

Tarantula Type. Ambush and Moderate Strength Poison Bite. The Kobolds fear it but keep it around as a defender.

Purple Worm

Swallows Foes Whole. Inflict 3 Wounds from the inside to Cut yourself out. Take 1 Wound each turn while inside.

Piercers

The Kobolds avoid this Cavern. Occupied by Four Dormant Piercer Monsters. Save vs Alertness and Dodge to avoid.

Rope Bridge

One Hundred Foot Span. When PC's are halfway across Kobolds will run out And Cut the Ropes. Save vs Strength to hold on. A Dozen on the opposite Ledge will attack with Slings with Metal bullets.

Torture Room

An Elf Wizard is bound to the Wall with multiple minor Wounds. Whipped, Burned, Stabbed, Scratched. All captives will join the Party if set free.

Underground River

Eventually leads to the Undercity. A Neutral meeting place for many different Types of Humanoid Races with a bustling Slave Trade.

Training Room

Large Room. A Horde of 100+ Kobolds armed with Spears and Wicker Shields. They are Marching in Circles and practicing their War Cries. Some of the Older sergeants have Whips to keep the younger ones steady.

Trophy Room

Mounted to the Wall are the remains of Sprites, Pixies, Gnomes, Elves, Dwarves, Halflings, Men, and Cave Bears.

Prisoner Pit

A Halfling Bard and Thief. Two Human Merchants. Languishing here for Over a Week. Waiting to be sent up the River.

Slaver Room

A long dock set against a wall that is flush with the River. Several Rafts are tied to it. At the far end a Dozen Kobolds are pulling up Nets filled with Fish and loading them onto Wheelbarrows. Closer is a Raft with Six Goblins joined by a Dozen Kobolds. They are trading 20 Gold for a pair of Bound Human Children. When attacked they will try to get away in the rafts.

Craft Room

Twenty Kobolds are busy Making various Weapons and Pots. They will fight and throw The Pots but will eventually retreat to the Main Hall.

Winged Kobolds

A Dozen occupy ledges high up in this tall Chamber. They will gleefully drop rocks On PC's as they flit back and Forth. The Ceiling has a hole to the forest floor and Sunlight shines down to the floor.

Kitchen

A Smoky room filled with Crude Kitchenware. A Dozen Cooks will defend themselves With Cleavers, Frying pans, and hot liquids. Pots of Fish, Mushrooms, Centipedes, Beer. A Bound, Naked, Shaven Dwarf Fighter is waiting to get Roasted.

Collapsing Ceiling Trap

The Trip Wire is actually set high above a Kobolds head. Everyone Save vs Reflexes or roll +5 on the Damage table. Shields help.

A Dwarven Defense

For use with any RPG Rule System

Nearby Settlements

Dwarves are recruiting Adventurers to help get rid of a Beholder that has recently Occupied the Great Hall

Main Hall

A noisy feast with 40+ Drunk Kobolds. This will turn into a large food fight. They will retreat to the Oil Pool Trap.

Oil Pool Trap

A Guard will cause barrels of Oil to empty at the PC's Feet. Followed by thrown torches.

Sleeping Chamber

Several Large Chambers. About 300 Kobolds mostly females and young. The Females Have Daggers. The young will throw Rocks and try to trip the PC's. The young will also Throw pet Scorpions, Tortured Rats, and Caltrops.

Red Dragon

A Young Male Red named Skryx. Will breathe Fire down the tunnels as PC's approach. The Kobolds Worship him. They bring him Gold and Prisoners. He has a Mound of 2000 GP. His lair opens Directly out of the top of a hillside.

Shrine Room

There is a Shrine to Tiamat and one to Kurtulmak. Both idols are surrounded by Demi-human Skulls and lit Candles. The Shaman Kobold stands his ground and will Utter the Terrible Curse of the Kobold: The Spell will cause players to turn into Kobolds permanently, or until the curse is broken.

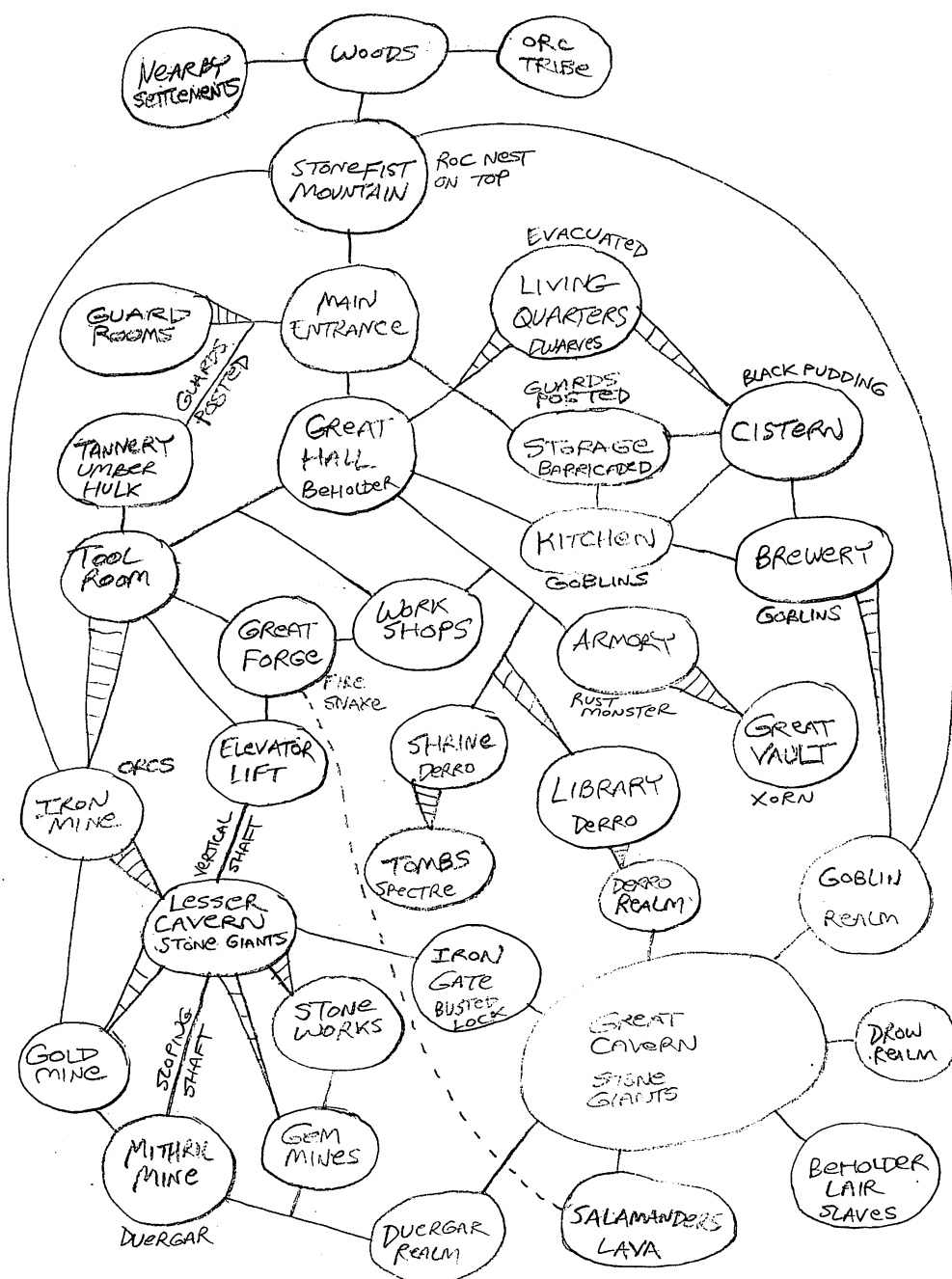
Throne Room

As the PC's enter 20 Female Belly-dancers will retreat. King Krank will then have his Minions attack: 2 Large Trained Boars and 20 Eunuch guards with Spears and Dragon-scale Shields. The King has a Girdle of Giant Strength for Damage +5. He has Toughness +4 and Bracers of Defense for Armor +2. He wields a Morningstar in each hand. They will all fight to the death.

Egg Room

Those fleeing from other parts will grab a Kobold egg as they disappear into the narrow Escape tunnels, too tight for the PC's to follow.

of their Mountain Stronghold. The Town Alchemist is selling blinding Powder that will be effective. Each dose will blind 1D4 eyes for 1D6 +1 rounds each.



Woods

A Roc will be seen Circling the Mountain's Top. It will not attack at night. Campfires will attract the attention of Orcs scouting in the Woods.

Orc Tribe

New to the Area. They originally came to raid Human Villages but are now Getting sucked in to the intrigues under the Mountain.

Stonefist Mountain

A two Day's Journey. A Steep Grey Granite Slab rising from the Forest Floor.

Main Entrance

Heavy Iron Doors manned by a handful of Dour Dwarves.

Guard Rooms

Good Dwarven Weapons and Shields Available for the asking. A few Guards here keep an eye on the Tannery. They figure the Umber Hulk there will just move on after it's eaten its fill.

Living Quarters

Apartments for 250 Dwarves. All of the Civilians have taken Refuge in the Nearby Villages. Only about

20 Warrior/Adventurer types are left in the Stronghold. Only 1 or 2 will join the Party. Most are Warriors but there is also a Giant Slayer, Rune Master, Cleric, Berserker, Engineer, Archer, and Tunnel Scout.

Tannery

The Dwarves would trade Metals and refined goods for Cattle raised by the Valley Men. An Umber Hulk has moved in and is slowly eating all the Cow Hides and Leather Goods.

Great Hall

An insane Beholder teleported in and Killed 40 Warriors during a Feast. Their Bodies litter the Floor. The Beholder paces back and forth, muttering, Looking for something. If the PC's kill it the Dwarves will reward them richly. Amongst the dead is a Hammer of Throwing and a Magic Shield +2.

The bodies of exploring Orcs, Goblins, and Derro also fill the exits.

Storage

Mostly emptied out by the Dwarves who left. A few Dwarves have barricaded it Against the Goblins in the Kitchen. Crates and Barrels.

Cistern

A Black Pudding has seeped in here and is well known and avoided by the Goblins. The Dwarves know something is keeping the Goblins at bay, but not what.

Tool Room

This room has been ransacked by the Orcs. A dozen Orcs stand guard against the Beholder, Umber Hulk, and Fire Snake, and plan their next move against the Derro.

Kitchen

The Goblins have made a mess of this room. Twenty wait here too afraid to move Against the Beholder or the Dwarves. Short Bows, Short Swords, Shields, Spears.

Brewery

The Goblins tunneled in here when they heard rumors the Dwarves ran away. A Dozen Drunk Goblins have it up and running. They will flee if burst in on.

Great Forge

The Unattended Forge still Smolders and is now occupied by a Fire Snake who Was doing some reconnaissance for the Salamanders. Dead Crispy Orcs Cover the Floors.

Workshops

Craftsman's rooms: Armorers, Bowyers, Fletchers, Shield Smiths, Tinkerers, Goldsmiths, Silversmiths, Tailors, Stone Carvers, Wood Carvers. Much of it Smashed. The Orcs and Derro have already fought several battles here with the Derro winning. Several Mutant Derro (4-Arms, eyestalks, etc.) search the rubble for Relics. A Dozen other Derro are Camped out. They have Crossbows, Hooked Spears, Spiked Bucklers, and Daggers.

Armory

A fat Rust Monster sits consuming a Sword. All the many weapons and armor in This room are badly rusted except for a few. . .

Great Vault

A Xorn eats an expensive crown as the PC's enter. A few piles of coins still remain. Roughly 4000 GP. It will attack unless the PC's give it more treasure.

Iron Mine

The Orc Tribe from outside found a secret way in. They have started mining Operations using the Dwarves own tools. About 20 are here armed with Hammers, Picks, Swords, Spears, and Daggers.

Elevator

The Lift is in working order. Six Orcs are stationed here. Scimitars, Spears, and Shields. If the lift is lowered, the Stone Giants will quickly notice it.

Shrine

A Shrine to the Ancient Dwarf Lords destroyed by vindictive Derro.

Library

The Derro used Dig Spells to Access this room when they learned the Beholder had Struck. It is still in Good order. A Derro Savant is methodically reading the Texts in search of Magic Lore and Arcane Secrets. He knows Dig, Magic Missile, Freeze, Armor, and Light.

Lesser Cavern

A Rich find for the Dwarves, It leads to several valuable types of Mines. Scattered Mining equipment and Mine Carts filled with unrefined Ores. Ten Stone Giants are familiarizing themselves with the Space. They have Stone Clubs, Stone Axes, Slings, and Stone Discss bound to long Straps. They have 10 Wounds each.

If PC's Wait a few days, some hungry ones will return leaving only two Giants.

Tombs

The Dwarf Ancestors are very upset about the current state of affairs. Five Specters have awakened and have killed some Derro Intruders. They will attack the PC's if no Dwarf is with them. If a Dwarf Priest is present they Can be convinced to venture out to kill any Derro in a nearby Room.

Derro Realm

A Colony of Xenophobic, Mad, Sorcerous, Mutated Man-Dwarf Hybrids.

Goblin Realm

Hundreds of them in their Burrows. Quick to Fight. Quick to Run.

Gold Mine

This is now a Battleground between the Orcs and the Duergar. A Score of each Stalk each other through the tangle of interconnected Shafts.

Stone Works

A Granite Quarry. The Duergar are not interested, but the Stone Giants are Looking to widen the entrance. Filled with Scaffolding, Ropes, Pulleys, and Blocks.

Iron Gate

The Stone Giants finally smashed through, breaking the Bar on the Door. If the Current Intruders can be killed the Doors can be quickly closed and Barred with an Available replacement Bar, sealing out the Giants once more.

Great Cavern

Dominated by a Tribe of Eighty Stone Giants. They herd Subterranean Sheep, Harvest Giant Mushrooms, and Fish for the Giant Blind Carp in the Central Lake.

Drow Realm

Thankfully their attentions are elsewhere.

Mithril Mine

Upon hearing of the Dwarves Misfortune the Duergar immediately invaded. Twenty or so hurriedly mine the precious metal with Pick and Hammer.

Gem Mines

An equal number of Duergar seek precious Jewels here. Of course finer Tools are used to pry loose Gemstones.

Duergar Realm

Evil, Deep, Dwarf Kin, they relish the Chance to steal Dwarven Riches.

Salamanders

Where there is Lava there are Salamanders and their Ilk.

Beholder Lair

The actual Lair of the Beholder now troubling the Dwarves. Riddled with Traps, Puzzles, Monstrous Slaves, Treasures, and Relics untold.

The Industrious Village

For use with any RPG Rule System

Nearby Villages

Dotting the countryside, these will be as close as 1-2 Miles apart.

Surrounding Farms

Depending on the climate there may be orchards and vineyards as well. There may be hedgerows and fencing along with country roads.

Pasture

Herding Livestock: Sheep, Goats, Cattle, Horses

Wilderness

If forested there will be Woodcutters, Charcoal makers, Hunters, and Trappers. Hunting Lodges and Lumber Mills. Peat Harvesting and Foraging. If Hills or Mountains are present there may be a Mine or a Quarry. If by a Lake or River or Sea there will be fishing and increased trade.

Fishery, Docks, a Pier, a Lighthouse, Warehouses, Clay quarries, and Salt harvesting. In the Wilds There are always a few Monsters lurking about.

Stream

Opportunities for Fishing and meeting Niads.

Mill

Needed to grind grain into Flour. Might be in the Village proper. A Water Mill at a river or fast moving stream. A Wind Mill Otherwise. There may also be a Granary close by or in the Village.

Druid

Any Druids would live out in the Wilderness, not in the Village proper.

Castle

In a Feudal system this village and up to 20-40 others will be under the jurisdiction of a Nearby Castle.

Gatehouse And Walls

In a Fantasy setting with lots of Monsters Walls will be very common. This may serve as a Garrison and Armory for a few Militia members. The Wall may be a simple Palisade or Earthworks and may even include a Motte and Bailey type keep. They may confiscate weapons.

Close And Far Roads

The main road cutting through the village. It may be dirt or paved. A small village may have no roads and just a Village Green.

Council House Or Manor

The Main Village Authority: Chieftain, Hetman, Chief Elder, Head Villein, Judge, Knight, Lord of the Manor, Aldermen, Sheriff, Mayor, Seigneur, Burgomeister, Bailiff, Constable, Magistrate, Wiseman, etc. In a large Village there may be a scribe to record comings and goings.

Inn

Home sweet Home for many an adventuring party. If none is present PC's Will have to camp out, sleep in a Barn, or get invited into someone's home. The downstairs is often a Tavern type affair, a main socializing spot, and the Best place to hear of rumors, quests, or find retainers to hire.

Stables

Horses can often be purchased here as well.

Animal Pen

May be a Barn. Mostly for lost livestock or a safe place to keep them out of Reach of humanoid raiders.

Jail House

A single cell jail, or stocks. Prepare to be hung or beheaded in the morning.

Village Green

In a small village this may be surrounded by houses and contain livestock. In a larger village it may be a plaza with a Fountain and Statue. Festivals will Take place here. Day Workers may be hired.

Well

There may be several Wells scattered around the village.

Farmers Market

This may take place on the Green or on a separate plot with semi-permanent Structures. Some days and seasons will be busier than others.

Temple

Or Church or Shrine. A Hamlet will be too small for a full size Temple. Also housing for local priest or cleric.

Bakery

Or Bakehouse. A necessity along with the Mill.

Blacksmith

Ironworker. Horseshoes, Nails, Door hinges, basic tools, crude weapons. Possibility the Smith is highly skilled. Knife Sharpener.

Butcher

The quality on this can really vary. Sausage Maker. There may also be a cheesemaker if the local farms are Dairy farms.

Specialty Shops

1 or 2 available. Usually found in Towns or where there are specialty resources. Bookseller, Magic Shop, Smoke Shop, Furrier, Wine Seller, Cabinet Maker, Gold Smith, Gem Cutter, Bowyer, Fletcher, Glass Works, Perfumery, Armorer, Shield Smith, Sword Smith, Cutler, Paper Maker, Candlestick Maker, Soap Maker, Toy-maker, Candy Shop, Tinkerer, Sign Maker, etc.

Provisioner

Adventuring Gear Available, Feed Shop, Pawn Shop, Outfitter, Grocer, Rare items, A Jack of All trades. Most things are behind the Counter.

Right And Left Roads

A crossroads to the main road. A side street.

Potter

Earthenware. This can be a large operation if exporting. Also Brickmaker.

Brewer

Supplying the local inn and possibly more.

Healer

Also Midwife. May or may not have Magical powers.

Houses

Single room affairs with thatched roofs. Outside a garden, vegetable plots, Pigsty, Chicken Coops. A Hearth and Straw beds. Often overcrowded.

Carpenter

Also/or Woodworker, Woodcarver.

Wheel Wright

Makes Carts, Wagons, Carriages. Also/or Wainwright.

Leather Worker

Belts, Boots, Armor, Tunics, Pouches, Caps, Codpieces.

Tannery

Converting animal hides into leather. A smelly Business

Bee Keeper

There will be hives for all the farms. Fresh Honey Available.

Candlemaker

Gets Wax from the beekeeper and Dye from the Dyer.

Stone Mason

And/or Stone Carver.

Barrel Maker

Especially if the Village is exporting Fish, Wine, Beer, Oil, etc.

Barber

Sometimes served as the Surgeon as well because he has sharp blades.

Dyer/dyemaker

Making Colored Dyes and applying them to cloth. Also Painter.

Tailor

Also Seamstress. Clothing was mended and patched not thrown away.

Weaver/cloth Maker

Would make cloth and linens out of Cotton or Wool.

Cobbler

Make and repair shoes and footwear. No left and right shoes at the time.

Recommended

For each unique village you make you can print out the map and list and cross off what is not there and circle what is while adding notes to the margins of both.

City Of Intrigue

For use with any RPG Rule System

Nearby Settlements

Make some note of the nearest Cities, Towns, and Villages.

Surrounding Territory

This will determine what resources the City exports. Is it a Desert, Forest, Mountains? Are there Bandits, Raiders, Monsters out there?

Foreign Lands

Are they at war with their neighbors? What is exported to, and Imported from the Neighboring Countries. Races and Religions.

Dungeons

Some PC's will find themselves enjoying the facilities. Easy to escape. Passages to the Underdark.

Garrisons

Multiple Garrisons for Gate Guards, City Patrols, and the Night Watch. Possibly big enough for an entire Army to be stationed here.

Main Gate

Serves the main road leading to the City. The Kings Road. Well Defended. Tax Collectors and Scribes at the Gates.

Walls

Tall, Thick, and Strong. The Next invading Army may only be days away.

Keep

This is the Civic Authority. There will be a Mayor if it is a Free City. The City Leader may be a Noble, Steward, Governor or even a King or Emperor. If it is a Theocracy or Wizard run, other leader types will prevail.

Depending, this may be a Fortification, a Castle, a Palace, or simply the Mayors Residence. There is sure

to be some intrigues the PC's can get involved In or quests or missions they can be sent on by the City Leaders.

Parks

Small Green Spaces. Trees, Flowers, Statues, Memorials. Fey.

Arenas

Race Tracks, Sports Arenas, Gladiators, Man vs Monster, Culture Dependent. PC's can become Sports Stars. Usually there are Religious Observances.

Minor Gates

Usually smaller as well. Often crowded with Activity. Gypsies, Caravans.

Graveyards

For those not well connected enough for the Catcombs. A smorgasbord of Undead. PC's might find themselves stealing Corpses.

Main Road

A Broad Tree-lined Avenue. Beggars, Street Performers, Mimes, Thugs, Street Preachers, Pickpockets, Cutpurses, Rickshaw Drivers, and Peddlers.

Banks

PC's might get involved in a Heist on a Magically Protected Bank. Or hired to get the Bank's Money back.

City Hall

City Council and Courtrooms. Bribes and Corruption. Bureaucracy.

Lawyers

Like Banks a necessary Evil. They Crowd City Hall. PC's may get Sued.

Theatres

Also Circuses and Freak Shows. Be Careful not to become part of the Show.

Main Square

A Plaza with Fountains and Monuments. Crowds of People. Nightlife. Often ringed with Upscale Shopping, Clock Tower, Victory Arches. . . Festivals, Carnivals, Parades, Public Executions, Riots, Wanted Posters.

Stables

Also Horse Traders, Breeders, and Military Stables. Possibly rare Mounts: Griffons, Raptors, Hippogriffs, Drakes, Giant Cats, etc.

Market Squares

There may be a single Grand Bazaar or several Markets, each famous for specialized offerings. For example: Meat Markets, Flower Markets, Leather Goods, Fish Markets, Vegetable Markets, Book Sellers, Slave Markets, etc. Large numbers of Shops of all kinds. Thick with Thieves. Fortune Tellers.

Harbour

Most Cities are Port Cities located on a Major River or the Coast or Both. They will have Docks, Piers, Lighthouses, Fishing Fleets, Foreign Shipping. Some may have Shipyards and Naval Vessels. Smugglers, Pirates, Deep Ones.

Temple Row

Temples may also be Scattered or there may only be one. Inquisitions, Secret Cults, Demon Worshipers, Servants of Chaos, Holy Days may pop up. Also Shrines, Churches, Monasteries. Monks, Holy Men. Ringing Prayer Bells. Pilgrimage Sites, Libations, Idols, Flagellates, Funeral Processions, Miracles.

Zoos

This includes Museums, Galleries, Menageries, Observatories, Aviaries

Guild Halls

Trade Guilds and Merchant Guilds. A Hotbed of Commerce and Intrigue. Stone Masons, Carpenters, Cobblers, Bakers, Mercenaries, Glassblowers, etc. Monopolies. Apprentices, Journeymen, and Masters.

Warehouses

Infested with Rats and Thieves. Illegal Cargoes. Bribed Customs Officials, Press Gangs

Academies

Military Academies, Wizard Academies, Theological Universities, Philosophers, Devoted to higher Learning, Experimentation, Meddling, and other Shenanigans.

Tavern Row

A Favorite of Sailors and Adventurers. Inns and Pubs. Winsome Wenches. Barroom Brawls. Mysterious Hooded Strangers. Be sure to come up with Half a Dozen good Tavern Names. In some Lands these may be Tea Houses.

Breweries

Including Wineries and Distilleries.

Healers

Well Supplied by the Alchemists. From Quacks to Surgeons to Lay Healers. There is no shortage of people seeking help. Magical Maladies. Lepers

Library

There may be several, public or private. Controlled by Mages or Priests. May contain the Minor Spell or bit of Planar Lore you were looking for In the restricted section of course.

Ruins

Some Cities are hundreds or even thousands of years old. Razed and Rebuilt. Constantly Evolving. Sometimes haunted by ancient Spirits or Tentacle Things.

Foreign Districts

These are Walled off. Merchants from far-away lands. These may include Embassies with Diplomats, Envoys, and Delegations. Strange activities abound: Imported Monsters, Mystic Arts, Triads, Kidnappings, Convuluted Plots.

Industrial Zones

Textile Mills, Factories, Workshops, Sweatshops, Refineries. Carefully supervised by the Guilds. Mix of Craftsmen, Artisans, and Slave Labor. Manufactured Goods and Luxury Goods for Export.

Catacombs

For the Rich and/or Pious. Undead and Ghosts are a sure thing.

Alchemists Row

And Apothecaries. All your Health, Beauty, and Love Potion Needs. Often looking for rare ingredients: Monster Organs, Gemstones, Demon Blood

Side Roads

Twisting Mazes often filled with Mud and Raw Sewage.

Fortress Of The Bandit Lord

For use with any RPG Rule System

Village

Players arrive at a Village as it is being set upon by a group of 20 Bandits. The players fight them off and are hailed as heroes. This group, called the Band of

Poor Housing

Prone to Crime, Disease, and Fire Outbreaks. Gang Members, Drug Dealers, Cutthroats, Rat Catchers, Chimney Sweeps.

Rich Housing

Aristocrats. Usually Walled off. Mini-Palaces. Some will have Towers. Feasts, Orgies, Arranged Marriages, Scandals, Duels, Upstairs, Downstairs. A favorite haunt of Vampires, Djinn, Doppelgangers, and Social Climbers.

Bath Houses

Popular in some lands. Including spas and gymnasiums. Hot and Cold Pools, Massages, Naked Oil Wrestling.

Thieves Guild

Organized Crime. There may be several of these including Assassins Guilds. Often at war with each other. There is always money to be made.

Construction Zones

There is always something new being built. What lies underneath?

Middle Class Housing

Burghers, Bourgeoisie. Good Schools, Safe Streets. Cat Burglars.

Minority Ghettos

Usually Racial or Religious. Think China Town except Dwarves or Elves. Sometimes Humanoids: Semi-civilized Goblins, Orcs, Lizard Men.

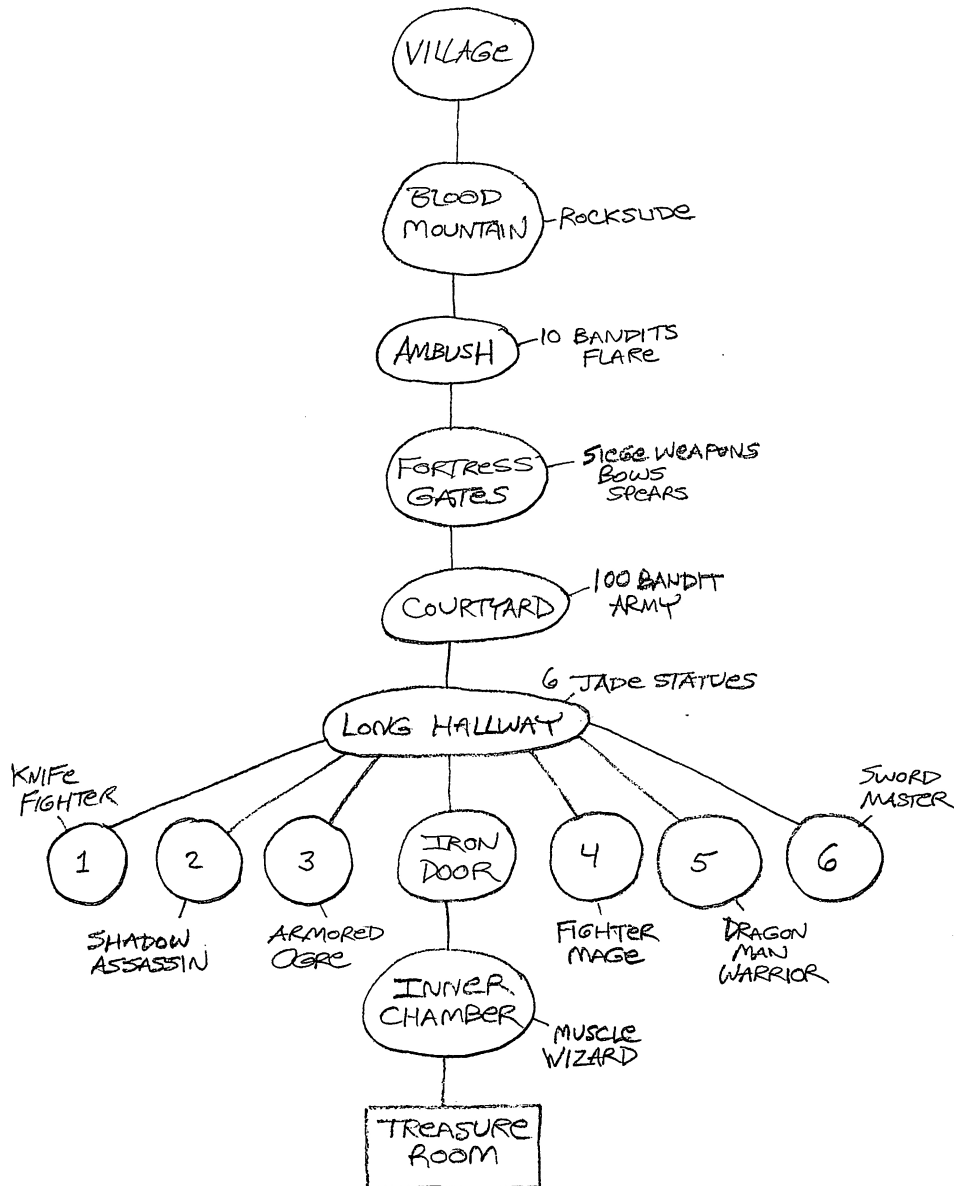
Brothel District

Red Light District. Monster Girls. Also Gambling Houses, Opium Dens.

Sewers

Giant Rats, Rat Men, Alligators, Undead. Sewer Cleaner is not an easy job.

Blood has been raiding the countryside mercilessly for almost a Year now. They have a Fortress atop nearby Blood Mountain and have a Strong Leader named Savage Dan and the Terrible Six, his fearsome Henchmen. More raids on nearby Villages follow. There are many deaths and a dozen Young women are carried off. The PC's are recruited to lead an army of 150 Militia to Assault the Bandits Keep. The Militia have Grappling



Hooks, Climbing Poles, 10 Bombs, and a variety of Spears, Swords, and Bows.

Blood Mountain

2 Days Journey across the Badlands. Bandit Scouts see them coming. As the PC's and Army are scaling the Mountain. The Bandits Release a Rockslide that kills off 1D20 Militia. PC's must dodge Rocks.

Ambush

Seconds later 10 Medium Level Bandits attack killing off another 1D20. Before being killed themselves the fire off a warning Flare.

Fortress Gates

The Bandits have 2 Catapults, 4 Ballistae, and 100 Rockets. These kill off Another 1D20. As they get closer the Bandits fire Arrows and throw Spears. Another 1D20 Militia Fall. The Walls are Short and the Gate is Weak. They Are quickly scaled and breached at the cost of another 1D20 men.

Courtyard

The Bandits are armed with every strange type of Weapon and Armor you Have ever seen. They are a mix of Low Level Men, Half-orcs, and other Humanoids. An ambitious GM may want miniatures for this grand

Battle. The Bandits are eventually Killed or Routed. The Militia are exhausted. Within the Courtyard there is a Cookhouse, Latrines, Stables, and a Sleeping Area not much better than the Stables. There is also a Makeshift Brothel with The Kidnapped Girls. Each Bandit has 1D10 Gold worth of Coins. Bags of Rice, Barrels of Beer, and bundles of Arrows are Stacked against the walls of the Inner Keep. The Doors to the Inner Keep are easily Breached.

Long Hallway

There are 6 Living statues here made of Jade. They Wield Glaives. They have Armor +5. The Militia at this point are totally outclassed and retreat. There are 7 Doors. The Middle one is made of Iron.

Iron Door

Magically Sealed. Impervious to Magic, Lockpicking, and Bombs. The Lock has Six Keyholes. Each of the Six Henchmen carry one of the Six Keys.

Minion 1: Knife Fighter Marcos

Dual Wielding. Can throw 4 Knives per turn. Has 50 Knives on his person and Another 100 scattered around the room. Has Dodge +5 and Attack +3.

Minion 2: Shadow Assassin Hesh

A Dozen lit Candles. He can step into and out of Shadows. Backstab Attack.

Minion 3: Armored Ogre Morg

Shield +2, Armor +6, and a Spiked Club.

Zealots Of Dargon

For use with any RPG Rule System

Tavern

Note that this Adventure takes place in the City of Intrigue (Module 6). PC's might hear a Rumor, see a Wanted Poster, or be approached directly. It will be explained that several Jewelry Shops have been hit and the Merchants have already hired several other investigators who are also Working the case. Whoever recovers the Jewels will be richly rewarded.

Jewelry Shop

PC's are led to one Boarded up shop to take a look. All the Windows and Glass showcases are smashed. The small Holy Symbol is attached to a broken Chain and is mixed in with the broken displays. The PC's are the first to see it. It is very ugly and the Merchant will say it is not part of his inventory.

Minion 4: Fighter Mage Zigus

Dual Wields Scythe Swords. Spells: Shrink, Haste, Teleport, Mirror Image. 5 Power. While others are fighting his images he will Shrink himself then Teleport into a Players Skull Cavity where he will slice up their Brain after gleefully announcing his presence. If someone screams into the Players ear the Mage will be killed.

Minion 5: Dragon Man Warrior Krang

Well Balanced High Level Fighter. Wings, Fire-breath, Tail slap, Claws, and Bite.

Minion 6: Sword Master Bao

Has a Long Sword +2. Sweep Attacks.

Inner Sanctum Of Savage Dan

The Leader of the Bandits. He is a Muscle Wizard. Shirtless, Bald, Moustache. Spells: Strength, Enlarge, Smite, Armor, Magic Resistance +2. He will be Buffed and ready for action. He will Taunt by flexing his Oversize Muscles. He has Brawl +5 Strength +3 and Toughness +4. Three of the Kidnapped Village Girls take refuge in the far corner of the room. There is a Bed and Lots of Bottles of Wine.

In a chest is a footlocker with a Bag of Holding. Inside it is a Tent and a bunch of camping gear.

Treasure Room

Valued about 9,000 Gold. Mostly Copper and Silver Coinage. Some Jewelry, Fine Weapons, Things like gold plated candlesticks, goblets, plates, etc. Lots More wine. The Villagers are going to want most of this returned.

Sage

Within a few minutes of looking at dusty old Tomes the Sage of Choice will Identify the Symbol. "He is a God of a Dead Universe." "His followers will most Likely be found along the Coast, or under the waves."

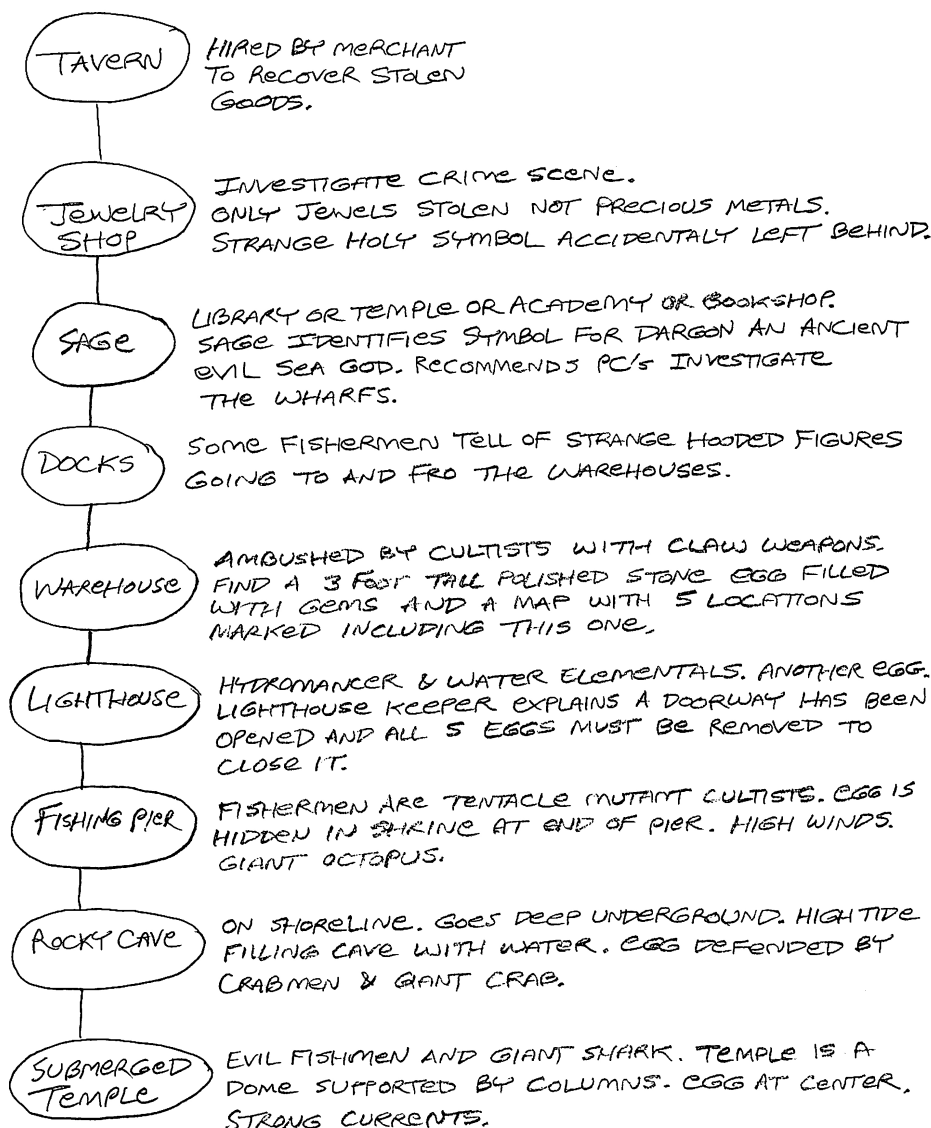
Docks

If the PC's ask anybody in the Harbor Area they will tell them the Rumor about Hooded Strangers and direct them to the Warehouses. Only the Bribed Harbor Master and other officials might claim to be unaware. Another group of Investigators Might be trailing them and will try to steal any Jewels they are likely to find. The PC's Can easily Hire or Steal a Fishing Boat from here.

Warehouse

There are 10 Cultists armed with Fanged Daggers and Spears. If wounded by a Fang A player must save vs Toughness or contract a disease that will gradually

ZEALOTS OF DARGON



turn him into an Evil Deep one in 4+1D6 Days. They find a stone Egg filled with Gems that glow. The Egg is thin walled and has a Lid. It is a Relic that when filled with Gems is able to Absorb Leyline energy and transfer it to opening and maintaining a Magic Portal. The egg is easily smashed and the Gems recoverable. There is a Map showing the City And 5 Points on it forming a Pentagram. The Warehouse is one of the marked Locations.

The others are listed below.

Lighthouse

The Cultists have the Keeper in Captivity. He has Gone Mad. The Hydromancer Is a Level 6 Cultist High Priest. He will Summon a Water Elemental and hit the players With Water blasts. There are 5 regular cultists as well. The Egg is in the basement. The Keeper will explain that Dargon is coming in 5 Days and when he does he will drag The entire City into the Sea. To close the Gate at the center of the pentagram all 5 Eggs must be destroyed. The Keeper gives the party a scroll of Water Breathing.

Fishing Pier

The Cultists are disguised as Fishermen. There are 15 of them. They have +2 To Grapple. There are also a dozen unsuspecting normal Fishermen on the Pier. The Egg is easily found in a tiny Shrine devoted to all the Sea Gods. Once found The Cultists Attack. The Giant Octopus under the Pier will pluck away one PC or Fisherman per turn. Each Tentacle has 2 Wounds. It will flee when 4 are destroyed.

Rocky Cave

20 Crabmen and 1 Giant Crab Start a Timer once the egg is spotted. In 10 Turns the Cave will Be completely flooded. Increasing penalties as the water level rises.

Tower Of The Missing Mage

For use with any RPG Rule System

Introduction

The Wizard Ziamax is missing. His Friend the King has sent you to his Tower to check up on him. He has sent you with a Key to the Front Door, the Kings Seal, and 3 Spell Scrolls that might be Useful: Detect Magic, Freeze, and Dispel Magic.

Woods

From a distance the PC's see a large Ivory Tower rising from the Forest Floor with other smaller Towers sprouting out of it's Sides. At about a mile away, PC's can't seem to get any closer. Six Dryads are Misleading the PC's. A Ranger can find the way with a Tracking Skill Check. A Druid will detect the Dryads who will let them pass with a Persuasion Check. A Locate, Detect Magic, True Vision, or Pathfinding Spell will allow access. Those trying to get in by Teleporting or Flying to a Window or Balcony will find their way blocked by shimmering Force Fields.

Key Room

Accessed using the Front door Key. Any type of other forced entrance will result in the Perpetrator being teleported miles away into Ogre Territory. This room has all the tools and Trappings of a Keyshop plus a Thousand Keys Hanging on hooks on the Walls. All the Keys are Copper except for 1 Bronze, 1 Brass, and 1 Silver Key. There are 3 Doors with Matching Bronze, Bronze, and Silver Locks. A Perception Check will notice a different Type of Key. Detect Magic, Lore, True Sight, and other Spells will reveal them. If a Copper Key is tried in a Lock, All the Copper Keys will Form together into a Copper Golem and Attack. Dam+2, Armor+3, 5 Wounds.

Submerged Temple

PC's will need a Boat. It is 20 Minutes rowing into the heart of the Bay. PC's need Water Breathing Magic or Tech. The Temple is 60 Feet Down. The Shark has Damage +3. There are a Dozen Fish-Men Humanoid Cultists.

They have Daggers, Spears, Tridents, and Nets. While underwater PC's Are -3 to Attack, Defense, and Damage. They Move at half Rate. There is a 15% per round one random Party Member will be swept away by the current. The Temple is a small simple open structure with a Dargon Idol holding the Egg. Note: If the players do not return the Jewels, the Merchants will learn of it and send Bounty Hunters after them.

Endless Staircase

False Entrance. Endless going up or down. Players will acquire 1D4 Hinderances for getting stuck on it. Fear, Anger, Fatigue, etc. If they walk for days they will start finding skeletons. To escape requires a Dispel Magic Spell, Teleport, Detect Illusion, or similar Magic or Anti-Magic. A Dwarf will immediately realize that something is wrong, otherwise it will take at least 10+ Minutes. Lit by Flickering Candles.

Entrance Room

Second Level of the Tower. Filled with Moving Tapestries (Valuable) and 3 Open Doorways. If the Tapestries are Touched, the Rug underneath their Feet will Animate and Attack. Grapple+6, 3 Wounds.

Stone Dias

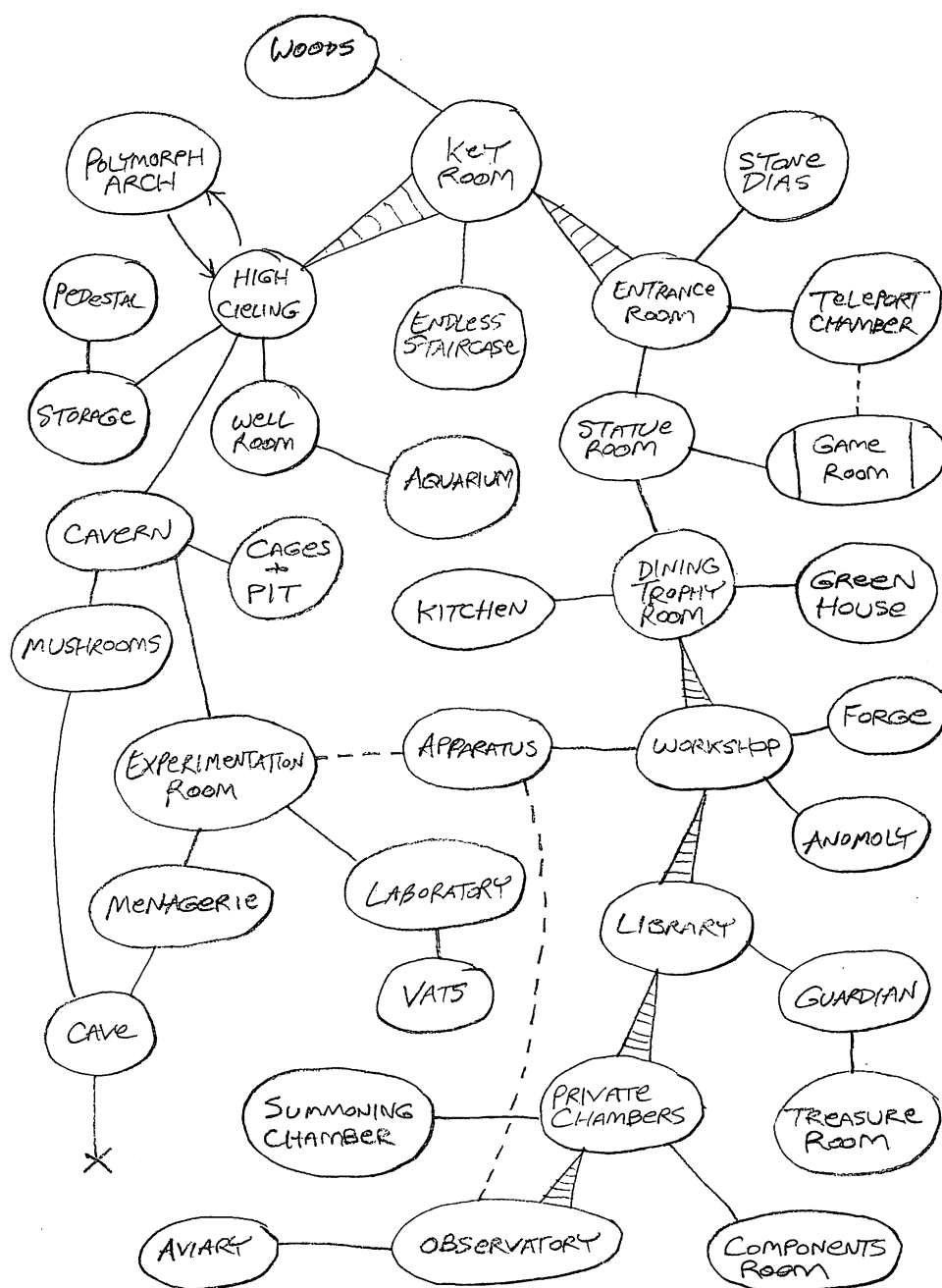
Round Room. The Walls are lined with Statues. Some sort of Lizard like creature is asleep On the Dias. It will Wake if Players enter or Attack. It is a Basilisk. Armor+1, 3 Wounds. It's Gaze causes Petrification. The Statues can be converted back into low level Thieves.

Teleport Chamber

Magic Center in Circle of Room. A Control Panel in the Corner. Only Ziamax knows how to Change the Settings. If anyone stands on the Circle they will be Transported to the Game Room as a Game Piece.

Game Room

A Chessboard with 2D6 Black and White Pieces: Either Statues or PC's frozen in place from The Teleporter. 2 Rows of Seating surround and look down onto the Chessboard. A seated Stone Golem in the Seating Area will ask those entering the Seating Area to Play. "White's Move". Spectators can choose 2 opposing Pieces at a time to animate and Fight. The Statues will transform into low level Rogues. Spectators cannot attack or rescue PC combatants. They can However cast Defensive spells on them. When one side



is killed off, the remaining pieces And dead bodies will be transported back to the Teleport Circle.

Statue Room

A Statue of an Athletic Goddess occupies the Center of the Room. The Doors will Magically Seal as the Party enters. She will ask a Riddle. If they answer correctly all the Doors open. If They cannot the Room will Fill with Water in 1 Minute and stay filled for 5 Minutes. It will Then Drain in 5 Minutes. A Successful Wit Check, Lore, or Fortune Telling Spell will give Extra Clues to solve the riddle. All doors open after the Water Recedes. Players can survive Drowning by a Swim Check, Wa-

ter Breathing, Knock, or creative use of Force Fields, Air Spells, Water Spells, Disintegration, Teleport, or Freezing the Water in the Pipes.

Dining Trophy Room

A Dining Table. The Walls are adorned with Monster Heads (Valuable). There is Food and Drink at the Table. The Wine is a Healing Potion. If players pick up any of the Silverware the Pudding, which is actually a White Pudding, will Attack. The Main Dish is Stuffed Turkey.

Green House

Filled with rare, exotic, and valuable plant Species. A Giant Venus Fly Trap will Attack unless It is given 5 Rations. Vines that Grapple +3, Swallow Whole, followed by Acid Attack. It will Be Sated with either the rations or 1 Intruder. Glass Ceiling.

Kitchen

A Bugbear in a Chefs costume is making Baked Cookies and other Pastries. Nice Cabinetry. Well Stocked Pantry. Bugbear will defend himself with a Rolling Pin and Pans. Hearth

Workshop

Some 20 tiny Mechanical Gnomes are busy assembling things of unknown Function. If the players wait 1 Hour, they will finish building a Box of Gears that Will turn into a Mechanical Spider and Attack the PC's with a poison Dart gun that shoots 3 Darts per turn. Armor +3. Many Valuable Tools and Components here including the Gnomes.

Forge

A Brass Man is busy Forging a Sword. If he sees the PC's he will attack with a Flaming Hammer. Dam +3, Armor +3, Fire Aura. The Sword is +3 and there is a Shield +2 amongst a Dozen more Weapons, Shields, and Helmets hung upon the walls.

Anomaly

Sign on the Door says Do Not Open. Anomaly Inside. Danger Level High. As soon as they open the Door they will be sucked into a Black Hole occupying the Center of the Room. Strength Saves to Hang on and to Close the Door. Dropped Items Will get sucked in as well as items from the Workshop. Each turn the Door is open all PC's will get struck with flying debris.

Apparatus

Giant Metal Sphere hovering in center of Room, cackling with Energy. Opposite Corner of Room is a Control Panel protected by thick Glass. Inside is a Goblin in a Lab Coat. He is Surprised to see PC's and will cause the Sphere to fire Lightning Bolts at them. It takes 3+ Turns to get access to the Control Panel. Sparky the Goblin. 1 Wound.

Library

A Large, Fine Library. It would take a week to do a complete survey of all the books. At Least a Dozen Tomes each have 1 Spell inscribed inside. Plus 2 Dozen more Valuable Books. One is an Animatome. It will Attack if Touched. Flying, 1 Wound. Fireplace.

Guardian

A Gibbering Mouther. This 20 foot Tall green Mass of Mouths and Eyes can cause Madness and Confusion. Bites all who get to close. Lit by Glowing Orbs.

Treasure Room

A Dozen Magic Items on Shelves and Pedestals. Sealed in Forcefields. A Dispel Magic spell Will give access to 1 Item. Mostly Lesser and Minor Artificer Relics, Fetishes.

Private Chambers

A Bed, Bath, Desk, More Books. Walk in Closet with 20 of the same exact Robes. Chalkboard with Calculations. Fireplace. Magic Spectacles. Wits+2 and Perception+2 An Unseen Servant is folding Socks.

Components Store Room

Spell Components. In Tall cases filled with Small Drawers. Very Valuable. Animal, Mineral, and Vegetable: Bones, Blood, Crystals, Gems, Figurines, Herbs, Seeds, Flasks, Vials, etc.

Summoning Chamber

Ziamax is Floating in the Center of the Chamber. His eyes are Glowing Red. He Raises his Staff and Casts a Spell. Knows Forcefield, Light, Magic Missile, Permanence, Alchemy, Artifice, Polymorph, Teleport, Resurrect, Petrify, Lightning Bolt, Animate Object. He is a Tenth Level Wizard. Currently Possessed by a Devil named Vortok. If Ziamax is killed or Exorcised Vortok will be transported back to his home plane. If Killed Ziamax will Immediately be resurrected by a Ring he is wearing. He will thank the PC's and reward Them but he will also take back everything they stole. He is friendly and will be a Mentor To them, helping them learn spells and giving advice and Quests. He will also resurrect Any of his servants, guardians, or pets the PC's may have slain.

Observatory

The Roof. Has a balcony with a large Telescope and a Metal Model of the Solar System.

Aviary

A Dozen large and Exotic Birds Live here. Many Large open windows. They are free to Come and go as they please. Includes: Messenger Owl, Phoenix, Giant Pelican, Zephyr Falcon, Song Birds, Eagle, Multi-colored Toucan. Bird Seed and Poop everywhere. If attacked they will all Fly Away.

High Ceiling

Underground. On a high vaulted ledge sits a Wyvern, head cocked looking at the party. The place

smells like Death. There is a Wooden Box next to the Doorway. It is filled with Dead Rats. If the players throw the Wyvern a Rat, he will eat it and not attack. Otherwise he has 4 Wounds, Wings, Poison Stinger in Tail. Narrow Windows high up.

Polymorph Arch

Anyone walking through will get their race changed to that of a random Humanoid. After 10 Transformations the Arch will power down. Unlit Torches available.

Storage

Various Tools and Supplies. Crates, Sacks, and Caskets: Wine, Flour, Salt, Oil, Firewood, Mummies, Skulls, Rolled up Rugs, Broken Machines, Bolts, Scrap Metal, Paintings, etc.

Pedestal

Contains a Bowl of 8 pieces of Magical Fruit. If eaten: Random Curses: Blindness, Deafness, Itching, Grow Horns, Sex Change, Obesity, Madness, Poison, etc. Overhead Light Spell.

Well Room

Pipes lead to the Aquarium and Towers. Some Light filters in from nearby Rooms.

Aquarium

Eight Pools filled with: Piranhas, Electric Eels, Sharks, Sting Rays, Lion Fish, Giant Clam, Giant Starfish, Alligators. If players enter to look around, the Alligators will rise up and Start knocking them into the pools. Narrow Walkways. Pools lit magically from within.

Cavern

Natural with Stalagmites and stalactites. Lit by Fluorescent Cave Slimes.

Cages And Pit

Bottomless Pit. Shadowy, Lit by large Brazier. 2 Cages hang over pit suspended by Chains. Each has 1 Captive. One is a Treacherous Thief, the other a Merchant of False Goods.

Mushrooms

A Cave filled with lots of Mushrooms Tended to by a Family of 5 Mushroom People. They work for Ziamax. Non-hostile but will defend themselves with Disease and Poison Spore Attacks and gardening Tools.

Experimentation Room

Lots of Dials and Switches. Empty Slab in center of Room. Flesh Golem will Attack first By throwing Chairs. 6 Wounds, Dam+3. Can be charmed, pacified, befriended. Wits-2.

Menagerie

A Dozen Chimerical Beasts of fantastic description in Cages. Levers on the Wall will Open or Lift the Cages. If any get loose they will randomly flee or attack. Each is a Combination of 2 Animals and has an extra 2 Mutations. The Room Is cacophony of sights and Sounds: Braying, Snorting, Roaring, Screeching, Howling, etc. Also cages of 2 Dozen Regular Animals waiting their Turn.

Laboratory

Workbenches filled with Alchemical Glassware and tubing. Shelves of Jars and Flasks Containing Mysterious liquids. One Table with 3 Finished Potions.

Vats

5 Large Bubbling Vats. If players poke around, one will tip and pour out, Covering one Party Member. That PC will transform into an Abomination with 5 Chaos Mutations and 5 Wounds and will attack the rest of the party. They will find an unfinished Homunculus in one Vat and a Simulacrum of Ziamax himself in another.

Cave

This has one opening to the surface and another blocked by Rubble that leads Into the Underdark.

Settings

Yurvay

Introduction

Yurvay is a partially detailed World that the GM can use to start his campaign in. It has lots of wild areas, ruins, portals, and adventuring sites.

- PLANETARY AND SOLAR SYSTEM INFO
- Fourth Planet from a Yellow Sun. Medium Size.
- The Sun Spirit is called Yurgis.
- The Planetary Spirit is Called Yurvay.
- Two Moons: The Green Larger and closer one is called Vanos.
- The Smaller Purple Moon is called Kayale.
- Temperate Climate. Minor Axis Tilt. 25 Hour Day. 400 Day Year.
- Most societies use a 10 Month Solar Calendar.
- Zodaic has 10 Constellations.
- 11 other planets in system. Five with Rings. 47 Moons Total.
- Other Planet Names: Stanng, Gorotha, Matook, Vonan, Lakesk,

- Elibis, Wobar, Miophis, Bleemis, Chandraj, Mahote.
- Life can be found on 6 of these. Intelligent life on 4.
- Some minor use of Void Ships. Portals are more common.
- Nearest Neighboring Star is 3 Light Years Away.
- Yurvay is 55% Water. Ice caps present.

Continents

Yurvay has 6 Continents, 3 Major Oceans, and 8 Seas.

Wotan

- Eastern Continent.
- Plains, Desert, Hills, Badlands, Forests
- Devils, Demons, Spirits, Dragons.
- Tiang Empire
- Kuro Kingdoms
- Mohar Horse Tribes

Xothos

- Southern Continent.
- Savannah, Jungles, Deserts.
- Beasts, Abominations, Djinn, Sphinx, Demons.
- Savage Tribes
- Desert Tribes
- Oldjar Theocracy

Ikorn

- North Polar Continent.
- Mountains, Arctic, Tundra, Taiga
- Giants, Barbarians, Dragons, Undead.

Frezantis

- Northern Continent.
- Forest, Mountains, Plains, Marshes
- Humanoids, Dragons, Composites, Fey, Demi-Humans
- Feudal Kingdoms

Kalama

- Western Continent
- Mountains, Hills, Badlands, Forest, Marshes
- Humanoids, Horrors, Spiders, Dragons, Undead, Spirits
- Humanoid Tribes
- Ancient Ruins of the Kalamar Empire

Gorzantha

- Central Continent
- Volcanoes, Mountains, Badlands, Forests, Ruins
- Overrun with Dragons, Behemoths

Ocean Of Isk

- Lots of Trade Routes and Pirates

Ocean Of Atos

- Spawns the occasional Kaiju from
- large Portals in the Abyss.

Ocean Of Ozmar

- Infested with Krakens and Sea Devils

Stormy Sea

- Ship Graveyard below. Ghost Ships.

Sea Of Mists

- Very Foggy. Fish Men

Boiling Sea

- Underwater Volcanoes.

Icy Sea

- Lots of Icebergs.
- Whales, Penguins, Leviathans.

Middle Sea

- Balmy, Warm, Pleasant, Sea Monsters

Salty Sea

- High Salt Concentration

Sargasso Sea

- Choked with Seaweed. Sea Elves.

Sirens Sea

- Home of the Sirens.

Major Islands

- There are thousands of Islands.
- Some Notable ones include:
Vianti - The Isle of the Technomancers
GLORD - Lair of the Goblin Pirate King
MIKOS - Island of the Birds
LEMOS - Land of the Talking Lemurs

Frezantis Details

This Continent will most Likely be the Starting Point. Half is Wild. There are 12 Kingdoms:

Demar

Large Feudal Kingdom. Lots of Trading. Decentralized power. Barons posture and fight.

Morash

Small Kingdom. Isolated. Paladins. Religious and cultural Purity highly valued.

Jono

Small Kingdom. Excellent Navy and Merchant Marine. Explorers and Adventurers.

Zian

Magocracy. Ruled by Council of Mages. Known for its frequent ritualized Mage Duels.

Flenzen

Medium Kingdom undergoing a Renaissance style Golden Age.

Undakosh

Northern Medium Liberal Kingdom. Reindeer Herders. Saunas

Ricien

Mid Size Kingdom known for its bountiful Harvests and Fine Wines. Intrigue and Hedonism are the national pastimes.

Murkin

Industrial Kingdom. Factories, Artificers, Alchemists. Run by the Guild Masters. Home to Four Dwarven Mountain Strongholds.

Glokenshplok

Tiny Kingdom. Lots of Fey. Known for high quality Mercenary Troops and Chocolate. Elven Communities occupy the Woodlands.

Zamish

Disorganized Country. Undergoing a series of Civil Wars. Large Population. Invented the Guillotine.

Loqutus

Cursed Kingdom. Evil Lords. Necromancy.

Endon

- Medium Kingdom. Constant incursions by Humanoids
- and Dragons. Realm of Heroes.
- Let us assume that Endon is the starting Kingdom of our
- intrepid adventurers, so a little more detail is required:
- The King is Lord Endomon.
- The Kingdom is composed of 64 Hexes (30 miles wide each).

- There are 3 Million Inhabitants, mostly in 12,500 Villages.
- There are 112 Castles.
- There are 3 Cities: Raganuk, Vestook, and Balifin.
- There are 20 Towns.
- There are 17 Baronies.
- The players start in a Coastal Barony of 5 Hexes led
- by Ardnor the Bold which contains the Port Town of Norge.
- The local Count is Lord Hammen.
- The Characters are currently residents of Norge.
- They are Sell-Swords with some experience in the Goblin Wars.
- They are a rough and tumble lot ready for any adventure.
- There are rumors of a Dungeon in the nearby Badlands...

Gods And Npc's**Non-player Characters****Sample Starting Characters**

Brandick the LG Level 1 Fighter

- Kingdom, Lower Class, Realist, Passionate
- Human Str+2 Tuf+2 Agy+2 Rfx+2 Fate+1 Dam+2, Atk+2 Def+2 Move =40
- Resist Fear, Animal Reflexes; Color Blind, Weakness to Women
- Skills- Sword+1, Brawl+1, Heavy Armor+1, Find Weakness+1
- Muscles+1, Dexterity+1, Constitution+1

Wynnie the NG Level 1 Wizard

- Kingdom, Middle Class, Imaginative, Introvert, Wild
- Human, Wits+3 Will+2 Fate+1 Power Points=6
- See Invisible, Resist Confusion; Tone Deaf, Phobia of Heights
- Spells- Magic Missile, Levitate, Light, Animate Object, Counter Spell
- Skills- Intelligence+1

Guynark the CN Level 1 Thief

- Kingdom, Lower Class, Realist, Flexible
- Human Agy+1 Rfx+1 Wits+2 Cha+1 Fate+1 Move=45 Def+2 Will-2
- Common Sense, Instinct; Weakness to Drink, Flighty
- Stealth+4 Pickpocket+4 Climb+4 Streetwise+4 Traps+4 Locks+1 Swift+1

Pythe the LG Level 1 Cleric Worshipper of Frasa the Avenger

- Kingdom, Upper Class, Rational, Judgmental, Disciplined
- Human, Will+1 Str+1 Cha+1 Per+1
- Perfect Memory, Resist Paralysis; Rashness, Phobia of Water
- Spells- Heal, Cure, Turn Undead, Detect Evil, Bless
- Skills- Religion+4, Heavy Armor

Grimgut the LN Level 1 Berserker

- Kingdom, Lower Class, Imaginative, Passionate, Extrovert, Wild
- Dwarf, Str+4 Tuff+3 Agy+1 Rfx-1 Per-2 Move=40
- Darkvision, Resist Poison, Deafness, Glutton
- Skills: Axe+1, Sword+1, Muscles+1, Constitution+1, Battlecry, Swift+1

Sample Non-player Characters

Ishcibibble the Innkeeper of the Drunken Dragon Inn Retired Level 4 Fighter. +2 Attack, Damage, Toughness, and Defense. Master of Gossip. Always good for a Rumor or two. Loves his Inn.

Thurplepot the Provisioner. Welcome to the Emporium. Level 2 Rogue. Halfling. Has several Halfling Clerks. Smokes a pipe. Is handy with a Throwing Knife. Appraisal +5

Anduron the Learned and Meowman the Cat Familiar Old Man. White Beard. Level 7 Mage. Too frail for adventuring. Can help lower Level Mages Level up and learn Spells. Spells: Magic Missile, Alarm, Animate Object, Knock, Light, Counter Spell, Detect Magic, Familiar, Levitate, Sleep

Niyema The Healer

- Level 3 Healer. Dark skinned Beauty. Charisma +2. Herbalism +3
- Spells: Heal, Cure, Resurrect.

Captain of the Guard

- Level 8 Fighter. Grisly, Scarred, Gruff Veteran.
- Strength+3, Tough+3, Heavy Armor, Tactics+2, Intimidation+2,
- Interrogation+2, Alertness+2, Shield Bash+1, Sword+2
- Items: Sword+1, Shield+2, Platemail, Warhorse

Evil Npc Classes

Note On Levels

The level for each example was Arbitrarily chosen. For each level you that add or take away, add or subtract a Skill or Spell.

Black Knight 4th Level:

- Skills: Sword+2, Joust+1, Heavy Armor, Ride+4, Intimidate+1, Taunt+4, Muscle+1,
- Shield Bash+1, Dirty Fighting+1
- Items: Shield+1, Heavy Armor, Sword+1, Lance, Dagger, Cloak

Chaos Lord 9th Level:

- Spells: Mutate, Chaos Storm, Hopelessness
- Skills: Heavy Armor, Axe+2, Constitution+4, Battle Cry+1, Rage, Intimidate+1, Muscles+2
- Items: Heavy Armor+2, Battle Axe+2, 3 Beneficial Chaos Mutations

Chaos Mage 5th Level:

- Spells: Mutate, Melt, Confusion, Chaos Storm, Tentacles, Spores,
- Spines, Sicken, Poison Cloud; Skills: Willpower+1 Constitution+1

- Items: Robes, Chaos Symbol, Dagger+1, Ring of Spell Storing

Cultist 9th Level: (Diabolist/Demonologist/Evil High Priest)

- Spells: Summon Demon, Weakness, Lock, Tentacles, Hellfire, Ritual,
- Gate, Truth, Comprehension, Chains, Corruption
- Skills: Religion+4 Dagger+1 Theology+4 Planar Lore+4
- Items: Dagger+2, Robes, Unholy Symbol, Tome of Demon Summoning

Dark Lord 10th Level: (Evil Wizard)

- Spells: Dark Tidings, Death Ray, Pain, Command, Scry, Hex, Enslave,
- Wrath, Weakness, Feeblemind, Familiar, Immortality, Ethereal
- Skills: Willpower+3, Intelligence+1
- Items: Dagger+2, Staff of Power, Robes, Cloak, Giant Snake Familiar

Death Lord 15th Level: (Death Knight)

- Spells: Animate Dead, Death Aura, Talk to Dead, Summon Spirit,
- Resurrect, Fear, Magical Steed, Lightning Bolt, Dark Tidings
- Skills: Heavy Armor Sword+4 Ride+4 Leadership+1 Intimidate+2 Interrogate+1 Constitution+2
- Items: Heavy Armor +3, Nightmare Steed, Vorpal Blade+4, Dagger+3, Shield+2

Hexer 8th Level: (Hex Mage)

- Spells: Jinx, Hex, Curse Breaker, Blind, Silence, Dark Tidings,
- Mist Magic, Madness, Insect Swarm, Shapechange
- Skills: Intimidate+4, Jest+4, Intelligence +1, Willpower+1
- Items: Robes, Staff of Striking, Dagger, Ring of Protection+2

Lich King 20th Level:

- Spells: Talk to Dead, Animate Dead, Death Aura, Horror, Control Undead,
- Darkness, Decay, Wither, Drain, Hex, Trap Soul, Artifice, Alchemy, True Sight, Scry,
- Gate, Astral Project, Animate Objects, Permanence, Mind Shield
- Skills: Willpower+1 Constitution+5
- Undead Powers: Fear, Regeneration
- Items: Dagger+4, Staff of Wizardry, Amulet of Magic Resistance+5

Necromancer 6th Level:

- Spells: Talk to Dead, Animate Dead, Death Ray, Fear, Control Undead,
- Darkness, Decay, Wither, Drain, Hex; Skills: Willpower+1 Constitution+1
- Items: Dagger+1, Staff, Cloak, Sage Skull

Mummy Pharaoh 25th Level:

- Spells: Talk to Dead, Animate Dead, Control Undead, Hex, Drain, Awe,
- Permanence, Immortality, Invulnerability, Magical Seal, Maze, Enslave, Pocket Dimension,

- Possession, Soul Trap, Write Magic, Quicksand, Dust Storm, Fly, Sicken, Summon Monster
 - Skills: Willpower+2 Constitution+4 History+4 Politics+2 Etiquette+4
 - Undead Powers: Fear, Regeneration
 - Items: Dagger+5, Sickle Sword+3, Pendant of Power, 12 Spell Scrolls
- Shadow Assassin 7th Level: (Night Stalker)
- Spells: Shadow Magic, Locate, Darkness, Mind Shield, Neutralize Poison
 - Skills: Stealth+4 Backstab+4 Dagger+1 Sword+1 Poison Lore+4 Streetwise+4 Politics+1 Haggle+1
 - Items: Poison Dagger +2, Cloak, Sword +1
- Sorcerer 2nd Level:
- Spells: Boil Blood, Enslave, Alchemy, Fireball, Acid Spray, Blur
 - Skills: Willpower+1 Constitution+1
 - Items: Robes, Staff, Dagger, Amulet, Cauldron, Potion of Invisibility
- White Witch 12th Level: (Ice Queen)
- Spells: Blizzard, Freeze, Cone of Cold, Cold Aura, Ice Shards,
 - Wall of Ice, Summon Ice Elemental, Chill, Cold Burst, Scry, Hex, Resist Cold
 - Skills: Willpower+1 Resist Cold+4 Intelligence+1

- Weather Lore+4, Dagger+2
- Items: Ice Dagger +2, Diadem of Power, Staff of Cold

Gods & Patrons

Introduction

This Section describes the Cosmological order of the Other Worldly Warlocks Universe and provides a list of Gods for which the Player Characters can seek Patronage.

Beings With God Like Powers.

Not every being with God Like powers is worshipped as a God. Not every Being worshipped as a God has God like powers. Such is the folly of Mortals.

Alignments

There are nine Universal Alignments. Each of these has an associated group of representative Creature Types that are the Incarnations and manifestations Of that Alignment:

Alignment:	Creature:	Leaders:
True Neutral	Archons	Absolute Archons
Pure Good	Angels	Seraph Angels
Pure Evil	Horrors	Ultimate Horrors
Pure Law	Singularities	Supreme Singularities
Pure Chaos	Abominations	Apex Abominations
Lawful Good	Devas	Devine Devas
Lawful Evil	Devils	Arch Devils
Chaotic Good	Cherubs	Exalted Cherubs
Chaotic Evil	Demons	Demon Princes

The Universal Balance

Some worlds may fall under the sway of one Alignment or Another, but in the great scheme of things, this always Evens out on a universal Scale, or at least, always has.

Other Things Of Great Power

- Not all Beings are Beholden to the Alignment based power Structures. Some are Older, Some Alien, Some are just funny shaped Pegs. These include the Following:
- Primordials: These Beings control Time, Space, Energy, Matter, and The Forces of Nature. They provide the Framework for everything else.
 - Elder Gods: These Guys have been around forever. They Sleep. They Dream. They have Nightmares. They Drool. They Cough And Sputter. They ooze Corruption and Divine Power. They Are the Senior Citizens of the Universe.
 - Outer Gods: Alien Gods from the far ends of the Multiverse. Their mere thoughts drive mortals insane.

- Their cruelty is without Limit and their power levels are incomprehensible.
- Djinn: A Race with Godlike Powers for Sure. Able to make every Wish come true. Mortals can do worse than seek patronage With them.
 - Sphinx: Strange Beings of Superior Intellect and Wisdom. The Terrible Secrets of the Universe and all Time are at their Disposal and Contemplation
 - Fey: Faerie Magic is by its Nature most Elusive. The Lords of the Fey can protect their own to the chagrin of those that want to Steal that Power.
 - Celestials: Zodiac Gods, Planetary Spirits, Solar Entities. These Are the Celestial Spheres themselves. The background upon Which we play out our short Lived Dramas.
 - Pantheons: The Offspring of the Gods and their Children. On Worlds where they are worshiped they play with men's lives as Men might play chess. Scores of these exist, hidden in pocket Universes across the Cosmos.
 - Gods of Creation: Paragons, Prime Movers, and the Godhead. The Creators of Worlds. The Creators of

the Alignments. The Creator of the Universe.

-Gods of Magic: Strange, Changeable Beings able to break The Laws of Nature and change reality at will. They are manifestations of the Source of magic itself.

-Nature Bound Gods: Nature Gods bound to a Specific Planet. Some are Caretakers and Nurturers of Living Things. Others Lord over the Winds or the Waves or the very Earth itself.

-Elemental Lords: Powerful being that occupy the Elemental Planes. They can be cajoled into sharing their power by Those unafraid of getting Burned, or Crushed, or Drowned.

-Beast Lords: Lord of Cats, Lord of Wolves, Lord of Birds, and Many more. They make awesome allies to those who can Earn their fickle Trust.

-Great Spirits: Ghostly Forms of Kings and Mighty Spell Casters. These Roam the Ethereal Plane at Will.

They Go where they want and do what they want. Woe to those Who get in their Way.

-Ascended Immortals: Mortal Men who, through force of will, Great cunning, and the Strongest Magics have taken their place Amongst the Gods. An Inspiration to us All.

Patronage And Priesthood

A priest will have a dress code and can only carry weapons preferred by their Patron. The Priest will have additional responsibilities such as ministering to a flock, preaching the word, taking orders from higher level Priests, and fighting oppositional religions. Most Religions do allow time for adventuring, especially if it advances the Cause of the Deity.

Each God has one or more associated Magic Types and Priests will mostly know spells of this type.

List Of Gods & Deities

Name:	Domain:	Type:	Magic:
Abrasax	The Godhead	Primordial	Conjuration
Kron	Primus of Time	Primordial	Time
Volun	Primus of Space	Primordial	Space
Mektix	Primus of Force	Primordial	Force
Particulon	Primus of Matter	Primordial	Matter
Dynomost	Primus of Energy	Primordial	Energy
Zul	God of Magic	Primordial	Transformation
Yavoah	The Creator	Prime Mover	Conjuration, Life
Archane	Spider Goddess	Beast Lord	Spider
Basra	Cat Queen	Beast Lord	Cat
Lupon	Lord of the Wolves	Beast Lord	Wolf
Tika	Bird Goddess	Beast Lord	Bird
Hissil	Snake Lord	Beast Lord	Snake
Bombus	Bear Lord	Beast Lord	Bear
Xizor	Insect Lord	Beast Lord	Insect
Florent	Plant Lord	Nature God	Plant, Druid
Tree of Life	Life Giver	Nature God	Plant, Life, Healing
Niieema	Goddess of Youth	Nature God	Healing, Druid
Sargas	The Sea King	Nature God	Sea
Eukil	The Storm God	Nature God	Weather, Air, Water
Avasan	Sky God	Nature God	Air, Lightning, Weather
Inglorp	Swamp God	Nature God	Swamp
Guiyen	Fertility Goddess	Nature God	Life, Farming, Herding
Earth Mother	Fertility Goddess	Nature God	Life, Earth, Healing
Yinzang	Lord of the Balance	Absolute Archon	Anti-Magic
Krind	Keeper of Portals	Absolute Archon	Dimensions
Hozer	God of Evil	Ultimate Horror	Evil
Helizar	God of Death	Ultimate Horror	Death
Nizzurat	God of Suffering	Ultimate Horror	Curses, Hexes
Varkor	God of Torture	Ultimate Horror	Evil
Liya	Goddess of Light	Seraph Angel	Light
Eyo	Shield of Existence	Seraph Angel	Blessings
Palidor	God of Justice	Devine Deva	Law, Paladin

Name:	Domain:	Type:	Magic:
Frasa	The Avenger	Devine Deva	Holy Wrath
Ranye	The Vigilant	Exalted Cherub	Trap
Bikarah	Champion of Mercy	Exalted Cherub	Battle
Onus	Lord of Law	Supreme Singularity	Law, Order
Tibis	God of Punishments	Supreme Singularity	Law
Destron	Master of Fates	Supreme Singularity	Time
Kazerak	Lord of Chaos	Apex Abomination	Chaos
Festoon	God of Rot	Apex Abomination	Putrescence
Polyglox	God of Many Forms	Apex Abomination	Transformation
Dispat	God of Entropy	Apex Abomination	Darkness
Morganus	Lord of Hell	Arch Devil	Diabolism, Necromancy
Gorguz	The Gluttonous	Arch Devil	Diabolism
Gildgaz	The Greedy	Arch Devil	Diabolism
Sesune	Queen of Succubi	Arch Devil	Diabolism, Mind
Asmond	Lord of the Abyss	Demon Prince	Demonology
Tirade	Collector of Souls	Demon Prince	Necromancy, Spirits
Athor	The Wrathful One	Demon Prince	Demonology
Golgoth	Lord of Excrement	Demon Prince	Putrescence
Cleaven	Lord of Carnage	Demon Prince	Demonology, Battle
Culu	The Sleeping God	Elder God	Dreams, Sea
Harzash	God of Madness	Elder God	Mind, Space
Yog	Master of Realities	Outer God	Space, Matter
Ixl	Oozing God	Outer God	Slime
Foomus	God of Fire	Elemental Lord	Fire
Frumpus	God of Earth	Elemental Lord	Earth
Flitus	God of Air	Elemental Lord	Air
Filkus	God of Water	Elemental Lord	Water
Frigis	The Cold One	Elemental Lord	Ice
Thustra	God of Wisdom	Ascended Immortal	Mysticism, Lore
Grom	God of War	Ascended Immortal	Warrior, Battle
Xamander	The Arch Magus	Ascended Immortal	Wizardry
Locutus	The Trickster	Ascended Immortal	Thief
Zoltar	The Charlatan	Ascended Immortal	Illusion, Mind
Budahn	God of Acceptance	Ascended Immortal	Mysticism, Luck
Jezu	God of Forgiveness	Ascended Immortal	Blessings
Leeyan	The Mighty Monk	Ascended Immortal	Martial Arts, Body
Hamed	God of Abeyance	Ascended Immortal	Law
Solaris	Star Spirit	Celestial Entity	Solar, Fire
Silene	The Morning Star	Celestial Entity	Solar, Light
Yurgis	Planetary Spirit	Celestial Entity	Earth
Luna	Moon Spirit	Celestial Entity	Moon, Water
Ziune	Constellation	Celestial Entity	Zodiac
Grecos	Pantheon	Greek	Pantheistic
Nord	Pantheon	Norse	Pantheistic
Gyptos	Pantheon	Egyptian	Pantheistic
Babel	Pantheon	Babylonian	Pantheistic
Kells	Pantheon	Celtic	Pantheistic
Nippos	Pantheon	Japanese	Pantheistic
Hindic	Pantheon	Indian	Pantheistic
Xian	Pantheon	Chinese	Pantheistic
Cree	Pantheon	North American	Pantheistic
Xoltos	Pantheon	Central American	Pantheistic
Incata	Pantheon	South American	Pantheistic

Name:	Domain:	Type:	Magic:
Slavos	Pantheon	Slavic	Pantheistic
Atalon	Paragon of Strength	Demigod	Warrior
Utalon	Paragon of Wits	Demigod	Psychic
Djelsawad	Grand Sultan	Djinn Lord	Djinn
Zizunni	Keeper of Wishes	Djinn Lord	Djinn, Trap
Bahnopekh	Supreme Sphinx	Sphinx Lord	Sphinx
Ngokept	Master of Mysteries	Sphinx Lord	Sphinx, Lore
Anmemot	Eternal Oracle	Sphinx Lord	Sphinx, Divination
Dracor	Dragon Emperor	Dragon Lord	Dragon
Feynar	King of the Fey	Fey Lord	Fey, Lore
Elsprite	Queen of the Fey	Fey Lord	Fey, Life
Pixy	Princess of the Fey	Fey Lord	Fey, Illusions
Strongbow	Prince of the Fey	Fey Lord	Fey, Archery

Transmigration Of The Souls

All things, living and non-living, generate spirits (souls). When the physical thing is destroyed, the Spirit is set Free. In the case of humans, most fly off into the Ether headed to one of the Outer Planes. Some become stuck or trapped. These are Ghosts and all the variants of such. Some Wander freely.

Some are reborn, willing or not. Some are destroyed, consumed or enslaved by Wizards, More Powerful Spirits, or beings from the outer planes. If the Soul was religious, it will eventually find its way to its Patron's abode, or be collected by its Patron's minions (Psychopomps). The Patron may then, as it wishes, reward or punish the soul. Souls found on the outer Planes are often referred to as Shades.

Astral Projecton

The Soul or Spirit leaves the unconscious body. The Spirit remains tethered to the Body by a Silver Cord. If the Cord is cut this is equivalent to Death.

Most Spirits may go anywhere, including other peoples Dreams. The Spirit world is also called the Astral Plane. A disembodied spirit can still interact with the physical world.

A Spirit can be visible or invisible, heard or unheard. A Spirit can open a door or simply walk through it. A Spirit can make "Physical" attacks.

Spirits can be attacked with magic spells and

weapons. Some spirits are susceptible to Fire, Cold Iron, or Silver.

The Ethereal Plane

Similar to Astral projection but the Body and Soul remain Together. Ethereal Beings are invisible but not to other Ethereal beings. The Ethereal form is insubstantial and so cannot interact by touch.

You can walk through a Door but not open one. The Ethereal being can attack or be attacked with magic spells and weapons. Some Ethereal Monsters can make Physical Attacks.

The Ethereal Plane is contiguous with most other Planes.

Monster Lists

Monster Rules And Tables

Size Chart, Physical Mutations, Magical Mutations

Introduction

The Bestiary ad nauseum.

Comparative Sizes

In General a Creature can carry another creature of a lower Size Level.

Comparative Size Level (sl) Chart

SL	Example:	WL	Others:
1	Ant	1	Bug
2	Hand Size	1	Tarantula, Rat, Bat, Fairy
3	House Cat	1	Imp, Brownie, Sprite
4	Child	1-2	Goblin, Kobold, Halfling
5	Dwarf	1-3	Elf, Satyr
6	Human	1-4	Orc, Hobgoblin, Gnoll
7	Horse	2-5	Centaur, Bugbear

SL	Example:	WL	Others:
9	Hill Giant	10	Young Dragon, Elephant
10	Stone Giant	15	Hydra, Roc
11	Frost Giant	20	Adult Dragon
12	Fire Giant	25	Sea Serpent
13	Storm Giant	30	Elder Dragon
14	Titan	40	Behemoth, Colossus
15	Kraken	50	Leviathan

SL	Example:	WL	Others:
8	Ogre	4-8	Troll

WL Wound Limit

Giant Sizes

Anything bigger than normal can be called "Giant Size"

- When a Creature is Large Size it is 1-2 Levels bigger.
- When a Creature is Huge Size it is 3-4 Levels bigger.
- When a Creature is Monstrous Size it is 5-6 Levels bigger.
- When a Creature is Humongous Size it is 7-9 Levels bigger.
- When a Creature is Gargantuan Size it is 10-15 Levels bigger.
- A Tiny or Shrunk version will have a Size Level of 1D3.

Notes On Giant Size

Creatures of SL 9+ are immune to stun and most immobilization attacks. They are less affected by human size doses of poison. Grappling them is not terribly effective unless you get them around the neck possibly.

Creature Stats

Stats are given for Size and Level as general guidelines, however there are other Stats, especially combat related ones, that can be used to describe your Foes. The values can be whatever the GM desires. Stats of interest include: Wounds, Damage, Armor, Attack, Defense, Movement, Power Points and Magic Resistance.

Wound Limit

Size Level directly ties into WL. Recommendations are given in the above table. Creatures with Wounds in excess of their WL are killed.

Damage

Damage would be influenced by both Size and Level. You might want to give the Kobold a -1 and the Ogre a +6. A rule of thumb is to give +2 for each SL greater than 6.

Armor

For roughly man-size opponents use any actual Armor they are wearing. Larger Foes have thick hides and should get a bonus for that. The Delicate Fairy might get -1 while the Scaled Dragon has a +5. A rule of thumb is to give +1 for each SL greater than 6.

Other Worldly Physical Mutation Table

SL	Example:	WL	Others:
16	Kaiju	100	Godlings

Attack

Bonus for Monster to hit when it is Attacking. The Clumsy Troll might get a -1 whereas the skilled elf has a +3. A rule of thumb is to give +1 for every 2 Levels.

Defense

Bonus for Monster to avoid being hit when Attacked. The large purple Worm might have a -3 but the quick giant Spider has a +3. A rule of thumb is to give +1 for every 2 Levels.

Movement

Normal human speed is 30 Feet per combat turn. You might declare your Vampires can move 10 times as fast or 20 times faster if flying.

Power Points

For casting Spells if the Monster is a Spellcaster. Note that many Monsters have Spell like abilities that do not use PP but rather can be used a certain number of times a day or even without any real limits.

Magic Resistance

Larger and higher Level Monsters can often just Shrug off your Death Spells and Teleport (50 Feet into the Ground) Spells. However, If they fail a save the Spell might just cause a few wounds.

More Stats

Sometimes you will need to come up with other stats or modifiers as well, such as Grappling or Save vs Persuasion. Size and Level are good guidelines but the GM should always go with his gut instincts.

Base Creature Type And Mutations

Every creature will have a base type such as Spider, Human, Elf, Orc, Fire Giant, Red Dragon. These are your run of the mill Versions. The multiverse however produces a multitude of Variations on these Themes. These variations are called Mutations. They can be good, bad, or Inconsequential. If on another world Base Creatures will have 1D6 Mutations. If it is a truly Alien world the Base Creatures will be different As well. For Example: Instead of having Cows their closest Base Creature would be a Blind, Herbivorous, Hairless, White, Mitotic Quadraped called a Zurt.

1D100	Mutation:
1	Different Color Skin
2	Hair or Fur or Hairless
3	Sticky Attack
4	Tripod: Trilateral Symmetry
5	Scales: Reptilian or Fish
6	Amphibious Version
7	Animal Head or Human Face
8	Slippery Defense
9	Dinosaur Version
10	Different Color Hair
11	Reptilian Version
12	Hooves
13	Bird Wings: Feathers
14	Insect Wings: Dragonfly, Butterfly
15	Bat Wings: Membranes
16	Gas Attack
17	Horns: Single, Double
18	Spikes
19	Antlers
20	Aquatic Version: Fins and Gills
21	Extra Set of Arms
22	Extra Set of Legs
23	Insect Version: Limbs, Body, Head
24	Unhinging Jaw: Swallow Big Things
25	Snake Eyes or Snake Tongue
26	Large Size
27	Giant Size
28	Monstrous Size
29	Humungous Size
30	Tiny Size
31	Omnivorous Version
32	Herbivore Version
33	Carnivore Version
34	Symbiotic
35	Stealth: Ambush, Pounce
36	Cyclops
37	Levitating or Hovering
38	Snake or Worm Body
39	No Tail or Tail
40	Prehensile Tail
41	Opposable Thumbs
42	Talons or Claws
43	Tentacles
44	Elephant-Like Trunk
45	Rage or Berserk
46	Pincers: Mouth or Limbs
47	Centipede Body
48	Larval Life Stage
49	Parasitic Life Stage
50	Metamorphosis: Second Adult Stage

1D100	Mutation:
51	Acid Blood
52	Extra Sexual Dimorphism
53	Mitotic Asexual Reproduction
54	Lays Eggs or Live Birth
55	Exoskeleton: Carapace
56	Tusks
57	Plant Version
58	Fungus Version
59	Slime Version
60	Transforms Victims into Zombies
61	Compound Eyes or Extra Eyes
62	Multiple Heads
63	Beak
64	Eyes on Side of Head
65	Fast Runner
66	Sloth Like
67	Wall Crawling
68	Super Jump
69	Powerful Defensive Kick
70	Hopping
71	Burrowing
72	Brachiation
73	Poison Stinger in Tail
74	Poison Fangs
75	Spit Poison or Acid
76	Spines
77	Long Undulating Neck
78	Eye Stalks
79	Amoeboid
80	Extra Long Limbs
81	Danger Sense
82	Constriction Attack
83	Pheromone Lure
84	Stench Attack: Spray, Proximity
85	Bioluminescent
86	Infravision or Ultravision
87	Shoot Needles
88	Rolling Form
89	Enhanced Vision
90	Enhanced Hearing
91	Enhanced Sense of Smell: Superior Tracking
92	Echolocation
93	Hibernation
94	Camels Hump
95	Chameleon or Natural Camouflage
96	Puffer Defense
97	Super Strong Jaws
98	Hive Organization
99	Sonic Screech
00	Disease Vector

Other Worldly Magical Mutation Table

1D100	Mutation:
1	Elemental Form
2	Dispel Magic
3	Psychic Powers
4	Cause Weakness, Hopelessness
5	Darkness
6	Extra Sensory Perception
7	Size Altering
8	Charm
9	Sonic Attack
10	Ethereal Form
11	Blink: Short Range Teleport
12	Magic Resistance
13	Disenchant Magic Item: Touch
14	Rust Item: Touch
15	Invisibility
16	Circle of Darkness
17	Detect Invisible
18	Phase Through Walls
19	Sleep: Individual, Mass
20	Paralysis
21	Petrification: Touch, Gaze
22	Flying or Levitation
23	Invulnerability: Immune to Normal Weapons
24	Force Field
25	Siren Song: Lure
26	Fear: Individual, Mass
27	Suggestion, Hypnotism
28	Control: Monsters, Beasts, Person
29	Drain: Hits, Luck, Power, Attributes, Soul
30	Regeneration
31	Eye Beams
32	Immunities: Fire, Weapons, Mind Magic
33	Protection: Evil, Good, Magic
34	Confusion, Discord
35	Mirror Images
36	Ventriloquism
37	Dancing Lights
38	Death Gaze
39	Insanity: Individual, Mass
40	Illusions
41	Polymorph Self
42	Polymorph Others: Individual, Mass
43	Feeblemind: Individual, Mass
44	Telekinesis Attack
45	Summon other Creatures
46	Indestructible
47	Read Minds
48	Control Vegetation
49	Shapeshifter
50	Possession

1D100	Mutation:
51	Haste: Self
52	Slow: Individual, Mass
53	Time Stop
54	Displacement: Appears Elsewhere
55	Animate Dead
56	Stun: All in Medium Range
57	Pyrotechnics
58	Magic Missile
59	Force Attacks
60	Light Attacks
61	Air Attack: Gust of Wind, Whirlwind
62	Ice Attack: Chill Touch, Freeze
63	Water Attack
64	Earth Attack
65	Fire Attack: Bolt, Wall of Fire
66	Lightning Attack: Shock, Bolt
67	Pain: Individual, Mass
68	Gaseous Form
69	Rot Flesh: Touch
70	Age 10 Years: Touch
71	Gas Attack
72	Acid Attacks
73	Magical Strength
74	Spell Reflection
75	Teleport Foe Away
76	Dream Attacks
77	Astral Form
78	Blindness
79	Web Attack
80	Forgetfulness: Steal Memories
81	Fragments: If Killed New Monsters Created
82	Exploding: If Killed Explodes
83	Curse
84	Presence Causes Hex
85	Telepathy
86	Tree Walk
87	Healing
88	Teleport
89	Summon Swarm
90	Hallucinations
91	Reflect Missile Attacks
92	Anti-Magic
93	Misdirection
94	Weather Control
95	Wishes: Minor, Lesser, Major
96	Shadow Form
97	Animate Objects
98	Blur: Get +2 to Evade
99	Retching: Nausea
00	Spell Caster

Chaos Mutation Table

1D40	Mutation:
1	Arm Mutated: Huge, Claw, Tentacle, Pincers, Talons
2	Grow an extra mutated Arm
3	Evil Twin appears on Torso or grow extra Head
4	Leg Mutated: Paws, Hoof, Bird Feet
5	Face Reorganized: Charisma -1D6
6	New Face: Beast Face, Demon Face, Fish Head
7	Horn or Horns on Head
8	Spikes on Back and Limbs
9	Tail: Monkey, Cat, Horse, Dinosaur, Bird, Scorpion
10	One Eye or extra Eyes
11	Covered in Fur, Hair, Feathers, Scales
12	Skin a Color of the Rainbow or Transparent Skin
13	Something Faces Backwards
14	Glistening Organs on the Outside
15	Obese: Gain 100 Pounds of Fat. Watch it Wiggle
16	Constantly Oozing: Pus, Slime, Vomit, acid, Blood, Offal, etc.
17	Large open un-healing Wounds
18	Sex Change or extra set of misplaced sex Organs
19	Eye Wanders around Face
20	Insect Proboscis for Mouth or Bird Beak or Camel Lips
21	Oversize Head
22	Long Nose
23	Long Tongue
24	Neck can Stretch 100 Meters
25	Faceless
26	Eyeless
27	Eye Stalks
28	One Legged Hopper
29	Parts of Body Ethereal
30	Skull for Head
31	Become a Floating Skull
32	Beehive/Insect Swarm in Ribcage
33	Composed entirely of Rats/Snakes/Swarm
34	Extendable Jaw: Bite Attack +1 Damage
35	Unceasing Defecation
36	Sprout Tentacles
37	No Head: Face on Chest
38	Hands become Swords, Hammers, Whips, Flails, Scissors, etc.
39	Crystal Skin: Armor +1
40	Single Horn protrudes from Forehead

Creature Descriptors

Use these to add some Detail to your encounters.

Examples:

- Instead of just Goblin, say Hill Goblin Runt.
- Instead of just Snake, say Green Forest Viper.
- Instead of just Wolf, say Silver Mist Wolf.

List:

- Alignment - Evil, Good, Chaos, Law
- Young - Whelp, Runt, Hatchling, Pup
- Old - Mature, Elder, Ancient
- Status - Lesser, Minor, Major, Greater

- Size - Large, Giant, Miniature, Pygmy
- Hide - Woolly, Naked, Scaly, Horned
- Element - Earth, Fire, Air, Water, Sand, Ice, Lightning
- Color - Red, Green, Blue, Azure, Purple, White, Black
- Pattern - Ringed, Striped, Spotted
- Gem - Emerald, Ruby, Diamond, Jade, Crystal
- Rock - Stone, Granite, Marble, Alabaster, Salt
- Metal - Iron, Steel, Gold, Silver, Brass
- Aquatic - Sea, Lake, River, Abyssal

- Weight - Scrawny, Lean, Fat, Starving, Runt
- Forest - Mossy, Tree, Briar, Thicket, Hedge, Wood
- Health - Diseased, Infected, Plague, Blind, Rabid
- Lighting - Shadow, Dark, Bright
- Outer Planar - Fel, Demon, Infernal
- Monstrous - Alien, Dragon, Beast
- Sylvan - Elven, Fae, Goblin
- Undead - Decaying, Skeletal, Bone
- Group - Horde, Scourge, Hive, Pack
- Ranking - Alpha, Chief, Champion
- Weather - Mist, Storm, Dry, Tempest
- Behavior - Skulking, Scavenging, Frolicking
- Personality - Feral, Brutal, Vicious, Fanatic, Insatiable
- Terrain - Desert, Hill, Mountain, Jungle, Crag
- Swamp - Bog, Fen, Mire, Marsh
- Arctic - Cold, Snow, Polar, Tundra
- Magic - Cursed, Eldritch, Mutant, Spirit, Clockwork
- Diet - Carnivorous, Man-Eating, Cannibal, Rock Eater
- Toxic - Poisonous, Venomous
- Job - Spy, Scout, Guard, Raider, Marauder, Hunter

1D10	Horror Base Form:
1	Spirit
2	Undead
3	Human
4	Animal
5	Beast

All Horrors can Cause Fear.

For Good Measure add 1D2 Chaos Mutations (See the Chaos Spell List), 1D2 Physical Mutations, and 1D2 Magical Mutations.

Powerful ones can use Spell involving: Death, Evil, Darkness, Necromancy

Nightmare Sl = 7 Lv = 6-8

Evil Black Horse. Fast Flying. Fiery Breath and Hooves. Used as a Mount be a variety of Evil beings.

Devils

Lawful Evil Planar Entities. Most use a Weapon: Pitchfork, Sword, Flail, Whip, Thrown Stones Tails, Horns, Barbs, Spines, and Wings are Common. Red Coloration

Minor Sl = 4-6 Lv = 0-5

Legions of the Damned.

Quisling Sl = 6 Lv = 5-8

Get +4 to Persuasion Rolls Transformation, Dimensional, Illusion, and Diabolic type spells He's the one who gets the contracts signed.

The Bestiary: Monster Base Form Lists

Abominations, Horrors, Devils, Demons, Angels, Cherubs, Devas, Singularities, Archons

Abominations

Pure Chaos Planar Entities.

They can be of any Size and Level.

They are basically great mounds of Flesh with

- 1D3 Chaos Mutations (See the Chaos Spell List),
- 1D3 Physical Mutations, and 1D3 Magical Mutations.

Powerful ones can use Chaos type spells.

Offal Eater Sl = 7-9 Lv = 5-8

Has Maw and 4 Tentacles plus 1 Mutation of each type.

Horrors

Pure Evil Planar Entities.

They can be of any Size and Level.

When creating a Horror roll for Base Form:

1D10	Horror Base Form:
6	Giant
7	Insect
8	Swarm
9	Slime
10	Spider

Hell Hound Sl = 6-7 Lv = 5

Get +4 to Tracking Rolls. Fast, Howl causes Fear

Lesser Sl = 7-8 Lv = 6-10

2 Magic Mutations.

Major Sl = 9-11 Lv = 11-15

4 Magical Mutations.

Greater Sl = 12-14 Lv = 16+

6 Magical Mutations and Diabolic type spells. Either Fire or Ice type spells.

Demons

Chaotic Evil Planar Entities. Most have Claw and Bite Attacks. Other Common Features: Whip Tails, Constricting Tails, Horns, Spines, Wings, Pincers, Tentacles, Two Heads, Multiple Arms, Animal Heads (Vulture, Toad, Ape, Boar, Ram, Bear, Dog) Add 1D2 Chaos Mutations and 1D2 Physical Mutations

Imps Sl = 3 Lv = 0

Nuisance Creatures. Spies. Wings. Slow Fliers. Taunt

Devouring Worm Sl = 3 Lv = 3

Will Posses Victim who will go Mad and Die in a few months or Years, then jump to a Caretaker. Must be Exorcised. Possessed Victim will attack others if not restrained.

Minor Sl = 4-6 Lv = 0-5**Dream Demon Sl = 6 Lv = 6-8**

Spells: Dream Magic, Drain Feeds off Victims Shame, Suffering, Fear, and Mental Anguish.

Succubus Sl = 6 Lv = 5

Male Version is Incubus. Seduction +6 Wings, Charm Spell, Invisibility Spell. Victims are corrupted or killed.

Cambion Sl = 6 Lv = 3-5+

Wings and Tail. Spear and Fire Ray.

Lesser Sl = 7-8 Lv = 6-10

2 Magic Mutations.

Plague Demon Sl = 8-9 Lv = 8-12

All within Close Range save or become Sickened. Touch causes Disease.

Major Sl = 9-11 Lv = 11-15

4 Magical Mutations.

Greater Sl = 12-14 Lv = 16+

6 Magical Mutations and Demon type spells. Either Wings, 8 Arms, or Death type spells.

Angels

Pure Good Planar Entities. Most use a Weapon: Sword or Mace. Guardian Types have Shields, Armor.

All have Wings and Can Fly. All can become Ethereal or Astral.

Available Spell types include: Blessing, Light, Holy, Healing, Spirit, Solar, Dreams, Detection, Lightning, Divination, Sound, Patronage, Dimension, Mysticism, Teleport, Time, Mind, Force, Light, Wards, Power Word

Minor Sl = 6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Cherubs

Chaotic Good Planar Entities. Appear naturally as a Cloudy Mass of Wings, Eyes, Arms, and electrical discharges. Frequently assume Human Form.

All have Wings and Can Fly. All can become Ethereal or Astral.

Available Spell types include: Blessing, Light, Holy, Healing, Spirit, Solar, Dreams, Detection, Lightning, Transformation, Patronage, Dimensions, Mysticism, Teleport, Time, Mind, Force, Wards, Light

Minor Sl = 4-6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Devas

Lawful Good Planar Entities. All have Wings and Can Fly. All can become Astral.

Available Spell types include: Blessing, Light, Holy, Healing, Spirit, Solar, Detection, Lightning, Law, Order, Power Word, Patronage, Dimensions, Teleport, Time, Mind, Force, Paladin

Minor Sl = 6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Singularities

Beings of Pure Law. Planar Entities

Flatlanders Sl = 4 Lv = 0-3

Two Dimensions Beings. Levitating. Sharp Edges The more Sides the smarter they are.

Harmonics Sl = 5 Lv = 4-6

Ethereal. Know Sound Spells

POLYHEDRENOIDS SL = 6 LV = Number of Sides
Dice Shaped Minions with arms and Legs

Fractons Sl = 8 Lv = 7-15+

Highly Intelligent Beings of Pure Geometric perfection. Levitating Project Sharp edges in HTH for +3 Impaling Damage. Know 2 Spell types: Force, Telekinesis, Dimensions, Space, Time, Matter, Energy, Light, Darkness, Teleport

Solarians Sl = 6 Lv = 16+

Ascended Humanoids. Perfect Beings of pure Light and Thought. Know any 20 non-Chaotic Spells. Appear as bright Lights or beautiful, transparent, glowing Humanoids of a Single Hue.

Archons

True Neutral Planar Entities. Mostly Appear as Beautiful Serene Humanoids with Glowing Auras. Some appear as Winged Horses or Lions.

Humanoid types use a Weapons, Shields, Armor. All can Fly. All can become Ethereal or Astral.

Available Spell types include: Light, Healing, Telekinesis, Matter, Spirit, Solar, Moon, Dreams, Detection, Elemental, Transformation, Patronage, Dimensions, Mysticism, Teleport, Time, Mind, Force, Lore

Minor Sl = 5-6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Monster List Part Two

Humanoids, Giants, Demi-Humans, Aquatic Humanoids

Humanoids

Humanoids are often found in a primitive tribal stage so will have Shamans as their primary Spellcasters.

Goblins Sl = 4-5 Lv = 0-4+

Green, Crazy, and Slightly Magical. Tremendous Variety. Some Fey Ancestry, but most other Fey avoid them. They pick up Taints to a higher degree than Humans do.

Common Types: Snow, Marsh, Forest, Hill, Cave Warriors, Shamans, Alchemists, Technomancers, Scouts, Thieves, Farmers, Herders, Bandits, Soldiers, Pirates

Orcs Sl = 6 Lv = 1-4+

Brown, Grey, Tan, Black Colorations. Often Tainted with Chaos or Demon Blood. The Brutish Backbone of many a Fantasy Army.

Warriors, Soldiers, Shamans, Barbarians, Scouts, Assassins, Pig Farmers, Herders, Hunters, Bandits

Gnolls Sl = 6-7 Lv = 1-4+

Shaggy Hyena-Headed Humanoids. Prefer Cool Climes. Tribal or Clannish. Rangers, Archers, Warriors, Shamans, Barbarians, Scouts

Hobgoblins Sl = 6 Lv = 1-5+

Goblins All Grown Up. They Assemble into Proper Armies with Good Cavalry. Warriors, Cavaliers, Knights, Herders, Soldiers

Bugbears Sl = 7 Lv = 1-3+

Big Furry Fellows who enjoy a Good Ambush. Warriors, Rangers, Barbarians, Hunters, Bandits

Lizard Men Sl = 6-7 Lv = 0-3+

Tough Hides. Primitive Lizard Brains. Warriors, Shamans, Sentries, Scouts, Barbarians

Frog Men Sl = 3 Lv = 0-3+

Good Jumpers. Inhabit Swamps. Warriors, Shamans, Scouts, Bug Hunters

Fire Newts Sl = 5 Lv = 1-5+

Fire Resistance. Hang out around Volcanoes. Warriors, Shamans, Scouts

Snake Men Sl = 6 Lv = 0-7+

Tails instead of legs. Evil Spellcasters common. Ancient. Civilized. Decadent. Corrupt. Warriors, Wizards, Alchemists, Sorcerers

Dragon Men Sl = 6-7 Lv = 1-6+

Tough Hides. Dragon Breath. Wings. Slow Flyers. Warriors, Knights, Priests, Wizards

Beast Men Sl = 6 Lv = 1-3+

Animal Heads. Bestial. Warriors, Shamans, Hunters, Scouts, Barbarians

Kobolds Sl = 4 Lv = 0-2+

Short Scaly Dog Men Ambushers. Cave Dwellers. Warriors, Bandits, Soldiers, Hunters

Cat People Sl = 5-6 Lv = 1-7+

Fast, Nimble, Fierce Opponents. Appearance varies: Lions, Tigers, Lynx, Panthers Scouts, Hunters, Rangers, Thieves, Assassins, Dancers

Hawk Men Sl = 6 Lv = 0-5+

Wings. Fast Fliers. Helmets, Shields, Bare Chests, Javelins, Clawed Maces Scouts, Warriors, Hunters

Flying Apes Sl = 6 Lv = 2-3

Fierce, Winged, Blue-Furred Baboons. Medium Fliers. They like to torment their prey. Whips, Spears, and Swords

Bird Men Sl = 5-6 Lv = 0-4+

Bird Heads. Most Types have Wings. Variety of Types: Owls, Ducks, Falcons, Vultures, etc. Scouts, Warriors, Hunters, Fishermen

Ape Men Sl = 6-8 Lv = 0-4+

Not so primitive Primates. Caste Societies. Several Varieties: Chimp, Gorilla, Orangutan, Baboon. Warriors, Shamans, Priests, Hunters, Fishermen, Farmers

Mole Men Sl = 5 Lv = 1-3

Blind. Live in Darkness. Good Hearing and Smell. Claw Attacks.

Rat Men Sl = 4 Lv = 0-4+

Also called Ratlings. Stealthy. Great Numbers. Warriors, Shamans, Scouts, Thieves, Rangers

Troglodytes Sl = 6-7 Lv = 0-2+

Subterranean Luddites. Stone Axes and Spears. Scaly Hides. Armor = 1 Warriors, Shamans, Hunters, Fishermen

Great Men Sl = 7 Lv = 1-9+

Various Northern Forest Tribes. Often Associated with Werebears. Rangers, Warriors, Farmers, Shamans, Fishermen, Barbarians

Giants

All Giants can Throw Boulders: Medium Range for +3 Damage for Hill and Stone Long Range for +4 for Frost and Higher. Occasional Shamans and other Spell caster types.

Ogres Sl = 8-11 Lv = 3+

Large Brutes. Simple Weapons. Red Warty Skin. Double Range with Ranged Weapons.

Yeti Sl = 7-8 Lv = 3+

Solitary White Furred Mountain Dwellers. Cold resistance. Clawed Hands. Fangs.

Hill Giants Sl = 7-9 Lv = 4+

Spears and Clubs. Triple Range with Bows. Known for unusual Mounts: Mastodons, Wyverns, etc.

ETTIN SL = 9-10 LV = 4+

Two Headed Giant. The Two Heads are often arguing and distracting each other.

Stone Giants Sl = 8-10 Lv = 5+

Some can use Earth type Spells. Stone Clubs and Boulders. Armor = 2

Sand Giants Sl = 8-10 Lv = 6+

Some can use Sand type Spells. Jackal Heads. Will have Armor and Scimitars.

Mountain Giants Sl = 10-11 Lv = 7+

Also called Tor Giants. Resistant to Cold.

Frost Giants Sl = 8-11 Lv = 7+

Some can use Ice type Spells. Resistant to Cold.

Fire Giants Sl = 8-12 Lv = 8+

Some Can use Fire type Spells. Resistant to Fire.

Cloud Giants Sl = 10-12 Lv = 9+

Can use Air type Spells. Live in Cloud Castles.

Storm Giants Sl = 11-13 Lv = 10+

Some can use Lightning, Air, and/or Water type Spells.

Titans Sl = 12-14 Lv = 15+

Titans can use a variety of Spells.

Demi-humans

More Sophisticated than your typical Humanoid.

Elves Sl = 5 Lv = 1-8+

Svelte Forest Dwellers. Related to Fey. Long Lived. Superiority Complexes. Variants: Wood, Grey, High, Desert, Valley. Spell Casters, Rangers, Healers, Druids, Archers, Warriors, Bards, Battle Mages, Green Knights

Elflings Sl = 4 Lv = 1-4+

Small Elves. Fey Tainted. The Girls have Butterfly Wings.

Dwarves Sl = 5 Lv = 1-6+

Stocky Underground Dwellers. Clannish. Variations: Mountain, Hill, Deep, Degenerate Warriors, Miners, Smiths, Soldiers, Avengers, Sentinels, Berserkers, Bards, Brewers, Rune Masters, Battle Masters, Artificers, Champions

Gnomes Sl = 3-4 Lv = 1-4+

Diminutive Hill People. Cheerful. Woodsmen, Tinkers, Farmers, Artificers, Tricksters, Jesters, Illusionists, Woodworkers, Carpenters.

Halflings Sl = 4 Lv = 1-3+

Half pint Farmers, Skirmishers, Scouts, Thieves, Brewers, Gardeners, Archers, Lookouts, and Cooks.

Drow Sl = 5 Lv = 1-7+

Evil Elves. Subterranean. Powerful Spell Casters. Cultists, Warriors. Worship Spider Gods.

Chaos Dwarves Sl = 4-5 Lv 1-5+

Corrupted by Chaos. Warriors, Chaos Priests, Chaos Warriors, Berserkers Cultists, Blackguards, Warlock

Duerger Sl = 4-5 Lv = 1-6+

Evil Deep Dwarves.

Derro Sl = 4-5 Lv = 1-7+

Insane Mage Dwarves.

Aquatic Humanoids

The Trident and Net Crowd.

Merfolk Sl = 6 Lv = 1-4+

Good or Neutral. Use Giant Mantas as Mounts. Traders, Raiders, Warriors, Fishermen, Kelp Farmers, Scouts.

Sea Devils Sl = 6 Lv = 1-5+

Ancient Evil Race. Reptilian Scales. Warriors, Raiders, Priests, Fishermen, Hunters.

Fish Men Sl = 5- 6 Lv = 0-3+

Also known as Fish Heads. Neutral. Fishermen, Raiders, Hunters, Shamans, Warriors, Scouts.

Sea Elves Sl = 5 Lv = 1-6+

Use Sea Horses as Mounts. Warriors, Scouts, Traders, Explorers, Guides, Reef Pirates.

Tritons Sl = 6 Lv = 1-7+

Good or Neutral. Use Hippocampi as Mounts. Fishermen, Warriors, Paladins, Priests, Scouts

Monster Lists Part Three

Japanese, Chinese, Freshwater, Greek, Norse, Djinn, Sphinx

Japanese Monsters**Kappa Sl = 5-6 Lv = 3-4**

Turtle Men. Armor +2

Tengu Sl = 5-6 Lv = 4-9+

Crow Men. Medium Fliers. Sword Masters. Spell Casters. Known for forging Magic Swords. Skill Sword+2 carrying +2 Swords.

Oni Sl = 5-9 Lv = 4-15+

Demons. 1D3 Physical, Chaos, and Magical Mutations. Club Wielding. Multiple Eyes. Red or Blue Skin.

Inugami Sl =6-7 Lv = 4-6

Dog headed Demon. Spellcaster.

Ushi-oni Sl = 8-10+ Lv = 4

Cow Devil. Sea Monster. Head of a Bull. Body of a Crab. Armor +3

Ouni Sl = 6 Lv = 5

Mountain Hag. Huge Mouth. Body covered in Hair. Spellcaster.

Rat Ninjas Sl = 4-5 Lv = 1-5+

Highly Skilled and Motivated Assassins. Stealth+4

Zombie Samurai Sl = 6 Lv = 2-4+

Armor +3. Regenerate. Swords.

Goblin Bandits Sl = 4 Lv = 0-3+

Each has 1 Physical and 1 Chaos Mutation. Wild variety of appearance and weaponry.

Ogre Magi Sl = 8 Lv = 5-10+

Spellcasters. Will also have armor and steel weapons.

Ki-rin Sl = 8 Lv = 8-15

Lawful Good Dragon Horse. Fast Flyer. Spellcaster.

Japanese Dragon Sl = 7-8 Lv = 7-13

Flying. On the Small Side. Land and Sea versions.

Shrunken Undead Sl = 4-5 Lv = 3-5

Short Vampires and Ghouls.

Gaki Sl = 4-6 Lv 1-3

Hungry Ghost. Spirit. Will eat human bones and feces. Will not attack if you give it Rations. Skeletal. Extended Bellies. Diseased. Repugnant.

Yo Kai Sl = 2-10 Lv = 0-7+

Nature Spirits. Tremendous Variety. Mostly Friendly. Any Base Form possible including inanimate objects such as Umbrellas or Wagon Wheels. Each has 1 Physical, 1 Chaos, and 1 Magical Mutation. Invisible to most human adults.

River Sprite Sl = 6 Lv = 2-3

Friendly. Will save drowning People.

Vengeful Spirit Sl = 6 Lv = 5-15+

Powerful Spell Caster. Can be a Major Foe.

Flying Scroll Sl = 7 Lv = 1-2

Slow Flyer. Several people can ride it.

Nue Sl = 4-5 Lv = 3

Monkey Head. Snake Tail. Raccoon Body, Tiger Limbs.

Big Man Sl = 6 Lv = 2-7+

Human who can go Monstrous Size (SL = 12) Once per day for 1D2 Hours Requires a large power source. Often Fight Smaller Kaiju.

Kaiju Sl = 10-16 Lv = 16+

Variety of Unique Forms. Each one is an individual. Some can Fly. Some are Capable of Massive Energy Attacks. Forms: Moth, Centipede, Demon, Dragon, Hydra, Bipedal Lizard, etc.

Lucky Cat Sl = 3 Lv = 0-2

Animal. It's Owner gets +2 Luck at start of Day. Some can Talk.

Kitsune Sl = 3-6 Lv = 4-7+

Stealthy, Fast, Cunning. Shapeshifting Foxes. May be Friend or Foe.

Rokurokubi Sl = 6 Lv = 5-8

Vampiric Female Demon with long extendable Neck.

Yuki Onna Sl = 5-6 Lv = 4-9+

Snow Woman. Fey. Can use Ice type Spells.

Nekomata Sl = 8-11 Lv = 5-15+

Monster Bipedal Djinn Cat. Spellcaster.

Giant Snake Sl = 7-10 Lv = 6-12

Other Enlarged Beasts include Toads, Bats, Lizards, and Centipedes. Phantom Versions also. Often summoned by Magicians.

Onryo Sl = 6 Lv = 4

Vengeful Ghost. Spirit. Might give target a Quest. Will Haunt Target until Quest completed. Can kill by Fright and Madness.

Funayurei Sl = 6 Lv = 5-9

Malevolent Phantoms of those who perish at Sea. Ghost Mariners. Will sometimes have a Ship. Know Sea and Water type Spells.

Ghost Riders Sl = 6 Lv = 5-10+

Fallen Army on Ghostly Steeds. General knows Lightning Spells.

Yurei Sl = 5-6 Lv = 7

Lethal Female Ghost. Revenge Seeking. Powerful Emotions.

Skeleton Spectre Sl = 11 Lv = 8-16

Giant Ghost. Hideous Apparition.

Giant Tiger Shark Sl = 13 Lv = 7-14

Can Smash Boats.

Tsuchigumo Sl = 9 Lv = 20

Giant Spider. Spell Caster. Summons Demons. Can appear as Human Princess.

Infernal Monarch Sl = 8+ Lv = 25+

There were 10 Kings of Hell. Spellcasters. Godlike.

Chinese Monsters

RIVER DRAGON SL = Age Can use the Water type Spells. Swimmer not a Flyer.

CLOUD DRAGON SL = Age Can use the Air type Spells.

EARTH DRAGON SL = Age Can use the Earth type Spells. Cannot Fly.

LUCK DRAGON SL = Age Very Friendly. Allies in Proximity get extra 2 Fate per day.

Hopping Zombies Sl = 6 Lv = 2-3

Undead. Slow. Regenerate.

Foo Dogs Sl = 5-7 Lv = 5-10

See Invisible. Guards. Bite and Claws.

Foo Lions Sl = 6-8 Lv = 8-16

Guardians. Attacks get +4 Damage.

Jade Warriors Sl = 6-7 Lv = 6-14

Animated. Armor = 4. Two-Handed Weapon.

Chinese Demons Sl = 5-7 Lv = 3-16+

Each has 1D2 Chaos, Physical, and Magical Mutations. Base Forms include: Men, Apes, Spiders, Skeletons, Bears, Ghouls, Carps, Scorpions, Birds, Lions, Ogres, Goblins, Frogs, Rabbits

Wind Demon Sl = 7 Lv = 5-16

Medium Flyer. Can use the Air type Spells.

Panda Warrior Sl = 6 Lv = 5-14+

Talking Animal. The Kung-Fu Variety.

Terracotta Warrior Sl = 6 Lv = 2-8

Animated. Fragile: 1 Wound. Appear in large numbers.

Celestial Tiger Sl = 8 Lv = 8-18

Fast Flyer. Can use Solar and Zodiac type Spells.

Water Ghost Sl = 6 Lv = Lv = 3

Spirit. Drowns Victim and steals their body. Victim takes its place.

Headless Ghost Sl = 6 Lv = 4

Spirit. Special Attack: Save at +2 or Beheaded. Takes Head and leaves.

Giant Carp Sl = 9-10 Lv = 5

Aquatic. Swallow Victim Whole.

Dragon Turtle Sl = 10-11 Lv = 8

Land or Swimmer. Armor +4

Fresh Water Monsters**Bunyip Sl = 8 Lv = 6-12**

Aquatic Troll Like Humanoid.

Gryndylow Sl = 9 Lv = 7-14

Tentacle Grappling Attack.

Kelpie Sl = 7 Lv = 5-10

Horse that will drown it's rider.

Selkie Sl = 6 Lv = 1

Were-Seals. Beautiful Girls. Peaceful. Sad.

Piranhas Sl = 10+ Lv = 0

Fresh Water Fish. Swarm. Can reduce victims to bones in minutes.

Moat Monster Sl = 8 Lv = 6-12

Gets +3 to Initiative and Surprise. Turtle with Serpent Neck. Body has Armor +4.

Giant Sturgeon Sl = 6-7 Lv = 1-3

Primitive Bony Fish. Armor +2

Greek Monsters

SATYRS and FAUNS SL = 5-6 LV = 1-3 Fey. Magic Pipes can cause Sleep or Lure or Charm.

Minotaurs Sl = 7-8 Lv = 5-12+

Bull Headed Humanoids. Love a Good Maze.

Nymphs Sl = 6 Lv = 2-3

Fey. Forest Seductress. Slay or Delay Handsome Travelers.

Tritons Sl = 6 Lv = 1-3+

Neutral or Good Aquatic Humanoid. Two Fishtails instead of Legs.

Hippocampus Sl = 7 Lv = 1-3

Noble Aquatic Mounts. Horse with back end of a Sea Serpent.

Nator Sl = 7 Lv = 1-3

Aquatic Three Horned Horse with Fins instead of Hooves.

Scylla Sl = 6 Lv = 1-6+

Similar to Tritons but Evil. Two Snake Tails instead of Legs. Can Slither on Land. Prefer Swords and Shields.

Kraken Sl = 15 Lv = 18

Sea Monster. Giant Squid. Each Tentacle has 10 Wounds.

Capricorns Sl = 5-6 Lv = 0-2

Sea Goats. Head Butts.

Medusa Sl = 6 Lv = 7-16

Snake Haired Woman. Poison Snkes. Sometimes uses a Bow. Looking upon her face causes Petrification. Sometimes has a Snake Tail instead of Legs.

Cerebus Sl = 7-15 Lv = 7-15+

Three Headed Dog. Three Bite Attacks. +5 Damage.

Centaurs Sl = 7 Lv = 3-6+

Half Man Half Horse. Heavy Drinkers. Archers.

Hydra Sl = 9-13 Lv = 7-16+

Multiple Heads. When one is killed two grow back. Must attack body to kill it.

Sirens Sl = 6 Lv = 4-9+

Lure sailors to their Deaths with their Songs.

Cyclops Sl = 9-11 Lv = 5-16+

One Eyed Giant: Gets -2 Attack.

Pegasus Sl = 7 Lv = 2-8+

Winged Horse. Medium Speed. Highly Desirable steed.

Cretans Sl = 6-7 Lv = 1-2+

Barbaric Humanoids.

Maenads Sl = 6 Lv = 1-9+

Female Cultists of Dionysus. Berserkers. Blood Rituals. They drink Wine to excess. Dancing and Music. Priestesses know Life, Pantheistic, and Patronage type Spells.

Harpy Sl = 6-7 Lv = 4-8

Slow Flyer. Evil. Half Woman Half Vulture.

Norse Monsters

Witches, Ghosts, Trolls, Demons, Berserkers, Goats, Giant Boars, Dragons, Frost Giants, Fire Giants, Wights, Werewolves, Wargs, Giant Eagles, Hawks, Stags, Wyrms, Cows, Roosters, Oxen, Whales, Sea Monsters, Wyverns, Mermen, Squirrels, Brownies, Bulls, Horses, Revenants, And Sorcerers are all appropriate to Norse Mythology. Giants are also referred to as Jotunn or Devourers.

LAND SPRITS SL = Any LV = 1-10+ Protect a particular Place or Feature. Also Sea Spirits and Water Spirits. Know Blessing, Curse, Earth, Water type Spells.

Ancestor Spirits Sl = 6 Lv = 2-4+

Know Blessing, Luck, Divination, Farmer type Spells. Some become Elves or Disir.

Great Wolf Sl = 9-16 Lv = 5-18+

Evil Beasts. Fast. Get +4 to Tracking.

Large Ravens Sl = 4 Lv = 2-8

Human Intelligence. Some serve Odin.

Disir Sl = 6 Lv = 2-8+

Protective Female Spirits. Guardians of Families, Clans. Know Life, Healing, Blessing, Curse type Spells.

Valkyries Sl = 6 Lv = 5-10

Winged Lawful Good Shield Maiden Spirits. Odin's Disir. Armed with Sword and Shield. They bear the Souls of Dead Heroes to Valhalla.

Draugr Sl = 6 Lv = 5-14+

Undead. Get +3 to Damage. Terrible Stench. Cause Fear. Retain some Intelligence. Once a Day can grow to SL = 9 for one Battle. Some are Immune to Weapons, can Shapeshift or Control the Weather. Some Know Curse, Hex, Darkness, Divination, Dream type Spells.

Fylgja Sl 3-5 Lv = 4-6+

Animal Spirit. Accompanies a Character in connection With their Fate or Fortune.

Light Elves Sl = 5-6 Lv = 5-7+

Hidden Folk. Luminous Skin. Beautiful Appearance. Know Healing, Light, Curse type Spells.

Half-elves Sl = 6 Lv = 3-5+

Elf Taint. Appear as Humans.

Winter Giant Sl = 7-10 Lv = 7-16+

Knows Ice, Ranger, and Archer type Spells.

Death Giant Sl = 7-10 Lv = 7-16+

Knows Death or Necromancy type Spells.

Night Giant Sl = 7-10 Lv = 7-16+

Knows Darkness type Spells.

Sea Giant Sl = 7-10 Lv = 7-16+

Knows Water and Sea type Spells.

Great Serpent Sl = 11-16 Lv = 12+

Some are Aquatic.

Black Dwarves Sl = 4-6 Lv = 4-9+

Black Skin. Subterranean. Petrified by Sunlight. Extremely Skilled Miners and Craftsmen. Know Earth, Rune, and Crafting type Spells.

Djinn

All know the Djinn Spell List and 1 of the following types of Spells: Desert, Detect, Time, Space, Dimension, Teleport, Transformation, Spirit, Dreams, Conjunction

Dao Sl = 6 Lv = 2-5

Earth Djinn. Knows Earth, Sand, and Evil type Spells.

Jinn Sl = 7 Lv = 6-10

Air Djinn. Flying. Knows Air and Illusion type Spells. Can Grant Minor Wishes.

Marids Sl = 8 Lv = 11-15

Water Djinn. Knows Water and Sea type Spells. Can Grant Lesser Wishes.

Efreeti Sl = 9 Lv = 16+

Fire Djinn. Flying. Knows Fire type Spells. Can Grant Major Wishes.

Sphinx

Body of usually a Jackal or Lion. All Have Wings. Head can Vary: Lion, Human, Hawk, Ram, Owl, Ibis, Croc, Hippo, etc.

Available type Spells: Sphinx, Desert, Sand, Snake, Sea, Detect, Time, Space, Dimension, Teleport, Transformation, Book Magic, Mysticism, Spirit Magic, Solar Magic, Lore, Mirror, Dreams, Runes, Divination, Trap

Minor Sl = 6 Lv = 1-5

5 Spells

Lesser Sl = 7-8 Lv = 6-10

10 Spells

Major Sl = 9-11 Lv = 11-15

15 Spells

Greater Sl = 12-14 Lv = 16+

20 Spells

Monster Lists Part Four

Undead, Malevolent Spirits, Ancestral Spirits, Nature Spirits, Animal Spirits, Elemental Spirits, Shape Changers, Fey

Undead

Undead are immune to most Mind altering magics such as Sleep, Confusion, Charm, Suggestion, Befriend, Madness. They are also immune to Poison and Disease.

Skeletons Sl = 6 Lv = 1-3

Immune to Impaling Weapons. They use Weapons, Shields, and Armor.

Coffin Corpse Sl = 6 Lv = 5

Get +4 to Surprise. Claw Attack +2 Damage.

Zombies Sl = 6 Lv = 1-3

Regenerate. Take extra 50% damage from Fire. Some varieties are slow moving. Some use Weapons. Victims become Zombies. Bite Attack.

Zombie Parts Sl = 2-4 Lv = 0-2

Missing Legs, Hands, Arms, Severed Heads. Move slowly.

Ghouls Sl = 6 Lv = 1-4

Half Alive, Half Dead. Bite and Claw Attack. Some can talk and some are even scholars.

Mummies Sl = 6 Lv = 4-16+

Slow but they can Cause Fear. Strangulation Attack. They take double damage from Fire. Some are Pharaoh Sorcerers.

Vampires Sl = 6 Lv = 1-16+

Strong, Fast. Claws and Bite Attack. Blood Suckers. Can turn others into Vampires. Common Powers include: Bat Form, Gaseous Form, Mesmerize, Regenerate, Flying, Haste, Strength. Some are Spellcasters. Vulnerable to Fire, Daylight, and Wooden Stakes

Strigoi Sl = 6 Lv = 5-16

Monstrous Vampires that can feed on other Vampires. Bite does +4 Damage.

Lich Sl = 6 Lv = 16+

Necromancer that has turned himself into an Undead. Regenerates. Powerful Spellcaster.

SKELETAL DRAGON SL + LV = Per Age Shadow Death Breath. Immune to Impaling Weapons.

Undead Steed Sl = 7 Lv = 3-7+

Skeletal and Zombie versions. Some are Winged.

Spirits

They exist in the Ethereal (or Spirit) Plane.

Spirit Form is immune to non-magical Weapons.

Main Weakness is various Exorcism and control Spirit type Spells as well as elemental attacks.

Some have access to Spells.

Spirit Form can pass through Walls and solid objects. Those with a Human Origin have SL = 4-6

There are a variety of Spirit Types: Malevolent, Ancestral, Animal, Nature, and Elemental.

Some spirits act as guides, helping other spirits reach their destinations.

Malevolent Spirits

All can cause Fear. Save or Flee. Most of these have a Human Origin.

Evil Ghost Lv = 1-14+

Extra Scary. Save vs Fear at -2.

Poltergeist Lv = 1-3

Invisibility. Throw Objects for -2 Damage.

Shades Lv = 2-6

Touch Attack 1D6 Damage and immobilize for 1D3 Turns. Circle of Darkness.

Hoar Shade Lv = 4-10

Chill Touch does +1 Damage and immobilize for 1D4 Turns. Can use Ice Spell List

Specters Lv = 4-10

Will possess a character, then attack.

Phantom Lv = 5-12

Can Take Solid Form. Likes to kidnap young Women.

Tormentor Lv = 7-16

Soul Sucking Attack +1 Damage and Stun for 1D2 Turns.

Wights Lv = 4-10

Can use Weapons.

Wraiths Lv = 6-16+

Claws do +1 Damage. Can also use Weapons. Sometimes rides Solid Spirit Horse SL = 7 LV = 3

Banshees Lv = 3-12

Scream Attack. Medium Range Does +2 Damage.

Haunts Lv = 4-14

Cause Madness. Short Range 1 Target.

Will-o-wisp Sl = 1-2 Lv = 1-2

Lure Spell. Will cause victims to get lost.

Revenants Lv = 8-14+

Claws do +2 Damage. Can also use Weapons. Gets +4 to Tracking Rolls.

Ancestral Spirits

Good or Neutrally aligned.

Ghosts Lv = 1-12+

Mostly Harmless. Often a good source of information. Some are talkative. Some deeply confused. Some have spell lists they can use.

Apparitions Lv = 1-4

Ghosts stuck doing the same thing over and over. Reliving one very significant moment. They are hard or impossible to talk to.

Nature Spirits

These will protect a specific locale. They will not leave it.

RIVER SPIRIT SL = Any LV = 1-10+ Can use Water type Spells These are sometimes worshipped by villagers who depend on the nearby river for their livelihood.

MOUNTAIN SPIRIT SL = Any LV = 1-10+ Can use the Earth type Spells

WIND SPIRIT SL = Any LV = 1-10+ Can use the Air type Spells

NATURE SPIRIT SL = Any LV = 1-10+ Can use the Life type Spells

VOLCANO SPIRIT SL = Any LV = 1-10+ Can use the Fire or Earth type Spells

FOREST SPIRIT SL = Any LV = 1-10+ Can use the Plant or Druid type Spells

Animal Spirits

These will protect and Aid living versions of their type.

Their Allies get Morale +4 and +2 to all other Rolls.

Wolf Spirit Sl = 5 Lv = 3-5+

Bear Spirit Sl = 6-7 Lv = 5-8+

Lion Spirit Sl = 6-7 Lv = 6-8+

Elemental Spirits

The larger ones stick to the Elemental Planes.

The smaller ones wander far and wide.

They are generally not intelligent but can be made angry or be coaxed into powering up spells.

The difference between an Elemental and an Elemental Spirit is that an Elemental uses up energy whereas the Spirit is an energy source.

WATER SPIRIT SL = 2-7+ LV = 2-7+ Immune to Normal Weapons.

FIRE SPIRIT SL = 2-7+ LV = 2-7+ Immune to Normal Weapons.

AIR SPIRIT SL = 2-7+ LV = 2-7+ Immune to Normal Weapons.

Brass Man Sl = 5-7 Lv = 5-8+

Armor+3. Fire Inside. Shield & Flaming Hammer. Craftsmen.

Shape Changers

They can Transform Themselves.

Doppelganger Sl = 6 Lv = 4-8+

Steal the identity of a Human, Demi-human, or Humanoid they touch. They can alter size SL 4 to 7

Lycanthropes Sl = 6 Lv = 2-12+

Were Creatures: Wolf, Bear, Rat, Boar, Tiger, Lion, Etc. Wereform: Immune to normal Weapons. Susceptible to Silver. Change automatically during certain celestial Events.

Some types become Bestial and Crazy. Otherwise Can Change from human to Wereform at will. Wereform can be Quadruped or Bipedal and SL can increase by 0-2+

Shape Shifters Sl = 6 Lv = 1-6

Can turn into many different types of normal animals at will.

Boggart Sl = 6 Lv = 2-6

Causes Fear. Feeds on Fear. Appears as what you fear the most.

Dark Goblins Sl = 4 Lv = 5-7

Can shift into an Animal Form. Often serve as Familiars for Witches.

Fey

More Powerful Fey can use the Fey Magic List.

Faeries Sl = 1-2 Lv = 0-2

Dainty. Tiny. Mostly Harmless. Flying Many Types: Moss, Flower, Mushroom, Dewdrop, etc.

Resurrection Fairy Sl = 1 Lv = 4-5

Flying. Can bring a Character back to life. Will then Disappear. Very Rare.

Pixies Sl = 2 Lv = 1-3

Mischievous Pests. Flying. They will attack in a group for +1 Damage, then leave.

Dryads Sl = 5-6 Lv = 1-8+

Tree Fey. Know Plant type Spells

Nixies Sl = 3 Lv = 1-6

Water Sprites.

Quickling Sl = 4 Lv = 1-8

Extraordinary Speed. Get -4 to be hit. They will steal something then run away.

Brownies Sl = 3 Lv = 1-4

Helpful Fellows. Also called Knockers. Sticks and Stones. Slings.

Sprites Sl = 3 Lv = 1-4+

Attack with Tiny Bows & Poison Arrows. Flying

Fire Sprite Sl = 3 Lv = 1-5

Fire Attacks Close Range

Sylphs Sl = 4-5 Lv = 1-4

Air Form Fey. Flying

Redcaps Sl = 4 Lv = 1-4+

Diminutive Murderers. Daggers, Knives.

Fomorians Sl = 7-9 Lv = 5-12

Ugly, Evil, Dim-Witted Giants.

Trolls Sl = 3-8 Lv = 0-8+

Wide variety of Forms. Usually Evil and or Chaotic. Some are stupid, some quick Witted. Some types can regenerate.

Many types: Forest, Bog, Cave, Mountain, Water, Bridge

Hags Sl = 5 Lv = 4-10+

Some know the Witchcraft and or Dream type Spells. Child Eaters. Dream Feeders.

Unicorns Sl = 7 Lv = 5-14+

Horned Horses. They can use Healing and Blessing type Spells.

Undines Sl = 6 Lv = 1-4

Water Nymphs

Sidhe Sl = 4-6 Lv = 1-10+

Fairy Royalty. Often mistaken for Elves. Know Fey type Spells. Sometimes Illusion, Conjuraction, Lore, Druidism, Archery, Beast, Plant, Enchantment, Dreams, Healing, Curses, and other Spell types

Gremlins Sl = 2-3 Lv = 1-3

Malicious Tiny Goblinoids. They love to break stuff.

Leprechaun Sl = 3 Lv = 7+

Pot of Gold = 1000 Gold. Know Fey, Luck, and Illusion type Spells

Monster Lists Part Five

Animals, Beasts, Spiders, Insects, Dinosaurs

Animals

Most Animals can move at least twice as fast as Humans. Intelligence can vary 1-10+.

Beasts

In a Broad Sense this term includes all animals. In this context we use it to mean particularly vicious or more dangerous versions.

Talking Beasts

Human Intelligence and speech. Very frequently they can use tools and weapons as well. They border on the classification of Humanoid.

Usually larger than normal. Good or Evil.

Vermin

Swarms are given an SL rating to indicate the size of the swarm as a whole and how much damage it would take to disperse it. Weapon attacks (swords, hammers, etc.) do a max of 1 point of Damage to a Swarm per attack. In encounter tables Swarms generally just inflict some damage and then move on.

Rat Swarm Sl = 6-8 Lv = 1-2+**Plague Rat Swarm Sl = 6-8 Lv = 3+**

Save or Contract Disease.

Bat Swarm Sl = 6-8 Lv = 2+

Medium Speed Flyers.

GIANT RATS SL = 4 Each LV = 3

Firebat Swarm Sl = 6-8 Lv = 3

Fire Damage. Will Start Fires.

Snipe Sl = 3 Lv = 6

Hard to Find. Very Fast. Gets +4 to Hide.

Critters**Giant Porcupine Sl = 7-8 Lv = 3-5**

Really big Quills.

Talking Rabbit Sl = 5-6 Lv = 1-3

Often Rogues, Mercenaries, Smugglers, Pirates. Prefer Short Weapons: Daggers, Cutlasses.

Talking Weasel Sl = 6-7 Lv = 1-3

Scoundrels like talking Rabbits. Can be 7 feet tall but with short Legs. Prefer Long Weapons: Staves, Spears.

Talking Beaver Sl = 4-5 Lv = 0-2

Friendly. Good Hosts. Make an excellent cup of Tea. Good Swimmers. Bite Attack.

Wombat Sl = 2-4 Lv = 0-1

These things are so cute.

Wolverine Sl 3-4 Lv = 1-5

Fierce Solitary Predators but fall prey to Wolf packs.

Badgers Sl = 3-4 Lv 1-3

Omnivores. Burrowers. Clans. Will Eat Snakes, Hedgehogs.

Skunk Sl = 3 Lv = 1-2

Stink Spray. Targets get -5 to Stealth and Charisma. Smell diminishes over 1D3 Days.

Bandersnatch Sl = 8-9 Lv = 7

Gets +3 to Ambush.

Wolves And Dogs

Pack Animals. Lone Wolves are quite rare.

Dog Sl = 3-4 Lv = 1-4

Bred for a Variety of Purposes. Mans Best Friend.

Wolf Sl = 4-5 Lv = 2-4

Tracking, Bite Attack. Also Coyote.

Winter Wolves Sl = 4-5 Lv = 2-5

Half Damage from Cold Attacks.

Dire Wolves Sl = 6 Lv = 3-5+

Fast. Damage +1

Wargs Sl = 7 Lv = 5-7+

Evil. Fast. Damage +2

Jackals Sl = 4 Lv = 3

Scavengers.

Snakes**Cobra Sl = 3 Lv = 3**

Strong Poison. Gets +4 to Initiative.

Boa Constrictor Sl = 6 Lv = 3

Constriction (Grappling) Attack.

Giant Constrictor Snake Sl = 8 Lv = 6-12**Birds****Eagle Sl = 4 Lv = 3-7+**

Fast Flyer. Swoop Attack for +3 Damage

Wise Old Owl Sl = 3 Lv = 3-6+

Fast Flyer. Talking. Wisdom.

Giant Owl Sl = 6 Lv = 4-8

Fast Flyer. Night Vision

Pheonix Sl = 3-9 Lv = 6-12+

Medium Flyer. Can assume Elemental Fire Form. Will come back to life if Destroyed. On some worlds this beast is Unique and/or Divine.

Thunderbird Sl = 5-7 Lv = 7-14+

Can shoot a Lightning Bolt every other turn. On some worlds this beast is Unique and/or Divine.

Giant Eagles Sl = 7 Lv = 5-10+

Medium Flyers but Fast when Diving. Lawful Good Versions will carry allies.

Roc Sl = 10 Lv = 7-14+

Medium Flyer. Can pick up an Elephant

Jubjub Bird Sl = 8 Lv = 6-12

Fast Flightless Runner. Heavy Crushing Beak Attack.

Hoofed Animals**Stag Sl = 7 Lv = 4**

Antler Attack

Aurochs Sl = 7 Lv = 3

Stampede

Bull Sl = 7 Lv = 6

Charge. Horns.

Giant Boar Sl = 8 Lv = 5

Fast. Charge. Tusks.

Warp Boar Sl = 5-7+ Lv = 3-6+

Chaos Tainted. Can make short Tactical Teleports.

Felines**Savannah Lion Sl = 7 Lv = 5**

Tactics, Bite Attack.

Jaguar Sl = 5 Lv = 4

Stealth, Ambush, Bite Attack.

Leopard Sl = 4 Lv = 5

Jump Long and Far.

Cheetah Sl = 4 Lv = 5

Very Fast.

Sabre Tooth Tiger Sl = 8 Lv = 6-10

Bite Damage +4

Giant Lynx Sl = 8 Lv = 7-9

Fast. Bite Damage +3

Bears**Black Or Brown Bear Sl = 5-7 Lv = 4**

Bear Hug (Grappling) Attack. Damage +1

Grizzly Or Kodiak Bear Sl = 6-7 Lv = 5

Bear Hug (Grappling) Attack. Damage +2

Polar Bear Sl = 7-8 Lv = 6-8

Claw Attack. Short Range. Damage and Initiative +3 Long arm reach and Quicker than you'd think.

Giant Bear Sl = 10 Lv = 7-14

Bear Hug Grapple. Damage +4

Large Animals**Rhino Sl = 7-9 Lv = 4-8**

Charge. Horn

Hippo Sl = 7-8 Lv = 3

Aquatic. Rivers. Bite.

Elephant Sl = 8-9 Lv = 5-10

Tusks and Stomp

Mastodon Sl = 9-10 Lv = 6-12**Mammoth Sl = 10-11 Lv = 7-14****Simmians & Such****Mountain Gorilla Sl = 7 Lv = 4-8**

400+ Pounds. Strength and Toughness +4

Baboon Sl = 5 Lv = 3-6

Savage Bite +3 Damage.

Giant Lemurs Sl = 5-6 Lv = 2-4

Fast. Long Jumpers. Some groups will wield clubs and throw stones.

Monstrous Gorilla Sl = 13 Lv = 8-16

King Kong. Grapple +3

Talking Sloth Sl = 6 Lv = 7

Very Slow. Non-aggressive. Exists between the realms of life and death. Knows Spirit Magic.

Reptiles**Crocodile Sl = 4-8 Lv = 4**

Armor +1. Salt Water

Alligator Sl = 4-9 Lv = 3

Armor +1. Fresh Water

Giant Snapping Turtle Sl = 7 Lv = 5

Makes good Soup. Armor +5

Humungous Lizard Sl = 10 Lv = 6

Can be ridden as Mount. Armor +3

Giant Crocodile Sl = 11 Lv = 8-16

Armor +4. They make Terrible Pets.

Lopers Sl = 7 Lv = 0-4

Armor +1. Two Legged Steeds. Medium Speed.

Amphibians

Frogs, Toads, Salamanders

Giant Toad Sl = 5-10+ Lv = 5

Sticky Tongue Short Range. Swallow Attack

Giant Poison Dart Frog Sl = 4 Lv = 4

Poison Touch. Long Jump. can stick to walls.

Fire Salamander Sl = 8-9 Lv = 5-10

Fire Breathing Short Range.

Various Invertebrates

Crustaceans, Mollusks, Worms

Monstrous Snail Sl = 8-9 Lv = 5

Don't get Slimed. Shell Armor +3

Racing Snails Sl = 5-7 Lv = 3

Fast. Used as mounts. Shell Armor +2 Can climb up walls but cannot jump.

Giant Slugs Sl = 4-9+ Lv = 3-6

Muscular Critters. Land or Aquatic.

Monstrous Scorpion Sl = 8 Lv = 6

Poison Stinger in Tail. Armor +2

Giant Worm Sl = 9-10 Lv = 6-12

Some Burrowing, Some Aquatic.

Hellion Sl = 9-12+ Lv = 8-16

Giant Tentacled Fast Moving Worm. Burrowing. Infernal Often with Earth or Fire Elemental Associations.

Spiders

Spiders can be of any size and any intelligence.

They also appear as swarms.

They can climb on almost any surface.

Jump, Stealth, Ambush, Poison Bite, Web Trap, Web Attack, Carapace, Wall Crawl

Some Base Spider Types include: Trap-Door, Tarantula, Woolly, Crab, Wolf

Water Spider Sl = 3-5 Lv = 3

Can walk on Water. Bite Attack

Corpse Spiders Sl = 2-4 Lv = 3

Undead Spiders. Regenerate.

Giant Daddy Long Legs Sl = 5-9+ Lv = 4-6+

Fast. Surprise +2

Alien Spiders Sl = 1-2 Lv = 3-5

Invisible. They will burrow into your flesh and take control of your brain, eventually turning you into a Zombie. These critters have taken over entire Worlds.

Insects

Similar to Spiders but 6 legs.

Common Abilities include: Poison Bite or Sting, Wings, Wall Crawl, Jump, Carapace, Stealth

Some Base Insect Types Include: Ants, Beetles, Mosquitos, Dragon Flies, Flies, Locusts, Bees, Wasps

Large Bugs can Serve as Mounts.

Humungus Wasps Sl = 4-7 Lv = 4-8

Poison Stinger. Fast Flyer. Sometimes used as Mounts.

Humungus Centipede Sl = 8 Lv = 3-6

Armor = 2. Carnivorous.

Giant Red Ants Sl = 3 Lv = 2

Weak Poison Bite.

Giant Caterpillar Sl = 7 Lv = 3

Faster than it looks.

Burrower Sl = 8 Lv = 4-5

Burrowing Speed = 10 Feet per Turn. Bite and Mandibles. Acid Spray.

Unique Beasts

One of a kind. One per World. Usually Immortal. If caught/met they will provide their boon then leave/vanish. Sometimes they are considered to be Divine/Gods.

Questing Beast Sl = 6 Lv = 12

Very Fast. Gets +5 to Hide and escape. Grants a Wish if you catch it.

Seeing Hare Sl = 3 Lv = 10

Very Fast. Tells the Future if you catch it.

The Great Stag Sl = 8 Lv = 20

Spirit Protector of the Forest. May bestow a Blessing upon those it deems worthy. Knows Healing, Nature, Blessing type Spells.

If beheaded it will turn into an avenging SL = 14 Slime Monster.

Dinosaurs

Populate the proverbial Lost Jungle Island

Velociraptors Sl = 4-6 Lv = 7

Fierce, Very Fast Predators. Bite +2 Damage

Carnisaurus Sl = 7-9 Lv = 6

Mid Level Predators. Bite +3 Damage

Tyrannosaurus Rex Sl = 10 Lv = 14

Apex Predator. Bite +4 Damage. Stomp Attack.

Triceratops Sl = 9 Lv = 7

Shielded Head with triple Horns. Head Armor +3 Herbivore

Stegasaurus Sl = 9 Lv = 4-8

Spiked Tail. Damage +2. Herbivore.

Anklyosaurs Sl = 8 Lv = 3-6

Heavy Club Tail. Herbivore. Armor +2

Gentle Giants Sl = 8-11 Lv = 4-8

Two and Four Legged Herbivores. Stomp or Tail Attack. They can Stampede

Monosaur Sl = 12 Lv = 8

Dinosaur Sea Monster Predator. Swallow Attack.

Friiled Lizard Sl = 3-4 Lv = 3

Spits Poison Short Range.

Pterodactyls Sl = 8 Lv = 3-6

Lizard Men use them as Flying Mounts. Wings

Micro Raptors Sl = 2 Lv = 2

Swarm Creature

Unusual Beasts

More monstrous than animal-like. Base SL = 1D8
+1. Roll on the Beast Traits Table 1D4 Times.
Typical Attacks: Claws, Horns, Hooves, Bite.

Beast Traits

1D30	Trait:	Notes:
1	Raging	If Reduced to Half Hits, gets +4 Damage
2	Wild	Gets +2 Attack +4 Damage -2 Defense
3	Charging	Gets +2 Attack +4 Damage when Charging
4	Scaled	Gets +4 Armor
5	Elemental	Resistance to Specific type of Elemental Damage
6	Regenerating	Regenerates
7	Horned	Gets +4 Damage with Horn Attack
8	Leaping	Can Leap 2D3 Body Lengths
9	Stalking	Gets +2 Stealth
10	Pouncing	Gets +1 Stealth and Attack
11	Fast	Movement Speed Doubled
12	Lurking	Get +4 Stealth
13	Ancient	Gets +1D2 SL
14	Ravenous	Gets +2 Attack +4 Damage -2 Defense
15	Armored	Gets +4 Armor
16	Roaring	Foes get -2 Morale
17	Resistant	Save at +3 vs Magic
18	Tusked	Gets +3 Damage with Tusk Attack
19	Clawed	Gets +3 Damage with Claw Attack
20	Protean	If Killed will Spawn More Beasts
21	Gorging	Can Swallow Smaller Foes Whole
22	Hulking	Gets +1D2 SL
23	Biting	Gets +2 Damage with Bite Attack
24	Rending	Gets 1 Extra Attack per Turn
25	Social	Pack or Herd: More will Show Up
26	Towering	Gets +1D2 SL
27	Crushing	Gets +3 Damage all Attacks
28	Vigilant	Gets +2 Surprise and +1 Defense
29	Rampaging	Gets +2 Attack +4 Damage -2 Defense
30	Trampling	Gets +25% Damage with Stomp Attack

Monster Lists Part Six

Clockwork, Golems, Elementals, Animated, Mechanoids

Constructs

Precision Machines brought to life with a with a Dollop of Magic

Dragon Engines Sl = 13 Lv = 15

Mechanical Dragon. Armor +4

Triskelion Sl = 10 Lv = 10

Moving Gun Tower. Armor +5. A Dozen Turrets.

Juggernaut Sl = 11 Lv = 12

Army Crusher. Armor +5

Tin Soldier Sl = 6 Lv = 3

Armor +2. Shield and Weapon.

Clockwork Assassin Sl = 6 Lv = 14

Terminator Style. Built in Poisoned Blades and Repeating Crossbow. Retractable Wings. Gets +4 to Tracking. Armor +3

Mechanical Minotaur Sl = 7 Lv = 9

Bronze Armor +3

Clockwork Beast Sl = 8 Lv = 7

Regenerates 2 Hits per Turn. Armor +2

Golems

These can be made out of pretty much anything. They can also be sized up. Usually but not always Man Shaped.

Homunculus Sl = 2-3 Lv = 1-2

Tiny Men. Used as Servants, Spies, or for experimenting on. Some can Fly. Stealthy.

Clay Golem Sl = 5-7 Lv = 3

Regenerates.

Brick Golem Sl = 6-7 Lv = 4

Armor +1

Flesh Golem Sl = 6-7 Lv = 5

Undead. Regenerates.

Bone Golem Sl = 6-8 Lv = 8

Undead. Armor +2

Wood Golem Sl = 8 Lv = 6

Armor +2

Stone Golem Sl = 10 Lv = 10

Armor +3

Iron Golem Sl = 9 Lv = 12

Armor +4

Colossus Sl = 14 Lv = 16

Will step on Foes. Brass Armor +5

Animated

These are animated by pure magic.

Gargoyles Sl = 5-7 Lv = 3-12+

Just part of the Furniture. Armor +3 Medium Speed Flyers. Claws and Horns.

Living Statues Sl = 5-8 Lv = 4-10+

Get +2 to Surprise. Armor +3 Mostly Human Shaped but any Shape Possible. Other Favorites include Minotaurs, Griffons, and Dragons.

Hollow Armor Sl = 6 Lv = 3-8+

Ye Olde Empty Suit of Plate Mail. Wields Weapon and sometimes Shield. Armor +3

Dancing Weapon Sl = 2-3 Lv = 2-8+

Scimitars, Swords, and Spears are Favorites. Armor +4

Animatomes Sl = 2-3 Lv = 2-4

Books with Teeth. Bite for -2 Damage. Animal Intelligence. Sometimes with Legs and or Wings.

Animated Chest Sl = 3-5 Lv = 4-8

Looks like a chest but has a Bite attack and sometimes has clawed arms and legs. Mimics Inanimate objects.

Scarecrows Sl = 6 Lv = 3-9

Can Cause Fear. Take Double Damage from Fire.

Primordial Clay Sl = 6 Lv = 1-8+

Can be formed into any shape. Regenerates.

Elementals

Animated by an Elemental Spirit or pure magic.

They take no damage from their own Element.

They are immune to normal weapons.

In general they have an SL = 3-10 LV = 6-12

They make HTH Attacks for +2 Damage.

Fire Elementals

Causes Secondary Fires Also Flame Attack: Short Range for +1 Damage.

Ice Elementals

Freeze Attack: Short Range Immobilize for 1D3 Turns. Armor +1

Earth Elementals

Can Pass through Walls and Solid earth. Armor +3

Water Elementals

Water Jet Attack: Short Range: Damage and Knock-down

Air Elementals

Whirlwind: HTH Attack hits all in Range. Fast Flyer

Lightning Elementals

Lightning Bolts: Medium Range for +2 Damage

Sand Elementals

Regenerates.

Lava Elementals

Lava Spray. Close Range. 1D2 Foes for +3 Damage

Mechanoids

Common Mechanoid Sl = 3-7 Lv = 1-4+

These are Animated Mechanical beings of near Human Intelligence.

They are created to act as servants and sometimes guards.
They run on a Battery with 10 Charges. They use up 1 Charge per day.
They have 2D2 Arms. Roll 1D4 on the Arm table for the first Arm and Roll 1D20 for the rest.
They roll twice on the Chassis Table.
They roll once on the Locomotion and Head Tables.
All Have Armor +2

Locomotion Table

1D8	Movement:	Notes:
1	Two Legs	Can Walk Stairs
2	Treads	Balance +1
3	Wheels	Speed +10
4	Rollerball	Speed +5
5	Levitation	Very Slow Flier
6	3 or 4 Legs	Kick at +2 Damage
7	6 or 8 Legs	Climbing +4
8	Wings & Rocket	Medium Flier. Also Roll Again

Chassis Table

1D6	Function:	Notes:
1	Armor	Armor +1
2	Reinforcement	Extra 1 Wound
3	Extra Battery	10 More Charges

1D6	Function:	Notes:
4	Winch	20 Feet of Rope with Hook
5-6	Storage Space	Hidden. Size of a Bread Box

Head Table

1D12	Function:	Notes:
1	Telescope	See Very Far
2	Detect-o-Meter	1D4 Detection type Spells
3	Language Module	Speaks an extra 2D6 Languages
4	Calculator	Gets +5 to Mathematics Rolls
5	Navigation Module	Gets +5 to Navigation Rolls
6	Antennae	Long Range Telepathy
7	Motion Detector	Gets +5 to Perception Rolls
8	Illusion Projector	Can Record Messages too
9	Flood Light	Out to Medium Range one Direction
10	Flare Gun	Shoots Straight Up. Uses up a Charge
11	Nut Cracker	Does Party Tricks. Bite.
12	Helicopter Blades	Fly Slow Speed

Arm Table

1D10	Function:	Notes:
1	Hand	Like a Human Hand
2	Grasper	Hand with -1 Damage
3	Claw	Hand with +1 Damage
4	Tentacle	Hand substitute
5	Wand	Pick one off the Wand Spell List
6	Crossbow	Repeating
7	Water Hose	Must Have Storage Space
8	Acid Sprayer	Must Have Storage Space
9	Zapper	Electrical. HTH. 1D6 Hinderances for 1D6 Turns
10	Sprayer	Fungicide or Herbicide. Must Have Storage Space
11	Forklift	Or Winch or Luggage Rack
12	Blow Torch	Burn for +2 Fire Damage
13	Jack Hammer	Or Chainsaw. Attack
14	Drill	Attack
15	Skeleton Key	Open Locks at +4
16	Scissors	Or Garden Shears. Attack
17	Mop or Duster	Cleaning Tool Attachment
18	Scalpel	Surgical Tool Attachment
19	Turkey Baster	Cooking Tool Attachment
20	Leaf Blower	Landscape Tool Attachment

Monster Lists Part Seven

Dragons, Composite, Alien, Oversize, Aquatic, Slimes, Plants, Fungi

LAND DRAGON SL + LV = Per Age Subspecies with no Wings. Get an extra +1 Armor. Many have only Animal intelligence. Popular as Mounts.

Dragons

Size of Dragons varies according to their Age according to the Size chart.

- Whelps (SL = 2-5) have 1 Armor. LV = 0-5 Bite Damage+1 Claw Damage+0
- Young Dragons (SL = 6-8) have 2 Armor. LV = 6-10 Bite Damage+2 Claw Damage+1
- Adults (SL = 9-11) have 4 Armor. LV = 11-15 Bite Damage+4 Claw Damage+2
- Elders (SL = 12-13) have 5 Armor. LV = 16+ Bite Damage+6 Claw Damage+3

Breath Weapons go to Short range and Damage+3 for Young, Medium Range and Damage+6 for Adults, and Long Range and Damage+9 for Elders.

Snow Dragons have Ice Breath. Forest Dragons have Poison Gas breath. Swamp Dragons have Acid Breath. Mountain Dragons have Lightning Breath. Volcanic Dragons have Fire Breath. Shadow Dragons have Death Breath.

One Breath Weapon attack every 3 + 1D3 Turns.

Most Adults can talk and Cast Spells (5-10 Spells). Most Elders will know 15-20 Spells.

Two-Headed Dragons of all sub-species are rare.

Tail Swipes do 1 size class less damage and stun for 1D4 Turns.

Wing Buffets do 2 size classes less Damage and save or Knockdown out to close range.

Most Dragon types Fly Fast.

Dragon Wings can be Separate from Arms or Attached to Arms. Sometimes they are in place of the forearms.

Drakes SL = 4-10 Lv = 3-7+

Sub-species of Dragon that Fly Very Fast. Generally less intelligent than other types. Some can Speak. Armor = 1. Size and Age are independent.

Some have no Forearms. Some have no Breath Weapon. Many Types: Stone, Azure, Cerulean, Opal, Fire, etc.

Wyrms SL = 8-14 Lv = 4-9+

Also Worms, or Wurms. They are a sub-species of Dragon that have no Wings and no Legs. They have a Fast snake like movement. Armor = 2-5. Types: Forest, Marsh, Winter, Stone, etc.

Flying Serpents SL = 7-11 Lv = 5-8+

Sub-species of Dragon with Wings but no legs. Usually animal intelligence.

Wyvern SL = 5-10 Lv = 3-5+

Dragon like Creature with only 2 Legs and a Poison Bite. Some have No Breath Weapon. Animal Intelligence.

Faerie Dragon SL = 2-3 Lv = 1-3+

Can teleport. Will defend its nest. Sharp teeth. Some can go invisible. Some have 1D6 Spells.

Jaberwocky Sl = 11 Lv = 8+

Somewhat Bipedal. Medium Speed Flyer. Low Animal Intelligence. Very Large Claws do Double Damage. Very Aggressive.

Dragon Turtle Sl = 12-14 Lv = 6-8+

Aquatic. Armor+8. Ship Sinker. Ocean Breath.

Composite

These are made up of parts of 2 or more Creatures

Chimeras Sl = 8 Lv = 7

Goat, Lion, Snake, Wings, Fire Breath

Scorpion Men Sl = 7 Lv = 1-3+

Half Man Half Scorpion. Poison Stinger

Spider Rider Sl = 6 Lv = 1-4+

Half Drow Half Spider. Poison

Manticores Sl = 8-9 Lv = 8-16

Lion with Human Head and Bat Wings. Tail Spikes

Gryphons Sl = 7 Lv = 7-14

Lion and Eagle. Wings

Hippogriffs Sl = 7 Lv = 4-8+

Horse and eagle. Wings

Owlbear Sl = 7-8 Lv = 5-10

You Gussed it... Owl and Bear. Wizard experiment gone wrong.

Landshark Sl = 7-8 Lv = 6-12

Turtle, Armadillo, Shark. Armor +3

Winged Centaurs Sl = 7 Lv = 4-6

Lawful Good. Angelic Taints. Pale. Graceful. Medium Flyer. Wings Sprout from Horses Back.

Winged Lion Sl = 7-8 Lv = 6-12

Sometimes with a Dragon Body that has Armor = 3.

Peryton Sl = 6-7 Lv = 3-6

Eagle with Stag Head. Antler Attack.

Naga Sl = 6 Lv = 5+

Human Head on Snake Body. Evil Spell Caster. Some versions have Arms: More Weapons, less Spells.

Basilisk Sl = 6 Lv = 4-8

Six Legged Lizard. Its Gaze causes Petrification.

Gorgon Sl = 7-8 Lv = 5-10

Stone Bull. Armor = 2. Its Breath causes Petrification.

Cockatrice Sl = 3 Lv = 3

Reptilian Rooster. Its Touch causes Petrification.

Crocopede Sl = 9-12 Lv = 6+

Lightning Breath, Bite, Swallow, Constricting Tail. 6 pairs of Legs: Climbers

Alien

Strange, Terrible Creatures from far away places. Many have access to Portals or Void Ships.

Mind Slayers Sl = 6 Lv = 5-16+

Humanoid Squid Heads. Brain Suckers. Spellcasters: Psychic Powers, Mental Magic.

Evil Eyes Sl = 6-7 Lv = 4-16+

Levitating Orbs with one Big Eye and several Eye Stalks. Hypnotism. Light type Spells. Shoots Elemental Beams out of Eyes.

Void Demons Sl = 7-14 Lv = 7-14+

Found wandering in the deep reaches of space.

Shadow Monsters Sl = 5-10 Lv = 6-12+

The Darkest Shadows of all.

Nether Beasts Sl = 6-12 Lv = 5-10+

Fast and Ravenous.

Moon Beasts Sl = 8-9 Lv = 6-12

Can be ridden as mounts.

Crystites Sl = 6-7 Lv = 3-10+

Crystalline Humanoids. Armor+2. Can use Light or Energy type Spell. They feed on Energy, magical and otherwise.

Zymekians Sl = 6 Lv = 10

Clone Race of a Great Warrior General. Clones are generated by a relic on their Homeworld.

Orgons Sl = 6 Lv = 2-12+

Decrepit Tiny Aliens encased in Powerful Exoskeletons. Armor = 3. Medium Flyers. All can use Energy type Spells.

Splooge Sl = 7 Lv = 1-7+

Intelligent Slimes. Leaders have Slime Magic.

Zozani Sl = 5-7 Lv = 5-18+

High Level Monks. 1D3 Physical and Magical Mutations Each. All have Martial Arts type Spells.

Terraxians Sl = 6 Lv = 2-7+

Men from the Far Future. Spell Types: Technomancy, Dimensions, Time, Force, Psychic, Telekinesis, Space, Energy, Matter. Mortal Enemies of the Atlanteans.

Atlanteans Sl = 6 Lv = 2-9+

Men from the Distant Past. Accomplished Spell Casters. In a Genocidal Time War with the Terraxians.

Shadowcat Sl = 11 Lv = 10+

Giant Winged Panther. Knows Dimensional Spells. Can be used as a Mount. Favorite of the Atlanteans.

Earth Eaters Sl = 5-7 Lv = 5-7+

Eats Precious Metals and Gems. Knows Earth type Spells. Rubble skin. Armor+2 to +4. Bipods, Tripods, and Quads.

Tentacle Monsters Sl = 7+ Lv = 5-10+

Multiple (2-6+) Grappling Attacks. Fed into a large Biting Maw. Larger ones attack out to medium or even Long Range. All types of Terrain: Aquatic, Caves, Etc.

LAKE GODS SL = 10-11+ lv = 15+ Tentacles, Tail Swipe, Mucous Cloud, Telepathy, Enslave, Drain, Phantasmal Foe, Hydroblast, Waves, Read Mind, Telepathic Projection. Frequently have Humanoid Mind Slaves.

Oversize

It takes a Heroic Army, Great Magic, or another Oversize Creature to Defeat these Menaces. Most have a gaping Maw that can swallow multiple enemies in a single gulp.

Leviathans Sl = 15 Lv = 8-16

Sea Monster. Giant Whale. Swallow you Whole. Smash a Ship with a single Head Blow. Armor +2

Behemoths Sl = 14 Lv = 7-14

Land Monsters. Some are Mammals. Some Reptiles. Can reduce a Castle to Rubble in Minutes.

Gargantuan Tarantula Sl = 16 Lv = 7-14.**Bewilderbeast Sl = 16 Lv = 20+**

Giant Elder Dragon. Armor +4. Can control other Dragons.

Giant Sand Worm Sl = 15 Lv = 6-12+

Burrower. Blood has many Magical Properties. Armor +2

Kraken Sl = 16 Lv = 10-20

Sea Monster. Lots of Tentacles (2-6+ Attacks).

Island Fish Sl = 16 Lv = 4-16+

Peaceful. Slow Swimmer. People will build Towns on them. If hurt they will dive down.

Aquatic

Dangers of the Deep.

Sea Mounts Sl = 7 Lv = 2-4

Various: Hippocampi, Sea Horses, Giant Mantas Used as Steeds by Aquatic Humanoids

Sea Lion Sl = 7 Lv = 6

Chimera. Claws and Bite Attack.

Sea Serpent Sl = 12 Lv = 9-15+

Can take Down Ships.

Giant Barracuda Sl = 5-6 Lv = 3

Fast and with Sharp Teeth. Initiative +4

Sharks Sl = 5-8 Lv = 1-4+

Shark Week is Here.

Giant Eels Sl = 4-5 Lv = 3

Electric Shocks.

Giant Clams Sl = 7-8 Lv = 4

Will Trap you until you Drown.

Brain Coral Sl = 5-10 Lv = 6-16+

Psychic Powers. No Physical Attack. Immobilized.

Giant Anenome Sl = 6-9 Lv = 4

With Paralyzing Stingers. Cannot Move.

Demon Whale Sl = 12-13 Lv = 8-16

Hateful Predator. Coloration: White, Black or Red.

Strangle Kelp Sl = 10-12 Lv = 0-2

Grapple Attack. Save to Cut yourself Free.

Slimes

Variously known as: Slimes, Oozes, Jellies, Cubes, Puddings, Blobs, and Creeping Cruds.

They can be any size, level, and color.

Some are Fast. Some are slow.

Their attacks can be: Acidic, Digestive, Corrosive, Poisonous, Disease Causing, and even Psychic.

Size Levels Range from 3 to 8 or more.

Some Worlds are completely covered by a single Blob.

Most are immune to Physical and Mental Attacks, but are susceptible to magic weapons and Elemental Attacks.

Slime Golem Sl = 7 Lv = 6

More Slime than Golem. Transparent.

Electro Slime Sl = 4-6 Lv = 3

Close Range Shocks: 1D4 Damage and Immobilize for 1D3 Turns.

Whip Slime Sl = 6-7 Lv = 4

Attacks with 2D3 Whip like strands out to Close Range.

Slime Zombie Sl = 6 Lv = 0-2

Will eventually dissolve into just slime.

Plants

Even the Plants Around here will Kick your Ass.

Treant Sl = 7-9 Lv = 5-9+

Armor = 2. Move Slow.

Moss Monster Sl = 7-10 Lv = 8

Guardian. Ambusher.

Strangle Vines Sl = 10 Lv = 4-6

Attacks All in a 20 Meter Area. Grapple.

Carnivorous Plant Sl = 8-9 Lv = 2-5

Giant Venus Fly Trap. Rooted.

Killer Cactus Sl = 5-6 Lv = 3-4

Shoots Poison Needles Short Range for 1D3 Damage. Rooted. often found in colonies.

Plant Elemental Sl = 7-10+ Lv = 6-12+

Usually the result of a Spell or Magic Seed. Move Slow.

Lotus Flower Field Sl = 13 Lv = 0

Those standing in it will Fall Asleep. Delay.

Creeping Kudzu Sl = 14 Lv = 0

Will Cover over a Village in a few Days.

Shambling Mound Sl = 7-8 Lv = 3-6+

Bipedal Vegetable Matter. Regenerates 1 Hit per Turn. Move Slow.

Fungi

What did the Mushroom say when he got kicked out of the Bar? "Hey. I'm a Fun Guy!"

Yellow Mold Sl = 2-6 Lv = 0

Those standing on it will contract a Skin Disease and eventually turn into a Yellow Mold in 2-4 Weeks

Spore Pods Sl = 3-8 Lv = 0

Release a Choking Cloud of Spores if Disturbed.

Toadstools Sl = 2-4 Lv = 0

Poisonous if Touched. Immobile.

Mushroom Men Sl = 4-7 Lv = 0-4

Good Natured but can be quick to Anger. Move Slow. They will trade Magic Mushrooms for Rotten Food

Pod People Sl = 3 Lv = 0

Friendly. Usually in need of Defending. Move Slow. Healing Spell List.

Lichenoids Sl = 6 Lv = 2

Zombies with Rotted Minds. Move Slow. Victims will become Lichenoids.

Fungasaur Sl = 9 Lv = 7-14

Regenerates.

Rot Shambler Sl = 7-8 Lv = 4

Rotting Smell: Get -2 to all rolls when fighting this. Move Slow.

Mold Monster Sl = 10 Lv = 6-12

Half-Crazed Treant covered in Mold and Fungus. Will become friendly if cured. Move Slow.

Treasure Lists

Treasures

Coins, Gems, Jewelry, Weapons, Armor, Musical Instruments, Tools, Books, Clothing, Furnishings

Introduction

For a random treasure roll on the Master Treasure Table. Note that items can vary in quality from junk to magical.

Master Treasure Table (valuables & Magic Items)

1D30	Treasure:	1D30	Treasure:
1	Weapon	14	Ingredients
2	Armor	15	Fetish or Religious Relic
3	Shield	16	Gems & Jewels
4	Helmet	17	Gadget (Device)
5	Clothing	18	Alchemical Preparation
6	Wand or Staff	19	Artifact
7	Sword	20	Furnishings
8	Rings	21	Bomb
9	Book	22	Poison
10	Scroll	23	Jewelry
11	Tools	24	Musical Instrument
12	Potion	25+	Coins
13	Medicinal		

Coins Table

1D6	Type:	Notes:
1	Copper Pence	10 to a Shilling
2	Silver Shillings	10 to a Galleon
3	Gold Galleons	Crowns, Ducats
4-6	Mixed	

Note: 1D10 Coins will be Found on a Minor Foe
1D100 on a lesser Foe 1D1,000 on a Greater Foe
1D10,000 on a Major Foe

Gems & Jewels Table

1D20	Type:	Value in Gold per Karat:	1D20	Type:	Value in Gold per Karat:
1	Diamond	50 - 100	11	Garnet	4
2	Ruby	50	12	Aqua Marine	4
3	Emerald	50	13	Lapis Lazuli	3
4	Opal	20	14	Turquoise	3
5	Sapphire	20	15	Moonstone	2
6	Amethyst	10	16	Onyx	2
7	Jade	10	17	Topaz	2
8	Pearl	10	18	Sunstone	1
9	Cats Eye	5	19	Coral	1
10	Amber	5	20	Peridot	1

Notes: A Gem will be 1D10 Karats in Size.

Jewelery, Weapons, And Armor

If the GM determines the item found is magical he should Consult the appropriate Spell Tables to determine its properties.

Jewelery Table

1D20	Type:	Notes:	1D20	Type:	Notes:
1-5	Ring	Or Toe or Belly Ring	14	Choker	Or Torc

1D20	Type:	Notes:
6	Brooch	-
7-8	Necklace	Or Chain
9-10	Bracelet	Or Bangle or Arm Band
11-12	Earrings	-
13	Toe Ring	Or Belly Ring

1D20	Type:	Notes:
15	Pendant	-
16	Anklet	-
17	Charm	-
18-19	Amulet	-
20	Crown	Or Diadem or Tiara

Weapon Table

1D8	Type:
1	Dagger
2	Sword
3	One Handed
4	Two Handed

1D8	Type:
5	Pole Arm
6	Thrown
7	Bow
8	Crossbow

Sword Table

1D10	Type:	Cost:
1	Short	40
2	Long	90
3	Knights	70
4	Viking	60
5	Great	100

1D10	Type:	Cost:
6	Broad	80
7	Small	50
8	Rapier	80
9	Scimitar	40
10	Cutlass	30

Dagger Table

1D10	Type:	Cost:
1-2	Knife	1
3-4	Dagger	10
5	Long Knife	5
6	Left Handed	20

1D10	Type:	Cost:
7	Throwing Knife	5
8	Sword Breaker	50
9	Stiletto	15
10	Ritual Dagger	50

One Handed Weapon Table

1D10	Type:	Cost:
1-2	Club	0
3	Flail	25
4	Morning Star	20
5-6	Axe	5

1D10	Type:	Cost:
7	Whip	10
8	Hammer	15
9	Pick	10
10	Mace	15

Two Handed Weapon Table

1D6	Type:	Cost:
1	Battle Axe	40
2	Broad Axe	10
3	War Hammer	30

1D6	Type:	Cost:
4	War Pick	20
5	Maul	10
6	Mattock	15

Pole Arm Table

1D6	Type:	Cost:
1	Spear	10
2	Pike	20
3	Halberd	35

1D6	Type:	Cost:
4	Glaive	20
5	Pole Axe	20
6	Bill Hook	20

Thrown Weapon Table

1D3	Type:	Cost:
1	Sling	1
2	Dart	1
3	Javelin	5

Bow Weapon Table

1D6	Type:	Cost:
1	Short Bow	20
2	Recurve Bow	30
3	Long Bow	40

1D6	Type:	Cost:
4-5	Broad Head Arrows	5 for 20
6	Bodkin Arrows	5 for 20

Crossbow Weapon Table

1D6	Type:	Cost:
1	Hand	20
2	Regular	30
3	Heavy	50

1D6	Type:	Cost:
4	Repeating	50
5-6	Bolts	5 for 20

Shield Table

1D3	Type:	Cost:
1	Target	10
2	Round	15
4	Large	20

Helmet Table

1D3	Type:	Cost:
1	Small	10
2	Medium	20
3	Great	40

Armor Table

1D8	Type	Cost:	Notes:
1	Padding	15	Or Cloth
2	Leather	30	-
3	Studded	40	Leather Beneath
4	Ring	50	Leather Beneath
5	Chain	100	Padding Beneath
6	Scale	150	Lacquered
7	Panoply	100	Breastplate, Greaves, Bands
8	Full Plate	250	Padding Beneath

Note: Heavier Armor will usually include a Helmet

Medicinals

The GM will pick something off the Medicinal Lists.

Scrolls

Each Scroll will contain 1 Spell. The GM will have to determine what spell it is.

Staff Or Wand

The GM will pick something off the Wand Lists.

Potions

The GM will pick something off the Potions Lists.

Fetish

The GM will pick something off the Fetish Lists.

Ingredients

This will be 1D100 Gold worth of Rare Ingredients Useable by one or more Spell Lists.

Artifacts

The GM will pick something off the Artifact Lists.

Musical Instrument List

1D8	Instrument:
1	Ocarina
2	Flute
3	Pan Flute
4	Harp

Gadgets

The GM will pick something off the Technomancer Lists.

1D8	Instrument:
5	Lyre
6	Horn
7	Drum
8	Fiddle

Tools

1D40	Tools:	Cost	Enc	Notes:
1	Lockpick Set	20	1	Small Case
2	Alchemical Glassware	500	16	Bulky, Very Delicate
3	Mining Tools	100	8	Picks, Shovels, Lanterns, Ropes
4	Carpentry Tools	50	5	Planes, Saws, Nails, Hammers
5	Masons Tools	10	6	Trowels, Buckets, Scrapers
6	Farming Tools	40	7	Hoes, Plows, Scythes, Sickles
7	Smithy Tools	100	8	Anvil, Hammer, Tongs, Pails
8	Fire Starting Kit	5	1	Tinder, Steel, Flint
9	Wood Working Tools	40	5	Hammer, Glue, Saws, Adze, Knife
10	Stone Carving Tools	40	6	Hammer, Chisels, Drills, Saws
11	Pottery Tools	10	4	Cutters, Rolling Pins, Shapers
12	Painters Tools	50	8	Paints, Brushes, Easel, Paper
13	Trap Makers Tools	20	8	Cages, Rope, Wire, Nets, Springs
14	Adventuring Gear	20	4	Grappling Hook, Rope, Crowbar
15	Instrument Making	60	6	Clamps, Patterns, Tuning Tools
16	Surgeons Tools	80	4	Scalpels, Speculums, Forceps
17	First Aid Kit	15	1	Bandages, Splint, Medicinals
18	Tinkers Tools	30	4	Hammer, Gears, Wire, Pliers
19	Drafting Tools	20	2	Ruler, Compass, Protractor, Squares
20	Metal Casting Tools	40	6	Tongs, Kiln, Crucible, Molds
21	Tailors Tools	10	4	Needles, Thread, Cloth, Buttons, Pins
22	Weavers Tools	30	12	Loom, Yarn, Comb, Scissors, Dowel
23	Gem Cutter Tools	20	3	Polishing Wheel, Saws, Drills, Chisel
24	Paper Making Tools	50	10	Screens, Press, Rollers, Cutters
25	Book Binding Tools	20	4	Drawknife, Scraper, Needles, Glues
26	Scribes Tools	20	4	Quills, Inks, Penknife, Chalk, Pumice
27	Gardening Tools	15	8	Spades, Hoes, Shovels, Rakes, Shears
28	Bowyers Tools	20	6	Hatchet, Drawknife, Planes, Files
29	Clockmakers Tools	60	4	Calipers, Die Plate, File, Pliers, Lathe
30	Tinkers Tools	20	3	Solder, Rasp, Cogs, Wire, Hammer
31	Glass Blowers Tools	40	8	Blowpipe, Molds, Marver, Paddles
32	Cobblers Tools	10	4	Soles, Stock, Groover, Hammer, Rasp
33	Cooking Tools	10	6	Pots, Pans, Knives, Utensils, Molds
34	Fishing Tools	10	6	Rods, Nets, Hooks, Lures, Traps, Knife

1D40	Tools:	Cost	Enc	Notes:
35	Butchers Tools	20	5	Saw, Knives, Cleaver, Grinder
36	Mountaineering Tools	30	4	Climbing Boots, Crampons, Ice Axes
37	Spelunking Tools	40	8	Rope Ladders, Lamps, Compass
38	Riding Gear	40	4	Saddle, Stirrups, Harness
39	Quarrying Tools	50	10	Saw, Chisels, Block & Tackle
40	Other	-	-	

Valuable Books Table

1D40	Book:	Cost	Notes:
1	2D6 Blank Spell Scrolls	20	Each
2	Skill Manual	50	Learn 1 Specific Skill
3	Spell List Monograph	1000	Learn 1 Specific Spell
4	Elemental Grimoire	1000	Learn 1 Elemental Spell
5	Black Magic Tome	1000	Learn 1 Evil Spell
6	White Magic Tome	1000	Learn 1 Good Spell
7	Physics Reference	50	Get +1 to Physics Skill Rolls
8	Patrons Codex	1000	Learn 1 Patron Spell
9	Summoning Primer	1000	Learn 1 Summoning Spell
10	Language Lexicon	50	Read to Learn 1 Language
11	Religious Tracts	50	Read to learn Theology
12	Spell Book	5000	Will contain 1D6 Spells
13	Treasure Map	100	Could be False
14	Navigational Charts	200	Get +2 to Navigate in Local Area
15	Travel Guide	50	Get +2 to Know about an Area
16	Lost Histories	100	Get +2 to Specific History Rolls
17	Regional Atlas	50	Get +1 to Navigate a Region
18	First Edition Literature	300	Valuable to Collectors
19	Music Folio	50	3D6 Quality Songs Available
20	Handbook of the Planes	1000	Get +1 to Navigate Outer Planes
21	Theological Treatise	50	Get +1 to a Theology Roll
22	Monstrous Manual	300	Get +1 to Monster Lore Rolls
23	Dragon Codex	400	Get +1 to Dragon Lore Rolls
24	Elven Poetry	200	Valuable to Some Elves
25	Dwarven Genealogy	500	Very Valuable to a few Dwarves
26	Gnomish Schematics	400	Get +1 to Invention Rolls
27	Shire History	50	Of Interest to some Halflings
28	Book of Prophecies	100	Get +1 to Divination Rolls
29	Astronomical Charts	100	Get +1 to Astronomy Rolls
30	Comparative Anatomy Tract	100	Get +1 to Non-Human Healing Rolls
31	Fiend Folio	700	Get +1 to Demon and Devil Lore
32	Building Blueprints	200	Get +3 to Build Described Structure
33	Encyclopedia of Angels	300	Get +1 to Angel Lore Rolls
34	Dictionary of Lost Worlds	2000	Get +1 to Portal Lore
35	Dungeon Map	1000	May need some Updating
36	Metaphysics Text	100	Read to gain Metaphysics Skill
37	Unpublished Diary	300	Scandalous
38	Arcane Dissertation	300	Learn 1 Wizard Spell
39	Political Manifesto	100	Learn 1 Politics type Skill
40	Other	-	-

Notes: When learning a Skill or Spell by reading it takes 1 Month to read.

Clothing

This varies enormously depending on who the owner of the Closet or Trunk is. A Kings Wardrobe will be very different from that of the 4-Armed High Priestess. If anything is magical it will probably be just 1 or a few items such as a belt or a cloak.

Furnishings

Like clothing this will vary according to the (previous) owners, as well as what type of room it is. A Kitchen may have a pot that heats up and cooks by itself. The Throne in a Throne room may be enchanted to make whomever sits upon it Paranoid. The Tapestry in a Hallway may show a moving picture of a battle fought long ago.

A Cradle may bestow +1 Charisma once to any baby who sleeps the night in it.

Treasure Lists Part Two

Alchemy, Potions, Medicinals, Bombs, Poisons, Charms, Fetishes, Useful Fungi, Useful Plants

Basic Alchemical Preparations

- Itching Powder: Thrown Bag. Foes get -2 to all actions for next 2 hours.
- Weak Ingestible Poison: Save at +2 or die in 2D6 Turns.
- Weak Acid: Thrown Flask. Foe takes 1D6 Damage. 1 Meter Splatter.
- Polishing Paste: Cleaning Product.

Minor Alchemical Preparations

- Weak Topical Poison: Save at +2 or die in 2D6 Turns.

Standard Alchemical Preparations

- Ingestible Poison: Save or die in or Die in 1D10 Turns.
- Minor Power Potion: Gain 1D6 Power.
- Acid Flask: Thrown Flask. Foe takes +2 Damage. 1 Meter Splatter.

Lesser Alchemical Preparations

- Topical Poison: Save or die in or Die in 1D10 Turns.

Major Alchemical Preparations

- Strong Ingestible Poison: Save at -2 or Die in 1D8 Turns.
- Power Potion: Gain 2D6 Power.

- Strong Acid: Thrown Flask. Foe takes +4 Damage. 1 Meter Splatter.
- Strong Topical Poison: Save at -2 or Die in 1D8 Turns.

Greater Alchemical Preparations

- Strong Power Potion: Gain 3D6 Power.

Basic Potions

- Voice Alteration: Sound like someone or thing of your choice.
- Excellent Ale: Greatly improves mood of drinker.
- Wonderful Wine: Drinker will not stop until Drunk.

Minor Potions

- Luxurious Liquor: Drinker will continue until he passes out.
- Beguiling: Imbiber gets +2 to all Seduction Rolls.

Standard Potions

- Magic Fertilizer: Will make plant grow to Maturity and Fruiting.
- Minor Strength Potion: Strength +1 for 1D2 Hours.
- Elixir of Fire Resistance: Complete Immunity for 4D3 Hours.
- Infatuation: Fall in love with first person they see.
- Luck in a Bottle: Gain 1D6 Luck.
- Visions: Imbiber will have Visions. Stoned for 2D2 Hours.
- Potion of Fire Breathing: Close Range +2 Damage.

Lesser Potions

- Spirit Beer: See Spirits for 1D2 Hours.
- Obsession: Imbiber will fall in love with a specific Character determined in The manufacture of the Potion.
- Shrinking Draught: Drinker Shrinks
- Haste Potion: One Extra Attack, Double Speed, Reflexes +4 for 3D6 Minutes.
- Truth Serum: Drinker answers questions truthfully.
- Silver Serum: Your Blood is laced with Silver. Poisonous to Vampires.

Major Potions

- Potion of Strength: Strength +3 for 1D3 Hours.
- Invisibility Potion: Lasts 1D3 Hours.
- Miracle Growth: Drinker becomes Giant Size for 2D10 Minutes.

Greater Potions

- Polymorph Potion: Lasts 2D6 Hours. Must contain Material from the type of Creature the imbiber will be turned into: Frog, Dragon, Etc.

- Potion of Invulnerability: Cannot take Damage for 1D2 Hours.

Legendary Potions

- Permanent Polymorph: Otherwise like Polymorph.
- Elixir of Indestructibility: Cannot be Killed for 1D4 Hours.

Basic Medicinals

- Calming Concoction: Will calm Drinker.
- Laxative: 1D4 Hours. Multiple Bathroom Breaks
- Acne Mask: Remove Boils, Blemishes.

Minor Medicinals

- Essence of Alertness: Gain +1 to Perception. Stay Awake for 2D3 Hours.
- Revival Snuff: Wake up unconscious. Reverse Stun, Fatigue, Weakness effects
- Healing Balm: Cures itching Maladies.
- Emetic: Induces Vomiting. Can be used as antidote to Oral Poisons.
- Invigorate: Popular with the Elderly. Feel like you're 10 years younger
- Hair Tonic: Grow or Regrow Hair.
- Beautification Uncction: Gain +1 Charisma for 12 Hours.
- Brain Booster: Gain +1 Wits for 8 Hours. Addictive

Standard Medicinals

- Burn Salve: Repairs skin damaged by Fire or Acid.
- Madness Tonic: Relieves Insanity Temporarily. 1 Day.
- Minor Potion of Healing: Heal 1 Wound

Lesser Medicinals

- Antidote: Cure Poison or effects of another Potion.

Major Medicinals

- Healing Potion: Heal 2-3 Wounds.
- Curse Cure: Will Remove Curses.

Greater Medicinals

- Major Healing Potion: Heal all Wounds.
- Curing Draught: Cure a Disease.
- Eye Drops: Cure Blindness.
- Skin Softener: Reverse Petrification.
- Regeneration: Regenerate for 1 Hour.

Legendary Medicinals

- Longevity Potion: Stop Aging for 1 year.
- Elixir of Life: Reduce age by 10 years.
- Resurrection Brew: Must be given within a Day. Pour in Corpses Mouth.

Basic Bombs

- Water Balloon: Fits in palm. Releases 20 Gallons of Water on Impact.
- Pyrotechnics: Make Fireworks. Good for Celebrations, Distractions.
- Stink Bomb: Noxious. Will Repel most Creatures.
- Smoke Bomb: Copious amounts of Smoke for 2D3 Turns. Covers 10 Square Meters.
- Glitter Bomb: Cover Invisible Foes with Glitter.

Minor Bombs

- Flash Bang Grenade: 4 Meter Radius. Targets stunned for 1D6 Turns.
- Choking Smoke Bomb: On Inhalation -3 to all Rolls for 1D4 Minutes.
- Blasting Powder: Unstable. Better for mining than military applications.
- Regular Bomb: 2 Meter Radius +1 Damage.

Standard Bombs

- Lightning in a Bottle: Produces a Lightning Bolt. Medium Range +2 Damage.
- Freezing Flask: Target Frozen for 3D10 Minutes and Damage.
- Grenade Bomb: Explodes for +2 Damage in a 3 Meter Radius. Wall Buster
- Gunpowder: If the GM allows for this in his campaign. Enough for 1 Cannon Shot.
- Crawling Bomb: Like regular bomb but it has Tiny legs. Point it in a Direction and it will move at 20M per turn and explode on contact.

Lesser Bombs

- Fire Bomb: Explodes for +3 Damage in a 3 Meter Radius. Will start a Fire.
- Boogie Bomb: 7 Meter Radius. Targets must Dance in place for 2D6 Turns.
- Congreve Rockets: Far Range. Highly Inaccurate. +2 damage in a 4 Meter Radius.

Major Bombs

- Rocket Bomb: Like Fire Bomb but Far Range. Aim at -2.
- Flask of Glue: Immobilize all in a 4 Meter Area.
- Potent Bomb: Explodes for +4 Damage in a 5 Meter Radius.

Greater Bombs

- Big Badda Boom: +5 Damage. 7 Meter radius. Will Take Down a Castle Wall.

Legendary Bombs

- Tactical Nuke: Will Take Out a Castle. +6 Damage to everyone inside.

Basic Poisons

- Paralysis Poison: Immobilized for 2D2 Hours.
- Babble: Drinker Babbles for 1D3 Days.
- Lockjaw: Cannot Speak for 2D8 Hours. 1 Wound after 4 Hours.
- Flatulence: For 1D4 Days. Get -4 to Stealth and Charisma Rolls.
- Sleeping Draught: Sleep for 2D6 Hours.
- Dizziness: Get -2 to all Rolls for 1D6 Hours.

Minor Poisons

- Befuddlement: Half Wits for 1D3 Days. Fumble on Rolls of 1-3
- Emotive Uncion: Hysteria, Laughing, Despair, Euphoria, etc. according to maker.
- Toadstool Poison: Grows Mushrooms all over body. At -2 to all Rolls for 1 Month.
- Fungicide: Will kill Fungus. Throw as Flask
- Herbicide: Will Kill Plants. Throw as Flask
- Weakness: Strength and Constitution Halved for 1D3 days

Standard Poisons

- Madness Poison: Manic, Crazy. Under GM Control.
- Blood Poisoning: 1D6 Damage. At -2 to all Rolls. Will die in 1D2 Days if not cured.
- Coma Inducer: Drinker will appear dead for 10 Hours. Curare
- Caustic Poison: Does +2 Damage.
- Blinding Poison: Total or Partial Vision Loss.
- Choking: Save at +2 or Die in 1D4 Minutes.

Lesser Poisons

- Corrupting Poison: Roll on Chaos Mutation Table. Permanent.
- Wolfsbane: Repellent for Wolves, Dogs. Throw as Flask
- Memory Loss Poison: Complete or partial Amnesia.

Major Poisons

- Alignment Poison: Shifts Alignment to type specified during Manufacture.

Greater Poisons

- Venomous Poison: Save at -3 or Die in 1D6 Turns.
- Aging Draught: Imbiber will Age 10 Years

Legendary Poisons

- Lethal Poison: Save at -4 or Die in 1D4 Turns.

Minor Charms

- Luck Charm: Get +1 Luck per Day
- Power Charm: Get +1 Power per Day

Lesser Charms

- Health Charm: Get +1 Toughness
- Vim Charm: Get +1 Strength
- Allure Charm: Get +1 Charisma
- Seeking Charm: Get +1 Perception

Major Charms

- Protection Charms: Get +2 save vs one Type of Spell

Greater Charms

- Defense Charms: Get +1 Defense per one type of Monster
- Resistance Charms: Get +4 save vs Specific Spell

Legendary Charms

- Spell Charms: Contains 1 Spell. Reusable once per day

Minor Fetish Items

- Coup Stick: Touch a live, unhurt Enemy with it. He gets Morale -2 and You get +1 to Hit and Damage for remainder of Combat.
- Snake Moccasins: Owner has +2 to Stealth Rolls.
- Divination Bones: Good for 1 Use immediately only.
- Turtle Charm: Owner has Armor +1.
- Monkey Paw: Owner gets +2 to Taunt Rolls.
- Dream Catcher: Can Catch an Dream-Intruding Spirit which can then be Banished, Imprisoned, Destroyed, or set Free. If nothing is done it will Free itself in 1D8 Hours.
- Spirit Root: Three Doses. Detect Invisible and Spirits for 1 Hour.

Lesser Fetish Items

- Mummified Bear Claws: Owner gets +1 Strength.
- Shark Charm: Owner gets +4 to save vs Disease.
- Salamander Charm: Owner gets Fire Resistance +4.
- Shrunk Head: Answers 1 question Per day. 50% Correct.
- Feathered Cape: Owner has Medium Speed Flight. Cape will be Destroyed by any Elemental Attack.
- Peace Pipe: Blow Smoke: Can cause Calmness or Hallucinations.

Major Fetish Items

- Poison Pot: Can Coat Weapons. 10 Applications. Paralytic Poison.
- Juju Zombie: Two Hour Ritual. Need Body. One Zombie under Casters Control.
- Astral Root: 2D3 Doses. Your Spirit can travel to another Plane for One Hour.
- Frog Fetish: You or close Target becomes a Frog.
- Wolf Mask: Wearer can Transform into a Wolf.
- Totem Pole: Large Wooden Pole. Leave a sacrifice to gain the Blessing of one of the Totem Animals on the Pole. 1 Month to carve Per Figure on the Pole.
- Healing Totem: Will heal 1 Wound 3 times a Day.

Greater Fetish Items

- Guardian Totem: Wooden Golem. Will Defend Site.

- Medicine Bag: Owner has +4 Power.
- Shaman's Mask: Wearer gains 1 Shaman type Spell.
- Devils Mask: Wearer gains 1 Diabolist type Spell.
- Voodoo Doll: Inflict Pain, Injury, Immobilization, Nightmares, or Death on Doll's Likeness at any Time. Requires Target's Blood or Hair to make.

Legendary Fetish Items

- Eagle Feather Bonnet: Owner gets +4 to Leadership Rolls. Only one Owner user possible. Loses Power when he dies.
- Giant Stone Head: Remembers all the History since it was carved. Those who talk to it get +1 Luck and Morale. Takes 1D2 Years to Carve.
- Jungle Lord Statuette: One Use per decade. Summon a Primitive God.

Useful Fungus Table

1D12	Fungi:
1	Food: Counts as a Ration
2	Tasty: Valuable to Cooks
3	Healing Tea: Will Heal 1 Wound
4	Hallucinatory: Lasts 1D4 Hours
5	Mellow Mushrooms: High Lasts 1D6 Hours
6	Unpalatable: Weak Poison

1D12	Fungi:
7	Toxic: Regular Poison
8	Toadstool: Strong Poison
9	Cure: Some Chaos Mutations
10	Aphrodisiac
11	Ingredient: Some Spells
12	Visions: Divination: Lasts 1D6 Hours

Useful Herbs/plants Table

1D30	Plant:
1	Aloe: Balm for Burns
2	Salve for Itching
3	Peppermint: Good for Nausea
4	Spice: Valuable to Cooks
5	Pipeweed: Induces Trance State: Lasts 1D3 Hours
6	Valerian: Good for Relaxation, Sleep
7	Cure: Certain Infectious Diseases
8	Healing Moss: Will Heal 1 Wound
9	Moss: Prevent Topical Infections
10	Ingredient: Some Spells
11	Unpalatable: Weak Poison
12	Toxic: Regular Poison
13	Hemlock: Strong Poison
14	Poison Antidote
15	Citrus: Cure Scurvy
16	Topical: Stops Bleeding
17	Turmeric: Cure Stomach Upset
18	Cat Nip: Loved by Felines
19	Wolfs Bane: Hated by Canines
20	Garlic: Hated by Vampires
21	Azuki Bean: Become Peaceful

1D30	Plant:
22	Warming: Resistance to Cold
23	Cocoa: Revitalizing: Remove Fatigue
24	Echinacea: Toughness +1 to Resist Disease for 1 Day
25	Essence of Spinach: Strength +1 for 1 Hour
26	Incense: Sacred: Religious ceremonial uses
27	Mistletoe: Ingredient for Druids
28	Sapling: Perfect for making a Wand
29	Cure for Drunkenness
30	Apple: Keeps the Doctor Away

Treasure Lists Part Three

Magic Weapons, Bows, Armor, Wands, Rings, Artifacts, Religious Relics, Cursed Items, Technomancy, Puppets

Magic Items Worn Limits

- You can wear 1 Hat (Helm, Cap, Shroud, Crown)
- You can wear 1 Pair of Shoes (Boots, Sandals)
- You can wear 1 Belt (Girdle)
- You can wear 1 Cloak (Cape, Robe)
- You can wear 2 Rings (One on each Hand)
- You can wear 1 Pair of Armbands
- You can wear 1 Amulet (Necklace, Brooch, Torc, Pendant, Choker)
- You can wear 1 Shirt (Vest, Tunic, Jacket)
- You can wear 1 Pair of Pants (Leggings, Pantaloons, Trousers)
- You can wear 1 Suit of Armor

Of course you can own more and carry more But you only get the benefit from what you wear. If you attempt to wear more, they will cancel each other out.

Weapon Bonuses

Unless specified Bonuses are to Attack and Damage.

Minor Magic Weapons

- Enchanted Sword +1. Two weeks and 500 Gold to Forge
- Fairy Slingshot +2 Attack. Long Range.

Lesser Magic Weapons

- Scimitar +2.
- Battle Axe +2. One Month and 1000 Gold to Forge
- Short Sword +2. Glows if Humanoids are within Long Range.
- Poison Dagger +1. And Poison.
- Goblin Bane Sword +1. Is +3 vs Goblins.

Major Magic Weapons

- Firebrand Sword +2. Does +1 Fire Damage.
- Frostbrand Sword +2. Does +1 Cold Damage.
- Flail +3. Two Months and 5000 Gold to Forge.

- Luck Blade +2. Owner gets +2 Luck at start of Day.
- Dancing Scimitar +1. Animates for 1 Combat per Day.
- Hammer of Throwing +1. Always Returns. Medium Range.
- Sword of Speed +1. Attack Twice per Turn.
- Sword of Sharpness. Damage +5

Greater Magic Weapons

- Spear +4 of Dragon-Slaying. Dragon must Save or Die. Six Months and 20,000 Gold to Forge.
- Evil Intelligent +3 Rune Sword. Drains 1 Level if it Hits.
- Intelligent +4 Lightning Sword. Shoots 5 Lightning Bolts per day.
- Twin Blade +2: Creates a Duplicate of Wielder also holding a copy of sword.

If either is killed or loses their sword the swords rejoin and the original wielder remains. Th Duplication can be activated again in 1 Day. Other items not duplicated. All Copies share the same Power pool for casting purposes.

Legendary Magic Weapons

- Meteorite Sword +5: 50% to break opposing Shields and Weapons.
- Quad Sword: Like Twin Blade but creates 4 Copies.
- Eldritch Blade: Sword +5 that gives Wielder +10 Power per Day. Five Years and 400,000 Gold to Forge.
- Sea Kings Trident +5. Summon Sea Creature Allies 3 times a Day.
- Vorpall Blade. Damage +10. One Year and 100,000 Gold to Forge.
- Soul Drinker Sword +5: Souls of Victims are Destroyed.

Wielder regenerates Hits equal to Damage Sword inflicts. Ten Years and 1 Million Gold to Forge

Minor Magic Bow

- Shortbow +1. One week and 100 Gold to make

Lesser Magic Bow

- Crossbow +2. Two weeks and 500 Gold to make

- Arrow of Slaying +1: Target must Save or Die. Three Days and 200 Gold to make

Major Magic Bow

- Longbow +3. One Month and 1000 Gold to make
- Endless Quiver: Up to 300 Arrows per day.
- Compound Bow +3. Double Range. 2 Months and 5000 Gold.

Greater Magic Bow

- Great Bow +4. Demon-Slayer. 6 Months and 20,000 Gold.
- Fire Bow +3. Arrows catch on fire when released.
- Ice Bow +2. Target Frozen: Immobilized for 1D4 Turns.
- Light Bow +3. No Arrows needed. Energy Arrows do extra +4 Damage.
- War Bow +5. Double Shot. 1 Year and 100,000 Gold.

Legendary Magic Bow

- Elder Bow +5. Range of 1 Mile. 5 Years and 400,000 Gold to make.
- Heroes Bow +5 with Triple Shot and Monster Slaying.

Minor Magic Armor

- Leather Brigandine +1 Armor. One week and 100 Gold.

Lesser Magic Armor

- Chain Mail +2 Armor. Three Months and 5000 Gold.
- Round Shield +3. One Month and 5000 Gold to Forge.

Major Magic Armor

- Plate Mail +3 Armor. Light as a Feather. Helm of Fire Resistance. Half Damage from Fire Attacks. Two Months and 5000 Gold to Forge.
- Great Shield +4. Three Months and 10,000 Gold to Forge.
- Helm of Iron Will: Gain +4 to save vs Mental & Psychic Attacks.

Greater Magic Armor

- Helm of Force: Once per day cast a Force Field.
- Golden Armor +4 Armor. Strength +5. One Year and 100,000 Gold to Forge.

Legendary Magic Armor

- Eldritch Armor +3 Armor. Magic Resistance +5. Five Years and 400,000 Gold to Forge.

- Armor Fit for a God +5 Armor. Polymorph three times a Day. Heal Five Times a Day. Charisma +2. Ten Years and 1 Million Gold to Forge

Minor Magic Wands

- Wand of Light: Tip of Wand shines like a Lantern.
- Magic Missile Wand: Fires 1 Missile for +1 Attack. 10 times a Day
- Snake Staff: Turns into Poisonous Asp once per day for 1 Combat.
- Wand of Wonder: Does something Frivolous. Up to 10 times a Day.

Lesser Magic Wands

- Wand of Lightning Bolts: Like the Spell. 3 times a Day
- Wand of Freezing: Like the Spell. 4 times a Day
- Wind Baton: Gust of Wind Spell. 5 times a Day.
- Ring of Spell Storing: Mage can store 1 Spell In it.

Major Magic Wands

- Wand of Fireballs: Like the Spell. 3 times a Day
- Wand of Petrification: Like the Spell. 3 times a Day
- Animators Rod: Animate Object Spell. 3 times per Day.
- Sand Staff: Sand Storm or Quicksand. 3 times a Day.

Greater Magic Wands

- Baton of Command: Like the Spell. 5 times a Day
- Staff of Power: Wielder gets an extra 7 Power per Day.

Legendary Magic Wands

- Rod of Ruling: Wielder gets +4 to Leadership Rolls.
- Scepter of the Gods: Wielder is Immortal and Cannot take Damage.
- Wizards Staff: Can store up to 10 Spells.

Minor Magic Rings (jewelry)

- Ring of Protection: Get +1 to Defense and Saves. One week and 100 Gold to make
- Ring of Power: Provides 1 extra Power per Day
- Luck Amulet: Provides 1 extra Luck per Day
- Periapt of Gaseous Form: For 3D10 Minutes. Once a Day. Two weeks and 500 Gold to make.

Lesser Magic Rings

- Ring of Fire Resistance: Fire Resistance+4. One Month and 1000 Gold to make.
- Ring of Invisibility: Three times per Day for 5 Minutes each time. Two Months and 5000 Gold to make.

Major Magic Rings

- Pendant of Magic Resistance: Save vs Magic at +2. Six Months and 20,000 Gold.
- Diadem of Dragon Control: For 1 Task Hours then Dragon will fly away. Once a Day.
- Amulet of Power: Wearer gets +3 Power per day.

Greater Magic Rings

- Mind Control Torc (8) Control Target. Requires Concentration. Once a Day. 1 Year and 100,000 Gold to make

Legendary Magic Rings

- Dragon Form Bracers (9) Become a Dragon for 1 Hour. Once a Day. Five Years and 400,000 Gold to make

Minor Artifacts

- Magic Spectacles: Detect Magic. Thrice a day.
- Boots of Speed: Ground Movement Rate Doubles. Jump+2
- Bag of Holding: Can hold up to 100 pounds for no Encumbrance.
- Wondrous Chalice: Refills with Wine. 1D4 Gallons per Day.
- Talking Hat: Controlled by GM. Intelligent. Gives Advice.
- Magic Lantern: Light Spell Constant.
- Boots of Jumping - Jump+8 up to 30 Feet.
- Enchanted Ocarina: Get +2 to Musical Skill Checks.
- Stasis Jar: Contents remain Fresh Forever: Dragon Breath, Snowflakes, Resurrection Fairy, etc.
- Magic Skeleton Key: 50% to open any Lock.
- Belt of Strength: Strength+1
- Fairy Net: Get +5 to catch insects and tiny Fairies
SL = 1-2

Lesser Artifacts

- Magic Tent: Its 10 times bigger on the Inside.
- Winged Sandals: Fly Medium Speed Whenever.
- Cornucopia: Produces 1D6 rations per day. Fruit.
- Wizards Hat: Gain +1 Wit and Will.
- Horn of Blowing: Create a Gust of Wind. Twice a day.
- Spirit Portrait: Spirit of the pictured deceased can animate his likeness and communicate with observers.
- Swift Sail: For a small Boat. Doubles its Speed.
- Force Gem: Repulsion Spell (Force Spell List) Three times a day.
- Gauntlets of Ogre Strength: Strength +2.
- Fabulous Fiddle: Dance Spell once per day.
- Magic Fishing Rod: Get +2 to Fishing Skill Checks.
- Magic Compass: Get +2 to Navigation Skill Checks.

- Pipers Pipes: Disperse a Swarm once per day.
- Boots of Water Walking: Constant effect.

Major Artifacts

- Cloak of Invisibility: Sometimes hands or feet will show. Stealth+6
- Monster Statuette: Will turn into a Monster for 1 Combat. Once a day.
- Girdle of Giant Strength: Strength +3.
- Sail Glider: Slow Flyer. Minimal Lift. Can be Folded up.
- Magic Shovel: Dig Spell (Earth List) All the Time.
- Banner of Courage: Military Company Size gets Morale +2.
- Magic Hourglass: Cast a spell. Spell will not activate until sand in Hourglass runs out. Can be set for 1 Hour or 1 Day.
- Enchanting Lute: Calm Spell twice per day.
- Magic Harp: Sleep Spell once per Day.
- Pan Flute: Lure Spell (Entertainers Spell List) Three times per day.
- Hat of Shrinking: Once per Day until you take it off.
- Charming Charm: Wearer says exactly what the listener wants to hear. Cha+4
- Magic Tarot Deck: Fortune Telling Spell once per day.

Greater Artifacts

- Teleporter Key: Teleports those touching it to a Specific Location.
- Flying Ship: Atmospheric. Flies at Medium Speed.
- Magic Flute: Charm Spell Once per Day.
- Gauntlet of Truth: Burns the Souls of those who tell a lie.

Legendary Artifacts

- Primordial Clay: Shape it into a Person or Monster. Permanent.
- Void Ship: Can fly through space between Worlds. It takes a Week to get to the Moon and 3 Months to traverse the entire solar System. Wormholes in space can portal the ship to other Solar Systems.
- Resurrection Pod: Takes 2D6 Days. Will bring Dead back to Life.
- Magic Mirror: Full Length. Scry 3 times a day. View Memories or Divination Twice a Day. Mirror Door once a Day.

Minor Religious Relic

- Holy Symbol: Turn Undead Spell once per Day.
- Holy Water: Single use. Damage+5 to Undead, Demons, Devils, Horrors.
- Holy Oil: Single use. Anoint Target for 1D3 Boons. Lasts 3D6 Hours.
- Blessed Incense: Single Use. Calm Spell.

- Holy Salve: Single use. Heal and Neutralize Poison.

Lesser Religious Relic

- Snake Staff: Turns into Poisonous Snake twice a Day.
- Holy Icon: Fate+1
- Skullcap of Wisdom: Wits+1
- Prayer Beads: Will+1
- Holy Book: Circle of Protection Spell once per Day.

Major Religious Relic

- Mace of Disrupting +3. Slay Undead.
- Holy Hand Grenade: Does +5 Damage to all Evil Creatures within 10 Meters. Single Use.
- Holy Manuscript: Preach+3

Greater Religious Relic

- Staff of Healing: Cast Heal three times a Day.
- Bones of the Saint: Fate+2
- Death Shroud of the Saint: Cast Cure once per Day

Legendary Religious Relic

- Holy Sword +5. Armor+5
- Holy Ark: Cleanse Spell once per day.
- Spear of Destiny: Owner gets +3 to all rolls involving Leadership, Politics, and Warfare.

Minor Evil Relic

- Charm of Cursing: Once per day Jinx Spell.
- Dagger of Flaying+1: Flay Spell once per Day.

Lesser Evil Relic

- Chaos Symbol: Cast Mutation Spell once per Day.
- Jagged Blade: Sword+2. Always causes a Bleed.

Major Evil Relic

- Axe of Cleaving: Axe+3. All Injuries are Amputations.
- Chaos Armor: Armor+4. Wearer gets 2 Chaos Mutations.

Greater Evil Relic

- Stormbringer: Sword+4. Chaos Storm Spell once per Day.
- Doom Caller: Horn: Dark Tidings Spell Once per Day

Legendary Evil Relic

- Soul Sucker: Sword+5. Destroys Soul of those it Kills.
- Hellbringer Staff: Hellfire Spell 7 times per day.

Cursed Items

The Curse Spell List is used to create Cursed Items. Once worn or used, the owner becomes Cursed. A Remove Curse Spell (Casting Roll at -3) is needed to end the Curse.

Cursed Item List

- Helm of Forgetfulness: Total Amnesia.
- Sword of Confusion: Become Confused during Combats.
- Boots of Slowing: Move at Half Speed.
- Cracked Mirror: Get -4 to Charisma.
- Heavy Belt: Get -3 to Strength.
- Foggy Goggles: Blindness.
- Sword of Clumsiness: Fumble on Natural Rolls of 1-3.
- Shield of Attraction: Get -4 Defense Penalty .
- Unlucky Ring: Get -7 Luck.
- Dunces Cap: Get -5 to Wits.
- Sword of Cowardice: Run away from Danger.
- Cursed Tome: Madness.

Minor Technomancy Device

- Apparatus: Gives +2 to Any one other specific Casting Roll on Technomancer List. Example: +2 to cast the Create Homunculi Spell. Takes 2 Months and Costs 2D4 x1000 Gold to build
- Magic Goggles: Takes 1D4 Weeks part-time. Costs 2D6 x100 Gold to build They can detect one thing: Invisible, Magic, Spirits, Faeries, Chaos, etc.
- Rocket Boots: Fly at Fast Speed for 1D3 Minutes. Holds 2 Charges. Takes 3 Weeks and 3000 Gold.

Lesser Technomancy Device

- Grappling Hook Gun: Can be used to retrieve objects or get out of tight spots. Auto-winder can lift 2 people.
- Plasma Flask: Throw for +3 Electrical Damage to a 3 Meter Area. Takes 1 Week part-time and 200 Gold to build
- Anti-Gravity Belt: Fly Slow. Takes 1 Month. Costs 4000 Gold to build.

Major Technomancy Device

- Magnetic Gloves: Magnetic Control Spell (Force List) Ten times a Day.
- Elemental Projector: Weapon. Medium Range. +2 Damage. Holds 8 Charges. Targets a 2 Meter Area. Can be Fire, Ice, Lightning, etc. Takes 2 Months to build. Costs 5000 Gold.
- Psi Helmet: Wearer gets +4 to save vs Mental, Psionic Attacks. Takes 2 Months. Costs 4000 Gold to build.

Greater Technomancy Device

- Giant Tesla Coils: Artillery. Long Range. Electrical Attacks. +3 Damage To a 3 Meter Area at -2 to Hit. Holds 14 Charges. Uses Double Charges. Takes 3 Months. Costs 10,000 gold to Construct.
- Gravity Gun: Weapon/Tool. Long Range. Lift Target into the Air and Drop Them. Ground Flyers. Move objects around. Holds 5 Charges. 6 Months to build. 6000 Gold.
- Teleportation Pads: Go from one to another. Up to ten times a Day.
- Necrophone: Speak to the Dead. Very Delicate Machine.

Legendary Technomancy Device

- D-Hopper: Creates a Dimensional Portal for up to 5 Minutes. Twice a Day.
- Time Machine: Time Travel. Holds 100 Charges. Uses 10 per Trip.
- Mind Control Device: Target at far range for 2D2 Hours. Takes 5 years to build. Costs 500,000 Gold. Holds 10 Charges. Uses them All.
- Weather Control Device: Storms, Floods, Droughts, Blizzards for 1D2 Days. Takes 2 years to build. Costs 200,000 Gold. Holds 25 Charges. Uses them All.
- Transmorgifier Vat: Drop 2 or more things inside. They will be combined into 1 Composite thing. They can be living things or inanimate objects. This can create the most terrifying abominations.

Minor Puppet List

- Toy Puppet: SL = 2-3 For entertainment
- Dummy Puppet: SL = 4-6. Cannot use Weapons. For Target Practice or Distraction.

Lesser Puppet List

- Fighting Puppet: SL = 6. Can use HTH Weapons.

- Drone Puppet: SL = 2-4. Slow Flyer.
- Crawler Puppet: SL = 3. Poison Stinger. Can Jump and Climb up Walls. Insect Like.

Major Puppet List

- Four Armed Fighting Puppet: SL = 6. Can make Long Leaps.
- Trap Puppet: SL = 6. Can Shoot Poison Darts to Medium Range.
- Surprise Puppet: SL = 6. If Destroyed, a Crawler Puppet emerges.
- Extension Puppet: SL = 6 . Tentacle Arms can reach to Medium Range.
- Armored Puppet: SL = 6. Armor = 3

Greater Puppet List

- Spell Casting Puppet: SL = 6. Can cast 1 Spell.
- Human Puppet: SL = 6. Made out of a Human Corpse. Gets +2 to Hit and -2 to Be Hit.
- Monstrous Puppet: SL = 7-10. Can be ridden. Armor = 4 Contains Multiple Long Limbs and Poison Dart Traps.
- Living Puppet: SL = 6. Infused with a Spirit that Controls it. Has a will of its own. Abilities based on that of the Spirit.

Adventure Creation

Major Foes

Introduction

Adventures involving Major foes are Tougher than Basic Dungeons and potentially less complex than the Quest or Other Worlds Adventure options. Typically the Major Foe would be encountered after completing a Basic Dungeon. Ideally Each Foe listed would have its own Encounter Table to be used in place of or in conjunction with the Basic Dungeon Table. Several sample Major Foe Encounter Tables are listed below.

Major Foe Table

1D100	Foe:
1	Nefarious Necromancer of the Necropolis
2	The Lich in his Well Guarded Tomb
3	Alien Warlock in his Dimension Traveling Citadel
4	Colossus in the Ruined Acropolis by the Sea
5	Brooding Sorcerer in his Twisted Tower
6	Rampaging Behemoth in the City Ruins
7	Leviathan in the Subterranean Sea
8	Ghoul King on his Underground Throne
9	Evil High Priest in his Temple
10	Demon Lord in his Hot Halls
11	Devil General in his Fiery Pits
12	Hydra in the Jagged Cliffs

1D100	Foe:
13	Orc Warlord in his Torch Lit Camp
14	Vampire Lord in his Vast Fastness
15	Cultists at their Secret Alter
16	Cosmic Horror at Forgotten Gateway
17	Dark Elf Queen in her Shadowy Demesne
18	Medusa in her Sculpture Garden
19	Skeleton Lord of the Catacombs
20	Zombie Master amongst the Plague filled Graveyards
21	Beast Men in their Jungle Refuge
22	Spider Horde in the Dense Mist Filled Forest
23	Goblin King in his Mountain Warrens
24	Kobold Emperor in the Narrow Caverns
25	Mummy Pharaoh in his Great Pyramid
26	Wish Granting Djinn in a Hidden Oasis
27	Mysterious Sphinx at the Temple Complex
28	Snake Men in their Underground Complex
29	Troglodyte King in his Damp Tunnels
30	King of the Crab Men in their Seaside Caves
31	Barbarian Chieftain in his Trophy Lined Hall
32	Amazon Queen in her Island Stronghold
33	Death Knight in a Ruined Keep
34	Cabal in their Fort
35	Slime Outbreak oozing up from Below
36	Golden Golem in the Golem Factory
37	Mad Shaman of the Hillside Grottos
38	Ghost Regent in his Mausoleum
39	Ice Queen in her Frozen Palace
40	Werewolf Clan in their Den Network
41	Ogre Magi in their Massive Dojos
42	Elementalist on his Rocky Island Abode
43	Enchantress in her Sylvan Palace
44	Illusionist in his Magnificent Maze
45	Crazed Alchemist in his Dangerous Laboratory
46	Technomancer in his Workshop
47	Biomancer in her Labs and Bestiary
48	Fire Giants in their Volcanic Caves
49	Frost Giants in their Ice Caves
50	Stone Giants In the Rocky Ravines
51	Hill Giants in their Giant's Playground
52	Bored Titan in his Cloud Castle
53	Dragon Men in their Gilded Fortress
54	Snow Dragon on the Icy Peaks
55	Forest Dragon in the Wild Woods
56	Swamp Dragon in the Fetid Marsh
57	Mountain Dragon in the Crag
58	Volcanic Dragon in his Lair
59	Naga Queen in her Pillared Alcazar
60	Pit Fiend Guarding a Portal
61	Greater Abomination befouling Church Lands
62	Dinosaurs on a Lost Jungle Island
63	Fungus Lord in the Mushroom Forest
64	Witch Coven in the Mounds by the Moor
65	Skeletal Dragon upon an Ancient Battlefield

1D100	Foe:
66	Puppet Master in his Creepy Manor House
67	Faerie King under the Black Hill
68	War Machine Relics waiting in their Armory
69	Wraith Lord in his Barrow Downs
70	Voodoo Priest in his Borderland Hideaway
71	Chaos Lord in his Bastion of Bedlam
72	Chaos Priest in the Corrupted Cathedral
73	Giant Psychic Brain in its Spacious Safehold
74	Evil Warrior Monks in their Monastery
75	Pagan Cult in their Sanctuary
76	Pirate King in his Pirate Town
77	Merchant Lord in his Fortified Port
78	Pit Fighters in their Arena
79	Assassins Guild on the City Streets
80	Dwarf King within his Great Dwarf Hold
81	Sea King in his Sunken City
82	Dark Lord atop his Dark Tower
83	Nymph Sorority Frolicking in the Woods
84	Beast Lord in his Forest Home
85	Minotaur in his Labyrinth
86	Troll King in his Mines
87	Dragon Master in his Dragon Hatchery
88	Diabolist in a Desert Ivory Tower
89	Demonologist inside the Ziggurat
90	Lizard Man King in the Crag
91	Dungeon Keeper in his Dank Dungeon
92	Evil Eye Under the Ground
93	Overlord In his Great Keep
94	Rat King in his Sewer Kingdom
95	Morlocks in the Abandoned Mines
96	Mantis Men in their Donjon
97	Winged Apes in the Hollow Earth
98	Mind Slayer in his Underworld Realm
99	Aberrations in a Deep Dark Prison
00	Horrible Horde Locked beneath the Earth

Nefarious Necromancer Of The Necropolis Encounter Table

1D20	Encounter:
1	Lurking Ghouls: 2D6 Undead
2	Broken Tomb Stones: Nothing
3	Zombie Mob: 3D6 Undead
4	Open Vaults: Nothing
5	Skeletons with Spears: 2D6 Undead
6	Empty Graves: Accident
7	Coffin Corpse: Level 6 Undead
8	Skeleton Warriors: 2D6 Undead
9	Wrathful Wraith: Spirit
10	Sarcophagus Treasure: 1D6 x 1000 Gold

1D20	Encounter:
11	Lost in the Catacombs: Delay
12	Zombie Soldiers Milling About: 2D6 Undead
13	Houses of the Dead: Nothing
14	Skeletal Rats: Swarm. 2D6 Damage
15	Skeletal Ogre with Chain: Monster
16	Maze of Grave Stones: Delay
17	Zombie Troll with Axe: Regenerate 3 Hits per Turn
18	Scattered Bones: Nothing
19	Heavy Gate: Strength Test or Delay
20	Skeleton General with Magic Sword: Level 8 Undead

The Necromancer Himself is 10th Level. He will have 1D6 Magical Items and 2D6 Skeletal Bodyguards.

Dragon Major Foe Encounter Table

1D10	Encounter:
1	Large Opening to the Outside
2	1D6 Dragon Eggs. Worth 1000 Gold Each
3	1D3 Hatchlings SL = 5. If Fought 75% Dragon Wakes Up
4	Remains of Dead Knights. Salvage Weapons
5	Loose Treasure: Worth 1D6 x 1000 Gold
6	Pile of Dragon Poop: All get -1 to all Rolls next 3 Encounters
7	Dragon Snoring Sounds
8	Knock Rock Over: 50% Dragon Wakes Up
9	Trip over Skeleton: 50% Dragon Wakes Up
10	Maze of Passageways: Delay

The Dragon Herself will be an Adult SL = 13. If you killed the Hatchlings or took the eggs she will get +4 to Damage. If she is asleep the Party will get Surprise.

This Table will work in conjunction with most other types of Dungeon Tables. She will be guarding 1D6 Magic Items and other Treasure worth 10K in Gold.

Mummy Pharaoh In His Great Pyramid

1D50	Encounter:
1	Fast Moving Scarab Beetle Swarm: All Take 3D6 Damage
2	Room full of small Figurines: Search to find Magic one
3	Hieroglyphic Warnings: Get +2 to Detect next Trap
4	Sand Man: Elemental Spirit. Casts Sleep Spell
5	Carved Tablet: Exploding Rune Trap hits 1D3 Characters
6	Mummified Zombies rise up: 2D4 Regenerating Undead
7	Bone Cases: Search to Find Magic Ring
8	Mummy Guards: 1D4 with Swords. Level = 6. Hasted
9	Magic Curtain: Trick. Perception Check or Delay
10	Locked up Dao: Angry Earth Djinn. Will not grant Wishes
11	Freezing Barrier Trap: 2D6 Damage. Disarm with Fire Spell
12	Statue: Detect Trap or Turns into Minor Sphinx that Attacks
13	Lightning Barrier Trap: 2D6 Damage. Disarm with Force Spell
14	Pharaoh Statue: Ruby Eyes worth 1000 gold Each
15	Fire Barrier Trap: 2D6 Damage. Disarm with Ice Spell
16	Skeletal Remains: Search to Find Magic Ankh
17	Infinite Room Puzzle: Wits Check or Delayed
18	Skeleton Guards: 2D6 Undead with Swords and Shields

1D50	Encounter:
19	Stairs: Nothing
20	Sand Trap: All Save or Death
21	Archway: Teleport Trap: Disarm or 1 Character Separated
22	Dancing Scimitar: Animated Weapon
23	Secret Door: Search for 1 Less Encounter
24	Sloping Passageway: Nothing
25	Maze: Delay then Wits Check or Second Delay
26	Cartouche Puzzle: Wits Check or Delay
27	Raised Dias. Teleport Trap: Detect or 1D3 Separated
28	Underwater Tunnel: Must Leave Armor to Swim
29	Magnetic Ceiling Trap: 2D6 to all in Metal Armor
30	Multiple Javelin Traps: All must save or 2D6 Damage
31	Murals of the Pharaoh Hunting: Nothing
32	Clones: Fight copies of themselves. Clones have no Spells
33	Crushing Wall Trap: Disarm or all Characters Die
34	Rows of Statues: One is a Stone Golem that gets Surprise
35	Collapsing Ceiling: All Save or 2D6 Damage
36	Two Clay Golems on Either Side of Opposite Doorway
37	Snake Pit: 2D6 Poisonous Vipers
38	Piles of Sand: Sand Elemental
39	Fiery Jackal Headed Major Demon with Flail
40	Open Sarcophagus: Search to Find Magic Weapon
41	Murals of Pharaoh at War: Nothing
42	Mummy Priest: Level 7. Sand, Mind, Curse Spell Lists
43	Rows of Engraved Pillars: Nothing
44	Papyrus Scrolls: Search for 1D4 Zodiac Spell Scrolls
45	Mummified Vampire: Knows Vampire Spell List
46	Statue of Osiris: Leave an Offering or lose 1D6 Power
47	Gargoyles: 4 Hidden in corners of Ceiling
48	Shrine of Ra: Leave an Offering or lose 1D6 Luck
49	Curse Trap: Character becomes a Trap Magnet
50	Raised Dias: Gold Idol worth 500 Gold

The Pharaoh Mummy himself is a Tenth Level Spell Caster. He knows the Fire, Lightning, Sand, Darkness, and Death Lists. He has a Staff that can cause Fear three times a day.

His Tomb has 20K Gold worth of Coins and Jewelry.

Barrier Traps

Act as regular traps: If not detected they will hurt the first individual to come across them. After that however, unless they are disarmed, the party will be delayed.

Dungeon Keeper In His Dank Dungeon Encounter Table

1D60	Encounter:
1	Imps: 2D6 Demons with picks and 5K of Gold Ingots
2	Poison Gas Trap: All Characters Regular Poison
3	Goblin Horde: 3D6 Humanoids. Mixed Weapons
4	Tunnels: All Consume 1 Ration
5	Giant Beetles: 1D6 SL = 5 Insects. Armor = 3
6	Lightning Trap: 1D3 Characters 1D6 Damage
7	Wooden Door: Easy Strength Test or Delay
8	Hatchery: Find 1D6 +4 Rations
9	Guard Room: Next Monster Group not Surprised

1D60	Encounter:
10	Lava Trap: One Character 3D6 Damage
11	Demon Spawn: 2D3 Minor Demons SL = 4
12	Training Room: Next Monster gets +2 Damage
13	Braced Door: Strength Test or Delay
14	Alarm Trap: Next Monster Group not Surprised
15	Blood Fly Swarm: All take 1D6 +2 Damage
16	Lair: Next Monster Group gets +2 Members
17	Evil Ghost: SL = 6 Ethereal. Causes Fear
18	Word of Power Trap: All Take 2D4 Damage
19	Hell Hounds: 1D6 of the Beasts
20	Prison: Rescue one Hungry Hero
21	Horned Reaper: SL = 7 Lesser Devil
22	Boulder Trap: All save or 3D6 Damage
23	Orcs: 2D6 with Crossbows and Swords
24	Magic Door: Need Spell to open or Delay
25	Skeletons: 2D6 with Spears
26	Fear Trap: All Save or Separated
27	Giant Spiders: 1D6 Poisonous SL = 3
28	Torture Chamber: Find Wounded Hero
29	Tentacle Monster: SL = 9. Has 7 Tentacles
30	Iron Door: Strength Test or Delay
31	Cave Troll: SL = 8 Regenerator with Maul
32	Workshop: Next Trap is -2 to Detect
33	Vampire: Knows Vampire Spell List
34	Freeze Trap: One Character 2D6 Cold Damage
35	Warlock: Multiple Lists. Level 1D4 +2
36	Graveyard: Loot 2D4 Corpses
37	Black Knight: Armor = 3. Level 1D3 +4
38	Fireburst Trap: One Character 2D6 Fire Damage
39	Dark Elves: 1D4 +4 Archers
40	Unholy Temple: Next Monster gets +2 Morale
41	Fireflies: Nothing
42	Jack in the Box Trap: 1D3 Characters 1D6 Damage
43	Dark Angel: Knows Darkness Spell List
44	Steel Gate: Lift Gate or Delay
45	Spider Maiden: Knows Spider Spell List
46	Cannon Trap: SL = 7 Armor = 4. Ranged Attack 2D6 Damage
47	Salamander: SL = 7 Fire Damage
48	Library: Find 2D2 Valuable Books
49	Backstabbing Rogue: He gets +4 to Surprise
50	Stone Bridge: Next Monster fight 1 at a time
51	Trigger Trap: Next Trap does +1D6 Damage
52	Portal: To a Demon Dimension
53	Bile Demon: SL = 8 Acid Attack Close Range
54	Secret Door: If Found one less Encounter
55	Treasury: Worth 2D4 x 10K Coins
56	Dark Mistress: Succubus with Whip
57	Casino: 2D6 Monsters and 1D4 x 10K Coins
58	Spike Trap: One Character 3D6 Damage
59	Dungeon Heart: Destroy it for 2 less Encounters
60	Dragon: Young SL = 8 Volcanic Dragon

The Dungeon Keeper Himself is a Tenth Level Greater Demon

SL 8 with Armor = 5 and a +4 Sword of Cleaving.

Quests

Introduction

Adventures include Basic Dungeons, Major Foes, Other Worlds, and Quests. This Section details Quests.

Quests Table

1D100	Quest:
1	Major Quest
2	Slay a Monster
3	Rescue a Child
4	Protect a Village
5	Retrieve a Holy Relic
6	Rescue a Fair Maiden
7	Escort Pilgrims
8	Escort a Merchant
9	Deliver a Message
10	Rescue a Hero from Prison
11	Deliver an Item
12	End a Curse
13	Fight an Enemy
14	Travel through a Portal
15	Enter into a Tournament
16	Capture a Beast
17	Catch a Thief
18	Vanquish Rebels
19	Save a Character from Himself
20	Avenge a Noble
21	Defeat Brigands
22	Cure Lepers
23	Visit Faerie Forest
24	Retrieve Rare Herbs
25	Pilgrimage to an Island
26	Betray Someone
27	Stop a Ceremony
28	Aid in a Ceremony
29	Destroy a Portal
30	Break an Enchantment
31	Partake in a Battle
32	Scout an Enemy Army
33	Recruit a Great Hero
34	Sabotage an Enemy
35	Steal an Item
36	Partake in a Hunt
37	Visit an Oracle
38	Travel to the Spirit World
39	Evacuate a Village
40	Defend an Outpost

If you complete a Quest within a Certain Time Frame, you will gain an Double XP. There may be additional good and bad consequences to completing a Quest such as Friendships forged, Enemies made, and Treasures earned. Note: A Geas is a Magical Quest that the Character is compelled to complete.

Pick a Quest from the Table or Roll Randomly. These are Rarely straight-forward affairs. Multiple Steps are often required including multiple Treks, Searches, Encounters, Interactions, and Battles.

1D100	Quest:
51	Engage in a Duel
52	Find a Runaway
53	Pay a Debt
54	Retrieve a Mages Spell Book
55	Negotiate a Peace
56	Make a Request of a King
57	Aid in an Escape
58	Aid in a Heist
59	Aid a Faction
60	Trick a Noble
61	Defeat a Highwayman
62	Cure a Knight of a Poisoned Wound
63	Get Rare Ingredients for a Spell
64	Settle a Matter of Honor
65	Settle a Matter of Chivalry
66	Solve a Crime
67	Investigate a Mystery
68	Investigate a Legend
69	Capture a rare Animal for a Bestiary
70	Capture a rare Bird for an Aviary
71	Take this Child as your Ward
72	Help Fulfill a Prophecy
73	Marry this Widow
74	Assassinate an Official
75	Infiltrate a Secret Society
76	Aid Rebels
77	Take Role of Champion
78	End an Injustice
79	Recover a Body
80	Assist a Guild
81	Retrieve a Hero from Hell
82	Rescue a Goddess
83	End the Torment of a God
84	Patrol the Badlands for a Time
85	Lead a Tribute Caravan
86	Lead Settlers to a New Land
87	Champion a Cause
88	Enter into the Service of a Noble
89	Win the Hand of a Princess
90	Return a Treasure to its Rightful Owner

1D100	Quest:
41	Engage in Intrigue at a Palace
42	Join a Crusade
43	Aid Traveling Refugees
44	Aid a Migrating Tribe
45	Aid Survivors of a Natural Disaster
46	Escort a Diplomat
47	Rescue Shipwreck Survivors
48	Defeat Pirates
49	Aid a Castle Siege
50	Spy at the Royal Court

1D100	Quest:
91	Settle a Theological Debate
92	Solve a Great Puzzle
93	Explore an Unknown Territory
94	Escort a Monk to his Destination
95	Defeat a Demon Horde
96	Help Break a Devil's Contract
97	End a Hex
98	Fight in the Arena
99	Find Philosophers Stone
00	Reunite two Lovers

Major Quests

These are multi-step, complicated affairs. The Character(s) must first find and then free, ally with, or reunite 1D6 +2 Pieces (Objects or Beings) of Great Power (Importance). This is usually followed by a Showdown with an Epic Foe. Objects can include: Relic Fragments, Crystal Shards, Weapons, Forces, Essences, Seeds, Pearls, etc.

Beings might include: Spirits, Wizards, Oracles, Giants, Sages, Goddesses, Dragons, Djinn, Sphinx, Angels, etc. Each object will of course be located in

a different, far-away Dungeon. The Epic Foe will be Awesomely Tough, even after reuniting all the Pieces. If Major Foe would be for example an Adult Dragon, an Epic Foe would be an Elder Dragon or something even tougher.

Other Worlds

Introduction

These are reached by Portals or Void Ships. Some Sample Encounter Tables are included below.

Other World Table

1D60	World:	Description:
1	Gafunk	Fungus World
2	Udixar	Giants Dominate lesser Species
3	Enorma	Gas Giant: All Creatures are Flyers
4	Slod	Overrun by Undead
5	Lqode	Water World
6	Diathi	Vampires Rule
7	Icicrel	Frozen World
8	Niophorn	Chaos Corrupted
9	Feogol	Desperate, Dying World
10	Gurona	Eden World: Newly Created
11	Golyn	Fracton Ordered
12	Strum	Witches and Witch Hunters
13	Udada	Jungle World. Beast World
14	Exath	Dragon Masters and Rebels
15	Ukananay	Many Moons. Moon Collector
16	Detora	Feudal World. Knights
17	Cresath	Desert World. Sphinx and Djinn
18	Ezo	Fragmented Shard World
19	Okaran	Largest Bazaar in the Universe
20	Gythano	Giant Skull of a Dead God
21	Slion	Technomancer Intrigue
22	Igg	Insect Colony World
23	Zarial	Angels vs Devils
24	Feydon	Fey Magic Predominates
25	Tyriot	Savage Sword & Sorcery
26	Ageon	Grecos vs Gyptos vs Nord

1D60	World:	Description:
27	Equon	Horse World
28	Icho	Other Worldly Ninja and Samurai
29	Zian	Island World. Pirates!
30	Grok	Dark Elves Reign Supreme
31	Findar	Land of Great Wizards
32	Ingus	Fire World
33	Domax	Five Schools of Magic
34	Mentus	Psychic Magic Common
35	Yurg	Player Character Starting World
36	Riza	World of Fire and Ice
37	Sqwim	Mind Flayer Slave World
38	Drask	Mutant Kingdoms
39	Xanthor	Everyone born with a Single Spell
40	Antoon	Max Fifth Level Spells
41	Nilus	Babel, Gyptos, and Sphinx
42	Quotal	Cree, Xoltos, and Incata
43	Krokus	Primordial Patrons hold Sway
44	Priseem	Beings of Light, Energy, and Spirit
45	Mawg	Leviathans, Giants, and Titans
46	Xoxx	Claimed by Lords of Law
47	Tictoc	Clockwork World
48	Carnum	Twisted Carnival World
49	Mephet	Surreal Magic Level
50	Ganash	Storm World
51	Zardo	Dinosaur World
52	Kish	Gyptos Pantheon
53	Fytis	Elder and Outer God Cultists
54	The Maze	Goblin World
55	Aldamanse	Fantasy Napoleonics
56	Brix	Steam Punk
57	Skol	Horror World: Pure Evil
58	Anx	Fairy Tale World
59	Giess	Dream World
60	Themos	Cherubic Pleasure World

Gafunk Mushroom Forest Encounter Table

1D20	Encounter:
1	Toadstools: Mycology
2	Giant Caterpillar: Monster
3	Giant Spiders: Monster
4	Mushrooms: Mycology
5	Yellow Spore Cloud: All Disease
6	Red Spore Cloud: All Weak Poison
7	Green Slime: Monster
8	Giant Crab: Monster
9	Mushroom Men: Humanoids
10	Pod People Village: Resupply

1D20	Encounter:
11	Edible Mushrooms: Forage
12	Fungus Among Us: All Disease
13	Goblin Fungus Collectors: Humanoids
14	Fungisaur: Monster
15	Rot Shambler: Monster
16	Mold Monster: Monster
17	Deathcap: Someone is Poisoned
18	Mushroom Stools: Nothing
19	Rotting Zombie: Undead
20	Mushroom Plots: Forage

Uxidar Encounter Table

1D30	Encounter:
1	Five Hill Giants leading 3D6 Chained Goblins
2	Bluffs: Delay
3	Sleeping Mountain Giant
4	Crags: See Roc Overhead
5	Hill Giant Compound
6	Forested Hills
7	Giants Playground
8	Boulder Field
9	Three Stone Giants playing Catch
10	Two Giants Making a Stew out of Orcs
11	Hidden Human Village
12	Dwarven Tunnel System
13	Hill Giant Chasing a Human
14	Light Woods
15	Mountain Giant Digging a Hole
16	Cages of Elf Captives
17	Giant Footprints
18	Two Headed Giant having an Argument
19	Band of Dwarven Giant Slayers fleeing a Dragon
20	Fire Giant Castle
21	Cavern: Four Red Skinned Ogres playing Poker
22	Ruins with a Bottomless Pit containing 10 Banshees
23	Cave Entrance: Minotaur and Wearbear playing Chess
24	Hobgoblin Marauders: 2D6 Mixed Weapons
25	Lair: Dragon and Demon playing Snooker
26	Goblin Scavengers: 2D6 Poorly Armed
27	Ambush: Giant Cyclops with a Slingshot
28	Two Trolls fighting Three Wereboars with Torches
29	River: Delay
30	Demon Selling Dwarf Burgers to a crowd of Goblins

Notes: Giant Gold in Use: Each Coin is worth 1000 gold.

Niophorn Encounter Table

1D20	Encounter:	1D20	Encounter:
1	Mutated Human Bandits	11	Lesser Abomination
2	Strange Plant life	12	Jagged Rocks: Accident
3	Beast Men	13	Major Abomination
4	Slime Pits: Delayed	14	Settlement
5	Naga	15	Mutated Animal
6	Giant Mushrooms	16	Temple
7	Mutated Plants	17	Mutated Beast
8	Cave System	18	Forest
9	Minor Abomination	19	Desert Hills
10	Valley	20	Stronghold

Strum Encounter Table

1D30	Encounter:
1	Toll Road: Pay or Fight or Delay
2	Burning Village
3	Bridge: Troll Underneath
4	Storm: Delay
5	Witch Hunter: Hostile
6	Village with Witch being Burned Alive
8	Refugees on the Road
9	Hovel of Evil Woodsman: Axe
10	Inquisitor: Hostile
11	Ruins
12	Creepy Forest
13	Monastery
14	Pilgrims
15	Hermit with Lantern
16	Roadside Inn

1D30	Encounter:
17	Mysterious Castle
18	Village plagued by a Hex
19	Church Bells Ringing
20	Witches House
21	Marshland
22	Man looking for Missing Children
23	Ghouls in the middle of a Meal
24	Wolves Howling
25	Moonless Night
26	Witch riding a Broom
27	Dead Body in the Road
28	Highwayman
29	Abandoned Wagon
30	Witch Coven in a Ceremony

Ezo Encounter Table

1D20	Encounter:
1	Woodland Shard
2	Roiling Storm: Delay
3	Tumbling Shard
4	Soaring Dragon
5	Flying Merchant Ship
6	Strange Gravity: Delay
7	Hunting Hawkmen
8	Farming Shard
9	Flying Pirate Ship
10	Flight of Birds

1D20	Encounter:
11	Trading Post
12	Waterfall between Shards
13	Castle Shard
14	Gliding Roc
15	Floating River
16	Thin Air: All take 1D6 Damage
17	Village in the Sky
18	Freefall: Save or Disappear
19	Shard Archipelago
20	Sky City

Geo-politics

Introduction

Geopolitical Sessions occur when characters are high enough Level to have their own holdings. This can also be done quickly At the beginning or ending of an evening involving a more Typical Quest or

Dungeon Crawl. If a War is being fought, this Could easily take up a whole evening. Roll once on the Geo-Political Event table to see what is happening in the Kingdom. In general Roll once per month per Superhex (1 Hex and surrounding 6 Hexes). Some results are innocuous. Others can lead to the downfall of A once prosperous kingdom.

Geo-political Event Table

1D20	Event:
1	Goblin Raiders becoming a major nuisance
2	Orc Marauders Terrorizing Countryside
3	Flooding: 1 Hex from River or Sea
4	Blight: 1 Hex
5	Plague: Entire Region
6	Pestilence: 1 Hex
7	Drought: Entire Region
8	Harvest Time: Food and Income
9	Holy Day: Major Religion

1D20	Event:
10	Festival: Minor Holiday
11	Peace in our Time
12	Prosperity
13	Barbarian Raiders: 1D3 Hexes
14	Pirate Raids: All Coastal Hexes
15	Bandits: 1 Hex
16	Brigands: 1 Hex
17	Minor Monster on the loose: 1 Village
18	Major Monster running Amok: 1 Hex
19	A Minor Hero offers Services
20	Horse People Invasion
21	Earthquake: 1 Hex
22	Volcano: 1 Mountain Hex
23	Tidal Wave: 1 Coastal Hex
24	Blizzard or Heat Wave or Storms: 1D6 Hexes
25	Tribal Migrations: Tens of Thousands of People
26	Receive Trade Delegation
27	New Trade Route Opportunity
28	Merchant Shipping getting Pirated
29	Trade Caravans getting Attacked
30	Assassination attempt on major Personage
31	New Dungeon Discovered
32	New Portal Discovered
33	A New Major Foe Sets-Up Shop
34	Peasant Uprising: 1 Hex
35	Heresy in Major Religion
36	Land Dispute: Neighboring Kingdom
37	Trade Dispute: Trade Partner
38	Major Raids: Nearby Nation
39	Border Skirmishes: Neighboring Kingdom
40	Major Artifact Unearthed: Continent
41	Major Fire: One City
42	Feuding Noble Families: Internal
43	Major Foe Attacks
44	Declaration of War: By Neighboring Kingdom
45	Regional War: Two Nearby Kingdoms
46	Asked to Join War as Ally: Nearby Kingdom
47	Nearby Kingdom Destroyed/Conquered
48	Court Intrigue
49	Royal Wedding
50	Promising Noble comes of Age
51	A Noble is Born
52	Crusade or Jihad is Called
53	Technological Improvement
54	New Fashion
55	A Great Work of Art/Literature/Music is Produced
56	A New Temple is built
57	A New Religion gains many followers
58	Factional Warfare: City
59	A New Guild Arises: Trade, Crafts, Thief, Assassin
60	A New Warrior achieves Knighthood
61	A Noble or Hero Dies
62	A Well-known Hero goes on a Quest

1D20	Event:
63	A Magic User builds a Tower
64	Receive Diplomats seeking Alliance
65	Tax Collector with Taxes Robbed
66	Duel between Nobles
67	Infamous Criminal Caught
68	Fair Weather: Good Crops in 1D6 Hexes
69	Scandal: Blackmail
70	Neighboring Kingdom demands Tribute
71	Usurper make his Move
72	Great Injustice
73	Rebellion of the Nobles
74	Zombie Outbreak: 1 Hex
75	Popular Unrest: Entire Kingdom
76	Kidnapping of Important personage
77	Insurgency
78	Agitators decrease Loyalty in 1D3 Hexes
79	Major Astronomical Event
80	Omen: Important Prophecy Revealed
81	Sabotage Revealed: Fire, Poison, Disease
82	Noble Cursed
83	Location Hexed
84	Espionage: Enemy Spy Uncovered
85	Treasure or Relic Stolen
86	Storms at Sea: Loss of Ships
87	Threatening Enemy Troop Movements
88	Enemy sues for Peace
89	Plot Revealed
90	New Relic Forged
91	Subversion: Troops join Enemy
92	Refugees: Increase your population
93	Emigration: Population losses
94	Land is Degraded: Becomes Desert, Swamp
95	Racial Tension: Riots, Killings
96	Religious Tension: Riots, Killings
97	Economic Downturn: Depression, Recession
98	Madness: Noble goes mad
99	Spoilage: Stored Crops
00	Haunting: Castle, Countryside

What Rulers Do

Besides from dealing with events and Crises, you get to Collect Taxes! Basically you get 1 Gold per Population per Year in taxes. A village will have average 300 people. A County (1 Hex) will have around 60,000 people. Severe Taxes would be double this or More.

A Basic Soldier is paid 1 Gold per Month.

Gold can be used to build Armies, Fleets, Castles, Arenas, Aqueducts, Irrigation, Harbors, Lighthouses, Libraries, Bridges, Roads, Walls, Outposts, etc. as well as paying For soldiers, officials, and other retainers. This can also Go to the funding of the Magical manufacture of Relics.

Other possibilities include:

- Throwing Parties and Feasts

- Hosting Tournaments, Jousts, and Contests
- Spending quality time in your Harem
- Bribing the Masses with Bread and Circuses
- Holding Lavish Courts to impress Nobles and Foreign Dignitaries
- Deploying Spies, Moles, Saboteurs, and Assassins
- Training Troops and Underlings
- Raiding your Neighbors
- Going to War with your Neighbors
- Resolving Judicial Matters
- Signing Papers
- Arguing with your Advisors
- Purging Traitors and Banishing Undesirables
- Improving Basic Services: Law, Fire, Sewage

- Improving your Agriculture and Industry
- Issuing Decrees of questionable merit
- Granting Titles and Lands to new or existing Nobles
- Hiring Retainers for important court positions
- Adding to the Aviary or Bestiary or Trophy Room
- Brooding, Fiddling, or Ranting and Raving

Random Encounter Tables

Wayfarer System

Introduction

The Wayfarer System gives some tools and options to Game Masters who need to create an adventure on the Fly. Basically it is a series of Encounter Tables that allows the GM and Players to start playing with

1D6	Starting Location:
1	Wilderness
2	Village
3	Town

Minimal Preparation. It is intended that the GM roll secretly on these tables, and then have the players roleplay the results.

Steps In The Wayfarer System

Address the Following steps in order.

1. Character Readiness
2. Determine Adventure Type
3. Determine Distance to Adventure Site

I. Character Readiness

If the Characters do not have characters generate New ones. Or use already established experienced Characters. The GM may need to randomly determine their starting Point:

1D6	Starting Location:
4	City
5	Castle
6	Temple

Ii. Determine Adventure Type

1D10	Type:
1-2	Classic Dungeon
3-4	Major Foe
5-6	Other World

1D10	Type:
7-8	Quest
9-10	Geopolitical

Or pick one. For lower level characters, new players,

or a quicker start pick the Classic Dungeon Option.

Iii. Determine Distance To Adventure Site

1D10	Distance
1	You're there already. How Convenient!
2	1 Wilderness Trek
3	2 Wilderness Treks
4	1 Sea Voyage then 1 Trek
5	1 Trek then 1 Portal

1D10	Distance
6	1 Trek 1 Portal 1 Trek
7	2 Treks 1 Portal 1 Trek
8	1 Trek 1 Sea Voyage 2 Treks
9	1 Sea Voyage 1 Trek 1 Portal 1 Trek
10	3 Treks

Classic Dungeons

Once you have navigated the wilderness Treks, Sea Voyages, and Portals, you can enter the Dungeon! To complete the Dungeon will require 3D6 consecutive encounters on the Basic Dungeon Encounter Table.

Other Worlds

You need magic or a Portal to get There. The GM picks or Roll on the Other Worlds Table to see where you are going. The GM will have to Make up encounter Tables suitable for these alien worlds. Other Worlds are listed on a separate Page.

Major Foes

Determine who the Major foe is at the beginning of the Adventure by rolling on the Major Foe Table. After completing the Treks and Dungeon you will meet, fight, and hopefully defeat the Foe. Like all encounters the GM will have to provide the details on the Major Foe. Major Foes are listed on a separate Page.

Quests

These are usually Provided to the Player Characters by a meddling Non-player Character. The GM will have to Flesh these out. Quests are listed on a separate Page.

Geopolitical

For Higher Level Characters with Holdings. Defend your Kingdom, Start Wars, Manage your resources, build your Empire.

Portal Difficulty Table

1D8	Difficulty:
1	Portal in Dungeon
2	Portal Hidden
3	Must Solve Puzzle to Access Portal
4	Portal Magically Sealed

Portals

A portal could place you in a different Climate Zone, Planet, or even a different Dimension. Most Portals are hard to find, have guardians, and may be within dungeons. Roll 1D3 times on the Portal Difficulty Table:

1D8	Difficulty:
5	Portal Broken (Must be Repaired)
6	Portal Trapped
7	Portal Guarded on This Side
8	Portal Guarded on Other Side

Portal Guardian Table

1D10	Guardian:
1	Living Statues
2	Tentacle Monster
3	Slimes
4	Carnivorous Plants
5	Gargoyles

1D10	Guardian:
6	Golems
7	Elemental
8	Undead
9	Spirit
10	Demon

Wilderness Treks

Several Wilderness Trek Tables are Available depending on the Terrain Type. Pick the desired or most

Appropriate Table or roll on the Master Table. To complete a Trek will require 1D8 consecutive encounters. The Tables themselves are located on their own separate page.

Wilderness Treks Master Table

1D12	Wilderness Type:
1	Temperate Forest
2	Jungle
3	Desert
4	Frozen
5	Sylvan Forest
6	Plains

1D12	Wilderness Type:
7	Mountainous
8	Hills
9	Volcanic
10	Swamp
11	Savannah
12	Badlands

Note: A City by Itself is a source of much Adventure. The Cosmopolitan City Encounter Table could substitute for a Wilderness Trek.

will take 30 days and require 30 Rations but there will only be one encounter per 3 Days. Most Settlements will have plenty of food available for a few coins.

Consuming Rations

A ration is one days food. On a wilderness trek you will use up 1 Ration per Encounter. Dungeons are more compact: Use only 1 Ration per 10 Encounters. The GM may increase or decrease this as he sees fit. For example he may determine that a Sea Voyage

Wilderness Encounter Tables

Introduction

See the Adventure Table System page to see how these Tables are used.

Temperate Forest Encounter Table

1D80	Encounter:
1	Black Bears: Animal
2	Wolf Pack: Animal

1D80	Encounter:
3	Cougar: Animal
4	Poisonous Snake: Animal
5	Witches House: Hostile
6	Deer: Hunting
7	Stream: Fishing
8	Lake: Fishing
9	Lake Monster: Monster
10	Giant Spider: Monster
11	Treant: Monster
12	Lost in the Woods: Delay
13	Ford Stream: Delay
14	Gnoll Band: Humanoids
15	Orc Patrol: Humanoids
15	Hunter: Neutral
16	Ranger: Neutral
17	Wood Cutter: Neutral
18	Traders: Neutral
19	Trapper: Neutral
20	Foxes: Nothing
21	Rabbits: Hunting
22	Squirrels: Nothing
23	Berry Bushes: Forage
24	Bandits: Hostile
25	Brigands: Hostile
26	Highwaymen: Hostile
27	Brown Bears: Animal
28	Waterfall: Delay
29	Grizzly Bears: Animal
30	Warthogs: Hunting
31	Young Green Dragon: Monster
32	Bridge Troll: Monster
33	Chimera: Monster
34	Roc: Monster
35	Faeries: Fey
36	Pixies: Fey
37	Brownies: Fey
38	Gypsies: Neutral
39	Storm: Delay
40	Wood Elves: Neutral
41	Druid: Neutral
42	Minstrels: Friendly
43	Noble with Escort: Neutral
44	Village: Resupply
45	Hamlet: Resupply
46	Farmstead: Resupply
47	Keep: Resupply
48	Crossroads: Nothing
49	Roadside Inn: Settlement
50	Toll Road: 1 Gold each to pass
51	Clearing: Nothing
52	Rare Herbs: Herbalism
53	Rare Mushrooms: Mycology
54	Four Leaf Clover: All get Luck +1

1D80	Encounter:
55	Poison Ivy: 1D3 Get -1 to all Rolls next Encounter
56	Training Montage: Someone gets +1 XP
57	Quail: Hunting
58	Tree Syrup: Forage
59	Acorns: Forage
60	Illness Flu: One Disease
61	Bad Footing: Accident
62	Bear eats your Food: Zero Rations
63	Mysterious Traveler: Neutral
64	Fresh Water: Nothing
65	Shady Glen: Nothing
66	Dense Hedgerows: Delay
67	Owl: Nothing
68	Hippogriff: Monster
69	Stag: Hunting
70	Elk: Hunting
71	Owlbear: Monster
72	Werewolf: Monster
73	Skunk: Someone Gets Charisma -4 next Encounter
74	Moss Monster: Monster
75	Nature Priestess and Followers: Neutral
76	Warg: Monster
77	Goblin Raiders: Humanoids
78	Ghost: Spirit
79	Ghoul: Undead
80	Harpy: Monster

Desert Encounter Table

1D40	Encounter:
1	Desert Twister: Delay and 1D6 Damage
2	Minor Sphinx: Monster
3	Dao Djinn: Monster
4	Quicksand: Trap
5	Sand Storm: Delay and 1D4 Damage
6	Nomads: Neutral
7	Caravan: Neutral
8	Dunes: Nothing
9	Lost in the Desert: Delay
10	Heat Stroke: Someone 3D6 Damage
11	Out of Water
12	Sunburns: Someone gets -2 to all Rolls for 4 Days
13	Oasis: Resupply
14	Dervishes: Neutral
15	Giant Scorpion: Monster
16	Scorpion Men: Humanoids
17	Well: Resupply
18	Heat: Nothing
19	Sun: Nothing
20	Sand: Nothing

1D40	Encounter:
21	Poisoned Well: Weak Poison
22	Walking in Circles: Delay
23	Buried Ruins: Side Quest
24	Sand Giant: Monster
25	Locust Swarm
26	Vultures: Nothing
27	Giant Ant Lion: Monster
28	Poisonous Asp: Animal
29	Jackals: Animal
30	Cactuses: Resupply
31	Nomad Tribe Camp: Neutral
32	Lesser Sphinx: Monster
33	Arid Landscape
34	Jinn Djinn: Monster
35	Soft Sand: Delay
36	Bandits: Hostile
37	Heat: Nothing
38	Giant Crocodile in Waterway: Monster
39	Parched Earth: Nothing
40	Cold Nights: Nothing

Out Of Water In The Desert

Everyone must save (Partial Success or better) or Die after every Encounter until resupplied. Add your Constitution Bonus to the Roll. Note: After a Delay there is a 50% of running out of Water.

Neutral Encounters will 75% give you Water.

Side Quest

Possible Minor Dungeon or adventure.

Frozen Wilderness Encounter List

1D60	Encounter:
1	Frozen Tundra: Nothing
2	Windswept Plains: Nothing
3	Snow Flurry: Nothing
4	Frost Giant: Monster
5	Northern Barbarians: Hostile
6	White Dragon: Monster
7	Glacier: Nothing
8	Icy Peaks: Nothing
9	Snow Drifts: Nothing
10	Winter Wolves: Animal
11	Polar Bear: Animal
12	Kodiak Bear: Animal
13	Arctic Foxes: Nothing
14	River Salmon: Fishing
15	Ice Fishing: Fishing
16	Walrus: Hunting
17	Seals: Hunting
18	Penguins: Hunting
19	Yeti: Monster
20	Ice Witch: Hostile
21	Snow Sprites: Fey
22	Fishing Village: Resupply

1D60	Encounter:
23	Northern Dwarves: Neutral
24	Blizzard: Delay and All 1D6 Damage
25	Cold Snap: Delay and All 1D6 Damage
26	Frozen Winds: Delay and All 1D6 Damage
27	Snow Goblins: Humanoids
28	Gnoll War Band: Humanoids
29	Rams: Hunting
30	Moose: Hunting
31	Reindeer Herders: Neutral
32	Elk: Hunting
33	Snow Hares: Hunting
34	Ice Fields: Delay
35	Fall through the Ice: Someone takes 2D6 Damage
36	Mammoths: Animal
37	Mastodons: Animal
38	Sabre Tooth Tiger: Animal
39	Cavemen: Neutral
40	Heavy Snow: Delay
41	Ice Springs: Shelter
42	Ice Cave: Shelter
43	Icy Wastes: Nothing
44	Avalanche: All Take 2D6 Damage
45	Aurochs: Hunting
46	Barbarian Guides
47	Snow Beast: Monster
48	Caribou Range: Hunting
49	Frozen Dead: Undead
50	Dire Wolves: Animal
51	Pinelands: Nothing
52	Wolverine: Animal
53	Glacial Crevasse: Shelter
54	Hoar Shade: Spirit
55	Viking Raiders: Hostile
56	Tribal Hunters: Neutral
57	Wendigo: Monster
58	Snow Blind: Delay
59	Snow Devil: Monster
60	Winters Chill: All Take 1D6 Damage

Freezing

After every Encounter in Freezing Wilderness that is not a resupply or Shelter, or the party must make

a survival roll. On a Failure they each take 1D6 Cold Damage.

Swamp Encounter Table

1D50	Encounter:
1	Will o Wisp: Delay
2	Marsh Gas: All -2 to all Rolls next Encounter
3	Young Black Dragon: Monster
4	Sawgrass: All take 1D4 Damage

1D50	Encounter:
5	Biting Insects: All -2 to all Rolls next Encounter
6	Swamp Fever: All Disease
7	Bog Wraith: Spirit
8	Giant Toad: Monster
9	Water Moccasin: Animal
10	Mired Down: Delay
11	Owlbear: Monster
12	Slogging through Mud: Delay
13	Bog Troll: Monster
14	Shambling Mound: Monster
15	Quagmire: Delay
16	Marsh Goblins: Humanoids
17	Goblin Shaman: Hostile
18	Giant Rats: Monster
19	Alligator Pit: Animals
20	Leeches: All -2 to all Rolls next Encounter
21	Herbs: Herbalism
22	Mushrooms: Mycology
23	Fetid Pools: Nothing
24	Giant Wasp: Monster
25	Sunken Hollow: Delay
26	Hydra: Monster
27	Blue Bayou: All -1 to all Rolls next Encounter
28	Swamp Thing: Monster
29	Mucking Around: Delay
30	Swamp Ghoul: Undead
31	Pond Apple Slough: Forage
32	Mud Monster: Monster
33	Peat Bog: Nothing
34	Lizard Men: Humanoids
35	Fen: Nothing
36	Troglodytes: Humanoids
37	Glade: Nothing
38	Bog Beast: Monster
39	Morass: Delay
40	Eels: Fishing
41	Foot Rot: One Disease
42	Fiddler Crabs: Foraging
43	Frog Men: Humanoids
44	Giant Snapping Turtle: Monster
45	Estuary: Nothing
46	Anhingas: Hunting
47	Mangroves: Nothing
48	Black Bear: Animal
49	Wetlands: Nothing
50	Cypress Hammock: Nothing

Disease

Characters must Save with partial success or better or Get -2 to all Rolls for 2 Weeks. The prefix indicates

whether This applies to all Characters or just one. A Fumble will Result in Death.

Jungle Encounter Table

1D80	Encounter:
1	Giant Anaconda: Monster
2	Jungle Fever: All Disease
3	Striped Tiger: Animal
4	Pouncing Jaguar: Animal
5	Lion Lord of the Jungle: Animal
6	Piranhas: Swarm. All take 3D6 Damage
7	Jungle Guide: Counts as 2 Encounters
8	Lost in the Jungle: Delay
9	Going in Circles: Delay
10	Cat Men: Humanoids
11	Beast Men: Humanoids
12	Beast Man Shaman: Hostile
13	Cannibals: Hostile
14	Pygmies: Neutral
15	Tribal Warriors: Hostile
16	Lost Ruins: Side Quest
17	Thick Foliage: Nothing
18	Shady Canopy: Nothing
19	Giant Carnivorous Plant: Monster
20	Tangle Vines: Monster
21	Giant Ants: Monster
22	Giant Spider: Monster
23	Downpour: Delay
24	Steamy Jungle: Nothing
25	Naga: Monster
26	Giant Sloth: Nothing
27	River Crossing: Nothing
28	Gorillas: Animal
29	Rain Forest: Nothing
30	Ape Men: Humanoids
31	Herbs: Herbalism
32	Mushrooms: Mycology
33	Tropical Fruit: Forage
34	Cobra: Animal
35	Leopard: Animal
36	Howler Monkeys: Animal
37	Termite Mounds: Nothing
38	Fruit Bats: Nothing
39	Charging Rhino: Animal
40	Frog Men: Humanoids

1D80	Encounter:
41	Jungle Elephants: Animal
42	Cobra: Animal
43	Water Buffalo Stampede: Animal
44	Orangutans: Animal
45	Crocodile Nest: Animal
46	Territorial Baboons: Animal
47	Hungry Hippos: Animal
48	Python: Animal
49	Chimps Throwing Poo: Animal
50	Tropical Birds: Animal
51	Tapirs: Hunting
52	Capybaras: Animal
53	Giant Poison Dart Frogs: Monster
54	Capuchin Monkeys: Animal
55	Sun Bear: Animal
56	Tropical Fish: Fishing
57	Black Panther: Animal
58	Boa Constrictor: Animal
59	Poisonous Plant: All Weak Poison
60	Wild Boar: Hunting
61	Giant Scorpion: Monster
62	Pit Viper: Animal
63	Trench Foot: Someone Disease
64	Parasites: All Disease
65	Malaria: All Disease
66	Dengue Fever: All Disease
67	Yellow Fever: All Disease
68	Lizard Men: Humanoids
69	Jungle Basin: Nothing
70	Jungle Creeper: Monster
71	Jungle Wurm: Monster
72	Jungle Dryads: Fey
73	Jungle Shrine: Side Quest
74	Jungle Rot: Someone Disease
75	Beast Master: Hostile
76	Wild Growth: Delay
77	Village: Resupply
78	Hunters: Neutral
79	River Traders: Neutral
80	Jungle Outpost: Resupply

Hills Encounter Table

1D50	Encounter:
1	Hill Giants: Monsters
2	Rocky Ground: Accident
3	Traveler in a Hurry: Friendly
4	Steep Slopes: Delay
5	Knight & Retainers: Neutral

1D50	Encounter:
26	Hilltop: Nothing
27	Wyvern: Monster
28	Highlands: Nothing
29	Giant Weasel: Monster
30	Knoll: Nothing

1D50	Encounter:
6	Gnome Lookouts: Neutral
7	Ranger: Neutral
8	Walled Village: Resupply
9	Bugbear Ambushers: Humanoids
10	Border Keep: Resupply
11	Gnoll Hunters: Humanoids
12	Bridge Troll: Monster
13	Kobold Commandos: Humanoids
14	Ogre Band: Monsters
15	Dwarf Traders: Friendly
16	Orc Marauders: Humanoids
17	Land Slide: All Save or take 2D6 Damage
18	Goblin Raiders: Humanoids
19	Bandits: Hostile
20	Gully: Nothing
21	Hill People: Neutral
22	Hillock: Nothing
23	Red Cap: Fey
24	Hillside: Nothing
25	Halfling Travelers: Friendly

1D50	Encounter:
31	Killer Frog: Monster
32	Wargs: Monster
33	Stag: Hunting
34	Stream: Fishing
35	Herbs: Herbalism
36	Mushrooms: Mycology
37	Rabbits: Hunting
38	Thrush: Hunting
39	Berry Patch: Forage
40	Wild Boar: Hunting
41	Bull: Animal
42	Goats: Hunting
43	Brown Bear: Animal
44	Harpies: Monster
45	Zombies: Undead
46	Ghost: Spirit
47	Barrow Wight: Undead
48	Hill Shade: Spirit
49	Griffon: Monster
50	Giant Lynx: Monster

Accident

You may Save at Success or better to avoid an Injury. Dexterity and Tumbling Skill add to the roll.

When you get an Injury do to an Accident roll on the Injury Table. These are usually of the slip and fall variety.

Injury Table

1D6	Injury
1	Muscle Strain: -1 to physical Skill Checks for 1 Week
2	Ankle Sprain: Half Move and -2 to physical Skill Checks for 1 Week
3	Broken Foot: 1D4 Damage and Quarter Move and -2 to physical Skill Checks for 4 Weeks. Need Crutch
4	Broken Leg: 1D6 Damage and Quarter Move and -3 to physical Skill Checks for 4 Weeks. Need Crutch
5	Broken Finger: 1D2 Damage. Tape it Good. Get -1 to Hand related Rolls for 3 Weeks
6	Broken Arm: 1D6 Damage. Cannot Wield Weapon or Shield. Useless. Requires Sling. 4 Weeks

Volcanic Encounter Table

1D30	Encounter:
1	Pyroclastic Flow: All Save or 2D6 Damage
2	Volcanic Eruption: All Save or 3D6 Damage
3	Hot Ash: All 1D6 Damage
4	Smoldering Ground: Nothing
5	Poison Gasses: All Weak Poison
6	Tremor: Nothing
7	Laval Flow: Delay
8	Treacherous Ground: Accident
9	Minor Quake: All save or 1D6 Damage
10	Minor Demons: Monster
11	Minor Devils: Monster
12	Crater Lip: Nothing
13	Steep Slopes: Delay

1D30	Encounter:
16	Oppressive Heat: All 1D4 Damage
17	Fire Salamander: Monster
18	Fire Sprite: Fey
19	Sulfurous Pits: All 1D2 Damage
20	Young Red Dragon: Monster
21	Hot Foot: All 1 Damage
22	Fire Newts: Humanoids
23	Burning Earth: All 1D2 Damage
24	Pyroclasm: All Save or 2D6 Damage
25	Magma Vents: Nothing
26	Magma Spray: Someone Save or 3D6 Damage
27	Magma Jet: : All Save or 2D6 Damage
28	Magma Rift: Delay

1D30	Encounter:
14	Magma Elemental: Monster
15	Lavamancer: Hostile

1D30	Encounter:
29	Fire Giants: Monster
30	Fall into Volcano: One Save or Die

Plains Encounter Table

1D30	Encounter:
1	Out Riders: Neutral
2	Hobgoblin Cavalry: Humanoids
3	Wild Horses: Animals
4	Buffalo Herd: Hunting
5	Wild Cattle: Hunting
6	Wild Dogs: Animal
7	Hunting Village: Resupply
8	Horse People: Neutral
9	Giant Eagle: Monster
10	Farther than it Looks: Delay
11	Wagons: Friendly
12	Herders: Friendly
13	Ranch: Resupply
14	Brigands: Hostile
15	Farmstead: Resupply
16	Orc Marauders: Humanoids
17	River Crossing: Delay
18	Hidden Valley: Side Quest
19	Lotus Fields: Delay
20	Berry Patches: Forage
21	Herbs: Herbalism
22	Steppes: Nothing
23	Flash Flood: All Save or 1D6 Damage
24	Flood Plain: Delay
25	Arid Mesa: Run out of Water

1D30	Encounter:
26	Outpost: Resupply
27	Scrubland: Nothing
28	Shattered Plains: Accident
29	Irrigated Crops: Forage
30	Meadows: Nothing
31	Hay Stacks: Nothing
32	Streams: Fishing
33	Lake: Fishing
34	Fields of Flowers: Nothing
35	Stonehenge: Cast Spells at +2
36	Plateau: Nothing
37	Pegasus: Monster
38	Caravan: Friendly
39	Hippogriff: Monster
40	Shepard: Friendly
41	Dire Wolves: Monsters
42	Wargs: Monsters
43	Plains Lion: Animal
44	Marching Army: Neutral
45	Roc: Monster
46	Mounted Archer Raiders: Hostile
47	Locust Swarm: Delay and 1D2 Damage
48	Centaurs: Humanoids
49	Tribal Minotaurs: Humanoids
50	Farming Village: Resupply

Sylvan Forest Encounter Table

1D50	Encounter:
1	Talking Raven: Neutral
2	Talking Beavers: Friendly
3	Pestering Pixies: Fey
4	Sprite Squadron: Fey
5	Naughty Nymphs: Fey
6	Spring: Fishing
7	Herbs: Herbalism
8	Mushrooms: Mycology
9	Babbling Brook: Nothing
10	Disapproving Dryads: Fey
11	Ill Tempered Treant: Monster
12	Fairy Circle Ring: Cast Spells at +2
13	Wood Elf Patrol: Neutral
14	Attack Squirrels: Swarm. 1D6 Damage

1D50	Encounter:
26	Nixie Trickster: Fey
27	Fire Starting Fire Sprites: Fey
28	Singing Sylphs: Fey
29	Sidhe Ranger: Neutral
30	Four Leaf Clover: Gain +1 Luck
31	Berry Bushes: Forage
32	Will o Wisp: Spirit
33	Apple Trees: Forage
34	Elf Village: Dangerous Resupply
35	Pleasant Gnome Village: Resupply
36	Jesting Bridge Troll: Monster
37	Taunting Goblins: Humanoids
38	Music Loving Gypsies: Friendly
39	Foxfire: Nothing

1D50	Encounter:
15	Helpful Brownie: Fey
16	Stag: Hunting
17	Questing Beast: Delay
18	Faerie Dragon: Monster
19	Annoyed Leprechaun: Fey
20	Curious Black Bear: Animal
21	Giant Owl on the Hunt: Monster
22	Devious Fox Spirit: Spirit
23	Drunken Centaurs: Humanoids
24	Piping Satyr: Fey
25	Prancing Faun: Fey

1D50	Encounter:
40	Menhaden: Rune Trap
41	Riddling Giant: Monster
42	Jackelope: Animal
43	Questioning Druid: Neutral
44	Quickling Thief: Fey
45	Hysterical Fairy Sentinel: Fey
46	Bored Faerie Enchanter: Fey
47	Bee Hive: Swarm. 1D6 Damage
48	Mist: Delay
49	Poetic Faerie Noble: Fey
50	Judgmental Unicorn: Fey

Fey

Note that Fey rarely attack to Kill. They prefer to Harass (Some Damage), Curse, Steal, Mislead (Delay), Trick, Trap, Torture, Lead you into Danger, Help or

Hinder, Frolic, Poison, Make Ill, Taunt, Mock, Insult, Enchant, Prank, Tell Stories, Riddles, Jests, Make Music, Dance, Sing, Recite Poems, Chase and be chased, and have Fun and Mischief at your expense. If attacked, they will Flee or show their True Power.

Savannah Encounter Table

1D20	Encounter:
1	Lion Pride: Animals
2	Zebras: Animal
3	Antelopes: Animals
4	Elephants: Animals
5	Giraffes: Animals
6	Hungry Jackals: Animals
7	Man Eating Lions: Animals
8	Ostriches: Animals
9	Watering Hole: Hunting
10	Wildebeest Stampede: All Save or 2D6 Damage

1D20	Encounter:
11	Elephant Graveyard: Nothing
12	Scavenging Hyenas: Animals
13	Charging Rhinos: Animals
14	Tribal Hunters: Neutral
15	Tribal Warriors: Hostile
16	Tribal Shaman: Hostile
17	Village: Resupply
18	Grasslands: Nothing
19	Hunting Grounds: Hunting
20	Brush: Foraging

Mountain Encounter Table

1D30	Encounter:
1	Crags: Accident
2	Stone Giant throwing Boulders: Monster
3	Peaks: Delay
4	Mountain Goats: Hunting
5	Ravines: Delay
6	Cave Opening: Side Quest
7	Cliffs: Nothing
8	Young Blue Dragon: Monster
9	Bluffs: Delay
10	Roc with Nest Above: Monster
11	Precipice: Delay
12	Dwarf Warriors: Hostile
13	Summit: Delay
14	Orcs: Humanoids
15	Mountain Range: Delay
16	Goblins with Bows: Humanoids

1D30	Encounter:
17	Mountain Pass: Counts as 2 Encounters
18	Mountain Troll: Monster
19	Sheer Wall: Delay
20	Granite Boulders: Nothing
21	Winter Starts: All 1D6 Damage every Encounter
22	Sheltering Ledge: Nothing
23	Rock Slide: All Must Save or 2D6 Damage
24	Uneven Footing: Accident
25	Rope Bridge: 10% per Person it Snaps
26	Mountain Lion: Animal
27	Gaping Chasm: First Person must Jump
28	Strong Wind: Someone Saves or Falls
29	High Winds: Someone Loses their Hat
30	Cold Stone: Nothing

Mountain Delays

Your party must make a collective 50% Climbing or 50% Survival Roll at each Delay at Partially Suc-

cessful or Better or else get 2 additional Encounters. They get +1 to The rolls if the GM says there is a trail. Any Fumble any Time means you are falling down the Mountain.

Badlands Encounter Table

1D30	Encounter:
1	Rocky Ground: Nothing
2	Goblins: Humanoids
3	Broken Ground: Accident
4	Orc War Party: Humanoids
5	Canyons: Delay
6	Cracked Earth: Nothing
7	Gnoll Hunters: Humanoids
8	Ridges: Nothing
9	Beast Men: Humanoids
10	Buttes: Nothing
11	Ogres: Monsters
12	Brushland: Forage
13	Sandstone Arches: Nothing
14	Dust Storm: Delay
15	Outpost: Resupply

1D30	Encounter:
16	Barrens: Nothing
17	Canyon Village: Resupply
18	Borderland: Nothing
19	River Rapids: Delay
20	Wasteland: Nothing
21	Revenant: Undead
22	Natural Cistern: Water
23	Velociraptors: Animal
24	Flash Flood: All Save or Separated
25	Canyon Drake: Monster
26	Brine Lake: Nothing
27	Terraces: Delay
28	Ancient Graveyard: Spirits
29	Giant Cougar: Monster
30	Water Geyser: Water

Air And Sea Voyages

Sea Voyages

These can be perilous. To cross the sea will require 1D8 consecutive encounters. Roll 1D50 on the Sea

Sea Voyage Table

1D50	Encounter:
1	Desert Island: Nothing
2	Sargasso Sea: Delayed
3	Doldrums: Delayed
4	Lost: Delayed

1D50	Encounter:
27	Sirens: Monster
28	Giant Octopus: Monster
29	Sea Dragon: Monster
30	Crab Men: Sea People

Voyage Table:

1D50	Encounter:
5	Monsoon: Storm
6	Tidal Wave: Storm
7	Hurricane: Storm
8	Tropical Paradise: Resupply
9	Ghost Ship: Pirates
10	Sea Serpent: Monster
11	Kraken: Monster
12	Leviathan: Monster
13	Merfolk: Sea People
14	Cursed Ship: Pirates
15	Skeleton Crew: Pirates
16	Port: Resupply
17	Harbor: Resupply
18	Cannibal Island: Dangerous Resupply
19	Sea Devils: Sea People
20	Safe Passage: Counts as 2 Encounters
21	School of Fish: Resupply Rations
22	Tritons: Sea People
24	Shipwreck Survivors: Add Crew
25	Spoilage: Out of Rations
26	Mutinous Crew: Mutiny

1D50	Encounter:
31	Buccaneers: Pirates
32	Corsairs: Pirates
33	Undead Sea Rovers: Pirates
34	Fishing Village: Resupply
35	Pirate Town: Dangerous Resupply
36	Reef: Damage Hull
37	Rocks: Damage Hull
38	Shallows: Damage Hull
39	Giant Whirlpool: Storm
40	Dolphins: All Gain Luck +1
41	Strong Headwinds: Delay
42	Sea Turtles: Resupply Food
43	Whale Sighting: Nothing
44	Dinosaur Island: Dangerous Resupply
45	Flying Fish: Resupply Fish
46	Calm Sea: Nothing
47	Driftwood: Nothing
48	Stowaway: Add Crew
49	Giant Squid: Monster
50	Flotsam and Jetsam: Nothing

Sea Voyage Monsters

You will have to fight these. Cutting off a Few Tentacles, Hurting an Eye, or Feeding them a Few Crew Members is Often enough to send them on their way.

Pirates

A Pirate ship will have average 50 Crew. If less they may Offer you to join their crew. Outrun them if you can. Some you have to fight. Some it may just be better to Surrender to.

Sea People

Some races are nicer than others. Often they just want to trade. If you look weak and they are strong, they will attack.

For Each Day Without A Ship Table

1D10	Result
1	Someone Dies of Dehydration
2	Storm: Someone Drowns
3	Possible Hypothermia or Heat Stroke
4	Shark Attack
5	Picked up by a Fishing Boat

Delays

Each Delay has a 50% chance of using up all your rations. At the end of every encounter without rations there is a 25% the Crew will Mutiny.

Resupply

Fill up on Rations and Water. Medical Help may be available. Regain Power Points and Luck Points.

Storms & Hull Damage

If you lose the Ship you are shipwrecked. Drowning, Sharks, and Dehydration are now options. It is assumed the Survivors are on A raft or grabbing onto some Flotsam and Jetsam. Roll 1D6 on the For each Day without a Ship Table:

1D10	Result
6	Picked up by a Merchant Vessel
7	Captured by Sea People
8	Washed up on a Friendly Shore
9	Washed up on a Dangerous Shore
10	Picked up by Pirates

Arial Encounter Table

1D60	Encounter:
1	Dragon
2	Clear Skies
3	Roc
4	Headwinds: Delay
5	Giant Eagles
6	Air Pirates
7	Bat Swarm
8	Flying Apes
9	Air Elemental
10	Blue Sky
11	Wind Spirit
12	Cloudy
13	Hawk Men
14	Rain
15	Wind Demon
16	Storm
17	Cloud Giant Floating Cloud Castle
18	Bird Men
19	Storm Giants Throwing Lightning
20	Tornado
21	Wyvern
22	Updraft
23	Hail Stones
24	Drakes
25	Cold Air
26	Downdraft
27	Thin Air
28	Flying Serpent
29	Jet Stream
30	Angel, Deva, or Cherub: Gives Blessing

1D60	Encounter:
31	Wind Tunnel
32	Manticore
33	Blown Off Course
34	Gryphon
35	Migrating Birds
36	Hippogryph
37	Flock of Birds
38	Djinn
39	Overcast
40	Sphinx
41	Cirrus Clouds
42	Giant Wasps
43	Cumulous Clouds
44	Slyphs
45	Thunderhead
46	Giant Owl
47	Cold Front
48	Thunder Bird
49	Wind at Your Back
50	Phoenix
51	Men on Flying Carpets
52	Howling Wind
53	Pterodactyls with Lizardmen Riders
54	Turbulence
55	Goblin Balloon Brigade
56	Gust of Wind
57	Pot Shots from the Ground
58	Dark Skies
59	Gargoyles
60	Dusk

Greek Island Encounter Table

1D30	Encounter:
1	Rocky Shore
2	Minotaur's Maze
3	Roman Wilderness of Pain
4	Alluring Forest Nymphs
5	Deserted Battlefield
6	Frolicking Satyrs and Fauns
7	Shepard with Goats
8	Medusa's Lair
9	Grove of Olive Trees
10	Prowling Cerebus
11	Small Farms: Wheat
12	Drunken Centaurs
13	Vineyard
14	Hydra
15	Pagan Temple

1D30	Encounter:
16	Cyclops with Club
17	Oracle in Mountain Cave
18	Cretans with Slings
19	City State
20	Maenad Ceremony
21	Rocky Hills
22	Harpy Nest
23	Sheer Cliffs
24	Sorceress
25	Ruins
26	Bandits
27	Traveling Merchants
28	Hoplites
29	Noble in Disguise
30	Pagan Procession

Cities And Settlements

Cosmopolitan City Encounter Table

1D100	Encounters:
1	Tailed by Gang of Thieves
2	Strutting Noble Fop
3	Cut Purse
4	Bazaar: Magic Item for Sale
5	Pick Pocket
6	Street Performers
7	Con Artist
8	Gambling Hall
9	City Guards
10	Challenged by a Duelist
11	Tax Collector
12	Victory Parade
13	Street Preachers
14	Riots: Angry Mob
15	Pugnacious Thugs
16	Cloaked Stranger: Assassin
17	Charlatan Selling Fake Potions
18	Drunken Revelers
19	Mourners: Funeral Procession
20	Beggars Row
21	Leper: Someone Save or Disease
22	City Watchman
23	Mercenaries
24	Ghost: Spirit
25	Churlish Ruffians
26	Press Gang for Warships
27	Tea Houses
28	Red Light District
29	Vampire at Night: Undead
30	Werewolf with Perfect Hair: Undead
31	Plague Outbreak: All Save or Disease
32	Fire: Pandemonium
33	Holy Day
34	Man Hunt
35	Circus in Town
36	Arena Spectacle
37	Chariot Races
38	Caravan Arrives
39	Army Recruitment
40	Harvest Festival
41	Treasure Ship Arrives
42	Wedding Season
43	Carnival
44	Inquisition
45	Public Execution
46	Devil Offering Contract
47	Slave Market

1D100	Encounters:
51	Street Barbers
52	Smell of Sewage and Incense
53	Pilgrimage Site
54	Blessed Fountain
55	Astrological Event
56	Busy Port
57	Belly Dancers
58	Spice Merchants
59	Stage Exposition
60	Temple Street
61	Old City Walls
62	Idols Bathed in Milk
63	Flower Festival
64	Aviary & Bestiary
65	Botanical Gardens
66	Art Academy
67	Ruins of Ancient Palaces
68	Steps to the Sacred River
69	Exquisite Tombs
70	Emporium
71	Amphitheatre Concert
72	Distilleries
73	Smell of Flowers & Smoke
74	Breweries
75	Shipyards
76	Wineries
77	Domes and Minarets
78	Monuments and Statues
79	Gurus in Trances
80	Chanting Monks
81	Minor Official
82	Royal Scandal
83	Book Market
84	Step Wells & Water Carriers
85	City Square: Wanted Posters
86	Street Vendors
87	University
88	Observatory
89	Craftsman's Guilds
90	Magic Shop
91	Clothiers and Cobblers
92	Black Berry Trees: Forage
93	Alchemists Row
94	Djinn Mosques: Calls to Prayer
95	Devonic Churches: Ringing Bells
96	Pagan Saturnalia
97	Feast Day and Vomitorium

1D100	Encounters:
48	Insulted by Rakes
49	Demon Pulled Rickshaws
50	Bath Houses

1D100	Encounters:
98	Magical Ceremony
99	Masquerade
00	Approaching Enemy Army

Taverns And Inns

This is where your average low level adventurer hangs out, when not in a Dungeon. Best to Flesh it

out a bit.

Tavern Visit Encounter Table

1D12	Encounter:
1	Gamble: Win 1D6 x 10 gold
2	Gamble: Lose 1D6 x 10 gold
3	Feast: Cost 1D6 x 3 Gold
4	Ale: Cost 1D6 x 4 Gold
5	Wine: Cost 1D6 x 5 Gold
6	Liquor: Cost 1D6 x 6 Gold

1D12	Encounter:
7	Gossip: Skill Check for Rumors
8	Conversation: Skill Check for Rumors
9	Stranger: Skill Check to Recruit Minor Hero
10	Cloaked Figure Offering Quest
11	Barroom Brawl: 2D6 Damage
12	Pass Out: Nothing

Rumors Table

1D20	Information:
1	Location of a Basic Dungeon
2	Location of a Portal
3	Location of a Major Foe
4	Location of a War or Battle
5	Location of a Magic Item
6	Location of a Treasure
7	Location of a Spell Caster
8	Connection to Thieves Guild
9	Connection to Assassins Guild
10	Location of a Person of Interest

1D20	Information:
11	Location of a Wanted Criminal
12	Location of a Monster
13	Connection to a Sea Captain
14	Location of a Ruins
15	Location of a Castle
16	Location of Fey
17	Knowledge of a Curse or Enchantment
18	Secret of a Commoner
19	Secret of a Spell Caster
20	Secret of a Noble or Official

Minor Hero Recruitment Table

1D12	Minor Hero:
1	Warrior
2	Barbarian
3	Thief
4	Rogue
5	Mage
6	Ranger

1D12	Minor Hero:
7	Soldier
8	Archer
9	Duelist
10	Pit Fighter
11	Priest
12	Mage

Shops And Businesses

1D60	Establishment:
1	Shoe Maker
2	Furrier
3	Tailor
4	Barber

1D60	Establishment:
31	Blacksmith
32	Painter
33	Doctor
34	Roofer

1D60	Establishment:	1D60	Establishment:
5	Jeweler	35	Locksmith
6	Tavern	36	Rope Maker
7	Old Clothes	37	Inn
8	Pastries	38	Tanner
9	Mason	39	Scribe
10	Carpenter	40	Sculptor
11	Weaver	41	Rug Maker
12	Chandler	42	Harness Maker
13	Mercer	43	Hay Merchant
14	Cooper	44	Cutler
15	Baker	45	Book Seller
16	Wine Seller	46	Illuminator
17	Saddler	47	Lawyer
18	Purse Maker	48	Candle Maker
19	Wood Seller	49	Tinker
20	Magic Shop	50	Potter
21	Book Binder	51	Healer
22	Glove Maker	52	Herbalist
23	Wood Carver	53	Alchemist
24	Fish Monger	54	Horse Trader
25	Vegetable Stall	55	Glass Blower
26	Butcher	56	Cloth Merchant
27	Beer Seller	57	Fortune Teller
28	Buckle Maker	58	Boat Builder
29	Plasterer	59	Smoke Shop
30	Spice Merchant	60	Weapon Merchant

Dungeon Encounter Tables

Basic Dungeon Encounter Table

1D100	Encounter:
1	Poison Arrow: Trap. One takes 1D6 damage & Poison
2	Camouflaged Spiked Pit: Trap. One takes 1D20 Damage
3	Covered Pit: Trap. One takes 1D6 Damage. Impact
4	Spear: Trap. One Takes 1D12 Damage. Impale
5	Wandering the Hallways: Giant Centipede: Monster
6	In Round Room: Blood Bats: Swarm 1D10 Damage
7	Webs Floor to Ceiling: 2D4 Giant Spiders: Monster
8	Smell of Guano: Bats: Swarm 1D4 Damage
9	Long Corridor: Rats: Swarm 1D6 Damage
10	Natural Chamber: Insects: Swarm 1D6 Damage
11	Bickering Goblins Breaking Stuff: 2D6 Humanoids
12	Scavenging Rat Men: 3D6 Humanoids
13	Hobgoblins Skulking About: 1D6 Humanoids
14	Smells Blood: Very Hungry Ogre: Humanoid
15	Attracted to Noise: Troll: Humanoid
16	Rise up in Priestly Vestments: Skeletons: 2D6 Undead
17	Zombies in Armor Slumped against the Walls: 2D6 Undead
18	Endless Staircase: Trap. All take 1D4 Damage

1D100	Encounter:
19	Bottomless Pit: Trap. One must Save or Vanish
20	Hissing Gets Louder: Giant Snake: Monster
21	Bells and Chimes Puzzle: Music Skill Check or Delay
22	Chest: Moldy Clothing
23	Dusty Shelves: Search for Valuable Book
24	Broken Furniture: Search for Magic Ring
25	Pile of Broken Weapons: Search for Magic Weapon or Sword
26	Holes in Walls: Search for Scroll
27	Spilled Bottles: Search for Medicinal
28	Shattered Glassware: Search for Potion
29	Exploding Runes: Trap. All Save or 3D6 Damage
30	Rust Eater SL = 5 consuming Sword: Monster
31	Junk Draw: Search for 1D6 pieces of Jewelry
32	Target Puzzle: Check vs Wits and Archery or Delay
33	Skeletons Chained to Walls: Nothing
34	Stuck Wooden Door: Open or Delay
35	Locked Iron Door: Open or Delay
36	Clutter: Search for Key: Opens Next Locked Door
37	Locked Stone Door: Open or Delay
38	Metal Bars: Bend Bars or Delay
39	Iron Portcullis: Lift Gate or Delay
40	Illusion: Detect Magic for Secret Door
41	Statue Puzzle: Wits Check to find Secret Door
42	Carefully Hidden: Perception Check Secret Door
43	Small and up High: Perception Check Secret Door
44	Storage Room: Find Old Tools
45	Behind Tapestry: Wits check for Secret Door
46	Scrawled Graffiti: +2 to next search for Secret Door
47	Pots emanating Foul Odor: Nothing
48	Troglodytes with Nets: 2D6 Humanoids
49	Poison Gas: Trap. All Weak Poison
50	Green Slime Covering Wall: Monster
51	Cistern: Water Logged Ghouls: Undead
52	Cursed Doll: Trap. One gets Minor Curse
53	Vaulted Ceiling: Wyvern: Monster
54	On Stone Dias: Basilisk: Monster
55	Dripping from Ceiling: Grey Ooze: Monster
56	Filling Corridor: Gelatinous Cube: Monster
57	Haunted Chamber: Spirit
58	Rune Carved Archway: Trap. One is Polymorphed
59	Torch lit Stairwell: Nothing
60	Perched on Upper Ledge: Gargoyle: Monster
61	Dead End: Basilisk
62	Dank Pool: Giant Toad SL = 7
63	Overgrowth: Mushroom Men: 1D8 Humanoids
64	Sub-Complex: Snake Men: 2D6 Humanoids
65	New Tunnel: Giant Horned Beetle SL = 8 Armor = 3
66	Snails Everywhere: Nothing
67	Search to find Small Chest: 1D6 x 100 Mixed Coins
68	Strange Noises: Nothing
69	Teleporter Trap: Separation for half of Party
70	Narrow Shaft: Separation for one party member
71	Toppled Statue: Nothing

1D100	Encounter:
72	Dark Corner: Search for Magic Shield
73	Great Hall: Search for Magic Armor
74	Game Board Puzzle: Gaming Skill Check or Separated
75	Scythe Blade. Trap One takes 1D10 Damage. Chop
76	Ceiling Blocks Fall: 1D3 take 1D8 Damage. Impact
77	Pile of Rubble: Nothing
78	Brazier and Pile of Charcoal: Nothing
79	In Mouth of Giant Carved Skull: Secret Door
80	Find Trapped Book in Pile of Books
81	Rolling Boulder: Trap. All must Save or 2D10 Damage
82	Pivoting Bookcase: Perception Check for Secret Door
83	Clouds of Flying Insects: Nothing
84	Skeletons hanging from Chains: Nothing
85	Sarcophagus: Coffin Corpse: Undead
86	Flaming Oil. Trap. 1D3 take 1D6 Damage
87	Hole in the Wall. 2D6 Giant Ants emerge
88	Heap of Trash: Search for Magic Relic
89	Pile of Rotting Wood: Search for Magic Wand or Staff
90	Lever Puzzle & Revolving Wall: Wits Check or Separated
91	Oubliette with Scratches on Walls. Nothing
92	Two Talking Doors: One is Safe. One is a Trap
93	Magic Mouth on Wall: Get +2 to Detect Next Trap
94	Water Elemental in Fountain: Monster
95	Shrinking Trap: One Shrinks for rest of Adventure
96	Flooding Room: Trap. All Drown unless Trap Disarmed
97	Altar: Trap: One loses 1 Level of Experience
98	Pool of Blood: Nothing
99	Statue: Answer Riddle or it Attacks: Monster
00	Pedestal with Bowl of Magic Fruit

Secret, Locked, And Stuck Doors

If you don't find the secret Door or you can't open the Stuck or Locked Doors, you must backtrack and face 2 additional encounters in the Dungeon.

Delays

If you are delayed use up a Ration and face 2 additional encounters in the Dungeon.

Separation

If unstated 1 party member is Separated. Both Groups will find each other after 1D4 Encounters

Trap Trigger List

1D6	Trigger:
1	Opening a Door
2	Stepping on a Pressure Plate
3	Tripwire

apart.

Traps

In most cases only the first Character to come across a trap has a chance to detect it before it is sprung. Often this is one of the Characters in the Front Rank.

Trap Triggers

Roll on the Trap Triggers list to see what sets off a Trap.

1D6	Trigger:
4	Opening a Chest
5	Picking up an Object
6	Magical Proximity Detection

Cursed Items

Make sure a few of the Magic Items are cursed ones. These situations have good roleplaying potential.

Gm At Work

The GM will determine the exact details of things like numbers of Foes, Magic Items, Riddles, Puzzles, etc.

General Use

The Basic Dungeon can be used in conjunction with any of the more specific Encounter Tables below. The GM might alternate roll on two or more tables.

Ruined Castle Encounter Table

1D40	Encounter:
1	Throne room with Skeletal Remains: Nothing
2	Armory: Find 1D4 x 20 Armor and Weapons
3	Watchtower: View of the Landscape
4	Lords Chambers: Possible Magic Item
5	Kennel: Zombie Dogs Whining: 2D6 Undead
6	Iron Gates: Lift Gates or Delay
7	Torch Puzzle: Need Fire and Wits Check or Delay
8	Great Hall in Disarray
9	Giant Rats: 2D6 Hungry Vermin Attack
10	White Skinned Ghoul Wearing Noble Robes Attacks
11	Kitchen: Recover Cooking Implements
12	Study: Search to Find Valuable Book
13	Courtyard: Overgrown Rose Bushes
14	Valuable Tapestry. 1000 Gold. Heavy. Bulky
15	Battlements: Attacked by Wight
16	Crumbling Staircase: Save or Fall 2D6 Damage
17	Smithy: Recover Smiths Tools
18	Stable: Recover Riding Equipment
19	Tower with Rotting Catapult
20	Princes Chambers: Attacked by Werewolf
21	Princesses Chambers: Attacked by Banshee
22	Parapets: Hear Wolves Crying
23	Audience Chamber: Skeleton with Dagger in Back
24	Stairs: Spirit Painting on Wall
25	Courtroom: Attacked by Redcap in Jester Outfit
26	Servants Chambers: 1D100 Loose Copper Coins
27	Banquet Hall: Dancing Ghosts at one end
28	Chapel: Pray to receive Blessing
29	Dressing Room: Some Salvageable Clothing
30	Cellar: Find 1D100 Bottles of Wine
31	Torch Holder Mechanism: Find Secret Passage
32	Hollow Suit of Armor Attacks
33	Guest Bedroom: Possessed by Specter
34	Stained Glass Windows: All Get Luck +1
35	Drawbridge: Moat Monster Attacks
36	Dining Hall: Recover Silverware 400 gold
37	Chandelier Falls: Save or 2D6 Damage
38	Courtyard: Gargoyle Attacks
39	Vestibule: Recover Gold Plated Candlesticks 200 gold
40	Game Room: Recover Ornate Chess Set 300 gold

Demonic Temple Encounter Table

1D20	Encounter:
1	Ceremony: 2D6 Cultists with Daggers
2	Bloody Shrine: Nothing
3	Guards with Spears: 2D4 Foes
4	Empty Holding Cells: Nothing
5	Cornered Evil Priest Spell Caster Level 1D6
6	Pile of Naked Fresh Dead Bodies
7	Captive tormented by 2D6 Imps
8	Pit of Fire: All take 1D2 Damage from Embers
9	Stepping through Rift: 1D6 Minor Demons
10	Torture Chamber: Cultist with Burning Brand

1D20	Encounter:
11	Running toward you 1D6 Demon Dogs
12	Prisoner Cells: Rescue 2D6 Captives
13	Pair of Lesser Demons tearing a body apart
14	Giant Cauldron full of Cannibal Soup
15	Major Demon eating a Live Captive
16	Library with Books on Demon Lore
17	Room full of Bones
18	Cistern with foul Murky Water
19	Demonic Carvings on Walls: Nothing
20	Giant Demon Idol with Gemstone Eyes

Wizards Tower Encounter Table

1D20	Encounter:
1	Storage Pantry: Find Spell Ingredients
2	Wall Panel: Disintegration Trap
3	Portal to Unknown Location
4	Clockwork Beast Guard
5	Laboratory: Find 1D6 Potions
6	Chemical Jars: Poison Gas Cloud Trap
7	Observatory: Find Telescope & Star Charts
8	Trophy Room: Search for Lesser Fetish
9	Summoning Chamber: Major Abomination
10	Strange Chamber: Polymorph Trap
11	Menagerie: Giant Spider on ceiling
12	Aquarium: Electric Eels Attack
13	Aviary: Cockatrice lurking about
14	Apparatus: Electrical Trap: Save or 2D6 Damage
15	Library: Find 1D6 Valuable Books
16	Broken Vats: Slime Monster Attacks
17	Workshop: Recover Tinkers Tools
18	Gravitic Anomaly Puzzle: Physics Skill Check or Delay
19	Storage Area: Search for Minor Technomancy Device
20	Experimentation Room: Flesh Golem Attacks

Natural Cave System Encounter Table

1D40	Encounter:
1	Stalagmite Forest: Nothing
2	Lost in Maze of Caverns: Delay
3	Blind Moths: Nothing
4	1D4 Giant Millipedes SL = 6. Armor = 1
5	Explorer: Skeletal Remains
6	Stalactite Cave: Nothing
7	1D6 Giant Earwigs SL = 5. Jump
8	Chasm: Fly or Climb or Delay
9	Giant Worm SL = 9
10	Crevise: Save or Fall for 2D6 Damage
11	1D6 Big Black Beetles SL = 3. Armor = 2

1D40	Encounter:
21	Terraces: Nothing
22	Gap: Jump Required
23	Shaft: Climb Skill Check or Fall to Death
24	Cave In: All Save or 2D6 Damage
25	Underground River: Save or Swept Away
26	3D6 Cave Goblins
27	Ravine: Fly or Climb or Delay
28	Flying Bloodsuckers: Swarm. 2D6 Damage
29	Narrow Passages: Delay
30	2D6 Dwarf Adventurers: Neutral
31	Lofty Caverns: Nothing

1D40	Encounter:
12	Dropped Item: Treasure
13	1D4 Albino Crabs SL = 4. Armor = 3
14	Dead End: Delay
15	1D6 Luminous Scorpions SL = 2. Poison
16	Rat Swarm: 1D6 Damage
17	Dripstone Cave: Nothing
18	Mushrooms: Mycology
19	Stone Arches: Nothing
20	3D6 Kobold Ambushers

1D40	Encounter:
32	Briny Pools: Blind Fish: Fishing Opportunity
33	Stone Staircase: Nothing
34	Phosphorescent Fungus: Nothing
35	Uneven Ground: Save or Break Leg
36	Three Armed Rock Eater SL = 8
37	Stone Bridge over Chasm: Nothing
38	Drafty Cave: Cave Bear: Animal
39	Blocking Boulder: Remove or Delay
40	Evil Eye Monster Floating About



Warpspawn Cast

Lloyd Krassner Author of hundreds of games. Self Published in the Warpspawn Games Website. Personal Factoids: 2 Sons and an understanding wife. Pharmacist (God help us all). Taught College Biology for 5 years. Used to work in a Pawn shop. Pack Rat: Games, Toys, and Books.

Gottardo Zancani (Zak)

Janne Thorne

Jason Newell Official Warpspawn Cartoonist. Has made card-sets for numerous games. Author of Troll Treasures & Hunt the Wumpus

Peter Cobcroft (Curufea)

Markus Salo Author of: Norse Odyssey, F-14, Ypres, Winter War, Protecting the

Skies, Regular contributor to the *Personal Factoids*: He owns the Boat, Has a summer home, Enjoys sauna, beer, "makkara" (=Finnish sausage), barbeque and ice-swimming.

Mike Marinos

Ian Milnes

Tom Higgins Tom features Warpspawn games in his zine Countermoves. tomwhore@wsmf.org
Warpspawn Rules

Rabbidgerbal

David Ashton

Michael Callahan

Peter Schutze

Brian Train

Peter L. de Rosa

Frederic Moll

Ronald Pehr

Jörg Hansen

Mike Murgatroyd

Emmanuel Delva

Geo Gibson

Dragyn

Jon Parshall

Dana Darby

Wolfhvl (Matt R.)

Joe Nixon

Mike Mifrin

Aaron Dalton

Walt O'Hara

Dave Sanborn

Steven Cranmer

Tryvor J. Phillips

Dave Stattler

Patrick Bunch

C Gerard Luft

Alexander Herklotz

Patrick H. Lewis

Talk about name dropping... If you're not on the list it doesn't mean I don't like you, I'm just saving the best for last. I will only make pages for people who send me pics or links to pics. If there are any mistakes, omissions, or sensitive material please let me know.

WarpSpawn