

# The WarpSpawn Second Big Book O'Games Tome 15 Spell and Swords

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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# Spell and Swords

## The Basic Rules

### Basic Game

These are also referred to as the Basic Rules or the D20 Easy Rules. These rules are very different from the standard rules. In some ways they are incompatible. The Basic Game is designed to speed up play in all ways. The Basic game is even more Epic. It relies on the GM's judgement to an even greater degree.

- Character Generation and advancement is simply a Matter of drawing cards from the Trope Deck.

- All Randomization is resolved by using the Fate Table.
- For a truly Basic Experience, Do everything as Mind's eye.
- PURPOSES OF THE D20 EASY RULES
- For a new GM to gain Confidence.
- For an intermediate GM to get things going quick.
- For very tired GM's who don't have their stuff ready.
- For experienced GM's just winging it and concentrating on the story and imaginative descriptions.

### Fate Table

| #    | Result           |
|------|------------------|
| 1    | Terrible Failure |
| 2-5  | Failure          |
| 6-15 | Success          |

| #     | Result               |
|-------|----------------------|
| 16-19 | Heroic Success       |
| 20+   | Super Heroic Success |

### Purpose Of The Fate Table

- Use the Fate Table to help determine the results of anything that requires some randomization.
- Everything else is at the whim of the GM.
- Players can argue their case. The GM may take it under consideration.
- The GM's decisions are final.
- Rolls on the Fate Table may apply to a group or individual.
- Have a Roll Off: Foes roll high on D20 to see who wins.

### Critical Accompaniments

-Friends, Dice, Miniatures, Maps, Food, Atmosphere, Soundscapes, Props, etc.

### Bring Your Buddies

-Friends: This is not a Solo game. A GM and a single player is sufficient.

### Atmosphere

-A Theatrical Room appearance can be amazing.  
-How to spend your hard earned Money. Don't spend all your money on Rule Sets. Your Money and Effort is better spent on other things.

-Do up a room: Get a Video of a burning log. Get Shadows going in the Room, Skulls, Flickering Candles, Large Fantasy Monster Models, Wooden Game Table, Shields & Weapons mounted on the Walls, Lava Lamps, Tankards for Ale (Punch), A Chest full of Glittering Treasure, Mounted Demon Heads, Mist gener-

ator, Lightning Globe, Maps, Dusty Tomes, Cobwebs, Sand Timer, Daggers, Staves, Costume Closet with Robes, Cloaks, etc. Shelves with Helmets, Orbs, Rubber Masks, Potion Bottles, Scrolls, etc.

### Food And Drinks

-Prepare some themed Dishes: Dragon Balls, Gelatinous Cubes, Turkish Delight, Golden Apples, Serpent Skewers, Kobold Cookies, Gingerbread Golem Men.

-Be sure to have some themed drinks ready too: Beer or Near Beer in Tankards, Flagons of Nectar or Cherry Juice, Goblets of Punch or Wine Coolers, Mugs of Grog or Spiced Cider. Make it part of the experience. Make sure the Drinks are age appropriate.

### Auditory Stimulus

- Sound Effects!!! The GM should not be embarrassed. This can be good fun.
- Mood Music. A lot of really good stuff is available on the Internet.
- Voices. Not everybody is a Voice actor. Practice helps but Sometimes you need to nip this one in the bud.

### Gaming Table Props

- Tiny but cheap and fun: Plastic and Metal Figs, Terrain, Cool Dice, etc.
- Hand Drawn and colored Maps and Art, Documents, Doodles of Foes, Items, and Locations, etc.

Storytelling

-Some beloved RPG themes will happily repeat themselves: Heroism, Self-sacrifice, Sword & Sorcery, Chainmail Bikinis, Guys with big Swords and Helmets, Mighty Magics, Fantastic Beasts, all in just 1-2 hours.

Danger And Imagination

-If the PC is killed just start again... This time I'm thinking of a Wizard... -The GM wants to be super descriptive: Our Wizard is inscribing Runes on floating sword but is attacked by a gelatinous creature out of nowhere, looking to fill it's belly with Fresh Meat and Magic. Having barely survived, our Wizard gets another surprise Attack, This time by a Treacherous Planar Spider he thought was his friend. As revenge he impales the Alien Arachnid in the Thorax. He is burned by the Ichor but he also receives a new Rune. Now he must go on a Quest to discover what the rune does.  
-The GM has the power of the Gods: They reward your Heroism with 1 extra Wound after death. They get another Chance. -Let the players add details: For a Tactical Advantage, the player wants The Room to have a large stone block in the middle. The GM says this is Ok.

Basic Combat

- Use Fate Deck to Attack.
- Defense Subtracts from Damage Rolls.
- Basic Attacks do 1D10 Damage.
- Heavy and 2-H Weapons do +2 Damage.
- Armor subtracts from Damage Rolls.
- Fighters have 30 Wound Levels.
- Rogues and Priests have 20 Wound Levels.
- Mages have 10 Wound Levels.
- Minor Minions have 5 Wound Levels.
- More Important Monsters and Foes have 5 or 10 Wound Levels per Size Level.
- Getting Reduced to zero or less Wound Levels results in Death.
- Base Movement Rate = 6

Trope Card Types

| Types     | Description   |
|-----------|---|
| Classes   | A PC may have max 3 (Multi-Class Character. A PC must start with at least 1 Class. If one is not drawn, discard a card and pick a Class card from the Deck) |
| Races     | A PC may have max 1 (If no such card is drawn in Character Generation, the Character is considered Human and remains Human)                                 |
| Relics    | A PC may have max 5 (More interfere with each others Magic)   |
| Ability   | A PC may have max 3 (There is only so much you can be good at)  |
| Companion | A PC may have max 3 (Those in excess get on each others Nerves)   |

- Zone of Control: When using a Map and you are adjacent to a Foe, you can only move 1 Space.

Magic Use

-A single Arrow or Sword Strike can cause Death. Likewise a single spell has the potential to Damage, Kill, or Incapacitate. Taking this to its natural conclusion means that Mages and Priests should be able to Attack with Magic every round, much like Fighters and Rogues can. To reflect this, Spells with the \* denotation, do not cost any PP to cast.  
-Priests get 5 PP per Day (Note: If your PC has 2 Priest Classes, that would be 10 PP)  
-Mages get 10 PP per Day (Note: If your PC has 2 Mage Classes, that would be 20 PP) (Note: If your PC has 1 Priest and 1 Mage Class, that would be 15 PP)

The Nitty Gritty

-As play proceeds in the Basic rules Mode, the GM and the Players will probably, at numerous points, want more guidance and options in the Rules System.  
-At this point the GM can start slowly, piece by piece, adding more Rules from the Standard (Advanced) Game Rule System to the ongoing Basic Rules Play.  
-The GM may need to implement some Standard rules even in the first Session.

The Trope Deck

-This is used for Character Generation and Progression. These Cards describe the Powers and Possessions of the Characters. -A Starting Character Draws 2 Cards from the Deck. -At the end of the first Session, If the PC survives he gets to draw 1 more Card.  
-At the end of an Important or Eventful Session the PC may earn an extra Trope Card. The Resolution of a Quest, Module, or Adventure should also earn another Trope Card. -Notes: Death Save: If a PC is about to die, roll 1D20: On a Heroic Success result they live. Once per day. -Notes: Slay: If the indicated type of Character is Hit it takes an extra 2D10 Damage.

| Types        | Description  |
|--------------|--|
| Magic Talent | A PC may have max 1 (More interfere with each other) |

## Trope Card List

| Card              | Description                                  |
|-------------------|--|
| Wizard            | Class: Mage: Lists: Wizard. Energy Magic     |
| Warrior           | Class: Fighter: HTH Attack +2. Damage +2     |
| Elf               | Race: Defense +2. Ranged Attack +2           |
| Dwarf             | Race: Wounds +5. Defense +2                  |
| Magic Sword       | Relic: HTH Damage +2. Attack +2              |
| Druid             | Class: Priest: Lists: Druid                  |
| Ranger            | Class: Fighter: Attack +2. Outdoor Skills +5 |
| Thief             | Class: Rogue: Stealth +5. Search +5          |
| Magic Armor       | Relic: Armor +5                              |
| Magic Staff       | Relic: Lists: Lightning                      |
| Rune Magic        | Magic Talent: Lists: Rune                    |
| Cleric            | Class: Priest: Lists: Clerical               |
| Healing Magic     | Magic Talent: Lists: Healing                 |
| Fire Magic        | Magic Talent: Lists: Fire                    |
| Ice Magic         | Magic Talent: Lists: Ice                     |
| Barbarian         | Class: Fighter: Wounds +5. Strength Skill +5 |
| Amazon            | Class: Fighter: Defense +2. Ranged Attack +2 |
| Archery           | Ability: Ranged Attack and Ranged Damage +3  |
| Magician          | Class: Mage: Lists: Illusions                |
| Scoundrel         | Class: Rogue: Stealth +5. Social +5          |
| Pirate            | Class: Rogue: HTH Attack +2. Sea Skills +5   |
| Paladin           | Class: Fighter and Priest: Lists: Paladin    |
| Ninja             | Class: Rogue: HTH Attack +2. Defense +2      |
| Magic Shield      | Relic: Defense +4                            |
| Holy Symbol       | Relic: Lists: Holy                           |
| Mighty Blow       | Ability: HTH Damage +4                       |
| Mighty Deed       | Ability: Move +5. Strength Skill +5          |
| Great Strength    | Ability: HTH Damage +2. Strength Skill +5    |
| Uncanny Dodge     | Ability: Defense +4                          |
| Great Knowledge   | Ability: Lore +5. PP +5                      |
| Eagle Eye         | Ability: Search +5. Ranged Attack +2         |
| Alchemy           | Magic Talent: Lists: Alchemy                 |
| Magnificent Steed | Companion: Wounds = 15. Move +10             |
| Magic Wand        | Relic: Lists: Enchantment                    |
| Magic Helmet      | Relic: Defense +2. Search +5                 |
| Magic Boots       | Relic: Move +5. Stealth +5                   |
| Magic Cloak       | Relic: Stealth +5                            |
| Magic Bow         | Relic: Ranged Attack +2 and Ranged Damage +4 |
| Magic Lyre        | Relic: Lists: Song Magic                     |
| Monster Slayer    | Ability: Slay Monster. Death Save            |
| Giant Slayer      | Ability: Slay Giant. Dodge +2                |
| Dragon Slayer     | Ability: Slay Dragon. Move +5                |
| Magic Amulet      | Relic: PP +5                                 |
| Magic Book        | Relic: Lists: Enchantment                    |
| Magic Ring        | Relic: Lists: Anti Magic                     |
| Witch Hunter      | Class: Fighter: Slay Mage. Move +5           |

| Card               | Description                                   |
|--------------------|---|
| Assassin           | Class: Rogue: Slay Fighter. Stealth +5        |
| Demi               | God Race: Wounds +5. Death Save               |
| Knight             | Class: Fighter: Armor +5. Social +5           |
| Monk               | Class: Priest: Move +5. Defense +2            |
| Muscularity        | Ability: Attack +2. Strength Skill +5         |
| Magic Orb          | Relic: Lists: Divination                      |
| Wits               | Ability: Social +5. Death Save                |
| Trickery           | Ability: Defense +2. Death Save               |
| Earth Sea Magic    | Magic Talent: Lists: Earth, Sea               |
| Wind & Water Magic | Magic Talent: Lists: Water, Air               |
| Monster Pet        | Companion: Wounds = 20. Damage +2             |
| Body Guard         | Companion: Wounds = 20. Death Save            |
| Loyal Beasts       | Companion: Wounds = 15. Stealth +5. Search +5 |
| Sage               | Companion: Wounds = 10. Lore +5               |
| Bard               | Companion: Wounds = 10. Social +5             |
| Magic Blade        | Relic: Damage +5                              |

## Spells And Swords Gm Advice

### Game Master Advice And Options

- Gygax Maxim: Players should be in real danger 25% of the time but feel in danger 75% of the time.
- It's Ok for the GM to remind players of things that are Common Knowledge, or of Facts that their Characters would personally know or should know.
- Remember that the GM and players are engaging in a piece of shared fiction.
- Most players go off the Rails. They prefer a Sandbox Campaign to being Railroaded.
- The GM should ask for Feedback from players during and in-between sessions.
- Find out what players like: Combat, Role Playing, Problem Solving, etc.
- Players should be rewarded for problem solving and Teamwork. Getting past a Trap without having to make a Risky Skill Roll or Saving Throw is always preferable.
- After every move, the GM should ask "What do you do?"
- Players should Roll for their Actions first. Next the Players can describe their Success or Failure based on the Roll.
- If a player says his character does something, he does it. No takebacks.
- If a player does not react in time neither does his character.
- Players and the GM may share secrets the other players don't know.
- Introduce Moral Dilemmas: What to do with cute baby Kobolds? What to do when captured Foes beg for Mercy. Do you make deals with Monsters? Is there more to life than looting, seducing, and murdering? Are all Humanoids irredeemably evil?
- Baby Sitter NPC's are disliked by players for good reason. They take away their agency and give it to the GM. The GM may introduce a weak NPC,

the Shepard, who has info relating to the Quest or Adventure at hand. Instead of the baby sitter doing everything for the PC's the Shepard would require protection.

- Some players dislike the presence of too many Party Members. The GM will have to balance this carefully.
- Some players will think you are lazy if you don't do certain minimum things, such as having a few miniatures available or having a detailed map of the dungeon, or a colored map of the region.
- Some players really like the idea of mysterious Lone Wolf PC's. The GM can have these rotate in at pivotal Story points only to suddenly disappear, but otherwise the Player should also control a Character who is more of a team player.
- Random Encounters for their own sake can be an unnecessary time waster. The same goes for Random Dungeons. A Dungeon should, story-wise, have some reason to exist.
- Things that aid in Character development: PC Interactions with each other. Humor. Meaningful progression. Gaining Lands, Titles, Armies, Buildings, Settlements, Artifacts, Followers, Powers, etc.
- Advanced Storytelling: Meaningful Sidequests that revolve around the Character's Backstories, Sense of Exploration, World Maps, Geo-politics, Discovering Secrets
- Each session should answer some questions and ask new ones.
- The First session should establish the World, The Characters place in the World, and why the Characters are traveling together.
- Name your Campaign.

### Story Telling Tropes

Ultimate Weapons, Puzzle Bosses, Team-up with previous Foe, Recurring Foes, Betrayal, Treachery, Lies, Hidden Identities, Friends and Family Members



in Disguise, Big Bad controlled by even Bigger Bad or Ambitious Villain. Friends or Family Member is really Villain, Artifact is valuable for a different reason, Find Murder, Death of Father Figure, Plot Twist in storyline, Unknown, unrevealed motivations, Need of Rescue, guilt and innocence, Fake Death, Blackmail, Great Curse, Dependents, Find Map, Key, Timer on Death Trap, pending Disaster, Acquire Leverage, Complications, Tremendous Risks, Martyr, Unexpected Ally, Mysterious Stranger, Elaborate Disguise, Reveal Clue, Not Believed, Earn Trust, Follow up Leads, Risk Ritual to get Info, Captured, On the Run, Hidden Agenda, Romance, Marriage, Birth, Turn back Time, Elaborate Caper, Sea Voyage, Demi-God, Seventh Son of Seventh Son, Family Heirloom, Ancestral Castle, Prophecy, Latent Powers, Chased by Secret Society, Hunted, Great Discovery, etc.

## How Players Meet

You meet in a Tavern, Prisoners, Refugees, From same Village, Town, Academy, Hired by plotting Noble, Sent by King, Recruited by Wizard Friend, On Crusade Together, All are Pilgrims, Agency or Military Mission, All are Survivors, Veterans of the Psychic Wars, Hired by Thieves Guild, Secret Society Intrigues, etc.

## Storyline Flowchart

The GM can set up a Campaign Decision Tree. The players, after every completed scenario, will have to decide what to do next: Protect the Town, Investigate the Haunted Tower, Explore the Mist Filled Swamp. Every decision will have consequences: If the players visit the Tower, the Town is overrun by Zombies and the Swamp has a Black Dragon make its Lair there. There will be missed opportunities as well as Heroic Accomplishments.

## Dealing With Overpowered (op) Items, Spells, And Pc's

- What has been given can be taken away.
- Magic Items are easily used up, stolen, broken, confiscated, and the like.
- Disagreeable power (munchkin) gamers can just as easily be poisoned, disintegrated, or fall down a Bottomless Pit.
- Spells can be banned, or modified if need be.
- Some effects that may at first seem difficult to handle, will reveal their weaknesses. For example: Invisibility: The Invisible foe can be covered with water, paint, mud, or dust. Detect Invisibility Spells are available. Animals with enhanced senses can find them. Area Attacks can often hit an invisible Foe.
- Another hard ability for a novice GM to deal with may be Flight. Flying Units are easily spotted and are vulnerable to ranged Attacks. Flyers will also attract the attention of some potentially very strong Flying Monsters.

## Clocks And Timers

Timers count Down. The GM has something happen when the Timer reaches Zero, such as: They get Trapped in the room, The Guards arrive, The Volcano Erupts, the Tower Collapses, The Princess drops into the Pit, The Dragon Awakes, etc. The GM assigns a number of Ticks to the Timer. A Tick will go off based on Time (For Example: 1 Tick per Minute) or based on some other event such as: Failing a Skill Check, Killing a Guardian, Allowing another Piece to be added to the Clockwork Relic, For each Crack in the Magic Crystal, etc. Ticks can be added to the timer, representing the event being delayed, such as sticking your finger in the Dyke.

## Multiple Characters For Each Player

Most of the Drama in the Game comes from the possibility of your Character getting Killed. This is mitigated by each player playing 2-3 Characters. New Characters in the S&S Ruleset are also quick to make. New Characters can also be easily recruited in Town, on the Road, or even in Dungeons as liberated Captives and Slaves. Players can also Share Characters, so if a Party gets separated, the players can all shift to Characters within one of the Parties until they all meet up again. If a player is having trouble keeping track of more than one Character at a time, the GM can take over, treating the extra Characters more as Followers and Companions of the main Characters. The PC's may want to expand their Entourage of Followers even further.

This can be accomplished by Charm Spells, Hiring Mercenaries, and Recruiting Retainers with promises of Fame, Fortune, and Revenge. It is very possible however, that an Adventuring Party of 40 Members will attract some extra unwanted attention (Skirmishes will be turned into small Wargaming Battles).

## Lifespan Of Gaming Groups

Some groups last years, or even decades. Sadly, most fizzle out rather quickly. People start off enthusiastic but quickly lose interest. Some people just don't get along. There will be creative differences, and playstyle differences. People have bad days: You may be boring that day, or irritable, or just not into it. Real life gets in the way: People move away, get sick, get new jobs, new friends.

When introducing new people to your game, keep it light, maybe play for just a couple of hours, with a total of 4 players. After the RPG, you can play a quick regular Board game or Eurogame that you think they might like as a way to break them in gently.

## Crafting: 2-d Mapping

The easiest way to create a Dungeon Map. You should already have a small version of the Map drawn out on an index Card or Graph Paper. You will need a 1 inch square Vinyl Game Mat and a Non-permanent

Marker. The marker ink can be wiped off the Mat with a damp cloth. Simply draw in Walls and other Map features. Use Miniatures to show locations of Characters and Foes on the Map. You could use Counters or small tiles to represent things like chests, furniture, pits, stairs, pillars, secret doors, statues, etc. instead of drawing them in.

## Ready Made Modules

Most modules can be easily fixed to work with any Rule-System. So if you have or find one you like, feel free to use it in full or in part. Most modules concentrate on a single location, or small area, so your current campaign setting can be easily incorporated. Maps of Settlements are Great. The functions of buildings and Names of NPC's and locales can be readily changed to suit your needs. If you are looking for a Dungeon crawl, practically any premade Dungeon can be made to work out perfectly. First of all, premade Dungeons almost always look really nice. Second, as long as the rooms are numbered and not too many disparate details are written on to the map itself, a room can be anything you want it to be. You fill in the contents: the Traps, Puzzles, Treasures, and Foes to your liking.

## Crafting: Making Your Own Gm Screen

Use 2 School folders staples together so that the screen is 3 pages long. A reinforced Central Page with a left and right Flap. To the side facing the Players, fasten some appropriate color artwork to the 3 pages. To the side Facing the GM fasten some useful Tables and Charts from the Combat and Adventuring Rules Sections. If you are anything like me, you have at least 30+ Modules, each with its own GM screen: Art, Adds, and Module Text on the players side and Maps on your side. Some opaque tape can hide the Adds and Text, and you are ready to go.

## Crafting: The Joy Of Index Cards

Compact, Tough, Convenient, Multi-purpose. Can be kept in Index Card Boxes. Some things you can do with them:

- Maps of Mini-Dungeons or Dungeon Levels made up of 5 or so rooms.
- Encounter Notes containing NPC and Monster Stats.
- To be used as Map Features directly on the Table. A 3x5 Card easily translates to 3x5 Spaces. Draw in (Birds Eye View) Walls, Doors, Chests, Pillars, Pools, Stairs, Statues, Coffins, Tables, Thrones, Barrels, Shrines, Rubble, and other Room Features.
- Use as Character Record Sheets (its a little tight, but it works).

## Combat Rules

### Combat Rules

### Combat Rounds

In a Combat Round one side gets to attack first, then the other. A Combat round is about 10 Seconds.

### Sides

A side may consist of a single Combatant or many. There are usually exactly 2 Opposing Sides though more are possible.

### Surprise

If one side is hidden by Stealth or Invisibility, they may try to attack first with Surprise. Roll 1D20 and add the lowest Stealth Bonus of the Attacking Group, then subtract the highest Alertness Bonus of the Group being Attacked. If the total is 11 or more the attackers get Surprise. The side with Surprise gets +2 Attack Bonuses in the First Round. A Surprise Attack can also be referred to as an Ambush.

### Initiative

If neither side has Surprise, then each side rolls 1D20. The High Roll attacks first. This order continues for the remainder of the Combat. Each side adds their lowest initiative Bonus to the Roll.

All combatants on the same side make their Attacks Simultaneously. When dealing with the Player Characters, simply go around the table Clockwise.

### Combat Round Actions

Below is a list of common Actions that might be taken during Combat.

### Combat Round Actions List

- Walk - Move at Normal Speed
- Run - Move at Double Speed. Will Result in Fatigue.
- Hide - Requires Stealth Check
- Lookout - Hard Skill check Modified by Alertness to find Hidden Foe and sound Warning
- Sneak - Move while Hidden. Half Speed
- Disengage - Fighting Withdrawal or Flee
- Hack and Slash - Continued Attack for HTH (No Movement. Get Attack +1)
- Mighty Blow - Continued attack for HTH. (No Movement. Get Damage +1)
- Defensive Stance - Continued attack for HTH. (No Movement. Get Defense +1)
- Aimed Shot - Continued attack for Ranged Attack. (No Movement. Get Attack +1)
- Close to Attack - Move at Normal Speed and Attack
- Charge - Move at Double Speed and Attack. See Charge Rules.

- Hurling Charge - Throw Weapon while Charging. It gets Damage +1
- Sneak Attack - Move while Hidden and Attack.
- Leap Attack - (Pounce) From Above. Attack and Damage +1. If attacker misses he fumbles.
- Change Facing - Free Action/Reaction. Cannot change Facing if Surprised
- Stand Up - Easy Skill Check Modified by Swift. Get -2 per Adj. Foe and for Slippery Ground
- Pick up Dropped Item - Easy Skill Check Modified by Search. Get -2 Penalty per Adjacent Foe
- Mount - Or Dismount from Steed
- Battle Cry - Effects last 1D2 +1 Rounds
- Cast Spell - No Moving. Make Spell Check
- Rally - Target Panicked Units in Range. Hard Skill Check Modified by Leadership
- Set to Receive Charge - Requires Spear or Pole-Arm. Attack First after Foe Moves on his Turn
- Go into Overwatch - Requires Ranged Weapon. Attack First after Foe Moves on his Turn
- Feint - Get Defense +2 on Foes next Attack and Attack +2 on your next Attack
- Defensive Stance - Get Defense +4 on Foes next Attack
- Light Fuse - On Gunpowder Bomb
- Apply Poison - One Topical Dose to Weapon Surface
- Rummage - Find specific Item in Pouch, Bag, Sack, Backpack
- Quaff - Drink Potion
- Stop Bleed - Use Bandages. Bind Wound
- Intimidate - Target Foe
- Taunt - Target Foe

## Reactions

- There are several situations in which a Character can Act during a Foe's Turn. These usually
- Have a Defensive Nature, or Allow you to attack after a Foe moves but before he Attacks.
- Counterspell - Quickly cast this spell to negate a

Spell just cast by a Foe before it takes Affect.

- Shield Spell - Before Foe makes attack roll Quickly cast this to increase your Defense.
- Catch Missile - If Foe's Attack does not hit make a Hard Skill Check to grab the object out of
- Thin Air. You must have at least one level of Catch Missile Skill to Attempt this.
- Receive Charge - Charging Foe runs straight into your Weapon. You must have taken Set to
- Receive Charge as your previous Action. You attack after a Foe moves but before he Attacks.
- Fire from Overwatch - Shoot Foe with Ranged weapon after he moves but before he Attacks. You must have taken Go into Overwatch as your previous Action.

## Zone Of Control Rule

When engaged with a Foe in HTH you cannot move except to Disengage. Exception: You are 3+ Size Classes bigger than opponent.

## Attacking

Combatants for the most part get a single attack per Round of Combat. If they attacked last Round and they are attacking again this Round, and are not moving, this is referred to as a Continued attack. Attack will be with chosen Weapon.

An Attacker picks his target and rolls 1D20 on the Attack Table. The Attacker adds his Attack Bonuses and Subtracts the Targets Defense Bonuses.

## The Brawl Rule

This only applies to Humans, Demi-Humans, and Humanoids who are attacking each other. There is 50% (1-10 on 1D20) a Melee Attack will become a Random Brawl Attack instead of using a Weapon in hand. Roll for this before making the attack Roll. See the Random Brawl Table.

## Attack Table

| 1D20: | Result:        | Notes:                                      |
|-------|----------------|---|
| 1     | Auto Fumble    | Attacker Rolls on Fumble Table              |
| 2-3   | Fumble         | Attacker Rolls on Fumble Table              |
| 4-8   | Miss           | Attack Fails                                |
| 9     | Weapons Locked | Attack Fails; Foe gets Attack -2 next round |
| 10-19 | Hit            | Attack Succeeds                             |
| 20+   | Critical Hit   | Get +4 Damage Bonus                         |

## Attack Table Modifiers

| Situation:     | Mod: | Notes:              |
|----------------|------|---------------------|
| Attacker Prone | -2   | Lying on the Ground |

| Situation:                     | Mod: | Notes:  |
|--------------------------------|------|---|
| Defender Prone                 | +2   | -   |
| Attacker Blinded               | -6   | Both Eyes   |
| Defender Blinded               | +6   | -   |
| Attacker has Surprise          | +2   | Unseen, Unknown, Unaware                          |
| Attacking from Behind          | +2   | May be Chasing Defender                           |
| Attacker making Flank Attack   | +1   | From Side   |
| Defender Smaller               | -1   | 2 Size Classes or more                            |
| Defender Larger                | +1   | 2 Size Classes or more                            |
| HTH Range (Ranged Weapon)      | -    | Point Blank. Too Close to use Ranged Weapons      |
| Close Range (Ranged Weapon)    | +1   | Phalanx Long Pikes (2-5 Meters)                   |
| Sort Range (Ranged Weapon)     | -    | Most Thrown Weapons (5-20 Meters)                 |
| Medium Range (Ranged Weapon)   | -    | Short Bow, Javelins (21-50 Meters)                |
| Long Range (Ranged Weapon)     | -    | Long Bow, Arbalest (51-150 Meters)                |
| Far Range (Ranged Weapon)      | -1   | Catapults, Ballista (151-400 Meters)              |
| Defender Surrounded            | +1   | On at least 2 Sides (2-4+ Foes)                   |
| Defender Immobilized           | +3   | Defender unable to Move or Attack                 |
| Defender Partially Immobilized | +1   | Entangle Attack or Grab                           |
| Attacker Partially Immobilized | -2   | Entangle Attack or Grab                           |
| Defender being Grappled        | -    | 50% you will hit other grappler                   |
| Attacker has Longer Weapon     | +1   | Does not apply to Longer attacks                  |
| Attacker has Height Adv        | +1   | On Slope, Stairs. Looking Down                    |
| Attacker on Difficult Ground   | -2   | Mud, Slippery, Steep Slope, Jagged Rocks          |
| Attacker in Tight Position     | -2   | Low Ceiling, Narrow Walls                         |
| Attacker Reduced Visibility    | -2   | Fog, Mist, Smoke, Clouds, Dusk, Dust, Snow, Rain  |
| Attacker Fatigued              | -1   | Exhaustion  |
| Attacker Encumbered            | -1   | Weighed Down                                      |
| Defender Good Cover            | -4   | Ranged Attack by Attacker. Behind Parapet         |
| Defender Partial Cover         | -2   | Ranged Attack by Attacker. Behind Low Wall        |
| Defender Good Concealment      | -3   | Ranged Attack by Attacker. Jungle Surroundings    |
| Defender Partial Concealment   | -1   | Ranged Attack by Attacker. Tall Grass             |
| Defender Moved on last Action  | -1   | Ranged Attack by Attacker. Foe Running Away       |
| Attacker makes Hard Maneuver   | -2   | During Swashbuckling type acts: Swinging, Sliding |
| Defender has Small Shield      | -1   | Buckler, Target (Defend vs Max 1 Attack per Turn) |
| Defender has Medium Shield     | -1   | Round, Kite (Swift -1)                            |
| Defender has Large Shield      | -2   | Wall (Swift -2)                                   |

## Fumbles

Fumble Table:

Rule of Thumb: People are Clumsy. They have a tendency to fall and drop things. Roll 1D8 on the

## Fumble Table (hth Weapon)

| 1D8 | Result:   |
|-----|---|
| 1   | Drop Weapon or Item. Or Weapon Stuck (In Door, Tree, Ribcage, etc.) |
| 2   | Weapon or Shield or Item Breaks.                                    |
| 3   | Body Part Hurt: Roll on Random Body Part Table.                     |
| 4   | Trip or Knocked Down: Go Prone. Initiative -1 next Round.           |
| 5   | Disorientated: Do nothing on your next Round.                       |
| 6   | Stagger: Cannot Move next Round and get -1 Defense Penalty.         |
| 7   | Friendly Fire: Accidentally Attack Ally instead of Foe.             |
| 8   | Injure Self: Roll on Light Wound Table                              |



Fumble Table (ranged Weapon)

| 1D6 | Result:   |
|-----|---|
| 1-3 | Drop Weapon or Ammo. Initiative -1 next Round.          |
| 4-5 | Weapon or Ammo Breaks. Initiative -1 next Round.        |
| 6   | Friendly Fire: Accidentally Attack Ally instead of Foe. |

Damage

If an Attack hits, it will do Damage. The Successful Attacker rolls 1D20 on the Damage Table. The Attacker

adds his Damage Bonuses and Subtracts the Targets Armor Bonuses.

Damage Table

| 1D20: | Result:           | Notes:   |
|-------|-------------------|--|
| 1-4   | Superficial Wound | Get 1 Wound Marker. Minor Wound                    |
| 5-7   | Superficial Wound | Get 1 Wound Marker. Foe Rolls 1D6 on Fumble Table. |
| 8-10  | Light Wound       | Get 2 Wound Markers. Flesh Wound                   |
| 11-13 | Light Wound       | Get 2 Wound Markers. Roll on Light Wound Table     |
| 14-16 | Heavy Wound       | Get 3 Wound Markers. Major Wound                   |
| 17-18 | Heavy Wound       | Get 3 Wound Markers. Roll on Major Wound Table     |
| 19+   | Instant Death     | Foe Suffers Immediate Gory Death. Mortal Wound     |

Damage Table Modifier List

| Situation:        | Mod: | Notes:  |
|-------------------|------|---|
| Large Weapon      | +2   | Two Handed. Great Sword. Battle Axe, Pole Arm               |
| Lesser Weapon     | -1   | Knife, Club, Dart, Heavy Rock                               |
| Light Weapon      | -2   | Shiv, Torch, Stick, Stone, Cesta, Bola                      |
| Brawl Attack      | -3   | Unarmed Strikes, Grappling                                  |
| No Damage Weapons | xx   | No Damage. Usually Entangling. Net, Lasso, Man Catcher      |
| Helmet            | xx   | All Armor comes with a Helmet (Alertness -2)                |
| Very Light Armor  | -1   | Leather, Hides, Padding, Quilted, Aketon, Gambeson          |
| Light Armor       | -2   | Studded Leather, Ring Mail, Piecemeal (Swift -1)            |
| Medium Armor      | -3   | Chain Mail, Half-Plate, Brigandine (Swift -1 Stealth -1)    |
| Heavy Armor       | -4   | Scale, Splint, Lamellar (Initiative -1 Swift -1 Stealth -1) |
| Very Heavy Armor  | -5   | Panoply, Laminar (Initiative -1 and Swift -1 Stealth -2)    |
| Super Heavy Armor | -6   | Full Plate Mail (Initiative -1 Swift -2 Stealth -4)         |

Wounded Condition

A Unit with more Wound Markers than half their Wound Level gets a -1 to all Rolls. Wound Markers can also be referred to as Wound Counters.

minimum of Armor +1).

Helmet Rule

If you have no Armor except a Helmet get Armor +1. If you have Armor but no Helmet get Armor -1 (to a

Light Wounds

These take 1D4 Days to Heal on their own. Be careful of Infections.

Light Wound Table

| 1D6 | Complication:   |
|-----|---|
| 1   | Knocked Out (Unconscious And Prone and Drop Weapon) for 2D6 Rounds. |
| 2   | Body Part 75% Hurt or 25% Broken.                                   |

| 1D6 | Complication:                             |
|-----|---|
| 3   | Roll 1D6 on Fumble Table.                 |
| 4   | Dazed: Miss next Attack.                  |
| 5   | Stun: Get -2 to all Rolls for 1D6 Rounds) |
| 6   | Bad Scar: Permanent. -1 to Appearance.    |

Major Wounds

These take 1D4 Weeks to Heal on their own. Most Major Wounds will Cause the victim to be knocked

Prone and miss their next Action per GM. Unless Unconscious or missing a Leg the Character can keep on fighting.

Major Wound Table

| 1D8 | Complication:  |
|-----|--|
| 1   | Broken Body Part: Roll on Random Body Part Table. (Break)          |
| 2   | Lose 1 Eye. Partial Blindness.                                     |
| 3   | Skull Crack: Knocked Out (Unconscious) for 1D2 Hours.              |
| 4   | Lost Limb: Permanent. Move -4 or loss of Arm or Hand. (Amputation) |
| 5   | Bleed: Victim will Die in 2D10 Minutes if Bleeding not Stopped     |
| 6+  | Break from Blunt Weapon. Amputation from Cut. Bleed from Impale.   |

Bleeding

Actually stopping a Bleed is quite simple. Bandages and pressure will do. At the beginning of every Round

you start with one or more Bleeds, Roll once on the Bleed Table:

Bleed Table

| 1D6 | Effect:  |
|-----|--|
| 1   | Life Blood Draining Out: Get 1 Wound Marker                      |
| 2   | Not enough Blood to Brain: Pass out (unconscious) for 2D6 Rounds |
| 3   | Hazy: Roll on Fumble Table                                       |
| 4   | Dizzy: Get -2 to all Rolls next Round                            |
| 5+  | Weakened: Strength -1  |

Death By A Thousand Cuts

A Heroic Player Character that has as many or more Wound Counters then their Wound Level will die in 2D6 Rounds. They require Healing that will increase their Wound Level to at least 1 to prevent Death. Non-Heroic Foes and Creatures will just die immediately.

Body Parts regenerate in 1D6 Minutes. Broken Body Parts regenerate in 3D20 Minutes.

Burn Damage cannot be regenerated.

Instant Death

Eviscerations, Beheadings, Cut in Two, Crushed Skulls, Heart Impaled, etc.

Harmfull Conditions

Stunned

Often Result of Blunt Weapon Attacks. Character Gets -2 to All Rolls.

Healing

Without any assistance a Character will heal 1D2 Wound Counters per Day. If the Character remains at full rest they will heal an additional 1D2 Wound Markers. It takes 1D8 Days to heal a Hurt Body Part. It takes 6-8 Weeks to heal a Broken Body Part.

Care by a Herbalist will double Healing Rates. Magical Healing can be Instantaneous.

Distracted

Result of Illusion magic, Ventriloquism, Thrown Rocks, etc. The Distracted Character be preoccupied with the Distraction and will not notice other threats or what's going on around them. They are easy (+5) to Ambush or Sneak Past.

Regeneration

Units that can Regenerate Remove 1 Wound Counter at the end of every one of their rounds. Hurt

Blinded

Both Eyes. Darkness. Blinding Powder. Flash Spell. Character gets -6 to all Rolls requiring Sight. Movement Halved or Less. This may be Temporary or Permanent.

**Partial Blindness**

One Eye Damaged or Destroyed. Character has a Blind Spot and gets -1 to all Rolls requiring Sight.

**Chill**

From Cold and Freeze Attacks. Move at Half Speed and Get -1 to all Rolls during and 2D10 Minutes after Attack. If Cold exposure continues, the effects of the Chill will Continue with it.

After a long exposure, Hypothermia and or Frostbite might set in to be handled as the GM sees fit. Hypothermia: -3 to all Rolls and save every hour vs Death and Confusion. Frostbite: Save or loose fingers or other extremities.

**Shock**

From Electrical and Lightning Attacks. Get -3 to all Rolls on Next 1D2 Rounds. The Shocked Character

must Save or be Knocked Out for 1D4 Hours.

Characters in Metal Armor receive no Bonuses from it when facing a Shock Attack.

**Burn**

From Fire and Acid Attacks. Automatically Roll for Damage again next Turn at Damage -1.

**Sickened Or Stench**

Severe Nausea, Vomiting, Retching, Coughing, Dizziness. This counts as 2 Sickness Penalties: Total of -2 to all Rolls for as long as it lasts. Usually 2D20 Minutes.

**Confusion**

Roll 1D10 on the Confusion Table every Round you are Confused. Confused Characters get no Dodge Bonus and are +2 to be hit by Opponents.

**Confusion Table**

| 1D10 | Actions or Inactions:                             |
|------|---|
| 1.   | Stand in Place. Stare Blankly. Mumble.            |
| 2.   | Go Prone. Sit Down. Yawn. Moan & Groan.           |
| 3.   | Move in random Direction at Half Speed.           |
| 4.   | Drop Items. Remove Clothing. Contortions.         |
| 5.   | Yell or Ask Questions. Anxious.                   |
| 6.   | Attack Random Adjacent Target. Throw Things.      |
| 7.   | Laugh or Cry Uncontrollably. Repetitive Behavior. |
| 8.   | Jump up and down and Point. Gibberish             |
| 9.   | Move in random Direction at full Speed.           |
| 10.  | Play with Object. Write on Walls. Break Stuff.    |

**Madness**

Curses Mostly. Like Confusion, but instead of Checking every Round, check every 1D10 Minutes or 1D2 Hours.

**Knocked Back**

Push. Wind. Mighty Blows. Shield Bash Unit pushed back 1D2 Spaces or More. A Unit pushed this way could get impaled on a Spike or Fall off a ledge. If thrown against a Wall, roll for Damage -1.

**Knocked Down**

Gust of Wind Spell. Dragon Wings Buffett. Character is Prone. There is a 50% the Character will Drop whatever he is holding. Prone Characters get a -2 to all Combat related Rolls. It takes a full Round to get back up.

He is +2 to be hit by Opponents.

**Choke**

Choke Hold. Choking Gas. Spore Clouds. Chain. Rope The Character must Save vs Death or be Knocked out for 1D10 Minutes. If Character was knocked out, Save vs Death again or Choke to Death. He is +1 to be hit by Opponents and -1 to all rolls while choking but not yet Knocked out.

**Knocked Out**

Sleep Spell. Wounds causing Skull Crack. Character completely unconscious, immobilized. This could be for Rounds, Minutes, Turns, or Hours.

If not otherwise stated Foe is knocked out for 2D6 Rounds. He gets no Dodge Bonus and is +3 to be hit by Opponents.

**Disarmed**

Disarm by Weapon. Disarm by Brawl. Damage Table Result. Target Loses his Weapon. Drops within 1D3 Meters. 1 Round to retrieve. A character can use a regular Weapon based Attack to Disarm an Opponent.

Such an attack does no Damage. Attack -4. If Attack hits Foe Disarmed.

Entangle

If you see the Term Entangled by itself it can mean either Immobilized or Partially Immobilized. The GM rule which is the actual outcome.

Immobilized

Paralyzation Spell. Web Spell. Vine Spell. Grapple Attack Character cannot move. Character still aware of his surroundings. He gets no Dodge Bonus and is +3 to be hit by Opponents. In some cases Character may be able to break free. This may require a Strength Test or Escape Artist Test according to the GM.

Random Body Part Table

| 1D10 | Part: |
|------|-------|
| 1    | Hand  |
| 2    | Foot  |
| 3    | Arm   |
| 4    | Leg   |
| 5    | Knee  |

Partial Immobilization

Grab, Net, Chain, Man Catcher, Pincer Staff. Entangle Attack One or more limbs remain Free. Depending on which ones, the Character may still be able to Move or Attack. Also referred to as being Pinned or Grabbed. He gets no Dodge Bonus and is +1 to be hit by Opponents.

Body Part Hurt

Roll 1D10 to Determine Random Body Part. The Character will get -1 to All Rolls for any Hurt Part. For Legs, Knees, Groin, and Feet get Move -2. A Hurt Head will also be Stunned for 1D4 Rounds. A Hurt Arm or Hand will give an additional -1 Penalty for all Rolls necessitating that part.

| 1D10 | Part: |
|------|-------|
| 6    | Head  |
| 7    | Neck  |
| 8    | Groin |
| 9    | Chest |
| 10   | Guts  |

Body Part Broken

Roll 1D10 to Determine Random Body Part. The Character will get -2 to All Rolls for any "Broken" Part. For Legs, Knees, and Feet get Move -4. A Broken Head counts as a Skull Crack. A Broken Neck is Instant Death. A Broken Arm or Hand make those parts unusable. A Broken Chest refers to Broken Ribs. Gut and Groin Damage can be interpreted as internal Injuries. It takes 6-8 Weeks to heal up a Break

Hand gets -2 to all Rolls when using a Weapon or Tool in it. An Injured Chest or Gut gives Toughness -1

Alternate Wound Table Results

The Light and Major Wound Tables are best suited for Humans, Demi-Humans, and Humanoids fighting each other with Melee Weapons. Many other situations are possible. For example: A Fire Ball or Lightning Bolt would produce very different results. If a Wound Table produces a result that is wildly inappropriate to the nature of the attack, the GM may simply substitute a different result of his own making. Creative (and Funny) Solutions are Best. If at a loss for Ideas, The GM may simply assign an additional Wound Marker or a roll (at -2) on the Fumble Table.

Permanent Injuries

Sometimes (25%) a "Break" never quite heals right. The individual is considered to be Lame or otherwise Injured. A Head Injury gives a permanent -1 to all Rolls. A Lame Leg, Knee, or Foot results in Swift -1 A Lame Arm or Neck gives Strength -1 A Lame Groin gives Dodge -1 and is useless in the Bedroom. A Lame

Monster Fumbles

The Fumble Tables apply poorly to most Monsters. For more Generic Results roll 1D6:

| 1D6: | Result:   |
|------|---|
| 1    | Monster misses next Action (Head Stuck in Crevasse)       |
| 2    | Monster misses next Attack (Loses track of tiny Foes)     |
| 3    | Monster get Attack -2 to its next Attack                  |
| 4    | Foes get Attack +2 to next attack vs Monster              |
| 5    | Foes get Damage +2 to next attack vs Monster              |
| 6    | Monster Knocked Down (Trips over self while giving Chase) |

Large Creature Attacks

Large creatures are often unstoppable. Movement and attacks combine into one. They can simply Push into you, Drag you around, Envelop you, Step on you,

with no particular effort. To avoid these types of Attacks Save vs Crush using Swift and Dodge Bonuses and move your Character just enough Spaces to get out of the way.



## Disengage

A character may take this action to escape or to gain a better Battlefield Position. This comes in several flavors: -Fighting Withdrawal: Move Backwards at half-speed while facing your opponent. Attacks you make are at -2. Get Defense +1 while Doing this.

-Flee: Move away from Foe at full speed with your back to foe. He may chase you to get the bonus for attacking from behind. You retain your Weapon and shield while Fleeing. -Rout: Having Failed a Fear or Morale Saving Throw you drop your Weapon and Shield and Run away from Danger at Swift +2 until you are Fatigued. Pursuers get +2 Attack.

## Dual Wield

The Character has a Weapon in each hand, and attempts to make one Attack with each. The Attacks can be against the Same or a Different Target. Without this Skill, Both Attacks are at Attack -2 and Damage -1.

With the Skill there are no Penalties. Dual Wield Cannot be combined with the Skills of Sweep or Extra Attacks. In Dual Wield the first weapon is usually a Blade of some sort. The Off-Hand weapon is usually a Dagger, but just as often, it can be a Cloak, Torch, or other Improvised Weapon.

## Charge Rules

Characters may charge into HTH Combat. This may be combined with a Battle Cry, but not with Ambushes, Surprise Attacks, or Backstabs. They get Attack +1, Swift +2, Damage +2, and Defense -4 for 1 Round. This usually happens only on the first turn of a Combat, However in a lengthy Combat when a combatant is not adjacent to any Foes, he may make an additional charge.

A Combatant who is Fatigued, Encumbered, or has a Hurt or Broken Leg, Knee, or Foot may not Charge. Other Conditions (Difficult Ground) may prevent Charges according to the GM's discretion. If the Defender has a Longer Weapon and sees the Charge coming, he will automatically be able to get an attack in First even if it is out of order.

## Mounted Combat

Mounted Combat requires a character have a skill of Ride +2 or Greater. The Mount (Steed) is usually referring to a Horse, however in a Fantasy setting, many other types are Available: Dragons, Griffons, Pegasi, Pterodactyls, Wargs, Unicorns, War-Rhinos, Giant Mastiffs, Giant Bats, Giant Wasps, Giant Spiders,

Centaur, etc. For every level of Ride you have, your mount gets Swift +1 and Save vs Fear +1.

Versus Unmounted Foes you get Attack and Damage +1. If your Mount is Moving get Damage +1 from Momentum.

## Underwater Combat

Terrestrial Biped move at half speed in Water. Armor gives an extra Swift -2 and Dodge -1. Shields give an extra Swift -1 Blunt, Swinging, Cutting, Slashing, and Slicing Weapons are ineffective underwater. They get penalties of Attack and Damage -3.

Only Thrusting, Piercing, and Impaling Weapons work Properly. These include: HTH: Spears, Daggers, Punch Daggers, Tridents, Forks, Man Catchers, Pincer Staffs, Claws, Short Swords, Spike and Razor Armor Mods, Garrotes, Hooks, Nets Ranged: Thin Javelins, Slender Darts, Spear Guns, All-Metal Bows and Crossbows The Range of all Ranged Weapons is halved.

## Dog Pile

Combat Tactic of Smaller races vs Larger ones. A Character may find he is surrounded by a Dozen Goblins or Kobolds who are all trying to Grapple him at once. Treat this as a single Grapple Attack. This combined attack gets Brawl +1 for every 2 Attackers that throw themselves on the Pile. A Successful Break will scatter them all. Assume that 2 Runts can fit into a single space.

## Horde Attack

Like a Dog Pile but attackers are using weapons, and are not necessarily trying to grapple. The combined attack gets Attack +1 and Damage +1 per 2 Attackers. If the Attack fails they are scattered.

## Weapons And Morale

### Skirmish Scale Morale Rules

When and if to make a Morale Check is in the GM's providence. As a rule of thumb, a Check may Be warranted if any of the Starred Conditions on the Modifier List are Met. The Unit making the Check is called the Affected Unit. If the unit makes the Morale Check it may continue to act and Fight as normal. If the affected unit fails the check, it is said to be panicked.

**NF** Never Fails Morale Checks

Treat a Morale Check as a Saving Throw with the following Modifications:

## Morale Check Modifier List

| Condition:                          | Mod: | Notes:                            |
|-------------------------------------|------|-----------------------------------|
| Against Overwhelming Odds*          | -2   | 4 to 1 or More                    |
| Affected Unit has Wounded Status*   | -1   | 6+ Wound Counters                 |
| Ally Fails Morale Check*            | -1   | -                                 |
| Facing Superior Foe*                | -2   | Immune to Normal Weapons, etc.    |
| 50% or More of Allies Killed*       | -2   | -                                 |
| Affected Unit is Runt or Smaller    | -2   | Also Animal Herbivores            |
| Affected Unit is a Coward           | -2   | Green Troops                      |
| Affected Unit is a Hero             | +6   | Also Giants, Dragons, Angels      |
| Affected Unit is a Player Character | +6   | -                                 |
| Affected Unit is a Fighter          | +2   | -                                 |
| Affected Unit is a Mage             | -1   | -                                 |
| Affected Unit is Charmed            | NF   | Or Possessed, Controlled, etc.    |
| Affected Unit is Undead             | NF   | Also Slimes, Spirits, Swarms      |
| Affected Unit is Elemental          | NF   | Also Animated Units               |
| Affected Unit is a Demon            | +4   | Also Monsters                     |
| Affected Unit is a Beast            | +3   | Also Carnivores, Large Animals    |
| Affected Unit is Elite              | +2   | Also Veterans, Experienced Troops |
| Affected Unit is Fearless           | +/-X | Due to Skill, Spells, Items       |

## Failed Morale Checks

A Panicked Unit must roll on the Failed Morale Check Table:

| 1D4 | Result:             | Notes:                                       |
|-----|---------------------|--|
| 1   | Rout                | Run at Swift +2. Drop Shield and Weapon      |
| 2   | Flee                | Run. Keep Items                              |
| 3   | Fighting Withdrawal | Move Backwards. Half Speed. May Still Attack |
| 4   | Surrender           | Throw yourself at their Mercy                |

Notes: The Panic Condition will wear off after 2D6 Minutes.

## Rally Check

A Leader may attempt to Rally Panicking Units that can hear him (Medium Range). This is a Hard Skill Check Modified by the Leadership Skill.

## Weapon Abilities (optional)

| Weapon:        | Notes:  |
|----------------|---|
| Arrow or Bolt  | Impale. Variable Range                                |
| Bastard Sword  | Cut. Impale. If 2-H get Dam +1                        |
| Battle Axe     | Cut. 2-H. Dam +2. Heavy                               |
| Blow Gun       | Impale. Dart. Damage -2. Short Range                  |
| Bola           | Blunt. Dam -2. Entangle. Stun. Short Range Throw      |
| Boomerang      | Blunt. Dam -1. Medium Range Throw. Returns to Thrower |
| Broad Axe      | Cut. Tool. If 2-H get Dam +1                          |
| Broad Sword    | Cut. Impale. Def +1 (Basket Hilt)                     |
| Bullet         | Impale. (Arquebus)                                    |
| Crescent Knife | Cut. Impale.  |
| Club           | Blunt. Dam -1   |
| Cutlass        | Cut. Impale. Armor +1 (Solid Hand Guard)              |
| Dagger         | Impale. Short Range Throw. Save vs Death +2           |
| Dart           | Impale. Dam -1. Short Range Throw                     |
| Flail          | Blunt. Ignore Foe's Shield                            |

| Weapon:       | Notes:   |
|---------------|--|
| Garotte       | Grapple. 2-H. Choke  |
| Great Sword   | Cut. 2-H. Impale. Dam +2. Heavy                                    |
| Hammer        | Blunt. Tool  |
| Hand Axe      | Cut. Tool. Short Range Throw                                       |
| Heavy Armor   | Blunt. Brawl Strikes Dam -2  |
| Hook Sword    | Cut. Get +1 to Disarm or Grab                                      |
| Hurlant       | Blunt. Medium Range. Solid Heavy Sphere Ammo. Knocked Out          |
| Javelin       | Impale. Med Range Throw.   |
| Knife         | Cut. Dam -1. Impale. Short Range Throw. Save vs Death +4           |
| Knights Sword | Cut. Impale. Attack +1 (Vikings Sword, Arming Sword)               |
| Long Sword    | Impale. 2-H. Dam +2. Heavy. Attack +2 vs Heavy Armor               |
| Mace          | Blunt. Stun  |
| Man Catcher   | Blunt. 2-H. Dam -3. Entangle                                       |
| Main Gauche   | Impale. Dam -1. Save +4 or break Foes Weapon                       |
| Maul          | Blunt. 2-H. Save vs Knockdown                                      |
| Morning Star  | Impale. Save vs Stun (Spiked Club, Thorn Club)                     |
| Net           | No Damage. Close Range Throw. Entangle                             |
| Pike          | Impale. 2-H. Init +3. Long Reach. Heavy                            |
| Pole Arm      | Cut. 2-H. Impale. Dam +2. Heavy. Init +2. Long Reach. (Halberd)    |
| Powder Blower | Close Range. One Dose.   |
| Rapier        | Impale. Dam +1 If Foe does not have Med or Hvy Armor               |
| Scimitar      | Cut. Ignore Light Armor (Falchion, Sabre, Tulwar)                  |
| Shield        | Blunt (Bash). Dam -2   |
| Short Sword   | Cut. Impale. Save vs Bleed (Gladius)                               |
| Sling Stone   | Blunt. Long Range  |
| Small Sword   | Impale. Defense +1 (Court Sword, Dress Sword. Light and Quick)     |
| Spear         | Impale. Long Reach. Init +1. Med Range Throw. (Blade Staff)        |
| Spiked Armor  | Impale. Brawl Attacks. Dam -1                                      |
| Spiked Shield | Impale (Bash). Dam -1  |
| Spring Knife  | Impale. Short Range. Dam -1. Spring Loaded. Fires Blade            |
| Staff         | Blunt. 2-H. Defense +2 (Quarter Staff)                             |
| Throwing Disc | Cut. Medium Range Throw.   |
| Trident       | Impale. Long Reach. Init +1. Short Range Throw (Two Pronged Spear) |
| War Club      | Blunt. Knockback.  |
| War Hammer    | Blunt. Save +4 or break Foes Shield or Hemet                       |
| War Pick      | Impale. Attack -1. Ignore Foe's Armor                              |
| War Whip      | Entangle. Ignore Foe's Shield.                                     |
| Whip          | Entangle. Dam -2   |

## Using 2-h Weapons One Handed

Get Attack and Damage -2. Exceptions: Weapons with Long Reach Set to receive Charge. These are often braced against the defenders foot, while he holds a sword or shield in the other.

## Sweep Attacks

The Sweep skill allows for multiple adjacent Foes in HTH to be Attacked. A Regular size Weapon (Long Sword) will reach a max of 2 Foes. A Large Weapon (Great Sword, Halberd) will reach all adjacent Foes in HTH range.

## Thrown Objects And Weapons

A number of Weapons are considered to be in the Thrown Category. These Include: Daggers, Knives, Spears, Javelins, Darts, Hand Axes, Bolas, Small Bombs, Runestones, Flasks, Vials, Nets, Lassos, Throwing Stars, Boomerang, Rocks, Throwing Stick, Atlatl, etc. Some of the Above can also be used as Melee Weapons. If you have Skill in one of these As a Melee Weapon you are also considered to be just as skilled when Throwing it. Thrown weapons listed above will reach Short Range. Javelins and Atlatl will go to Med Range If you have the Skill Thrown Weapon, the Attack Bonus applies to all the Weapons listed above but only when thrown, not when used in Melee.

Damage done by Thrown Weapons are affected by

the users Strength. Most Melee Weapons such as Swords and Battle Axes are not meant for throwing but can be thrown anyway out to Close Range. They get Attack -1 and Damage -1.

### Sample Improvised Weapons

All Improvised Weapons get Damage -1. These are Additional Penalties:

- Lit Torch (Damage -1. Burn)
- Hot Branding Iron (Or Fireplace Poker. Attack -1. Burn)
- Lantern (Smashes on contact. Burn One time)
- Cloak (No Damage. If hits Foe gets Attack-2 to Next Attack)
- Flagon (Damage -1. Cold Liquid)
- Broken Bottle (Damage -1. Fragile: If Hits 50% Bottle Shatters)
- Metal Helmet (Damage -1. Can then be Worn)
- Frying Pan (Damage -1. Hot Liquid one time)
- Kitchen Cleaver (Damage -1. Axe Skill applies)
- Kitchen Knife (Damage -1. Dagger Skill applies)
- Thrown Rock (Short Range. Damage -1. Save or be Knocked out for 2D10 Minutes)
- Large Rock (2H. Crush Skull. Dam +2. Attack -1. Drop after Attack. 1 Round to pick up)
- Shovel (Attack -1 unless used 2H)
- Climbing Spike or Caltrop (Impaling)
- Broom (Damage -1. Fragile: If Attack Hits 25% Broom Breaks)
- Length of Rope (Grapple only. Attack +1. Save or 25% Entangle or 25% Disarm or 25% Choke)
- Length of Chain (Close Range. Save or 25% Entangle or 25% Disarm or 25% Choke)
- Splash Foe with Cold Liquid in Face (Close Range. No Dam. If hits Foe loses next Action)
- Splash Foe with Hot Liquid in Face (Close Range. Damage -1. Burn)
- Bar Stool (Damage -1. Fragile: If Attack Hits 50% Stool Breaks. Stun)
- Smack Foe's Head Against Wall (Brawl Grab Maneuver. Stun)
- Entangle Foe in Curtains (No Damage. Entangle)

### Firearms

The only available Firearms in Spells and Swords are Matchlocks. These require a lit fuse (Both Ends) to be carried by the Gunner. The Gunner also needs Gunpowder, Priming Powder, Wading, and Lead Bullets.

They are very Loud when Fired. This ruins stealth but can scare away some Foes. Once Fired it takes 1D4 +2 Rounds to reload the Gun. Damage done by guns are not affected by the users Strength.

All Guns (Hand Cannons) get Attack -1 and Damage +1. Sometimes used in Duels. There are Several types available:

1. Pistol: Short Range. Favorite of Pirates, Some Rogues, and Nobles.

2. Blunderbuss: Short Range. Hits 1D3 Adj Foes. Favorite of Gnome Homesteaders.
3. Arquebus: Long Range. Favorite of Halfling Militias and Some Dwarf Mercenaries
4. Musket: Large Arquebus. Long Range. Found in Human Troop Formations.

For various reasons, Guns are not particularly common amongst Humanoids.

### Crossbows

Expensive and complicated to make compared to most Bows. Damage done by crossbows are not affected by the users Strength. Repeating Crossbows take 6 Rounds to Reload once emptied.

They come in several types:

1. Pistol Crossbow: Medium Range. 1 Round to Reload. Damage -1.
2. Repeating Pistol Crossbow: Short Range. 4 Shots/Round. Dam -2. Holds 12 Bolts

Many Rogues like a Blade in one Hand and a Repeater pistol in the other.

3. Light Crossbow: Long Range. 2 Rounds to Reload. Favorite of Orcs and Hunters.
4. Repeating Light Crossbow: Med Range. 4 Shots/Round. Dam -1. Holds 20 Bolts

This is a Favorite of Gnomes and Goblins.

5. Arbalest Heavy Crossbow: Long Range. Damage +2. 6 Rounds to Reload.

The Arbalest is a Favorite of Dwarves and Castle Defenders.

6. Dart Thrower: Short Range. Spring Powered. 1 Round to Reload.
7. Hurlant: Blunt. Medium Range. 2 Rounds to Reload. Solid Sphere Ammo.

### Bows & Arrows

The most common ranged Weapons of the Age, for War and Hunting. Some are made in simple process, others require great skill in their Manufacture. Unlike Crossbows and Guns, Damage done by Bows are affected by the users Strength.

For Recurved Bows and Long Bows to reach Long Range requires the Shooter to have At least a Strength +1, otherwise they will only fire out to Medium Range. They come in several types:

1. Short Bow: All races smaller than men (except Elves) are restricted to

Short Bows (Medium Range). Favorite of Wood Elves.

2. Recurved Bows: Finely made Bows used by Nomads and Horse Peoples.

(Long Range. Attack & Damage +1). Also called Composite or Reflex Bows.

3. Long Bow: (Long Range) Self Bow, made of one piece of Wood.

4. Flange Bow: (Medium Range) Made of Fish Bone. Can be used Underwater.

Arrows (Arrow Heads) can come in Many Types, the most common being:



1. Bodkin (Armor Piercing Spikes: Negate +2 worth of Armor Bonus. Not Toughness)
2. Broadhead (Good for Hunting and against Unarmored Foes)
3. Barbed (Gets Stuck Good. Will do Damage upon Removal. Used for Fishing)
4. Blunt (Target Practice or for hunting small Game)

## Slings

Favorite Weapon of Halflings, who by the way, are also great Throwers and Skippers of Stones. Lightweight, Compact, Easily Hidden, They are often kept as a backup by many types of Rogues And Lower Class or Primitive Fighter Types. Even some Priests and Mages will keep one tucked Away. Ammunition consists of Rocks of a certain Size or Manufactured Metal Bullets (Dam +1). Damage done by Slings are affected by the users Strength. Projectiles will sometimes have humorous inscriptions carved into them. They can reach Long Range. Larger projectiles can

be used such as Runestones and small Bombs, But normally only out to Medium Range.

## Unarmed Combat

### Hand To Hand Randomness

Fighting in Melee can be truly Chaotic. Combatants easily lose Weapons and often An Unarmed Attack presents itself as the best seeming Option. For purposes of your Typical Skirmish Swordfight there is a 50% that every attack made by a PC, Human, Demi-Human, or Humanoid will not be with their chosen weapon but rather, will be a Random Brawl Attack as listed in the Random Brawl Attacks Table. Note that this Table Is very much subject to GM interpretation. For example, If the attacker is holding a Weapon And Shield, some of these attacks may be considered unavailable, such as Grapple Attacks, in which case the GM may substitute those with a result above or below it. Note that 2H requires 2 Free Hands. An Unmodified Brawl Attack is Damage -3.

## Random Brawl Attacks Table

| 1D60 | Type:               | Notes:  |
|------|---------------------|---|
| 1    | Wild Swing          | Attack -2 and Damage +1                                 |
| 2    | Basic Punch         | 50% Foe gets Initiative -1 next Round                   |
| 3    | Foot Stomp to Knee  | If Hits Foe has Broken Leg                              |
| 4    | Dislocate Shoulder  | If Hits Foe has Hurt Arm                                |
| 5    | Groin Shot          | If Hits Foe goes Prone and is Distracted for 1D6 Rounds |
| 6    | Poke in the Eye     | If Hits Foe has Partial Blindness 50% Permanent         |
| 7    | Thumbs in Both Eyes | 2H. If Hits Foe is Blind Permanent                      |
| 8    | Solar Plexus        | If Hits Foe Stunned for 1D4 Rounds                      |
| 9    | Break Jaw           | If Hits Foe has Broken Head and cannot Speak            |
| 10   | Foot Stomp          | If Hits Foe has 50% Broken or 50% Hurt Foot             |
| 11   | Jab                 | Attack +2 and Damage -1                                 |
| 12   | Slap                | If Hits Foe Stunned for 1D3 Rounds                      |
| 13   | Gut Punch           | If Hits Foe cannot Attack Next Turn                     |
| 14   | Choke Hold          | 2H. Grapple. Attack +1 If Hits Foe Subdued and Choke    |
| 15   | Bear Hug            | 2H. Grapple. Damage +1 If Hits Foe Subdued              |
| 16   | Head Butt           | Attack +1 Attacker and Foe Stunned 1D3 Rounds           |
| 17   | Disarm              | No Damage. Attack -1 If Hits Foe Drops Weapon           |
| 18   | Pommel Strike       | No Weapon Bonuses. Damage +1                            |
| 19   | Basic Grab          | If Hits Foe is Grabbed                                  |
| 20   | Bite                | Attack -1 Damage +1. 25% Foe loses Finger or Ear        |
| 21   | Break Nose          | If Hits Foe's Nose is Broken. Appearance -2             |
| 22   | Black Eye           | If Hits Foe Partial Blindness for 1D10 minutes          |
| 23   | Scratch             | Damage +1. If Hits Foe Appearance -1                    |
| 24   | Improvised Weapon   | Wall, Rock, Helmet, Bottle, etc. Damage +1              |
| 25   | Throw Sand in Eyes  | No Damage. If Hits Foe Blind for 1D6 Rounds             |
| 26   | Push                | If Hits Foe 50% Knocked Down 50% Knocked Back           |
| 27   | Shove               | Attack +1. If Hits Foe Knocked Down                     |
| 28   | Trip                | Damage -1. If Hits Foe Knocked Down                     |
| 29   | Pull Hair           | Attack +1. If Hits Foe is Grabbed                       |

| 1D60 | Type:              | Notes:   |
|------|--------------------|--|
| 30   | Arm Lock           | Grapple. If Hits Foe is Subdued and Arm Hurt                 |
| 31   | Finger Lock        | If Hits Foe is Grabbed and Hand Hurt                         |
| 32   | Flip               | If Hits Foe Knocked Down + Lands on other Side of Attacker   |
| 33   | Throw              | If Hits Foe Knocked Down + Lands on other Side of Attacker   |
| 34   | Bash in Skull      | Damage +1. If Hits Foe gets Skull Crack                      |
| 35   | Basic Kick         | Damage +1  |
| 36   | Elbow Strike       | Attacker may make an additional Attack at Attack -1          |
| 37   | Leg Sweep          | If Hits Foe is Knocked Down                                  |
| 38   | Knee Strike        | This may be declared a Strike or Grapple by Attacker         |
| 39   | Wrestle            | 2H. Grapple. If Hits Foe is Subdued                          |
| 40   | Pick up and Throw  | 2H. Grapple. Smaller Foe or Str +2. If Hits Foe Knocked Down |
| 41   | Throat Punch       | If Hits Foe gets Minor Wound and Choke                       |
| 42   | Strangle           | If Hits Foe Grabbed and Choke                                |
| 43   | Roundhouse Kick    | Attack +1 then you get Def -1 until your next Attack         |
| 44   | Body Slam          | Attack +1 Damage +1. If Hits Foe Knocked Down                |
| 45   | Intimidate         | No Damage. Make Intimidation Attempt                         |
| 46   | Taunt              | No Damage. Make Taunt Attempt                                |
| 47   | Wink               | No Damage. If Hits Foe Misses Next Attack                    |
| 48   | Drag               | If Hits Foe goes Prone and is Grabbed                        |
| 49   | Clinch             | No Damage. Get +2 Defense vs Next Attack                     |
| 50   | Headlock           | Grapple: If Hits Foe Knocked Out                             |
| 51   | Axe Kick           | If Hits Foe Dazed  |
| 52   | Face Claw          | If Hits Bad Scar: Permanent. -1 to Appearance.               |
| 53   | Body Blow          | If Hits Broken Rib (Chest)                                   |
| 54   | Box Ears           | If Hits Foe Dizzy  |
| 55+  | Opportunity Attack | Pick one Result from this Table                              |

## Rules For Brawling

There are 2 basic Brawl Attack Types: Strikes and Grappling. For both types, Brawl Attacks are Damage -3. Strikes are like regular weapon Attacks. They also include all HTH fighting Maneuvers that are not specifically Grapples or Grabs, so this includes things like Shoves, Trips, Disarms, Improvised Weapons, Pommel Strikes, Flips, Throws, etc.

If the Attacker is wearing Gauntlets the Brawl Damage Penalty is only -1. If the Main Attack is a Brawl attack the Attacker may pick any one feasible Attack type listed on the Random Brawl Attacks Table.

## Grapple Rules

The intent of a Grapple is to Subdue your Opponent. A subdued Foe is immobilized and Can only act to try to Break the Hold. A successful Grapple attack results in a Subdual. The Subdued Foe may on his next move attempt to break the Hold. This is a Basic Skill Check Modified by Strength and Brawl Skill Bonuses. If the Hold is not broken the Subducer May automatically do one of the following things on his next action:

1. Let go. Break the Hold. Set the Defender free.
2. Simply maintain the Hold, but nothing more. Or talk to them: Persuasion +2
3. Apply Pressure: Automatic Hit. Roll on the Damage Table with Damage +1
4. Hurt or Break a Hand or Arm.

5. Disarm the Subdued Foe.

6. Outright Kill the Subdued Foe: Snap Neck, Suffocation, Strangulation,

Dagger through Gap in Armor, etc. The Foe may save vs Death.

## Grabs

The Attacker grabs the Foe with One Appendage. This is not considered a proper Grapple, The Grabbed Foe may attempt to Break free of the grip. The means of the Break can Have much more variety than breaking from a Subdual. For instance: Cutting off you own Hair, Cutting Opponents Hand Off, etc. While Grabbed, the Foe cannot move, but the Attacker can drag the Foe around at half speed, if the Foe is same size or smaller. The Attacker gets Attack +3 to his Next attack. The grabbed Foe gets +1 to his next Attack vs Attacker. A Monster that successfully grabs a Foe will maintain the Hold and will then next turn make an attack of a type that would be a logical next step to its attack sequence, such as Bite, Swallow, Squeeze, Sting, or a further mauling (Claws, Talons)

## Brawling While Prone

Many of the Brawl Attacks are either impossible or very unlikely while you are prone (or your Opponent) at the GM's discretion. If this is the case, 50% no attack

is possible. 50% substitute the Random Brawl Roll for a Basic Kick or Basic Grab.

Magic Rules

Magic

- There are basically 2 ways to generate and control Magic.
1. The first is through the direct casting of Spells.
  2. The second is indirect and can be either safer or much more dangerous:
    - The safer way is to use Relics and Magic Items.
    - The more dangerous and powerful Method is to Summon Spirits, Elementals, Demons, and other

- creatures who will cast Sells for you.
- Read the Sections on Summoning to better understand how this is done.

Cost Of Casting A Spell

Casting a Spell costs 1 Power Point (PP).

Spell Checks

Everytime you are casting a Spell you must make a Spell check. Magic is a fickle thing, and asking favours from a God even more so. Roll 1D20 on the Spell Check Table.

Spell Check Table

| 1D20 | Result:       | Notes:  |
|------|---------------|---|
| 1    | Auto Failure  | Roll on the Spell Failure Table. Natural Roll of 1. |
| 2-4  | Spell Failure | Roll on the Spell Failure Table.                    |
| 5-6  | Spell Success | Exhaustion: Caster gains a -4 Fatigue Penalty.      |
| 7-8  | Spell Success | Unconscious: Caster Knocked out for 1D4 Hours.      |
| 9+   | Spell Success | No further Complications.                           |
| 20   | Auto Success  | Natural Roll of 20.                                 |

Spell Check Modifiers

| Situation:                                 | Mod:                                |
|--|-------------------------------------|
| Caster Wounded                             | Per Wound Penalties                 |
| Caster Confused                            | -4 Penalty                          |
| Caster Distracted during casting           | -3 Penalty                          |
| Magical Focus Item used                    | +1 Bonus or More                    |
| Spell Cast from Magic Item                 | +4 Bonus                            |
| One PP Spent by Caster                     | +4 Bonus                            |
| Casting from Book an unknown Type of Magic | -8 Penalty (or Scroll)              |
| Casting Lightning Bolt during a Storm      | +2 Bonus (Environmental)            |
| Casting a Healing Spell on Holy Ground     | +2 Bonus (Locational and Alignment) |
| Per 7 Levels known in Magic Lists          | +1 Bonus                            |

Types Of Magic

Examples: Fire Magic, Healing Magic, etc. These are also known as Lists. A player that knows at least one Spell in a Type of Magic is said to know that Type.

Spell Success

The Spell produces the intended affects.

Spell Failure Table

| 1D20  | Result:  |
|-------|--|
| 1-5   | Fizzle: Spell Does not Work. Lose 1 PP and use of that spell for the Day.      |
| 6-9   | Spellburn: Fizzle plus Caster Suffers 1 Wound Marker.                          |
| 10-13 | Missfire: Wrong Target(s). Wandering Spell. Ricochet.                          |
| 14-17 | Chaos: Spell does something Weird, Unexpected, or otherwise Damaging.          |
| 18-20 | Corrupt: Permanent: Caster Mutated, Marked, Tainted, Changed, Magic Signature. |

Divine Disapproval

Priests get Disapproval instead of Fizzle. They have angered their God(s). In order to get the Spell back,

they must repent. Repentance may include: Prayer, Fasting, Rituals, Self Flagellation, Alms, Sacrifice, Hair Shirts, Pilgrimage, Crown of Thorns, Quest, Confession, Self Mutilation, etc. Punishment can be for days, weeks, months, or even years.

## Power Points (pp)

### Calculating Total Pp

These are the Total number of PP the Character has. Power Points are Generated in 4 Ways: (To get Total PP add all of these together)

1. Total Level in all Magic Types Known (For Example: Carl knows Wizardry = 5 and Illusion = 3 so total is  $5 + 3 = 8$ )
  2. Certain Magic Items give a PP Bonus (For Example: Carl has a Ring that provides PP +1)
  3. Number of Magic Skills known by Caster (1 PP each no matter what the Skill Level) (For Example: Carl knows Arcane Lore and Raw Power so total is  $1 + 1 = 2$ )
  4. Bonus: Per 7 Levels known in Magic Lists (For Example: Carl knows Spell Lists at Level 8 so he gets PP +1)
- Carl has a Grand Total of  $8 + 1 + 2 + 1 = 12$  PP

## List Of Magical Skills

Raw Power, Wild Magic, Arcane Magic, Faith, Piety, Astrology, Planar Lore, Alchemy, Rune Lore, Wisdom, Meditation, Fortune Telling. These all contribute to generating PP.

## Power Point Uses

A Power Point can be used by a Spell Caster to cast a Spell or to Enhance a Spell he just Cast in one of the Following Ways as permitted by the GM:

### Power Point Uses List

1. Cast a Spell the Caster already knows.
2. Double Duration of Spell being cast
3. Spell Does Damage +1
4. Foes Save at -4 vs Spell
5. Get +4 to the Spell Check Roll
6. Double Number of Adjacent Foes Affected by Spell
7. Increase Quality or Quantity of Summoned Creatures
8. Improve Quality of Information Received by Spell
9. Increase Number of Allies Affected by Spell
10. Increase Bonuses or Penalties Delivered by Spell
11. Expand possible Targets: Self to Allies. Allies to Foes
12. Increase Range of Spell one Step (Touch - Short - Medium - Long - Far)

## Recovering Power Points

Get all your PP back after an 8 hour Sleep. A one hour Short Rest will restore 1 PP. The Short Rest must

be in the FORM of Sleep unless the Player is an Elf or has the Meditation Skill.

Important Note: Getting PP back will NOT reset how many times a particular Spell can be cast per day.

## Spell Discussion Topics

### Spell Lists Known

- Unlike Skills, Spells are not learned individually.
- Instead, you learn a level of Magic in a List that contains that Spell.
- For example: Instead of Learning the Light Spell, what you are actually doing is learning one level in the Solar Magic List.
- If you have one or more levels in a list, you know and can cast any spell on that list (If you currently have the PP to do it).

## Max Number Of Magic Types Knowable By Caster

- For simplicity this is known as the Prodigy Number.
- This starts at 3.
- If the Caster has the Magic ATTRIBUTE get +1
- If the Character has either the Faith or Arcane Magic SKILL get +1
- If the Caster has the Magic Prodigy ADVANTAGE get +1
- Some Relics allow their owners to know another Specific List.

## Spells Per Day

- A Spellcaster can cast each spell he knows up to once per day. (He will run out of PP long before casting every spell he knows.)
- Exception: Those marked with \*\* can be cast 3x/Day.
- Exception: Those marked with \* can be cast 7x/Day.
- Some spells imply greater time periods than 1 day in between castings: Focus and Ritual spells in particular.

## Focus Spells

-Focus Items or Creatures are summoned/created by certain Spells. You can't replace a Focus Item or Focus Creature until the current one is destroyed.

## Ritual Spells

Ritual Spells often have very special requirements such as:

1. Expensive or Incredibly Rare Components.
2. Long Incantations.
3. Casting at special times of the year. (Conjunctions, New Moons, Eclipses)
4. Multiple Casters working together. (Circles, Covens, Covenants)

- 5. Multiple Castings.
- 6. Casting at special Locations. (Groves, Holy Sites, Ley Lines, Nexus Points)
- 7. Lots of Research. Knowing Rare Lore such as True Names. Deciphering Ancient texts.
- 8. Human or Monster Sacrifices.
- 9. Extra PP used up during Casting. (May need a large Source: Battery, Rifts, etc.)

Limits Of Magic Item Useage

- Many Magic Items with Spell-like effects can be used multiple times Per day according to their description.
- A Scroll contains 1 Spell that is used up when cast.
- Some Magic Items allow you to Store Spells. The Spell is used up when cast.
- A Caster may attempt to cast a Spell directly from a Book (Tome, Grimoire). If he does so he gets -4 to his Spell Check roll.
- Some Items have Charges. Each casting uses up a Charge. Recharging requires the use of certain Spells, or other Items.

Creative Spell Usage

Players will often think of alternative uses for Spells to solve problems at hand. The GM should allow for this at his discretion. Examples using Ice Mage Spells: Using the Wall of Ice Spell to create an Ice Sculpture, or a Slippery Floor, or Freeze Over the surface of a Lake. The Players may wish to Tone Down the Power of a Spell. For example using the Blizzard Spell to create a gentle Snowfall or a Winter Wonderland Or using the Ice Shards Spell to create a Harmless but Distracting Barrage of Snowballs.

Specialization

- If you have 2+ levels in a list, Spell-Fires on this List become Fizzles.
- If you have 3+ levels in a list, you may, when casting a Spell from this list, apply any one PP effect to that spell. (Example: double duration)
- If you have 4+ levels in a list, Miss-Fires on this List become Spell-Fires.
- If you have 5+ levels in a list, you may, when casting a Spell from this list, apply any two PP effects to that spell. (Example: double duration and increased range)
- If you have 8+ levels in a list, Chaos Results on this List become Miss-Fires.
- If you have 9+ levels in a list, you may, when casting a Spell from this list, apply any three PP effects to that spell. (Ex: double dur, incr range, Damage +1)

Focus Items

-Certain Spells will allow the caster to construct a very specific Magic Item. The item created is unique. The Caster may make a replacement if the Item is destroyed, but he cannot make more than 1 copy of the Item.

-The primary example of this is the Witch: She can have 1 Familiar, 1 Cauldron, 1 Crystal Ball, and 1 Broom.

-Note that even though it is a living creature, and it is summoned not Crafted, a Familiar are also considered to be a Focus Item. This also applies to Spirit Totems.

Curses

Magical Maledictions. Curses are usually Permanent. Curses that affect more than one individual are called Hexes.

Breaking a Curse often requires a difficult Quest.

List Of Curses

| 1D30 | Curse:       | Notes:   |
|------|--------------|--|
| 1    | Vanity Curse | In love with your own image. Save or Stare for 1 Hour. |
| 2    | Bad Luck     | Get -2 to all Rolls                                    |
| 3    | Lose Voice   | Communication Difficulties                             |
| 4    | Clumsy       | Missed Attacks always result a Fumble                  |
| 5    | Misfortune   | If something bad is going to happen, it targets you    |
| 6    | Laughter     | Inappropriate Uncontrollable Laughter                  |
| 7    | Illness      | Roll once on the Disease Table                         |
| 8    | Jinx         | Ally suffers Bad Luck or Misfortune                    |
| 9    | Warts        | Appearance -3 Penalty                                  |
| 10   | Obese        | Move, Dodge, and Appearance -2                         |
| 11   | Lycanthropy  | Change into a Werewolf                                 |
| 12   | Vampirism    | Change into a Vampire                                  |
| 13   | Madness      | Confusion Penalty                                      |



| 1D30 | Curse:                | Notes:  |
|------|-----------------------|---|
| 14   | Eternal Sleep         | Break Curse to Wake up                                    |
| 15   | Poverty               | Lose all Wealth, Valuables                                |
| 16   | Haunting              | Ghosts, Shades, Specters, Apparitions, Haunts, etc.       |
| 17   | Forgetfulness         | Always losing things                                      |
| 18   | Leprosy               | Every 1D6 Months lose something                           |
| 19   | Polymorph             | Change into Something else. May be on a rotating Schedule |
| 20   | Death Curse           | Delayed: in 20 years prick your finger on a Spindle       |
| 21   | Slimy                 | Dripping. Easily Tracked. Appearance -4. Escape Artist +4 |
| 22   | Hairy                 | Abnormally Hairy. Appearance -3                           |
| 23   | Sex Change            | Become opposite Sex                                       |
| 24   | Color Change          | Something Unusual: Green, Purple, Blue, etc.              |
| 25   | Untrustworthy         | Others do not trust you. Social Interactions -5           |
| 26   | Obsession             | GM picks what Character is obsessed about                 |
| 27   | Transformed Body Part | Atrophied, Clawed, Oversize, Tentacle, etc.               |
| 28   | Age Gain              | Turns very Old  |
| 29   | Age Loss              | Turns into Baby   |
| 30   | Blindness             | Blindness Penalty   |

## Enchanted Items

These are created by the Enchant Item Spell. Classes that start with the Enchant Item Spell include the Enchanter, Artificer, and Rune Master. These Enchantments last only 1 Day. The nature of the Enchantment depends on what Item the Spell Caster is Targeting.

## Enchanted Items List

1. Give Weapon Attack +1 and Damage +1
2. Give Weapon Attack +2 or Damage +2
3. Give Armor Suit Armor +2
4. Give Boots Swift +2
5. Give Shield Defense +2
6. Give Cloak Stealth +3
7. Give Arrow or Bolt Attack +5 or Damage +5
8. Give Saddle Ride +2
9. Give Ring Saving Throw Rolls +2
10. Give Amulet 2 Power Points

## Lost Spells

Some Spells are Forgotten, Unknown, or Lost to Time. Some Spells are not really Lost, they are just hard to learn or find. Assume Gods and some other immortal Casters have full access to this list.

Through Arduous Research or the finding of Rare Tomes, they can be rediscovered. A partial list of such rumored Spells includes:

- Resurrect Spell (25% the Target cannot be brought back and never will again)
- Eternal Winter Spell (Entire Kingdom Afflicted. Chill)
- Fire Storm Spell (Large Area. Set a Castle Ablaze. Save or Damage +1. Burn)
- Blight Spell (Entire Kingdom Afflicted with Dead Plants)

- Plague Spell (Entire Kingdom Afflicted with Disease)
- Hex Spell (Entire Kingdom Afflicted. Various Effects: Speaking in Tongues, etc.)
- Flood Spell (Can Inundate an entire Kingdom)
- Multiplier Spell (Target Spell is x100. Ex: Animate Spell will animate 100 Swords not 1)
- Maelstrom Spell (Long Range. Large area. Dam +1. Knock Down Foes. Wreck Structures)
- Conjure Building Spell (Inn, Castle, Tower, etc. Only 1 can exist at a Time)
- Whirlpool Spell (Long Range. Ship must Save or be Sucked Down)
- Earthquake Spell (Collapse Tower or Castle Wall. Those nearby Save or Roll on Dam Table)
- Divine Intervention Spell (The Target God is summoned and will actually Show up)
- Permanency Spell (Lost. Makes Durations Permanent)
- Meteor Swarm Spell (Lost. Army, City, Fleet Killer)
- Volcanic Eruption Spell (Lost. Army, City, Fleet Killer)
- Exchange Bodies Spell (Lost)
- Wish Spell (Lost)
- Miracle Spell (Lost)

## The Art Of Summoning

- Summoning is a 3 part process.
- The First part is Summoning the Target Creature.
- The Second part is Protecting the Caster from the summoned Creature.
- The Third part is Compelling the summoned Being to Fight or Cast Spells.

## What Can Be Summoned

- Anything can be Summoned.

- Any Creature off the Monster List can be Summoned.
- It will not be a specific creature unless a true Name is known.
- The ones we are most interested about here are the Creatures who are intelligent, Who are most likely to break free, and who are casters in their own right.
- These include: Powerful Spirits, Guardian Spirits, Demons, Devils, Elemental Spirits, Alien Mages, Vengeful Spirits, Horrors, Paradox Spirits, Banshees, Liches, Dragons, Dragon Spirits, Storm Spirits, Abominations, and Chaos Spirits.

## Pentagrams

- If the intention is to summon a Combatant, the Summoner cannot cast a Pentagram on it.
- If there is a Pentagram, Either the Creature will be trapped within it, or the Caster will put himself inside it where he will be protected.
- Pentagrams are Force Fields that will prevent a creature from attacking the caster that tried to summon it.
- Pentagrams are Ritual Spells (2D2 Hours to Draw) and Calligraphy +5, and so must be cast way before the actual Summoning.
- The Caster can create several Pentagrams. (Limited to The Prodigy Number)
- Pentagrams are used for Summoned Spell Casters, not Combatants, as their Spells and Attacks will not penetrate the Pentagram.

## Failed Spell Checks When Summoning

Evil Creatures will be Mad. If there is no Pentagram, they will immediately attack the Caster of the Summon Spell. If the Caster is missing, the creature will go on a rampage and attack everyone nearby (in the same room). If there is a Pentagram, they will try to break the Pentagram.

## Compulsion

- At this point the Summoner can designate his guest to be either a Combatant (Or undertake some more complicated Mission) or use him as proxy for Spell Casting.
- The Combatant will immediately start Fighting.
- A Proxy Spell caster must either be compelled by a successful act of Social Persuasion or a Charm, Dominate, or Control Spell.
- Note that the Summoner can still target a Summoned creature within a pentagram with Spells. Banish Spells get a Spell Check at +8.

## Summoned Combatants

- Most Summoned Creatures will fight for a single Combat and then return to Wherever it was they came from.

- Generally the methods of their attacks are unspecified. It is simply presumed that they either make physical attacks or just fight to the best of Their ability to kill their intended targets.
- However this can be modified to specify both The attack Modes (Grapple instead of Bolts) and the intention (Entrapment instead of Death).

## Summoned Spell Casters

- Up to every other round, the Summoned Proxy Spell caster can cast a Spell it knows.
- If there is no mention of it in the Bestiary give the Creature 1D6 +9 PP.
- When it gets to zero PP, the Creature will immediately Attempt to break free.
- Proxy Spell casters can only cast spells at the request of their Summoner. They do Not decide what Spells to cast.

## Breaking Free

-If a Combatant is fighting something that is immune to it, it will try to Break Free. A Proxy Caster will try to break free every 1D6 +9 Minutes. A Creature who breaks free will immediately attack his Summoner.

## Super Powerful Beings

-Aside from Demons and Devils, Creatures such as Sphinx and Djinn can also be summoned. Depending on their personality and Mood they may or may not be Helpful.

-Creatures of Good Intent: Angels, Devas, Cherubs, Archons, Ancestral Spirits, Friendly Ghosts and others can also be summoned. They will resist non-good casters as much as possible. Good casters they are much more likely to assist or at least not do harm to.

-Entities such as Kaiju, Eldrazi, and Godlings and Gods can also sometimes be summoned. These require long and costly Rituals. These Beings cannot be controlled by the Caster. They will act according to their own will once they get here.

## Types Of Magic

### Types Of Magic = Magic Lists

#### Notation

- \* This Spell can be used 7x/Day
- \*\* This Spell can be used 3x/Day

## Air Magic

- Gust of Wind Spell\* (Long Range. Knock back Arrows. Foes go Prone. Lasts 1D4 +1 Turns)Tornado Spell (Like Storm Mage)
- Summon Air Elemental Spell (For 1 Combat)
- Breeze Spell\* (Pushes Sail Boat, Airship, Windmill, etc. in Desired direction at good speed)
- Feather Fall Spell (Reaction: Self and 2D6 allies Fall very Slowly)

- Glider Staff Spell (Fly Fast. Focus Item. Retracting Fan Wings)
- Extinguish Spell (Like Water Spell)
- Air Form Spell (Self. Become an Air Elemental for 1 Combat)
- Dissipate Spell (Negate Tornado, Gas Cloud, Air Elemental, Wind Component of Storm)
- Fly Spell (Self and up to 9 Others. Medium Speed. For up to 1 Hour)

### Alchemy Magic

- Identify Potion Spell\*\* (Close Range. Or Components. More Accurate than Alchemy Skill)
- Brew Potion Spell (Pick one from Potion List)
- Transmutation Spell (Ritual. Change one Substance into another)

### Anti-magic Magic

- Dispel Spell (Negate ongoing Spell except for explicit Curses)
- Counterspell Spell (Negate a Spell just cast within Far Range)
- Counter Drain Spell\*\* (Like a Counterspell but costs 1D2 Extra PP)
- Anti-Magic Globe Spell (10 Foot Radius. Spells & Magic Items will not Penetrate. 10 Min)
- Curse Breaker Spell (Negate Curse or Know the Steps to)
- Unsummon Spell (Banish Summoned Creature)
- Rebound Spell (Return attacking Spell back onto its caster. Far Range)
- Shatter Spell\*\* (Medium Range. Destroy Target Item. Dam +4 to Construct)

### Artificer Magic

- Create Magic Item Spell (Magic item must be made with Trade Skill +5)
- Enchant Item Spell (Like Enchantment Magic)
- Shatter Spell\*\* (Medium Range. Destroy Target Item. Dam +4 to Construct)

### Beer Magic

- Beer Magic Spell (Create 1 Batch from the Magic Beer List)
- Brewing Spell (Instantly Brew a Keg of regular Beer)

### Black Magic

- Weakness Spell\*\* (Short Range. Curse. Target Gets -2 to rolls on all Physical Actions)
- Paralyzation Spell\*\* (Medium Range. Target Immobilized for 2D6 Rounds)
- Darkness Spell\*\* (Fill up to 7 Adj Spaces. Lasts 1 Combat or Encounter)
- Fear Spell (Medium Range. 2D6 Adjacent Foes must Save or Flee)

- Silence Spell (Med Range. Up to 24 Spaces. Spells cannot be cast. For 1 Combat)
- Evil Eye Spell (Medium Range. Permanent Curse. Hard to get rid of)
- Torment Spell (Short Range. Target gets Distracted Penalty for 2D6 Rounds)

Notes: List can also be referred to as Dark Magic or Evil Magic

### Candle Magic

Make Simple Candle\*\* (Imbue Candle with 1 Spell you or ally are about to Cast) Make Layered Candle (2 or more Spells in same candle) Notes: Spells in Candle can be made to cast as soon as a layer is lit, right after the Layer has melted, or all the time during the burning of a layer. This is a mini-ritual: Cast the Spell to be imbued at the candle while the wax is hardening. This type of Magic requires the caster to have the skill Candle Making +5.

### Cantrip Magic

- Minor Mend Spell\*\* (Repair, Rejoin, Sew, Fix Broken item)
- Heating Spell\* (Heat up a Bowl of Soup)
- Cooling Spell\* (Turn a cup of Water into a Snowball)
- Water Spell\*\* (Fill a Bucket)
- Fan Spell\*\* (Slight Breeze for up to 10 Minutes)
- Light Candle Spell\* (Tiny Flickering Flame)
- Trip Spell\*\* (Medium Range. Save or Trip)
- Fumble Spell (Medium Range. Target Attack becomes a Fumble)

Notes: Beginning Magic known to Apprentices

### Chaos Magic

- Summon Demon Spell (For 1 Combat. 1D6 Minor, 1d3 Lesser, or 1 Major Demon)
- Wall of Chaos Spell (Flesh, Maws, Limbs, Claws, Tentacles. Regenerates)
- Tentacle Spell\*\* (Erupt from ground or Casters Body. Brawl +5 Dam +2 for 1 Combat)
- Summon Abomination Spell (1D3 Attacks. Tough +2 Attack +2 Dam +2. 4 Mutations)
- Corruption Spell (Target gains 1 Permanent Mutation)
- Chaos Bolt Spell\*\* (Medium Range. Damage +4. Melts Flesh. Deforms Metal)

### Clerical Magic

- Blessing Spell\*\* (Allies get +1 Attack, Defense, Armor, and Damage Bonuses for 1 Combat)
- Circle of Protection Spell (Foes cannot enter. Lasts 2D6 Rounds. Shelters 10)
- Dispel Spell (Negate ongoing Spell except for explicit Curses)
- Detect Evil Spell\*\* (Medium Range. Recognize the presence of Evil. Lasts 1 Hour)

- Holy Aura Spell\*\* (Self gets +1 Defense and Damage Bonus vs Evil Foes for 6 Hours)
- Turn Undead Spell\* (1D6 Undead must Save or Flee once per combat. Requires Holy Symbol),

### Conjuration Magic

- Banquet Spell (Feast for 40+. Extra Food Disappears)
- Armamentalist Spell (Outfit 10 Fighters including Shields and Helmets. Lasts 1 Day)
- Sticks & Stones Spell (Arrows, Bolts, Sling Stones, etc. Lasts 1 Battle)
- Minor Wish Spell\*\* (Tool, Tent, Rope, Rug, Lantern, Statue, Wagon, Clothing. Lasts 1 Day)
- Conjure Ship Spell (Only 1 can exist at a Time. Crew not Included)
- Simulacrum Spell (Create copy of Individual. Concentrate to control of it. Lasts 1 Day)
- Conjure Servants Spell (2D6 Faceless Workers for 1 Day of type appropriate to job)
- Conjure Myrmidons Spell (2D6 Faceless Fighters for 1 Hour)

### Desert Magic

- Sand Storm Spell (All must take Cover. Lasts 1D6 Hours. No Visibility. Distraction)
- Mirage Spell (Illusion at a Distance. Mislead)
- Swarm Spell (Locusts, Scarabs, Poisonous Scorpions or Asps. Lasts 1 Combat)
- Quicksand Spell (Long Range. 1D6 Adj Foes. Save or be Stuck. Sink in 1D6 Minutes)
- Desert Twister Spell (Like Storm Mage Tornado Spell)
- Seek Water Spell (Know direction to nearest Oasis, Well, Settlement, Caravan)
- Summon Desert Monster Spell (For 1 Combat)

### Detection Magic

- Detect Invisible (Self or Ally. Lasts 10 Minutes)
- Detect Spirits (Self or Ally. Lasts 10 Minutes)
- Detect Treasure (Self or Ally. Lasts 10 Minutes)
- X-Ray Vision Spell (Self or Ally. See through Walls. Lasts 3D6 Minutes)
- Wizards Eye (Floating Eyeball. Roams around. Caster can see through it. Lasts 1 Hour)
- Eagle Eye Spell (See Details clearly at long and even Far Distances. Lasts 1 Hour)
- Vigilance Spell (Gain Alertness +5 for 12 Hours)
- Alarm Spell (Proximity Alarm. Intruder Alert!)
- Detect Lies Spell (Self or Ally. Lasts 10 Minutes)
- Detect Trap Spell (Self or Ally. Lasts 10 Minutes)
- Detect Illusions Spell (Self or Ally. Lasts 10 Minutes)
- Detect Secret Door Spell (Self or Ally. Lasts 10 Minutes)

### Diabolism Magic

- Summon Demon Spell (For 1 Combat. 1D6 Minor, 1D3 Lesser, or 1 Major Demon)
- Devilry Spell (Next Hour Cast any 3 spells on Summoning List. Only apply to Demons)
- Demonic Form Spell (Self or Ally. Physical Form of Lesser Demon)
- Control Demons Spell (For 1 Combat. 1D6 Minor, 1D3 Lesser, or 1 Major Demon)
- Hell Fire Spell\*\* (Bolt. Medium Range. Damage +2)

### Disease Magic

- Cause Disease Spell (Medium Range. Target and 1D6 Adj Foes get 1 random Disease)
- Affliction (Medium Range. Target gets 1 specific Disease)
- Sicken Spell (Medium Range. Target and 1D6 Adj Foes suffer from Sickening Condition)
- Cure Disease Spell (like Healing Spell)
- Diseased Swarm (Summon Swarm with Disease Trait)
- Blight Spell (Ritual. Cause Crops to Die in one Village)
- Stagnant Water Spell (Ritual. Cause all fish to Die quickly in one small Lake)
- Plague Spell (Ritual. Cause Herds or Inhabitants of one Village to get 1 random Disease)

### Divination Magic

- Divination Spell (See a Likely possible Future. Ritual. Sacrifice)
- Scry Spell\*\* (See and Hear. Target known individual or location. 10 Min. Any Distance)
- Read Mind Spell\*\* (Long Range. Know innermost Secrets of single Target)
- Visions Spell (Ritual. Self or Ally. Reveal Destiny, Fate. Part of Initiations)
- Speak to the Dead Spell\*\* (Ask 1D8 Questions)
- Communion Spell (Gain Knowledge from Angel or Higher Being)
- See the Past Spell (Near or Far. Vision per GM)
- See the Future Spell (Near or Far. Vision per GM)

### Druidism Magic

- Vine Spell\*\* (Vines Entangle 1D6 Adjacent Foes for 1 combat. Medium Range)
- Shapeshift Spell\* (Self. Any Animal Form. Transform back at will)
- Tree Walk Spell\*\* (Enter a tree and come out another one up to several miles away)
- Charm Animal Spell (Close Range)
- Control Plant Spell (Medium Range. Lasts 1 Combat)
- Swarm Spell (Insects, Squirrels. Lasts 1 Combat)

### Earth Magic

- Summon Earth Elemental Spell (For 1 Combat)

- Stone Skin Spell\*\* (Armor +4 and Brawl Damage +2 for 1 Combat)
- Petrification Spell (Short Range. Curse. Target Save or be turned to Stone)
- Stone Bridge Spell (Create a walkway over a Chasm. Or make Stairway)
- Tunnel Spell (Up to 30 Feet through Solid Rock)
- Stone Wall Spell (Or Dirt, Rock, Rubble, Sand, etc. Seal up Gap)
- Tremor Spell (All in Med Range Knocked Down Dam -1. Or Collapse Ceiling, Walls. Dam +1)
- Spitting Earth Spell\*\* (Med Range. Dam +2. 1D4 Adj Targets. Impale or Stun. Stone Bolts)

### Elven Magic

- Bind Foe Spell (Med Range. Foe Immobilized. Strands of Light. Permanent)
- Shape Tree Spell (Target Tree becomes Permanent Tree House or Treant for 1 Combat)
- Elf Lord Spell (Target Elf Doubles Height. Atk, Dam, Dodge, and Tough +4 for 1 Combat)
- Elf Angel Spell (Target Elf gains Wings 1 Day. Fly Fast. And Cured of Curses or Diseases)
- Frozen Fire Spell (Medium Range. All Elves healed. All Others Damage +2)
- Elven Blight (Kills all non-Elf Plant life for 1D3 Miles leaving Desert Wasteland)
- Summon Guardian Spell (Elven, Nature, or Elemental Spirit for 1 Combat)

### Elemental Magic

- Ice Magic Spell (Cast any one Ice Magic Spell)
- Flame Magic Spell (Cast any one Fire Magic Spell)
- Stone Magic Spell (Cast any one Earth Magic Spell)
- Air Magic Spell (Cast any one Air Magic Spell)
- Water Magic Spell (Cast any one Water Magic Spell)
- Lightning Magic Spell (Cast any one Lightning Magic Spell)

### Enchantment Magic

- Sleep Spell (Med Range. 1D6 Adj Foes. Sleep for 1D4 Hours if not woken up)
- Charm Person Spell (Med Range. 1D4 Adj Foes. Permanent)
- Polymorph Spell (Any type to Any type. Max SL 10. Ex: Human into Elf or Centaur)
- Illusory Spell (Any One Spell on Illusionist Class List)
- Growth Spell (Long Range. Target Grows to Giant Size)
- Shrink Spell (Medium Range. Target Shrinks to Tiny Size)
- Ward Spell (Location becomes Invisible, Hard to Find. Lasts 1 Day. Requires Password)
- Enchant Item Spell (Create a Temporary Magic Item)

- Silence Spell (Med Range. Up to 24 Spaces. Spells cannot be cast. For 1 Combat)
- Great Sleep Spell (Ritual. All Foes in entire Room for 2D4 Hours if not woken up)
- Mass Sleep Spell (Ritual. All Foes in Castle for 1D4 +6 Hours if not woken up)

### Energy Magic

- Magic Missile Spell\* (1D3 Missiles. Short Range. Damage +1 each. Pick Targets)
- Disintegrate Spell (Foe, Item, Door. Save or be Destroyed. Medium Range)
- Recharge Spell (Add two Charges to a magic item that uses charges)
- Energy Bolt Spell\*\* (Long Range. Damage +3)
- Tap Energy Spell (Steal 1D4 Power Points. Short Range)
- Absorb energy Spell (Negate Spell cast at you. Gain 2 PP)
- Drain Energy Spell (Target loses 1D6 Power Points. Medium Range)
- Channel Spell (Give or take up to 2D6 PP from a willing Ally)

### Fey Magic

- Fly Spell (Self and up to 9 Others. Medium Speed. For up to 1 Hour)
- Sleep Spell
- Charm Spell
- Geas Spell
- Vanish Spell (Self Teleport. Up to Long Range to a secluded spot)
- Invisibility Spell (Stealth +5. Self and up to 6 Allies for 1 Combat or 10 Minutes)
- Summon Fey Spell (Nearest Fey Creature comes calling for 1 Combat or 1 Favor)

### Fire Magic

- Resistance to Fire (+8 Save vs Fire Attack)
- Fireball Spell (Medium Range. 2D6 Adjacent Foes. Damage +4. Burn)
- Wall of Fire Spell (+2 Damage Bonus to Cross. Burn. Fill up to 7 Spaces)
- Summon Fire Elemental Spell (For 1 Combat)
- Fire Bolt Spell\*\* (Medium Range. 1 Target. Damage +5. Burn)
- Ring of Fire Spell (All Creatures within Medium Range. +2 Attack and Damage. Burn)
- Immolation Spell (Short Range. Single Target. Damage +6. Burn)
- Flaming Weapon Spell\*\* (For 1 Combat. Med Range. Damage +1. Burn. Weapon or 2D10 Missiles)
- Fire Form Spell (Caster becomes a Fire Elemental for 1 Combat)
- Pyrotechnics Spell\*\* (Smoke and/or Fireworks. Obscure or Distract)



**Force Magic**

- Telekinesis Spell\*\* (Move things Around through the Air Slowly for 2D6 Minutes)
- Telekinetic Blow Spell\*\* (Fling Foe into Walls, Ceiling, Pick up & Drop. Stun)
- Volley Spell (Throw Dozens of Objects at 2D3 Adj Foes. Med Range. Damage +1)
- Throw Boulder (Long Range. Damage +2. Catch and Throw Missile back at Giant or Catapult)
- Forcefield Spell (One Block Long. 20 Feet High. Impenetrable. Invisible. Up to 6 Hours)
- Push Spell\* (Medium Range. Dam -2. Knockback)
- Force Cage Spell (Trap 2D3 Adj Foes. Medium Range. Move Cage Slowly. Up to 6 Hours)
- Reverse Missiles Spell (Send Target Missiles back at Attackers)
- Crushing Grip Spell (Suffocate, Snap Neck of Target. Short Range)

**Grecos Pagan Magic**

- Blessing of Apollo (Bacchus) - Lose all Inhibitions. Large Group for 4 Hours
- Blessing of Athena (Minerva)- Target gets Archery +4 for 1 Combat or Wisdom for 1 Day
- Blessing of Aphrodite (Venus) - Gain Appearance +5 for 1 day and cast 1 Charm Spell
- Blessing of Ares (Mars) - Target Gets Strategy +5 for 1 Battle or Attack +5 for 1 Combat
- Blessing of Hades (Orcus) - Cast any one Necromancy Spell
- Blessing of Zeus (Saturn) - Gain Courtship +5 for 1 day and cast 1 Lightning Bolt Spell
- Blessing of Poseidon (Neptune) - Cast any one Sea or Water Magic Spell
- Blessing of Hermes (Mercury) - Same as Haste Spell or Fly Spell

**Gyptos Pagan Magic**

- Spell of Mummification - Ritual. Create Mummies
- Spell of Thoth - Target gets Wits +5 and Arcane Lore +5 for 1 day
- Spell of Ra - Cast any one Light Spell
- Spell of Bast - Gain Luck and Summon 2D3 Cats or Cat Beasts for 1 Combat
- Spell of Osiris - Gain Wisdom for 1 day and Cast any one Necromancy Spell
- Spell of Set - Gain Guile +5 for 1 day and Cast any one Illusion Spell
- Spell of Isis - Gain Wings, Poison Lore +5, Herbalism +5 and Raw Power for 1 Day
- Spell of Geb - Cast any one Earth Magic Spell
- Spell of Horus - Get Attack +2 and Cast any one Paladin Spell this Combat
- Spell of Anubis - Cast any one Desert Spell or Fear Spell or Summon Jackals

**Healing Magic**

- Heal Wound Spell\*\* (Remove All Wound Counters and 1 Hurt or Broken Body Part Status)
- Cure Disease Spell (All Allies. Short Range)
- Lay on Hands Spell\*\* (Remove 1D3 Wound Counters from Ally)
- Restoration Spell (Close Range. Restore Lost Limb)
- Revitalize Spell (All Allies. Short Range: Negate Sleep, Slow and Paralyzation)
- Neutralize Poison Spell\*\* (Any type of Poison)

**Holy Magic**

- Smite Spell\*\* (Target's next Attack is Attack and Damage +7)
- Divine Wrath Spell (All Evil Foes within Long Range Save or Die)
- Purify Spell\*\* (Negate Acid Attack or Create Vial of Holy Water or clean Foul Water)
- Sanctuary Spell (Evil Beings cannot enter Area. 1 Hour)
- Exorcism Spell (Spirit must Save or Flee. Ritual)
- Command Spell (Control Target for 1 Combat or 1 Encounter)
- Communion Spell (Gain Knowledge from Angel or Higher Being)
- Walk on Water Spell (Self or target. Short Range. Up to 1 Hour)
- Divine Intervention (Summon 1 Angel for 1 Combat)

**Ice Magic**

- Blizzard Spell (Battlefield. 1D4 Hours. Chill. Missile Attacks and Lookout -3)
- Freeze Spell (Short Range. 1D2 Adj Foes. Immobilized for 1 Hour. Damage +2)
- Immunity to Cold (Self and 2D6 Allies. +8 to saving Throws vs Cold. 2D6 Hours)
- Ice Shards Spell (Medium Range. 1D6 Adjacent Foes. Damage +3)
- Summon Ice Elemental Spell (For 1 Combat)
- Wall of Ice Spell (Fill up to 7 Spaces. Melts in a Day. Can use to Freeze a Lake )
- Ice Castle Spell (Can only maintain one of these at a time. 1D3 Hours to Construct)
- Ice Dagger Spell\*\* (Make Object out of Solid Ice. Ice Sculptures)
- Cone of Cold Spell\*\* (Medium Range. 2D6 Adjacent Foes. Chill. Damage +1)
- Cold Spell\*\* (Med Range. Negate Fire Spell. Or use to make Floor Slippery 7 Spaces)

**Illusion Magic**

- Illusion Spell\* (Mislead, Trick, Fool, Distract. Medium Range)
- Mirror Images Spell\*\* (Produce 3 Displaced Identical Images of Self)

- Gaze Reflection Spell (Reflect Gaze Attack back upon Foe)
- Invisibility Spell (Stealth +5. Self and 6 Allies for 1 Combat or 10 Minutes)
- Detect Invisible\*\* (Medium Range for 10 Minutes)
- Blur Spell\*\* (Self. Defense Bonus +3 for 1 Combat)
- Glamour Spell\*\* (Self or other Appears as Someone else for 1 Encounter)
- Hypnotize Spell (Target programmed to do an action when activated)
- Fear Spell (Medium Range. 1D6 Adjacent Targets must Save or Run Away in Fear)
- Magic Mouth Spell (Permanent Illusion. Can ask Riddles, Passwords, Intelligent)

### Inquisition Magic

- Detect Evil Spell\*\*
- Hold Spell\*\* (Short Range. Target Person Immobilized for 1D6 Rounds)
- Detect Lie Spell\*\*
- Torment Spell (Short Range. Target gets Distracted Penalty for 2D6 Rounds)
- Read Mind Spell\*\* (Long Range. Know innermost Secrets of single Target)

### Invocation Magic

- Word of Power Spell (Cast with another Spell. Affects all those who can hear the Word)
- Fear Spell
- Weakness Spell
- Bless Spell\*\*
- Domination Spell (Short Range. Control Target for 1 Combat or Encounter)
- Torment Spell (Short Range. Target gets Distracted Penalty for 2D6 Rounds)
- Death Spell (Short Range. Living Targets Heart Stops)
- Hold Spell\*\* (Short Range. Target Person Immobilized for 1D6 Rounds)

### Kabbalist Magic

- Create Golem Spell (1D2 Months to Carve)
- Aspects of Augury (Cast any 1 Divination Magic Spell)
- Chants of the Cantor (Cast any 1 Song Magic Spell)
- Scroll Spell (Wizard Magic)
- Protection Magic (Cast any 1 Anti-Magic Magic Spell)
- Light Spell\*\* (Solar Magic)
- Legend Lore (Cast any 1 Lore Magic Spell)
- Healing Ways (Cast any 1 Healing Magic Spell)
- Holy Ways (Cast any 1 Holy Magic Spell)
- Finding Ways (Cast any 1 Detection Magic Spell)
- Desert Origins (Cast any 1 Desert Magic Spell)

### Lightning Magic

- Lightning Bolt Spell\*\* (Long Range. Dam +3. Shock)
- Chain Lightning (Medium Range. Bounces from Foe to Foe. 1D6 Foes. Dam +1. Shock)
- Shock Spell (Short Range. 2D3 Adj Foes. Dam +1 and Shock)
- Lightning Storm Spell
- Forked Lightning (Two Bolts. Same or Different Targets. Medium Range. Dam +2. Shock)

### Lore Magic

- Comprehend Languages Spell (Spoken and Written. 2D4 Hours)
- Relic Lore Spell (Self. Relic Lore +5 for 1 Hour)
- Monster Lore Spell (Self. Monster Lore +5 for 1 Hour)
- Dragon Lore Spell (Self. Relic Lore +5 for 1 Hour)
- Historical Lore Spell (Self. History +5 for 1 Hour)
- Geographical Lore Spell (Self. Geography +5 for 1 Hour)
- Religious Lore Spell (Self. Religion +5 for 1 Hour)

### Love Magic

- Charm Spell
- Love Spell (Cause 2 people to fall in Love)
- Lust Spell (Cause 2 people to fall in Lust)
- Beauty Spell (Target gets Appearance +5)
- Seduction Spell (Target gets Courtship +5)
- Infatuation Spell (Target falls in love with first person he sees)
- Unrequited Love (Cause target to fall in Love with a particular person)
- Ultimate sacrifice (Caster gives his life in exchange for targets life)

### Mind Magic

- Psychic Blast Spell\*\* (Long Range. +4 Damage and Save or Stun)
- Mind Control Spell (Medium Range. Control Target for one Combat or Encounter)
- Feeble Mind Spell (Medium Range. Target Caster cannot Cast Spells for 1 Combat)
- Forget Spell (Short Range. Target Forgets one Memory. Permanent)
- Read Mind Spell\*\* (Long Range. Know innermost Secrets of single Target)
- Telepathy Spell\* (Long Range. Communicate with 1 or more Targets for up to 10 Min)
- Find Spell (Know Location of Target Person)
- Obscure Spell (Hide Location of Target to Magical Searches. Lasts one day)
- Mental Barrier (+4 to Save vs Mental Attacks & Effects)
- Confusion Spell\*\* (Medium Range. 2D6 Adjacent Foes. Confusion)

## Mirror Magic

- Walk Through Mirror Spell (Portal to another Mirror. If small, objects can be passed through)
- Scry Spell\*\* (Like Divination Spell. You can cast Spells through Mirror)
- Mirror Trap Spell (Gazers Trapped in Alternate Mirror Dimension permanently. Dispel to escape)
- Mirror Images Spell\*\* (Like Illusionist Spell)
- Copy Spell (Gazer copied. Copy emerges to fight. Spell, not copy, lasts until Mirror broken)
- Self Love Trap Spell (Gazer will fall in love with image of self. Will die if unattended)

## Mysticism Magic

- Astral Travel Spell (Target can Travel the Astral Plane. Communicate with those far away)
- Comprehend Languages Spell (Spoken and Written. 2D4 Hours)
- Dimension Door Spell (Create a Gateway to some other Place or Plane. Lasts 1 Hour)
- X-Ray Vision Spell (See through Walls. Lasts 3D6 Minutes)
- Luck Spell (Give Self or Target Luck)
- Anti-Magic Globe Spell (10 Foot Radius. Spells & Magic Items will not Work. Lasts 10 Minutes)
- Calm Spell\*\* (All within Medium Range Become Peaceful and Non-Aggressive)

## Necromancy Magic

- Raise Dead Spell (1D6 Skeletons, Zombies. Freshness Counts. Permanent)
- Control Undead Spell (Med Range. Target and 1D6 Adj Foes under Casters Control Permanently)
- Wither Spell (Med Range. Plant or Fey Save or Die. Or use to Atrophy Limb Permanently)
- Drain Life Spell (Short Range. Target loses and Caster gains 1D4 Wound Markers)
- Death Touch Spell (Touch. Target Must Save at -1 or Die)
- Speak to the Dead Spell\*\* (Ask 1D8 Questions)
- Convert to Lich (Self. Ritual Process can take years, multiple castings)
- Restore Dead to Life Spell (Ritual. Requires a great sacrifice or Unbreakable Vow)

## Norse Pagan Magic

- Blessing of Thor - Same as Thunder Spell or cast any 1 Lightning Magic Spell
- Blessing of Odin - Cast any 1 Rune Magic Spell
- Call Warriors Spell - 2D6 closest Barbarians or Vikings. For 1 Week. Max 1 at a time
- Odin's Ravens Spell - One Flock. They will fly miles to Spy. For 2 Weeks. Max 1 at a time
- Odin's Wolves Spell - One Pack. They will scout and skirmish. For 1 Week. Max 1 at a time
- Summon Valkyrie Spell - For 1 combat. Shield Maiden with Sword on Pegasus

- Blessing of the Fates - Same as Luck Spell. Cast on whole party
- Trickery of Loki - Cast any 1 Illusion Magic Spell
- Favor of Heimdal - Cast any 1 Portal Magic Spell
- Favor of Hel - Cast any 1 Necromancy Magic Spell
- Blessing of Frigg - Cast any 1 Divination Magic Spell

## Pagan Pantheon Magic

- Prophetic Powers (Cast 1 spell from the Divination Magic List)
- Healing Ways (Cast 1 spell from the Healing Magic List)
- Storm Caller (Cast 1 spell from the Storm Magic List)
- Sea Speaker (Cast 1 spell from the Sea Magic List)
- Desert Dweller (Cast 1 spell from the Desert Magic List)

## Paladin Magic

- Lay on Hands Spell\*\*
- Detect Evil Spell\*
- Cure Disease Spell
- Smite Spell
- Holy Aura Spell\*\*

## Polymorph Magic

- Turn to Toad Spell (Med Range. Target max SL 7. Permanent until kissed)
- Shapeshift Spell\* (Self. Any Animal Form. Transform back at will)
- Doppelganger Spell\*\* (Self or Ally. Look like specific Individual. 2 Hours)
- Turn to Dragon Spell (Med Range. Change Smaller Target into SL 12 Dragon for 1 Day)
- Turn to Sheep (Med Range. Target max SL 12. Lasts 1D3 Hours)
- Undo Polymorph Spell (Short Range)
- Elemental Form Spell (Self. Fire, Water, Air, Earth, Ice Elemental for 1 Combat)
- Polymorph Spell (Any type to Any type. Max SL 10. Ex: Human into Elf or Centaur)
- Gill Form Spell (Transform 2D6 Target Allies into Tritons or Merfolk for 1 Day)
- Swarm Form Spell (Self. For up to 4 Hours. Terrifying Visage)
- Gaseous Form Spell (Self. For up to 30 Minutes. Good for Escapes)
- Inanimate Form Spell (Target Item or Creature Max SL 8. Ex: Vase into Cat or visa versa)
- Transform Spell\*\* (Stone Statue or Painted Creature into Flesh For 1 Combat. Short Range)
- Transmogrification Spell (Ritual. Make Target Polymorph Spell Permanent)

## Portal Magic

- Create Rift Spell (Must find a weak spot with an appropriate connection)

- Stabilize Rift Spell (Turn unstable Rift into a Stable Portal or fix unstable Portal)
- Portal Guardian Spell (Roll on Portal Guardian Table. Max 1 per Portal)
- Find Rift Spell\*\* (Far Range. See Nexus Points, Ley Lines, Dimensional anomalies)
- Look Through Rift Spell\*\* (See what's on the Other side)
- Activate Portal Spell\*\* (Turn Portal on and off. Change Destination if possible)
- Seal Portal Spell (Magical Lock. Permanent. Can be complicated)

### Rune Magic

- Symbol of Power Spell\*\* (Cast with another Spell. Affects all who can See the Symbol)
- Glyph of Courage Spell\*\* (Allies. Short Range. Defense +3. All Saves at +3)
- Sigil of Subdual Spell\*\* (Foes. Short Range. Get -2 to All Rolls)
- Enchant Item Spell (Like Enchanter)
- Stone Magic Spell (Cast any one Geomancer Spell)
- Carve Rune Stone Spell (Create one Rune Stone or one Charm)
- Rune Staff Spell (Focus Item. Owner gets Wild Magic and Spell Checks +1)

### Sea Magic

- Gill Form Spell (Transform 2D6 Target Allies into Tritons or Merfolk for 1 Day)
- Summon Sea Monster Spell (For 1 Combat)
- Summon Aquatic Steeds Spell (2D6 Mounts for 10 Hours or Combatants for 1 Combat)
- Dismiss Sea Creature Spell (Target Swims away)
- Control Oceanic Being Spell (Long Range. For 1 Combat)
- Water Blast Spell\* (Medium Range. 1D2 Adj Foes. Damage +2. Save or Knockdown)
- Lure Spell (All Creatures within Long Range Approach Caster. Sirens Song)

### Shadow Magic

- Spider Climb Spell\*\* (One Target can Climb Walls and Ceilings. Lasts 30 Minutes)
- Blink Spell\*\* (One Target. Short Range Teleport. Can be used as a Defensive Reaction)
- Wizard Eye Spell\*\* (Hovering Eye. Can scout ahead and go through Walls. Lasts 10 Min)
- Shadow Walk Spell\*\* (Target gets Stealth +5. Lasts 30 Minutes)
- Ghost Form Spell (Target Insubstantial. Walk through Walls. Cannot Attack or be Attacked)

### Shamanism Magic

- Bloodlust Spell (2D6 Allies get +2 Attack and Damage Bonuses for 1 Combat)
- Lightning Bolt Spell\*\* (Long Range. Dam +2. 1D6 Adj Foes. Shock)

- Medium Spell (Cast any 1 Spirit Magic Spell)
- Visions Spell (Ritual. Self or Ally. Reveal Destiny, Fate. Part of Initiations)
- Fetishes Spell (Crafting: Totems, Masks, and other Primitive Magic Items)
- Weather Control Spell (Rain, Storms, Sunshine, Takes 2D6 Rounds to Start/End a Storm)

### Solar Magic

- Light Spell\*\* (Lights up room for 1 Hour. Light Emanates from Target Object)
- Flash Spell\* (Blind 1D4 Adjacent Foes for 1D4 Rounds. Short Range)
- Solar Infusion Spell (Allies. Med Range. Reverse Loses of Strength, Toughness, Swift)
- Radiance Spell (Self or Ally. Target Glows and gets +2 to all Rolls for 1 Combat)
- Warmth Spell\*\* (Self & Allies in Medium Range get +6 Save vs Cold for 1 Combat)
- Sun Scorch Spell (All in Medium Range. Damage +1. Burn)

### Song Magic

- Mockery Spell (Save or Damage -1. Medium Range)
- Cure Madness Spell (Close Range. Cure Madness)
- Calm Spell\*\* (All within Medium Range Become Peaceful and Non-Aggressive)
- Lure Spell (All Creatures within Long Range Approach Caster. Sirens Song)
- Song of Healing Spell (Cast any 1 Healing Magic Spell)
- Charm Animal Spell (Med Range. 1D4 Adjacent Animals. For 1 Day)
- Enthral Spell\*\* (All within Medium Range Distracted. 10 Minutes)
- Curse Spell (Medium Range. Target Cursed. Pick from Curse Table)

### Sorcery Magic

- Raise Dead Spell (1D6 Skeletons, Zombies. Freshness Counts. Permanent)
- Brew Potions Spell (Like Alchemist)
- Cloud Kill (Medium Range. Poison Smoke Cloud. Save or Die)
- Web Spell\*\* (Medium Range. Immobilize 2D6 Foes. Strength Save to Break Free)
- Charm Monster Spell (Medium Range. Control Target Permanently)
- Teleport Spell (Med Range. To Known Location. Self and 10 Allies)
- Creeping Doom Spell (Summon Damage causing Insect Swarm for 1 combat)
- Fog Spell (Like Storm Mage)
- Scry Spell\*\* (See and Hear Goings on from a great Distance)
- Death Bolt Spell (Medium Range. Single Target. Save or Die)

## Spider Magic

- Summon Swarm Spell (Spiders of Course. Poison. Far Range for 1 Combat)
- Summon Giant Spider Spell (Medium Range for 1 Combat)
- Spider Bite Spell (Far Range. Target Bitten. Lethal Poison)
- Web Spell\*\* (Medium Range. Immobilize 2D6 Foes. Strength Save to Break Free)
- Spider Climb Spell\*\* (One Target can Climb Walls and Ceilings. Lasts 30 Minutes)
- Control Arachnids (2D6 Targets. Medium Range for 1 Combat)

## Spirit Magic

- Detect Spirits Spell\* (Medium Range. 10 Minutes)
- Speak to Spirits Spell\*\* (Local ones. One Conversation)
- Ancestral Recall Spell (Advice & Wisdom. One Conversation)
- Summon Allied Spirits Spell (Animal, Nature, Elemental, etc. Will fight for 1 Combat)
- Banish Spirits Spell (Spirit must Save or Leave)
- Totem Spirit Spell (Focus. Gain 1 Boon: Strength +1, Luck, Wisdom, Alertness +2, etc.)
- Trap Spirit Spell (Trap Spirit in Object or Location. Permanent)

## Storm Magic

- Gust of Wind Spell\* (Long Range. Knock back Arrows. Foes go Prone. Lasts 1D4 +1 Turns)
- Sand Storm Spell (Like Desert Mage)
- Lightning Storm Spell (Storm will cast 1 Lightning Bolt every 1D4 Rounds)
- Hail Storm Spell (Those caught in the open must Save or Damage -4 every turn)
- Weather Control Spell (Rain, Storms, Sunshine, Takes 2D6 Rounds to Start/End a Storm)
- Blizzard Spell (Like Ice Mage)
- Tornado Spell (Long Range. Swift +4. Lasts 1 Combat. Foes Save or Flung for Damage +3)
- Fog Spell (Poor Visibility. Covers Battlefield. For 1 Battle)
- Thunder Spell\*\* (All in Medium Range. Damage -1. Stun. Audible at Far Range)

## Summoning Magic

- Summon Outsider Spell (See the Art of Summoning in the Magic Rules)
- Summon Spirit Spell (See the Art of Summoning in the Magic Rules)
- Summon Elemental Spell (See the Art of Summoning in the Magic Rules)
- Draw Pentagram Spell\*\* (See the Art of Summoning in the Magic Rules)
- Control Summoned Creature Spell\* (See the Art of Summoning in the Magic Rules)

- Summon Item Spell\*\* (Owned by Caster. Flies to his hand at great Speed)
- Summon Swarm Spell (For 1 Combat)
- Summon Steeds Spell (2D6 Riding Horses or the like for 8 Hours)
- Summon Stalker Spell (Invisible. Stealth and Track +5. Beast Assassin. For 1 Mission)
- Summon Creature Spell (Nearby Animals, Beast, or Monster. For 1D3 Hours)

## Sword Magic

- Attacker Sword Spell\*\* (Sword gets Attack +3 for 1 Combat)
- Defender Sword Spell\*\* (Wielder gets Defense +4 for 1 Combat)
- Fire Sword Spell (Sword gets Attack +1 and Burn for 1 Combat)
- Ice Sword Spell (Sword gets Attack +1 and Chill for 1 Combat)
- Energy Sword Spell (Sword can shoot Energy Bolts. Medium Range. Damage +1 for 1 Combat)
- Slayer Sword Spell (Sword gets Damage +4 for 1 Combat)
- Light Sword Spell\*\* (Sword shines with Bright Light for 4 Hours. Allies get Morale +2)
- Speed Sword Spell (Wielder gets to Attack twice per Round with Sword for 1 Combat)
- Mend Sword Spell (Repair Broken Sword)
- Return Sword Spell\* (Sword Returns to Owners Hand)

## Teleport Magic

- Blink Spell\* (Self. To location within Sight)
- Teleport Spell (To Known Location within 100 Miles. Self and 10 Allies)
- Teleport Object Spell (Long Range. Send Letter. Bomb. To Known Location or within sight)
- Return Home Spell (To Known Location within 10 Miles: Home Base, Town. Self and 10 Allies)
- Return to Start Spell (To Known Loc within 1 Mile: beginning of Dungeon. Self and 10 Allies)
- Teleport Attack Spell (non-Lethal (into Cage) or lethal (into Ground, Sky). Max SL = 10)

## Thaumaturgy Magic

- Air Gondola Spell (Levitate a platform which can carry passengers, Items. Far Range. 6 Hours)
- Wizardly Ways Spell (Cast any one Spell on the Wizardry Magic List)
- Acidic Explosion Spell (Rock Projectiles. Long Range. Damage +2. Target and 2D4 Adjacent Foes)
- Tracer Attacks Spell (Second and later Ranged Attacks vs Target at Attack +2)
- Wax Healing Spell\* (Touch. Heal 1 Wound. Requires Hot Wax and Starch Powder)
- Receiving Spell (Create 6 + 1D6 Small Items. Hear what the Objects could hear. Lasts 6 Hours)



- Telekinesis Magic (Cast any one Spell on the Force Magic List)

### Time Magic

- Haste Spell (2D6 Allies Dodge, Swift, and Attack Bonus +4 for 1 Combat)
- Slow Spell (1D6 Adj Foes. Med Range. Dodge, Swift, and Attack -2 for 1 Combat)
- Aging Spell (Med Range. Target becomes Young or Old for 1 Day)
- See the Past Spell (Near or Far. Vision per GM)
- See the Future Spell (Near or Far. Vision per GM)
- Stop Time Spell (For all except caster who gets an extra 2D6 Rounds)
- Time Rift Spell (Target or Object becomes lost in Time)
- Precognition Spell\*\* (See what happens in the next 1D6 Minutes)

### Unholy Magic

- Cutting Spell\*\* (Med Range. Invisible Atk. Dam +4. Complications are Lost Limbs)
- Divination Spell (See a Likely possible Future. Ritual. Sacrifice)
- Desecration Spell (Despoil Good Location/Item or give place/Item an Evil Aura)
- Summon Snakes Spell (Many Small Poisonous Vipers or one Giant Python for one Combat)
- Geas Spell (One Continuous Command: Chop Down Forest, Don't use Weapons, Kill Dragon)
- Demonology Spell (Cast any one Spell on the Diabolism List)

### Voodoo Magic

- Shamans Ways (Cast any one Spell on the Shaman List)
- Necromantic Ways (Cast any one Spell on the Necromancers List)
- Illusionists Ways (Cast any one Spell on the Illusionist List)
- Ways of Witchcraft (Cast any one Spell on the Witchcraft List)
- Mysticism (Cast any one Spell on the Mystic List)
- Druidism (Cast any one Spell on the Druid List)
- Voodoo Doll (Ritual. Focus Item. Target is Hurt. Up to Far Range)

### Water Magic

- Breathe Water Spell\*\* (up to 2D6 Target Allies for 2D6 Hours)
- Summon Water Elemental Spell (For 1 Combat)
- Extinguish Spell\*\* (Put out fire. Reaction: Negate Fire Spell or Attack)
- Wall of Water Spell (20 Feet High. 1 Block Long. Up to 1 Hour. Or fill Med Size Room)
- Water Tentacles Spell (Short Range. Attack +1 Dam +1 Parry Defense +2. For 1 Combat)

- Water Blast Spell\* (Medium Range. 1D2 Adj Foes. Damage +2. Save or Knockdown)
- Rock to Mud Spell (Med Range. Dam +5 vs Earth Foe. Holes in Stone Walls. Liquify Stairs)
- Water Form Spell (Turn self into a Water Elemental for 1 Combat)
- Walk on Water Spell (Self or target. Short Range. Up to 1 Hour)

### Witchcraft Magic

- Familiar Spell (Focus Item. Cat, Toad, Snake, Spider, Raven, etc.)
- Speak to the Dead Spell\*\* (Ask 1D8 Questions)
- Cauldron Spell (Focus Item. Brew Potions Spell 1x/Day)
- Broom Spell (Focus Item. Fly Fast)
- Crystal Ball (Focus Item. See and Hear Goings on from a great Distance 3x/Day)
- Evil Eye Spell (Medium Range. Permanent Curse. Hard to get rid of. Attempts at -4)
- Glamour Spell\*\* (Appear as Someone else for one Encounter)
- Toad Spell (Turn Target into a Toad. Medium Range)

### Wizardry Magic

- Counterspell Spell (Negate a Spell just cast within Far Range)
- Knock and Lock Spell (Magically Open or Seal Door)
- Detect Magic\*\* (Sense if something is Magical or Enchanted. 10 Minutes. Medium Range)
- Shield Spell\*\* (Self or Adjacent Ally. Defense Bonus +5 for 1 Combat)
- Magic Missile Spell\* (1D3 Missiles. Short Range. Damage +1 each. Pick Targets)
- Levitate Spell\*\* (Fly Slow. Self, Other, or Object. Short Trip)
- Animate Spell (Statue, Weapon, Tool, comes alive for 1 Combat. Some Objects will Levitate)
- Disintegrate Spell (Foe, Item, Door. Save or be Destroyed. Medium Range)
- Scroll Spell (Imbue a Scroll with a Spell. Requires Special Inks and Parchment)
- Wizards Eye Spell (Floating Eyeball. Roams around. Caster can see through it. Lasts 1 Hour)
- Unseen Servants Spell\*\* (2D6 for Light Housework. Same Room. Distract. No Attack. 1 Hour)

## Skills And Saves

### Saving Throws

Unlike premeditated Skill Checks, Saving throws are Reactions to particular Magical Attacks or Life threatening Situations. In some cases GM may decide to handle these as Skill Checks. Roll 1D20 on the Saving Throw Table.

Saving Throw Table

| 1D20 | Result: |
|------|---------|
| 1-12 | Failure |
| 13+  | Success |

Note: a Natural roll of 1 is always a failure and a Natural roll of 20 is always a success.

Save Modifiers

Humans get to reroll 1 Failed Saving Throw per Day  
Dwarves get +4 vs Poison, Charm, Cold, Acid, Smells, Crushing Traps  
Gnomes get +4 vs Mechanical Traps, Lies, Earth type Magics  
Elves get +4 vs Disease, Paralyzation, Sleep, Aging, Fairy Magic  
Halflings get +4 vs Death, Madness, Missiles, Drain, Blade Traps  
Fighters get +4 vs Fear, Petrification, Breath, Gaze, Blindness, Swallow  
Priests get +4 vs Control, Curses, Confusion, Polymorph, Fire  
Rogues get +4 vs Falls, Blasts, Illu-

sions, Capture Traps  
Mages get +4 vs Spells, Fire, Rods, Staves, Wands, Scrying  
Monsters get +X to all Saves, where X = their Total Armor Bonus

Skill Checks

- Players will encounter many non-combat situations requiring Skill Checks.
- All Classes will start with a few non-combat Skills.
- Note that a number of primary Combat Skills such as Strength, Toughness, And Dodge can be used as Skill Checks in certain Situations.
- Roll 1D20 to make a Skill Check:
- A Roll lower than the Target Number indicates outright Failure or a partial (Mixed) Success.
- A Roll that is equal to or higher is a Success.
- A Natural roll of 1 is always a failure.
- A Natural roll of 20 is always a success.

Skill Check Table

| Difficulty: | Modified Roll required to Succeed (Target Number) |
|-------------|---|
| Easy        | 5   |
| Moderate    | 10  |
| Hard Skill  | 15  |
| Heroic      | 20  |

Skill Check Terminology

- The proper Terminology for describing a Skill Check:
- Example 1: Make a Hard Skill Check Modified by Leadership
  - Example 2: Make an Easy Skill Check Modified by Swift

Modifying Skill Check Rolls

- Levels in a Skill will add to the Roll.
- Some Attributes will add to a Skill Roll.
- Some Spell effects and Magic Items will add to a Skill Roll.

Skill Failure Interpretations

- Examples of Bad results (Mishaps):
- You were crafting something and it breaks.
  - The Seduction went poorly. You won't get another chance.
  - They Catch you in an Obvious Lie.
  - You attempt to jump the Chasm but fall in.
  - You burn the Turkey in the Oven.
  - You totally do not see the Poison Needle trap.
  - You try to Bend the Iron Bars of the prison, but they won't budge.

Skill Partial Success Interpretations

The GM may allow for this as a way to mitigate a Failure result. The Attempt succeeds or can be retried

but at a cost. The character must now deal with a troublesome Condition or Complication such as:

- You don't know the Lore off the top of your head, but you can research it.
- Fool some of the people some of the time.
- You jump the Chasm and barely catch the Ledge. Another Climbing or Strength Check is required to pull yourself up.
- A Work in Progress: Several more Craft Checks required to build the item.
- You fiddle with the Lock but you hear the guards approaching. You will have To Hide and try again later.
- You notice the Needle trap a second too late. Make a Dodge check to Avoid the Poison Needles flying up at you.
- You make a Strength Check and are able to Lift the Heavy Gate, but you strain your Back in the Process

Skill Success

You get it on the first try. You know your stuff.

Contested Skill Tests

This is where 2 Individuals are directly struggling over a single result. Lets say they are Hagglng. One Character has Haggle +5. The other Has Haggle +3. Both roll 1D20. The first Characters adds +5 to his roll. The other Character adds +3 to his roll. The Character with the higher Total Wins the Contest.

Detection Type Skills

Skills used for Discernment, Perception, Observation:

- The most noticeable of these is the Search Skill. It is the bread and butter of Dungeon Crawlers. Search is used for finding Traps, Secret Doors, and Hidden Treasure.
- The Alertness Skill is very much combat related and is used for detecting Foes, Hidden or not, in any environment.
- Herbalism and Mycology are specialized. They are used to find and identify Useful/Magical Herbs and Mushrooms, usually in Wild Settings.
- The Track skill is used to find Men and creatures by following their trails.
- Woodcraft and Survival Skills have a pathfinding component where the Quickest, easiest, and safest Route is sought.
- The Investigation Skill is used to find Clues, and then piece them together.

Random Npc Disposition Table

| 1D6 | Attitude: | Modifier: |
|-----|-----------|-----------|
| 1   | Hostile   | -2        |
| 2   | Skeptical | -1        |
| 3-4 | Neutral   | -         |

Social Skills

A typical Roleplaying session may involve several combat skirmishes. It is also inevitable that Players will meet NPC’s and Monsters who would rather Talk than Fight. Combat rules can become highly detailed. Likewise, Negotiations and acts of Persuasion can also be more complex than a simple Skill Roll. Below is a list of Skills/Abilities that can affect the outcomes of prescribed Social Interactions: Appearance, Jest, Seduction, Haggle, Etiquette, Streetwise, Diplomacy, Carousing, Disguise, Guile, Preach, Leadership, Debate, Inspiration, Intimidation, Interrogation, Gossip, Intrigue, and Taunt

Persuasion

After dealing with Attitude Adjustments, ultimately the players will have to make a roll to persuade the NPC to give them what they want. This could include: Information, Secrets, Lore, Rumors, Access, Favors, Money, Help, Reduced Prices, Something for Free, To Borrow or Have an important Object, Guidance, Directions, Release from Imprisonment, A Vow, A Promise,

- The Maze skill is used to find the exit or locations within a Labyrinth.
- The Puzzle skill is used to figure out a puzzle that is delaying the players.

Social Interactions

Role Playing is not Method Acting. Dice rolls are a valid way to resolve a Social Encounter.

Npc Disposition

This describes the NPC’s opinion of the Characters. It will not be Obvious Persuasion Rolls will be modified by this Initial Attitude. A successful Insight Check will reveal the Disposition of an NPC. The Characters can try various things (Checks) to improve this Initial Reaction.

For example: Carousing, Jestng, Performing, Gifts, Streetwise, Etiquette, etc.

| 1D6 | Attitude: | Modifier: |
|-----|-----------|-----------|
| 5   | Open      | +1        |
| 6   | Friendly  | +2        |

Employment, Recruitment, Gold, Skipping the Line, etc.

Persuasion Rolls

The PC has to determine which Social Skill he is going to use to try to Persuade the NPC. This requires some strategizing to pick the most appropriate one. For example: The PC could be using Intimidation to Threaten and Shake-down the NPC. The PC uses Streetwise to show the NPC they have much in Common. PC uses Jest to Lighten the Mood and win the day with Wit. The PC uses Gossip as a way to share not so Trivial Information in a Casual way. The PC uses Etiquette to impress with the right combination of Manners. The PC uses Guile to get what he wants using a carefully built structure of Lies. The PC uses Intrigue to weasel his way into a Situation. The PC uses Interrogation to Force the NPC into telling what he knows. The PC uses Haggle to get a better price. The PC uses Disguise to Trick an unsuspecting NPC. The PC uses Seduction to Distract the NPC or Lure them away. The PC may use Inspiration to get a group of Crusaders to join them on their Quest.

Modifiers To Persuasion Rolls

| Mod: | Example:   |
|------|--|
| +2   | Bribery (A Good Bribe or simply a fair compensation) |

| Mod: | Example:                                |
|------|---|
| +4   | Leverage (A Favor Owed. Family Ties)    |
| +6   | Blackmail (Threaten to reveal a Secret) |
| -8   | Caught in a Lie                         |
| -2   | Disturbing Appearance                   |
| +/-  | Unknown NPC Motivations                 |
| -6   | Using an inappropriate Social Skill     |

Persuasion Impossible

Some Guys just cannot be negotiated with. Having a Theological Debate with the Evil High Priest is not going to get him to change his evil ways. You may succeed in Distracting him for a Moment (Go for the Kill!) but that would be all.

Experience Rules

Character Progression Via Adventuring

Unlike many games, Characters in S&S do not have class Levels.

-Most Individual Skills however do have Levels that can be improved upon. (Note: Some do not: They are one Shots: either you have them or you don't).

-Some Skills and Abilities are learned relatively quickly during the Intense life and Death Antics of Adventuring and Dungeon Crawling.

-So for instance, in the last session the GM notices that a surviving Character spent most of his time Looking for Traps, Fighting, and Hiding. As a Reward, the

GM gives him Search +1, Stealth +1 and Long Sword +1 (Attack Bonus). - Most skills are improved incrementally. You get +1 not +2 at a time.

-In General, most Skills cannot exceed a total of +5 and a few hover lower than that such as Strength at +3 and Toughness at +4.

-Many Skills and Abilities require both Experience and Training to advance all the way to the max of +5. Tutors can make for interesting NPC's.

-Other Skills are quickly learned by Adventuring. These include: Climbing, Swimming, Alertness, Shield, Heavy Armor, Hagglng, Carousing, and Swiftness. - Mages can sometimes learn a Spell quickly if they see it cast up close during a fight and then have time to study a written copy of it found in a Scroll, Tome, or Spell Book.

Character Progression Via Training And Non-adventuring Experience

A Character can also learn Skills, Abilities, and Spells by Training.

-This is usually much slower and more expensive than Level gains through Adventuring. However, there are many Skills you can just not learn in a Dungeon. There are few opportunities to practice Dance or Study Geography in the Underworld.

-Training also has its limits. Combat skills can rarely be increased beyond +3 by this method. Most

Skills require an experiential component to reach levels +4 or +5.

-For example: A Mage may require 8 years of Classroom and Library study to get to Arcane Lore +4, but to get to +5 might require the actual act of visiting another Dimension or Three to get a true understanding of what is out there.

-Learning a Spell could take 1-2+ years by Study alone.

Availability Of Starting Skills

So lets say a Character is trying to get to Attack +5 with Long Sword. They will undoubtedly notice that many of the Character Classes have Starting Skills such "All Weapons +1" or "Blades +1" or even "Swords +1". All of these Starting Skills include Long Sword Skill in addition to many other Weapons. However, many starting skills like these are not available once classes have been Chosen, So the Player is stuck learning Long Sword at +1 increments.

The more levels a player has in a skill, the more Experience and Training he'll need to get to the next level. Figure double the time, expense, and effort. The GM will have to determine which Starting Skills (especially Combat ones) are available after the fact and in what situations.

Beginning And Unlikely Heroes

-You may wish to start a character as a young, up and coming, inexperienced individual, not a Full Fledged Hero. They would have fewer Skills and Spells and Skills at lower Levels. They would have titles such as: Page, Apprentice, Squire, Adept, Disciple, Acolyte, and Student.

-You may also wish to recruit civilian types as adventurers. This would include individuals that may be older but have few Adventuring type Skills such as: Farmers, Shepherds, Fishermen, Cooks, Stable Hands, Laborers, Scholars, and Craftsmen.

Multiclassing

-A Class (or Career type) is basically just a collection of Skills. If a Character has some or all of those skills, he can basically pass himself off as a member of that class. Some skills require years of study and practice to develop so this may not always be quick or even desirable goal.

-Individuals who lack the necessary skills or trappings are referred to as Charlatans, or simply as inept examples of their profession.

## Qualitative Experience

- Instead of giving out 5XP or 1,500XP at the end of a session, like in many Game Systems, the GM and players Should make a record of what Skills were used.
- For Example: In this Session Nine Fingered Pete the Thief killed two Orcs with a Dagger, Lied to a Guard, Courted a Tavern Wench, Caroused in a Tavern, Lost at Gambling, and Pickpocketed a Nobleman.
- It doesn't matter if the attempt was a success or failure, what matters is that the Action had consequences. Sometimes we learn more from our mistakes.
- The same also Applies to Spellcasting. The GM will award Skill and Magic Type level advancements based on these qualitative records.

## Improving Social Class

Improving one's social class requires some combination of Heroic Actions, Wealth, Luck, Timing, Political Maneuvering, Recognition, Acceptance, Divine Intervention, Magic, Connections, and oftentimes Treachery, be it subtle or outright. Each of the Four Class Archetypes: Fighter, Mage, Rogue, and Priest follows a different path to Worldly Fame And Fortune. The Leadership and Governance of populations will surely change the nature of Your Campaign. Players may even wish to avoid it. Eventually though someone caves. The Lure of Worldly power and influence is too great. At this point, skills like Politics, Intrigue, Administration, Etiquette, Administration, Strategy, Leadership, Logistics, and Guile will start to become more important and the rules in the War and Politics Section will become a much more prevalent part of the Game.

## Progression As An Imperial Agent

Agents gain Military Ranks much like Soldiers do. Successfully completing Field Missions is the quickest way to advance. Agents can give orders to lower ranking Soldiers and have the power to commandeer equipment, positions, and operations. Higher Ranking Agents can lead teams of lesser Agents and Soldiers. As rank increases, they are given more responsibility and authority as well as access to the War Rooms and Secrets of their Peers. At this point, they can be found directing major operations and assigning Missions to multiple Teams of agents. They can also request Desk jobs where they are a Department Head at one of the Academies. Above that they may become Academy Controllers or even make direct reports to the Senate or the Emperor Himself.

## Feudal Noble Birthright Table

## Knights And Nobles Feudal Progression

-Knights start as lower class Nobility in a Feudal Society. They start off as Pages and then become Squires in service to a knight. Knighthoods can be purchased or awarded.

-Some own no land. Un-landed Knights are usually in the Service of a greater Noble as part of his personal Army. Some are Crusaders, going to the nearest or worst conflicts with Evil Invaders. Some are Knights Errant or Quest Knights, seeking adventure.

-Templars and Hospitalers defend the strongholds and carry out the duties of their Orders.

-Some Knights are Landed Knights. This is often a grant of Vassalage by a Count, but can also be bought. The Landed Knight has a small Fortified Manor house and will be in control of one Village (Sometimes more).

-The Landed Knight will nominally be in control of all of the local fighting forces, such as the Militia, and any Levied Troops. If he is wealthy he may retain up to a dozen or so mercenary Soldiers. Also the Count may install a small garrison that includes a handful of Non-landed Knights, to either spread his authority around or protect a vulnerable area.

-The Next step up would be to become a Count. A Count conveniently owns/controls an area the size of a Hex. This can be a grant in return for loyal service, or more likely a gift to a Relative or an inheritance. The Hex may contain scores of Settlements, as well as mines, and other Resources. He has the power to Tax the populace and Levy Troops. At this point, his holdings are referred to as Estates.

-Above the Count is the Baron, who might control 6 or more Counties. Exceptional Service is needed to be rewarded with this Rank.

-Above the Barons are the Dukes. A Rank requiring a flair for intrigue and politics to attain. Dukes will serve the King as Generals, Admirals, and Stewards in his absence. A Duke may oversee as many as a Dozen or more Counties.

-Above the Dukes is the King himself. In a tiny kingdom, 1-6 Hexes, there may not even be any Ranks between a Knight and a King, except of course for the King's favored knights and Subjects. In a Kingdom of 30+ Hexes, or with large populations, the other Noble Ranks will become apparent. In some cases, depending on it's history, a kingdom may not have certain ranks, such as Baron or Duke, or some ranks may have larger or smaller Estates, or employ a different naming scheme, such as Barons being called Earls.

-Characters of the Noble Class are usually guaranteed to have an Estate. They are born into the Aristocracy or Royalty, and it is their birthright. Roll on the Noble Birthright Table:



**1D12 Situation:**

|    |  |
|----|--|
| 1  | Child of Minor Nobility. First in line. Your parent is Gentry                        |
| 2  | Child of Minor Nobility. First in line. Your parent is a Knight                      |
| 3  | Child of Lesser Nobility. First in line. Your parent is a Count or Countess          |
| 4  | Child of Major Nobility. First in line. Your parent is a Baron or Baroness           |
| 5  | Child of Greater Nobility. First in line. Your parent is a Duke or Duchess           |
| 6  | Child of Royalty. First in line. Your parent is a King or Queen                      |
| 7  | Get in Line. Roll 1D6 again. 1D3 older siblings have precedence over you             |
| 8  | Usurped. Roll 1D6 again. Your title and lands have been stolen. Fight to get it back |
| 9  | Title for Sale: You have bought the Title of Gentry or Knight but have no Holdings   |
| 10 | Gentry: You have a modest Estate equivalent to that of a Landed Knight               |
| 11 | You are a Count or Countess. Roll for the Contents of your Estate.                   |
| 12 | You are a Baron 75% or a Duke 25%  |

**The Contents Of Your Estate**

- The Contents of your estate. Roll up the description of each Hex you control
- For a Hex, this includes Primary Terrain Type, Populace Size, and Presence of Mines
- These Rules can be found at the end of the World Building Rules Page
- If your Estate is limited to a single Village, the Rules on the World Building Page should be sufficient to give a quick description of it.

**Mage Progression**

-Alchemists can start off immediately with a small laboratory. As they progress the lab will get larger, get more workers, and have a higher output of potions. The usual constraints are competition, demand, and access to rare ingredients.

-Artificers are in a very similar situation to alchemists except they are crafting relics in their Workshops. This goes for inventors as well. Sometimes multiple Artificers and Tradesmen will combine forces in large arsenals or shipyards to make large magical flying ships and enchanted artillery.

-Libraries. Many Mages will find the tasks of working in and for Magical Libraries perfect for their mild temperaments. Head Librarian in the Mage World is a highly prestigious position. Scholars, Sages, and Savants, in particular will be attracted to this kind of work.

-Witchcraft. Witches and Warlocks with a social bent will join and form Covens. These are groups of Witches found in multiples of 13. Their combined powers increase with each such multiple. Each Witch gains an additional 1D3 Power Points, and they get to cast Spells they otherwise would not know.

-Bestiaries. Some Mages like to gather Animals and Monsters with which to experiment on. Chaos Mages in particular. Aviaries specialize in Birds. Aquariums in Aquatic Creatures.

-Greenhouses. For those Mages with a Green Thumb. Plants, Herbs, and Fungi, can be grown and used for a variety of purposes: As Guards, Pets, for Healing, as Spell components, and sometimes purely for collecting.

-Catacombs and graveyards. Found beside and beneath settlements. The perfect places for Necromancers to collect bodies for experimentation on and raising the Dead.

-Towers. Located at Ley Line Nexus points, Rifts, or other Magical anomalies. Wizards and Mages of all types will make their homes here to collect the extra Power Points that concentrate in these spots. They can also be used to power large Magical Relics.

-Portals. Found or made. Rare Portals are often claimed by Mages for different purposes. Some stick around to make sure they remain Sealed. Some use them as jumping off points for their adventures. Some act as Toll Keepers, charging others exorbitant fees to use them. Some Mages use them to get easy access to otherwise rare resources and knowledge. Some portals offer a source of powerful Creatures useful for building an army of defense or conquest.

-Universities. Some Mages are interested in teaching the next generation of Magic Users. They can be Teachers and Deans in charge of molding young minds.

-Mage Orders. Groups of like minded Mages will often band together for some greater purpose. Usually this is to fight some Major Foe or Set of Foes. They will go on self imposed missions and spend much of their time recruiting new members and hiding the targets of their enemies.

-Chantry. A Safehouse (or Fraternity House) for 2D6 Allied Mages and their companions. Often has some of the Features available in the other listings mentioned above.

**Priest Progression**

The Gods will require certain worldly actions of their most Devoted Followers. A Priest may just know instinctively what he has to do. A spiritual or mental communication may show the way. A Dream or Omen or Vision may clarify that which needs to be done. Usually the activity must be completed before another Task is presented. Some Activities have nothing to do with what the rest of the party is doing, and will take the Priest away from their company for anywhere from days to even years. If so, a replacement Character will be needed while the Priest is away doing his God given Chores.

## Priest Progression List

| 1D40 | Task:   |
|------|---|
| 1-   | Repair Church: Damaged by Raid, Disaster, Fire                                  |
| 2-   | Run Chapel: Tend to the everyday needs of the Flock                             |
| 3-   | Finish Cathedral: Large, costly structure requiring years of skilled Labor      |
| 4-   | Take Vow: Silence, Celibacy, Poverty, Homelessness, Suffering                   |
| 5-   | Conduct Ceremony: Sanctify, Consecrate, Funeral, Birth, Marriage, etc.          |
| 6-   | Preach: Gain a certain number of new followers. Spread the Word                 |
| 7-   | Rebuild Congregation: Casualties of War, Plague                                 |
| 8-   | Pray: And Lead others in Prayer. Prayers energize the Gods                      |
| 9-   | Meditate: Achieve higher Mental, Spiritual States                               |
| 10-  | Show Mercy: Where others would show none  |
| 11-  | Receive Prophecy: Divine Proclamation, Important Omen. Religion altering.       |
| 12-  | Bring Gifts, Offerings: To newborn Messiah, Far away Holy Man, Scion, etc.      |
| 13-  | Make Sacrifice: That others will not make. Martyrdom                            |
| 14-  | Help Individual on Quest: Retrieve Holy Texts                                   |
| 15-  | Study: Gain Skill Levels in Religion, Theology, Faith, Wisdom                   |
| 16-  | Teach: Inspire receptive Minds  |
| 17-  | Fight Chaos Cult: Destroy their Unholy places                                   |
| 18-  | Transcribe for Celestial: Write down new Commandments, Holy Laws, Decrees       |
| 19-  | Banish Demon: A Blight set lose upon the Overworld                              |
| 20-  | Destroy Undead: Rest their Souls. Put them out of their Misery                  |
| 21-  | Exorcise Spirit: Save someone's Soul. Exorcise possession                       |
| 22-  | Aid Inquisition: Assist in their Holy Purge                                     |
| 23-  | For the Holy Record: Witness Event, Miracle, Inspiring Deed                     |
| 24-  | Collect Tithe: Monies for the Church Coffers                                    |
| 25-  | Build Temple: Where there was none before                                       |
| 26-  | Ordain Worshipper: Lay person becomes member of the Clergy                      |
| 27-  | Join Monastery: In Brotherhood with the Monks and Friars who already live there |
| 28-  | Missionary work: Preach to strangers who live far away                          |
| 29-  | Go on Pilgrimage: A long Journey to visit a Holy Site                           |
| 30-  | Undertake Crusade: Fight the Armies of Evil and Chaos                           |
| 31-  | Advise Noble: Keep them from falling into Temptation                            |
| 32-  | Climb the Ranks: An Increase in God given Authority and Responsibility          |
| 33-  | Reform the Church: Purge it of Corruption                                       |
| 34-  | Heal the Sick: Travel Far and Wide to Cure Diseases and perform Miracles        |
| 35-  | Recover Holy Relic: Chalice, Arms, Icon, Artifact lost or in the wrong hands    |
| 36+  | Lead, Guide, Admonish: Keep fellow Adventurers on the Straight and Narrow       |

## Imperial Progression

-A player should at some point acquire one of two critical stepping stone Classes:

1. Noble (Aristocrat)
2. Government Official (Minor or Major)
  - The typical goal is to become either a Gladreon Senator or General.
  - As an elected Senator he and his faction can either try to assassinate the Emperor or defeat him in a Political Arbitration or Vote of no Confidence. He can then slip into the Sandals of the new vacancy.
  - As a Victorious and Popular General he can march on Gladreous for a full out Military Coup, taking the position of Emperor by Force.

## Dwarven Progression

-Dwarven Fighters usually follow a slow progression, starting off as Heroes, Bodyguards, Generals, or closely related Nobles.

-If for any reason the current line is wiped out, which is not that unusual, he may be asked to become the next Dwarven Lord (King).

## Barbarian Or Viking Progression

-A Politically Ambitious Barbarian may start off as a Bodyguard or Huscarl to the current Chief. If the Chief is killed or defeated in Battle, Old Age, or a one on one Duel, the Player may easily take his position. If the Barbarian is a Noble, related to the Chief, he be next in line, or just take it by force, as may be his

right.

-A Chief may rally other tribes to his side, thus becoming either a King or War Chief leading a Great Horde of Barbarians against their enemies.

-Nomads will sometimes follow a similar path. The names of their leaders will be different altogether: Hetman, Khan, etc.

-Gypsies too can also take this Route. They are more of a Mercantile bent though, with titles such as Horse Master or Elder.

-Bandits are the least loyal of all these groups and will splinter apart while even in small numbers. However you can find those who fashion themselves to be Chiefs or even Kings.

## Rogue Progression

- Rogues have a handful of ways to progress:
- They may become Guild Masters of Thief and Assassins Guilds.
- They may become Spy Masters for Espionage type Agencies.
- They may become Mob Bosses of Thuggish Criminal Family Mafias.
- As Duelists they may open Fencing Schools.
- As Thugs they may run their own Enforcer/Bodyguard Agencies.
- They may rise in the Ranks of the Eastern Ninja Clans.
- In areas known for Begging, the Sale of Information and Rumors, Plague, or unusual Traditions one individual may earn the title of Beggar King.
- Sometimes a demented, sewer-dwelling, individual will organize the local orphans into bands of Pick-Pockets and Cut-Purses. They will claim the Title of King of Thieves.
- Pawnshop Owners usually fill the role of public fences.
- Artistic Criminals can function as Forgers and Counterfeiters.
- Of course great monies can be made in the trade of Slaves, Drugs, and Dark Magics. Some of this may be as Smugglers or even at public or private auction if the Law, or absence of Law allows.
- Rebels and Renegades can amass great power depending on the number and quality of followers they can attract.

## Pirate Progression

- The lowly Pirate may work himself into the position of First Mate.
- Through Mutiny or the rules of Succession he might find himself wearing the Captains hat.
- If he tries to go legit he might become a Privateer.
- He might also become the Mayor of a secluded Pirate Town.
- Truly Ambitious Pirates will build up a Marauding Fleet and Become Pirate Kings.

## Aeronaughts

- Aeronaughts of a piratical bent will organize themselves as Pirates.
- Likewise, Mercantile types will organize as merchants, and so on.
- Airships are rare and expensive, so any groups the player joins or forms will be on the smallish side.

## Merchant Progression

- Merchants, if their businesses are successful, will acquire Shops, Warehouses, Caravans, Trade Ships, Trade Fleets, Guild Master Positions, Charterships, Mines, Factories, and Lucrative Deals.
- These benefits may come from different Countries. They may also be awarded Noble Titles and Official Government Positions
- If they are Explorer types, they may own ships of Exploration and Discover new Trade Routes to New Lands to which they are given first rights to settle and exploit.

## Bard Progression

- A catchy tune, a well-turned phrase, a well-told Tale. These are the claims to fame of a Bard. This is their Legacy, their path to immortality.
- Finding Lost Lore, Recording Heroic Deeds, Writing Books, Poems, and Sagas of Mythic Figures. Such deeds a Bard finds greatly satisfying.
- There do exist Bardic Schools where a player may find and rise in position. A player may even want to found his own School of Bardic Skills, Magic and Knowledge.
- Other Entertainer Types (Dancers, Musicians, Singers, etc.) can follow a similar path, possibly with a greater emphasis on fame and fortune.

## Campaign Setting

### S&S Campaign Setting: The Empire Of Gladreon

-For those GM's that are interested, a Campaign Setting is Provided.

-The Campaign is called The Empire of Gladreon.

-It is Basically a Fantasy setting juxtaposed over a map of the Mediterranean during the Roman Empire.

-Humans are most common, but there are also large populations of Elves.

## Prehistory

### Mud Men Magic And Mutation

The Great Creator Spirit of the Early Earth created all of the plants and animals out of the one thing he had plenty of, in excess, in the beginning, namely Mud. After this initial burst of divine inspiration, the excess of Magical energy infused in the young planet

began to mutate the handful of Mud Men, Plants, and Beasts into a great variety of forms, many of which are still recognizable today. All of the Demi-humans and Humanoids in their most primitive forms, took shape in these Days: Humans, Elves, Dwarves, Goblins, Orcs, Kobolds, etc. Trees and Flowers, Birds and bees, and monsters of every sort, all made their first appearances.

## Dragons

Many Creatures have alternate origins as compared to the Early Mud Beings. Dragons are some of the most ancient beings in the Universe. Planets are merely nurseries for them. They Fly through Space with the greatest of ease at speeds far greater than that of light, hopping from one Galactic wonder to the next, feeding on Cosmic Whales and other interstellar prey. The females, after mating, will settle on a young planet to raise their Brood. When old and fast enough the entire Pod will head back off into space.

## Giants

Several Planes of Existence lie in close contact to the Prime Material Plane. These include the Elemental planes of Fire, Earth, Air, and Water. From here all sorts of Elemental Creatures can make their way to magically imbued planets. Many Giants, such as Frost or Sea Giants, are a proper 50/50 mix of the Prime Material and Elemental Energies.

## Spirits

In some places the connections to the Spirit world are strong and the Spirits that manifest nearly every thing, being, and location are able to be communicated with and make their presence and powers known.

## Fey

Like the Elemental and Spirit Planes, there are also the planes of Fairy. Fey creatures with all their quirks love to explore and meddle with the worlds they can reach.

## Demon Dimensions

Demons and Devils will access worlds by means of Portals. When possible their intent is to conquer and destroy the inhabitants of vulnerable planets. This is always made easier when chaos Cultists, power hungry Mages, and evil Priests invite them in.

## Positive Planes

Angels, Devas, and Cherubs will always be on the watch for Demon Invasions. They will do what they can to protect the innocent and stop the spread of Demon Kind.

## Early Religion

-Before the rise of the Pagan Pantheon Religions (Greek, Norse, Celtic, Sumerian, etc.) in the three major Continents of the Hemisphere (Afratan, Urto, Sybitus) religious practices were a primitive combination of Elemental, Spirit, and Ancestor Worship.

-The main practitioners of this form are known as Animists. They can still be found in desolate and far removed Wildernesses applying their beliefs just as their ancient ancestors did.

## Pagan Gods

If humanoids exist on a planet, eventually some Pagan Gods will arrive as well, looking for worshippers. The Prayers of the faithful restore their Divine Energies. They will invite themselves in and set up shop. The Pagan Gods will further alter the world to suit the purposes by populating it with their closest servants, namely monsters and creatures that already embody the culture and ideals they represent.

## The Earliest Groups And Settlements

First came primitive Tribes, followed by Barbarian Chiefdoms. With the Domestication of the Horse came the Nomads. The invention of agriculture led to the first Settlements. The first small cities predated written history, but with the introduction of Writing and Pagan religion came the first Ancient Civilizations, namely the Proto-Celtic, Norse, Greek, Sumerian, and Egyptian peoples. Some of the earliest Cities still stand, but with new names, changed demographics, and different governments.

## Gladreon

-The Country of Gladreon is equivalent to the Roman Republic. It is peopled by Men and a large population of Iron Elves: A Stern Lot: Stoic Warriors, Law Makers, Industrious Engineers, and Noble Historians, with a streak of Hedonism, and a penchant for Mystery Cults and Arena spectacles.

-The Current Emperor is the Human Lord Longinus the Pious. His other Immediate family members include his wife Lady Longinus and their 4 Daughters. His Mother, is a famed Oracle who still Lives, but his Father was killed fighting an Orc Warlord over a Century ago (It was Foretold but he accepted this as a noble fate).

-The Empire is split into 6 Provinces. Each maintains 1 to 3 Legions or Fleets, as well as contingents of native troops.

## Inhabitants Of Gladreon

-The lower classes wear simple Togas, Cotton or Woolen, and Leather sandals. The upper classes wear fine clothing: Velvet Togas dyed Purple or Red, Embroidered with Gold fringes and tassels, Laurel Leaf Crowns, and Rich Jewelry.

-In the Lower Classes both Men and Elves take on the roles of Free Servants, Workers, Soldiers, Skilled Craftsmen, Innkeepers, Millers, Bakers, Butchers, Street Performers, Tutors, Mercenaries, Free Gladiators, Courtesans, and Imperial Agents.

-Weaker Humanoid Slaves such as Goblins and kobolds do Farming, Construction, Herding Rag Picking, Rat Catching, Street cleaning, food tasting, and other Menial Tasks.

-Strong Humanoid Slaves such as Orcs and Gnolls, and captive Monsters, Beasts, and Giants are reserved for the Arenas. The Gladreons have a Blood thirsty side and the Arenas help satisfy this Craving. Slaughters involving captured Drow are especially favored.

-The Gladreons speak a language called Antiquin. this is the official Language of the Empire. It is precise and technical, well suited to such fields as Law, Economics, Government, and Engineering. It is accepted as the Common Tongue of the Empire.

## Religious Practices Of Gladreon

-The Gladreons long ago adopted the Greek Pantheon. Since their language is different from that of the Grecos Peoples, the names of the Gods are different as well. They are linguistically referred to as the Gladric and Grecos Pantheons.

-The Planets and the Months of the year are conveniently named after the Gods.

-The Empire is Rife with underground Cults. These are shared by Elves and Humans alike. Some are Demon Worshippers. Others are imports from foreign Lands. The most popular is the Cult of Mithar the Gleaming God, a Good Warrior Deity, but not sanctioned by the State. Druidism and Witchcraft are also popular amongst some of the poorer Inhabitants, while Vampire Cults can be found amongst the rich and powerful.

## Hedonism In The Empire

-There are of course, those serious individuals (Some Senators) that encourage the pursuit of Philosophy, Law, and Religion instead, but they are mostly ignored.

-The bulk of Gladreons prefer to spend their time at Feasts (with Vomitorium's), Sports, Circuses, Passion Plays, Cult Gatherings, Orgies, Torture Sessions, Brothels, Drug Dens, Arena Combats, Chariot Races, Victory Parades, Hunting Trips, Gambling, Brothels, Slave Auctions, Public Tortures, and Executions, and Festivities of any kind where they can overindulge in wine and witness the sufferings and degradations of others first hand.

-Should they tire of these diversions, some look for activities involving much more personal Risk, such as Politics, Adventuring, Soldiering, becoming Imperial Agents, or even entering the Hippodrome as a Charioteer or the Arena as a Gladiator.

## Seas And Oceans

### The Middle Ocean (the Midoc)

Barely larger than a Sea. Bad storms are relatively rare. The Midoc is Safe for frail rowed vessels such as biremes and triremes. Often joked about as a Gladreon Lake. To the Far west are the Straights of Gax which leads to the Western Ocean, home of the Western Islands.

### The Attic Sea

The Middle Sea connects to Attic Sea which separates Gladreon from Grecos. It is a narrow, shallow Sea.

### The Ageis Sea

The Midoc also connects to the Ageis Sea, which in turn connects to the isles and city States of Grecos.

## Grecos

-The Greek Lands are East of Gladreon are populated by Men and Golden Elves: They are Lovers of Poetry, Mythology, Dance, Wine, Music, Philosophy, and Heroics.

-The basic unit of Government in the Region is the Independent City State.

-Popular garb includes simple white Togas, Sandals, and Jewelry.

-In Sports and a number of other public activities they prefer nudity.

-The Region is Coastal, Rocky, and mostly unsettled Wilderness. Monsters of a Greek flavor are very Common. Most City States will have Centaurs, Satyrs, Fauns, and Nymphs living just outside the walls. Temples to Dionysus will often have all of these congregating openly to indulge in Wine and Frolicking.

## Religions Of Grecos

-Both the Golden Elves and the Humans worship the many Gods of the Greek Pantheon. It is interesting to note that the Gods will appear before Elves as Elvish beings, and before Men as Human Beings. Every race perceives a God as one of their own.

-The Gods themselves very much enjoy visiting their worshippers in various disguises. The evidence of this is the many Demi-Gods that can be found also walking the Earth.

-Each City state will have its own Patron God. The Gods offer protection and Aid in return for Prayers, Libations, and Sacrifices.

## Grecos And Empire

-In times of War the inhabitants of Grecos will be the first to join the fight, fielding Armies and Navies composed of Arthenion Fleets, Spartos Hoplites, Corithon Phalanxes, Centaur Cavalry, and the occasional Charmed Monster, led by Heroes, Enchanters, and Demi-Gods.

-The main exports of Grecos are Fish, Olive Oil, Wine, and Pottery. The Inhabitants of Grecos are famed Sailors and Mariners. Their Fishing, Trade, and War Fleets are second to none.

-Amongst their secret weapons include Greek Fire and Large Mirrors that concentrate light into beams of energy that on a sunny day can burn through ships.

### **Locations In Grecos**

-The large Island of Cretos sits close to Gyptos. It is ruled by King Midiac, a sorcerer who can turn his Foes into statues of Gold. Needless to say, Cretos is a rich land. It is also known for having a large population of Minotaurs with their Labyrinthine Lairs. A small population of Brutish, primitive Humans called the Cretans make their home in the Hills.

-The Island of Theras. An Island ring surrounding a Giant Active Volcano. This can blow at any time, but the Salamander inhabitants have not fled as of yet.

-The Island of Cyclos. Inhabited by a tribe of Cyclops. They are Sheep herders and Man-eaters. For sport they throw boulders at passing ships, but they rarely hit. A great Artifact known as the Golden Fleece is said to be hidden on the island, luring Heroes to their Doom.

-The Straights of Hartoon, home to a Clan of Sea Sirens, famous for wrecking ships and devouring their crews.

### **Beginning Of The Empire**

-250 Years Ago there was a great invasion of the Overworld by the Denizens of the Underworld. It was led by the Demon Overlord Korash the Conquerer.

-The Overworlders were on the Verge of Defeat, but were Rallied by The Kingdom of Gladreon. The Underworlders were driven back and the Overworlders were Victorious. Korash himself was slain by a mighty ritual unsummoning spell cast by a Circle of Gladreon Enchanters who gave their lives to empower the Spell. As Tribute, many surviving Good Kingdoms declared Gladrien their Overlord and thus began the Gladreon Empire.

-The Empire encompasses most of the lands surrounding the Middle Sea. There are Six Provinces: Gladreon, Grecos, Gyptos, Levantis, Spanika, and Northern Afratan

### **Military And Empire**

-The Empire taxes its members and maintains 7 Legions, 2 Naval Fleets and 1 Airship Fleet for its protection. A Legion has about 10,000 Troops. -Each Legion is composed of 85% Soldiers and 15% Auxiliary Troops. The Empire also Recruits Hero Types called Imperial Agents to go on special Missions.

### **Imperial Agents**

-Player Characters in this Campaign can be Imperial Agents. They are granted great Independence to

pursue Investigations and Mission goals however they want.

-Missions of Imperial Agents include: Investigating suspected Cults, Escorting Diplomats and Inquisitors, Monster Hunting, Pursuing Fugitives, Recovering Relics, Rescuing Captives, Clearing-Out Dungeon Sites, Quelling Rebellions, Hunting Bandits and Pirates, Breaking up Assassins Guilds, etc.

-Agents are usually assigned to a particular Legion or Province. Some larger Cities contain Imperial Academies. There are 3 Main Academies found in the Capitol cities of Gladreous (Gladreon), Athenos (Grecos), and Gizan (Gyptos).

-These Impressive Fortified Structures contain Armories, Training Grounds, Libraries, Workshops, Laboratories, Government Offices, Classrooms, Dormitories, Officer Residences, Hospitals, and large numbers of support personnel.

### **Non-imperial Agent Player Characters**

-Some possible Starting Scenarios for PC's who are not Imperial Agents include:

-New Agents: Characters are straight out of the Academy and are trying to pass the trials to become Agents. They are not agents yet. They are randomly assigned bunks together. The 7 Trials will last 7 Weeks. Trials test Magic Ability, Fighting Ability, Leadership, Stealth, Strategy, Diplomacy, Investigation, and Survival Skills.

-Characters are Champions of a Feudal or Dwarven Kingdom with its own concerns. They may be a Band of Knights or Dwarven Defenders off to deal with a Major Foe.

-Characters are Rogue types pursuing semi-criminal activities in the inner coastal cities. They may be Pirates, Thieves, Scoundrels, Thugs, and other unsavory types.

-Characters are a mixed bag of surviving Refugees from a Humanoid Raid. They were not previously adventuring types, but they lost almost everything in the Raid. Now, They have a Map, some found equipment, and are looking for adventure and revenge.

-Characters were once Imperial Agents or soldiers, but have long since retired. Some are gnarled veterans. Others did little of interest during their careers. Now they are out on their own, trying to make their own fortunes, without the Empire's interference, as independent adventurers and mercenaries. They may have skills/abilities greater than the typical starting Character.

## **Northern Lands**

### **The Dwarven Kingdoms Of Skandar**

-Far North of the Borders of the Empire, especially in the mountainous regions, on the Icy Sub-continent of Skandar are the Kingdoms of the Dwarves.

-Over the Centuries the Dwarves have carved entire Cities into the Mountains. This mining and digging



has resulted in great wealth. Every Dwarven City is a major source of Iron, Gold, and Gems. Their Craftsmen are unrivaled in forging objects of great beauty and power.

-These Kingdoms, however, are always under threat from the Evil Inhabitants of the Underworld. Many a Kingdom has fallen to invasion from below. Some of these have been reclaimed, but many still remain the desecrated abodes of Orcs, Dragons, and things even more sinister.

-Those Dwarves who, in their greed, have gone too far down into the underworld have been transformed into degenerate forms such as the Dour Duergar, the Magically insane Derro, and the Elemental Azaer as described in the Bestiary.

-There are a Dozen Large Northern Dwarf Kingdoms, and Scores of Smaller ones. Dwarves do not share their homes with Elves or Humans, but they will occasionally reside near Gnomes. They dislike Elves, finding them arrogant, and worse.

-Dwarves will Ally with Humans and other Demihumans when Evil spreads across the land.

-Dwarves will trade with peaceful humans who live near the Mountains. Human Foodstuffs, Cloth, Fabrics, and Wood in exchange for Base Ores, Gems, Gold, and Crafted Items.

## Norse Culture

The Northern Regions are dominated by the Norse Pantheon, worshipped by Dwarves and Men. The Norse Gods appear as Dwarves to their Dwarven Worshipers, the main religious advocates of Humans are Priests, Bards, and Druids. For Dwarves the Myths are taught by Bards, Sages, and Rune Masters.

## Northern Men

-Men in landlocked Northern locations are primarily Barbarians. Those in coastal regions are akin to Viking Sea Raiders. The Northern Barbarians are not to be underestimated. Their Hordes number in the tens of thousands, and their Fighting Skills are Legendary. They live and die by the sword. They Raid the Humanoids surrounding them with great ferocity. Tribes of Barbarians stretch all the way from the Eastern edge of Skandar to the Western Ice Fields, The Frozen Wastes of Sibexia, Down into the Lands of Rus and Slav, and even into the Great Forest itself. In the Plains regions they are notable horsemen and charioteers.

-There are also groups of Humans who worship the Finnish Pantheon. These more peaceful tribes are composed of Ice fishers, Seal hunters, and Reindeer herders. They are found scattered in the Western regions of Skandar. They will attempt trade before war. An occasional Celtic Tribe can also be found in the far north, a testament to the great range of Celtic culture when it was at its height.

## Northern Monsters

-As if the weather were not terrible enough, there are many other Dangers that make their home in the Far North. White Dragons and Frost Giants are amongst the larger threats. -Beasts, Undead, and Fey run amok in the northern Forests and Marshes. Tribes of Orcs and Gnolls make large areas of Skandar their hunting grounds.

-In the Arctic Regions Polar Krakens and Devil Whales push icebergs out of the way to get at their favorite meals of Giant Squids and Great White Sharks.

-The Ice King, a powerful Ice Mage and Necromancer has been collecting the bodies of Barbarians and underworld humanoids for decades. He has amassed a great army of undead and is almost ready to release them upon the heart of the Empire. The Empire has foreseen this with Divination Magics, and an entire Legion has stood at the edge of the Great Forest ready for many years waiting to repel them.

-The Ice Queen (Yes, they are Married) lives in an Ice Palace farther North than her husband. She guards her Domain with Ice Elementals, Ice Giants, Snow Goblins, and Winter Wolves. It is thought she controls a Portal to the Elemental Plane of Ice and plans to use it to power a great Spell that will cover the Earth in a never ending Winter.

## Gnome Settlements

-Gnomes with a natural bent occupy Hilly Regions and Forest Grottos. Urbanized Gnomes set up Ghettos in the Larger Cities. Like Halflings, their settlements are on the small side, rarely larger than small Towns, or underground Keeps.

-Like Dwarves, Gnomes will settle underground. Like Elves they have distant Fey origins. Like men, they are highly adaptable and inventive, and like halflings they know how to have a good time.

## Old Norn

-Gnomes are not interested in Religion. The only being they come close to worshipping is an Ascended Gnome Prankster that goes by the title Old Norn.

-Old Norn will show up to protect a Gnomish community in need, or to pull off a particularly clever Prank. He is Immortal and has over 100 levels in Skills and Magic. He has a Home in the far North; Part of a snow-bound Gnomish village. From there he entertains the other inhabitants with Illusions, Pyrotechnics, Inventions, and Magical Toys he makes in his giant workshop. The Town (Norn's Village) is periodically attacked by Snow Goblins, but they are easily driven off by Norn and the local Militia.

## The Central Lands

### The Central Lands

-These are mostly Wild lands. The largest feature being The Great Forest which extends in a continuous

swath throughout all the Kingdoms and Domains of the Region. It is so extensive that whole armies, and entire migrating tribes can pass through without even being noticed by the permanent inhabitants.

-Immediately North of the Central Feudal Kingdoms are large Celtic and Norse Barbarian Tribes. They live in the Taiga regions of the Great Forest and are separated from Skandar by The Jarlfjord Sea.

## Celtic Lands

-Before the arrival of the Brotherhood and Krell the Savior, Most inhabitants of the Central Regions worshipped the Gods of the Celtic Pantheon. Their Religious leaders are Pagan-Priests, Healers, Witches, Shamans, and Druids.

-In most places on the continent the Older Celtic Tribes have been absorbed by the Krellian Feudal Kingdoms. The main exception to this is the Large Western Islands known as Albion, which retain a vibrant and culturally rich group of Celtic Chiefdoms and Kingdoms.

## The Feudal Kingdoms

-Many of these have developed into Monarchy and Renaissance style Societies. They are not part of the Empire, but most have strong trade and Military alliances with it. These Realms are primarily composed of Humans with small numbers of Demi-Humans.

## The Brotherhood And The Savior

-In the past millennium several Feudal Kingdoms have developed based on a newer Religion called The Brotherhood, and its Ascended Leader Krell the Savior. The presence of the Brotherhood has given rise to the Arthurian Legends. These two forces have provided the Moral and Mythic basis for the Medieval style of these centrally located powerful Feudal Kingdoms. Its Religious Leaders include Holy Priests, Friars, Clerics, Paladins, and Inquisitors.

## Danizod

Danizod - A Northern Region of the Great Forest.

- Notable for the presence of Norse influences and Barbarians.
- Home to several Port Cities and Raider Fleets.
- Also present are Dwarven Trade Embassies with large Walled-in Warehouse Complexes.
- They ply the Northern Seas in Stout Cogs and are known as the Sea Dwarves.

## Nethay

Nethay - The North West Corner of the Great Forest.

- Known for it's constant flooding and the building of Dykes, Water-mills, Canals, Locks, Levees, Flood plains, and rich Top Soils.
- Industrialized with Ports, Linens, Canning, and Shipbuilding.

- The Feudal Kingdoms there have built formidable Fleets for trade and war.
- Ancestors were Sea Raiders and Vikings.

## Findel

Findel - The Western portion of the Great Forest.

- Site of Camelot and the descendants of King Arthur's Court. Multiple small Kingdoms all showing Fealty to Lord Artain, the current Liege who sits at the at the head of the Round Table.
- Lord Artain is a Scholar King steeped in History, Religion, Chivalry, Mythology, Politics, and Economics. He is frequently visited by the great Wizard Merlyn where they indulge in Feasts, Hunts, Friendly Tournaments, and long discussions Flavored by Honied Ale. It is hard to leave the Kings presence without being graced with a Fresh Quest.
- The Celtic Roots of the Region are strongly upheld in these otherwise Feudal and Brotherhood controlled Lands.
- The Fey have an incredibly strong presence here. The dimensional Barriers between here and the Fairy lands are exceedingly thin at best.

## Clovine

Clovine - Rolling Hills. The Heart of the Great Forest, but also with lots of Rich Farmland.

- King Clovis is seen as an equal to the rest of the Aristocrats. The other Nobles are very powerful and are constantly bickering amongst themselves. The upper classes live in a never ending state of political Intrigue. This often breaks out into open Warfare (Knightly Skirmishes and short Sieges) that actually affects the lower and middle classes very little. Many Tournaments include Duels to the Death.
- The Upper classes also abide by a very strong self imposed code of Chivalry.
- Hidden in the Hills and towering Trees are numerous clans and tribes of the smaller types of Giants: Hill, Spriggan, Ettins, Fomorian, Firbolg, etc.

## Tolis

Tolis - Southern Section of the Great Forest. Right above the Imperial Province of Gladreon. The trees are giving way to Farmland, Valleys, Scrubland, and arid Hilly regions of Broken Lands studded with low Flat-Topped Mountains, themselves festooned with Small but heavily fortified Castles.

- Famous for their many fine Sword Smith's and Artisan Armorers.
- Tolis also boasts some of the Worlds most excellent Vineyards.
- A Strong Imperial presence is felt here, especially in Trade.

- Underworld Demon incursions are also a thing here. Exorcisms, Demon Hunting, Cult Activity, and Inquisitor operations are steadily on the rise.

### **Pruse**

Pruse - decentralized trade dragons

### **Lithany**

Lithany - hobgoblins raids plains

### **Ukar**

Ukar - Gothic undead brotherhood

### **Bosh**

Bosh - valleys reform wars schism

### **Slovek**

Slovek - Orcs mud mishmash

### **Auster**

Auster - Goblins hills political rebellion

### **Swekia**

Swekia - Mercenaries mountains

## **The Renaissance Cities**

-More Recently, in several independent Human Chartered Cities, there have been stunning advances in Philosophy, Art, Invention, and the Sciences. No new major Religions have arisen, but these cities have taken on a distinct Renaissance personality, attracting gifted artisans from everywhere and from every race.

## **Humanity And The Problem Of Evil**

-More so than most Demi-Humans, Humans have the potential for great Evil. In many times and places in their history, they have fallen prey to worshipping Demons, Devils, and Gods of Chaos and Darkness. Historically this has led to the downfall and utter destruction of several Human Kingdoms. In most places that humans dwell in numbers, one can be sure to find the influence of Evil Forces.

## **Halfling Enclaves**

-Halflings find small secluded valleys to carry out their idyllic, pastoral lifestyles. However more adventurous types can be found throughout the Continent.

-Halflings depend on the bigger races for their protection and existence. They settle within their realms as far as possible from Evil Lands. Their settlements are small Villages and Hamlets, with their Homes built into the Ground, sticking out like tiny Moss-covered Hills dotted with round Windows and Doors. Most

Halflings prefer this rural environment, but many can be found in Towns and Cities, flourishing in diverse occupations.

## **Religion And Halflings**

- As far as religion goes, they take their cues from the bigger folk that surround them:
- Lightfoot Halflings will worship the same Gods as any nearby Elves.
- Hairfoot Halflings will worship the same Gods as any nearby Humans.
- Stout Halflings will worship the same Gods as any nearby Dwarves.

## **The Halfling Pantheon**

-Halflings do have their very own, albeit small Pantheon:

- Ergo Proudfoot: Creator of the Halfling Race. He used the leftover primordial clay originally used to make the Human Race.
- Etta Proudfoot: Mother in all things to the Halfling Peoples. The Great Provider: Crops, Cooking, Children, and Cheer. Animals and Health. She is worshipped more than all the others put together.
- Ardo Tallfellow: Protector of the Halflings: God of Slings and Stones. God of Trickery, Adventure, Fighting, and Thieving. Handsome and a Good Dancer.
- Flenny Fleetfoot: God of Fishing, Carousing, Pipeweed, Music, and Long Naps.
- Religious Leaders can include Healers, Druids, Lay Priests, and even Bards.

## **The Southern Lands**

### **Gyptos**

-The Egyptian Lands are populated by Men and the Copper Elves: Known for their Decadent Mages, Necromancers, and Priests of great power. they use their Slaves to build great pyramids and Temple Complexes filled with Statues and Monoliths of Power.

-The current Leaders of Gyptos are the Pharaonic Dynasty of the Ra-Patra, headed by the Pharaoh Antekan Ra-Patra, a powerful Human Mage of Necromancy and Desert Power.

-The Gyptos make extensive use of Servants and Slaves from other races, including Arkadian Humans, Chained up Undead Skeletons, but mostly Humanoids such as Sand Goblins, Jackal-Men, and Lizard Men, who are set to work building Pyramids, Palaces, Temple Complexes, and other Monolithic Architecture. Note: Skeletons disintegrate after a few hard years in the hot sun.

## Religions Of Gyptos

- Most Gyptos worship the Gods of the Egyptian Pantheon in Massive Temples.
- There are also the not so secret Cults devoted to the worship of Djinn or Sphinxes.
- The Sphinx will have lavish Observatories and Libraries.
- The Djinn will have intricately carved Mosques with towering Minarets.
- These places of worship are often occupied or visited by the said entities themselves.
- To gain Favor, worshippers of the Sphinx must solve Riddles and Puzzles and those of the Djinn must impress with the finest of Storytelling.
- Djinn Cultists hope the Djinn favor them with Wish magic. This is popular with Rogues and Fighters hoping to find a shortcut to fame and fortune.
- Followers of the Sphinx hope to learn more of the mysteries of the Universe. This is popular with Mages, Sages, and Priestly types.

## Necromancy In Gyptos

-Over the millennium, Gyptos Spell Casters have become obsessed with the concept of Death. Some will start to dabble in Necromancy and wind up converting themselves into some sort of Undead creature: Lich, Mummy, Vampire, or Ghoul, at which point they retire from all connections they had with the living world, hiding themselves in Tombs, Mausoleums, Underworld Catacombs, and Pyramid Crypts. Some actively hunt the living and are themselves then hunted down and killed. With the use of Control Undead Spells some of these lost souls are spared to be used as Guards and Soldiers.

-Other devote themselves to the priesthood. Some place their souls into Statues to find peace within the Stone. Still others polymorph themselves into fish, birds, reptiles, and other animals, to live out the remainder of their lives wild, naked, and free.

-Those who worship Djinn or Sphinx may polymorph themselves into such beings, however, they are almost never accepted as equals by other creatures of this type.

## Gyptos And Empire

-Gyptos contributes huge amounts of wheat to sustain the Legions of the Empire. They also contribute large numbers of Infantry, led by Fearsome Stave wielding Jackal Men and Nimble Light Charioteer Archers. They also employ mercenary Light Cavalry from the many desert Nomad Tribes. Their Fleets are composed of large, oared, artillery-laden, War Barges.

-Except for the all important river deltas, large portions of Gyptos are composed entirely of desert. The shifting sands hide the massive ruins of earlier ages.

-Treasure hunters will find much to pick from. The ruins are filled with Undead and Demon Cults. Many make full contact with the Underworld. Above ground,

adventurers will have to contend with Heat, Thirst, and Sand Storms. Sand Giants, Nomads, Scorpion Men, Serpent People, and Giant Scorpions prowl the Dunes, looking for their next victims.

## Levantis

- A Province of the Empire.
- This refers to the Desert Lands just north of Gyptos. It contains about 20 small to medium size cities, Two of which are on a large Island called Syprez.
- They have the Middle Ocean on one side, and the Arkadian Empire on the other.
- These lands are Holy. Gladreon Temples, Djinn Mosques, Krellian Churches, and Junite Synagogues dot the landscape at Holy sites found nowhere else. This land is considered to be the birthplace of the Junites, The Djinn Worshippers, and even the Brotherhood.
- The area is populated by small tribes and Kingdoms of Desert Elves and Humans. There is even a Clan of Desert Dwarves in the Region. Gladreon keeps 2 Legions in the area to counter any moves made by the Arkadians.
- Levantis provides a Combined Crusader Army equivalent to a Legion, However they are more interested in crusading against Underworld threats than fighting the Cataphracts and Heavy Chariots of the Arkadians.

## Spanika

- A much ignored Province of the Empire.
- The westernmost part of the Continent of Urotan is the Land known as Spanika.
- At its Southern Edge are the Red Cliffs of Gax. The wild central lands are hilly and rocky and overrun with all manner of Humanoids and Giantkind: Goblins, Ogres, Hill Giants, Orcs, and Lizard Folk.
- The North is occupied by several Feudal Human Kingdoms (Casteon, Leonis, Portus, etc.) and Celtic Tribes. The Far South is held by a Desert Elf Kingdom of Djinn Worshipers known as Moortan. The Moortani are known for their splendid Architecture and Equestrian skills.
- The Empire is content to let the current inhabitants of Spanika deal with the central Humanoid and Giant Threats. In time of War, however, the Empire will heavily recruit mercenary forces from this area, including Skirmishers, Light and Heavy Cavalry.

## Northern Afratan

- A Desolate Province of the Empire.
- Across the straights of Gax and leading all the way to Gyptos, the desert stretches all the way to the edge of the Sea. This rugged coastal Land is

comprised of a series of minor Ports, Fishing villages, Colonies, Trading Outposts, Hidden Pirate Dens, and Sea-side Towns.

- One of the more interesting locations is the Ruins of the City of Carthune. It was here that the Demon Lord Korash met his fate 500 years ago. The City is still full of mindless Demons and Chaos Abominations. Carthune was a Rich Port City and it is widely believed great treasures and relics can still be found there by anyone brave enough to come close.
- Afratan Mercenaries come to the Empire usually by way of Gyptos.

## The Eastern Lands

### The Arkadian Empire

-Outside the Gladreon Empire resides the Arkadian Empire, Commanded by the Bronze Elves, Sometimes called the Desert Elves. (They substitute for the Persian Empire). Arkad is Ruled by a single Warrior Priest King; Persod the Third. The Empire is composed of dozens of Vassal states who pay large tributes. They share a large border with the Gladreon Empire so the two will often be trading and skirmishing at the same time in different places.

-The Main Religions of the region are the Summerrian and Babylonian Pantheons. Djinn and Sphinx cults, like in Gyptos, are prevalent as well. Other major cults include the Zorians and the Junites, both mostly observed by Humans.

-The Zorians worship a Good Fire God who Fights a never ending war with a Being of Great Evil.

-The Junites worship a Good Earth God whose main spheres of influence include Creation and Law.

-Humans comprise over half the population of Arkad. They are often treated with more respect and hospitality than by their peers in the Gladreon Empire.

-Bronze Elves who feel the pull of Evil will often try to overcome this by throwing themselves into religion, often spending decades as minor Temple servants and officials in order to reestablish inner peace and humility.

### Hitani Minor

North of Levantis is the Rocky Region known as Hitani Minor. It is currently under the control of the Arkadian Empire. It is saturated with Ruins of a previous civilization known as the Hitani. Their broken Statues of Strange and forgotten Gods are everywhere to be found. The Coastal areas are studded with City States, Port Cities, Pirate Towns, and Fishing Villages. The interior is filled with Giants, Dragons, Orc warbands, and Amazon Tribes.

## The Underworld

### The Underworld

Simply put, the Overworld describes what is above Ground and all those that live there. Below Ground is

the Domain of the Underworld filled with the Denizens of the Dark. The Underworld is much more extensive than most Overworlders realize.

Giant Caverns house underground Seas and Cities. Empires of Humanoids who have never seen the light of Day wage Wars that last hundreds of years. The lowest Depths are home to fearsome Demons, Undead, Elementals, and unimaginable Horrors. Overworld Heroes are often lured into the Underworld by the promise of easily found Treasure and Ancient Magics. Underworld Creatures are often pushed up and out into The Overworld to escape their stronger neighbors. Underworlders also often raid the Overworld for Slaves, Animals, Food, Wood and other useful Materials. Features of the Underworld:

1. Caverns: All Sizes, All Types, Filled with all Manner of Monster
2. Humanoid Underground Dwellers: Orcs, Goblins, Rat-Men, Duergar, Drow, Derro, Kobolds, Bugbears, Ogres, Trolls, Minotaurs, Troglodytes etc.
3. Underground Lakes: Home of Aquatic Humanoid Races and the Greatly Feared Aboleths
4. Underground Rivers: Lead to the Seas. Plied by Slaver Ships brimming with Slaves
5. Underground Seas: Filled with Albino Fish, Sea monsters and plied by Pirates.
6. Outposts: Guard vulnerable areas such as crossroads and Wide Passageways
7. Strongholds: Fortifications of wary Populaces filled with Traps and Armories
8. Cities: Home to many Humanoid Underworld Dwellers: The Drow's are most Magnificent
9. Portals: Source of Demons, Elementals, and Alien Beings: Mind Flayers, Beholders, Xorn
10. Fungal Forests: Source of Food, Medicinals, and even Building Materials
11. Giant Swarms: Main Food Source for many Denizens: Megalopodes, Giant Cockroaches, Giant Rats, Giant Bats, Giant Worms, Giant Crabs, Demon Larvae, Giant Fireflies
12. Florescent Fungus: Many Colors and Varieties. Lights the Underworld
13. Ancient Ruins: Lost Human and Demi-Human Cities filled with Catacombs of the Undead
14. Lava Tubes: Miles of Natural Mazes and Labyrinths.
15. Temples and Shrines: Sites of Portals. Priests and Fanatic Cultists
16. Thriving Trade Towns: All manner of Goods, particularly Slaves
17. Monster Lairs: Dragons, Purple Worms, Giant Spiders, Lurkers, Slimes, Umber Hulks, etc.
18. Volcanic: Magma Lakes, Lava Fissures. Fire Resistant Creatures of all types.
19. Mines: Gold, Gems. The Greed of many Races knows no end. Worked by thousand of Slaves
20. Giants: Stone, Earth, Rock, Fomorian and others are quite comfortable in the Underworld

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   | Crevice: Save or Fall for 2D6 Damage    |
| 11   | 1D6 Big Black Beetles SL = 3. Armor = 2 |
| 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:                                   |
|------|--|
| 21   | Terraces: Nothing                            |
| 22   | Gap: Jump Required                           |
| 23   | Shaft: Climb Skill Check or Fall to Death    |
| 24   | Cave In: All Save or Damage +2               |
| 25   | Underground River: Save or Swept Away        |
| 26   | 3D6 Cave Goblins                             |
| 27   | Ravine: Fly or Climb or Delay                |
| 28   | Flying Bloodsuckers: Swarm.                  |
| 29   | Narrow Passages: Delay                       |
| 30   | 2D6 Dwarf Adventurers: Neutral               |
| 31   | Lofty Caverns: Nothing                       |
| 32   | Briny Pools: Blind Fish: Fishing Opportunity |
| 33   | Stone Staircase: Nothing                     |
| 34   | Phosphorescent Fungus: Nothing               |
| 35   | Uneven Ground: Save or Break Leg             |
| 36   | Xorn: 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   | Beholder: Evil Eye Monster Floating About    |

- 3. three
- 4. secret door and roll again
- 5. none
- 6. none

Dungeon Building

Discussion

The GM can use these tables to create a dungeon while the in the middle of play. This can be impressive but is less than ideal. More likely the GM will use these tables to help quickly prepare a dungeon beforehand.

Room Exits Type Table

| #   | Result        |
|-----|---------------|
| 1-2 | Adjacent Room |
| 3-8 | Passageway    |

Dungeon Room Encounter Table

- 1. Special(Roll on Table)
- 2. Trap (Roll on Table)
- 3. Stress (Roll on Table)
- 4. Secret Door
- 5. Find Captive (Roll on Table) and roll again
- 6. Treasure (Roll on Table) and roll again
- 7. Debris(Roll on Table)
- 8. Creature (Roll on Table) Wandering
- 9. Creature (Roll on Table) Lair
- 10. Trap (Roll on Table) and roll again
- 11. Creature (Roll on Table) and roll again
- 12. Intact Furniture (Roll on Table) and roll again
- 13. Secret Door and roll again
- 14. Intact Furniture (Roll on Table)
- 15. Debris (Roll on Table) and roll again
- 16. Thing (Roll on Table)
- 17. Nothing
- 18. Treasure (Roll on Table)
- 19. Thing (Roll on Table) and roll again
- 20. Roll Twice on this Table

Thing Table

- 1. Shrine, Altar
- 2. Statue, Idol
- 3. Paintings, Tapestries, Rugs, Curtains
- 4. Fireplace, Hearth, fire pit, oven
- 5. Fountain, Pools, Cistern, Well
- 6. Grinding Stone
- 7. Mechanical Clock
- 8. Barrels, Crates, Boxes, Baskets
- 9. Forge, Furnace
- 10. Large Relic
- 11. Large Mirror
- 12. Basin, Tub
- 13. Cauldron
- 14. Brazier, Incense Burner
- 15. Vent, Chimney, Treadwheel Fan
- 16. Spinning Wheel, Loom
- 17. Potters Wheel
- 18. Rack, Iron Maiden, Thumbscrew, Vise
- 19. Wheelbarrow
- 20. Operating Table

Room Number Of Exits Table

- 1. one
- 2. two



Furniture Table

1. Table and Chairs

2. Desk, podium, lectern, writing table

3. Work Tables

4. Bookshelves

5. Weapons Rack

6. Bed

7. Cupboard

8. Bench

9. Dresser

10. Stools

11. Couch

12. Chest (Coffer. Hutch, Trunk)
2. Rogue

3. Mage

4. Priest

5. Noble

6. Townsfolk

7. Peasant

8. Merchant

9. Craftsman

10. Child

11. Villager

12. Servant

Captive Table

1. Fighter

Puzzle Type Table

| # | Result    | #    | Result     |
|---|-----------|------|------------|
| 1 | Musical   | 5    | Relic Lore |
| 2 | Math      | 6    | Search     |
| 3 | Physics   | 7    | Alertness  |
| 4 | Astrology | 8-12 | Wits Skill |

Chest Table

| #   | Result               | #   | Result   |
|-----|----------------------|-----|----------|
| 1-2 | Trap and Treasure    | 5   | Empty    |
| 3   | Special and Treasure | 6-8 | Treasure |
| 4   | Mimic                |     |          |

Creature Type Table

1. animal

2. animated (Construct)

3. monster

4. undead

5. spirit

6. giant

7. dragon

8. demon

9. fey

10. elemental

11. abomination (Aberration)

12. beast

13. humanoids

14. humanoids (Demi-Human)

15. slime
16. swarm

17. plant

18. Fighter or Rogues

19. Mage or Priest

20. Fungus

Treasure Table

1. copper

2. silver

3. gold

4. gems

5. magic item Table

6. roll twice

7. Key or Map

8. Jewelry

Door Encounter Table

| # | Result | #  | Result                    |
|---|--------|----|---------------------------|
| 1 | locked | 9  | secret, hidden, concealed |
| 2 | locked | 10 | secret, hidden, concealed |

| # | Result                 | #     | Result                           |
|---|------------------------|-------|----------------------------------|
| 3 | stuck, barred, or gate | 11    | open door                        |
| 4 | stuck, barred, or gate | 12    | open door                        |
| 5 | trapped                | 13    | no door: passage opens into room |
| 6 | trapped                | 14    | no door: passage opens into room |
| 7 | Magically Sealed       | 15    | Magic Mouth or talking carving   |
| 8 | Guardian Creature      | 16-20 | closed door                      |

Passageway Table

| #  | Result        | #  | Result       |
|----|---------------|----|--------------|
| 1  | narrows       | 11 | sharp turn   |
| 2  | short ceiling | 12 | becomes Maze |
| 3  | debris        | 13 | curved       |
| 4  | trap          | 14 | side door    |
| 5  | stairs        | 15 | T-split      |
| 6  | slope         | 16 | L then R     |
| 7  | Y-split       | 17 | R then L     |
| 8  | intersection  | 18 | widens       |
| 9  | creature      | 19 | Maze         |
| 10 | shaft 1D6     | 20 | nothing      |

Debris Table

- 1. Rubble
- 2. broken furniture
- 3. bones of dead creature
- 4. Dead Adventurer
- 5. Scrawl, Runes
- 6. pool of stagnant water
- 7. remains of a Fire
- 8. broken barrel or crates
- 9. blood stains
- 10. tattered tapestries
- 11. broken glass
- 12. evil presence
- 13. slime trail
- 14. broken weapon, item
- 15. chaos presence
- 16. burned out torches
- 17. mushroom growth
- 18. chains With skeleton
- 19. shredded clothing
- 20. roll twice

Stress Table

- 1. Exhaustion Marker - Move -1
- 2. Consume 1 days rations and drink 1 days worth of Water or Wine
- 3. use up torches - 1 days worth
- 4. fear marker - run away, paralyzed at 2 markers
- 5. anger marker- attack ally at 2 markers
- 6. disorientation marker - madness at 2 markers
- 7. get lost - separated
- 8. Lose item

Trap Table

- 1. Magical
- 2. Acid: Damage Burn
- 3. Fire: Damage Burn
- 4. Water: Drown
- 5. Crush: Walls close in
- 6. Crush: Rolling Boulder
- 7. Crush: Ceiling Lowers
- 8. Imprison: Gate or Wall Lowers
- 9. Imprison: Giant Net
- 10. Imprison: Metal Cage
- 11. Delay: Illusion: Infinite Stairs or Rooms: Stress
- 12. Explosion: Damage
- 13. Alarm: Guardians, Foes
- 14. Gas: Poison Table
- 15. Projectile: Arrows or Bolts: Damage, Poison
- 16. Projectile: Spear or Ballista: Damage
- 17. Projectile: Darts or Needles: Poison
- 18. Scythe: Blade: Cutting
- 19. Fall: Chasm
- 20. Fall: Pit
- 21. Projectile: Crossfire
- 22. Rotating Room
- 23. Separation: Teleport
- 24. Chamber of Darkness
- 25. Gas: Potion Effect
- 26. Crush: Cave Inn
- 27. Ice: Freezing Trap
- 28. Howling Wind: Strip Flesh from Bones
- 29. Crush: Giant Gears. Mechanical Contraption

Magical Traps Table

- 1. Curse
- 2. Death

- 3. Lightning
- 4. Fire
- 5. Petrification
- 6. Teleport
- 7. Polymorph
- 8. Shrink
- 9. Disintegrate
- 10. Time Rift

Pit Traps Table

- 1. bare floor
- 2. monster- snake, spider crab, swarm
- 3. spikes
- 4. poison spikes
- 5. door
- 6. secret door
- 7. passageway
- 8. slick walls
- 9. water or fills with water
- 10. bottomless pit
- 11. overgrowth (cushioned)
- 12. roll twice

Width Of Passageway Or Shaft

| #   | Result       |
|-----|--------------|
| 1   | Spaces = 1D4 |
| 1-2 | Five spaces  |
| 3-6 | Ten spaces   |

Direction Of Shaft

| #   | Result |
|-----|--------|
| 1-2 | Up     |
| 3-4 | Down   |
| 5-6 | Both   |

Shaft Ends In

| #   | Result     |
|-----|------------|
| 1-3 | Passageway |
| 4-6 | Room       |

Irregular Room Shape

| #   | Result         |
|-----|----------------|
| 1-2 | T - Shape      |
| 3-4 | Cross Shape    |
| 5-6 | L - Shape      |
| 7-8 | Missing Corner |

Unusual Room Shape

Large Relic Table

- 1. Apparatus or Contraption
- 2. Engine
- 3. Portal
- 4. Throne
- 5. Battery
- 6. Crystal or Rock
- 7. Coils
- 8. Statue or Idol
- 9. Armillary Sphere
- 10. Monolith or Pyramid
- 11. Pipe Organ
- 12. Large Altar

Length Of Passageway Or Shaft

| #   | Result                 |
|-----|------------------------|
| 1-2 | Short 1D6 x 10 Spaces  |
| 3-4 | Medium 3D6 x 10 Spaces |
| 5-6 | Long 6D6 x 10 Spaces + |

| # | Result          |
|---|-----------------|
| 7 | Fifteen spaces  |
| 8 | Twenty + spaces |

Room Size

| #   | Result                     |
|-----|----------------------------|
| 1-2 | Small (5x5; 25 spaces)     |
| 3-4 | Medium (10x10; 100 spaces) |
| 5-6 | Large (15x15; 225+ spaces) |

Room Shape

| #   | Result      |
|-----|-------------|
| 1-2 | Square      |
| 3-4 | Rectangular |
| 5-6 | Irregular   |

| #     | Result        |
|-------|---------------|
| 9     | U - Shape     |
| 10    | Z - Shape     |
| 11-12 | Unusual Shape |
|       |               |

| #   | Result              | #     | Result               |
|-----|---------------------|-------|----------------------|
| 1   | Circle              | 7     | Triangular           |
| 2   | Oval                | 8     | Hexagon              |
| 3   | Trapezoidal         | 9     | Pentagon             |
| 4   | H - Shape           | 10    | Octagon              |
| 5-6 | Curved Extension(s) | 11-12 | Angular Extension(s) |

## Basic Dungeon Encounter Table

| 1D100 | Encounter:   |
|-------|--|
| 1     | Poison Arrow Trap. One takes 1D6 Damage +1 & Poison      |
| 2     | Camouflaged Spiked Pit Trap. One takes Damage +2         |
| 3     | Covered Pit Trap. One takes Damage -1. Impact            |
| 4     | Spear Trap. One Takes Damage +2. Impale                  |
| 5     | Scouring the Hallways: Giant Centipede                   |
| 6     | In Round Room: Blood Bat Swarm                           |
| 7     | Webs Floor to Ceiling: 2D4 Giant Spiders                 |
| 8     | Smell of Guano: Bat Swarm                                |
| 9     | Long Corridor: Rat Swarm                                 |
| 10    | Natural Chamber: Insects Swarm                           |
| 11    | Bickering Goblins Breaking Stuff: 2D6 Humanoids          |
| 12    | 3d6 Scavenging Rat Men                                   |
| 13    | 2D4 Hobgoblins Skulking About                            |
| 14    | Smells Blood: Very Hungry Ogre                           |
| 15    | Attracted to Noise: Troll                                |
| 16    | Rise up in Priestly Vestments: 2D6 Skeletons             |
| 17    | 2d6 Zombies in Armor Slumped against the Walls           |
| 18    | Endless Staircase Trap: Wits Check or Delay              |
| 19    | Bottomless Pit Trap. One must Save or Vanish             |
| 20    | Hissing Gets Louder: Giant Snake                         |
| 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 Damage +2             |
| 30    | Rust Eater Monster SL = 5 consuming Sword                |
| 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 to find Secret Door               |
| 41    | Statue Puzzle: Wits Check to find Secret Door            |
| 42    | Carefully Hidden: Search Check Secret Door               |

| 1D100 | Encounter:   |
|-------|--|
| 43    | Small and up High: Search 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    | Lying in Wait: 2D6 Troglodytes with Nets               |
| 49    | Poison Gas: Trap. All Weak Poison                      |
| 50    | Green Slime Covering Wall                              |
| 51    | Cistern: Water Logged Ghouls: Undead                   |
| 52    | Cursed Doll: Trap. One gets Minor Curse                |
| 53    | Vaulted Ceiling: Wyvern                                |
| 54    | On Stone Dias: Living Statue                           |
| 55    | Dripping from Ceiling: Grey Ooze                       |
| 56    | Filling Corridor: Gelatinous Cube                      |
| 57    | Haunted Chamber: Spirit                                |
| 58    | Rune Carved Archway Trap: Polymorph                    |
| 59    | Torch lit Stairwell: Nothing                           |
| 60    | Perched on Upper Ledge: Alabaster Gargoyle             |
| 61    | Dead End: Basilisk                                     |
| 62    | Dank Pool: Giant Toad SL = 7 Swallow and Jump          |
| 63    | Overgrowth: 2D6 Mushroom Men                           |
| 64    | Sub-Complex: 3D6 Snake Men                             |
| 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    | Topped Statue: Nothing                                 |
| 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 Damage +2. Chop           |
| 76    | Ceiling Blocks Fall: 1D3 take Damage +1. Crush         |
| 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 Damage +2      |
| 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 Damage +1 Burn             |
| 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 gives Clue: +2 to Detect Next Trap |
| 94    | Water Elemental in Fountain: Monster                   |
| 95    | Shrinking Trap: One Shrinks for rest of Adventure      |

| 1D100 | Encounter:  |
|-------|---|
| 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                     |

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,

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 |

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 1D20 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. Check vs Wits          |
| 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      |



| 1D40 | Encounter:   |
|------|--|
| 15   | Battlements: Attacked by Wight                       |
| 16   | Crumbling Staircase: Save or Fall Damage +1          |
| 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 Damage +1                  |
| 38   | Courtyard: Granite Gargoyle Attacks                  |
| 39   | Vestibule: Recover Gold Plated Candlesticks 200 gold |
| 40   | Game Room: Recover Ornate Ivory 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                  |

| 1D20 | Encounter:  |
|------|---|
| 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: Damage +1                 |
| 15   | Library: Find 1D6 Valuable Books                      |
| 16   | Broken Vats: Slime Monster Attacks                    |
| 17   | Workshop: Recover Inventors Tools                     |
| 18   | Gravitic Anomaly Puzzle: Physics Skill Check or Delay |
| 19   | Storage Area: Search for Minor Technomancy Device     |
| 20   | Experimentation Room: Flesh Golem Attacks             |

Quests And Portals

The Wayfarer System

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 Minimal Preparation. It is intended that the GM roll secretly on these tables, and then have the players roleplay the results.

| 1D6 | Starting Location: |
|-----|--------------------|
| 1   | Wilderness         |
| 2   | Village            |
| 3   | Town               |

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.

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.

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

Portal Difficulty Table

| 1D8 | Difficulty:                        |
|-----|------------------------------------|
| 1   | Portal in Dungeon                  |
| 2   | Portal Hidden                      |
| 3   | Must Solve Puzzle to Access Portal |
| 4   | Portal Magically Sealed            |

Tables suitable for these alien worlds. Other Worlds 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.

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.

Quests

Adventures include Basic Dungeons, Major Foes, Other Worlds, and Quests. This Section details Quests.

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.

## 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              |
| 41    | Engage in Intrigue at a Palace |
| 42    | Join a Crusade                 |
| 43    | Aid Traveling Refugees         |
| 44    | Aid a Migrating Tribe          |

| 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 |
| 91    | Settle a Theological Debate             |
| 92    | Solve a Great Puzzle                    |
| 93    | Explore an Unknown Territory            |
| 94    | Escort a Monk to his Destination        |

| 1D100 | Quest:                              |
|-------|-------------------------------------|
| 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              |

## 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.

## Major Foes

A sample List of Big Bads and where to find them.

- Dark Lord: High Level Evil Wizard (Dark Tower)
- Black Knight: High Level Knight (Blocking Bridge)
- Chaos Lord: High Level Chaos Warrior (Bastion of Bedlam)
- Amazon Queen: High Level Amazon (Island Palace)
- Barbarian Warlord: High Level Barbarian (Mountain Villages)
- Viking Chieftain: High Level Viking (Northern Castle)
- Beast Lord: High Level Beast Master (Jungle)
- Warlord: High Level Commander (Army Camp)
- Obsessed Hunter: High Level Hunter (Dark Forest)
- Vengeful Pit Fighter: High Level Gladiator (Burned City)
- Dishonorable Sword Master: High Level (Secluded Island)
- Sky Pirates: High Level Aeronauts (Flying High)
- Pirates: High Level Pirate (Raiding the Coast)
- Mastermind Spymaster: High Level Agent (Secret Island)
- Legendary Assassin: High Level Assassin (City Rooftops)
- Bandit Lord: High Level Bandit (Broken Hills)
- Sultan Raider: High Level Nomad (Desert Encampment)
- Terrible Technomancer: With Powerful Weapon (Town)
- Mob Boss: High Level Thug. (City Streets)
- Mad Inventor: High Level Tinkerer (Workshop)
- King of Thieves: High Level Thief steals Parties

| 1D100 | Quest:                        |
|-------|-------------------------------|
| 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            |

Relic (City)

- Chaos Cult Leader: High Level (Corrupted Cathedral)
- Evil High Priest: High Level (Ziggurat)
- Evil Witchdoctor: High Level (Primitive Tribe)
- Master Fighting Monk: High Level (Imposing Dojo)
- Overeager Inquisitor: (Town under Suspicion)
- Afterlife Invoker: High Level (Leading Crusade)
- Pagan Priest of Death: High Level (Temple)
- Demented Alchemist: High Level (Dangerous Laboratory)
- Obsessed Artificer: High Level (Malfunctioning Factory)
- Crazy Chronomancer: High Level (The Future or Past)
- Chaotic Conjurer: High Level (Captured Town)
- Death Knight: High Level Undead Knight (Stronghold)
- Power Hungry Summoner: High Level (Tower)
- Cruel Vizier: High Level Desert Mage (Palace)
- Bestial Elemental: High Level (Rocky Wasteland)
- Evil Enchanter: High Level (Lost Isle)
- Alien Mage: High Level Force Mage (Alternate Dimension)
- Ice Queen: High Level Ice Mage (Ice Palace)
- Psychotic Mentalist: High Level (Poor Section of City)
- Nefarious Necromancer: High Level (Necropolis)
- Zombie Lord: High Level Necromancer (Graveyard)
- Powerful Pyromancer: High Level (Burned out Settlement)
- Sea King: High Level Seamancer (Underwater Temple)
- Shadow Mage: High Level (Hunting PC's)
- Sinister Sorceress: High Level (Ruined Castle)
- Storm Lord: High Level Storm Mage (Causing Havoc on the Coast)
- Witch: High Level (Swamp Coven)
- Overlord: High Level Commander (Stronghold)
- Puppet Master: High Level Illusionist (Mad House)
- Dungeon Keeper: High Level Demon (Monster Filled Dungeon)
- Dragon Master: High Level Mage able to Control Dragons (Crag)
- Demonologist: High Level Mage able to Control Demons (Fire Pits)
- Ogre Magi: High Level Ogre Mage (Army of Ogres)
- Troll King: High Level (Slave Filled Mines under the Mountain)
- Lich Lord: High Level Undead Mage (Trap Filled



- Tomb)
- Mummy Pharaoh: High Level Undead Priest (Ancient Pyramid)
- Hexer: High Level Warlock with Great Curse (Inspecting his Handiwork)
- Skeleton King: High Level Undead Noble (Skull Castle)
- Goblin King: High Level (Mountain Warrens)
- Kobold Emperor (Narrow Caverns)
- Alien Warlock (Dimension Traveling Citadel)
- Colossus (Ruined Acropolis by the Sea)
- Brooding Sorcerer (Twisted Tower)
- Rampaging Behemoth (City Ruins)
- Leviathan (Subterranean Sea)
- Ghoul King (Underground Throne)
- Demon Lord (Hot Halls)
- Devil General (Fiery Pits)
- Hydra (Jagged Cliffs)
- Orc Warlord (Torch Lit Camp)
- Vampire Lord (Vast Fastness)
- Cultists (Secret Altar)
- Cosmic Horror (Forgotten Gateway)
- Dark Elf Queen (Shadowy Demesne)
- Medusa (Sculpture Garden)
- Skeleton Lord (Catacombs)
- Beast Men (Jungle Refuge)
- Spider Horde (Dense Mist Filled Forest)
- Wish Granting Djinn (Hidden Oasis)
- Mysterious Sphinx (Temple Complex)
- Snake Men in their Underground Complex)
- Troglodyte King (Damp Tunnels)
- King of the Crab Men (Seaside Caves)
- Barbarian Chieftain (Trophy Lined Hall)
- Death Lord (Ruined Keep)
- Cabal (Guarded Fort)
- Slime Outbreak (Oozing up from Below)
- Golden Golem (Golem Factory)
- Mad Shaman (Hillside Grottos)
- Ghost Regent (Mausoleum)
- Werewolf Clan (Den Network)
- Fey Enchantress (Sylvan Palace)
- Illusionist (Magnificent Maze)
- Biomancer (Labs and Bestiary)

- Fire Giants (Volcanic Caves)
- Frost Giants (Ice Caves)
- Stone Giants (Rocky Ravines)
- Hill Giants (Giant's Playground)
- Bored Cloud Giant (Cloud Castle)
- Dragon Men (Gilded Fortress)
- Snow Dragon (Icy Peaks)
- Forest Dragon (Wild Woods)
- Swamp Dragon (Fetid Marsh)
- Mountain Dragon (Peaks)
- Volcanic Dragon (Lair)
- Naga Queen (Pillared Alcazar)
- Pit Fiend (Guarding a Portal)
- Greater Abomination (befouling Church Lands)
- Dinosaurs (Lost Jungle Island)
- Fungus Lord (Mushroom Forest)
- Wraith Lord (Mounds by the Moor)
- Skeletal Dragon (upon an Ancient Battlefield)
- Macabre (Creepy Manor House)
- Faerie King (under the Black Hill)
- War Machine Relics (waiting in their Armory)
- Wraith Lord (Barrow Downs)
- Voodoo Priest (Borderland Hideaway)
- Giant Psychic Brain (Spacious Safehold)
- Evil Warrior Monks (Monastery)
- Pagan Cult in their Sanctuary)
- Merchant Lord (Fortified Port)
- Nymph Sorority (Frolicking in the Woods)
- Minotaur in his Labyrinth)
- Lizard Man King (Crags)
- Evil Eye Beholder (Under the Ground)
- Rat King (Sewer Kingdom)
- Morlocks (Abandoned Mines)
- Mantis Men (Great Hive)
- Winged Apes (the Hollow Earth)
- Mind Flayer in his Underworld Realm)
- Aberrations (Deep Dark Prison)
- Horrible Horde (Locked beneath the Earth)

Other Worlds

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           |



| 1D60 | World:    | Description:                        |
|------|-----------|-------------------------------------|
| 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            |
| 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:                       | 1D20 | Encounter:                          |
|------|----------------------------------|------|-------------------------------------|
| 1    | Toadstools: Mycology             | 11   | Edible Mushrooms: Forage            |
| 2    | Giant Caterpillar: Monster       | 12   | Fungus Among Us: All Disease        |
| 3    | Giant Spiders: Monster           | 13   | Goblin Fungus Collectors: Humanoids |
| 4    | Mushrooms: Mycology              | 14   | Fungisaur: Monster                  |
| 5    | Yellow Spore Cloud: All Disease  | 15   | Rot Shambler: Monster               |
| 6    | Red Spore Cloud: All Weak Poison | 16   | Mold Monster: Monster               |
| 7    | Green Slime: Monster             | 17   | Deathcap: Someone is Poisoned       |
| 8    | Giant Crab: Monster              | 18   | Mushroom Stools: Nothing            |
| 9    | Mushroom Men: Humanoids          | 19   | Rotting Zombie: Undead              |
| 10   | Pod People Village: Resupply     | 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    | Crag: 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:            |
|------|-----------------------|
| 1    | Mutated Human Bandits |
| 2    | Strange Plant life    |
| 3    | Beast Men             |
| 4    | Slime Pits: Delayed   |
| 5    | Naga                  |
| 6    | Giant Mushrooms       |
| 7    | Mutated Plants        |
| 8    | Cave System           |
| 9    | Minor Abomination     |
| 10   | Valley                |

| 1D20 | Encounter:             |
|------|------------------------|
| 11   | Lesser Abomination     |
| 12   | Jagged Rocks: Accident |
| 13   | Major Abomination      |
| 14   | Settlement             |
| 15   | Mutated Animal         |
| 16   | Temple                 |
| 17   | Mutated Beast          |
| 18   | Forest                 |
| 19   | Desert Hills           |
| 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                      |

## Adventuring Rules

### Adventuring

Below are various things the GM and players must be aware of upon entering as dangerous an environment as a Dungeon.

### Marching Order

The players and GM must always be cognizant of the Parties Marching Order: Who's in front and Who's in Back. Every Space wide a corridor is will allow Another party member to join the Front Rank. The GM needs to know who Approaches a Door first and who is the first to enter a room. When entering a Room or Facing

off for a Combat Encounter in a Room the players may want Or need to alter their Rank arrangements.

Movement Rates

| Speed:   | Notes:  |
|----------|---|
| Sprint   | Swift +4                                      |
| Run      | Swift +2                                      |
| Normal   | Per Movement Rate                             |
| Cautious | Swift -2 (Can still make Search Skill Checks) |
| Crawl    | Move Rate = 1                                 |

Noise

Players in conversation can be heard by Foes on the other side of a door. Players in Heavy Armor do not tread quietly. Combats can be extremely loud.

Accidentally breaking or dropping things may tip off prospective enemies. Many Monsters have acute hearing. They know you are coming. If the players are arguing, this means that their characters are also arguing.

Light

- Some Underground settings have fluorescent Fungi or glow stone to light The way. Others leave the Characters in utter Blackness. Some Characters will have Infravision, most others require a light Source.
- Players must state who is holding a Torch or a Lantern.
- The GM and players must keep track. Oil and torches get used up. These are usually counted in terms of Days Supply, such as a Days worth of Torches, or a Days worth of Lamp oil.
- Some will flicker out during a Combat (They can later be relit).
- Some Spells and Magic Items provide Light.
- Light Sources can be seen from great Distances by your Foes but the Opposite is not true. Characters without light will be Blinded. Blinded Characters have a tendency to panic.
- Quality of Light is also an issue. A Torch may light up a small room Sufficiently, but in a larger room the ceiling and corners may be Hidden in shadow.

Opening Doors

A successful Lock picking Skill Check might do the trick, but sometimes Brute Force is required. A Flask of Acid will corrode and weaken a Lock Mechanism. Bombs and Exploding Rune Stones work great. Certain Spells are extremely effective: Knock and Lock, Disintegrate, Lightning Bolt, Tunnel, Energy Bolt, etc. Physical means will also work eventually: Hammers, Picks, Crowbars, and even Kicks and Body Slams. Many of these Methods are very Noisy and are sure to attract attention, especially from Anyone on the other side of the door.

Dungeon Time

Lingering in Dungeons is never recommended. The GM should check for Wandering Monsters every hour at least, more if the party is Doing things to attract attention to themselves like being noisy or lighting Up the place. Figure a base 25% of one showing up.

Resting

Short rests (30 Minutes) will allow recovery from Fatigue and Exhaustion. Long Rests (8+ Hours) are required to replenish Spells. Successful Long rests are unlikely due to the presence of wandering monsters.

Wandering Monster Table

| 1D10 | Threat:                 |
|------|-------------------------|
| 1-4  | Nuisance Encounter      |
| 5-7  | Weaker than Party       |
| 8-9  | Equal Strength to Party |
| 10   | Stronger than Party     |

Searching

Cautious and Paranoid Players will spend lots of Time (Real and In-Game) using the Search Skill to thoroughly examine their surroundings in search of traps, treasures, and secret doors. This can entail an excessive amount of Dice Rolling and secrecy as the GM will not want to tell Players outright that they have failed Skill Checks. One possible Solution to streamline this process is to treat the Party as a single individual. For each hidden thing make one Hard Skill Check modified by Search. Use the highest Search skill of the party (Do not lose your Rogues). The GM can then simply pick which characters find what. This seems to work OK, unless you like rolling lots of dice.

Fatigue Rules

After Several Minutes of Extreme Physical Activity, Individuals will Tire. Running, Fighting, lifting heavy loads can all produce this effect. Fatigue kicks in after 2D4 + X Minutes, where X is the Characters Toughness.

The basic Fatigue Penalty is -1 to all Rolls. Another Penalty will be earned every 1D3 + X minutes after the first. For penalties after the first the Character must save or Pass Out for 1D3 Hours.

## Encumbrance Rules

Characters have a tendency to weigh themselves down with too much Stuff. Each Encumbrance Penalty

will give a -1 to all Rolls involving Physical Activity and -1 to Movement. #EP = Number of Encumbrance Penalties

| Items Carried:     | #EP | Notes:  |
|--------------------|-----|---|
| Fully Equipped     | 0   | Armor, Shield, Helm, Full Pouch, Rations, Gear, 2-4 Weapons |
| Extra Set of Equip | 1   | Enough for a Another Adventurer                             |
| Large Treasure Bag | 1   | Filled with Gold, Jewelry, Coins, Magic Items               |
| Something Heavy    | 1   | Saddle, Canoe, Table, Barrel, Human Body, War Drum, Crate   |

## Jumps And Leaps

A Character can jump straight up 1.5 times his height. With a running Start a character can clear a 10 Foot Gap (+1 Foot per level). Skill Check: Add Swift Bonus. -1 for Halflings. -2 for Dwarves and Gnomes.

Leaping Attack: Often a Character will Jump off a ledge, Wall, Tree branch, etc. to attack a Foe beneath him. The Attacker gets Attack +2 and Damage +2. There is a 50% the Leaping Attacker will hurt himself also in the Maneuver: Suffer a Light Wound and roll on the Light Wound Table.

## Chases

When Chasing a Fleeing Foe, each round, each participant in the Chase rolls 1D20 and Adds their Swift (or Ride) Bonus. The Highest Roll moves farthest. The Run-Away starts with a slight lead. If a pursuer beats the Roll of the Run-Away 2 rounds in a row, he catches him.

If the Run-Away out-runs a pursuer 2 rounds in a row, that pursuer gets too far behind and drops out of the chase. The GM may of course modify aspects of this depending on the details of the Chase. For instance, the Run-Away may have a much larger Head Start. The Pursuers, if far behind, may want to continue the Chase for minutes or hours. If the Run-Away gets out of sight, the Pursuers may require Tracking Skill Checks. Difficult Terrain and obstacles such as running through a crowded market may become an issue for both sides. One side may acquire mounts. Pursuers may not be friendly towards each other. A Wagon may lose a Wheel.

Complications and combat during the Chase will make things more interesting.

## Swimming

- A Character can hold his Breath for 2 Minutes.
- The Beginning of Every Minute After that Save vs Death or Drown.
- Get -1 to each consecutive Roll. Add Toughness and Swim Bonuses to Roll.
- A Character with Swim Skill can hold their breath for 3 Minutes.

- A Character without Swim Skill moves at half Speed when Swimming.
- A Character with Swim Skill moves at regular Speed when Swimming.
- A Diving Character gets Swift +2 on the round he dives in.

## Climbing

A Character who Fails a Climbing Skill Check will Fall. Rope gives Climb +1. Spikes give Climb +1 Rope and Grappling Hook gives Climb +2. Characters Climb at half their normal move rate.

Make one Climbing Check per 20 Feet or Less. Straight Walls give Climb -2. Ice Walls give Climb -1.

Smooth, Slippery Walls give Climb -2 Rough, Cracked Walls give Climb +1 Walls with Ledges give Climb +1 Sloped Walls or Trees give Climb +1

## Falling

Incremental Damage Rule: Every 10 Feet or less after the first adds Damage +1. If a Character Saves vs Fall ignore the Incremental Damage Rule. The Slow Fall skill adds to the Saving throw as long as the Character is able to grab things on the way down.

## Consuming Rations

A ration is one days food. Most Settlements will have plenty of food available for a few coins. A small Dungeon may only require a couple of Days to clear.

An expedition to the Underworld could take weeks. A normal load carried by an Adventuring Character would be around 10 Rations.

## Diseases

Effects: When you catch a Disease roll 1D3 times on this Table. Incubation Period: The effects of a Disease will begin in 2D20 Hours. A Disease will last 1D4 Weeks.

The Sickness Penalty is a -1 to all Rolls, Saves, and Checks.

## List Of Disease Effects



| 1D20 | Disease Effect:     | Notes:                            |
|------|---------------------|-----------------------------------|
| 1.   | Blindness           | Blindness Penalty                 |
| 2.   | Deafness            | Communication Difficulties        |
| 3.   | Speed Loss          | Move -2                           |
| 4.   | Muscle Weakness     | Strength -2                       |
| 5.   | Endurance Loss      | Toughness -2                      |
| 6.   | Need for Sleep      | 18 Hours a Day                    |
| 7.   | Lethal              | Save vs Death on Days 2, 3, and 4 |
| 8.   | Vomiting/ Dizziness | Sick Penalty                      |
| 9.   | Feverish            | Sick Penalty                      |
| 10.  | Malaise             | Sick Penalty                      |
| 11.  | Delirious           | Confusion Penalty                 |
| 12.  | Paralysis           | Immobilized                       |
| 13.  | Pain/ Cramps        | Sick Penalty                      |
| 14.  | Headaches           | Sick Penalty                      |
| 15.  | Lose Voice          | Communication Difficulties        |
| 16.  | Diarrhea            | Sick Penalty                      |
| 17.  | Coughing            | Sick Penalty                      |
| 18.  | Pox/ Boils          | Sick Penalty                      |
| 19.  | Itching/ Rash       | Sick Penalty                      |
| 20.  | Shortness of Breath | Strength, Toughness, and Move -1  |

## Recurring Npc's

There is always a chance one of these guys will just randomly show up to make the Parties Day better or worse. Better or at least more interesting than a Wandering Monster. These, of course, are just a sample of what's possible. You never know when your players are going to Develop an unexplained interest in a minor NPC.

## Recurring Npc List:

1. Minor Villain - Will harass the party from a distance. Get them to walk into Monster Lairs, Traps, and minion infested Areas. Likes to trick them. Makes Sport of it.
2. Competing Adventure party - Mirror Image of the Party, but more Evil. Will fight them, Steal from them, Intimidate them, and leave them to die every time they have an advantage
3. Halfling Burglar - Nicest little guy ever. However he has a bad habit of stealing Relics From the Party, especially the overpowered ones. If caught will escape.
4. Trouble maker - Unbeknownst to this individual, he accidentally makes trouble for the Party even before they get where they are going. A Merchant or Rogue usually.
5. Love Interests - Meddling. Some cuter than others. Dependents or even Hero types.
6. Bard - Latch on to Party. Looking for inspiration for Stories and Songs. Also Safety in numbers when traveling at night on the roads.
7. Mercenary - Always getting left behind, Separated. Bad Luck. Not too bright.
8. Traveling Merchant- Always asking top dollar. Will make a pretty penny on the Party.

9. Explorer will Exchange Rumors - Filling in empty spaces on his Maps and in his Journals
10. Runaway Princess - She didn't want to get Married.
11. Scoundrel being chased - Lawmen not far behind. Hide me!
12. Duelist with a Vendetta - Always harassing the same Character.
13. Lone Wolf - May have Competing Missions. Might help momentarily or try to Get the Party to leave. Might need help but rarely admits to it.
14. Peaching Priest - Will Heal party in hopes of getting Converts.
15. Alchemist looking for Ingredients - It's just on the top of that Ridge!
16. Ranger with Dire Warnings - Over Dramatic.
17. Quest giver - Wizard, Spy, Noble. Sometimes has Maps, Keys, and other useful items To give those who will do their dirty work for them.
18. Gnome Sky Captain - Balloon Airship. Gnome Crew. Taxi for hire.
19. The Giant Slayers - Will trade relics. Especially Armor that doesn't fit them, and spellcaster Stuff they cannot use. They have Beer! Party of Adventuring Dwarves.
20. Madman speaking nonsense - The occasional good Clue, Rumor, or Warning

## Barriers And Obstacles:

Below is a sample List of Actions your party may need to do to navigate or clear a path through a Dungeon. Some are hard. Some are Easy. Some are obvious. Some are not obvious at all. Consequences vary. Some require skill checks, or Spells, or the use of particular items. Some are in the form of puzzles,



traps, tricks, or Creature encounters.

## Sample Actions

- put together pieces of map
- find hidden writings on document
- use glasses with multiple colored lenses
- use compass to find cardinal directions underground
- use key in door with 20 magic locks
- burn away cobwebs
- knock ladder lose
- shoot switch
- press switch at bottom of pool
- open covered shaft
- bomb bricked up opening
- crawl through hole
- climb wall sideways
- climb vines
- spiral stairway
- open chest
- break barrier by jumping onto it with all your weight
- find secret passage in grave in wall
- push lid off sarcophagus
- use lever to open sewer grate
- use bolt cutter to break chains
- slide down metal cable using grappling hook
- swing on chandelier to get to balcony
- pull levers up or down
- deflect missile aimed at you
- unbar doors
- jump from moving platform
- climb up chasm
- rotating stone bridge
- use figurine as key
- blocking vines fall limp at smell of pipe-weed
- replace object with one of same exact weight
- open door in spiked wall moving towards you
- jump past swinging axes by learning pattern
- use math to calculate frequency needed
- do not step on trap activating floor stones
- use lasso, whip, or vine to swing across pit
- use floor switch to change height of platforms
- use crystal staff in conjunction with floor map and beam of sunlight
- use mirror to reflect light beam onto light sensitive switch
- light torch to open door
- jump from exact spot
- use portal on floor of pit
- use sliding block to help climb
- needed object behind block in wall
- ring gong or giant bell X number of times
- lower water level to use raft
- shoot embossed metal plate in wall or doorframe

- drop marked block onto target
- fix exposed wiring in contraption
- set dials on apparatus to zero to activate
- align a series of magnets
- set off domino type chain reaction
- place metal discs in specified order on machine
- play correct melody on glass organ
- pick correct cylinder recording for automatic symphony
- Find missing Cog for mechanism
- revive puppet boy to get clues
- animated hands on walls will move you up or down shaft
- use technology skill to decipher control panel
- maneuver block to use as part of a bridge
- reduce light or cross area before false floor tiles become visible
- defeat foes in a certain order to get a hint
- get large foe to trap his head in a small opening
- kill foes before they become fully activated
- foe afraid of water. swim to safety
- get horde to fight you in narrow tunnel
- use maze skill to figure out where hidden passages should be
- sneak past guards

## World Building

### Alignments And Religion

There are basically 2 Alignments: Good and Evil. Each has a vast assortment of Higher Powers that can Worshipped. Most all Player Characters are considered to be of the Good Alignment.

Priests in particular must specify the exact Entities they Worship and draw their Powers from. Other classes may call upon any number of Beings without expecting any Divine Interventions.

Good Aligned Powers include: The Lords of Light, Gods of Nature, Angels, Devas, Solarians, Cherubs, Lords of Law, Good Dragons, The Good Gods of Various Pantheons, Saints, Gods of Mercy, Gods of Justice, Gods of Vengeance, Ascended Souls, Holy Spirits, Dwarven Ancestors, Demi-Gods, Celestials, Eternal Champions, etc.

Evil Aligned Powers include: Demon Lords, Devil Princes, Cosmic Horrors, Dead Gods, Lords of Darkness, Lords of Chaos, Outer Gods, Elder Gods, Alien Gods, Evil Dragons, Insane Gods, Gods of Death and the Underworld, Greater Abominations, Bestial Gods, Shadow Lords, Nether Lords, Gods of Disease, Pestilence, War, Destruction, etc.

### Traveling Speeds

Journeys, Voyages, Quests. Speed = Distance Covered per Day in Miles

| Method:                | Speed: | Notes:                      |
|------------------------|--------|-----------------------------|
| Foot, Marching Troops  | 20     |                             |
| Wagon, Cart            | 25     | Donkey, Mule                |
| Elephant, Camel        | 25     | Large Pack Animals          |
| Large Monsters         | 25     |                             |
| Running Messenger      | 30     | Big Monsters                |
| Riding Horse, Chariot  | 30     | Riding Carriage             |
| Giant Size Monster     | 35     |                             |
| Galloping Riding Horse | 40     | Hulking or Enormous Monster |
| Magical Horse          | 45     | Huge or Immense Monster     |
| Unicorn                | 50     | Gigantic Monster            |
| Gargantuan Monster     | 55     |                             |
| Vast Monster           | 60     |                             |
| Raft, Barge            | 20     |                             |
| Row Boat               | 25     | River Boat                  |
| Canoe                  | 30     | Harbor Boat, Catamaran      |
| Sailing Boat           | 35     | Skiff, Fishing Boat         |
| Galley                 | 40     | Bireme, Trireme             |
| Long Boat, Cog         | 45     | Merchantman                 |
| Carrack                | 50     |                             |
| Sloop, Caravel         | 55     |                             |
| Galleon, Man-of-War    | 60     |                             |
| Slow Flyers            | 100    |                             |
| Medium Flyers          | 150    |                             |
| Fast Fliers            | 200+   |                             |

## Cost Of Hirelings And Followers

### Hirelings Table

| Type:                         | Cost:  |
|-------------------------------|--|
| Desperate Civilians           | These will pay you for Protection. Trainable     |
| Gullible Humanoids            | 1-3 Gold per Day. Not welcome in Civilized Lands |
| Low Quality Hirelings         | 4-5 Gold per Day. Hazard Pay. Poorly Equipped    |
| Former Brigands               | 6-7 Gold per Day. Treacherous. Low Morale        |
| Typical Mercenaries           | 8-10 Gold per Day. Reduced Share in Treasure     |
| Better Mercenaries            | 11-15 Gold per Day. Reduced Share. Well Equipped |
| Hero Quality Retainers        | 16-20+ Gold per Day. Equal Share in Treasure     |
| Charmed Persons               | Nothing. May be Poorly Equipped. Always Loyal    |
| Fanatics, Zealots, Cultists   | A Pittance. Will only Follow Religious Leader    |
| Knights, Honorable Fighters   | Varies. Less if Vow or Oath of Service Involved  |
| Page, Squire, Adept, Disciple | Simple Upkeep. Promise of Training, Knowledge    |
| Slave or Prisoner Soldiers    | Nothing. Threats and Brutality keep them in Line |

## Quick Villages And Towns

These will be located at Crossroads. Most will have a large Stream or small River running through them. The 3 Main Establishments will be a Mill, a Church, and an Inn. The Houses and Shops of Merchants and Craftsmen will be located near the center of town. Farms, Orchards, and Pastures will be located farther out. The next Settlement will be a days travel (20 Miles away)

## Holidays, Holy Days, Feast Days, Trade Days, Festivals, And Fairs

These can be Major or Minor. They may have a Religious, Historical, Agricultural, or Economic origin. Many are Seasonal: Fall, Winter, Spring, Summer For example: A Market Day may be in the Fall, post-Harvest.

A Courting (May-pole) Festival might take place in the Spring. Festive Activities may include: Cooking, Decorating, Contests, Music, Singing, Dancing, Sto-

rytelling, Ceremonies, Acrobats, Jugglers, Bonfires, Plays, Fireworks, Masks, Gift Giving, Rituals, Processions, and Parades.

### Contests And Tournaments

Activities include: Games, Sports, Races, Feats of Strength, Archery, Equestrian Skills, Hammer, Spear, Discus Throws, Boxing, Wrestling, Jumps, Debates, Pie Eating, Jousting, Knightly Melees

### Craft Guilds

Craft Guilds are found in Large Towns and Cities. They demand that practitioners join the Guilds and pay the Dues. They will provide apprenticeships to younger members. Each Trade skill will be represented by its own unique Guild.

### Merchant Guild

A Merchant Guild is found in Large Towns and Cities. They demand that practitioners join the Guilds and pay the Dues. Members will own Shops, Warehouses, Caravans, and Trade Ships.

They can provide Armed Escorts, Bodyguards, Insurance, and Banking Services.

### Thieves Guilds

Basically Criminal Organizations. You better pay your dues. Actively engaged in Theft, Smuggling, Contraband, Fencing, Racketeering, Protectionism, Collections, Spying, Gambling, Begging, and Assassinations. Some specialize, others have their hands in every pot. Many prefer to recruit young street orphans.

### Fighter Orders

There can be a great variety in these. For example: Companies of Free Lances, Mercenary Troops, Bodyguards, Marines, The Holy order of Templars, Hospitalers, Gladiator Schools, Fencing Schools, Dojos, Knightly Orders, Fighter Academies, Rangers of the North, The Red Riders, etc.

### Mage Orders

These are fewer in number than Fighter Orders: Wizard Schools, The Circle of Good Mages, Alchemists Guild, The Great Library. Most Mages are highly secretive and may never pass on their hard earned knowledge. Others may only take on one apprentice at a time, or in a lifetime. Mages can be hired to cast Spells, brew potions, and Forge Magic Items.

### Cosmopolitan City Encounter Table

### Temples, Cults, And Churches

Usually one Celestial power and his/her followers dominate the worship in a City. In others, one may find a Temple Row, devoted to a plethora of Pantheons. Shrines devoted to the powers of Chaos and Evil can always be found, but these are always well hidden. Primitive tribes will have Shamans, and the sacred groves of Druids can be found deep in most Forests and other Terrains as well.

City Temples will actively collect tithes and indulgences. They will also charge handsomely for casting Spells that heal and cure.

### Law And Order

- In most cases the Whims of a Noble is the Law. Might makes Right.
- Usually the local Nobility will be in charge of keeping the peace as well as a maintaining a Military Garrison, and possibly a Private Army.
- The local Law enforcement may be divided into several organizations: City Guard, Night Watch, Port Authority, Bureau of Monster Hunting, Department of Undead Control, Ghost Busters, etc. Many of these groups will be more or less corrupt or only competent enough to handle the local pickpockets.
- Every place will have its own set of obscure Laws that usually benefit the powers that be. There will also be enough Religious Laws, Magical Mandates, Royal Decrees, and Military Proclamations, that the party may want to invest a few Skill Levels in Law just to avoid them.
- Lawyers (Barristers) can always be hired in Lieu of breaking out of Jail.
- Imprisonment is a common punishment, but the party will also encounter: Dismemberment, Public Humiliation, Branding, Torture, Fines, Ball and Chain, Quarry Work, Sale into Slavery, Trial by Combat, the Gladiator Pits, and Death Sentences.
- Jails may range from tower accommodations with fine dining to Dark, Muddy Pits with nothing but cockroaches to eat. Characters who repeatedly escape imprisonment will, upon recapture, be given increasingly harsh sentences including magical restraints.
- Tax Men will be accompanied by a Chest of coins and a Dozen Soldiers Each. Tariffs are collected at the gates, at the docks, and in the streets.

| 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                         |
| 48    | Insulted by Rakes                    |
| 49    | Demon Pulled Rickshaws               |
| 50    | Bath Houses                          |

| 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        |
| 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

| 1D20 | Encounter:   |
|------|--|
| 1    | Cards: Gambling Skill Check to win or lose 3D10 Gold                   |
| 2    | Dice: Gambling Skill Check to win 5D10 Silver                          |
| 3    | Feast: Cost 1D6 x 5 Gold   |
| 4    | Round of Ale: Cost 2D6 x 5 Copper                                      |
| 5    | Round of Wine: Cost 2D6 x 5 Silver                                     |
| 6    | Round of Liquor: Cost 2D6 x 5 Gold                                     |
| 7    | Gossip: Gossip Skill Check for Rumor                                   |
| 8    | Conversation: Carousing Skill Check for Rumor                          |
| 9    | Stranger: Carousing Skill Check to Recruit Minor Hero                  |
| 10   | Cloaked Figure Offering Quest  |
| 11   | Barroom Brawl: 2D6 other Patrons                                       |
| 12   | Pass Out: Nothing  |
| 13   | Pickpocket: 1D10 x 10% of Coins Stolen                                 |
| 14   | Game of Skill: Throw Daggers, Knives, Darts to get Patrons respect     |
| 15   | Chess: Gaming Skill Check to get Patrons respect                       |
| 16   | Wench: Courting Skill Check for Rumor                                  |
| 17   | Tales of Adventure: Storytelling Check to get Patrons Attention        |
| 18   | Jig: Dance Skill Check to get Patrons to befriend you                  |
| 19   | Ballad: Song Skill Check to calm Patrons                               |
| 20   | Musical Interlude: Musician Skill Check to Join Patrons in Festivities |

Rumors Table

| 1D20 | Information:                     | 1D20 | Information:                        |
|------|----------------------------------|------|-------------------------------------|
| 1    | Location of a Basic Dungeon      | 11   | Location of a Wanted Criminal       |
| 2    | Location of a Portal             | 12   | Location of a Monster               |
| 3    | Location of a Major Foe          | 13   | Connection to a Sea Captain         |
| 4    | Location of a War or Battle      | 14   | Location of a Ruins                 |
| 5    | Location of a Magic Item         | 15   | Location of a Castle                |
| 6    | Location of a Treasure           | 16   | Location of Fey                     |
| 7    | Location of a Spell Caster       | 17   | Knowledge of a Curse or Enchantment |
| 8    | Connection to Thieves Guild      | 18   | Secret of a Commoner                |
| 9    | Connection to Assassins Guild    | 19   | Secret of a Spell Caster            |
| 10   | Location of a Person of Interest | 20   | Secret of a Noble or Official       |

Minor Hero Recruitment Table

| 1D10 | Minor Hero: | 1D10 | Minor Hero: |
|------|-------------|------|-------------|
| 1    | Warrior     | 6    | Ranger      |
| 2    | Barbarian   | 7    | Soldier     |
| 3    | Thief       | 8    | Cleric      |
| 4    | Rogue       | 9    | Priest      |
| 5    | Mage        | 10   | Bard        |

Shops And Businesses

| 1D60 | Establishment:  | 1D60 | Establishment:  |
|------|-----------------|------|-----------------|
| 1    | Shoe Maker      | 31   | Blacksmith      |
| 2    | Furrier         | 32   | Painter         |
| 3    | Tailor          | 33   | Doctor          |
| 4    | Barber          | 34   | Roofer          |
| 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 |

Settlement Functions

Here we have divided settlements into 10 Essential Categories of Functions with 8 examples of Structures

for each. Every listed Sub-function is not Required, but it is Representative. The List should help the GM in Fleshing out his settlement descriptions.

Settlement Functions List

| 1D10 | Functions   | 1D8 Structures  |
|------|-------------|---|
| 1    | Military    | Walls, Gates, Fortifications, Garrisons,              |
| -    |             | Moats, Armories, Arsensals, Academies                 |
| 2    | Government  | Courts, Prisons, Palaces, Castles,                    |
| -    |             | Constabularies, Tax Collections, Parliament, Ministry |
| 3    | Economic    | Markets, Ports, Warehouses, Shops,                    |
| -    |             | Banks, Black Markets, Exchanges, Caravans             |
| 4    | Religious   | Temples, Shrines, Monasteries, Churches,              |
| -    |             | Graveyards, Monuments, Covenants, Holy Sites          |
| 5    | Social      | Inns, Taverns, Arenas, Bath Houses,                   |
| -    |             | Brothels, Theatres, Gambling Houses, Tea Houses       |
| 6    | Agriculture | Farms, Pasture, Orchards, Mills,                      |
| -    |             | Fisheries, Vineyards, Butchers, Bakeries              |



| 1D10 | Functions  | 1D8 Structures  |
|------|------------|---|
| 7    | Industry   | Factories, Mines, Quarries, Workshops,                  |
| -    |            | Guilds, Plantations, Artisans, Foundries                |
| 8    | Knowledge  | Libraries, Labs, Universities, Henges,                  |
| -    |            | Conservatories, Greenhouses, Observatories, Mage Towers |
| 9    | Services   | Cistern, Sewers, Trash Removal, Hospitals,              |
| -    |            | Roads, Post Offices, Fire Stations, Aqueduct            |
| 10   | Gatherings | Festivals, Fairs, Circuses, Carnivals,                  |
| -    |            | Competitions, Feasts, Tournaments, Holy Days            |

World Hex Map Generator

First draw the outlines of 1D4 Continents on a Hex Map

Hex Features

20 miles across. 1 days travel. what’s in a Hex?

Primary Terrain Of A Hex (table)

| #     | Description                                     |
|-------|---|
| 1     | Coastal or Island: or roll again or pick one    |
| 2     | Large River or Delta: or roll again or pick one |
| 3     | Mountains, Crag                                 |
| 4     | Hills   |
| 5     | Desert, Salt Flats, Dunes                       |
| 6     | Forest, Woods, Groves, Glades                   |
| 7     | Plains, Steppes, Heath, Farmland                |
| 8     | Swamps, Bogs, Marsh Fens, Estuary               |
| 9     | Cold, Tundra, Arctic, Taiga, Glacial            |
| 10    | Barrens, Wasteland, Badlands, Brokenlands       |
| 11    | Jungle, Rainforest, or Fungal or roll again     |
| 12    | Sylvan Woods or Savanna or roll again           |
| 13    | Volcanic or roll again                          |
| 14    | Large Lake: or roll again or pick one           |
| 15    | Valley (Guaranteed 1 River)                     |
| 16    | same as last roll or pick one                   |
| 17-20 | GM picks  |

Hex Population Table

| #     | Description                                      |
|-------|--|
| 1-4   | Wilderness - Sparse 1D20 x 1D10                  |
| 5-7   | Light - Villages 1D20 x 100                      |
| 8-9   | Medium - Villages and Towns 2D6 x 1000           |
| 10    | Heavy - Villages and Towns and City 2D6 x 10,000 |
| 11-12 | Monstrous - Ruins, Humanoids, Dragon, Giants     |

Water Sources

| #   | Description                      |
|-----|----------------------------------|
| 1-2 | River                            |
| 3-4 | Small Lakes                      |
| 5-7 | Streams, Creeks                  |
| 8   | Deep Wells (by Settlements only) |

Notes: Cold climes will usually have Snow and Ice plus roll 1D3 times Swamps are their own water sources plus roll 1D3 times For Deserts roll (1D3 -

1D3) times plus 50% for an Oasis For Volcanic roll (1D4 - 1D3) times. For Jungle roll 2D4 times For Forest and Farmland roll 1D6 times. For Coastal roll 1D4 times For Plains, Savannas, Hills, and Mountains roll 1D3 times For Broken Lands roll 1D2 times

Mine Type Table

1. Copper
2. Silver

- 3. Gold
- 4. Tin
- 5. Iron
- 6. Iron
- 7. Gems
- 8. Sulfur
- 9. Mercury
- 10. Crystal

Note: Most Hexes have the potential for a few (1D3) Small Mines. 1D6 Larger Mines will be found in Mountains and Hills.

Quarry Type Table

- 1. Granite
- 2. Sandstone
- 3. Marble
- 4. Limestone
- 5. Slate
- 6. Basalt
- 7. Quartzite

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                       |
| 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       |

8. Gneiss

Note: Stone of 1 type can always be quarried in Mountains, Hills, and Barrens. Salt is always available on Coasts, Islands, and Salt Flats.

War And Politics

Geo-politics

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.

| 1D20 | Event:   |
|------|--|
| 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                  |
| 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                                     |

| 1D20 | Event:                                   |
|------|--|
| 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 Pop-ulation 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 For-eign Dignitaries
- Deploying Spies, Moles, Saboteurs, and Assas-sins
- 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 No-bles
- Hiring Retainers for important court positions
- Adding to the Aviary or Bestiary or Trophy Room
- Brooding, Fiddling, or Ranting and Raving

Morale For Large Battles

During Regular Combat (Not the direct result of Spells or Magic) Characters and Troops may Panic (25% Surrender 25% Fighting Withdrawal 25% Flee 25% Rout). Morale Checks can be made multiple times during a Battle and for different reasons:

1. Facing Overwhelming Odds.
2. Foes are Monstrous or Magical. Immune to Nor-mal Weapons
3. Your Side has taken many Casualties.
4. Allies are Fleeing or Routing.

Commanders may make Leadership Skill Checks to Rally Panicked Troops. Panicked Troops will lose Co-hesion and become Disordered. They lose Formation Bonuses.

Mass Battle Unit Combat Factor List

| CF | Unit Type:  |
|----|---|
| 4  | Peasant Rabble, Kobold                            |
| 5  | Levied Troops, Imp, Halfling, Gnome, Goblin, Wolf |
| 6  | Militia, Dwarf, Elf                               |
| 7  | Soldiers, Orc, Hobgoblin                          |
| 11 | Sprite  |

| CF  | Unit Type:                       |
|-----|----------------------------------|
| 12  | Gnoll, Lizard Man, Human Cavalry |
| 17  | Clay Golem, Zombie               |
| 18  | Bugbear                          |
| 20  | Hero, Spellcaster                |
| 20  | Minotaur                         |
| 22  | Ogre, Treant, Werewolf, Medusa   |
| 24  | Hill Giant                       |
| 25  | Centaur, Warg, Unicorn           |
| 27  | Mountain Troll                   |
| 30  | Manticore                        |
| 32  | Vampire                          |
| 42  | Young Dragon                     |
| 44  | Stone Giant                      |
| 47  | Lich                             |
| 49  | Sphinx                           |
| 52  | Fire Giant, Frost Giant          |
| 62  | Tentacle Monster                 |
| 64  | Adult Dragon                     |
| 75  | Cloud Giant                      |
| 85  | Large Hydra                      |
| 89  | Storm Giant                      |
| 99  | Pit Fiend                        |
| 115 | Titan                            |
| 120 | Legendary Dragon                 |
| 148 | Kraken                           |

Mass Battle Rules

Mass Battles are Fights between large numbers of Combatants. An individual Combatant is referred to as a Troop. A group of Troops is referred to as a Unit.

Each Troop has a Combat Factor (CF). Refer to the Unit List. In General, all Troops in a Unit are identical and have the same CF. The Total CF (TCF) of a Unit is equal to the ((Number of Troops in the Unit) x (Their CF))

Example: A Unit of 1000 Soldiers. Each Soldier has a CF of 7. The TCF of the Unit = 7000.

Example: A Unit of 200 Ogres. Each Ogre has a CF of 22. The TCF of the Unit = 4400.

Battles take place in Battle Turns. Two opposing Units face off in a Battle Turn. In this example the Soldiers are Fighting the Ogres.

During a Battle Turn each Fighting Unit makes a 1D10 x 10 Battle Roll and converts this to A Percentage. They then multiply this with the TCF to get a Battle Damage Total (BDT). Subtract the BDT from the Foe's TCF to get a new TCF for the Foe.

For example: The Soldiers make a Battle Roll of 70%. Their BDT = 0.7 x 7000 = 4,900. This BDT is more than the TCF of the Ogres, so they are completely wiped out.

The Ogres make a Battle Roll of 50%. Their BDT = 0.5 x 4400 = 2200. The TCF of the Soldiers is reduced to 7000 - 2200 = 4,800. In terms of numbers of Troops they are reduced from 1000 Troops to 686 Troops.

Unit Movement

Players Roll high on 1D20 to see which side moves its Units first each Battle Turn. Add the Leaders Strategy Skill to the Strategic Initiative Roll. Units can Move up to 2 Spaces per Battle Turn.

Fast Units can move 3 Spaces. Flying Units can move 4 Spaces and ignore Terrain Modifications. A Unit can Fight any Adjacent Enemy Unit at the cost of 1 Movement Point.

A Space containing Difficult Terrain costs 2 Movement Points to Enter. It costs 1 Movement Point to Change a Formation or put a Unit in Formation. Defensive Formations cannot Move.

Formations

Troops that are capable of it can form up in Formations. Formations are usually established at the beginning of a Battle Each Troop gets +2 CF when in an Attack Formation. Each Troop gets +3 CF when in a Defense Formation.

Formations must have a minimum of 30 Troops. A Unit that fails a Morale Check becomes Disordered and goes out of Formation. Sample Attack Formations: Attack Column, Marching Phalanx, Skirmish Line, Advance by Ranks, Wedge, Checkerboard, Pincer, Assault Sample Defense Formations: Square, Circle, Defensive Line, Fortified Position

## Strategic Skill Contests

Before the Battle Rolls are made, opposing Leaders may make a 1D20 Strategy Roll. Add the Leaders Strategy Skill to the Strategy Roll. The Winner gets +10 to his own Battle Rolls.

The Loser gets -10 to his Battle Rolls. Make a New Strategy Roll at the beginning of each Battle Turn.

## Sea Voyage Table

| 1D50 | Encounter:                           |
|------|--------------------------------------|
| 1    | Desert Island: Nothing               |
| 2    | Sargasso Sea: Delayed                |
| 3    | Doldrums: Delayed                    |
| 4    | Lost: Delayed                        |
| 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                |

## 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

## Wilderness Treks

### Sea Voyages

These can be perilous. To cross the sea will require 1D8 consecutive encounters. Roll 1D50 on the Sea Voyage Table:

| 1D50 | Encounter:                          |
|------|-------------------------------------|
| 27   | Sirens: Monster                     |
| 28   | Giant Octopus: Monster              |
| 29   | Sea Dragon: Monster                 |
| 30   | Crab Men: Sea People                |
| 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         |

## 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                              |
|------|-------------------------------------|
| 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         |

| 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 |

| 1D30 | Encounter:              |
|------|-------------------------|
| 16   | Cyclops with Club       |
| 17   | Oracle in Mountain Cave |
| 18   | Cretans with Slings     |
| 19   | City State              |
| 20   | Maenad Ceremony         |
| 21   | Rocky Hills             |

| 1D30 | Encounter:           | 1D30 | Encounter:          |
|------|----------------------|------|---------------------|
| 7    | Shepard with Goats   | 22   | Harpy Nest          |
| 8    | Medusa's Lair        | 23   | Sheer Cliffs        |
| 9    | Grove of Olive Trees | 24   | Sorceress           |
| 10   | Prowling Cerebus     | 25   | Ruins               |
| 11   | Small Farms: Wheat   | 26   | Bandits             |
| 12   | Drunken Centaurs     | 27   | Traveling Merchants |
| 13   | Vineyard             | 28   | Hoplites            |
| 14   | Hydra                | 29   | Noble in Disguise   |
| 15   | Pagan Temple         | 30   | Pagan Procession    |

### Temperate Forest Encounter Table

| 1D80 | Encounter:                  |
|------|-----------------------------|
| 1    | Black Bears: Animal         |
| 2    | Wolf Pack: Animal           |
| 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               |

| 1D80 | Encounter:   |
|------|--|
| 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                          |
| 55   | Poison Ivy: 1D3 Get -1 to all Rolls next Encounter         |
| 56   | Training Montage: Someone gets Attack Skill +in one Weapon |
| 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: -4 to Social Encounters for 3 days                  |
| 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 Damage -1               |
| 2    | Minor Sphinx: Monster                             |
| 3    | Dao Djinn: Monster                                |
| 4    | Quicksand: Trap                                   |
| 5    | Sand Storm: Delay and Damage -2                   |
| 6    | Nomads: Neutral                                   |
| 7    | Caravan: Neutral                                  |
| 8    | Dunes: Nothing                                    |
| 9    | Lost in the Desert: Delay                         |
| 10   | Heat Stroke: Someone gets Damage +3               |
| 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                                     |
| 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                     |
| 23   | Northern Dwarves: Neutral                     |
| 24   | Blizzard: Delay and All Damage +3             |
| 25   | Cold Snap: Delay and All Damage +2            |
| 26   | Frozen Winds: Delay and All Damage +1         |
| 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 Damage +3 |
| 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 Damage +2 and Delay       |
| 45   | Aurochs: Hunting                              |
| 46   | Barbarian Guides                              |
| 47   | Snow Beast: Monster                           |
| 48   | Caribou Range: Hunting                        |
| 49   | Frozen Dead: Undead                           |
| 50   | Dire Wolves: Animal                           |

| 1D60 | Encounter:                        |
|------|-----------------------------------|
| 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 Damage +1 |

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                      |
| 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                                  |



| 1D50 | Encounter:                     |
|------|--------------------------------|
| 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.                     |
| 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                 |

| 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        |

| 1D80 | Encounter:              |
|------|-------------------------|
| 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:                  |
|------|-----------------------------|
| 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            |
| 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 Damage +3 |
| 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:            |
|------|-----------------------|
| 26   | Hilltop: Nothing      |
| 27   | Wyvern: Monster       |
| 28   | Highlands: Nothing    |
| 29   | Giant Weasel: Monster |
| 30   | Knoll: Nothing        |
| 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: Body part Hurt |
| 2   | Ankle Sprain: Foot Hurt       |
| 3   | Broken Foot: Need Crutch      |

| 1D6 | Injury                     |
|-----|----------------------------|
| 4   | Broken Leg: Need Crutch    |
| 5   | Broken Finger: Hand Hurt   |
| 6   | Broken Arm: Requires Sling |

## Volcanic Encounter Table

| 1D30 | Encounter:                               |
|------|--|
| 1    | Pyroclastic Flow: All Save or Damage +2  |
| 2    | Volcanic Eruption: All Save or Damage +3 |
| 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 Damage -1       |
| 10   | Minor Demons: Monster                    |
| 11   | Minor Devils: Monster                    |
| 12   | Crater Lip: Nothing                      |
| 13   | Steep Slopes: Delay                      |
| 14   | Magma Elemental: Monster                 |
| 15   | Lavamancer: Hostile                      |

| 1D30 | Encounter:                             |
|------|--|
| 16   | Oppressive Heat: All Damage -2         |
| 17   | Fire Salamander: Monster               |
| 18   | Fire Sprite: Fey                       |
| 19   | Sulfurous Pits: All Damage -2          |
| 20   | Young Red Dragon: Monster              |
| 21   | Hot Foot: All 1 Damage                 |
| 22   | Fire Newts: Humanoids                  |
| 23   | Burning Earth: All Damage -2           |
| 24   | Pyroclasm: All Save or Damage +2       |
| 25   | Magma Vents: Nothing                   |
| 26   | Magma Spray: Someone Save or Damage +3 |
| 27   | Magma Jet: : All Save or Damage +3     |
| 28   | Magma Rift: Delay                      |
| 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 Damage -1 |

| 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: Spell Checks 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                    |
| 48   | Centaur: Humanoids              |

| 1D30 | Encounter:                  |
|------|-----------------------------|
| 24   | Flood Plain: Delay          |
| 25   | Arid Mesa: Run out of Water |

| 1D30 | Encounter:                  |
|------|-----------------------------|
| 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: Spell Checks at +2 |
| 13   | Wood Elf Patrol: Neutral              |
| 14   | Attack Squirrels: Swarm.              |
| 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:                       |
|------|----------------------------------|
| 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                 |
| 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.                 |
| 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 Damage +2 |

| 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                  |
| 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 Damage +3        |
| 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:               | 1D30 | Encounter:                         |
|------|--------------------------|------|------------------------------------|
| 1    | Rocky Ground: Nothing    | 16   | Barrens: Nothing                   |
| 2    | Goblins: Humanoids       | 17   | Canyon Village: Resupply           |
| 3    | Broken Ground: Accident  | 18   | Borderland: Nothing                |
| 4    | Orc War Party: Humanoids | 19   | River Rapids: Delay                |
| 5    | Canyons: Delay           | 20   | Wasteland: Nothing                 |
| 6    | Cracked Earth: Nothing   | 21   | Revenant: Undead                   |
| 7    | Gnoll Hunters: Humanoids | 22   | Natural Cistern: Water             |
| 8    | Ridges: Nothing          | 23   | Velociraptors: Animal              |
| 9    | Beast Men: Humanoids     | 24   | Flash Flood: All Save or Separated |
| 10   | Buttes: Nothing          | 25   | Canyon Drake: Monster              |
| 11   | Ogres: Monsters          | 26   | Brine Lake: Nothing                |

| 1D30 | Encounter:                |
|------|---------------------------|
| 12   | Brushland: Forage         |
| 13   | Sandstone Arches: Nothing |
| 14   | Dust Storm: Delay         |
| 15   | Outpost: Resupply         |

Fantasy Names

Need a Fantasy Name quickly? these lists should help.

Fantasy Locations

The Lost Lake, The Great Tree, The Desert Colossus, Deserted Desert Wailing Wasteland, Death Mountain, Temple of Time, Lotus Fields The Boiling Sea, The Creeping Castle, Domain of the Damned Raging River, Forgotten Fortress, Maw of the World, Final Fortress City of Catacombs, Wicked Woods, Ghastly Graveyard, Forest of No Return Weeping Woods, Whispering Wasteland, Dark Pyramid, Shipwreck Island Fairy Falls

Dwarf Names

Gurney, Filch,

Dwarf Settlement Names

Human Barbarian Names

Guntar, Brun

Human Feudal Names

Morgan, Cass, Venn, Oswald, Caverdine, Nock,

Human Feudal Settlement Names

Belfry, Artoon, Claxton, Beamish,

High Elf Names

Alif, Abacar, Zymus, Xill

Skeleton Names

Skully, Boney, Bonser, Jaws, Socket, Bone Daddy, Big Bones, Saw Tooth Pinky, Rib Eye, Skelly, Knuckles, Knuckle Head, Lumbardi

Goblin Names

Goby, Rudy, Goober, Snotly, Buger, Crick Nose, Grimace, Pansy, Mud Gnarl Tooth, Jibbers, Joxie, Floby, Pugsly, Boorish

Attribute Table

| 1D30 | Encounter:                 |
|------|----------------------------|
| 27   | Terraces: Delay            |
| 28   | Ancient Graveyard: Spirits |
| 29   | Giant Cougar: Monster      |
| 30   | Water Geyser: Water        |

Gnome Names

Dolph, Frumpus, Stumpy, Bart,

Mage Names

Zundar

Starting Classes

Introduction

RPG Fantasy Rules.

Character Creation

The Player must pick a Class for his Character. The Class List will show all starting Skills, Abilities, and Spells. The player also needs to Name his Character.

Starting Traits

- All Characters Start with a Wound Level (WL).
- For Humans, Half-Orcs, Dwarves, and Elves the Starting Wound Level is 4.
- For Halflings and Gnomes the Starting Wound Level is 3.
- The Toughness Skill will increase a Character's Wound Level.
- All Characters Start with a Movement Rating (MR).
- For Humans, Half-Orcs, and Elves the Starting Movement Rating is 6.
- For Dwarves, Halflings, and Gnomes the Starting Movement Rating is 4.
- The Swift Skill will increase a Character's Movement Rating.

Heroic Attributes

There are 9 possible Heroic Attributes.

- First, pick one Attribute that the Character will definitely have.
- Second, Roll 1D3 +1 to see how many more attributes the Character gets (Total 3-5).
- Third, Roll for each of these on the Attribute Table to see what they are.

There are no levels in Attributes. Either you have it or you don't. Reroll Duplicates. Keep track of what attributes you have.



| 1D10 | Attribute: | Notes:   |
|------|------------|--|
| 1    | Spirit     | Get +1 to all Morale and Social Interaction Rolls          |
| 2    | Magic      | Get 2 Advantages of your Choice (on the Background Page)   |
| 3    | Body       | Get +1 to Strength and Toughness                           |
| 4    | Mind       | Get +1 to all Lore Skill Rolls and Spell Checks            |
| 5    | Will       | Get +1 to all Skill Rolls not affected by other Attributes |
| 6    | Speed      | Get +1 to Defense and Swiftness                            |
| 7    | Fate       | Get +1 to all Saving Throws                                |
| 8    | Wits       | Get +1 to all Detection type Skill Rolls                   |
| 9    | Prowess    | Get +1 to all Attack Rolls                                 |
| 10+  | Pick One   | Players Choice   |

## Character Class Archetypes

There are 4 Basic Class Archetypes: Fighter, Rogue, Mage, and Priest. Below are the classic examples of each of the 4 Class Types:

### Warrior/mercenary (fighter)

- Skills: Toughness +2 (Added to Wound Level), Melee Weapons +2 (Attack Bonus),
- Strength +2 (Damage Bonus), Shield +1 (Defense Bonus if using a Shield),
- Heavy Armor (Wear Heavy Armor with no Penalties), Initiative +1,
- Dual Wield (Use 2 Weapons with no Penalties), Dodge +2 (Defense Bonus),
- Brawl +2 (Attack Bonus to Unarmed Attacks: Strikes and Grappling),
- Tactics +1 (Allies attacking same Foe as you get +1 Attack Bonus),
- Leadership +4 (Bonus to Rally, increase Morale), Swift +1 (Move Speed)
- Starting Items: Medium Armor, Dagger, Two Melee Weapons, Cloak, Medium Shield

### Thief (rogue)

- Skills: Stealth +5 (Bonus to Hide, Sneak, Surprise), Climb +5 (Walls),
- Dodge +2 (Defense Bonus), Pick Pocket +5, Escape Artist +4 (Slip Bonds),
- Backstab +4 (Damage Bonus when attacking from behind), Swift +2 (Move Speed),
- Locks +4 (Pick Locks), Search +5 (Find Traps, Secret Doors, Treasure),
- Streetwise +5 (Rumors, Favors, Contacts, Dangers), Dagger +1
- Starting Items: Leather Armor, Dagger, Sap, Cloak, 10 foot pole, Rope and Grappling Hook (Climb +2), Lockpick Kit

### Cleric (priest)

- Magic: Clerical List = 4, Healing List = 2
- Skills: Shield +1, Heavy Armor, Religion +5 (Concentration on own Religion),
- Preach +4 (Convert the Heathen. Often takes Several Successful Attempts in a Row),

- Blunt Weapon +1 (Attack Bonus), Wisdom (Get GM's Opinion)
- Starting Items: Medium Armor, Medium Shield, Mace, Holy Symbol, 1D4 Vials of Holy Water

### Thaumaturge (mage)

- Magic: Thaumaturgy List = 7, Cantrip List = 2
- Skills: Staff & Dagger +1 (Attack Bonus), Arcane Lore +5 (Theory of Magic)
- Starting Items: Robes, Hat, Dagger, Staff, Spell Components, Spell Book, Spy Glass, Wax, Starch, Chisel, Crucible, Tinder Box

## Racial Classes

Some Classes are associated with particular non-human Races. Several examples are given below:

### Halfling Burglar (rogue)

- Skills: Dodge +2, Stealth +4, Sling +2, Short Sword +2, Climb +4,
- Gardening +4, Fishing +4, Cooking +4 (Tasty and Nutritious),
- Pipeweed +4 (Identify, Grow, Uses. Produce Short Range Smoke Rings),
- Luck (Once per day get +5 to one Target Die-Roll),
- Cheer +5 (Raise Spirits of Allies. Remove Anger and Frustration),
- Alertness +4 (Detect Hidden or Distant Foes), Locks +5, Search +5
- Starting Items: Dagger, Short Sword, Cloak, Sling & Stones, Pipe & 1D6 Weeds, Regular Clothing, Bag of 10 Rations, Cooking Gear, Flint & Tinder, Lockpick Kit

### Elf Wanderer (rogue)

- Skills: Bow +2, Sword +2, Swift +2, Dodge +2, Insight +5, History +5 (Long Lived),
- Geography +5, Memory +3, Sailing +5, Navigation +5, Herbalism +5 (Elven Medicine),
- Search +3, Ride +3, Woodcraft +5 (Camping, Survival, Pathfinding),
- Song +5, Dance +5 (Elven Grace & Beauty)

- Starting Items: Leather Armor, Dagger, Sword, Cloak, Bow & Arrows, Elven Riding Horse (Ride +1), Blanket, Waybread (10 Rations), Journal

### Dwarf Clansman (fighter)

- Skills: Toughness +3, Martyr (Receive Attack directed at Adj Ally), Strength +1,
- Shield +1, Heavy Armor, Mining +4, History +4, Song +4 (Haunting, Sad Ballads),
- Hammer +2, Pick +2, Axe +2, Sword +1, Crossbow +1, Carousing +5 (Famed Drinkers),
- Search +3, Climb +3 (Mountaineering, Spelunking)
- Starting Items: Heavy Armor, Med Shield, Cloak, Hammer, Dagger, Crossbow & Bolts

### Gnome Prankster (rogue)

- Skills: Guile +5, Pickpocket +5, Gossip +5, Locks +5, Search +5
- Climb +3, Carousing +5, Pranks +5, Taunt +5, Jest +5, Luck, Stealth +5,
- Alertness +5, Streetwise +5, Wits +5 (Solving Puzzles), Riddles +4,
- Dodge +3, Ventriloquism +5, All Weapons +1
- Starting Items: Lockpick Kit, Cloak, Brace of Daggers Rope and Grappling Hook (Climb +2), Bag of Tricks (Pranks +1)

## Character Background

Players may want to fill in some Background notes on their Favorite Characters. The Following Page gives ideas for Background Histories, Motivations, (Dis)Advantages, and Personality Traits:

Each player starts with 5 Motivations, 1 Disadvantage, and 1 Advantage. Each player starts with 0 Destiny Points. Personality Traits are optional. They are good for NPC's.

Background Histories are not required, but they are fun. It is recommended each player starts with 1 Background History (Picked or Random).

## Starting Item Variants

Characters start with 20 Gold Pieces in a small Pouch and a standard set of starting items depending on their Class. The GM may let the Player alter this. For instance the player has a cool miniature of a Fighter with a Bow and Arrows. The GM may allow for these instead of a second Melee weapon for the Players Warrior Character.

## Languages And Literacy

### Chance Of Having The Literacy Skill

Lower Class Humans (25%). Middle and Upper Class Humans (85%). Most all Demi-Humans are Literate (90%).

## Chance Of Knowing A Language

- Most Humans, Demi-Humans, and Fey speak a version of Common (95%).
- Most Humans speak a second Ethnic Language (75%).
- All Demi-Humans speak a second Racial Language (95%).
- Wood Elves and Gnomes can speak Fey (85%).
- Most Humanoids and Giants speak a version of the Dark Tongue (95%).
- Most Humanoids and Giants speak a second Racial Language (75%).
- Most Humanoids and Giants also speak a smattering of Common (75%).
- Demons speak a Language called Infernal and either Common or Dark Tongue (85%).
- Dragons speak a Language called Draconian and either Common or Dark Tongue (95%).

## Lifespans

Halflings live twice as long as Men. Dwarves and Giants live twice as long as Halflings. Elves live twice as long as Dwarves.

Gnomes fall between Halflings and Dwarves. Humanoids live half as long as Men.

## Racial Bonuses

Most all of the Classes above were created with Humans in Mind. Some Classes are particular to a specific Race such as the Halfling Burglar or Gnomish Prankster. However many Classes are available to different Demi-Humans. To make Demi-Human version of a Class simply add the indicated Bonus:

### Humans

Gossip +2

### Great Men (wild Men)

Strength +1

### Hairfoot Halfling

Cook +2

### Stout Halfling

Brew +2

### Lightfoot Halfling

Cheer +2

### High Elf (northern)

Wild Magic +1

### Iron Elf (gladreon)

Etiquette +2

**Golden Elf (grecoS)**

Poetry +2

**Copper Elf (gyptos)**

Religion +2

**Wood Elf (central)**

Woodcraft +2

**Bronze Elf (desert)**

Survival: Desert +2

**Mountain Dwarf**

Mining +2

**Hill Dwarf**

Alertness +1

**Northern Dwarf**

Saves vs Cold +4

**Desert Dwarf**

Stealth +1

**Gnome**

Luck

**Deep Gnome**

Infravision (See in the Dark)

**Diving Gnome**

Lore of the Sea +2

**Half-orc**

Intimidation +2

**Culture And Homeland**

Cultures come in many types. In addition to starting with 1 Racial Bonus, each player will also get 1 Culture Bonus, he picks from the list below. 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.

**Imperial**

Intrigue +2

**Ancient**

Farming +2

**Feudal**

Construction +2

**Gothic**

Undead Lore +2

**Renaissance**

Art +2

**Barbaric**

Toughness +1

**Nomadic**

Ride +1

**Primitive**

Tracking +1

**Theocracy**

Faith +2

**Oligarchy**

Soldiering +2

**Tyrant**

Torture +2

**Democracy**

Political +2

**Republic**

Law +2

**Mageocracy**

Arcane Lore +1

**Seafaring**

Sailing +1

**Mercantile**

Haggling +1

**Pacifist**

Wisdom

**Savage**

Survival: Jungle +2

**Character Record Sheet**

| State                | Value |
|----------------------|-------|
| Name:                |       |
| Title:               |       |
| Sex:                 |       |
| Race (And Sub-Race): |       |
| Age:                 |       |
| Alignment:           |       |
| Professional Class:  |       |
| Culture:             |       |
| Homeland:            |       |
| Family/Clan:         |       |
| Social Class:        |       |
| Gods Worshipped:     |       |
| Attributes (3-5):    |       |
| Appearance:          |       |

- Movement Rate (Swiftness, Racial Mods):
  - Total Spells Known (From all Types of Magic):
  - Power Points (Spells Known, Skills, Items, Total and Current):
  - Wounds (Base plus Bonuses. Toughness, Total and Current):
  - Defense Bonuses (Item, Dodge Bonuses):
  - Armor Bonuses (Items, Skill Bonuses):
  - Saving Throw Bonuses (Race, Class Archetype, Items, etc.):
- Advantages (From Background Page):
  - Disadvantages (From Background Page):
  - Current Conditions (Breaks, Diseases, Poisonings, Curses, etc.):
  - Skills (Learned from Class and Experience):
  - Magic Spells Known (Per Type)
  - Physical Attacks (Weapon, To-Hit Bonus, Damage Bonus, Range)
  - Possessions (Relics, Gear, Estates, Companions):

| Attack #1       |  |
|-----------------|--|
| Attack #2       |  |
| Attack #3       |  |
| Attack #4       |  |
| Attack #5       |  |
| Attack #6       |  |
| Background:     |  |
| Dependents:     |  |
| Relationships:  |  |
| Motivations:    |  |
| Destiny Points: |  |
| Gold:           |  |

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   |

| 1D100 | Event:   |
|-------|--|
| 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               |
| 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                       |

| 1D100 | Event:  |
|-------|---|
| 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                             |
| 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, Sadis-

tic, Saintly, 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                 |
| 3     | Creation, Craftsmanship, Artistry            |
| 4     | Find Fame, Bards Tale, Notoriety             |
| 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, Exotic Locations        |
| 15    | New Experiences, Adventure                   |
| 16    | Curiosity, Mystery, Strangeness              |
| 17    | Domination, Control, Political Authority     |
| 18    | Desire, Lust, Passion                        |
| 19    | Anarchy, Chaos, Disruption                   |
| 20    | Law and Order                                |
| 21    | Greed, Treasure, Fortune, Profit             |
| 22    | Work, Dream Job                              |
| 23    | Family Ties                                  |
| 24    | Friendship, Comradeship                      |
| 25    | Revenge, Vengeance                           |
| 26    | Extremist, Fanaticism                        |
| 27    | Being the Best, Ambition, Something to Prove |
| 28    | Simple Life, Comforts, Normalcy              |
| 29    | Safety, Security                             |
| 30    | Food, Gluttony, Eating                       |
| 31    | Collecting, Gotta Catch em All               |

| 1D100 | Motivation:                                |
|-------|--|
| 32    | Raw Power, Magical Power, Acquisition      |
| 33    | Self-Importance, Ego, Pride                |
| 34    | Self Degradation                           |
| 35    | Amusement, Humor, Comedy                   |
| 36    | Defending, Protecting, Savior              |
| 37    | Destruction, Murder, Killing               |
| 38    | Honor, Family Honor, Chivalry              |
| 39    | Cunning, Ingenuity                         |
| 40    | Stealing, Thievery, Making a 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                         |
| 51    | Pranks, Trickery                           |
| 52    | Unresolved Past Event, Clear Your Name     |
| 53    | Faith, Religious Belief                    |
| 54    | Response to Mockery                        |
| 55    | Hedonism, Pleasure                         |
| 56    | Noble Goal, Personal Growth                |
| 57    | Survival, Escape, Danger                   |
| 58    | Find Someone or Something                  |
| 59    | Service, Undying Loyalty                   |
| 60    | Heroics, Boldness, Courage, Audacity       |
| 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, Leadership            |
| 71    | Envy, Resentment                           |
| 72    | Demotivation, Disinterest, Apathy, Sloth   |
| 73    | Create or Destroy a Dystopia               |
| 74    | Embodiment of an Abstract Concept          |
| 75    | Destroy Enemies, Triumph                   |
| 76    | Gambling, Addiction, Dependency, Insanity  |
| 77    | Prudence, Forethought, Plans, Precautions  |
| 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, Fulfil Hidden Desires     |

| 1D100 | Motivation:                               |
|-------|---|
| 85    | Glory Seeker, Glory Hound                 |
| 86    | Looking for a Cure, Heal, Help People     |
| 87    | Hidden Agenda, Intrigue                   |
| 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           |

Destiny Points

Pick 5 Motivations from those listed above for your Character. Fulfilling all Character Motivations gets you a Reward- get 1 Destiny point. Fulfilment can either be by satisfying the Motivation or Eliminating it, whichever is more appropriate. You may save up Destiny Points.

Use up a Destiny Point to pick the result of 1 Diceroll. After you earn a Destiny Point pick 5 new Motivations.

Gods Worshipped

The Character may worship some, none, or all of the Gods. Most characters will be assumed to be of

the Good (Lawful) Alignment. Players should ask the GM what Gods he is making available.

Worship may range from a token affinity to Priestly devotion.

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:

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)         |

| 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    |

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.

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:

Class Table

| 1D8 | Social Class (Medieval):  |
|-----|---|
| 1   | Slave or Escaped Slave: Humanoids, Beggars                          |
| 2   | Lower Criminal Class: Rogue, Pirate, Gypsy                          |
| 3   | Lower Working Class: Peasant, Servant, Musician, Mercenary, Soldier |
| 4   | Middle Monied Class: Craftsman, Merchant, Miller, Inn Keeper        |
| 4   | Middle Learned Class: Scholar, Mage, Priest                         |
| 6   | Minor Nobility: Knight, Gentry, Official, Courtesan                 |
| 7   | Major Nobility: Count, Baron, Senator, Guild Master                 |
| 8   | Greater Nobility: Duke, Admiral, General, Royalty, Imperial         |

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. 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. This can be used for starting relationships between PC's.

Established Relationship Table

| 1D60 | Relationship:     |
|------|-------------------|
| 1    | Mutual Trust      |
| 2    | Strangers         |
| 3    | Acquaintances     |
| 4    | Long Time Friends |
| 5    | Distant Relatives |
| 6    | Close Relatives   |
| 7    | Friendly          |
| 8    | Distrustful       |
| 9    | Mutual Respect    |
| 10   | Romantic Interest |
| 11   | Business Like     |
| 12   | Professional      |
| 13   | Annoyance         |
| 14   | Disgust           |
| 15   | Drinking Buddies  |
| 16   | Argumentative     |
| 17   | Brotherly         |
| 18   | Protective        |
| 19   | Bullying          |

| 1D60 | Relationship:  |
|------|----------------|
| 31   | Exasperated    |
| 32   | Intimidated    |
| 33   | Idolized       |
| 34   | Forgiving      |
| 35   | Just Tolerable |
| 36   | Helpful        |
| 37   | Teasing        |
| 38   | Advisory       |
| 39   | Questioning    |
| 40   | Preaching      |
| 41   | Didactic       |
| 42   | Best Behavior  |
| 43   | Timid          |
| 44   | Spiteful       |
| 45   | Honorable      |
| 46   | Flippant       |
| 47   | Arrogant       |
| 48   | Bitchy         |
| 49   | Commiserating  |

| 1D60 | Relationship:      |
|------|--------------------|
| 20   | Nagging            |
| 21   | Impatience         |
| 22   | Codependent        |
| 23   | Envious            |
| 24   | Domineering        |
| 25   | Passive Aggressive |
| 26   | Take for Granted   |
| 27   | Polite             |
| 28   | Conversational     |
| 29   | Comradery          |
| 30   | Avoidant           |

| 1D60 | Relationship:  |
|------|----------------|
| 50   | Complaining    |
| 51   | Secretive      |
| 52   | Withdrawn      |
| 53   | Allegiance     |
| 54   | Blood Debt     |
| 55   | Comedic        |
| 56   | Mean           |
| 57   | Stubborn       |
| 58   | Shared Passion |
| 59   | Low Opinion    |
| 60   | Congenial      |

Alignment

The Characters Alignment will usually match that of his Gods. There is one Primary Axis: Good (Law) - Evil (Chaos) Alignment on any Axis can change de-

pending on the Characters actions. The Primary Axis is necessary for many purposes, however other Secondary Axes can Flesh out a Characters Personality.

There are multiple possible Secondary Axes:

| #           | Descr   |
|-------------|---|
| 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 1 Advantage. 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 Dodge.
- Animal Senses - Get +2 to Alertness.
- Angelic - Get +2 when dealing with Angels and Devas. Faint Halo
- Bravery - Get +4 to Saves vs Fear.
- City Dweller - Get +1 to all rolls while in Cities.
- Common Sense - Get Wisdom.
- Danger Sense - Get +1 to Search for Traps.
- Deftness - Get +1 to Saving Throws.
- Demonic - Get +2 when dealing with Devils and Demons. Tiny Horns
- Desert Dweller - Get +1 to all rolls in Desert Environments.
- Devious - Get +1 to Guile and Intrigue.
- Direction Sense - Navigation and Mazes +1.
- Divine Blessing - Get Luck.
- Djinn Blood - Get +2 when dealing with Djinn. Bluish tinge to Skin
- Double Jointed - Get +2 to Escape Artist Skill.
- Eagle Eye - See Things Far Away. Far things appear Long Range etc.
- Endurance - Fatigue effects are halved.

- Fey Blood - Get +2 when dealing with Fey. Big Eyes
- Giant Blood - Size +1. Get +2 when dealing with Giants.
- Good Aim - Get +1 to Ranged Attacks.
- Good Looking - Get +1 to Appearance.
- Great Physique - Get +1 to Strength.
- Green Thumb - Gardening and Farming and Herbalism +2.
- Infravision - See Heat Signatures Underground. Light Sensitive Above.
- Instinct - Get +1 to Defense.
- Inner Calm - Get +4 to Save vs Anger and Frustration.
- Iron Mind - Get +2 to Save vs Mind Control, Confusion, and Madness.
- Language Prodigy - Start game knowing an extra 3 Languages.
- Magic Prodigy - Total Magic Lists Knowable +1.
- Magic Resistance - Get +1 to save vs Spells and Spell Like Effects.
- Magic Sense - Can always Detect Magic.
- Math Prodigy - Math +4.
- Mental Clock - Time Things Perfectly. Get +1 to Attacks.
- Music Prodigy - Musician +2. Know 1D3 extra Instruments
- Night Vision - No penalties when Outside at Night.
- Perfect Memory - Memory +3.
- Peripheral Vision - Negate Backstab and Flank Attack bonuses vs you.
- Pugilist - Get +1 to Brawl.
- 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 or Ship.
- See Illusions +4 to Detect.
- See Invisible +4 to Detect.
- Spell Power - Get PP +1.
- Spirit Sight - Always See Spirits (I see Dead People).
- Situational Awareness - Get +4 to Save vs Confusion.
- Quick Healing - Get +1 to Daily Healing Roll.
- Unshakeable - Get +4 to Self Morale.
- Well Traveled - Get +2 to Geography and History.

## Disadvantages

Each player Character starts with 1 Disadvantage. 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 (1 in 6 chance to Fumble on regular Failures)
- Albino (Easily Recognizable. -1 Appearance Penalty)
- Animal Aversion (Animals Dislike you. No Animal Skills)
- Appetite for Conquest
- Appetite for Destruction
- Asthmatic (Fatigue in Half the Time)
- Blindness (Bad Sight. Combat Penalties)
- Branded (Marked as a Criminal; Get -4 to Social Interactions with Lawful Characters)
- Color Blind (Alertness or Search penalty in some Rare cases)
- Control Freak (Need to Dominate)
- Cowardice (-4 Morale Penalty. -4 to Save vs Fear)
- Major Curse (Hard to Break)
- Deafness (Bad Hearing. Combat Penalties)
- Deathwish (Survivors Guilt)
- Disfigurement (Appearance 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 Penalty to Social Interactions)
- Drug Addiction (Opioids, Stimulants, Hallucinogens, Depressants)
- Dull (-1 Defense Penalty)
- Flighty (Frequently changes their mind)
- Foppish (Wears Expensive Clothing)
- Forgetfulness (Names, Items, Tasks)
- Foreigner (Misunderstood and Disliked by Many. Social Interactions -1)
- Gambling Addiction (Will Gamble every opportunity possible)
- Gigantism (Size +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 (-2 Movement, -1 Combat Penalties)
- Madness (Major Delusions, Will come under GM's Control at times)
- Midget (Size -1. Some Disfigurement)
- Miserly (Will spend as little money as possible)
- Mutant (One Mutation)
- Mute (Cannot Speak at All. Communication Difficulties)
- Multiple Personalities (Extra 1D6. 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 hard to satisfy)
- Obese (Overweight. -1 to Social Interactions, Swift -1)
- Obsession (Usually for Magical Power)
- One Arm (Or One Hand. Penalizes, Limits some Activities)
- One Eye (-1 Alertness, -1 Social Interactions)
- 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, or Aquatic Skills)
- Physical Weakness (-1 Strength)
- 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. -1 Social Interactions)
- Sickly (-1 Toughness)
- Slow (Swift -1)
- Stupid (-2 to Lore Skill Rolls)
- Stuttering (Communication Difficulties, -1 Social Interactions)
- Taciturn (Speaks very Little. -1 Social Interactions)
- Tone Deaf (No Musical, Singing Skills)
- Tremors (Shaky Hands. -1 Penalty to Trade Skill Rolls)



- Tourette's (Constantly Cursing, -2 Social Interactions, -4 Stealth)
- Uncoordinated (-1 Penalty to Combat Rolls)
- Weakness to Alcohol (Constantly getting Drunk)
- Weakness to Men/Women (Sexual Desire. When Tempted Save at -4)

## Fighter Classes

### Amazon (fighter)

- Skills: Swift +2 Ride +2 Sword & Staff +2 Archery +2 Spear +2 Javelin +2 Brawl +2
- Dodge +2 Strength & Toughness +1 Intimidation +4 Courtship +4 Climb +4 Alertness +4
- Tactics +1
- Starting Items: Spear, Riding Horse, Dagger, Sword, Cloak, Bow & Arrows, Primitive Jewelry, Light (piecemeal) Armor, Staff, Tribal Garb
- BARBARIAN (FIGHTER)
- Skills: Toughness +4, Strength +3, Sweep (Hit all adj HTH Foes), Blade +2, Axe +2,
- Battle Cry (You and Allies get +1 Attack and Dam for 2D3 Rounds), Dodge +2, Swift +2,
- Climb +3, Unfettered (Dodge, Toughness, and Swift +1 if not using Armor or Shield),
- Intimidate +5, Berserk (get +2 to Attack and Damage but -2 to Def for rest of Combat)
- Woodcraft +3 (Camping, Survival, Pathfinding), Fearless +4 (Saving Throw Bonus vs Fear)
- Starting Items: Dagger, 2H Battle Axe, Loin Cloth, Bearskin Cloak, Primitive Jewelry, Wineskin, Tattoos, Scars, Flint & Tinder

### Beast Master (fighter)

- Skills: Ride +2, Climb +4, Insight +5, Woodcraft +4, Strength +1, Toughness +2,
- Dodge +2, Swift +2, Sword +2, Archery +1, Thrown Weapons +1
- Animal Companions +2 (Get 1 per Level: Hawk, Panther, Weasels, Bear, Wolf, etc.)
- Befriend Animals +5 (Calm Animals. Get them to Trust you)
- Speak to Animals Ability (Mimic Animal Sounds Perfectly)
- Clairvoyance Ability (See through Eyes of Animal Companion. 3x/Day)
- Mimic +4 (Mimic Voices and Sounds. Mislead. Distract. Confuse)
- Starting Items: Loin Cloth, Great Sword, Cloak, 2 Animal Companions, 4 Throwing Knives, Flint & Tinder, Dagger, Bow and Arrows

### Bodyguard (fighter)

- Skills: Strength +2, Toughness +2, Heavy Armor, Shield +2, Dodge +2, Swift +2,
- Ride +2, Swim +2, Climb +3, Search +5, Lock +4, Martyr, Herbalism +4, Woodcraft +4,
- Insight +5, Alertness +5, Brawl +2, Intimidation +4, Disguise +4, Blades +1,

- Swashbuckling, Cooking +3, Streetwise +3, Poison Lore +3
- Starting Items: Shield, Studded Leather, Riding Horse, Dagger, Short Sword. 2D4 Herbs, Bandages, Brass Knuckles, Cloak, Lockpick Kit, Handcuffs

### Chaos Warrior (fighter)

- Skills: Strength +2, Toughness +2, Berserk, Sweep, Intimidation +5
- First Mutation (Blessing of the Chaos Gods), Second Mutation, Melee Weapons +1,
- Heavy Armor, Battle Cry, Shield +1, Fearless +3 (Saving Throw Bonus vs Fear)
- Starting Items: Spiked Platemail, Shield, Morning Star, Dagger, Horn, Cloak

### Commander/ General/ Battle Master/ Warlord (fighter)

- Skills: Leadership +5, Strength +1, Tactics +1 Strategy +5, Logistics +5
- Soldiering +5, Geography +5, Ride +2 Heavy Armor, Blades +1, Shield +1,
- History +4, Siegecraft +5, Toughness +1, Dodge +1
- Starting Items: Heavy Armor, Riding Horse, Maps, Long Sword, Dagger, Cloak

### Condottiere/ Mercenary Captiain (fighter)

- Skills: Pole Arms +2, Gunnery +2, Artillery +2, Leadership +4, Tactics +1,
- Strategy +4 Blades +2, Brawl+2, Toughness +2, Gambling +4, Carousing +4, Logistics +5,
- Bookkeeping +5, Haggling +5, Heavy Armor, Ride +2, Etiquette +4, Extra Two languages,
- Soldiering +5
- Starting Items: Dagger, Great Sword, Musket, 20 Shots, Glaive, Maps, Piecemeal Plate, Spyglass, Riding Horse, Cloak, Fine Clothing, Financial Records, Militaria Manuals, Journals, Pen and Ink

### Duelist/ Musketeer (fighter)

- Skills: Blades +2, Gunnery +2, Dodge +2, Fencing (Swords Attack and Damage +1),
- Strength +1, Toughness +1, Taunt +5, Dual Wield, Carousing +5, Jest +4,
- Intrigue +4 Swashbuckling, Brawl +1, Etiquette +4, Streetwise +5, Ride +1,
- Unfettered (Dodge, Toughness, and Swift +1 if not using Armor or Shield)
- Starting Items: Riding Horse, Maps, Long Sword, Dagger, Cloak, Fancy Hat, Brace of Pistols, Arquebus, 40 Shots in Pouch

**Epic Archer (fighter)**

- Skills: Archery +4, Swift +2, Bowyer/Fletcher +5, Stealth +3, Ride +2
- Double Shot (Make 1 extra Archery Attack per Round)
- Trick Shot (Pierce another Arrow, Ricochet. Shoot at HTH)
- Long Shot (Arrow Attacks go twice as far)
- Precision Shot (Arrow Attacks are Damage +3)
- Alertness +4, Soldiering +3, Hagglng +3, Woodcraft +3
- Starting Items: Leather Armor, Dagger, Long Bow, 40 Arrows, Cloak, Riding Horse, Variety of Arrow Heads (Bodkin, Broadhead, Barbed, etc.), Fowl (10 Rations)

**Halfling Sheriff (fighter)**

- Skills: Cheer +5, Gossip +5, Cooking +5, Pipeweed +5, Law +5, Streetwise +5,
- Luck, Dodge +2, Alertness +4, Search +4, Blade +2, Brawl +2
- Interrogate +5 (Get the Truth from Target), Insight +5, Investigate +5 (Find Clues),
- Ride +2, Detect Lies +5 (Know when Someone is Lying)
- Starting Items: Short Sword, Dagger, Cloak, Pony, Cuffs, Pipe, Magnifying Glass

**Highlander (fighter)**

- Skills: Strength +2, Toughness +2, Blades +2, Farming +3, Herding +4, Climbing +3,
- Riding +2, Dodge +1, Swiftng +2, Spear +1, Pole-Arm +1, Axe +2, Sling +1, Brawl +2
- Throw Stone +1, Battle Cry, Leadership +3, Carousing +4, Musician +3, Dance +3,
- Song +3, Storytelling +4, Gossip +3, Hagglng +5, Alertness +3, Intrigue +2,
- Guile +3, Club +1, Carpentry +2
- Starting Items: Great Sword, Dagger, Hand Axe, Cloak, Kilt, Sling, Bagpipes

**Hunter (fighter)**

- Skills: Archery +2 Set Traps +4 Spear & Javelin +2 Dagger & Nets +2 Riding +2
- Stealth +5 Alertness +5 Poison Lore +3 Cooking +3 Track +5 Woodcraft +5
- Swift +2 Climb +4 (Hills and Trees)
- Starting Items: Riding Horse, Cloak, Bow and Arrows, Dagger, 1D6 Doses of Poison, Saddle Bags, Rope, Stretcher, Net, Snares, 1D6 Animal Pelts, Fresh Meat (10 Rations)

**Knight/ Man-at-arms/ Cavalier/ Crusader/ Freelancer (fighter)**

- Skills: Shield +1, Heavy Armor, Strength +2, Toughness +2, Chivalry +5, Leadership +4

- Melee Weapons +1 Etiquette, Courtship +4, Tactics +1, Sword +2, Lance +2,
- Slay Monster +3 (Damage Bonus vs Monsters and Dragons and Giants)
- Starting Items: Heavy Armor, Large Shield, Dagger, Sword, Cloak, War Horse, Page and Squire, Draft Horses, Wagon, Large Tent, 1D6 Lances, Flail

**Militia/ Night Watch/ City Guard/ Constable (fighter)**

- Skills: Gossip +5, Law +3, Search +3, Sword +1, Spear +1, Archery +1, Brawl +1, Ride +1
- Alertness +5, Swift +2, Track +2, Intimidation +3, Streetwise +3, Leadership +2
- Starting Items: Light or Medium Armor, Shield, Sword, Spear, Cloak, Badge

**Noble/ Aristocrat/ Gentleman/ Gentry (fighter)**

- Skills: Etiquette +5, Chivalry +5, Guile +5, Intrigue +5
- Fencing (Attack and Damage +1 with Swords), Insight +3, Courtship +4, & Dance +3,
- Shield +1, Heavy Armor, Ride +2, Leadership +4, Law +4, Strategy +4, Carousing +3,
- Jest +3, History +3, Geography +3, Poetry +3, Literature +3
- Starting Items: Finely made Light Armor, Med Shield, Dagger, Sword, Cloak, Signet Ring, Fine Jewelry, Purebred Riding Horse (Ride +1), Silver Crown, 1D4 Zero Level Servants

**Paladin, Holy Knight (fighter)**

- Spells: Paladin (3)
- Skills: Shield +1 (Defense Bonus if you have a Shield),
- Heavy Armor (Wear Heavy Armor with no Penalties), Sword & Lance +1,
- Leadership +4 (Bonus to Rally, increase Morale), Ride +2 (Equestrian)
- Divine Gifts (At third, fifth, and seventh Level get Blessed Sword, Steed, and Armor)
- Woodcraft +2 (Camping, Survival, Pathfinding), Chivalry +5
- Starting Items: Plate Mail, Medium Shield, Dagger, Sword, Cloak, War Horse, Lance

Notes: Blessed Sword (Attack +2) Steed (Ride +2) and Armor (Armor +2)

**Pit Fighter/ Gladiator (fighter)**

- Skills: Shield +1, Brawl +2, Toughness +2, Strength +2, Taunt +5
- Intimidation +5, Inspiration +5, Dual Weapon, Battle Cry, Melee Weapon +2, Dodge +2
- Starting Items: Two Melee Weapons, Light Armor, Small Shield, Cloak

**Plainsman/ Steppe Warrior (fighter)**

- Skills: Riding +4, Archery+2, Toughness +2, Strength +1, Intimidation +1, Melee Weapons +1,
- Tactics +1, Dodge +2, Cooking +3, Nets +1, Intimidation +5, Alertness +4, Carousing +3
- Starting Items: Tribal Garb, 2D2 Riding Horses, Large Tent, Rug, Blanket, Wineskin, Water-skin, Cooking Gear, Dried Meat (20 Rations), Saddlebags, Composite Bow, 40 Arrows, Knife, Scimitar, Buckler, Hide Armor, Net

**Primitive Tribesman/ Noble Savage (fighter)**

- Skills: Swift +2, Climb +4, Club +1, Knife +1, Blowgun +1, Boomerang +1, Shortbow +1,
- Spear +1, Javelin +1, Atlatl +1, Net +1, Strength +1, Toughness +1, Dodge +1, Gossip +4,
- Jest +4, Intimidation +4, Tracking +5, Cooking +4, Herbalism +4, Poison Lore +3,
- Wood and Stone Carving +4, Woodcraft (or Survival) +4, Swim +2, Fishing +4, Sailing +4
- Starting Items: Tribal garb, 4 Weapons he is skilled in, Dried Fish and Fruit (5 Rations)

**Ranger (fighter)**

- Skills: Ride +2, Swift +2 (Move Speed), Toughness +3, Tracking +5 (Hunting Men and Beasts),
- Bow & Sword +1, Stealth +5, Alertness +5, Climb +4 (Hills, Mountaineering)
- Woodcraft +5 (Camping, Survival, Pathfinding), Forest Foes +3 (Damage vs Humanoids and Giants)
- Cold Resistance +3 (Saving Throw Bonus)
- Starting Items: Leather Armor, Dagger, Sword, Cloak, Bow & Arrows, Riding Horse, Rope, Flint & Tinder, Bag of 6 Rations, Saddle Bags, Sleeping Bag, Wineskin

**Shield Maiden/ Shield Man (fighter)**

- Skills: Shield +2, Heavy Armor, Dodge +2, Toughness +2
- Martyr (Receive Attack directed at Adj Ally), Shield Bash +1, Melee Weapon +1,
- Thrown Weapon +1, Carousing +5, Alertness +4, Swift +2, Ride +2
- Starting Items: Large Shield, Medium Armor, Spear, Hammer, Cloak, Riding Horse

**Soldier (fighter)**

- Skills: Pick 1 Soldier Specialty, Gambling +3, Carousing +4, Toughness +1

**Soldier Specialty List**

- Cooking +3, Strength +1, Dodge +1, All Melee Weapons +1,
- Soldiering +5 (Marching, Camping, Digging, Rules, etc.), Alertness +3
- Starting Items: Medium Armor, Large Shield, Dagger, Short Sword, Spear, Cloak, Donkey, Saddle Bags, Tent, Shovel, Cooking Equipment, Playing Cards, Wineskin

**Sword Master/ Kensai (fighter)**

- Skills: Sword +4, Uncanny Dodge +2 (Only if not using Armor or Shield),
- Parry +2 (Defense Bonus if using a Sword), Etiquette +5, Initiative +2
- Kai (On 1 Attack each Combat get Attack and Damage +1), Intimidate +5,
- Cut (Sword Attacks get Damage +3), Swift +2, Sweep, Honor +5, Poetry +5,
- Slice (With Sword all Wound Table Rolls of 6 or more result in Lost Limbs), Blind Fighting and Prone Fighting
- Starting Items: Fine Long Sword and Short Sword, Robes, Wood Sandals

**Templar Crusader Knight (fighter)**

- Skills: Shield +1, Heavy Armor, Strength +2, Toughness +2, Chivalry +5, Leadership +4,
- Melee Weapons +1, Etiquette +4, Tactics +1, Sword +2, Lance +2, Haggle +5, Ride +2,
- Bookkeeping +5, Administration +5, Intrigue +3, Strategy +3, Logistics +3
- Starting Items: Heavy Armor, Large Shield, Dagger, Sword, Cloak, War Horse, Page and Squire, Draft Horses, Wagon, Large Tent, 1D6 Lances, Flail

**Viking/ Sea Raider (fighter)**

- Skills: Sailing +5, Rowing +5, Toughness +2, Strength +2
- Battle Cry (Self and Allies get Intimidate and Saves +2 on first Round of Combat)
- Hack & Slash (Axe and Sword +2. Attack Bonus), Crossbow +1, Shield +1, Swim +5,
- Carousing +5, Berserker, Sweep, Cold Climes Survival +5, Intimidation +5
- Starting Items: Light Armor, Medium Shield, Dagger, Long Sword, Hand Axe, Cloak, Horned Helm, Crossbow and Bolts, Sacks, Rope, Torches, Flint and Tinder, Tankard

| Specialty:    | Notes:                             |
|---------------|------------------------------------|
| Archer        | Archery +2                         |
| Slinger       | Sling +2 Swift +2                  |
| Javelineer    | Javelin +2 Swift +2                |
| Axe Man       | Axe +2 Strength +1 Shield +1       |
| Swordsman     | Sword +2 Shield +1 Swift +1        |
| Footman       | Shield +1 Swift +1 Heavy Armor     |
| Shieldman     | Shield +2 Martyr Heavy Armor       |
| Spearman      | Shield +1 Spear +2                 |
| Light Cavalry | Ride +2 Archery +1 Javelin +1      |
| Heavy Cavalry | Ride +2 Shield +1 Heavy Armor      |
| Charioteer    | Drive +2 Tactics +1                |
| Crossbowman   | Crossbow +2                        |
| Grenadier     | Throw Bomb +2 Fearless +4          |
| Pikeman       | Pike +2 Strength +1                |
| Veteran       | Toughness +2 Shield +1 Heavy Armor |

| Specialty:     | Notes:                           |
|----------------|----------------------------------|
| Heavy Infantry | Pole Arm +2 Heavy Armor          |
| Lancer         | Ride +2 Lance +2 Shield +1       |
| Artillerist    | Artillery +2                     |
| Sapper         | Mining +4 Siegecraft +5          |
| Skirmisher     | Swift +2 Archery +1 Javelin +1   |
| Legionnaire    | Shield +1 Javelin +1 Heavy Armor |
| Hoplite        | Shield +1 Spear +2 Heavy Armor   |
| Gunner         | Gunnery +2                       |
| Marine         | Swim +2 Archery +1               |
| Sentinel       | Alertness +5                     |
| Messenger      | Ride +2 Swift +2                 |
| Flag Bearer    | Fearless +2 Leadership +2        |
| Musician       | Musical instrument +4            |
| Sergeant       | Tactics +1 Leadership +3         |
| Task Master    | Intimidation +5 Whip +2          |

## Swords Rogue Classes

### Aeronaught/ Pilot (rogue)

- Skills: Pilot +5, Gunnery +2, Artillery +5, Spear +1, Javelin +1, Nets +1,
- Harpoon +1, Mending +5, Dodge +2, Swift +2, Leadership +5, Alertness +5, Blades +1,
- Throw Bomb +1, Swashbuckling +5, Geography +5, Navigation +5, Cartography +5
- Starting Items: Flight Suit, Goggles, Parachute, Cutlass, Spyglass, Charts, Maps, Navigation Tools, 1D4 Grenades, Small Airship and Crew

### Agent/ Spy (rogue)

- Skills: Intrigue +5, Insight +5, Etiquette +5, Streetwise +5, Guile +5, Carousing +5,
- Courtship +5, Dagger +2, Brawl +2, Stealth +5, Alertness +5, Memory +5, Search +5,
- Climbing +4, Pick Pocket +5, Two Extra Languages, Disguise +5, Locks +5, Dodge +2
- Starting Items: Cloak, Dagger, Disguise Kit, Lockpick Kit

### Assassin (rogue)

- Skills: Stealth +5, Swift +2, Disguise +4, Locks +5, Search +3, Climb +5 (Walls),
- Blades +2, Crossbow +2, Poison Lore +5 (Identification and Brewing), Backstab +5,
- Alertness +5, Streetwise +5, Ride +2
- Starting Items: Light Armor, Dagger, Sword, Cloak, 1D6 Poison Doses, Lockpick Kit, Crossbow and Bolts, Rope and Grappling Hook (Climb +2), Disguise Kit, Riding Horse

### Bandit/ Brigand/ Highwayman/ Marauder (rogue)

- Skills: Strength +1, Toughness +1, Dodge +1, Disguise +3, Search +3, Stealth +5,

- Alertness +5, Ride +2, Swift +2, All Weapons +1, Guile +4, Intimidation +5,
- Carousing +5, Gambling +3, Climb +3, Cooking +3
- Starting Items: Light Armor, Dagger, Sword, Cloak, Crossbow and Bolts, Riding Horse

### Bard/ Minstrel (rogue)

- Skills: Musician +4 (Pick One Musical Instrument), Disguise +4, History +4,
- Song +4, Dance +4, Insight +5, Courtship +4
- Storytelling +4 (Keep audience enraptured for extended periods of Time)
- Etiquette +4 (Manners of the Upper Class), Jest +4 (Jokes, Bawdy Jokes, Limericks)
- Rabble Rousing +5 (Cause Audience to go on Rampage, Attack Foes)
- Gossip +4 (Local News), Carousing +4 (Drinking, Merriment)
- Lullabies +5 (Cause Audience to Fall Asleep)
- Songs of Heroism +5 (Allies get Attack +1 Damage +1 and Save vs Fear +2)
- Songs of Soothing +5 (Calm Crowd, Animals, Beasts. They will not attack)
- Songs of Friendship +5 (Calm Audience will become Friendly, Trusting, Appreciative)
- Starting Items: Fancy Costume, Dagger, Short Sword, Cloak, Riding Horse, Musical Instrument, Small Chest with Costume Changes, Make-up, Ink and Paper

### Explorer/ Voyager (rogue)

- Skills: Sailing +5, Rowing +5, Navigation +5, Swift +2, Ride +2, Toughness +2,
- Blades +1, Staff +1, Geography +5, Cartography +5, Leadership +5, Etiquette +5,
- Haggle +5, Swim +5, Climb +5, Inspiration +5, Woodcraft +5, Sea Lore +5
- Cooking +3, Herbalism +4, Search +3, Two Languages, Alertness +4

- Logistics +5, Quartermaster +5
- Starting Items: Riding Horse, Staff, Sword, Rope, Maps, Tinder Box, Small Sailing Ship, Hard Tack (10 Rations), Climbing Spikes, Navigation Gear, Tent, Cloak

### Gnome Forester (rogue)

- Skills: Woodcraft +5 Carpentry +5, Gardening +5, Wood Carving +5, Climb +4 (Trees),
- Taunt +5, Jest +5, Luck, Stealth +5, Alertness +5, Mycology +5, Weather Lore +5,
- Dodge +3, Speak to Animals Ability (All kinds), All Weapons +1
- Starting Items: Costume, Cloak, Bow and Arrows, Dagger, Hand Axe, 1D6 Mushrooms, Red Pointy Hat, 1D6 Small Animal Friends (Sparrows, Mice, etc.)

### Gypsy (rogue)

- Skills: Riding +2, Horse Breeding +5, Alertness +4, Stealth +4, Guile +5, Haggling +5
- Pickpocket +5, Courtship +5, Song +4, Dance +4, and Musician +4, Cooking +4, Mending +3,
- Search +3, Dagger +2, Sailing +3, Rowing +3, Fishing +3, Begging +5, Streetwise +5
- Starting Items: Costume, Cloak, Dagger, Jewelry, Riding Horse, 1D4 Street Urchins

### Mariner/ Seafarer/ Sailor (rogue)

- Skills: Strength +1, Toughness +1, Sailing +5, Rowing +5, Climbing +5, Fishing +5,
- Swimming +5, Mending +5, Diving +5, Sea Lore +5, Navigation +5, Nets +2, Brawl +1,
- Cutlass +2, Knife +2, Harpoon +2, Stargazing +5, Storytelling +5, Song +3, Dance +2,
- Musician +4, Carousing +5, Cooking +3, Bone Carving +4, Alertness +4
- Starting Items: Cutlass, Knife, Woolen Seaman's Garb, 1D4 pieces of Scrimshaw, Navigation Charts, Spyglass, Flute, Compass, Dried Fish (10 Rations)

### Nomad (rogue)

- Skills: Riding +2, Toughness +1, Strength +1, Religion +3, Stealth +3, Bows +1,
- Blades +1, Swift +1, Dodge +1, Herding +5, Falconry +5, Haggling +5, Debate +5,
- Gossip +5, Guile +5, Alertness +5, Etiquette +5, Desert Survival +5,
- Poetry +5, Storytelling +5, Philosophy +5
- Starting Items: Turban, Water-Skin, Dagger, Scimitar, Short Bow & Arrows, Fine Riding Horse (Ride +1), Desert Robes, Falcon

### Pirate/ Buccaneer/ Corsair (rogue)

- Skills: Short Sword +2, Dagger +2, Sailing +5, Rowing +5,

- Swashbuckling (No Penalties while Swinging, Sliding, on Difficult Ground),
- Carousing +5, Jest +5, Climbing +5 (Rigging, Ropes, Chains)
- Gambling and Bone (Scrimshaw) Carving +4, Guile +5, Taunt +5, Alertness +3,
- Haggle +5, Swim +5, Navigation +5, Dodge +2, Search +2
- Starting Items: Costume, Coat, Dagger, Cutlass, Spyglass, Compass, Sextant, Leather Armor, Dice, Parrott, Nautical Maps, 1D2 Bottles of Rum

### Rebel/renegeade (rogue)

- Skills: Brawl +1, All Weapons +1, Tactics +1, Strategy +4, Stealth +4, Alertness +4,
- Debate +5, Politics +3, Woodcraft +2, Streetwise +3, Cooking +3, Carousing +4,
- Battle Cry, Swiftiness +2, Ride +2, Climb +4, Swim +2, History +3, Geography +2,
- Disguise +2, Backstab +2, Locks +1, One extra Language, Storytelling +2, Guile +3
- Starting Items: Common Garb, Knife, Club, Sling, Rope, Caltrops, Cloak

### Scoundrel/ Con Artist/ Mountebank (rogue)

- Skills: Dual Wield, Luck, Blades +2 (Attack Bonus. Swords & Daggers),
- Stealth +5, Courtship +5, and Guile +5, Search +3, Gambling +5 (Games of Chance),
- Insight +5, Carousing +5, Gossip +5, Streetwise +5, Escape Artist +5, Haggling +5,
- Swift +2, Dodge +1, Toughness +1, Climbing +4 (Walls)
- Starting Items: Light Armor, Dagger, Sword, Cloak, Weighted Dice, Marked Cards

### Scout/ Guide (rogue)

- Skills: Riding +2, Swift +2, Stealth +5, Alertness +5, Archery +1, Dagger +1,
- Guile +4, Escape Artist +3, Swim +3, Woodcraft +3, Climb +4, Geography +5,
- Memory +4, Dodge +2, Two extra Languages
- Starting Items: Riding Horse. Short Bow & Arrows, Dagger, Saddle Bags, Spy Glass, Small Tent, Maps, Rope, Dried Vittles (10 Rations), Leather Armor, Cloak

### Technomancer (rogue)

Skills: Technology +5 (Identify Items from the Technology List)

- Invention +5, Planar Lore +5, Gunnery +2, Drive +5, and Pilot +5, Appraisal +5,
- Engineering +5, Haggle +5, Physics +5, Math +5, Chemistry +5, Mending +5, Search +5,
- Investigation +5, Wits +5, History +5, Future History +3

- Starting Items: Strange Outfit, 1D3 Tech Items, 1D2 Inventions, Inventors Kit, Journal, Riding Horse

### Thug/ Cutthroat (rogue)

- Skills: Strength +2, Toughness +2, Stealth +3, Brawl +2, Sweep, Melee Weapons +1
- Swift +1, Carousing +5, Insight +5, Intimidation +5, Streetwise +5
- Relentless (Save +2 vs Weakness and Fear)
- Starting Items: Light Armor, Dagger, Sword, Cloak

### Tinkerer/ Inventor (rogue)

- Skills: Locks +5, Invention +5 (Mending, Build Screwball Inventions)
- Pilot +4 (Self Powered Flying Vehicles), Math +3, Physics +3, Engineering +3,
- Technology +3, Gunnery +2, Crossbow +1, Any one Trade Skill +5, Mending +5
- Gun Powder +5, Build Traps +5
- Starting Items: Blunderbuss, Lockpick Kit, Tinker Tools, Cloak, 1D4 Inventions

### Treasure Hunter/ Adventurer (rogue)

- Skills: Swift +2, Dodge +2 Strength +2, Toughness +2, Brawl +2, Whip +2,
- Swashbuckling, Climb +5, Ride +2, Search +5, Relic Lore +5, Geography +5,
- History +5, Monster Lore +5, Alertness +5, Dungeonology +5, Appraisal +5,
- Unfettered (Dodge, Toughness, and Swift +1 if not using Armor or Shield),
- Disguise +5, Haggle +5, Carousing +5, Investigation +5
- Starting Items: Boots, Hat, Whip, Journal, Knife, Backpack, Maps, Spyglass, Rope and Grappling Hook, Riding Horse, Water-skin, Knowledgeable Companion

### Witch Hunter (rogue)

- Skills: Strength +2, Toughness +2, Ride +2, Swift +2, Dodge +2, Brawl +2, Blades +2,
- Slay Mage/Priest +3 Damage, Backstab +4 Damage, Crossbow +2, Climb +4,
- Resistance to Spells +4 (Saving Throw), Alertness +5, Track +5, Detect Lies +5,
- Investigate +5, Law +3, Locks +4, Intrigue +5, Stealth +5
- Starting Items: Long Sword, Light Armor, Dagger, Crossbow, 20 Bolts, Riding Horse, Cloak, Rope and Grappling Hook, Lockpick Kit

## Mage Classes

### Alchemist (mage)

- Magic: Alchemy List = 1

- Skills: Poison Lore +5, Herbalism +5, Mycology +5, Glassblowing +3,
- Appraisal +5, Brewing +5, Apothecary +5, Throw Vials and Flasks +2,
- Gun Powder +5, Acid Lore +5, Hagglng +5, Alchemy +5, Chemistry +2
- Starting Items: Robes, 1D4 Potions, 1D4 Herbs, 1D4 Acid Vials, 1D4 Bombs, Dagger

### Artificer (mage)

- Magic: Artificer List = 3
- Skills: Gun Powder +5, Invention +5 Hammer +2, Hagglng +5, Appraisal +5, Pilot +5
- First Trade Skill +5 (Pick from Trade Skill List),
- Second Trade Skill +5 (Pick from Trade Skill List)
- Third Trade Skill +5 (Pick from Trade Skill List), Arcane Lore +5, Technology +2
- Starting Items: Cloak, 1D2 Magic Items, 1D2 Inventions, Hammer, Work Clothes

### Chronomancer/ Time Lord (mage)

- Magic: Time List = 7
- Skills: Arcane Lore +5, History +5, Future Time-lines +5, Technology +3, Swift +2,
- Dodge +2, Technology +5, Invention +5
- Starting Items: Staff, Dagger, Sand Timer, Pocket Watch, Box of Gears and Fine Tools, Steam Punk Get-up

### Conjurer (mage)

- Magic: Conjunction List = 8
- Skills: Arcane Lore +5, Any one Trade Skill +5 Dagger +1, Staff +1, Soft Carver +5
- Starting Items: Robes, Pouch of Spell Components, 2D8 Lumps of Clay, Dagger, Staff

### Desert Mage (mage)

- Magic: Desert List = 7
- Skills: Ride +2 (Horse or Camel), Toughness +1, Staff & Dagger +1,
- Desert Survival +3, Raw Power
- Starting Items: Desert Robes, Turban, Staff, Dagger, Camel, Jewelry

### Dwarven Brew Master (mage)

- Magic: Beer Magic List = 1
- Skills: Insight +5, Jest +5, Carousing +5, Strength +1, Toughness +1,
- Haggle +5, Gossip +5, Brewing +5, Cooking +3, Herbalism +3,
- Barrel Making +5 (Making Kegs and Barrels)
- Melee Weapon +1, Swift -2, Catch +2, Bartending +5, Brawl +2, Thrown Weapon +1
- Starting Items: 1D2 Batches of Magic Beer, Brewers Tools and Supplies, 6 Flagons, Cart, Donkey, 2 Barrels of Regular Ale, Dagger, Wooden Mallet, Colorful Clothes



**Dwarven Runemaster (mage)**

- Magic: Rune Magic List = 7
- Skills: Heavy Armor, Toughness +2, Arcane Lore +5, Soft Carving +5,
- Stone Carving +5, Hammer and Pick +2, Rune Lore, Raw Power
- Starting Items: 1D4 Rune Stones, 1D4 Charms, Plate Mail, Hammer, Cloak, Stone and Soft Carving Tools, Book of Runes

**Elder High Elf (mage)**

- Magic: Elven Magic List = 7
- Skills: Swift +1, Strength -1, Leadership +5, Arcane Lore +5, and Etiquette +5,
- Insight +5, History +5, Sword and Bow +1
- Starting Items: Sword, Bow & Arrows, Cloak, Medium Armor (Mithril. Armor +1), Dagger Elven Horse (Ride +2), Waybread (10 Rations, Half Encumbrance), Fine Clothes and Jewelry

**Elementalist (mage)**

- Magic: Elemental List = 5
- Skills: Raw Power, Intimidation +5, Strength +1, Toughness +2, Staff and Dagger +1,
- One Magical Taint (From a Failed Spell Check), Wild Magic
- Starting Items: Tattered Cloak and Loin Cloth, Staff, Bone Dagger, Tattoos, Bone through Nostrials, Primitive Jewelry

**Enchanter (mage)**

- Magic: Enchantment List = 10
- Skills: Arcane Lore +3
- Starting Items: Robes, Staff, Dagger, Jewelry, 1D4 Charmed Humanoids

**Force Mage (mage)**

- Magic: Force Magic List = 9
- Skills: Staff +1, Arcane Lore +5, Raw Power
- Starting Items: Robes, Staff, Dagger

**Geomancer/ Earth Wizard (mage)**

- Magic: Earth List = 8
- Skills: Geology +5, Mining +3, Toughness +2, Raw Power
- Starting Items: Cloak, Bag with Rock Collection, Stone Dagger
- GUARDIAN MAGE (MAGE)
- Magic: Wizardry List = 4, Polymorph List = 2, Detection List = 3
- Required Advantages: Bravery, Magic Sense
- Skills: Alertness +5, Staff and Blades +1, Search +5, Riding +2, Swift +2,
- Squire +5, Martyr, Flail +1, Gaming +2, Chivalry +2, Heraldry +2, Cooking +2
- Starting Items: Staff, Dagger, Long Sword, Padding Armor, Cloak, Riding Horse, Flail

**Hedge Wizard (mage)**

- Magic: Wizard List = 4, Druid List = 4,
- Skills: Arcane Power +5, Herbalism +5, Riding +2, Dagger +1,
- Staff +1, Pipeweed +5
- Starting Items: Staff, Robes, Hat, Boots, Dagger, 1D6 Small Animal Friends, 2D6 Doses of Pipeweed

**Hex Blade/ Sword Mage (mage)**

- Magic: Sword Magic List = 6
- Skills: Swords +2, Fencing (Swords Attack and Damage +1), Dodge +2,
- Etiquette +5 Sword Lore +5, Swashbuckling, Ride +1, Swift +1,
- Strength +1, Toughness +1, Dual Wield, Dagger +1
- Starting Items: Cloak, Fine Sword, Boots, Studied Leather, Cloak, Noble Garb, Dagger

**High Elven Fighter Mage/ Battle Mage (mage)**

- Magic: Lightning List = 2, Wizardry List = 2
- Skills: Sword and Bow +2, Tactics +1, Swift +2, Ride +2, Dodge +2,
- Double Attack (Make two Attacks per Round), Shield +1, Heavy Armor
- Starting Items: Sword, Bow and Arrows, Shield, Plate Mail, Riding Horse

**Hydromancer/ Water Wizard (mage)**

- Magic: Water List = 8
- Skills: Fishing +5, Swim +5, Sail +5, Dagger +2, Raw Power
- Starting Items: Skimpy Costume or Diving Suit, Dagger

**Ice Mage (mage)**

- Magic: Ice List = 10
- Skills: Resistance to Cold +4, Ice Skating +5
- Starting Items: Staff, Fine Robes, Ice Crown, Sled and Dwarven Driver,
- Box of Turkish Delight (2 Rations)

**Illusionist (mage)**

- Magic: Illusion List = 9
- Skills: Guile +5, Dodge +2, Swift +2
- Starting Items: Robes, Dagger, Staff, Mirror, Lantern

**Magician (mage)**

- Magic: Wizardry List = 4, Illusionist List = 4,
- Skills: Arcane Power +5, Dagger +1, Staff +1
- Starting Items: Staff, Robes, Hat, Boots, Dagger, Bag of Tricks

**Mentalist (mage)**

- Magic: Mind Magic List = 10
- Skills: Iron Will +4 (Save vs Mind Effects)
- Starting Items: Robes, Staff, Bead Necklace, Shaved Head

**Mystic (mage)**

- Magic: Mysticism List = 8
- Skills: Herbalism +4, Insight +5, Riddles +3, Pipe-weed +5, Meditation,
- Arcane Lore +5, Wisdom, Staff +2, Search +2
- Starting Items: Robes, 1D6 Herbs, 1D6 Weeds, Staff, Chime, Pipe, Tie-Dye Shirt

**Necromancer (mage)**

- Magic: Necromancy List = 5, Black Magic List = 4
- Skills: Toughness +1, Strength +1, Undead Lore +5
- Starting Items: Black Robes, Bone Staff, Dagger, Skull Cap, Grimoire, 1D6 Zombies

**Pyromancer/ Immolator (mage)**

- Magic: Fire List = 9
- Skills: Resistance to Fire +4, Toughness +2, Raw Power
- Starting Items: Red Singed Robes, Staff, Dagger

**Seamancer (mage)**

- Magic: Sea Magic List = 7
- Skills: Fishing +5, Swim +5, Storytelling +5, Trident and Dagger +2,
- Navigation +5, Lore of the Sea +5, Wild Magic
- Starting Items: Aquatic Costume, Trident, Dagger, Jewelry (Pearls, Coral)

**Shadow Mage/ Mage-thief (mage)**

- Magic: Shadow Magic List = 5
- Skills: Swift +2, Ride +2, Dagger and Claws +2, Search +4, Climb +4,
- Dodge +2, Locks +5, Stealth +5
- Starting Items: Black Cloak, Dagger, Large Sack, Lock Pick Kit, Riding Horse, Climbing Claws

**Sorcerer (mage)**

- Magic: Sorcery List = 9
- Skills: Strength +1, Toughness +1, Raw Power, Dagger +2, Staff +1
- Starting Items: Evil Looking Robes, Dagger, Staff, 1D6 Skeletons, 1D3 Potions

**Spell Singer (mage)**

- Magic: Song Magic List = 8
- Skills: Song +5, Dance +4, Musician +5, (for 3 Instruments) Music Theory +5

- Starting Items: 3 Musical Instruments, Cloak, Dagger, Large Pouch, Song Sheets, Hat, Boots

**Storm Mage/ Storm Caller (mage)**

- Magic: Storm Magic List = 5, Lightning List = 4
- Skills: Weather Lore +5, Toughness +2, Raw Power +1
- Starting Items: Robes, Staff, 1D6 Orbs of Elemental Power (Break for 1 PP)

**Summoner (mage)**

- Magic: Summoning List = 8
- Skills: Dagger and Staff +1, Arcane Lore +5, Riding +2, Soft Carver +5
- Starting Items: Robes, Dagger, Staff, Chalk, Candles, Lump of Wax, Figurines, 1D4 Summoned Creatures

**Wind Wizard/ Air Mage/ Aeromancer (mage)**

- Magic: Air List = 9
- Skills: Dodge +2, Swift +2, Raw Power
- Starting Items: Glider Staff, Goggles, Tight Fitting Costume with Straps

**Witch/warlock (mage)**

- Magic: Witchcraft List = 8
- Skills: Poison Lore +5, Herbalism +5, Fortune Telling +5, Guile +5
- Starting Items: Broom, Familiar, Cauldron, Crystal Ball, Tarot Cards, 1D6 Herbs, Ragged Robes, Book of Recipes, 1D4 Doses of Poison, 1D4 Potions, 1D3 Toads, Dagger

**Wizard (mage)**

- Magic: Wizardry List = 5, Energy Spells List = 4
- Skills: Arcane Power +5, Calligraphy +5, Riding +2, Blades +1, Staff +1
- Starting Items: Staff, Robes, Hat, Boots, Dagger, 2D6 Blank Scrolls, 1D6 Scrolls, Ink, Writing Implements, Spell Book, Long Sword, Riding Horse

**Priest Classes****Animist (priest)**

- Magic: Shamanism List = 3, Druidism List = 3, Elementalist List = 3
- Skills: Song +4, Dance +4, Herbalism +4, Weather Lore +3, Woodcraft +3
- Starting Items: Tribal Costume, Staff, Face Paint

**Cabalist (priest)**

- Magic: Kabbalist List = 6
- Skills: Arcane Lore +5, Arcane Languages +5, Song +4, Religion +5, Theology +5,

- Calligraphy +5, Soft Carving +5, Stone Carving +5, Wisdom
- Starting Items: Robes, Camel, Clay Golem, Staff, Holy Symbol, Holy Book

### **Chaos Cult Leader (priest)**

- Magic: Chaos List = 7
- Skills: Religion +5, Preach +5, and Planar Lore +5, Dagger +2,
- First Mutation (Blessing of the Chaos Gods), Raw Power +1
- Starting Items: Robes, Staff, Dagger, Religious Mask

### **Dervish (priest)**

- Skills: Dance +5, Religion +4, Theology +3, Blades +2, Dodge +2, Swift +2,
- Strength +1, Toughness +1, Song +4, Musician +3, Ride +2, Desert Survival +4,
- Starting Items: 2 Scimitars, 2 Curved Daggers, Native Garb, Holy Symbol, Riding Horse, Musical Instrument

### **Druid (priest)**

- Magic: Druidism List = 4
- Skills: Toughness +1, Wisdom, Herbalism +5, Speak to Animals Ability (All kinds),
- Weather Lore +5, Woodcraft +5, Wild Magic, Staff and Club +1, Knife and Sickle +1,
- Survival +5 (Jungle, Cold, Desert, or Swamp)
- Forest Walk Ability (Move +2 in Woods leaving no trail)
- Starting Items: Robes, Staff, 2D6 Herbs, Mortar & Pestle, Small Sickle

### **Evil High Priest (priest)**

- Magic: Unholy List = 3, Diabolism List = 2, Black Magic List = 2
- Skills: Dagger +1, Leadership +5, Religion +5, Preach +5, Theology +5
- Starting Items: Fancy Robes, Staff, Dagger, 1D6 Fanatic Followers.

### **Evil Witchdoctor (priest)**

- Magic: Voodoo List = 6
- Skills: Song, +3, Dance +3, Dagger +2, Herbalism +5, Poison Lore +5, Intimidation +5
- Starting Items: Costume, Dagger, 1D4 Fetishes, Musical Instruments, Face Paint

### **Fighting Monk (priest)**

- Skills: Dodge +2, Swift +2, Martial Arts (Brawl and Staff +3),
- Prone & Blind Fighting (No Penalties if Blinded or Prone), Climb +4 (Walls), Sweep,

- Kai (On 1 Attack each Combat get Attack and Damage +1), Slow Fall +4 (Save vs Falling),
- Body Purity +4 (Save vs Disease and Aging), Meditation +5, Toughness +2,
- Mind Wall +4 (Save vs Mental Attacks)
- Starting Items: Monks Robes, Staff, Begging Bowl, Holy Symbol

### **Friar/ Lay Priest (priest)**

- Skills: Staff +2 Carousing +5 Preach +5 Ride +2, Swim +2, and Swift +1 Religion +5 Theology +4
- Gossip +5 Etiquette +4 Gardening +3 Storytelling +5 Philosophy +3, Stealth +3, Jest +3
- Starting Items: Monks Robes, Staff, Wineskin, Holy Symbol, Prayer Beads

### **Healer (priest)**

- Magic: Healing List = 8
- Skills: Staff +1, Insight +5, Herbalism +5
- Starting Items: Robes, Staff, 2D6 Herbs, Riding Horse, Bandages
- HOSPITALER CRUSADER KNIGHT (PRIEST)
- Magic: Healing List = 2
- Skills: Shield +1, Heavy Armor, Strength +1, Toughness +2, Chivalry +5, Leadership +4,
- Melee Weapons +1, Etiquette +4, Sword +2, Herbalism +5. History +3, Religion +4,
- Administration +4, Education +3, Construction +3, Logistics +3, Theology +3
- Starting Items: Medium Armor, Large Shield, Dagger, Sword, Cloak, Mace, Robes

### **Holy Priest (priest)**

- Magic: Holy List = 8
- Skills: Staff +1, Wisdom, Religion +5, Preach +5, Theology +5, Faith, Piety
- Starting Items: Robes, Staff, Holy Symbol, Holy Book, Mace, 1D4 Vials of Holy Water

### **Inquisitor (priest)**

- Magic: Inquisition List = 3
- Skills: Heavy Armor, Whip and Flail +2, Religion +5, Law +5, Torture +5, Intimidation +5,
- Interrogation +5, Leadership +5, Search +3, Investigation +5, Philosophy +3, Faith
- Starting Items: Riding Horse, Heavy Armor, Flail, Whip, Holy Symbol, Holy Book, Chains, Torches, Rope, Scribe, Friar, Bodyguard, Executioner

### **Invoker (priest)**

- Magic: Invocation List = 8
- Skills: Dagger and Staff +1, Intimidation +5, Religion +5, Preach +5, Raw Power
- Starting Items: Religious Robes, Holy Symbol, Dagger, Staff

**Pagan Priest**

- Magic: Paganism List = 2
- Skills: Staff and Dagger +1, Mythology +5, Religion +5, Preach +5, Theology +5
- Fortune Telling +5, Herbalism +5, Guile +5, Storytelling +5, Wisdom
- Pick one Specialty off the Pagan Priest Specialty List (Additional Spells and Skills)
- Starting Items: Robes, Staff, Dagger, Holy Symbol

**Shaman (priest)**

- Magic: Shamanism List = 8
- Skills: Insight +5, Leadership +3, Herbalism +5, Song +4, Dance +4, Wood Carving +5
- Starting Items: 1D4 Fetishes, Primitive Costume and Jewelry, Dagger, 1D6 Herbs, Carved Staff, Shamans Mask

**Sun Priest (priest)**

- Magic: Solar List = 7
- Skills: Insight +5, Religion +5, Preach +5, Staff and Mace +1, Strength +1, Wisdom
- Starting Items: Medium Piecemeal Armor, Mace, Staff, Holy Symbol

**Zealot/ Fanatic (priest)**

- Skills: Blades +1, Stealth +5, Climb +4, Religion +5, Theology +5, Preach +3,
- Battle Cry, Martyr, Swift +2
- Starting Items: Native Garb, Dagger, Holy Symbol

**Pagan Priest Specialties**

A Pagan priest will usually worship a single God from a unique pantheon of Gods (Norse, Egyptian, Greek, etc.). This God will have his own unique Sphere of Influence. A Pagan priest will receive additional Spells and or Skills based on the particular God he has chosen to follow:

**Pagan Priest Specialty List**

- God worshiped - Extra Magic Type or Skills
- Blacksmith God- Blacksmith +5, Weapon Smith +5, Armorer +5, Artifact List = 2
- Death God- Necromancy List = 5
- Disease God- Disease List = 5
- Earth God- Earth List = 5
- Harvest God- Farming +5, Gardening +5, Herbalism +5, Herding +5, Green Thumb
- Healing God- Healing List = 5
- Hunting God- Archery +5, Tracking +5, Alertness +5, Stealth +5, Ride +2, Swift +2
- Lightning God- Lightning List = 5
- Love God- Courtship +5, Insight +5
- Nature God- Druid List = 5
- Ocean God- Sea List = 2, Swim +5, Sailing +5, Sea Lore +5
- Peace God- Cheer +5, Insight +5

- Strength God- Strength +2, Toughness +2
- Sun God- Solar List = 5
- Trickster God- Guile +5, Illusion List = 4
- War God- Leadership +5, Tactics +5, Blades +5, Strategy +5, Soldiering +5
- Wind God- Air List = 5

**Non-adventuring Classes****Diplomat/ Envoy**

- Skills: Intrigue +5, Guile +5, History +5, Geography +5, Etiquette +5, Insight +5,
- Two additional Languages, Investigation +5, Heraldry +5, Interrogation +5,
- Intimidation +5, Jest +5, Memory +5, Storytelling +5, Debate +5, Haggle +5,
- Philosophy +5
- Starting Items: Robes, Official Papers, Scribe, Translator, Bodyguard, Manservant

**Master Craftsman/tradesman**

- Skills: First Trade Skill +5, Second Trade Skill +5, Bookkeeping +5,
- Third Trade Skill +5 or Lore Skill +5, Trade Specialization +7,
- Appraisal +5, Philosophy +5, Hagglng +4, Toughness +1, Inspiration +5
- Starting Items: Workshop, Tools, Cloak, 1D3 Apprentices

**Merchant/trader**

- Skills: Haggle +5, Guile +5, Gossip +4, Appraisal +5, Insight +5, Streetwise +4,
- Law +4, Etiquette +4, Bookkeeping +5, Dagger +1, Detect Lies +5
- Starting Items: Robes, Dagger, Money Pouch (Triple Starting Gold), Shop or Wagon, Draft Horse, Clerk Assistant, Ledger, Writing Equipment, Goods worth 1D4 x 100 GP.

**Savant (mage)**

- Magic: Lore Magic Spells Known = 5, Cantrip Magic Spells Known = 5
- Skills: Any 2 Lore Skills at +5, Scribe +5
- Starting Items: Robes, Library Membership, Personal Library (100's of Books), Writing Materials

**Scholar/sage**

- Skills: Ancient Languages +5, Etiquette +4, Appraisal +5, Two Languages,
- Debate +5, First Lore Skill, Second Lore Skill, Third Lore Skill,
- Fourth Lore Skill or Trade Skill, Specialized Lore (of a Lore you already know)
- Starting Items: Robes, Roomful of Books, Maps, and Scientific Equipment, one Student, Writing Materials, Collections

## Seer/oracle/prophet/fortune Teller/astrologer (mage)

- Magic: Divination Magic (7)
- Skills: Fortune Telling +5, Astrology +5, Insight +5, Guile +5, Storytelling +5,
- Meditation, Wisdom
- Starting Items: Robes, Tarot Cards, Knife, Astrological Charts, Divinatory Runes, Divinatory Bones

## Lore Skills List

- Arcane Lore
- Planar Lore
- History
- Math
- Physics
- Chemistry
- Geography
- Philosophy
- Technology
- Invention
- Medicine
- Herbalism
- Mycology
- Heraldry
- Literature
- Poetry
- Biology
- Lore of the Sea
- Religion
- Theology
- Mythology
- Metaphysics
- Fey Lore
- Monster Lore
- Dragon Lore
- Demonology
- Angel Lore
- Music Theory
- Undead Lore
- Relic Lore
- Alchemy
- Astrology
- Ancient Languages
- Underworld Lore

## Specialized Lore

These are sub-specialties of available Lore Skills. The GM has to approve their creation.

- Example #1: The Lore Skill is Math. A Specialized Lore within Math is Geometry.
- Example #2: The Lore Skill is Undead Lore. A Specialized Lore would be Vampires.

## Trade Skill List

1. Weaver (Fabrics, Textiles)
2. Tailor (Clothing, Sewing, Banners, Flags)

3. Cobbler (Shoes, Boots)
4. Blacksmith (Nails, Chains, Tools, Horse Shoes)
5. Armorer (Armor, Shields, Helmets)
6. Weapon Smith (Weapons, Rods)
7. Glass Blower (Glass Items, Mirrors, Lenses)
8. Bowyer/Fletcher (Bows, Arrows, Quivers, Crossbows, Bolts)
9. Leather Working (Leather Goods, Curing, Tanning)
10. Goldsmith (Jewelry, Rings, Crowns, Scepters, Amulets)
11. Carpenter (Furniture, Cabinet Maker)
12. Mason (Brick Layer, Stone Cutter)
13. Architect (Designing Structures)
14. Engineering (Construction, Buildings, Bridges, Roads, Siege Engines)
15. Painter (Paintings, Illustrations)
16. Book Binder (Books, Cards)
17. Rug Maker (Tapestries, Carpets)
18. Bone Carving (Scrimshaw, Coral, Horns, Tusks)
19. Pottery (Porcelain, Clay, Tiles)
20. Musical Instrument Craftsman (Musical Instruments)
21. Locksmith (Locks, Keys)
22. Cartography (Maps, Map Making)
23. Wood Carving (Wands, Staves, Totems, Masks)
24. Boat Maker (Sailboats, Rowboats, Canoes, Rafts, Ships)
25. Stone Carving (Sculptor, Holy Symbols, Rune Stones)
26. Gem Cutter (Jewels, Gems)
27. Wheel Wright (Carts, Wagons)
28. Wain Wright (Saddles, Bit & Bridle)
29. Clock Maker (Clockworks)
30. Dyer (Dyes, Inks, Paints)
31. Paper Maker (Paper, Vellum, Papyrus)
32. Toy Maker (Toys, Dolls, Puppets, Paper Mache)
33. Soft Carver (Wax, Soap, Clay)
34. Candlestick Maker (Specialized Metal Caster)
35. Baker (Breads, Cakes, Cookies)
36. Shipwright (Boats, Ships)
37. Butcher (Meats: Cows, Pigs, Dragons)
38. Cartography (Map Making)
39. Scribe (Calligraphy, Illustrating)

## Specialized Trade Skills

These are sub-specialties of available Trade Skills. The GM has to approve their creation.

- Example #1: The Trade Skill is Weapon Smith. A Specialized Trade is Swords.
- Example #2: The Trade Skill is Armorer. A Specialized Trade is Shields.

## Monster Rules

### Comparative Sizes

This Chart gives players some Idea of how big things are compared to each other.

**WL** Wound Level

| #  | Size:          | WL: | Examples:  |
|----|----------------|-----|--|
| 1  | Diminutive     | 1   | Insects, Bugs  |
| 2  | Tiny           | 1   | Mouse, Frog, Fairy, Brownie                                |
| 3  | Little         | 2   | Cat, Dragon Hatchling, Imp, Sprite                         |
| 4  | Runty          | 3   | Dog, Kobold, Dragon Whelp, Red Cap, Lynx                   |
| 5  | Small          | 3   | Halfling, Gnome, Goblin, Faun, Wolf, Pixie                 |
| 6  | Short          | 4   | Dwarf, Elf, Pony, Hell Hound, Panther                      |
| 7  | Human          | 4   | Orc, Hobgoblin, Satyr, Snake Man, Clay Golem               |
| 8  | Tall           | 5   | Gnoll, Lizard Man, Werewolf, Brick Golem, Lion             |
| 9  | Large          | 6   | Bugbear, Angel, Dire Wolf, Stone Golem, Tiger, Chimera     |
| 10 | Big            | 7   | Horse, Centaur, Minotaur, Unicorn, Warg, Manticore         |
| 11 | Giant          | 10  | Ogre, Mountain Troll, Young Dragon, Treant, Rhino          |
| 12 | Hulking        | 15  | Hill Giant, Mature Dragon, Horned Demon, Elephant          |
| 13 | Enormous (1)   | 20  | Stone Giant, Adult Dragon, Sphinx, Mammoth, T. Rex         |
| 14 | Huge (2)       | 30  | Fire Giant, Elder Dragon, Tentacle Monster, Whale, Roc     |
| 15 | Immense (3)    | 40  | Cloud Giant, Ancient Dragon, Large Hydra                   |
| 16 | Gigantic (4)   | 50  | Storm Giant, Epic Dragon, Pit Fiend                        |
| 17 | Gargantuan (5) | 100 | Titan, Colossus, Legendary Dragon, Tarrasque               |
| 18 | Vast (6)       | 200 | Behemoth, Kraken, Leviathan, Kaiju, Eldrazi, Bewilderbeast |

Notes On Undead And Mindless Foes

Undead, Animated Foes, Elementals, and Slimes are Immune to magics and attacks such as: Charm, Sleep, Read Mind, Fear, Confusion, Blind, Paralysis, Control, Petrification, Poison, Stun, Gaze Attacks, Hurt Body Parts, Feeble Mind, Forget, Illusions.

Weapon Immunity

Regular Weapons have no effect, but Magical ones do. A Monster may be susceptible to Other specific Non-magical Substances: Silver, Steel, Wrought Iron, Wood, Bone, Stone, Crystals, etc.

Minion Concept

Optional Rule. Speeds up Combat. Designate some minor Foes as Minions. Minions come as Levels 1, 2, and 3.

- A Level 1 Minion is killed outright by any 1 Hit (Goblins and Kobolds)
- A Level 2 Minion is killed outright by any 2 Hits or any 1 Light Wound (Orc)
- A Level 3 Minion is killed outright by any 3 Hits or any 1 Heavy Wound (Bugbear)

Folklore Type Monsters

-A Regular RPG Monster is downed by regular means. A Folklore type monster is more like solving a puzzle. The Monster will have many Immunities but also a few stand-out Weaknesses that can be used to take it down quickly. It will also have a number of quirks needed to activate a Weakness. A Folklore type monster will hunt the PC's down, on it's own territory, one by one, in a brutal horrific fashion, until the problem it poses is solved. Often the Party will itself be hunting down the Folklore monster. The PC's may or may not know of all of its Immunities, Weaknesses, activations, and actions that will lure it out into the open.

- An Immunity gives a Monster complete protection from an Attack Type.
- An Activated Weakness will immediately kill or disable the Monster if it hits.
- Below is a list of 30 Attack Types. The Folklore Monster will have Immunities to 4 + 1D6 of them and Weaknesses to one or two.

| D30 | ATTACK TYPE TABLE           |
|-----|-----------------------------|
| 01. | Cold (Ice, Freeze)          |
| 02. | Fire (Heat, Burn)           |
| 03. | Earth magic (Petrification) |
| 04. | Air magic                   |
| 05. | Water magic (Drowning)      |
| 06. | Lightning (Shock)           |
| 07. | Acid (Corrosive, Dissolve)  |
| 08. | Poison                      |
| 09. | Normal Weapons              |



| D30 | ATTACK TYPE TABLE                                      |
|-----|--|
| 10. | Blunt Attacks (Stun, Dizzy, Dazed)                     |
| 11. | Impaling Attacks (Pierce, Bleed)                       |
| 12. | Slashing Attacks (Cut, Lost Limb)                      |
| 13. | Mind Magic (Mental Blasts, Forget, Feeble Mind)        |
| 14. | Light Attacks (Radiant Energy)                         |
| 15. | Energy Attacks (Plasma, Disintegration, Magic Missile) |
| 16. | Darkness Attacks (Shadow)                              |
| 17. | Fear (Horror, Panic)                                   |
| 18. | Chaos magic (Corruption, Mutation)                     |
| 19. | Death magic  |
| 20. | Drain Attacks (Wither, Weakness)                       |
| 21. | Illusions (Glamour)                                    |
| 22. | Curses   |
| 23. | Control (Charm, Lure, Possession, Hypnotism)           |
| 24. | Paralysis (Hold, Pain, Torment)                        |
| 25. | Sleep (Unconsciousness, Knockout, Skull-Crack)         |
| 26. | Entanglement (Grapple, Web, Net)                       |
| 27. | Force magic (Telekinetic Attacks)                      |
| 28. | Confusion (Madness)                                    |
| 29. | Polymorph (Transformation, Shrink)                     |
| 30. | Temporal magic (Slow, Age)                             |

Other Monster Weaknesses

The GM may roll on this table instead of the Attack Type Table to determine a monster weakness.

Monster Weakness Table

| 1D6 | Weakness:       | Notes:  |
|-----|-----------------|---|
| 1   | Weak Point      | Soft Underbelly, Open Maw, Blow Hole, Large Eyes                |
| 2   | Unsteady        | Unbalance a Foe by striking it a certain way.                   |
| 3   | Weak Moments    | Creature has moments of Weakness where it can be Stunned        |
| 4   | Favored Terrain | Knock Foe off its Favored Terrain. Knock off of Wall or Ceiling |
| 5   | Obvious Attack  | Characters can see the Attack Coming                            |
| 6   | Blind Spot      | Foe cannot see you at certain Angles                            |

Activating A Monsters Weakness

- 1. Damage a particular organ, limb, location of Monster’s Body
- 2. Change the Environment (Colder, Hotter, Wetter, Darker, etc.)
- 3. Special Weapon (Silver. Iron, Wood, Bone)
- 4. Cover Weapon or Monster with special Oils, Substances
- 5. Monster must inhale a specific Smell (Garlic, Wolfsbane)
- 6. Monster must eat a particular Item (Rotting Meat, etc.)
- 7. Monster must hear a particular sound (Song, Note, Bell)
- 8. Monster must be exposed to a particular Gas
- 9. Cast a particular Spell, Ritual on Monster or special Target
- 10. Monster must see or think it is seeing something in Particular
- 11. Monster must have a particular Condition (Burn,

- Freeze, Prone)
- 12. Another Monster must be defeated first, or other Event accomplished

Folk Monster Lures

- 1. Food (Rations, Wine, Candy, Specific Prey Items)
- 2. Blood offering (Smell, Trail, Spill)
- 3. Noise (Battle, Curses, Challenges)
- 4. Cries, whimpering of a Sacrifice (Animal, Slave, Child)
- 5. Gold (Treasure, Coin, Gem)
- 6. Magic (Item, Relic, Aura, Enchantment, Spell)
- 7. Violate Proximity (To something protected)
- 8. Recite Particular Song, Poem, Password
- 9. Breaking of a Curse
- 10. Finish a Ritual left Undone
- 11. Musical Instrument (Gong, Bell, Drum)
- 12. Presence of particular Individual (Ghost, Person)
- 13. Personal Item (Heirloom, Ring, Journal, Lock of

- Hair, etc.)
14. Read (Rune on Doorway, Note, Letter, Passage in Book)
  15. Bring Something Holy, Unholy, Religious
  16. Enunciate the Full Proper Name and Title of the Monster
  17. Bring and place a single perfect Rose, Sweep the Floor, Take the Urn
  18. Libation, Cover object, Fill vessel with particular Potion
  19. Unlock Box, Remove Dagger from Corpse, Light

- the Hearth (Candle, Lantern)
20. Look to the Ceiling, Under the Bed, in the Dresser, in the Cracked Mirror

Mutations

Exposure to Chaos Magic will cause Mutations in Living Creatures. Mutations are very hard to Conceal. Individuals with 3 or more Mutations are Considered to be Abominations and become Bestial, Murderous, and Insane.

Mutation Table

| 1D20 | Mutation:  |
|------|--|
| 1    | Claws, Talons (Attack and Damage +2)                       |
| 2.   | Bite, Maw, Tusks (Attack and Damage +3)                    |
| 3.   | Horns, Spines, Spikes (Attack and Damage +1)               |
| 4.   | Tail, Tentacles, Extra Limb(s)(Extra Attack)               |
| 5.   | Long Legs (Swift +4)                                       |
| 6.   | Extra Eyes, Bug Eyes, Eye Stalks, Second Head (Lookout +4) |
| 7.   | Acid Attack, Spit Acid (Short Range. Damage +1)            |
| 8.   | Fangs, Stingers (Attack becomes Poisonous)                 |
| 9.   | Spider Legs (Climb +5)                                     |
| 10.  | Bat Wings, Insect Wings (Medium Flyer)                     |
| 11.  | Gills and Fins (Swim +5 and Water Breathing)               |
| 12.  | Shell, Carapace, Scales, Rubbery Hide (Toughness +3)       |
| 13.  | Psychic Blast (Like Spell 3x/Day)                          |
| 14.  | Webs (Like Spell 3x/Day)                                   |
| 15.  | Bulging Muscles (Strength+3)                               |
| 16.  | Uncanny Dodge (Dodge +3)                                   |
| 17.  | Flesh Molding (Unit can Regenerate)                        |
| 18+  | Repulsive Cosmetic Change (Intimidation +5)                |

Monster Special Abilities

- Effects that can be used as Special Abilities can be found everywhere Within the Rules.
- For Example: Spells, Combat Conditions, Skills, Monster Rules, Item Descriptions, Trap Effects, Folk Monster Immunities, etc.
- This List Explores ideas for abilities not found in other Sections.

Monster Special Ability List

Ability - Notes:

- Acid Blood - Wounds will splatter. Resulting in Close Range Attack. Attack +1. Burn
- Assault - If Monster attacks in HTH and Kills it may immediately move forward 1 Space.
- Bane - Monster has Attack and Damage +1 vs a particular Foe Type (Giant, Plant, etc.)
- Blood like Glue: Impaling and cutting weapons will get stuck inside. Get -4 to remove.
- Blood Thirsty - After killing a Foe, this Monster will stop to feed. 1D4 Minutes.
- Bolster - Allies get +1 Armor. A Creature can only benefit from one of these at a time.

- Copy - Gain One Skill or Trait of adjacent Ally or Foe.
- Deathblow - If killed get one extra final Attack next turn.
- Defender - Allies get +1 Defense. A Creature can only benefit from one of these at a time.
- Demolish - If you are Size 13+ Destroy Structures with a Single Blow.
- Disruption Attack - Target becomes gaseous. Will reform in 1D3 Minutes.
- Drag to Hell - Cause Hole to open up in. Victim Dragged in by Monster or some other Means.
- Enrage - Allies get +1 Damage. A Creature can only benefit from one of these at a time.
- Expulsion - Target Foe Teleported away (Medium to Far Range) from Monster
- Fade Away - Target becomes Insubstantial and Invisible for 3D20 Minutes.
- Flanker - Get extra Damage +1 if Flank Attack Hits.
- Gore - Foe hit by Horns or Tusks thrown up over the back of the Monster. Knockdown. Dam +1.
- Heaviness - Foe gets Triple Encumbrance penalty. Medium Range.

- Horror - Foes are Paralyzed. All in Medium Range. (Fear Effect)
- Jump - Jump Accurately a distance of up to 20 Spaces as your move.
- Low Swing - If you are Size 11+ Swing Tree or Tail across floor. Attack +3 and Damage -2
- Momentum - Allies get +2 Swift. A Creature can only benefit from one of these at a time.
- Multi-Disarm - Monster will use Multiple limbs/Attacks to Disarm Opponent.
- Nullify - Target Combat Bonus of Foe becomes Zero. Short Range.
- Panic - Foes get Defense -3. All in Medium Range. (Fear Effect)
- Protected - Get Armor +1 if you have at least 1 Adjacent Ally.
- Rampage - If Monster attacks in HTH and Kills it may immediately attack again.
- Sap - Foe becomes Fatigued 50% or Exhausted 50%. Medium Range.
- Scare - Foes must Flee. All in Medium Range. (Fear Effect)
- Self-Disrupting - If down to 1 or 2 Wounds Monster will become gaseous for 1D4 Hours.
- Skirmish - Monster can move one extra time on his Round.
- Swap - Exchange positions with Target Ally or Foe. Medium Range.
- Terrify - Foes must Rout. All in Medium Range. (Fear Effect)
- Trample - Blunt HTH vs Foes 4 SL smaller. Attack -2 and Dam +2 for entire length of Move.
- Wail - Sound Attack. Damage -1 to all in Medium Range.
- Warp Strike - Monster can Teleport Short Range and then make an HTH Attack.

## Bestiary 1

### Bestiary

Below is a starting list of Monsters.

### Aboleth (monster) Sl = 11

1. Large, Slimy, Ancient, Amphibians. 3 Eyes. Possessors of Terrible Ancient Secrets.
2. Underworld Slavers. Live in Underground Lakes. Reports of Lost Underwater Cities.
3. Four Large Tentacle Attacks (Attack +4. Damage +1. Grab). Fluke Tail gives Swift +3
4. Slime Attack (Disease. If not cured Victim Takes 1 Wound Marker every hour not in Water)
5. Underwater Mucus Attack (Close Range. Attack +2. Choke)
6. Can Cast Spells like an Illusionist. Infravision. Armor +4
7. Charm Spell (Once Per Turn). Enslaved Creatures can Breath Water.
8. Accompanied by 2D10+ Aquatic Humanoids or Troglodytes.

AIR ELEMENTAL (ELEMENTAL) SL = Varies

1. Whirl Wind Form. Slow Flyer.
2. Immune to Normal Weapons.
3. Wind Aura Attack (Those in HTH Range must save or be thrown 10-20 Feet for Dam +1)
4. Gust of Wind (Like Spell 4x/Day)

### Alligator, Giant (beast) Sl = 12

1. Huge Size. Armor +5.
2. Includes Giant Crocodile.
3. Bite: Attack +4 and Damage +5
4. Rush to Attack: Swift +6

### Angel (celestial) Sl = 9

1. Human Form. Warrior
2. Bird Wings. Medium Flyer.
3. Holy Sword (Attack and Damage +5)
4. Shield and Golden Armor (Defense and Armor +5)
5. Teleport (Like Spell 10x/Day)
6. Heal (Like Spell 10x/Day)
7. Blessing (Like Spell 10x/Day)

### Ants, Giant (insect) Sl = 4

1. Basic Ant Notes: Each colony has 3 types of Ant: Queen, Drones, Workers.
2. Basic Ant Notes: Their attacks are either Bite or Sting. (No base Modifiers)
3. All Workers have Burrow +3. They usually range in size from Little to Small.
4. The Queen is Giant size and lays several eggs per Minute. She is Defenseless.
5. Drones are Males. They are Slow Flyers. They can transform into new Queens.
6. There are many types. The variations listed below show up in the Workers.
7. A single Colony may have several Types of Workers:
8. Soldier Ants: Bite Damage +1 Toughness +1
9. Fire Ants: Poison Stinger: Weak Lethal
10. Defender Ants: thick Exoskeleton: Armor +2
11. Wood Ants: Swift +2. Acid Spray (Short Range 1D3 Adj Foes)
12. Black Ants: Tiny. Bite Damage -2
13. Carpenter Ants: Big Cutting Mandibles. Bite Damage +2. Man Size
14. Red Ants: Paralysis Bite. Damage +1
15. Scout Ants: Swift +2 Alertness +4. Bite Damage -1
16. Garden Ants: Garden +5. Herding +5. Tend to Giant Aphids
17. Builder Ants: Burrow +5. Build Mounds, Chambers, and Tunnels
18. Nursery Ants: Tend to Eggs. Bite damage -2. Toughness -1
19. Guard Ants: Alertness +5. Toughness +1
20. Weaver Ants: Glue Attack: Entangle
21. Trap Jaw Ants: Bite Damage +3. Dodge +3
22. Honey Pot Ants: Swift -2. Bite Attack -2. Store Food in their Bellies.

23. Trapper Ants: Stealth +5. Build Pit Traps.
24. Suicide Ants: Explode (All in Close Range Damage +1)
25. Blood Sucking Ants: Bite Damage +1. Drain
26. Ants can crawl on Walls and Ceilings.

### **Aquatic (demi-humans) Sl = 7**

1. Specific Good Aquatic Demi-Human Races include: Merfolk, Sea Elves, Tritons
2. Holy Priests, Traders, Warriors, Knights, Scouts, Fishermen, Hunters,
3. Kelp Farmers, Shamans, Seamancers
4. Tridents, Nets, Spears, Spear-Guns, Daggers, Short Swords, Shields, Armor
5. Known to ride Giant Seahorses and Manta Rays.
6. Breathe Water and Air. Prefer Humid Conditions. Swim +7

### **Aquatic (humanoids) Sl = 7**

1. Evil. Breathe Water and Air. Prefer Humid Conditions. Swim +6
2. Tridents, Nets, Spears, Spear-Guns, Daggers, Man-Catchers, Short Swords, Shields
3. Warriors, Hunters, Scouts, Shamans, Seamancers, Sirens, Evil High Priests
4. Cultists, Chaos Cult Leaders, Pirates
5. Armor +1 (Scales)
6. Evil. Frequently Mutated by Deep Sea Chaos Powers
7. Sirens can Sing a Lure Song (Like Spell. Long Range. 3x/Day)
8. Specific races include: Sea Devils, Kuo-Toa, Sahuagin, Deep Ones, Scylla
9. Known to ride Giant Eels

### **Azaer (demi-human) Sl = 6**

1. Underworld Dwarf Descendants.
2. Elemental Flames for Hair. Immune to Fire.
3. Strength +3 Toughness +3 Attack +2 with Melee Weapons
4. Fire Aura (Like Spell. 3x/Day)
5. Mining +5 Black Smith +5 Armorer +5 Weapon Smith +5 Appraisal +5
6. Bronze Skin: Armor +3
7. Live near Volcanic Activity. Lava, Magma
8. Swords, Hammers, Axes, Picks. Piecemeal Plate Armor
9. Exquisite Craftsmen. Laugh long and hard.
10. Eat Seared Salamander Roast and Drink Boiling Beer

### **Basilisk (monster) Sl = 5**

1. Six legged Lizard. Swift +3. Low to the Ground
2. Petrification Gaze.
3. Stealth +3 Tough +1 Scaled: Armor +1

### **Bear (animal) Sl = 5-10**

1. Basic Bear Abilities: Strength +2 and Toughness +2 and Swift +2
2. Basic Bear Abilities: Claw and Bite Attacks +1 (Attack Bonus)
3. Basic Bear Abilities: Fishing +5
4. Basic Bear Notes: Hibernation and Love of Honey
5. Some Bear Variations:
6. Brown: No Modifications. Also Sun Bear
7. Black: Toughness +3
8. Grizzly: Strength +3 and Toughness +3
7. Kodiak: Strength +3 and Toughness +4
8. Polar: Strength +4 and Toughness +4
9. Cave Bear: Strength +5 and Toughness +5
9. Spectral Bear: Any other Bear with Basic Spirit Abilities
10. Werebear: Lycanthropy. Str +6 and Tough +5. Regeneration. Immune to Normal Weapons

### **Beast Men (humanoid) Sl = 6**

1. Human Bodies. Animal Heads: Cats, Dogs, Jackals, Goats, Horses, Frogs, Wolves, etc.
2. Enhanced Senses: Alertness +5
3. Warriors, Shamans, Evil Witch Doctors, Raiders, Scouts, Chaos Cult Leaders
4. Strength, Toughness, and Swiftiness +2

### **Beholder (monster) Sl = 9**

1. Floating Sphere with Maw, Giant central eye and 10 Eye Stalks. Slow Flyer.
2. Intelligent. Insane. Keeps Slaves. Ancient ones are Mage savants.
3. Each eye has a Spell Like power it can use 3x per Day.
4. Eye Powers: Counterspell, Magic Missile, Disintegrate, Freeze, Light, Charm
5. Eye Powers: Cause Fear, Lightning Bolt, Death Bolt, Sleep, Fire Bolt
6. Tough +6. Armor +4. If killed 75% it will turn into a Lich Version.

### **Bat, Giant (beast) Sl = 8**

1. Fast Flyer
2. Echolocation. Can Fly in the Dark
3. Bite (+1 Attack and Damage Bonus)
4. Can be Trained and Ridden by Humanoids

### **Bees, Giant (insect) Sl = 5**

1. Slow Flyer.
2. Weak Poison Stinger. Bee will die when he uses it.
3. Pollinates Giant Flowers.

### **Brownie (fey) Sl = 2**

1. Fairy Size. No Wings. Wear Animal Skins/Pelts.
2. Good but Mischief Makers. Stealth +5 Alertness +5 Jest +5

3. Often Tasked by Fairies and other Fey Leaders to Guide Heroes.
4. Sometimes carry Magic Powders/Dust with Potion like properties.
5. Can ride trained Hawks and other Birds/Animals. Ride +2
6. Pickpocket +5 Throw +2 Swift +2 Strength -3 Dodge +5
7. Woodcraft +5 Track +5 Herbalism +5. Speak to Animals.

### **Bugbears (humanoids) SI = 9**

1. Large Hairy Pugnacious Relatives of Goblins.
2. Medium Piecemeal Armor, Shields
3. Warriors, Raiders, Scouts, Trappers, Shamans
4. Stealth +5. Ambush is their Favorite Tactic.
5. Strength +2 and Armor +1. Backstab +4
6. Infravision. Melee Weapons +1 (Attack Bonus)
7. Morning Stars, Clubs, Mauls, Flails, Maces. Crushing Weapons Favored

### **Centaur (fey) SI = 10**

1. Half Man Half Horse. Tribal Herds. Semi-Civilized. Vegans. Usually Good.
2. Carousing +5. Notorious Drunkards.
3. All Attacks +1 (Attack Bonus)
4. Strength & Swift +8
5. Warriors, Scouts, Shamans, Healers, Brewers, Druids, Rangers, Traders
6. Can Carry 2 Human Size Riders.
7. Hoof Kick (Attack & Damage +1)
8. Full Armor/Barding Rare. Occasionally Helmets and Shields.
9. Clubs, Staves, Spears, Bows, Slings, Javelins, Axes

### **Chimera (monster) SI = 9**

1. Lion Body and Heads. Bat Wings. Medium Flyer.
2. Lion Bite and Claws (Attack +2 Damage +2)
3. Goats Head Breathes Fire (1D3 Adj Foes. Short Range. Damage +2)
4. Tail is a Long Snake with Poison Bite (Attack +3)

### **Clockwork Robot, Giant (construct) SI = 13**

1. Metal Shell (Armor +7)
2. Arm Ballista (Attack +3 and Damage +5. Attached to Chain. Grab)
3. Arm Claw (Attack +3 and Damage +4. Grab)
4. Stomp (Attack +2 and Damage +6)

### **Crab, Giant (aquatic Beast) SI = 10-12**

1. Shell (Armor +6) and Swift +3 (Move Sideways)
2. Claw Attack (Attack +2 and Damage +5 Grab) (One Big Claw)
3. Those hit with Claw Attack will automatically be caught.

4. Caught Prey is Hit Automatically on later turns. Just Roll on the Damage Table.
5. Caught Prey can make a Strength Test to attempt to free themselves.

### **Crab Men (humanoids) SI = 7**

1. Shell Armor +3
2. Pincers (Attack +3 Damage +2). Can also be used for Grappling and Grabbing.
3. Water Breathing. Infravision.
4. Favorite Captives are Attractive Human Females.

### **Deep Gnomes (demi-humans) SI = 5**

1. Friendly Relatives of Gnomes. Rarely Player Characters.
2. They make their Homes in the Depths of the Underworld. Infravision.
3. Warriors, Soldiers, Scouts, Miners, Guides, Mushroom Gatherers, Healers
4. Tinkerers, Smiths, Stone Workers, Gem Cutters, Geomancers, Lookouts
5. Armor, Shields, Hammers, Picks, Crossbows, Spears, Nets
6. Alertness +5, Crossbow +1, Mycology +4

### **Doppleganger (humanoid) SI = 7**

1. Shapeshift to look like any person.
2. Disguise +7
3. Toughness +3
4. Claw Attack (Attack and Damage +3)
5. Multiple Languages

### **Derro (humanoids) SI = 7**

1. Tall Insane Dwarves.
2. Love Magic like other Dwarves love Gold.
3. One out of 7 are Mages: Geomancers, Wizards, Pyromancers, Rune Masters

### **Dire Wolf (beast) SI = 9**

1. Fast +8 (Move Rate)
2. Thick Hide: Armor +1
3. Bite (+3 Damage Bonus. +2 Attack Bonus)
4. Claws +2 (Damage and Attack Bonus. Save or be Knocked Down or Pinned)
5. Often ridden by Evil Humanoids.

### **Draconians (humanoids) SI = 7-9**

1. Evil Race. Magically Created from Corrupted Metal Dragon Eggs.
2. Dragon Wings. Slow Gliding Flyers. Attack +2 with Weapons (Swords, Spears)
3. Explode when killed: Attack +4 Dam +3 to all in Short Range.
4. Claw, Bite, and Tail (Attack and Damage +1) Scaly Hide: Armor +1

5. Some will wear extra Heavy Armor and use Shields  
DRAGON SL = Varies
1. Dragons can make 1D3 Attacks per turn. Attacks will be modified by Size and Species.
2. Notation: ASA = Armor, Strength, and Attack.
3. Notation: AFA = Adj Foes Affected by Breath Weapon, Wing Buffet and Tail Swipe Attacks.
4. More Notation: BWR = Breath Weapon Range (And Wing Buffet Attack)
5. Basic Dragon Sizes: Tiny: ASA +1 (Hatchling) BWR = Short. AFA = 1
6. Basic Dragon Sizes: Small: ASA +2 (Whelp) BWR = Short. AFA = 1D2
7. Basic Dragon Sizes: Medium: ASA +3 (Young) BWR = Med. AFA = 1D3
8. Basic Dragon Sizes: Large: ASA +4 (Mature) BWR = Med. AFA = 1D4
9. Basic Dragon Sizes: Huge: ASA +5 (Adult) BWR = Med. AFA = 1D6
10. Basic Dragon Sizes: Major: ASA +6 (Elder) BWR = Long. AFA = 1D8
11. Basic Dragon Sizes: Great: ASA +7 (Ancient) BWR = Long. AFA = 1D10
12. Basic Dragon Sizes: Massive: ASA +8 (Epic) BWR = Long. AFA = 2D6
13. Basic Dragon Sizes: Vast: ASA +9 (Legendary) BWR = Long. AFA = 3D6
14. Basic Dragon Abilities: Bat Wings. Medium Flyers.
15. Basic Dragon Notes: Spend Most of their time sleeping guarding Eggs and Treasure.
16. Basic Dragon Attack: Breath Weapons (Requires 3 Turns to Recharge. Damage +1)
17. Basic Dragon Attack: Wing Buffet (Knock Down or Knock Back Foes. Damage -3)
18. Basic Dragon Attack: Tail Swipe (Knock Down Foes)
19. Basic Dragon Attack: Claws (Can Grab Prey which Gives Bite an Attack Bonus +3)
20. Basic Dragon Attack: Bite (Damage +2)
21. There are many different types of Dragons. Some Examples listed below:
22. White Dragon. Ice Breath Weapon. Resistant to Cold. Cold Climes preferred.
23. Green Dragon. Poison Cloud Breath (No Damage). Immune to Poison. Forests.
24. Black Dragon. Acid Breath. Resistant to Acid. Swamps, Fens, Bogs.
25. Blue Dragon. Lightning Breath. Resistant to Lightning. Mountain Peaks.
26. Red Dragon. Fire Breath. Resistant to Fire. Volcanoes.
27. Wyverns. Medium Size. No Breath Weapon. Tail has Poisonous Stinger.
28. Drake. Medium Size. Fast Flyers. Armor -1.
29. Land Dragon. Multiple Legs. Swift +5. No Wings. Armor +1
30. Wyrms. No Claws or Wings. Swift +4. Armor +2.
31. Sea Serpent. No Claws or Wings. Aquatic. Swift +6. No Breath Weapon.

32. Faerie Dragon. Tiny. Invisibility, Sleep, Teleport (Like Spells. 5x/Day)
33. Jabberwocky. Huge. Large Claws +3 (Attack Bonus) Slow Flyer.
34. Luck Dragon. Good. Steed. Allies get Luck Ability. No Breath Weapon
35. Shadow Dragon. Death Breath. Darkness (Like Spell. 5x/Day). Dodge +2
36. Wind Dragon. Gust of Wind Breath (Like Spell). Fast Flyer
37. Dragon Engines. Animated. Clockwork. Steam Breath. Armor +3
38. Note: Wing Buffet and Tail Swipe of Tiny & Small Dragons are generally ineffective.

### **Drow (demi-human) Sl = 6**

1. Weak (-1 Strength and Toughness Penalties) Black Skinned.
2. Evil Elves. Worship Spider Gods.
3. They can reach High Levels, especially Priests and Mages.
4. Warriors have Bow & Blade +2 (Attack Bonus) & Dual Wield
5. Scouts have Stealth +5, Dodge +2, Bow & Blade +1 (Attack Bonus)
6. Low Level Casters will know several Spells. Infravision

### **Driders (monster) Sl = 8**

1. Drow who have their legs replaced with Spider Bodies.
2. Usually Warriors.
3. Webs (Like Spell 3x/Day)
4. Can walk on walls and ceiling.

### **Dryad (fey) Sl = 6**

1. Tree Folk. Woody Skin. Protectors of Trees.
2. Strength +1 and Armor +1 and Swift +2
3. Tree Walk (Like Druid spell. Unlimited)
4. Alertness and Stealth +5 and Dodge +1
5. Vines (Like Druid Spell. 3x/Day)

### **Duergar (humanoids) Sl = 6**

1. Evil Dwarves. Humorless. Greedy
2. Light or Medium Armor. Spears, Hooks, Odd Weapons  
EARTH ELEMENTAL (ELEMENTAL) SL = Varies
1. Stone Fists (+2 Attack Bonus. +5 Damage Bonus)
2. Spitting Earth (As Spell. 3x/Day)
3. Made of Stone (Armor +5)
4. Weaknesses: Tunnel Spell.

### **Elephants (animal) Sl = 11-13**

1. Basic Elephant Notes: Large Herbivore Mammals with Trunks and Tusks
2. Basic Elephant Notes: Trained to carry passengers and as Beasts of Burden.

3. Basic Elephant Notes: Travel in Matriarch Herds or as Lone Males
4. Basic Elephant Ability: Swiftiness +2, Memory +5, Armor +1
5. Basic Elephant Ability: Stomp, Tusk, or Trunk Attack (Attack +1 and Dam +3)
5. Various Types:
7. Jungle Elephant: Toughness +3
8. Savannah Elephant: Toughness +4
9. Bull Elephant: Toughness +5 Damage +4
10. War Elephant: Toughness +5 Damage +5
11. Mammoth: Toughness +6 Damage +4 Resistant to Cold +4
12. Mastodon: Toughness +6 Damage +5 Resistant to Cold +4

### **Fawn (fey) SL = 4-5**

1. Halfling or Runt size version of a Satyr.
2. Musician +5 (Pan Flute)
3. Kick and Head Butt (Brawl +1)
- FIRE ELEMENTAL (ELEMENTAL) SL = Varies
1. Immune to Normal Weapons.
2. Weaknesses: Cold, Water, Wind, Lack of Oxygen.
3. Fire Aura Attack (+3 Attack and Damage Bonus vs All in HTH Range)
4. Toughness +3
5. Fire Bolts (Same as Pyromancer Spell. 7x/Day)

### **Frog Men (humanoids)**

1. Variations on Humanoid Frogmen.
2. Common Abilities - Standing Jump = 2 Spaces.
3. Common Abilities - Running Jump +5 Spaces.
4. Common Abilities - Sticky Tongue (Entangle)
5. Common Abilities - SL = 6
6. Variants:
7. Tree Frog - SL = 4. Poison Touch. Sticky Feet: Walls and Ceilings.
8. Froglodyte - Likes Clubs and Stone Spears. Strength +1
9. Marsh Wiggle - Toughness +2.
10. Poison Tongue. Does not Stick.
11. Swallow - SL = 8. Target must be SL = 4 or less.
12. Frogger - Jump up to twice per turn. Forwards or Back.
13. Bullywug - SL = 5. Dodge +2. Javelins, Daggers. Swim +2

### **Fungisaur (fungi) SL = 13**

1. Shape reminiscent of a carnivorous Dinosaur.
2. Huge Size. Swift +4
3. Bite (Attack and Damage +3)

### **Gargoyle (animated) SL = 5-8**

1. Hard, Carved Material (Armor +4)
2. Claws, Bite, Horns (Attack and Damage +3)
3. Wings: Medium Flyer
4. Stealth +4 (Stay Perfectly Still)
5. Alertness +4 Dodge +2

6. Gargoyle Variants:
7. Stone: Alertness +5
8. Alabaster: Fast Flyer
9. Marble: Damage +4
10. Quartz: Attack +4
11. Granite: Armor +5
12. Onyx: Stealth +5
- GENIE (HUMANOID) SL = Varies
1. Flying Fast
2. Wish Magic (Copy any other Spell. 3x/Day)
3. Scimitar (+5 Attack Bonus)
4. Jest and most other communication Skills +5
5. Also Jinn, Jann. Ancient Enemy of Sphinxes.
6. Elemental Types:
7. Dao: Earth Magic (5). Strength & Toughness & Dodge +2 SL = 7
8. Djinn: Air Magic (7). Strength & Toughness & Dodge +3 SL = 8
9. Marid: Water Magic (9). Strength & Toughness & Dodge +4 SL = 9
10. Efreeti: Fire Magic (11). Strength & Toughness & Dodge +5 SL = 10

### **Ghoul (undead) SL = 7**

1. Bestial corpse eaters.
2. Claw and Bite Attacks (Attack and Damage +3)
3. Toughness +4

### **Gibbering Moulder (abomination) SL = 13**

1. 20 Feet Tall Green Chaotic Mass of Mouths and Eyes. Guardian.
2. 1D3 HTH Bite Attacks (Attack and Damage +1) Armor +2
3. Cause Madness (All in Medium Range. Save at +4 every turn or go Mad for 2D20 Days)
- GIANTS SL = Varies
1. Basic Giant Ability: Strength and Swift +4. Thick Hide: Armor +2
2. Basic Giant Ability: Stomp Attack (Attack +1 and Damage +1)
3. Basic Giant Ability: HTH Attack +3 (Attack Bonus) Can use 2-H Human Weapons 1-H.
4. Basic Giant Ability: Throw Attack (Spear, Boulder. Long Range) Also Catch Large Missile.
5. Basic Giant Penalty: Slow to React. Easily Tricked. Dull Witted.
6. Basic Giant Notation: S&S = Strength and Swift. AB = Attack Bonus.
7. There are many different types of Giants. Some Examples listed below:
8. Ogre: No Stomp. Sometimes use Shields (Defense +2) and Armor (Armor +2)
9. Cave Troll: No Stomp. Regeneration. Often just use Claws and Bite.
10. Hill Giant: S&S +5. Tribe includes a Shaman. Sometimes Ride Mastodons.
11. Stone Giant: S&S +6. Throw Attack AB +2. Stone Carving +5. Shamans. Geomancers.



12. Fire Giant: S&S +7. Archery AB +2. Resistance to Fire. Pyromancers. Armor +2
13. Frost Giant: S&S +7. Resistance to Cold. Ice Mages. Shields (Defense +2) and Armor +2
14. Cloud Giant: S&S +8. Live in Cloud Castles filled with Opulent Treasure and Slaves.
15. Storm Giant. S&S +9. Hermits. Storm Mages. Lightning Bolts (Like Spell 5x/Day)
16. Ettin: S&S +5. Two Headed. Constant Bickering Between Heads. Cooking +4
17. Earth Giant: S&S +8. Bodies made of Rock (Armor +3). Geomancers
18. Sea Giant: S&S +9. Seamancers. Tridents. Sea Monsters as Pets. Treasure Below.
19. Fomorian: No Stomp. Very Ugly. Black Magic: Curses, Weakness, Fear (Like Spells. 1x/Day)
20. Firbolg: No Stomp. Good Giants. Friendly Villages. Druids. Warriors. Bear Companions.
21. Spriggan: S&S +6. Fey Spirit Giants. Have Basic Spirit Abilities. Green Colored.
22. Desert Giant: S&S +6. Jackal Heads. Giant Magic Staves. Desert Mages. Guardians.
23. Cyclops: S&S +7. Poor Depth Perception (Attack Penalty -3 to all Attacks) Berserk.
24. Titan: S&S +10. Foes of the Gods. Will know 2D6 Elemental Type Spells.
25. Mist Giant: S&S +5. Stealth +5. Summon Mists (Foes Ranged Attack Penalty -4)
26. Skeletal Giant: S&S +6. Can reattach lost Limbs, Skull. Cause Fear (Like Spell 3x/Day)
27. Zombie Giant: S&S +8. Regeneration. Grafted on Weapons and Armor.
28. Yeti: No Stomp. Resistant to Cold. Hermit. Pit Traps. Will cause Avalanches. Good Aligned.

### Goblins (humanoid) Sl = 5

1. Weak (-1 Strength and Toughness Penalties) Green Skinned.
  2. Erratic Behavior. Mob Mentality. Fight in Groups.
  3. Stealth and Alertness +3
  4. Soldiers, Warriors, Shamans, Thieves, Scouts, Alchemists, Tinkerers, Elemental Mages
  5. Archery and Daggers +1 (Attack Bonus)
  6. Dodge +1 Tactics +1
- GOLEM (ANIMATED) SL = Varies**
1. Basic Golem Ability: Punch +2 (Attack Bonus)
  2. Basic Golem Ability: Strength & Armor +2.
  3. Basic Golem Notes: Usually Man-Shaped, but slightly larger.
  4. Basic Golem Notes: Combo of Mage and Priestly Magics.
  5. Basic Golem Notes: Creator can only keep 2 in existence at a time.
  6. Basic Golem Ability: Immune to Poison, Disease, Mind Affecting Magic.
  7. A Variety of Golems exist. Some examples include:
  8. Clay: Regenerate. Glamour (like Spell. 4x/Day) 2 Punches per Round. SL = 7
  9. Iron: Armor +9 Strength +7. Toughness +6. Large.

SL = 10

10. Stone: Strength +4 Armor +5. Throw Rocks +1 (Medium Range) SL = 9
11. Brick: Strength +3 Armor +1. Dust Cloud (Blind Opponent. Short Range) SL = 8
12. Obsidian: Strength & Armor +6. Resistant to Fire. SL = 9
13. Wood: Stealth +5 in Woods. Susceptible to Fire. SL = 8
14. Flesh: Strength and Armor +3. Berserk. Afraid of Fire. SL = 8
15. Crystal: Strength and Armor +4. Magic Missiles (like Spell. 3x/Day) SL = 8
16. Mud: Strength +1. Susceptible to Water Attacks. SL = 7
17. Gear: Strength and Armor +5. Alertness +3. Dodge +2 SL = 7
18. Bone: Strength +4. Regeneration. SL = 8
19. Rubble: Reforms. Must be killed Twice SL = 8
20. Golden: Worth 20,000 GP. Strength and Armor +3 SL = 9

### Gnolls (humanoids) Sl = 8

1. Tall Fierce Hyena Headed Tribal Furballs.
2. Strength +1. Swift +2. Dodge +1
3. Warriors, Hunters, Scouts, Berserkers, Barbarians, Shamans
4. All Attacks +1 (Attack Bonus)
5. Claws and Fangs (No Penalty to Unarmed)
6. Stealth +5, Alertness +5, Cold Climate Survival +5
7. Resistant to Cold (Saves +4)
8. Many Tribes are Chaos Tainted: Chaos Warriors and Cult Leaders
9. Long Bows, Piecemeal and Hide Armor, Spears, Looted Armor and Weapons.
10. Often Live with (Tamed) Wolf Packs.

### Gorgon (monster) Sl = 11

1. Stone Bull. Armor +5
2. Breath Attack (Close Range: Petrification)
3. Swift +6
4. Gore with Horns and Trample (Attack and Damage +3)

### Green Knight (fey) Sl = 7

1. Fey Magic (4) Illusion Magic (4)
2. Shield +1, Heavy Armor, Strength +2, Toughness +2, Melee Weapons,
3. Sword +2, Lance +2, Woodcraft +5, Ride +2, Intimidation +5
4. Heavy Armor, Large Shield, Dagger, Sword, Cloak, War Horse, Lance
5. Immortal. Can survive having their head chopped off
6. They want to play a Game. Must Beat them at their own game.
7. They will place a Geas on opponent.

**Griffon (monster) Sl = 10**

1. Lion Body. Eagle Head and Wings. Fast Flyer
2. Beak and Talons (Attack +4 and Damage +3)
3. Toughness and Dodge +3
4. Often trained as Guard or Steed for Humans and Demi-humans.

**Harpy (humanoid) Sl = 8**

1. Half Woman. Half Bird. Evil
2. Claws, Talons, and Beak (Attack and Damage +3)
3. Wings. Fly Medium Speed.
4. Stench (Out to Medium Range. Harpies Immune)
5. Screech Attack (All in Medium Range. Damage -1. Harpies Immune)

**Hawkman (demi-humans) Sl = 7**

1. Basically Humans with Hawk Wings. Can be used as Player Characters.
2. Fast Flyers. Can carry 1 Person a short Distance. Good Aligned
3. Strength and Toughness -1
4. Cannot use Full Armor. Breastplate or Bare Chested.
5. Scouts, Warriors, Clerics, Healers, Hunters, Sun Priests
6. Swords, Spears, Javelins, Darts, Lassos, Nets, Crossbows, Maces, Clubs

**Hell Hound (demon) Sl = 6**

1. Immune to Fire Attacks
2. Swift +9
3. Bite and Claws (Attack and Damage +3)
4. Tracking +5

**Hobgoblins (humanoids) Sl = 7**

1. Man Sized Relations of Goblins. Serious & Militant
2. Shield +1 and Heavy Armor
3. Melee Weapons & Archery +1
4. Riding +2, Soldiering +5, Artillery +5, Sapping +5
5. Soldiers, Raiders, Task Masters, Heavy Cavalry, Horse Archers, Engineers
6. Commanders have Tactics +1, Leadership +5, and Strategy +5
7. Armor, Shields, Polearms, Long Bows, Lances, Swords, Axes, Morning Stars
8. Will use Slaves as Frontline, Expendable Troops.
9. Follow a Strict Warrior Code

**Horned Devil (demon) Sl = 12**

1. Fly Medium Speed
2. Toughness, Strategy, and Leadership +5
3. Armor +4 and Dodge +2
4. Pitchfork +4 (Damage and Attack Bonus)
5. Claws +3 (Damage and Attack Bonus)
6. Firebolt Attack (Same as Spell. 4x/Day)

7. Major Demon. Commands Minor and Lesser Demons.
8. Summon Minor and Lesser Demons once per day.

**Horrible Horde (constructs) Sl = 4**

1. Scores of unfinished Animated Prototypes.
2. Created and shelved by an Artificer or Inventor.
3. Activated as a group in error or as a last line of Defense.
4. Individual Units are average Runt Size. Armor +1.
5. Unique but ineffective Attacks (Attack and Damage -1)

**Humans (men) Sl = 7**

1. Non-Heroic Follower Types. Untrained or Poorly Trained. Civilians.
2. Guards, Thugs, Cultists, Levied Troops, Militia, Angry Mob, Disciples,
3. Heretics, Rebels, Bandits, Peasants, Rabble, Pilgrims, Adepts
4. Single Weapon +1 (Attack Bonus. Spear, Sword, Dagger, Archery, Pitchfork)
5. 1D4 Skills at +1D3 Such as Farming, Riding, Alertness, Intimidation, etc.
6. Some Human Variants:
7. Sub-Men: Underground Dwellers. Albino. Infravision.
8. Arctic Tribes: Cold Resistance +4
9. Cave Men: Strength +1. Very Primitive
10. Pygmies: Size = 5

**Hydra (monster) Sl = 12-15**

1. Starts with 2D4 Heads (On Long Necks)
2. Each Head can Breathe Fire (Short Range. 1D3 Adj Foes. 1x/Day. Attack and Damage +3)
3. Bite (Attack and Damage +2. At most 2 Heads can attack one Man-size Target per Round)
4. If a Head is cut off or killed, 2 grow back in its place.
5. Reptilian Body has Armor +4  
ICE ELEMENTAL (ELEMENTAL) SL = Varies
1. Icy Fists (+2 Attack Bonus. +4 Damage Bonus)
2. Weaknesses: Fire, Heat
3. Cold Aura Attack (+1 Attack and Damage Bonus vs All in HTH Range)
4. Armor +4

**Imps (demon) Sl = 3**

1. Minor Demon
2. Taunt +5
3. Medium Flyers
4. Claw & Bite +1 (Attack Bonus)
5. Throw Stones +1 (Attack Bonus. Medium Range)
6. Pests. Swarm Tactics.
7. Dodge +3

**Kobolds (humanoids) Sl = 4**

1. Very Weak (-2 Strength and Toughness Penalties) Dog Men.
2. Favor Traps. Ambushers. Mob Mentality. Fight in Groups.
3. Stealth and Alertness +4
4. Soldiers, Warriors, Shamans, Thieves, Scouts, Commandos, Trappers
5. Archery and Daggers +1 (Attack Bonus)
6. Dodge +2
7. Some Have Wings. Medium Speed. Drop Rocks.

**Lich (undead Wizard) Sl = 7**

1. Same Spells as Necromancer and Wizard plus More.
2. Regeneration
3. Claws +2 (Attack and Damage Bonus)
4. Toughness +10 Armor +2 Dodge +2
5. Reform from Dust: Lich must be killed a total of 3 times to Defeat.

**Living Statue (animated) Sl = 7-10+**

1. Made of Stone (+5 Armor)
2. Main Attack per Form (+3 Attack and Damage Bonus)
3. Stealth +5 (Surprise)
4. Varied Forms: Men, Monsters, Beasts, Angels, Demons, Winged Beasts, etc.

**Lizard, Giant (beast) Sl = 11**

1. Giant Size. Armor +2.
2. Bite (Attack +2 Damage +3) Self Defense. Herbivore.
3. Can be trained as Beasts of Burden
4. Lumbering Gate. Swift +2

**Lizard Men (humanoids) Sl = 8**

1. Large, Reptilian, Tribal, Swamp Dwellers. Some Groups have Metal Working.
2. Strength +1. Scaly Hide: Armor +2
3. Melee Weapons and Brawl +1 (Attack Bonus)
4. Light Piecemeal Armor. Shields
5. Warriors, Shamans, Scouts, Raiders, Hunters, Fishermen
6. Spears, Stone Axes, Clubs, Javelins, Nets.
7. If Available, Dinosaurs and Giant Reptiles will be Tamed and Ridden.
8. Some Tribes are Peaceful. Farmers and Traders.

**Loper (animal) Sl = 9**

1. Two Legged Herbivore Version of a Raptor.
2. Can be Ridden. Loping Gate. Swift +5
3. Desert Native. Ostrich Size.

**Lurker (monster) Sl = 10**

1. Drops from Ceiling. Wraps around 1D3 Adj Foes. Save or be Immobilized.
2. Stealth +5 Armor +3 Toughness +4 Infravision
3. Crushing Attack (Attack and Damage +4)

**Bestiary Part 2****Manticore (monster) Sl = 10**

1. Bat Wings. Medium Flyer.
2. Lion Head and Body. Human Face.
3. Claws (Attack and Damage +3)
4. Fling Tail Spikes (Medium Range. Damage +2. 6x/Day)
5. Armor +3

**Mantis Men (humanoid) Sl = 8**

1. Intelligent Insect Men.
2. Pincers (Attack and Damage +1)
3. Will use Pole Arms (Attack +2)
4. Exoskeleton Armor +2

**Master Tree (plant) Sl = 12**

1. 20+ Long Vines (Attack +3. Drain)
2. 3D6 Drained Victims remain attached to Vines as Zombies (Stealth +5)
3. Thick Bark. Armor +4. Prefers secluded Swampy areas.

**Medusa (monster) Sl = 7**

1. Petrification (Medium Range. Gaze Attack. Target turns to Stone)
2. Snake Hair (Poison Attack)
3. Some have Archery (+2 Attack Bonus)
4. Toughness +3 Armor +1 Dodge +1
5. Some have Snake Tails instead of Legs (Swift +1)

**Mimic (monster) Sl = 5-8**

1. Takes the Form of Inanimate Objects.
2. Treasure Chests are a Favorite. Also Rugs, Beds, Desks, Wardrobes, etc.
3. Stealth +5 Armor +4 Toughness +3
4. Bite (Attack and Damage +3)
5. Pseudopod Punch (Attack and Damage +2)

**Mind Flayer (humanoid) Sl = 8**

1. Squid Head. Brain Sucker.
2. Intelligent. Cruel. Keeps Slaves. Alien Mages.
3. Knows all Mentalist Spells.
4. Other Spells Known: Lure, Charm, Paralyzation, Glamour.
5. Can consume the Brain of a Helpless Foe in one Round.
6. Only needs to Feed once per Day.
7. Toughness +4 Armor +1 Dodge +1
8. Gains Knowledge and Skills from last Victim.

**Minotaur (humanoid) Sl = 10**

1. Strength and Armor +3
2. Bull Rush: Berserk and Initiative +3. Swift +3 Dodge +2
3. Mazes and Tracking +5
4. Battle Axe +3 (Attack Bonus) Sweep
5. Gore with Horns (+2 Damage and Attack Bonus. Impale)

**Morlocks (humanoids) Sl = 7**

1. Guttural, Bloodthirsty Albinos. Man-eaters.
2. Light armor. Clubs, Hand Axes, Short Swords, Spears
3. Travel in packs and Hordes. Underworld Surface Raiders.

**Mummy (undead) Sl = 7**

1. Claws (Attack and Damage +2)
2. Cause Fear Ability (Save or Flee once per Combat)
3. Susceptible to Fire (Saving Throw -6)
4. Armor +2 Toughness +3
5. Mummies can use Weapons and Magic Items.
6. More Powerful Mummies can be Warriors, Mages or Priests
7. Warrior Mummies have Shield +1, Swift +4, Spear +4 and Scimitar +4
8. Mage Mummies have Spells from the Necromancer & Desert Mage Classes
9. Priest Mummies know Spells from the Evil High Priest Class
10. Mages and Priests know Religion, History, Arcane Lore and Alchemy +5

**Mushroom Men (fungus Humanoids) Sl = 5-8**

1. Spore Attack (1x/Day. Short Range. Poison, Sleep, Confusion, Choking, etc.)
2. Spears mostly. Sometimes Shields.
3. They can range in size from Small to Large. Fibrous Tissue: Armor +1
4. Small have Dodge +2. Large have Toughness +2
5. Mycology +7. Mushroom Traders have Haggle +3 and can speak Common.
6. Warriors, Scouts, Scavengers, Traders, Mushroom Farmers, Shamans.

**Naga (monster) Sl = 7-8**

1. Female Human Head attached to Snake Body.
2. Can be Good or Evil. Poison Bite (Attack +3)
3. Armor +4. Toughness +4. Dodge +3, Swift +4
4. Mage: Wizard or Illusionist or Pyromancer
5. Guardian. Usually guarding a rich treasure

**Night Hag (humanoid) Sl = 6-8**

1. Intelligent Evil Female Crones.
2. Often trade Captives for Magic, Treasure, and Secrets with Demons.

3. Toughness +4 Dodge +1 Armor +1
4. Claws and Bite (Attack +2 Damage +3)
5. Knows Witch Spells and 2D6 Additional Spells up to GM.
6. Delights in making unfair trades with Hero Types.
7. Planar Lore, Hagglng, Guile +5

**Nymph (fey) Sl = 5-7**

1. Appearance and Courtship +5. Swim +5. Summon other Fey.
2. Seduce young men. Some they may drown and eat.
3. Some will wake up in Fairy land or Far away missing their equipment.

**Octopus Knight/ Squid Knight (chaos Humanoid) Sl = 8**

1. Strength +1. Toughness +2
2. Heavy Armor. Each tentacle can grasp another Item. Tentacles emerge from the Arm Sockets and bottom of Head. Knight also has 2 Legs.
3. Sample Layout: Medium Shield. Bastard Sword, Broad Sword, Hand Axe, Short Sword, Spear, Trident, Dagger.

**Orcs (humanoid) Sl = 7**

1. Evil Pig Men. Less Intelligent but otherwise on par with Humans.
2. Fierce. Mob Mentality. Fight in Groups. Vicious Brutes
3. Stealth and Alertness +2
4. Soldiers, Warriors, Smiths, Shamans, Bandits, Raiders, Scouts, Assassins
5. Archery and Melee Weapons +1 (Attack Bonus)
6. Sometimes Bred to be even Stronger and Tougher

**Phoenix (elemental Avian) Sl = 11**

1. Immune to Fire and Normal Weapons.
2. Weaknesses: Cold, Water, Wind, Lack of Oxygen
3. Fire Aura Attack (+2 Attack and Damage Bonus vs All in HTH Range)
4. Toughness +5
5. If killed, will be resurrected nearby the next Day (Divine Origins)
6. Beak and Talons (Attack +3 Damage +3)
7. Flaming Wings. Fast Flyer.

**Piercer (monster) Sl = 4-6**

1. Living Stalactite. Will drop on prey underneath.
2. Armor, Attack, and Damage +4. Stealth +5
3. Tiny Limbs allow it to crawl back into position.

**Pit Fiend (demon) Sl = 16**

1. Greater Demon.
2. Immune to Fire Attacks.
3. Casts all Spells off Pyromancer List.
4. Can Summon 1-2 Major Demons per day.
5. Wings. Medium Flyer.
6. Giant Flaming Sword (Attack +5 and Damage +7)
7. Giant Flaming Cat-o-Nine-Tails (Attack and Damage +5)
8. Must be killed 5 times
9. Stomp (Damage +8)
10. Armor +8

**Pixie (fey) Sl = 5**

1. Halfling Size.
2. Butterfly or Dragonfly Wings. Medium Flyer.
3. Nimble: Dodge and Swift +2
4. Taunt and Stealth +5
5. Archery +2 (Attack Bonus)
6. Dagger +1 (Attack Bonus)
7. Song and Dance +5 Fey Lore +5
8. Human Seeming Ability (Can appear as a Human. Unlimited)
9. Woodcraft and Alertness +5
10. Luck. Can be used as a Player Character.

**Purple Worm (monster) Sl = 13-15**

1. Swallow Attack (Attack +4)
2. While Swallowed Worm Automatically Hits (Damage +2)
3. Armor +6. Burrowing. Swift +4
4. Must be killed 4 Times.

**Questing Beast (fey) Sl = 5**

1. Never been Caught. Prints, Scat, and Glimpses of it are seen.
  2. Stealth +10 Swift +10 Alertness +10 Dodge +10 Detect Traps +10
  3. Looks like a Spotted Deer with a longish tail and Neck. Big Eyes and Mouth.
  4. If Caught, will grant 1 Wish, then Disappear.
- QUICK KUDZU (PLANT) SL = Varies**
1. Thick Leafy Vines. Can swallow up a village in a single night.
  2. Inhabitants can become Trapped/smothered. Must hack themselves free.

**Rat Men (humanoids) Sl = 4-5**

1. Runt or Small Size. Tails. Dodge +1. Swift +2 Swim +2 Climb +2
2. Warriors, Scouts, Hunters, Shamans, Assassins, Chaos Cult Leaders
3. Fight in Huge Numbers. Hordes. Love Sewers and Tunnels. Slow Burrowers.
4. Short Bows, Spears, Jagged Knives, Scavenged and Cut-Down Arms & Armor.
5. Stealth and Alertness +5

6. 20% will have 1D2 Mutations
7. 10% will be Super Size SL = 8. Strength +2
8. Bite Attack: Damage -1 and Save at +4 or Dis-ease.

**Red Cap (fey) Sl = 4**

1. Runt Murderous Fey. Caps red from dipping them in victims blood.
2. Stealth +5 Backstab +4. Fey Enforcers. Red Rum.
3. Use Daggers

**Roper (monster) Sl = 7-9**

1. Elongated, Stone Colored, Fleishy Mass. Armor +3 Toughness +4
2. Has a dozen Long Tentacles. Can make 1D3 Entangle attacks per Round. Close Range.
3. Bite for Damage +2. Automatic Hit if Foe Entangled. Stealth +5
4. Move = 1 Space per Round. can Attach to Ceilings.

**Satyr (fey) Sl = 7**

1. Man-Size. Swift and Dodge +2.
2. Hooves and Horns (Brawl +3)
3. Strength and Toughness +1
4. Song and Dance +5 Musical Instrument +5
5. Archery and Sling +1 (Attack Bonus)
6. Staff and Club +1 (Attack Bonus)
7. Seduction and Carousing +5
8. Jest and Cheer +5
9. Brewing and Wine Making +5
10. Luck. Can be used as a Player Character.

**Shambling Mound (plant) Sl = 10-13**

1. Mobile Plant Monstrosity. Live in Swamps, Bogs, Fens
2. Swift -1. Regeneration. Strength +4. Armor +1. Toughness +3
3. Stealth +5 in area with overgrown vegetation.
4. 1D4 Smashing Blows per Round (Attack +2 and Damage +5)

**Siren Blossom (plant) Sl = 2**

1. Lure and Sleep Aromas (Like Spells)
2. Petals will attach to victim and drain out life Force in 1D4 Hours.
3. Found in Fields. Patches in the Hundreds. Delicate. Easily Destroyed.

**Skeleton (undead) Sl = 5-8+**

1. Can use Weapons, Shields, and Armor. Scimitars, Spears, Short Bows.
2. Defense +5 vs Arrows, Bolts, Javelins, and Slings
3. Can Re-attach missing Limbs. Can Function in Pieces like a Zombie.

**Slaad (humanoid) Sl = 6-9**

1. Basic Slaad Notes: Intelligent Tall Humanoid Frog Demons
2. Basic Slaad Ability: Armor +1, Strength +1, Toughness +2 Jump 20 Feet
3. Hierarchy of Slaad:
4. Red Slaad: Most Common. Soldier Class. Poison Implant
5. Orange Slaad: Warrior Class. Acid Blood
6. Yellow Slaad: Pyromancer Class. Jump very Far
7. Green Slaad: Scout Class. Long Sticky Tongue (Grab)
8. Blue Slaad: Illusionist Class. Spit Poison
9. Indigo Slaad: Sorcerer Class. Spit Acid
10. Violet Slaad: Evil High Priest Class. See in All Directions.
11. Grey Slaad: Assassin Class. Poison Touch
12. Black Slaad: Leaders. Noble Class. Turn to Toad Spell (3x/Day)

**Slimes Sl = 5-12**

1. Basic Slime Immunity: Normal Weapons.
2. Basic Slime Notes: Can be Fully Scraped off in 1D3 Rounds.
3. Basic Slime Ability: Acid Attack (HTH. Attack and Damage +1. Dissolve. Corrode)
4. Basic Slime Ability: After a successful Attack will do automatic Damage every Round.
5. Stealth and Toughness +3. Susceptible to Elemental Attacks.
6. There are many different types of Slimes. Some Examples listed below:
7. Green Slime: Swift -2. Dissolves Metals. Drops from Ceilings, Walls
8. Gelatinous Cube: Fills Passageways. Treasure suspended inside. Touch causes Paralysis.
9. Gray Ooze: Swift +2. Strong Acid Attack (Attack and Damage +4. Burn)
10. Black Pudding: If killed, splits in 2 Fragments which will Attack. (Fragments won't split)
11. Ochre Jelly: Regeneration. Acid Attack (Attack and Damage +2. Burn)
12. Chaos Ichor: Touch will cause Mutation. Some Abominations produce this upon Death.
13. Bubbling Blob: Squirts Acid Attack (Medium Range. Burn)
14. Tentacular Slime: Launches Sticky Streamers (1D4 Acid Attacks. Short Range)
15. Lightning Ooze: Lightning Attacks (Medium Range. Metal clad Targets. Damage +4. Shock)
16. Primordial Ooze: Toughness +4. Killed Individuals become Primordial Oozes.
17. Blood Slime: Drain (Slime Healed 1 Wound Marker for each one Inflicted)
18. White Pudding: Cold Aura (All within Short Range. Damage +1. Chill)
19. Jelly Golems. In the Shape of a Man. Acid Attack (2 Punches. Attack and Dam +3)
20. Metallic Slime: Armor +7. Stun

**Snake, Giant (beast) Sl = 9-14**

1. Constriction Attack. Entangle. Damage +4
2. Armor +4. Giant Size
3. Bite: Attack and Damage +3 (Some are Poisonous)

**Snake Men (humanoids) Sl = 7**

1. Ancient Decadent Race. Snake Heads.
2. Scales (Armor +1)
3. Warriors: Armor and Shields. Swords & Spears +2 (Attack Bonus)
4. Mages: Sorcerers, Wizards, Necromancers, etc.
5. Priests: Evil High Priests, Chaos Cult Leader.
6. Claws and Poisonous Fangs (Attack +1)

**Snapping Turtle, Giant (beast) Sl = 10-12**

1. Shell. Armor +6. Swim +5
2. Bite (Attack +3. Damage +5) Big Size

**Snipe (fey) Sl = 3**

1. Small Tasty Critters. Skittish. Very Hard to Catch or Trap.
2. Stealth +5 Swift +5 Alertness +5 Dodge +5 Detect Traps +5
3. Looks kind of like a Woodchuck with a long Snout.

**Sphinx (monster) Sl = 12-14**

1. Riddles and Puzzles +5
2. Wings. Fly Medium Speed
3. Claws +5 (Attack & Damage Bonus)
4. Armor +5 and Dodge +2. Immune to Jinn Wishes.
5. Great repositories of Ancient Lore of all types.
6. Arcane Lore, Planar Lore, History, Geography, Religion, etc. +5

**Spider, Giant (arachnid) Sl = 6-11+**

1. Basic Giant Spider Ability: Walk on Walls and Ceilings and Webs. Stealth +3
2. Basic Giant Spider Ability: Create Sticky Webs. Save or get Stuck.
3. Basic Giant Spider Ability: Paralyzation Poison Bite. Bind Prey in Silk for later.
4. Basic Giant Spider Notes: 8 Legged. Runt Sized and Bigger. Armor +1
5. Basic Giant Spider Notes: Trained as Steeds or Guards by some Humanoids.
6. Basic Giant Spider Ability: Bite Attack +2. Bite Damage +1. Swift +2 Dodge +2
7. Basic Giant Spider Ability: Web Attack (Like Spell. 3x/Day)
8. Lair of Webs (Save while Traversing or get Stuck. Strength Tests to Break Free)
9. Variety of Giant Spider Types:
10. Crab Spider: Armor +4
11. Daddy Long Legs: Swift +4. Toughness +1
12. Black Widow: Lethal Poison. Saves vs Poison are at -4
13. Trap Door Spider. Stealth +5

14. Wolf Spider: Alertness +4. Swift +3
15. Cave Spider: Infravision. Dodge +3. Stealth +4  
SPIRITS SL = Varies
  1. Basic Spirit Ability: Immune to Normal Weapons.
  2. Basic Spirit Ability: Ethereal: Can walk through Walls, Doors, Objects.
  3. Basic Spirit Ability: Transparent: Stealth +3
  4. Basic Spirit Ability: Soul Burn (HTH. Attack and Damage +2)
  5. Basic Spirit Ability: Toughness +2
  6. There is a huge variety of Spirits, each with a Unique Attack or Ability:
  7. Ghost. Cause Fear (Like Spell. 9x/Day)
  8. Poltergeist. Invisibility (Like Spell. Constant. Also Throw Objects. Attack and Damage +1)
  9. Shade. Darkness (Like Spell. Constant)
  10. Specter. Drain (Like Spell. 5x/Day)
  11. Banshee. Scream (All within Medium Range. Damage +3. 6x/Day)
  12. Phantom. Weakness (Like Spell. 8x/Day)
  13. Will-o-Wisp. Lure (Like Spell. 10x/Day) Always faster than pursuers. Will lead to Danger.
  14. Hoar Shade. Icy Aura (All within Short Range. Damage +2. Constant)
  15. Haunt. Madness (Will Stay with a Place or Person. Save vs Madness Daily)
  16. Revenant. Tracking +5. Swift +2. Claws (Attack & Damage +4) Must be killed 3 times.
  17. Apparition. Paralyzation (Like Spell. 7x/Day)
  18. Lost Soul. Possession (Occupies and controls Targets Body for 1D6 Hours. 1x/Day)
  19. Voodoo Spirit: Curse (Like Spell. 1x/Day)
  20. Ancestral Spirits: Communion (Like Spell. 1x/Day)
  21. Animal Spirit: As Animal with Basic Spirit Abilities
  22. Elemental Spirits: As Elemental with Basic Spirit Abilities
  23. Nature Spirit: As related Mage (Seamancer, Geomancer, etc.) with Basic Spirit Abilities
  24. Monster Spirit: As Monster with Basic Spirit Abilities. Also Dragons versions!
  25. Guardian Spirit. Sent to protect a person or Place. Can be of any type.
  26. Wraith. Toughness +4. Swift +2. If attack Hits Foe gets Strength -1 Permanently

### Sprite (fey) SI = 3

1. Invisibility at Will (Stealth +5)
2. Vanish at Will (Teleport Nearby or to Fairy Land)
3. Sleep (Like Spell 1x/Day)
4. Charm (Like Spell 1x/Day)
5. Illusion (Like Spell 1x/Day)
6. Trickery +5. Distract. Annoy. Delay. Confuse. Mislead.
7. May summon Redcap or other Fey Allies
8. Fly Medium Speed
9. Tiny (+5 Dodge. -5 to Strength and Toughness)
10. Tiny Bows and Poison Arrows (Attack +2. Mild Poison. Partial Dose)

### Succubi (demon) SI = 7

1. Lesser Female Demon. Bat Wings. Medium Flyer.
2. Glamour (Like Spell. 7x/Day)
3. Toughness and Defense +2
4. Whip, Dagger, Spiked Tail, or Pitchfork +1 (Attack Bonus)
5. Seduction +5. Seduces prey, then kills or enslaves them.

### Swarms SI = 1-2

1. Basic Swarm Ability: Most Weapons ineffective.
2. Basic Swarm Ability: Distraction Effect (Short Range. Target Gets -3 to all Rolls)
3. Basic Swarm Penalty: Susceptible to Elemental Attacks, Smoke, Area Effects)
4. Basic Swarm Ability: Toughness and Dodge +3
5. Basic Swarm Ability: Attack +1 and Damage -1
5. There are many different types of Swarms. Some Examples listed below:
6. Insects. Poison Bites and Stings. Crawling and or Flyers.
7. Spiders. Poison Bites.
8. Scorpions. Poison Tail Stingers.
9. Snakes. Poison Fangs.
10. Rats. Diseases.
11. Bats. Flyers. Blood Sucker Attack (Attack and Damage +2)
12. Fire-Bats. Fire Attack (Attack +3 and Damage +1 Burn)
13. Piranhas. Devour (Attack and Damage +4)
14. Scarabs. Devour (Attack, Toughness, Defense, and Damage +4)
15. Carrion Ants. Devour (Attack and Damage +1)
16. Butterflies. Harmless. No Damage. Distracting
17. Locusts. Blight. Edible.
18. Bot Flies. Burrow into Skin (Attack and Damage +3)
19. Mosquitoes. Disease
20. Fairies. Spell Like Effect (Sleep, Paralyzation, etc. Kidnapping)
21. Fire Flies. Harmless. Light Source.
22. Leeches. Swamps. Can be used to treat some Diseases, Poisons
23. Ravens. Spies, Evil Omen
24. Stirges. Blood-Suckers. Proboscis.

### Tarrasque (monster) SI = 17

1. Gargantuan Size Creature. Animal Intelligence. Burrows deep into the Earth.
2. Sleeps for Decades then wakes to terrorize the countryside for a week or two.
3. Heavily Armored. Armor +12. Regenerates. Must be killed 20 Times. Swift +15
4. Multiple Legs can crush a Village or Castle in Minutes. Save to Evade.
5. Immune to most Magic. Most Spells just Bounce off or have reduced effects:
6. A Polymorph Spell might make it look like a Mouse, but not actually Shrink it.



7. A Shrink Spell may leave a Gap in the Armor. A Slow Spell only gives it Swift -1

### **Tentacle Monster (abomination) Sl = 14**

1. Can attack 1D3 Targets per Turn with Tentacles
2. Tentacle (Attack +4. Damage +1)
3. Those hit by a Tentacle attack will be drawn into the Creatures Maw.
4. Swallow (Attack +3)
5. While Swallowed a Target will Roll for Damage +2 each round (Teeth and Acid)
6. Armor +4.

### **Thorn Thing (plant) Sl = 4-6**

1. Swift -1. Immune to Impaling and Blunt Weapons.
2. Smothering Attack (Attack and Damage -1)
3. Found in Hedge Rows in Large numbers.

### **Treant (plant) Sl = 10-12**

1. Large Sentient Tree. Can be Good or Evil.
2. Swift -2. Talk Slowly.
3. Two Claw Attacks (Attack and Damage +4)
4. Bark Hide (Armor +5)
5. Stealth and Alertness +4

### **Troglodytes (humanoids) Sl = 7**

1. Primitive Louts.
2. Armor +3
3. Warriors, Shaman, Hunters, Gatherers, Fishermen
4. Wooden Clubs, Stone Spears, Wicker Shields, Flint Knives and Axes, Nets

### **Umbur Hulk (monster) Sl = 11**

1. Large Biped. Armor +5 Dodge +2
2. Mandible Bite (Attack +2 and Damage +4)
3. Pincer Claws (Attack +3 and Damage +4. Grab)
4. Multiple Eyes. Gaze Attack. Medium Range. Confusion for 1D4 Minutes
5. Burrow through Earth and Stone (Move = 6)
6. Flesh Eaters. Infravision.

### **Unicorn (fey) Sl = 10**

1. Magical Horse with Horn on Head.
2. Horn and Hoof Attacks (Attack and Damage +3)
3. Toughness and Defense +2
4. Swift +8. Only Pure of Heart Children and Womenfolk may ride a Unicorn.
5. Horn and Blood extremely Valuable for Alchemy, Sacrifices, and Making Magic Items.
6. Healing (Like Spell. 3x/Day)
7. Teleport (Like Spell. 3x/Day)

### **Vampire (undead) Sl = 7**

1. Flying Fast. Swift +5 (Supernatural Speed)
2. Strength & Toughness +4
3. Some can transform into a Bat, Rat, or even a cloud of gas.
5. Immune to Normal Weapons. Regeneration.
6. Weaknesses: Fire, Water, Garlic, Sunlight, Wooden Stakes
7. Bite +3 (Attack Bonus. Self-Heal one Wound)
8. Claws +4 (Attack and Damage Bonus)
9. Cause Fear (Medium Range. Once per Combat. 1D6 Adj Foes. Save or Flee)
10. Mesmerization (Victim must save or will not resist being drained)
11. Evil and Intelligent. Many have gone Insane. Seduction and Etiquette +5.
12. Many retain their Human Ways. Some are Mages or Nobility.
13. Some are particularly ugly and stick to the Shadows (Stealth +5)
14. Some become ever more Bestial. (Berserker)
15. Vampires can infect others with vampirism.
16. Supernatural Senses (Alertness +5) They can hear your Heartbeat.

### **Venus Flytrap, Giant (plant) Sl = 11-13**

1. Jungles, Tropical and Sub-Tropical Environments.
2. Armor +1. Big Size.
3. Closes on prey Quickly. Attack +5
4. Acid Secretions (Damage +1)
5. Can be Attacked from Inside with Impaling and Cutting Weapons.

### **Warg (beast) Sl = 10**

1. Really Big Evil Wolf
  2. Fast +6 (Move Rate)
  3. Tough Hide: Armor +3
  4. Bite (+5 Damage Bonus. +3 Attack Bonus)
  5. Claws +3 (Damage and Attack Bonus. Save or be Knocked Down or Pinned)
  6. Often ridden by Evil Humanoids.
- WATER ELEMENTAL (ELEMENTAL) SL = Varies
1. Sloshing, Frothing, Swirling, Mass of Water
  2. Immune to Normal Weapons. Toughness +3
  3. Swim +5. Invisible in Water.
  4. Crushing Blow (Attack and Damage +4)
  5. Water Bolt (Like Spell 3x/Day)

### **Werewolf (undead) Sl = 6-9**

1. Human Form, Beast Form, Wolf-Man Form.
2. Toughness +4 Swift +4 Dodge +2 Alertness +5 Armor +4
3. Immune to Normal Weapons. Silver Weapons will do Damage.
4. Claws and Bite (Attack and Damage +4)
5. Involuntarily changes Form on Full Moon.
6. Berserk. Regeneration.

7. Werewolves can infect others with Lycanthropy.

### Wight (undead) SI = 7

1. Intelligent. Protects its Tomb or Barrow. Treasure Hoarder.
2. Strength +3 Toughness +3 Armor +1
3. Will have Magic Armor, Shield, and Weapon.

### Winged Apes (humanoid) SI = 6

1. Medium Flyers. Blue Fur. Often find work as Minions to evil Mages.
2. Prehensile Tails and Feet.
3. Spears, Javelins, Nets, Helmets, Daggers, Scimitars

### Wolf (animal) SI = 5

1. Ancestors of Dogs.
2. Run in Packs 4D3.
3. Swift +4 Alertness +3
4. Bite and Claw Attack.
5. Often trained to be Guards, Hunters, or even Mounts.

### Xorn (monster) SI = 6-7

1. Tri-Symmetrical. Mouth on Top. Eats Rare Metals and Precious Stones.
2. Phases through Earth Unlimited. Swift +2. Stealth +5
3. Three Claw Attacks (Attack and Damage +3)

### Purchase List

| Item:              | Cost:   |
|--------------------|---------|
| Spear              | 2 GC    |
| Dagger             | 5 GC    |
| Melee Weapon       | 10 GC   |
| Short Bow          | 10 GC   |
| 20 Arrows or Bolts | 5 GC    |
| Light Crossbow     | 50 GC   |
| Arquebus           | 20 GC   |
| 20 Matchlock Shots | 3 GC    |
| Fine Sword         | 250 GC  |
| Light Armor        | 10 GC   |
| Medium Armor       | 100 GC  |
| Heavy Armor        | 1000 GC |
| Basic Helmet       | 10 GC   |
| Buckler            | 5 GC    |
| Round Shield       | 10 GC   |
| Kite Shield        | 25 GC   |
| Mule or Donkey     | 7 GC    |
| Draft Horse        | 10 GC   |
| Riding Horse       | 50 GC   |
| Warhorse           | 500 GC  |

4. Stone Like Hide. Armor +6. Infravision. Toughness +3
5. Attacks Miners and Adventures holding Treasure.

### Zombie (undead) SI = 5-8+

1. Regeneration
2. Bite and Claw (+1 Damage and Attack Bonus)
3. Pass Curse (50% Victims will become Zombies)
4. Unintelligent. Horde. Mob. Smell Blood (Alertness +2)
5. Cause Fear (Save or Flee)
6. Cannot Regenerate Fire Damage.
7. Can still function if missing Body Parts. Parts are Nuisance Creatures.

### Zombie Tree (undead Plant) SI = 10-12

1. Swift -1. Armor +4. Giant Size. Regenerate.
2. Claws (Attack +5. Damage +4. Entangle)

## Stuff

### Money And Purchase Lists

Each Silver Shilling (Farthing) is worth 10 Copper Groats (Pennies) Each Gold Crown (Ducat) is worth 10 Silver Shillings.

A Low Class Peasant by his labor earns about 1 Gold Crown per Day. A Middle Class Craftsman, Trader, or Professional earns about 10 Gold Crowns per Day. An Upper Class Noble earns at least 100 Gold Crowns per Day by his Estates.

| Item:                | Cost:                |
|----------------------|----------------------|
| Bolt Cutters         | 15 GC                |
| Grappling Hook       | 10 GC                |
| Meal at Tavern       | 5 SS                 |
| Night at Inn         | 1 GC                 |
| Chicken              | 5 CP                 |
| Lower Class Clothes  | 1 GC                 |
| Middle Class Clothes | 10 GC                |
| Upper Class Clothes  | 100 GC               |
| Traveling Boots      | 5 GC                 |
| Traveling Hat        | 4 GC                 |
| Traveling Cloak      | 3 GC                 |
| Traveling Blanket    | 2 GC                 |
| Belt Pouch           | 1 GC                 |
| Backpack             | 4 GC                 |
| Large Sack           | 5 CP                 |
| Carved Ivory Pipe    | 5 GC                 |
| 20 Climbing Spikes   | 10 GC                |
| 12 Caltrops          | 10 GC                |
| Gunpowder Bomb       | 10 GC (Grenade Size) |
| Bottle Common Wine   | 1 GC                 |

| Item:              | Cost: | Item:              | Cost:                    |
|--------------------|-------|--------------------|--------------------------|
| Saddle             | 15 GC | Water Skin         | 1 GC                     |
| Bit and Bridle     | 6 GC  | Acid Flask         | 5 GC                     |
| Saddle Bags        | 3 GC  | Vial of Holy Water | 20 GC                    |
| Wagon              | 20 GC | Holy Symbol        | 2 GC (Varies)            |
| Cart               | 10 GC | 5 Doses of Poison  | 10 GC                    |
| One Days Rations   | 1 GC  | 5 Medicinal Doses  | 10 GC (Herbs, Mushrooms) |
| 50 Feet of Rope    | 3 GC  | Roll of Bandages   | 5 SS                     |
| 10 Torches         | 2 GC  | Cooking Gear       | 5 GC                     |
| Tinder Box         | 5 SS  | 2 Man Tent         | 2 GC                     |
| Lantern            | 10 GC | Silver Bolts (5)   | 10 GC (vs Lycanthropes)  |
| Lantern Oil 1 Week | 3 GC  | Silver Dagger      | 20 GC                    |
| Crowbar            | 6 GC  |                    |                          |

## Tools

| 1D40 | Tools:               | Cost | Notes:                                   |
|------|----------------------|------|--|
| 1    | Lockpick Set         | 20   | Small Case                               |
| 2    | Alchemical Glassware | 500  | Bulky, Very Delicate                     |
| 3    | Mining Tools         | 100  | Picks, Shovels, Lanterns, Ropes          |
| 4    | Carpentry Tools      | 50   | Planes, Saws, Nails, Hammers             |
| 5    | Masons Tools         | 10   | Trowels, Buckets, Scrapers               |
| 6    | Farming Tools        | 40   | Hoes, Plows, Scythes, Sickles            |
| 7    | Smithy Tools         | 100  | Anvil, Hammer, Tongs, Pails              |
| 8    | Quarrying Tools      | 50   | Saw, Chisels, Block & Tackle             |
| 9    | Wood Working Tools   | 40   | Hammer, Glue, Saws, Adze, Knife          |
| 10   | Stone Carving Tools  | 40   | Hammer, Chisels, Drills, Saws            |
| 11   | Pottery Tools        | 10   | Cutters, Rolling Pins, Shapers           |
| 12   | Painters Tools       | 50   | Paints, Brushes, Easel, Paper            |
| 13   | Trap Makers Tools    | 20   | Cages, Rope, Wire, Nets, Springs         |
| 14   | Adventuring Gear     | 20   | Grappling Hook, Rope, Crowbar            |
| 15   | Instrument Making    | 60   | Clamps, Patterns, Tuning Tools           |
| 16   | Surgeons Tools       | 80   | Scalpels, Speculums, Forceps             |
| 17   | First Aid Kit        | 15   | Bandages, Splint, Medicinals             |
| 18   | Tinkers Tools        | 30   | Hammer, Gears, Wire, Pliers              |
| 19   | Drafting Tools       | 20   | Ruler, Compass, Protractor, Squares      |
| 20   | Metal Casting Tools  | 40   | Tongs, Kiln, Crucible, Molds             |
| 21   | Tailors Tools        | 10   | Needles, Thread, Cloth, Buttons, Pins    |
| 22   | Weavers Tools        | 30   | Loom, Yarn, Comb, Scissors, Dowel        |
| 23   | Gem Cutter Tools     | 20   | Polishing Wheel, Saws, Drills, Chisel    |
| 24   | Paper Making Tools   | 50   | Screens, Press, Rollers, Cutters         |
| 25   | Book Binding Tools   | 20   | Drawknife, Scraper, Needles, Glues       |
| 26   | Scribes Tools        | 20   | Quills, Inks, Penknife, Chalk, Pumice    |
| 27   | Gardening Tools      | 15   | Spades, Hoes, Shovels, Rakes, Shears     |
| 28   | Bowyers Tools        | 20   | Hatchet, Drawknife, Planes, Files        |
| 29   | Clockmakers Tools    | 60   | Calipers, Die Plate, File, Pliers, Lathe |
| 30   | Tinkers Tools        | 20   | Solder, Rasp, Cogs, Wire, Hammer         |
| 31   | Glass Blowers Tools  | 40   | Blowpipe, Molds, Marver, Paddles         |
| 32   | Cobblers Tools       | 10   | Soles, Stock, Groover, Hammer, Rasp      |
| 33   | Cooking Tools        | 10   | Pots, Pans, Knives, Utensils, Molds      |
| 34   | Fishing Tools        | 10   | Rods, Nets, Hooks, Lures, Traps, Knife   |

| 1D40 | Tools:               | Cost | Notes:                             |
|------|----------------------|------|------------------------------------|
| 35   | Butchers Tools       | 20   | Saw, Knives, Cleaver, Grinder      |
| 36   | Mountaineering Tools | 30   | Climbing Boots, Crampons, Ice Axes |
| 37   | Spelunking Tools     | 40   | Rope Ladders, Lamps, Compass       |
| 38   | Riding Gear          | 20   | Saddle, Stirrups, Harness          |
| 39+  | Reroll               | -    | Or Pick One                        |

Musical Instrument List

| 1D8 | Instrument: | Cost: |
|-----|-------------|-------|
| 1   | Ocarina     | 5     |
| 2   | Flute       | 5     |
| 3   | Pan Flute   | 10    |
| 4   | Harp        | 50    |

| 1D8 | Instrument: | Cost: |
|-----|-------------|-------|
| 5   | Lyre        | 20    |
| 6   | Horn        | 25    |
| 7   | Drum        | 20    |
| 8   | Fiddle      | 15    |

Gems & Jewels Table

| 1D20 | Type:    | Value in Gold per Karat: |
|------|----------|--------------------------|
| 1    | Diamond  | 50 - 100                 |
| 2    | Ruby     | 50                       |
| 3    | Emerald  | 50                       |
| 4    | Opal     | 20                       |
| 5    | Sapphire | 20                       |
| 6    | Amethyst | 10                       |
| 7    | Jade     | 10                       |
| 8    | Pearl    | 10                       |
| 9    | Cats Eye | 5                        |
| 10   | Amber    | 5                        |

| 1D20 | Type:        | Value in Gold per Karat: |
|------|--------------|--------------------------|
| 11   | Garnet       | 4                        |
| 12   | Aqua Marine  | 4                        |
| 13   | Lapis Lazuli | 3                        |
| 14   | Turquoise    | 3                        |
| 15   | Moonstone    | 2                        |
| 16   | Onyx         | 2                        |
| 17   | Topaz        | 2                        |
| 18   | Sunstone     | 1                        |
| 19   | Coral        | 1                        |
| 20   | Peridot      | 1                        |

Notes: A Gem will usually be 1D10 Karats in Size.

Jewelery Table

| 1D20  | Type:    | Notes:                |
|-------|----------|-----------------------|
| 1-5   | Ring     | Or Toe or Belly Ring  |
| 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:             |
|-------|---------|--------------------|
| 14    | Choker  | Or Torc            |
| 15    | Pendant | -                  |
| 16    | Anklet  | -                  |
| 17    | Charm   | -                  |
| 18-19 | Amulet  | -                  |
| 20    | Crown   | Or Diadem or Tiara |

Random Magical Treasure Table

| 1D20 | Type:                        |
|------|------------------------------|
| 1    | Tech Item                    |
| 2    | 1D2 Runestones               |
| 3-4  | 1D3 Scrolls with Mage Spells |
| 5    | Charm                        |
| 6    | Invention                    |
| 7    | Fetish                       |

| 1D20  | Type:               |
|-------|---------------------|
| 10-11 | 1D4 Dried Herbs     |
| 12-13 | 1D4 Dried Mushrooms |
| 14-16 | 1D2 Potions         |
| 17    | Minor Item          |
| 18    | Cursed Item         |
| 19    | Magic Item List 1   |

| 1D20 | Type:              |
|------|--------------------|
| 8-9  | Cache of 1D4 Bombs |

Flying Ships

this includes all manner of Flying Ships, Airships, Sky Ships, Wind Ships

Getting It To Fly

Several types of Mage have various spells or re-sources at their disposal that can facilitate the Means of Levitation. Crafting a Flying Ship is a lengthy com-mitment. In the Chart below, the type of Mage is listed, along with what spell must cast, and how many times it must be cast to get the ship to move at slow Speed (It must be cast more for Medium and Fast Speeds). Finally the most common form of such ships is listed.

- Geomancer - Earth repulsion spell x 500 shard ship
- Hydromancer - Water repulsion spell x500 skiff
- Aeromancer - Breeze spell x1000 airship, zephyr, blimp
- Wizard - Animation spell x1000 converted Sailing ship
- Wizard - Levitation spell x1000 throne, barge, platform
- Alchemist - Flying Potion x500 catamaran
- Artificer - Create spell x500 ornithopter, whirlygig, flying machine
- Technomancer - Found and repaired vehicle
- Artificer - Power stone spell on Large Battery: Falling Star, Crystal Geode
- Priest - (Un)Holy Aura spell - chariot, personal cloud
- Gnome Inventor - Invention x500 contraption
- Dwarf Rune Master - Rune Stone spell x1000 Ironclad
- Elder Elf Mage - Tree spell x500 Glider Wind ship

Magic Swords List

| 1D100 | Item:             | User: | Notes:  |
|-------|-------------------|-------|---|
| 1     | Righteous Rapier  | F/R   | Attack +2. All Wound Rolls >5 are Bad Bleeds  |
| 2     | Falcon Blade      | F/R   | Attack +1. User Grows Metal Wings and Can Fly |
| 3     | Miracle Sword     | Fight | Attack +2. Damage +1. Heal Spell 2x/Day       |
| 4     | Fire Blade        | F/R   | Attack +1. Damage +1. Fire Bolt Spell 3x/Day. |
| 5     | Ice Blade         | F/R   | Attack +1. Damage +1. Freeze Spell 3x/Day.    |
| 7     | Nova Sword        | Fight | Attack +2. Energy Bolt Spell 3x/Day           |
| 8     | Vorpal Blade      | Fight | Attack +4. All Major Wounds cause Behead      |
| 9     | Quicksilver Sword | F/R   | Attack +1. Two Attacks/Round. Initiative +1   |
| 10    | Rune Sword        | Fight | Dam +4. If Foe Killed Wielder Heals 1 Wound   |
| 34    | Eldritch Blade    | F/M   | Attack +3 and Defense +2. Can be used by Mage |
| 45    | Demon Sword       | Fight | Attack and Dam +5. Fumble: Auto Hit Ally (2H) |
| 50    | Dancing Scimitar  | Any   | Animated. Can use 3x/Day. Attack and Tough +3 |
| 60    | Cold Brand Sword  | Fight | Attack +2. Get Damage +5 vs Fire Foes         |

| 1D20 | Type:             |
|------|-------------------|
| 20   | Magic Item List 2 |

- Force Mage - Forcefield spell x500 Globe, Dome, Cone

Notes:

Remember all the Living and Undead flying mounts, steeds made available by Druids, beast masters, necro-mancers, etc.

Sea Going Vessels

In addition to a few flyers there are many times more waterborne ships and boats that ply the Middle Ocean. In every, Sea, River, and Lake they can be found. The great majority of these are non-magical, but their appearance can be quite fantastical, with every kingdom and Nation producing their own unique styles. Having a Mage, with the right Spells, onboard (Seamancers, Water Wizards, Air Mages) can greatly improve the performance of such a ship, in terms of speed and survivability.

Submersibles

These are quite rare. The presence of friendly water-breathing Demi- Human races make these mostly un-necessary. The only race that consistently produces and experiments with these are the few clans of Diving Gnomes with their Island Outposts. They use them for exploration, aquatic archeology, collecting, fishing, and trade. There are a handful of famous Pirates that have used submarines to great effect.

Stuff 2  
Random Rolls

| 1D100 | Item:              | User: | Notes:                                      |
|-------|--------------------|-------|---|
| 69    | Finest Falchion    | F/R   | Attack +1. Ignore Foe's Armor               |
| 70    | Flame Tongue Sword | Fight | Attack +2. Get Damage +5 vs Ice Foes        |
| 76    | Ancestral Blade    | Fight | Attack +3. Summon 1 Guardian Spirit per Day |
| 80    | Hook Sword         | Any   | Attack +4 when Attempting to Disarm         |

## Magic Item List 1

| 1D100 | Item:                        | User:  | Notes:  |
|-------|------------------------------|--------|---|
| 1     | Icon of the Saints           | Priest | Save +4 vs Charm, Lure, and Fear              |
| 2     | Holy Lance                   | Fight  | Attack +2 and Dam +3 vs Evil Foes             |
| 3     | Cloak of Invisibility        | Any    | Stealth +4                                    |
| 4     | Flying Carpet                | Any    | Fast Flyer. Can Hold Six.                     |
| 5     | Hammer of Returning          | Fight  | Attack +1. When Thrown Returns to Owners Hand |
| 6     | Scroll with Priest Spell     | Priest | Single Use                                    |
| 7     | Boots of Speed               | Any    | Swiftness +5                                  |
| 11    | Thunder Hammer               | Fight  | Dam +3. Thunder Spell 3x/Day                  |
| 12    | Holy Mace                    | F/P    | Dam +2. Undead Hit Save or Destroyed          |
| 13    | Magic Mirror                 | Mage   | Teleport or Scry Spell 3x/Day                 |
| 14    | Holy Armor                   | F/P    | Armor +3. Get Defense +3 vs Evil Foes         |
| 15    | Axe of Cleaving              | Fight  | Dam +4. All Major Wounds cause Lose Limb      |
| 16    | Dagger of Venom              | Rogue  | Attack +2. Poison                             |
| 17    | Magic Compass                | F/R    | 3x/Day Shows Way to Desired Location          |
| 18    | Horn of Plenty               | Any    | Fruit enough for 10 to Eat every Day          |
| 19    | Spear of Dragon Slaying      | Fight  | Attack +2. Dragon must Save or Die if Hit     |
| 20    | Lightning Rod                | M/P    | Lightning Bolt Spell 3x/Day                   |
| 21    | Bracers of Defense           | Any    | Defense +3                                    |
| 22    | Ring of Spell Storing        | M/P    | Stores 1 Spell at a time                      |
| 23    | Shield of the Ages           | F/P    | Defense +4. Adj Allies get Defense +2         |
| 24    | God Slayer Dagger            | Any    | Attack +5. God must Save or Die if Hit        |
| 25    | Deck of Many Things          | Any    | Use Tarot Deck. GM will determine Outcome     |
| 26    | Wand of Wonders              | Mage   | Distract Targets. Short Range. 5x/Day         |
| 27    | Coral Helm                   | Any    | Armor +1. Breathe Underwater. Swim +5         |
| 28    | Pearl Trident                | Fight  | Dam +1. Get Attack +5 vs Water & Aquatic Foes |
| 29    | Crown of Command             | Fight  | Leadership +5. Command Spell 1x/Day           |
| 30    | Blasting Rod                 | Mage   | 3x/Day. Short Range. Energy Blast. Dam +4     |
| 31    | Ring of Regeneration         | M/P    | Regeneration. Only works on 1 person per Day  |
| 32    | Fairy Sling                  | F/R    | Attack +3 and Damage +1                       |
| 33    | Great Warbow                 | Fight  | Damage +4. Double Range                       |
| 35    | Imp Bottle                   | Any    | Answers one Question. 1x/Day                  |
| 36    | Ring of Protection from Fire | Any    | Saving Throw +6                               |
| 37    | Ring of Protection from Cold | Any    | Saving Throw +6                               |
| 38    | Wand of Weakness             | Mage   | Weakness Spell. 4x/Day                        |
| 39    | Staff of Power               | Mage   | Holds 3 Power Points per Day                  |
| 40    | Dragon Scale Armor           | F/P    | Armor +3. Saves vs Breath Attacks +5          |
| 41    | Puzzle Box                   | Any    | 1x/Day. Open Gate to Demon Dimension          |
| 42    | Spell Shield                 | Fight  | Defense +1. Saving Throw +4 vs Spells         |
| 43    | Skeleton Key                 | Any    | Lock Skill +4                                 |
| 44    | Holy Hand Grenade            | Any    | Single Use. Large Explosion. Damage +10       |
| 46    | Staff of Healing             | Priest | Healing Spell. 4x/Day                         |
| 47    | Time Turner                  | Mage   | Single Use. Reverse Time for 1 Minute         |
| 48    | Gem of True Sight            | Any    | Detect +5 Magic, Evil, Invisible, & Illusions |



| 1D100 | Item:                   | User:  | Notes:   |
|-------|-------------------------|--------|--|
| 49    | Soul Jar                | M/P    | Spirit must Save or be Captured. Holds 1 Spirit  |
| 50    | Coin of Good Fortune    | Any    | Possessor gets +1 Bonus to All Rolls             |
| 51    | Banner of Victory       | Fight  | Army led by this gets +1 Bonus to all Rolls      |
| 52    | Cursed Object           | Any    | Cannot be gotten Rid of. Inflicts Penalty        |
| 53    | Shield of Reflection    | F/P    | 1 in 6 Chance Attack will Bounce Back            |
| 54    | Horn of the Winds       | Any    | 3x/Day. Gust of Wind Spell                       |
| 55    | Pans Pipes              | Rogue  | 2x/Day. Charm Spell (Works on Swarms also)       |
| 56    | Explorers Map           | Any    | Geography +5                                     |
| 57    | Wand of Shrinking       | Mage   | 1x/Day. Shrink Spell                             |
| 58    | Lightning Javelins      | F/R    | 1D6 Javelins. Use each as a Lightning Bolt Spell |
| 59    | Ring of Feather Falling | Any    | Wearer Falls at Speed of a Feather               |
| 60    | Philosophers Stone      | Mage   | Brew Potion Spell 1x/Day                         |
| 61    | Bag of Holding          | Any    | Holds 20x the Size and Weight it should          |
| 62    | Portable Hole           | Any    | Pit Trap. Cannot be moved if Occupied            |
| 63    | Chaos Orb               | Any    | Bomb. Victims Save or get 1D4 Mutations          |
| 64    | Magic Shovel            | F/R    | 3x/Day. Tunnel Spell                             |
| 65    | Holy Grail              | F/P    | 1x/Week. End Spell Affecting entire Kingdom      |
| 66    | Rod of Disruption       | M/P    | 1x/Day. Medium Range. Elemental must Save or Die |
| 67    | Staff of Striking       | Any    | Attack +1. 3x/Day Attack gets Damage +7          |
| 68    | Arrows of Slaying       | F/R    | 1D4 Arrows. Target Save or be killed             |
| 71    | Genie Lamp              | Any    | Contains 1 Genie who will grant 3 Wishes         |
| 72    | Rod of Ruin             | M/P    | 1x/Week. Earthquake Spell                        |
| 73    | Pandora's Box           | Any    | Single Use. Plague & Blight Spells               |
| 74    | Sun Shield              | F/P    | Defense +3. 4x/Day. Flash or Light Spell         |
| 75    | Infinite Quiver         | F/R    | Never Run out of Arrows (+1 Attack Bonus each)   |
| 76    | Jewel of Discord        | Any    | Heroes will Fight each other for This.           |
| 77    | Helm of Invulnerability | F/P    | Defense +5. Cannot be Beheaded.                  |
| 78    | Winged Sandals          | Any    | Swift +2. Fly Spell. 3x/Day                      |
| 79    | Torc of Telepathy       | Any    | Telepathy Spell. 3x/Day                          |
| 80    | Amulet of the Magi      | Mage   | Get +1 to all Mage Spell Casting Rolls           |
| 81    | Primordial Clay         | M/P    | Make a Mud Golem, Gargoyle, or Earth Elemental   |
| 82    | Sacred Ankh             | Priest | Get +1 to all Priest Spell Casting Rolls         |
| 83    | Chain of Binding        | Any    | Bound Foe cannot get Free. Even a God            |
| 84    | Hammer of the Gods      | Any    | +3 Attack. All Smith and Armorer Skills +5       |
| 85    | Belt of Giant Strength  | Any    | Strength +5                                      |
| 86    | Magic Pavilion          | Any    | 1x/Day. Lavish Tent. Bigger on the Inside        |
| 87    | Armor of the Dwarves    | Dwarf  | Armor +5. Will only Fit a Dwarf                  |
| 88    | Eternal Torch           | Any    | Never goes out. Source of Fire                   |
| 89    | Staff of Summoning      | M/P    | Increases Size or Number of Creatures Summoned   |
| 90    | Spider Pendant          | Any    | Crawl on Walls and Ceilings. Empty Hands         |
| 91    | Wand of Ice             | Mage   | Freeze Spell. 3x/Day                             |
| 92    | Scarab Figurine         | M/P    | Summon Scarab Swarm. 1x/Day                      |
| 93    | Heroes Helm             | Fight  | Armor +1. Immune to Fear                         |
| 94    | Goblin Globe            | Any    | Defense +1. Lights Up when Humanoids are Nearby  |
| 95    | Gauntlet of Smashing    | Fight  | Brawl +1. Strength +2. Armor +1                  |
| 96    | Rune Stones             | Any    | Roll on Rune Stone Table. Inert in 1D8 days      |
| 97    | Demon Mask              | Any    | Intimidation +5                                  |
| 98    | Elven Cloak             | Elf    | Swift +2 Stealth +2 Dodge +2. Elves Only         |
| 99    | Robes of Disguise       | Rogue  | Disguise +5. Change Appearance in one Round      |
| 100   | Magic Charm             | Any    | Roll on Charm Table. Inert in 1D4 Months         |



**Magic Items List 2**

| 1D100 | Item:                 | User:  | Notes:  |
|-------|-----------------------|--------|---|
| 6     | Gigasteel Dagger      | F/R    | Damage +1. All Wound Rolls >5 Break Foes Weapon   |
| 8     | Storm Spear           | Fight  | Damage +2. Lightning Bolt Spell 2x/Day            |
| 9     | Night Blade           | Rogue  | Attack +1. Dagger. Backstab +3                    |
| 10    | Great Club            | Fight  | Damage +1. All Wound Rolls >5 are Stuns           |
| 11    | Icicle Dirk           | F/R/M  | Attack +1. Damage +1. Dagger. Chill               |
| 12    | Flame Tang            | F/R/M  | Attack +1. Damage +1. Dagger. Burn                |
| 13    | Oak Staff             | M/P    | Damage +1. Cast any Druid Spell 2x/Day            |
| 14    | Water Wand            | Mage   | Water Bolt Spell 4x/Day                           |
| 15    | Staff of Divine Wrath | Priest | Attack +1. Damage +1. Wrath Spell 1x/day          |
| 16    | Brilliant Staff       | Priest | Attack +1. Cast any Sun Priest Spell 2x/Day       |
| 17    | Faerie Wand           | Mage   | Cast Fly, Invisibility, or Teleport Spells 3x/day |
| 18    | Mega Mace             | F/P    | Damage +2. All Wound Rolls >5 are Skull Cracks    |
| 19    | Flaming Whip          | F/R    | Attack +2. Burn. Intimidate +2                    |
| 20    | Admantium Rod         | Fight  | Damage +2. Roll Twice on Wound Tables             |
| 21    | Razor Claws           | F/R    | Attack +1. Damage +2. Climb +3                    |
| 22    | Groundbreaker         | F/P    | Hammer. Damage +1. Tremor 3x/Day                  |
| 23    | Iron Fan              | F/M    | Attack +1. Damage +1. Defense +2                  |
| 24    | Beast Claws           | Fight  | Attack +2. Damage +2. Defense +1                  |
| 25    | Gale Force Fan        | Mage   | Defense +1. Gust of Wind Spell 2x/Day             |
| 26    | Golden Axe            | Fight  | Attack +2. Damage +1. 2H. Sweep                   |
| 27    | Mighty Mallet         | F/P    | Damage +3   |
| 28    | Razor Wing            | F/T    | Boomerang. Dam +1. Returns after Thrown           |
| 29    | Elder Bow             | F/T    | Attack +2. Damage +2                              |
| 30    | Elemental Arrows      | F/T    | Attack +1 and either Burn, Chill, Shock, or Stun  |
| 31    | Golden Shield         | F/P    | Defense +2. Reflect Gaze Attack back at Foe       |
| 32    | Dragon Shield         | F/P    | Defense +2. Save +4 vs Breath Weapons             |
| 33    | Ethereal Shield       | F/P    | Defense +1. Immune to Normal Weapons              |
| 34    | Thinking Cap          | M/P    | Puzzles, Riddles, Mazes, Jest, Guile, Intrigue +2 |
| 35    | Berserkers Helm       | Fight  | Melee Attacks +1. Berserk                         |
| 36    | Warriors Helm         | Fight  | Defense +1. War Cry                               |
| 37    | Tricky Turban         | F/R    | Defense +1. Luck                                  |
| 38    | Skull Mask            | M/P    | Cast 1 Necromancers Spell per Day                 |
| 39    | Hermetic Hat          | Mage   | Gain 1 Power Point per Day                        |
| 40    | Witches Hat           | Mage   | Cast 1 Witch Spell per Day                        |
| 41    | Wizards Hat           | Mage   | Cast 1 Wizards Spell per Day                      |
| 42    | Mystic Glasses        | M/P    | Cast 1 Mystics Spell per Day                      |
| 43    | Captains Locket       | Any    | Cast 1 Seamancer Spell per Day                    |
| 44    | Purple Turban         | Any    | Cast 1 Desert Mage Spell per Day                  |
| 45    | Druids Robes          | Any    | Cast 1 Druid Spell per Day                        |
| 46    | Bronze Panoply        | Fight  | Armor +1. Heavy. Tactics +1. Leadership +4        |
| 47    | Champions Armor       | Fight  | Armor +1, Heavy. Dodge +2. Melee Attacks +2       |
| 48    | Holy Vestments        | Priest | Robes. Cast 1 Holy Priest Spell per Day           |
| 49    | Vampires Cape         | Any    | Turn into Vampire for 1 Combat per Day            |
| 51    | Archers Arm Bands     | F/R    | Archery +2. Initiative +1                         |
| 52    | Thieves Gloves        | Rogue  | Pickpocket and Climb +2                           |
| 53    | Minstrels Finery      | Rogue  | Bard gets +1 to all Rolls                         |
| 54    | Relic Rosary          | Any    | Turn Undead Like a Cleric                         |
| 55    | Sorcerer's Stone      | Mage   | Cast 1 Sorcerer Spell per Day                     |
| 56    | Lucky Pendant         | Any    | Luck  |
| 57    | Elfin Ring            | Any    | Save +4 vs Weakness, Sleep, Paralyzation, Charm   |

| 1D100 | Item:                 | User: | Notes:  |
|-------|-----------------------|-------|---|
| 58    | Tempest Staff         | M/P   | Cast 1 Storm Mage Spell per Day               |
| 59    | Ethereal Armor        | F/P   | Armor +1. Gain Basic Spirit Abilities         |
| 60    | Bow of Law            | F/R   | Attack +3                                     |
| 61    | Dwarven Helm          | Fight | Armor +1. Save +8 vs Lightning                |
| 62    | Death Wand            | Mage  | Death Bolt 3x/Day                             |
| 63    | Celestial Sickle      | F/P   | 2H Weapon. Damage +5                          |
| 64    | Diamond Diadem        | Any   | Save +8 vs Death Magic                        |
| 65    | Emerald Orb           | Any   | Save +6 vs Poison                             |
| 66    | Gorgons Shield        | F/P   | Defense +1. Petrification Spell 1x/Day        |
| 67    | Circlet of Entrapment | Any   | Hold Spell 1x/Day                             |
| 68    | Ivory Amulet          | Any   | Save +4 vs Disease                            |
| 70.   | Flail of Flanking     | Fight | Damage +1. Ignore Foe's Defense               |
| 71.   | Wand of Webs          | Mage  | Web Spell (3x/Day)                            |
| 72.   | X-Ray Glasses         | All   | X-Ray Vision Spell (3x/Day)                   |
| 73    | Brazier of Power      | M/P   | Cast 1 Evil High Priest Spell per Day         |
| 74.   | Wheel of Fortune      | Any   | Spin to determine your Fate.                  |
| 75.   | Infinite Hourglass    | M/P   | Cast 1 Chronomaster Spell per Day             |
| 77.   | Jesters Cap           | Any   | Jest +5                                       |
| 78.   | Shield Sphere         | Any   | Shield Spell (3x/Day)                         |
| 79.   | Black Vise            | Any   | Interrogation +5                              |
| 81.   | Golden Urn            | Any   | Holds a Hero that can be Resurrected          |
| 82.   | Rainbow Prism         | Any   | Distract 1D6 Min all who gaze upon it         |
| 83.   | Paradox Phial         | Any   | Contains a Message from the Future            |
| 84.   | Magnificent Map       | Any   | Directions to a Major Treasure Hoard          |
| 85.   | Mana Battery          | M/P   | Can Store up to 10 Power Points               |
| 86.   | Ogre's Maul           | Any   | While holding this you become an Orge         |
| 87.   | Vampire Slayers Kit   | F/R/P | Various Useful Items, Some Holy.              |
| 88.   | Transmorgifier        | Any   | Polymorph Spell 1x/Day. Random Result         |
| 89.   | Forcefield Matrix     | Any   | Glowing Cube. Forcefield Spell 2 x/Day        |
| 90.   | Shadow Mantle         | Rogue | Teleport from 1 Shadow to another 7x/Day      |
| 91.   | Caltrop Cascade       | Any   | Single Use. The 1 Caltrop turns into Hundreds |
| 92.   | Mini Siege Engine     | Any   | Grows to be a Full Size Siege Engine. No Crew |
| 93.   | Ship in a Bottle      | Any   | Grows to be a Full Size Galley. No Crew       |
| 94.   | Self Filling Flagon   | Any   | Always refills with holders favorite Drink    |
| 95.   | Bottle of Slime       | Any   | Large Glass Bottle. Contains one Slime        |
| 96.   | Beastly Barding       | Steed | Armor +3. Will change to fit any Steed        |
| 97.   | Collar of Control     | Any   | Place on any Foe. You control Him or it       |
| 98.   | Gloves of Absorption  | Any   | Immune to Lightning Attacks                   |
| 99.   | Legendary Cestus      | Fight | Brawl Strikes only +2. Damage +3              |
| 100.  | Girdle of Grappling   | Fight | Brawl Grapples only +3. Damage +2             |

## Inventions

The Invention Skill can produce many quirky but useful Non-Magical inventions. Gnomes and Goblins in particular are renowned Inventors. These Devices

have a reputation for being Strange and Unreliable.

A Short List of Examples is provided Below. Many of these need to be Refilled, Recharged, Reloaded, or Reset between uses. These can take a Months to Make.

## Invention Table

| 1D30 | Device (Notes):                       |
|------|---------------------------------------|
| 1    | Rocket Boots (Jumping. Short Flights) |

| 1D30 | Device (Notes):  |
|------|--|
| 2    | Sprayer (Short Range. Acid, Pesticides, Poison vs 1D4 Adj Foes)                |
| 3    | Flame Thrower (Short Range. Damage +4 vs 1D6 Adj Foes)                         |
| 4    | Invisibility Goggles (See Invisible)   |
| 5    | Gas Grenade (Poison, Sleep, Paralyzation, Smoke. Fills Room)                   |
| 6    | Glider (Retractable. Requires Piloting Skill)                                  |
| 7    | Extending Melee Weapons (1H becomes 2H)  |
| 8    | Unicycle (Folds Up. Comes with Horn and Umbrella)                              |
| 9    | Oversize Blunderbuss (Medium Range. Damage +3 vs 1D2 Adj Foes)                 |
| 10   | Belt Fed Large Crossbow (Medium Range. 4 Shots per Round)                      |
| 11   | Super Lock Pick Kit (Locks +2)   |
| 12   | Grappling Hook Gun (Long Range. Climb +3. With Motorized Winch)                |
| 13   | Net Launcher (Short Range. Entangle 1D3 Adj Foes)                              |
| 14   | Rocket Launcher (Long Range. -2 Attack Penalty. Dam +4 vs 1D6 Adj Foes)        |
| 15   | Spider Chair (4-8 Legs. Swift +2. Armor +1. 2 HTH Attacks at Dam +1)           |
| 16   | Power Tool (Chainsaw, Jackhammer, Drill, Claw, etc.)                           |
| 17   | Fold Up Boat (Holds 2 Passengers. Comes with 1 Pair of Oars and Fishing Pole)  |
| 18   | Gas Mask (Immune to Poison)  |
| 19   | Very Large Magnet Gun (Medium Range. Disarm, Attract or Repulse Metal Objects) |
| 20   | Tin Alloy Helmet with Antennae (Long Range. Detect Spirits, Telepathy)         |
| 21   | Goo Gun (Glob of Fast Acting Glue. Short Range)                                |
| 22   | Magic Goggles (See Magic)  |
| 23   | Illusionary Goggles (See Illusions)  |
| 24   | Night Vision Goggles (Infravision)   |
| 25   | Telescopic Binoculars (See Details at Far Range)                               |
| 26   | Diving Suit (Air Tubes lead to Hand Driven air Pump at Surface)                |
| 27   | Retractable Ladder (Opens and closes in 1 Round. 20 Feet Long)                 |
| 28   | Music Maker (Autonomous contraption combining 10 Musical Instruments)          |
| 29   | Flare Gun (Long Range. Single Shot. Burning Flare. Attack -1 Damage +1 Burn)   |
| 30   | Box of Fireworks (Like Pyrotechnics Spell. Single Use)                         |

## Technology

Non-Magical Artifacts from Other Worlds and Alternate Futures. These are found concentrated at certain Portals and Dimensional Rifts. Some are in good shape, most are broken, or inoperable due to Years of Neglect.

When they are found they are often ignored Completely, or sold as Curios. Very few individuals have the skill to Identify, much less repair these strange Relics. There are some Rare individuals called Technomancers who are avid Collectors and Are able to bring some of these Devices back to Life.

## Tech Item List

| 1D30 | Tech Item:  |
|------|---|
| 1    | Energy Weapon: Laser, Plasma, Ion, Phaser, Blaster, Disruptor     |
| 2    | Projectile Weapon: Bolt Gun, Slug Gun, SMG, Sniper Rifle, Needler |
| 3    | Light Source: Glow Globes, Flashlights, Lamp, Discoball           |
| 4    | Vehicle: Aircar, Schoolbus, Rocket Submarine, Saucer, Taxi        |
| 5    | Suits: Space Suit, Utility Belt, Power Armor, Scuba Gear          |
| 6    | Advanced Medical Drug or Device: Medi-Kit, Stim Pack, Ventilator  |
| 7    | Communication Devices: Walkie Talkies, Megaphone, Radios          |
| 8    | Synthetics: Robot, Android, Animatronics, Heads in Jars, Roombas  |
| 9    | Information Device: Computer, Smart Phone, Palm Pilot             |
| 10   | Field Generator: Force Field, Anti-Gravity, Inertia Field         |
| 11   | Locators: Mapping Device, Motion Detector, GPS, Globe             |

| 1D30 | Tech Item:  |
|------|---|
| 12   | Tools: Construction Equipment, Chainsaw, Vibro Knife                    |
| 13   | Home Goods: Refrigerator, Microwave Oven, Vacuum Cleaner                |
| 14   | Musical Instruments: Electric Guitar, Tuba, Synthesizer                 |
| 15   | Sound Recorders: 8-Track Tapes, Tape Player, Boom Box, Records          |
| 16   | Energy Sources: Batteries, Fuel Cells, Chargers                         |
| 17   | Scientific Equipment: Tricorder, Telescope, Microscope, Geiger Counter  |
| 18   | Clothing: Uniforms, Missing Socks, Reeboks, Sun Glasses, Designer Shoes |
| 19   | Materials: Plastic, Titanium, Plexiglass, Teflon, Kevlar                |
| 20   | Furniture: Artwork, Signage, Shag Rugs, Lava Lamps                      |
| 21   | Bombs: Energy Grenades, Plasma Grenades, Frag, Flash-Bang               |
| 22   | Food: Twinkies, Astronaut Ice Cream, Protein Bars, Fruit Cakes          |
| 23   | Ammo: Bullets, Clips, Drums, Ammo Boxes                                 |
| 24   | Luxury Items: Cuban Cigars, Wine Bottles, Furry Slippers                |
| 25   | Toys: Games: Sit and Spin, Pogo Stick, Magic 8 Ball, Play Dough         |
| 26   | Image Recorders: Movie Projector, Holograms, VR Headsets                |
| 27   | Containers: Refrigerator, Trash Can, Cooler, Laundry Basket             |
| 28   | Personal Transport: Jet Pack, Hoverboard, Motorcycle, Gravity Belt      |
| 29   | Spare Parts: Tires, Mufflers, Circuitry, Hard Drives, Wires             |
| 30   | Environmental: Umbrella, Space Heater, Electric Fan, Kiddie Pool        |

### Valuable Books Table

| 1D40 | Book:                    | Cost | Notes:                           |
|------|--------------------------|------|----------------------------------|
| 1    | 2D6 Blank Spell Scrolls  | 20   | Each (Parchment)                 |
| 2    | Skill Manual             | 50   | Learn 1 Specific Skill +1        |
| 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 Pagan 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 +1        |
| 12   | Spell Book               | 5000 | Will contain 1D6 Spells          |
| 13   | Treasure Map             | 100+ | Could be False                   |
| 14   | Navigational Charts      | 200  | Get +5 to Navigate in Local Area |
| 15   | Travel Guide             | 50   | Get +5 to Know about an Area     |
| 16   | Lost Histories           | 100  | Get +5 to Specific History Rolls |
| 17   | Regional Atlas           | 50   | Get +2 to Navigate a Region      |
| 18   | First Edition Literature | 100+ | 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 High Elves      |
| 25   | Dwarven Genealogy        | 500  | Very Valuable to a few Dwarves   |
| 26   | Gnomish Schematics       | 400  | Blueprints for 1 Invention       |
| 27   | Shire History            | 50   | Of Interest to some Halflings    |

| 1D40 | Book:                     | Cost | Notes:                                |
|------|---------------------------|------|---------------------------------------|
| 28   | Book of Prophecies        | 100  | Find 2D6 Prophecies of Note           |
| 29   | Astronomical Charts       | 100  | Get +1 to Astronomy Rolls             |
| 30   | Comparative Anatomy Tract | 100  | Get +1 to Non-Human Healing Rolls     |
| 31   | Fiend Folio               | 9000 | Has True Name of 1 Greater Demon      |
| 32   | Building Blueprints       | 200  | Blueprints for 1 Building             |
| 33   | Encyclopedia of Angels    | 300  | Get +1 to Angel Lore Rolls            |
| 34   | Dictionary of Lost Worlds | 2000 | Get +1 to Obscure Geography Lore      |
| 35   | Dungeon Map               | 1000 | May need some Updating                |
| 36   | Metaphysics Text          | 100  | Read to learn Metaphysics +1          |
| 37   | Unpublished Diary         | 50+  | Scandalous (More Valuable If Current) |
| 38   | Arcane Dissertation       | 300  | Learn 1 Wizard Spell                  |
| 39   | Political Manifesto       | 100  | Read to learn Politics +1             |
| 40   | Book of the Dead          | 7000 | Learn Lich Spell from Necromancy List |

Notes: When learning a Skill or Spell by reading it takes 1 Month to read. Looking for Info to give a temporary Bonus takes 1D60 Minutes.

Charms

These are in the form Small Carved Stones, Gems, Ivory, Onyx, Jade, etc. They are usually worn like Jewelry. They take a week to Make. A Character can wear a Max of 3 Different Charms at a Time.

List Of Charms

- 1. Haughty (Strength +1)
- 2. Stamina (Toughness +1)
- 3. Heroism (Saving Throws +1)
- 4. Nimble (Dodge +1)
- 5. Keen Eye (Ranged Attacks +1)

- 6. Prowess (Melee Attacks +1)
- 7. Magi (Gain 1 Power Point per Day)
- 8. Fate (Luck Ability)
- 9. Silver Tongue (Guile +1)
- 10. Sneakiness (Stealth +1)

Stuff 3

Herbalism And Mycology

A great number of Plants and Mushrooms have Medicinal or Physiological Properties. When Found roll on the Medicinal Table to see what use a particular specimen has. These can be applied as Salves, Teas, Pastes, Chewed, etc. These must be found growing wild. Some gifted gardeners can grow these in special Groves and Greenhouses.

Herbal/fungal Medicinal Table

| 1D40 | Property:   |
|------|---|
| 1    | Spell Component                                     |
| 2    | Alchemical Component                                |
| 3    | Dye or Ink Component                                |
| 4    | Stimulant (Negate Weakness, Fatigue)                |
| 5    | Healing (Remove 1D6 Wound Counters)                 |
| 6    | Activating (Negate Unconsciousness, Sleep)          |
| 7    | Poison (Mild)                                       |
| 8    | Poison (Moderate)                                   |
| 9    | Poison (Strong)                                     |
| 10   | Antidote (Negate Poison)                            |
| 11   | Cure (Negate Disease)                               |
| 12   | Anti-Emetic (Negate Nausea, Vomiting)               |
| 13   | Hallucinogenic (Produce Visions)                    |
| 14   | Sedating (Produce Sleep)                            |
| 15   | Paralyzation (Cause or Negate)                      |
| 16   | Increase Strength (Strength +2)                     |
| 17   | Calming   |
| 18   | Cure Ailments (Digestive, Respiratory, Blood, etc.) |

| 1D40 | Property:  |
|------|--|
| 19   | Breathe Water  |
| 20   | Mutation   |
| 21   | Seed (Grow Instant Treant) or Spore (Instant Fungus Monster) |
| 22   | Increase Speed (Like Haste Spell)                            |
| 23   | Increase Alertness (Alertness +4)                            |
| 24   | Laughing   |
| 25   | Resurrection   |
| 26   | Cold Resistance  |
| 27   | Telepathic Powers (Like Spell)                               |
| 28   | Polymorph  |
| 29   | Partial Transformation (Wings, Tail, Claws, etc.)            |
| 30   | Regeneration   |
| 31   | Remove all Fatigue   |
| 32   | Wolfsbane: Repel Wolves                                      |
| 33   | Garlic: Repel Vampires                                       |
| 34   | Stop Bleeding  |
| 35   | Remove Hurt condition  |
| 36   | Enhance Sight  |
| 37   | Enhance Hearing  |
| 38   | Enhance sense of Smell                                       |
| 39   | See, Talk to Spirits   |
| 40   | Remove Scars, Burns  |

## Halfling Pipeweed Table

| 1D6 | Property:   |
|-----|---|
| 1   | Calming (For 1D2 Hours)                           |
| 2   | Increase Speed (Like Haste Spell for 1 Combat)    |
| 3   | Increase Alertness (Alertness +4 for 1D2 Hours)   |
| 4   | Laughing (For 3D20 Minutes. Also produces Hunger) |
| 5   | Hallucinogenic (Produce Visions for 1D3 Hours)    |
| 6   | Increase Strength (Strength +2 for 1 Combat)      |

## Poisons

survive Lethal Poisons get the Sick Penalty.

Most Poisons start working in 1D6 Rounds. Poisons remain in the system 1D3 Days. Individuals that

## List Of Poison Effects

| 1D10 | Poison Effect:  | Notes:                                   |
|------|-----------------|--|
| 1.   | Paralysis       | Immobilized                              |
| 2.   | Lethal Weak     | Save vs Death at a +2 Bonus              |
| 3.   | Lethal Moderate | Save vs Death                            |
| 4.   | Lethal Strong   | Save vs Death at a -2 Penalty            |
| 5.   | Lethal Potent   | Save vs Death at a -4 Penalty            |
| 6.   | Unhealing Wound | From Coated Weapon. Wound Markers remain |
| 7.   | Weakness        | Strength, Toughness, and Move -2         |
| 8.   | Hallucinations  | Confusion Penalty                        |
| 9.   | Blood Poison    | Roll 1D3 times on the Disease Table      |
| 10.  | Sleep           | 1D6 Hours.                               |



Potions

These include anything an Alchemist, Sorcerer or Witch might Make or Have. Not all are strictly Potions.

There are also Salves, Oils, Powders, etc. They take a 1D4 weeks or more to Make. Some of the ingredients are very hard to find.

Potion List

| 1D30 | Item:                     | Notes:  |
|------|---------------------------|---|
| 1.   | Potion of Healing         | Heal all Wounds                                   |
| 2.   | Potion of Giant Strength  | Strength +5 for 1 Combat                          |
| 3.   | Elixir of Longevity       | Increase Lifespan by 10%                          |
| 4.   | Fairy Dust                | 1D6 Uses. Fly. Medium Speed for 1 Hour            |
| 5.   | Acid Vial                 | 1D6 Vials. Damage +2 (Splash 1D2 Adj Targets)     |
| 6.   | Restoration Salve         | 1D3 Uses. Regrow Lost Limb                        |
| 7.   | Love Potion               | Love at First Sight                               |
| 8.   | Polymorph Juice Potion    | Form taken per GM                                 |
| 9.   | Potion of Water Breathing | Lasts 2D6 Hours                                   |
| 10.  | Oil of Slipperiness       | Covers Floor. Save or Fall Down                   |
| 11.  | Potion of Speed           | One Combat. Double Speed & Attacks                |
| 12.  | Magic Mead                | Same as Vision Spell. See Truth.                  |
| 13.  | Stoneskin Cream           | 1D3 Uses. Same as Stoneskin Spell                 |
| 14.  | Blinding Powder           | 1D4 Uses. Short Range. Foe Blinded 2D6 Rounds     |
| 15.  | Potion of Stone to Flesh  | Reverse Petrification                             |
| 16.  | Potion of Dilution        | Pour on Slime. It must Save or Die                |
| 17.  | Pesticide Spray           | Spray on Insect(s) They must Save or Die          |
| 18.  | Potion of Invisibility    | Stealth +5 for 1 Combat or 2 Hours                |
| 19.  | Flask of Fire Water       | Save vs Fire +8 for 1 Combat or 15 minutes        |
| 20.  | Can of Cold Brew          | Save vs Cold +8 for 1 Combat or 15 minutes        |
| 21.  | Potion of Invulnerability | Defense +5  |
| 22.  | Potion of Gaseous Form    | Good for infiltrations and escapes                |
| 23.  | Potion of Growth          | Giant Size. Strength +4 and Toughness +3          |
| 24.  | Potion of Shrinking       | Tiny Size.  |
| 25.  | Potion of Heroism         | Get +3 to all Rolls for 1 Combat                  |
| 26.  | Antidote Serum            | Negate Poison                                     |
| 27.  | Wine of Slumber           | Those who partake will fall asleep in 1D6 Minutes |
| 28.  | Potion of Telepathy       | Like the Spell                                    |
| 29.  | Cursed Fruit              | Those who take a Bite are Cursed                  |
| 30.  | Lightning in a Bottle     | Medium Range. Damage +5 to 1D3 Adj Foes)          |

Rune Stones

Rune Stones are Single Use. When used they Shatter. They take a week to Make. They are usually Smooth Stones of a size that fits comfortably in the Hand. The way they are used varies: Some function exactly like Spells.

Some are used as Thrown Weapons. They affect 1D6 Adj Foes next to where they Land. You can think of them as Bombs or Grenades. Short Range. Some can be used as Traps. These are Proximity Traps that go off when someone gets within HTH Range. They affect 1D6 Adj Foes. They will not go off on the Spell Caster.

Trap Runes can be carved into much Larger Standing Stones or Stone Walls.

List Of Rune Stones

1. Healing Rune (Like Heal Spell)

2. Energy Rune (Thrown or Trap. Explodes for Damage +3 and Stun)

3. Fire Rune (Thrown or Trap. Damage +2 and Burn)

4. Ice Rune (Thrown or Trap. Explodes for Damage +3 and Chill)

5. Lightning Rune (Thrown or Trap. Explodes for Damage +3 and Shock)

6. Light Rune (Like Light or Flash Spell)

7. Fear Rune (Like Fear Spell)

8. Teleport Rune (Like Teleport Spell)

9. Shield Rune (Like Shield Spell)

10. Counter Spell Rune (Like Counter Spell)



Fetishes

The Create Fetish Spell is a starting Spell of the Shaman Class. This Spell produces Primitive Magic Items that often deteriorate over time or use. Fragile Items can be used 10 times before they become defunct.

Delicate Items last 3 Months before they lose their Powers. Many Fetishes can be made in a day, others may require weeks to carve. Some require particular components: The Voodoo Doll is custom made for its Victim and requires Hair, Skin, or Body Fluids from the Target to make.

List Of Fetishes

1. Voodoo Doll (Long Range. Save or Damage +1 to specific Target) Fragile
2. Stone Idol (Becomes Stone Golem for 1 Combat) Fragile
3. Guardian Totem (Becomes Wood Golem for 1 Combat) Fragile
4. Medicine Bag (Gain 1 Power Point per Day) Delicate
5. Divination Bones (Like Spell. Once per Day) Fragile
6. Poison Pot (2D6 Doses of Poison. Coat Weapons)
7. Astral Root (1D4 Doses. Like Astral Travel Spell)
8. Frog Fetish (Single use. Medium Range. Target Becomes Frog. Permanent)
9. Bad JuJu (Single use. Like the Raise Dead Spell)
10. Wolf Mask (Wearer becomes a wolf for as long as they want) Fragile
11. Peace Pipe (Like Calm Spell. Once per Day) Fragile
12. Feathered Cape (Like Fly Spell. Up to 3x/Day) Fragile
13. Shrunk Head (Answers 1 Question per Day) Fragile
14. Mummified Bear Claws (Strength +1) Delicate
15. Spirit Root (2D3 Doses. See Invisible or Spirits for 1 Hour)
16. Monkey Paw (Taunt +5) Delicate
17. Coup Stick (Tactics +1) Delicate
18. Snake Moccasins (Stealth +5) Delicate
19. Dream Catcher (Single Use. Cure Madness or Possession)

Bomb List

| 1D12 | Type:      | Notes:   |
|------|------------|--|
| 1.   | Explosive  | Damage +1 (Gun Powder)                                     |
| 2.   | Smoke      | No Damage. Provides Cover. Colors for Signaling (Alchemy)  |
| 3.   | Concussion | No Damage. Save or be Knocked Out or Stunned (Technology)  |
| 4.   | Incendiary | Fire Damage. Burn (Alchemy)                                |
| 5.   | Crawling   | Has Tiny legs. Will Scuttle towards the Target (Invention) |
| 6.   | Glider     | When Thrown Wings Open up. Triple Range. (Invention)       |
| 7.   | Shrapnel   | Saves vs Shrapnel are at -2. (Gun Powder)                  |

20. Turtle Charm (Defense +1) Delicate

Magic Beer List

These are the products of Dwarven Brewmasters. 1 Drink = 1 Dose. Small Keg = 10 Doses, Large Keg = 20 doses, Barrel = 40 Doses It takes a Week to Brew a Batch of Magic Beer.

A Brewmaster in Town with lots of Equipment can brew up to 5 Batches at a time.

Dwarven Magic Beer Menu

1. Berserkers Brew (Berserker for 3 Hours. 1 Batch = 1 Barrel)
2. Mages Mead (Gain 1 Power Point. 1 Batch = 1 Small Keg)
3. Fire Breathing Brew (Short Range. Fire. Attack +1. Burn. 1 Attack per Drink. 1 Small Keg)
4. Liquid Courage (Get +1 to all Rolls for 2 Hours. 1 Batch = 1 Large Keg)
5. Revival Ale (Like Resurrection Spell. 1 Batch = 1D2 Drinks)
6. Dwarven Stout (Strength and Toughness +2 for 1 Hour.1 Batch = 1 Small Keg)

Bombs

These are items Fabricated by Inventors, Alchemists, and Artificers. Bombs are created by a variety of means. Any of the following combination of Skills and Spells may have been employed: Gun Powder, Invention Skill, Potion Brewing, Alchemy, Create Magic Item, and Technology Skill. Those on the List are considered to be Grenade Size and can be Thrown out to Medium Range where they will affect 1D6 Adj Foes next to the point of Detonation. Larger Bombs must be launched by Catapults or be placed and then Remotely Detonated. Remote Activation is Accomplished by Fuses, Being Struck by a Fire type Attack (Flaming Arrow), Wires attached to Plungers, or lighting Trails of Gunpowder. Larger Bombs will affect up to 2D6 Adj Foes. A Small Keg Size Bomb will do Damage +1, A Large Keg Damage +2, A Barrel Damage +3, Anything Bigger Will do Damage +4 and affect 4D6 Adj Foes. Character must Save to Avoid Damage. They take 2D4 Days to Make.

| 1D12 | Type:       | Notes:   |
|------|-------------|--|
| 8.   | Stink Bomb  | No Damage. Save at -2 or be Nauseated (Alchemy)              |
| 9.   | Vortex Bomb | Save or Get sucked into the Void. Instant Death (Magic Item) |
| 10.  | Nude Bomb   | No Damage. Lose everything you are Wearing (Magic Item)      |
| 11.  | Poison Gas  | Lingers for 2D4 Turns. Fills Small Room (Potion Spell)       |
| 12.  | Gas Grenade | Potion Like Effect. Fills Small Room (Potion Spell)          |



# 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](mailto: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