

DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME

BETA RULES

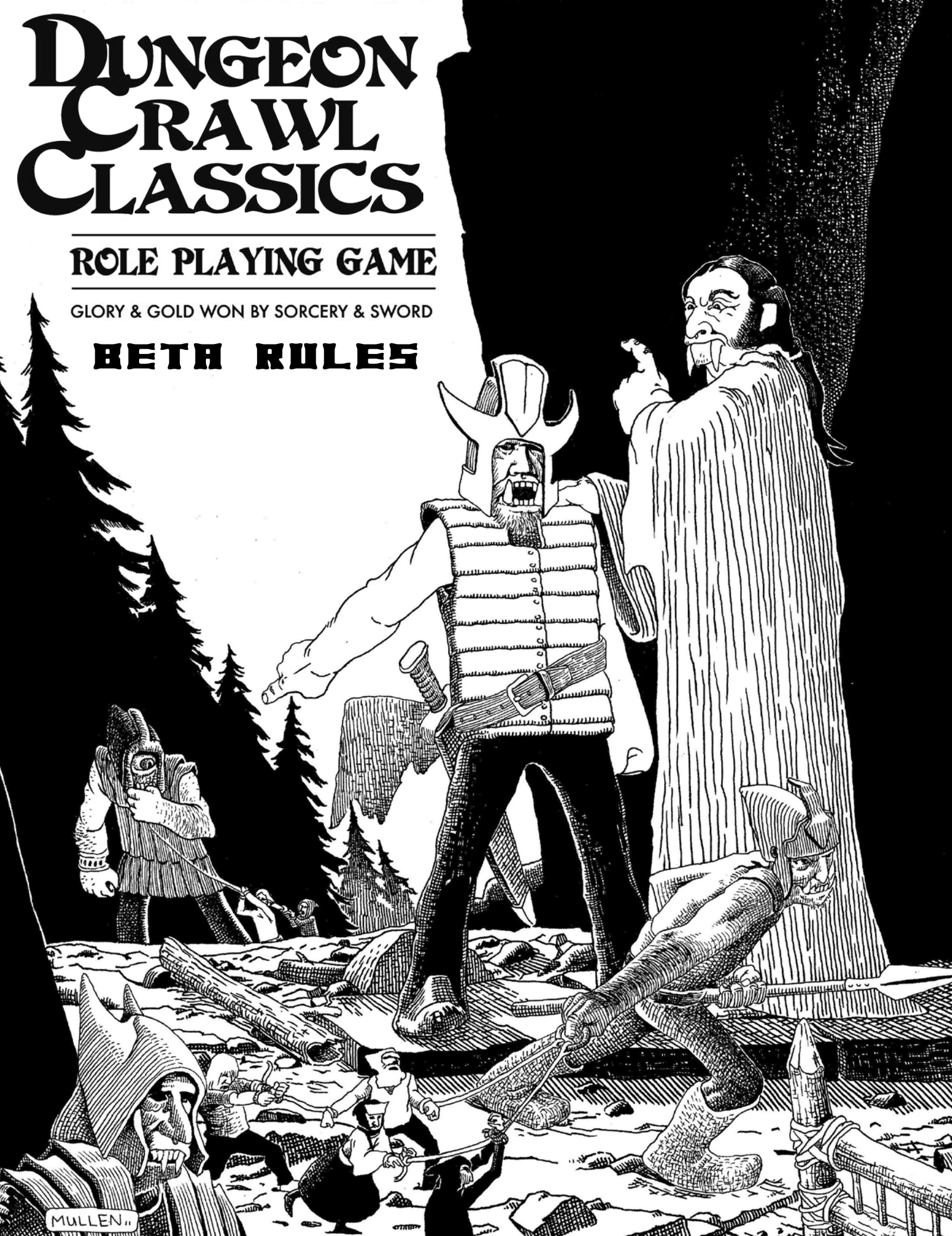


DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME

GLORY & GOLD WON BY SORCERY & SWORD

BETH RULES



INTRODUCTION



You hold in your hands – or, more accurately, have displayed on your monitor – the public beta edition of the rules for the *Dungeon Crawl Classics Role Playing Game*. DCC RPG has been in “silent playtest” mode for well over a year. Now, after many months of preliminary testing, the rules are ready for a public stress test.

The enclosed file is not the complete text of DCC RPG; rather, it is an excerpt. This file has the rules that are most pertinent to starting a game and running a short campaign. The finished DCC RPG includes many more spells and monsters, rules for characters up to level 10, as well as a much more robust judge’s section. In fact, it’s a more well-rounded work in general. However, for “kicking the tires” and just testing out the core rules, you don’t need the complete work. Everything you need for a test run is enclosed herein.

Remember, the book you hold in front of you is only part of the finished whole. (Well, part of the still-to-be-finished whole – we are still transcribing the final manuscript!) You may find references to sections of the rules that are not included here. Don’t worry; for now, you can ignore those references. They will be resolved in the final printed version. The final printed version will also include complete artwork and a final layout.

We strongly encourage you to provide feedback on this work! This document is not the final rules set for DCC RPG. DCC RPG has already changed, thanks to feedback from the hundreds of gamers who have stress-tested it over the last few years. We anticipate it will change again after this beta is reviewed and played by thousands of gamers. The game will change based on YOUR feedback.

Please post your thoughts on our forums or e-mail us directly. You can find our forums at www.goodman-games.com/forums. The best way to contact us via email is at: info@goodman-games.com

Speaking of changing rules, the author has been tweaking the playtest rules as the editor does his work. (*In fact, I added this paragraph to the intro after Aeryn finished his edit – he hasn’t seen it! Hope I don’t make any typos. – Joseph*) The thief, cleric, and half-ling classes were changed mid-edit. All the rules will continue to evolve based on YOUR feedback, but please be aware that our fearless editor isn’t to blame if you find errors in this document – they’re probably from the last-minute changes made as this living document continues to integrate playtest feedback.

As has been previously announced, DCC RPG will include a free third-party license for publishers interested in supporting the system. Contact us for more information on that subject.

And finally... have fun! That, after all, is why we play these games in the first place.

Joseph Goodman
San Diego, CA
May 2011

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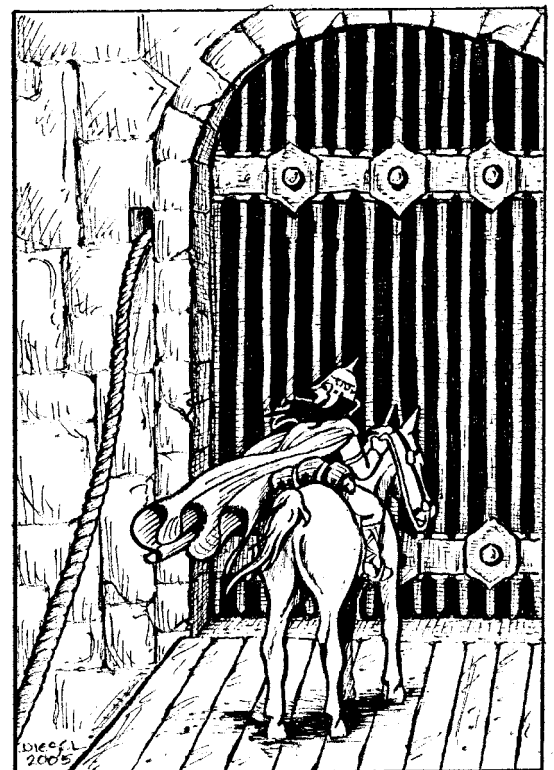
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The Dungeon Crawl Classics Role Playing Game is dedicated to Jim Roslof.

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bandon all presumptions, ye who enter here. Turn the pages of this tome only should you meet these qualifications:



hat you are a fantasy enthusiast of imaginative mind, familiar with the customs of role playing, understanding the history and significance of the Elder Gods Gygax and Arneson and their cohorts Bledsaw, Holmes, Kuntz, Moldvay, and Mentzer, and knowledgeable of the role of “judge” and the practice of “adventure.”



hat you are in possession of the implements of role playing; namely, graph paper and an assortment of polyhedrons, including but not limited to d4, d6, d8, d10, d12, and d20; that you know the works of the great mage Zocchi and are prepared to exercise d3, d5, d7, d14, d16, d24, d30, or d% should they need to be deployed; and, although you may possess metal figurines and erasable mats for purposes of enjoyment, you understand their role as optional visualizers not prerequisites.



hat you understand and appreciate certain visual hieroglyphs derived from denizens of the higher planes whose deific identities among mortals are rendered, in the Common tongue, Otus, Easley, Roslof, Holloway, Caldwell, and Dee.



hat you should be appreciative of a life of fantastic adventure and escapades, and acknowledge that a dungeon crawl facilitates the judging of a game focused thereon, but in no way excludes broader adventures in the wilderness, at court, or on the sea, air, or outer planes.



hat you apprehend the fantasy pandect recorded in Appendix N with reverence and delight, acknowledging its defining place in creating this hobby.



hat you are prepared to pledge, with right hand upon your little white books, that you shall uphold the honor of the hobby of role playing to all comers, whether young or old.



f these conditions are not met, then replace this book upon the shelf on which it belongs and flee with great celerity, for a bane befalls the heretical beholder of that which lies herein.



hould you meet these qualifications, be aware that you are indoctrinated into the order of Dungeon Crawl Classics and will find kind fellows of similar sentiment also within this order. You may proceed in good health.



THE CORE MECHANIC



he core mechanic in the Dungeon Crawl Classics Role Playing Game is the d20 roll. You will frequently be asked to roll 1d20 and add or subtract modifiers. The goal is to roll high and beat a DC, or Difficulty Class. Sometimes the DC will have specific terms, such as an Armor Class, or AC, which is a combat variety of a DC. A higher DC is more difficult to beat, and a better-armored creature has a higher AC.

If you roll equal to or higher than the DC (or AC), you succeed. Otherwise, you fail.

A roll of 1 is an automatic failure and often results in a fumbling failure of some kind.

A roll of 20 is an automatic success and often results in a critical success of some kind.

Occasionally, a character may roll a die other than 1d20 when acting. 1d16, 1d24, and even 1d30 are used for weaker or stronger warriors and spellcasters, as described herein.

HOW IS THIS GAME DIFFERENT FROM WHAT I HAVE PLAYED BEFORE?

If you are familiar with the d20 system (3.0 and 3.5):

- DCC RPG does not have prestige classes, attacks of opportunity, feats, or skill points.
- Classes and races are one and the same. You are a wizard or an elf.

If you are familiar with various iterations of 1E:

- DCC RPG uses an ascending armor class system. A normal, unarmored peasant is AC 10; a warrior in plate mail is AC 18.
- Attacks, saves, and skill checks all involve rolling 1d20, adding modifiers, and trying to beat a number.

- There are three saving throws: Fortitude, Reflex, and Willpower.

No matter what edition you've played before:

- Clerics turn creatures that are unholy to their religion – which may include un-dead *and* other creatures.
- All spells are cast with a *spell check*, where the caster rolls 1d20, adds certain modifiers, and tries to score high. A high roll yields a more effective result. Each spell has a unique chart that adjudicates the spell's results.
- Wizards may or may not lose their spells after a casting. A low result means the wizard cannot cast the spell again that day. However, on a high result, he can cast the spell again.
- Cleric spellcasting works differently from wizard spellcasting. Clerics never lose a spell after it has been cast. However, as a cleric casts any spell, he may take a -1 penalty to his next spell check. By the end of the day, a cleric may have a significant penalty to his spell checks.
- There is a critical hit matrix. Higher-level characters and martial characters generate critical hits more often and roll on more deadly result tables.
- You can burn off ability scores to enhance dice rolls. All characters can burn Luck, and wizards and elves can burn other abilities.

Those are the basics. Now: read the rules that follow, then begin your adventures!

FUNKY DICE

This game utilizes polyhedrons of unusual shapes. Specifically, it utilizes the standard suite of dice, as well as what the author refers to as “Zocchi dice.” As an experienced gamer, you undoubtedly own a d4, d6, d8, d10, d12, and d20. DCC RPG also makes use of Zocchi dice in the following configurations: d3, d5, d7, d14, d16, d24, and d30. Later this year you will be able to purchase these dice from Goodman Games. For now, you can purchase from your local game store (ask them to special order if they do not already stock them), and from www.gamestation.net, www.chessex.com, and www.koplowgames.com (as well as other select internet sites).

It is easy to substitute for the “funky dice” with a regular dice set. For a d3, roll 1d6 and divide by two. For a d7, roll 1d8 and re-roll on an 8. For d14 or d16, roll d20 and ignore rolls above the die-facing threshold. For d24, roll 1d12 and 1d6; if the 6-sider is odd, add 12 to the 1d12 roll. And so on.





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15

CHAPTER ONE

CHARACTERS

You're no hero.

You're a reaver,
a cutpurse,
a heathen-slayer,
a tight-lipped warlock guarding long-dead secrets.

You seek gold and glory,
winning it with sword and spell,
caked in the blood and filth of the weak, the dark, the demons, and the vanquished.

There are treasures to be won deep
underneath, and you shall have them...





Game play in the *Dungeon Crawl Classics Role Playing Game* starts at 0 level: untrained, uneducated peasants. Most of these characters die pitiful deaths in a dungeon. We highly suggest each player roll up multiple 0-level characters – at least three, possibly more. Don't get attached. Those that survive their first dungeon then choose classes and become worth remembering.

Character creation in the DCC RPG follows these steps:

1. Roll ability scores. See page 11.
2. Determine 0-level occupation. See page 15.
3. Choose an alignment. See page 17.
4. Purchase equipment. See page 16.
5. Attempt to survive your first dungeon. If you survive and reach 1 XP, you advance to 1st level. At this point, you choose a class. See page 19.
6. Based on the class, you may know some spells. See page 92.



THE CHARACTER CREATION FUNNEL



Modern role playing games codify “game balance” in an overabundance of character options, which creates many opportunities for min-maxing and power gaming. The DCC RPG takes an anachronistic approach to “balance” by pursuing an even playing field through *randomization* rather than *complexity*. The character creation steps that follow will generate a play style unlike anything you have experienced in the last twenty-odd years – provided you follow the steps precisely. Omit any element, and you'll find that the process does not work. Here is why.

DCC RPG generates characters using what the author refers to as a “funnel.” First, each *player* generates at least two, and possibly as many as four, 0-level characters. It is critical that the characters be generated using the process as described: completely random ability scores, random occupation, random Luck modifier, and random equipment. Each player will end up with an assortment of characters who could potentially serve as several different classes. When all characters are generated, have the players go around the table and introduce their 0-level peons to their peers.

The “funnel” takes place in 0-level play. During the first 0-level game, it is expected that each player will lose some or most of their characters. When mere peasants and yeomen explore deadly dungeons, a high mortality rate is to be expected. By the end of the first game, the players will be left with a motley crew of survivors, and this group of heroic adventurers becomes the 1st-level party.

Using this method of highly random character results, high mortality rates, and player choices as to which of their randomly-generated characters takes risks and which stays safe, you will find that you have a party of randomly generated characters in which the players have agency. There are essentially no opportunities for min-max play, and yet players find themselves attached to their plucky little serfs who have done such amazing deeds at low levels. Their 0-level exploits will define them forever with great deeds completed at great risk. The author strongly encourages you to begin play using the method as described here *exactly*. Give it a chance, and you may find you like it.

ABILITY SCORES



character is defined in broad terms by six ability scores. For character creation, roll 3d6 for each ability score listed below, in the order of Strength, Agility, Stamina, Personality, Intelligence, and Luck.

You always roll 3d6, and you always roll and apply the scores in that same order. You do not roll more dice and drop the lowest die, you do not use a point-based buy system, and you do not assign ability scores in any order other than that defined above.

Your score of 3-18 includes a modifier, as shown on table 1-1. This modifier applies to select rolls as described below.

Strength: Physical power for lifting, hurling, cutting, and dragging. Your Strength modifier affects melee attack and damage rolls. Note that a successful attack always does a minimum of 1 point of damage regardless of Strength. Characters with a Strength of 5 or less can carry a weapon *or* shield but not both.

Agility: Balance, grace, and fine motion skills, whether in the hands or the feet. Your Agility modifier affects Armor Class, missile fire attack rolls, and Reflex saving throws, as well as the ability to fight with a weapon in each hand.

Stamina: Endurance, resistance to pain, disease, and poison. Your Stamina modifier affects hit points and Fortitude saving throws. Note that a character earns a minimum of 1 hit point per character level regardless of Stamina. Characters with a Stamina of 5 or less

automatically take double damage from all poisons and diseases.

Personality: Charm, strength of will, persuasive talent. Personality affects Willpower saving throws for all characters. Personality is vitally important to clerics, as it affects the ability to draw upon divine power and determines the maximum spell level they can cast, as shown on table 1-1.

Intelligence: Ability to discern information, retain knowledge, and assess complex situations. Intelligence affects known languages for all characters, as described in Appendix L. For wizards, Intelligence affects spell count, as noted on table 1-1. Intelligence is vitally important to wizards, as it determines the maximum spell level they can cast and influences their ability to learn new spells as they advance in level. Characters with an Intelligence of 7 or less can speak only Common, and those with an Intelligence of 5 or less cannot read or write.

Luck: "Right place, right time" – favor of the gods, good fortune, or hard-to-define talent. After rolling 3d6 to determine a player's luck score, roll on table 1-2 to determine what rolls are affected by the character's Luck modifier. This "lucky roll" is *always* modified by the character's Luck score (for good or bad) in addition to all other normal modifiers. In some cases the "lucky roll" is completely useless because the character chooses a class where it is not applicable.

Luck also affects critical hit rolls – positively for the character, and negatively for his foes. In addition, Luck modifies a different element of play for each

TABLE 1-1: ABILITY SCORE MODIFIERS

Ability Score	Modifier	Wizard Spells Known	Max Spell Level**
3	-3	No spellcasting possible	No spellcasting possible
4	-2	-2 spells*	1
5	-2	-2 spells*	1
6	-1	-1 spell*	1
7	-1	-1 spell*	1
8	-1	No adjustment	2
9	None	No adjustment	2
10	None	No adjustment	3
11	None	No adjustment	3
12	None	No adjustment	4
13	+1	No adjustment	4
14	+1	+1 spell	5
15	+1	+1 spell	5
16	+2	+1 spell	6
17	+2	+2 spells	6
18	+3	+2 spells	7

* Minimum of 1 spell.

** Based on Intelligence for wizards and Personality for clerics.



"With 8 INT you won't go far as a wizard, John. but as a warrior you can still earn a fine salary of 4d6 GP!"

character class, as described in the class descriptions.

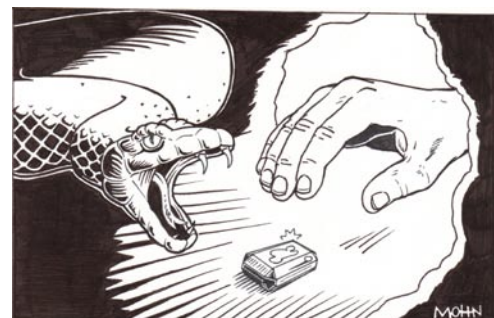
The Luck score changes over the course of a character's adventures and is linked to their alignment. Characters that act against their alignment may find themselves suddenly unlucky. Those who swear an oath to a patron of their newly desired alignment may find the change easier.

Characters can burn off Luck to survive life-or-death situations. Any character can permanently burn Luck to give a one-time bonus to a roll. For example, you could burn 6 points to get a +6 modifier on a roll, but your Luck score is now 6 points lower.

Players would be well advised to understand the goals of gods and demons that shape the world around them, for they are but pawns in a cosmic struggle, and their luck on this mortal plane can be influenced by the eternal conflict that rages around them.

TABLE 1-2: LUCK SCORE

Roll	Birth Augur and Lucky Roll
1	Harsh winter: All attack rolls
2	Taurus: Melee attack rolls
3	Fortunate date: Missile fire attack rolls
4	Raised by wolves: Unarmed attack rolls
5	Conceived on horseback: Mounted attack rolls
6	Born on the battlefield: Damage rolls
7	Path of the bear: Melee damage rolls
8	Hawkeye: Missile fire damage rolls
9	Pack hunter: Attack and damage rolls for 0-level trained weapon
10	Born under the loom: Skill checks (including thief skills)
11	Fox's cunning: Find/disable traps
12	Four-leafed clover: Find secret doors
13	Seventh son: Spell checks
14	The raging storm: Spell damage
15	Righteous heart: Turn unholy checks
16	Survived the plague: Magical healing*
17	Lucky sign: Saving throws
18	Guardian angel: Savings throws to escape traps
19	Survived a spider bite: Saving throws against poison
20	Struck by lightning: Reflex saving throws
21	Lived through famine: Fortitude saving throws
22	Resisted temptation: Willpower saving throws
23	Charmed house: Armor Class
24	Speed of the cobra: Initiative
25	Bountiful harvest: Hit points (applies at each level)
26	Warrior's arm: Critical hit tables**
27	Unholy house: Corruption rolls
28	The Broken Star: Fumbles**
29	Birdsong: Number of languages
30	Wild child: Speed (each +1 = +5' speed)



* If a cleric, applies to all healing the cleric performs. If not a cleric, applies to all magical healing received from other sources.

** Luck normally affects critical hits and fumbles. On this result, the modifier is doubled for purposes of crits or fumbles.



SAVING THROWS

The DCC RPG uses three saving throws: Fortitude, Reflex, and Willpower. To make a saving throw, a character rolls 1d20, adds his modifier, and compares the result to a target number or DC. If the result is equal to or greater than the DC, the save is made. If not, dire effects may ensue.

Fortitude represents resistance to physical threats, such as poisons, gasses, acids, and stunning damage. A character's Stamina modifier influences his Fort save.

Reflex represents resistance to reaction-based threats, such as ducking a swinging axe trap, leaping aside as a doorway collapses, and twisting to safety before a dragon's flame strikes home. A character's Agility modifier influences his Ref save.

Willpower represents resistance to mind-influencing threats, such as spells that charm or control, psychic effects that cause sleep or hypnosis, and mental domination. A character's Personality modifier influences his Will save.

All 0-level characters start with a base modifier of +0 to all saving throws, which is subsequently influenced by their ability modifiers. As characters gain class levels, their saving throws increase.

LANGUAGES

All characters know the Common tongue. For each point of Intelligence modifier, a character knows one additional language, typically associated with the circumstances of his upbringing. These additional languages are established at 0-level. Dwarves, elves, and halflings with Int 8+ automatically know their racial languages as well.

Upon advancing to 1st level, a character may learn additional languages. Thieves know a secret language called cant. Demihumans learn one additional language. Wizards learn one additional language per point of Int modifier.

Commonly known other languages include those of the centaurs, giants, gnomes, goblins, and kobolds. Wizards may know magical languages and the animal tongues. More details on languages can be found in Appendix L.



LEVEL 0



All characters start at 0 level. Most will die in a dungeon, alone and unknown. The few who survive eventually choose a class in which to advance.

All 0-level characters start with the following:

- 1d4 hit points, modified by Stamina
- 5d12 copper pieces
- -100 XP
- One randomly determined piece of equipment (see table 3-4)
- One randomly determined occupation
- Based on the occupation:
 - Possession of and training in one weapon
 - Possession of some trade goods
- A +0 modifier to attack rolls and all saving throws

As the character earns experience points, his XP total advances to 1. When his XP total reaches 1, he may choose a class.

OCCUPATION



Our character once toiled away at mundane tasks, and his family and peers still do. Whether alongside his family or apprenticed to a master, his former occupation provides some set of skills – useful perhaps only as a fallback when he emerges crippled from the dungeon, but useful nonetheless. These skills also include training in a rudimentary weapon of some kind. Roll d% on table 1-3 to determine a character's background. Unless noted otherwise, a character is human.

Note that a character's occupation need not be determined randomly. If a player has a strong sense of the character's background in mind already, he should feel free to use it. Starting trained weapon and trade goods can be determined thematically with the judge's approval.



TABLE 1-3: OCCUPATION

Roll	Occupation	Trained Weapon†	Trade Goods
01	Alchemist	Staff	Oil, 1 flask
02	Animal trainer	Club	Pony
03-04	Armorer	Hammer (as club)	Iron helmet
05	Astrologer	Dagger	Spyglass
06-08	Blacksmith	Hammer (as club)	Steel tongs
09-10	Caravan guard	Short sword	Linen, 1 yard
11	Cobbler	Awl (as dagger)	Shoehorn
12	Confidence artist	Dagger	Quality cloak
13	Cooper	Crowbar (as club)	Barrel
14-15	Cutpurse	Dagger	Small chest
16-17	Ditch digger	Shovel (as staff)	Fine dirt, 1 lb.
18-21	Dwarven blacksmith	Hammer (as club)	Mithril, 1 oz.
22-23	Dwarven herder	Staff	Sow**
24-27	Dwarven miner	Pick (as club)	Lantern
28-31	Elven artisan	Staff	Clay, 1 lb.
32-35	Elven forester	Staff	Herbs, 1 lb.
36-37	Elven sage	Dagger	Parchment and quill pen
38-47	Farmer*	Pitchfork (as spear)	Hen**
48	Fortune-teller	Dagger	Tarot deck
49	Gambler	Club	Dice
50	Gongfarmer	Trowel (as dagger)	Sack of night soil
51-52	Grave digger	Shovel (as staff)	Trowel
53-54	Guild beggar	Sling	Crutches
55-58	Halfling gypsy	Sling	Hex doll
59-62	Halfling trader	Short sword	20 sp
63-64	Halfling vagrant	Club	Begging bowl
65	Healer	Club	Holy water, 1 vial
66	Herbalist	Club	Herbs, 1 lb.
67-69	Herder	Staff	Herding dog**
70-72	Hunter	Shortbow	Deer pelt
73	Indentured servant	Staff	Locket
74	Jester	Dart	Silk clothes
75	Jeweler	Dagger	Gem worth 20 gp
76	Locksmith	Dagger	Fine tools
77	Mercenary	Longsword	Hide armor
78	Miller/baker	Club	Flour, 1 lb.
79	Minstrel	Dagger	Ukulele
80	Noble	Longsword	Gold ring worth 10 gp
81	Orphan	Club	Rag doll
82	Ostler	Staff	Bridle
83	Outlaw	Short sword	Leather armor
84	Scribe	Dart	Parchment, 10 sheets
85	Shaman	Mace	Herbs, 1 lb.
86	Slave	Club	Strange-looking rock
87	Smuggler	Sling	Waterproof sack
88-89	Soldier	Spear	Shield
90-91	Squire	Longsword	Steel helmet
92-93	Trapper	Sling	Badger pelt
94	Urchin	Stick (as club)	Begging bowl
95	Wainwright	Club	Pushcart***
96	Weaver	Dagger	Fine suit of clothes
97	Wizard's apprentice	Dagger	Black grimoire
98-100	Woodcutter	Handaxe	Bundle of wood

† If a missile fire weapon (such as sling or dart), roll 1d6 to determine number of sling stones or darts.

* Roll 1d8 to determine farmer type: (1) potato, (2) wheat, (3) turnip, (4) corn, (5) rice, (6) parsnip, (7) radish, (8) rutabaga.

** *Why did the chicken cross the hallway? To check for traps!* In all seriousness, if the party includes more than one farmer or herder, randomly determine the second and subsequent farm animals for each duplicated profession with 1d6: (1) sheep, (2) goat, (3) cow, (4) duck, (5) goose, (6) mule.

*** Roll 1d6 to determine what's in the cart: (1) tomatoes, (2) nothing, (3) straw, (4) your dead, (5) dirt, (6) rocks.

WEAPON TRAINING

All 0-level characters are trained in the one weapon they possess carried over from their former occupation. If a 0-level character handles multiple weapons over his career, he is considered trained in the *last* weapon he fought with. At 1st level, a character gains training in additional weapons, based on the class he chooses.

Generally, using a weapon without training imposes a -4 attack penalty. However, this penalty is waived for 0-level characters. It is assumed their naturally poor combat abilities reflect equal incompetence with the martial use of all weapons. (Not to mention that in playtests, applying the -4 penalty increases the 0-level death rate to absurd proportions.)

TRADE GOODS

Novice adventurers typically hail from mundane backgrounds. The economics of a feudal setting involve more barter than coinage. The typical farmer or woodcutter may sustain his family for years of trade without ever setting eye on a metal coin. All 0-level characters start with trade goods of some kind, as indicated on table 1-3. These may be useful in the dungeon or may provide a starting point for trading up to a better status in life.

You will discover that 0-level characters possess almost no equipment. Begin play with a properly sized party (at least 15 PCs), and you will quickly learn what “wealth by attrition” means and how it applies to low-level play.



ALIGNMENT



n the beginning there was the Void, where the Old Ones dreamed. In their dreams were Law and Chaos, inherent forces of unity and entropy. Through endless opposition, these forces of unity and entropy elected champions who became gods, who in turn formed planes of existence that reflected their principles. On one such plane resides your trivial existence, tiny next to the vastness of Aéréth, even tinier next to the vastness of the cosmos. But you are connected back to the greater universe and the endless struggle by a fundamental choice: do you back the forces of Law or the forces of Chaos?

Alignment is a choice of values. In its simplest form it determines behavior. In higher forms, it determines allegiance to a cosmic force. Characters choose an alignment at 0 level, and it determines their options for the rest of their life.

Alignment functions on many levels, but there are two primary extremes: lawful and chaotic, with the balance of neutrality between. A character chooses one of these three alignments at 0 level.

Lawful characters believe fundamentally in unity and prioritize the values of mankind: order, authority, loyalty, and charity. They support organized institutions and “do what is right.” They have a moral conscience which points them toward the appropriate action. There are many shades of lawful behavior, and not all lawful characters will agree on the same

course of action at any time. Fundamentally, lawful characters choose the path of mankind over the path of supernatural dominance. At the higher levels, lawful characters find themselves interacting with celestials, angels, demigods, and powerful Lords of Law.

Chaotic characters believe fundamentally in entropy and seek constantly to undermine or rule those around them. They are willing to undermine the natural order of things – including established governments, guilds, and relationships – if they see a material benefit in doing so. They are open to agreements with supernatural powers, even if such agreements risk the primacy of man by allowing strange beings into the material plane. Fundamentally, chaotic characters choose the path of greatest personal power and success over any greater principle. At the higher levels, chaotic characters find themselves aligned with demons and devils, sinister monsters, extraplanar creatures, and the supernatural Chaos Lords.

Neutral characters have not taken a stand between Law and Chaos. Neutrality is the balance of nature, of timelessness and the ocean, and other such things. It can also reflect the neutrality of those who came before Law and Chaos: the Old Ones, the great Cthulhu, and the empty Void, and the emptiness of the time before gods. Neutrality between Law and Chaos can reflect a measured morality – balancing costs and benefits, without strong principles one way or the other. It can also reflect ambivalence or indifference. Fundamentally, neutral characters choose a path not on loyalty or values but by evaluating each and every opportunity that comes along. At the higher levels, neutral characters find themselves aligned with elementals, extraplanar un-dead, and astral and ethereal beings.

The eternal struggle between Law and Chaos is real. Gods and demons battle on other planes for superiority, and the actions of man give those gods power. Make your choice carefully, for it will become increasingly important as you become more powerful.





LEVEL ADVANCEMENT

As a character completes adventures, he practices his skills and becomes more talented. Characters earn experience points (XP) that allow them to progress in level. The table below shows the experience points required for each level.

As an optional rule, consider allowing any 0-level characters that survive their first adventure to automatically advance to 1st level and 1 XP. Zero-level adventures are a harrowing, deadly experience with particularly high fatality rates. As long as each player controls a portfolio of multiple 0-level PCs, such a play style can be fun. However, too many games with a 0-level character exchanges novelty for enforced cowardice.

A level 1 character retains his hit points from level 0, and gains new hit points according to his class. All characters of level 1 or higher thus have their class hit dice *plus* their 1d4 hit points from level 0.

CHOOSING A CLASS

What man calls free will is but the options remaining after destiny and the gods have made their plays. If your character survives to 1st level, you can choose a class. Your free will is constrained by the fatalism of the dice; pick a class that suits your randomly determined strengths and weaknesses. The demi-human classes of dwarf, elf, and halfling may only be selected by characters whose 0-level occupation was of that race.



TABLE 1-4: XP LEVEL THRESHOLDS BY CLASS

0-level characters start at -100 XP. The indicated level of XP is necessary to achieve each new level. For example, a 0-level character becomes a 1st-level warrior when he reaches 1 XP, a 2nd-level warrior when he reaches 1,000 XP, a 3rd-level warrior when he reaches 2,000 XP, and so on.

Level	Thief	Warrior	Cleric	Wizard	Halfling	Dwarf	Elf
0	-100	-100	-100	-100	-100	-100	-100
1	1	1	1	1	1	1	1
2	900	1,000	1,100	1,200	800	1,000	1,250
3	1,800	2,000	2,250	2,500	1,600	1,900	2,600
4	3,500	4,000	4,500	5,000	3,200	3,800	5,200
5	7,000	7,500	8,000	9,000	6,000	7,200	9,500

CLERIC



There are rules that govern the multiverse, some of them deciphered by man and some of them opaque. The oldest rules are the Void, which no man or god understands, only Cthulhu and the Old Ones. Then the Old Ones established Law and Chaos, which created and divided the gods. From the gods came divine rules for the behaviors of mortal man, and if man lives by these rules, his gods reward him, in this life or the next.

That is what your god tells you, and as his cleric, you will persuade, convert, or destroy those who would speak otherwise. You adventure to find gold or holy relics, destroy abominations and enemies, and convert heathens to the truth. You'll be rewarded – even if you have to die to receive it.

An adventuring cleric is a militant servant of a god, often part of a larger order of brothers. He wields the weapons of his faith: physical, spiritual, and magical. Physically, he is a skilled fighter when using his god's chosen weapons. Spiritually, he is a vessel for the expression of his god's ideals, able to channel holy powers that harm his god's enemies. Magically, he is able to call upon his god to perform amazing feats.

Both clerics and wizards may gain powers from gods, but in different ways. A cleric worships a greater power and is rewarded for his service. A wizard unlocks the hidden mysteries of the universe in order to dominate powers both known and unknowable.

Hit points: A cleric gains 1d8 hit points at each level.

Choosing a god: At 1st level, a cleric selects a god to worship, and in doing so chooses one side of the eternal struggle. Clerics who worship demons and devils, monsters, fiends, Chaos Lords, and Set and the other dark gods of the naga are servants of Chaos. Clerics who worship lawful gods, nascent demigods, principles of good, immortals, celestials, guardians, and the prehistoric gods of the sphinxes are servants of Law. Clerics who stand at the balancing point, placing faith in the eternal struggle itself rather than the factions arrayed about it, are neutral in alignment, but may still be good, evil, or

truly neutral, and as such are either druids, Cthulhu cultists, or guardians of balance.

All clerics pray to join their god in a never-ending afterlife. While still clothed in mortal form, clerics find a place among others with similar beliefs. The weak follow their order, the strong lead their order, and the mighty are living avatars of their gods. As a cleric progresses in level he moves through these ranks.

A cleric's choice of god must match his alignment, and determines weapon groups, holy powers, and magical spells. Clerics may choose from the gods shown on page 24.

Weapon training: A cleric is trained in the weapons used by faithful followers of his god, as shown on page 24. Clerics may wear any armor and their spell checks are not hindered by its use.

Alignment: A cleric's alignment must match his god's.

Clerics of chaotic alignments belong to secret cults and strange sects. They travel the world to recruit new cultists and undermine their enemies.

Clerics of lawful alignments belong to organized religious groups. They may lead a rural congregation, adventure on great crusades to convert heathens, or defend holy relics as a militant arm of the church.

Neutral clerics tend toward philosophical affiliations. They may be druids who worship the oneness of nature or dark theosophists who research the dead gods that originally created the universe.

A cleric who changes alignment loses the support of his god. He loses access to all spells and powers from cleric levels earned under his old alignment.

Caster level: Caster level is a measurement of a cleric's power in channeling his god's energy. A cleric's caster level is usually his level as a cleric but may be modified under certain circumstances. Many clerics adventure in search of holy relics that bring them closer to their gods and thus increase caster level.

Magic: Clerics call upon the favor of their god. This form of magic is known as idol magic. If successful,



they are able to channel the god's power as a magical spell. A cleric has access to the spells of his god as noted on table 1-5.

To cast a spell, a cleric makes a spell check (see page 92). The spell check is made as any other: roll 1d20 + Personality modifier + caster level. If he succeeds, his god attends to his request – not always predictably, but with generally positive results.

But if he fails, he risks disapproval. His god is preoccupied, annoyed, or facing his own battle – or questions the cleric's use of his power. Some of the most powerful gods are in turn the most fickle.

These rules apply to cleric magic:

- Each spell check creates a penalty. For each spell check that is attempted in a single day, whether successful or not, a cleric suffers a cumulative penalty to future spell checks that day. The penalty is equal to the spell level of a spell, or -1 if a healing or turning attempt. For example, a cleric casts a level 1 spell successfully. His next spell check is at -1. Next that cleric attempts to cast a level 1 spell but fails his spell check. On his next attempt to cast a spell, he will suffer a -2 penalty. If he attempts a level 2 spell, his cumulative spell check modifier becomes a total of -4. When the cleric regains spells on the following day, his negative modifier is reset. Probably. Clerics who test their gods may find they are not always forgiving.
- Natural 1 means disapproval. On a natural 1 during a spell check, a cleric discovers that he has somehow reaped disapproval with his deity. The cleric must roll on the Disapproval Table (see page 101).
- Penalties can be offset by sacrifices. Once a cleric begins accumulating negative modifiers, he can remove them by offering sacrifices to his deity. See below for more information.
- Sinful use of divine power. A cleric may be capable of using his powers in ways that displease his deity. Doing so is a sin against his beliefs. Sinful activities include anything that is



not in accordance with the character's or deity's alignment, anything that is not appropriate to the deity's core beliefs (e.g., having mercy on a foe while worshipping the god of war), healing a character of an opposed alignment, healing or aiding a character of an opposed belief or deity (even if of the same alignment), failing to support followers of the same beliefs when they are in need, calling on the deity's aid in a frivolous manner, and so on. When a cleric commits a sinful act, he may incur an additional spell check penalty ranging from -1 for minor infractions to -10 for significant transgressions. These additional penalties are always at the judge's discretion, and may manifest accompanied by thunder and lightning, plagues of locusts, water running uphill, and other signs of divine displeasure.

Sacrifices: A cleric may make sacrifices to his deity in order to regain favor. Sacrifices vary according to the nature of the deity but, in general, any offering of material wealth counts, and other acts may count as well, at the discretion of the judge. Sacrificing wealth means the items must be burned, melted down, donated to the needy, contributed to a temple, or otherwise relieved from the character's possession. They may be donated as part of a special rite or simply hurled into a temple's coffers. Sacrifices can reduce spell check penalties and sin points, as follows:

For every 50 gp of sacrificed goods, a cleric may "can-

cel" one point of normal spell check penalty.

A great deed, quest, or service to a deity may also count as a sacrifice, at the judge's discretion.

Turn unholy: A cleric wields his holy symbol to turn away abominations. At any time, a cleric may utilize a spell check to deter unholy creatures. An unholy creature is any being without a soul that the cleric's scriptures declare unholy. Typically this includes undead, demons, and devils. For more information on turning unholy, see page 81. As with all spell checks, the turn unholy spell check is made as follows: 1d20 + Personality modifier + caster level.

Lay on hands: Clerics heal the faithful. By making a spell check, a cleric may lay on hands to heal damage to any living creature. The cleric may not heal undead, animated objects (e.g., living statues), extraplanar creatures (e.g., demons, devils, elementals, etc.), or constructs (e.g., golems) in this manner. The cleric must physically touch the wounds of the faithful and concentrate for 1 action. The spell check is made as any other: roll 1d20 + Personality modifier + caster level.

The damage healed varies according to the alignment of the recipient and the result of the spell check. Compare alignments as follows:

- If cleric and subject are the same alignment, they count as "same" on the table below.



- If cleric and subject differ in alignment by one step (e.g., one is neutral and the other is lawful or chaotic), they count as “adjacent” on the table below. Such a healing action *may* constitute sin if not done in service of the faith.
- If cleric and subject are of opposed alignment (e.g., one is lawful and one is chaotic), they count as “opposed” on the table below. Such a healing *almost always* counts as a sin unless it is an extraordinary event in the service of the deity.

Then have the cleric make a spell check and reference the table below. Each time he lays on hands in a day, the cleric’s next spell check is affected as if he had cast a normal spell: it incurs a penalty of -1. Laying on hands only restores hit points, not lost ability scores or XP.

Spell check	Same	Adjacent	Opposed
1-11	Failure	Failure	Failure
12-13	1d6+CL	1d4+CL	1d3
14-19	1d8+CL	1d6+CL	1d4
20-21	2d8+CL	1d8+CL	1d6
22+	3d8+CL	2d8+CL	1d8

CL = caster level.

Here is the same table presented slightly differently to match the format of the character sheet. The player should record the names of his party allies in the

boxes for “same” (same alignment) or “adjacent” or “opposed” (based on alignment squares, as noted above). Then, the appropriate column shows the healing by check.

PC Names	12	14	20	22+
(same)	1d6+CL	1d8+CL	2d8+CL	3d8+CL
(adjacent)	1d4+CL	1d6+CL	1d8+CL	2d8+CL
(opposed)	1d3	1d4	1d6	1d8

Divine aid: As a devout worshipper, a cleric is entitled to beseech his deity for divine aid. Beneficent followers are already rewarded with spells and the ability to turn the unholy, so it must be recognized that requesting direct intervention is an extraordinary act. To request divine aid, the cleric makes a spell check at the same modifier that would apply were he casting a spell. This extraordinary act imparts a cumulative -10 penalty to future spell checks. Based on the result of the spell check, the judge will describe the result. Simple requests (e.g., light a candle) are DC 10 and extraordinary requests (e.g., summon and control a living column of flame) are DC 18 or higher.

Luck: A cleric’s Luck modifier applies to all spell checks to turn unholy creatures.

Action dice: A cleric can use his action dice for attack rolls or spell checks.

TABLE 1-5: CLERIC

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Spells Known by Level				
							1	2	3	4	5
1	+0	1d8/III	1d20	+0	+1	+1	4	–	–	–	–
2	+1	1d8/III	1d20	+0	+1	+1	6	–	–	–	–
3	+2	1d10/III	1d20	+1	+1	+2	8	4	–	–	–
4	+2	1d10/III	1d20	+1	+2	+2	10	6	–	–	–
5	+3	1d12/III	1d20	+1	+2	+3	10	8	4	–	–

TABLE 1-6: CLERIC TITLES

Level	Title by Alignment		
	Law	Chaos	Neutral
1	Acolyte	Zealot	Witness
2	Adept	Convert	Pupil
3	Brother	Cultist	Chronicler
4	Curate	Apostle	Judge
5	Father	Chaos master	Druid



GODS OF THE ETERNAL STRUGGLE



he eternal struggle between Law and Chaos continues on a vast scale measured in the life and death of stars. In a man's brief time on earth, he chooses one antipode, and in doing so plays his tiny part in the eternal struggle. As such, a 1st-level cleric is either a cleric of Law, Chaos, or the balance.

Within that scope, he chooses a god. The cleric displays the vestments of his god, preaches the god's good word, and carries the weapons considered holy by that god. The cleric's alignment further determines the creatures considered unholy for his turning ability.

Alignment	Gods	Weapons	Unholy Creatures
Law	Shul, god of the moon Klazath, god of war Ulesh, god of peace Choranus, the Seer Father, lord of creation Daentharr, the Mountain Lord, greater god of earth and industry Gorhan, the Helmed Vengeance, god of valor and chivalry Justicia, goddess of justice and mercy Aristemis, the Insightful One, demigoddess of true seeing and strategy	Club, mace, sling, staff, warhammer	Un-dead, demons, devils, chaotic extraplanar creatures, monsters (e.g., basilisk or medusa), Chaos Primes, evil or chaotic humanoids (e.g., goblins), chaotic dragons
Neutral	Amun Tor, god of mysteries and riddles Ildavir, goddess of nature Pelagia, goddess of the sea Cthulhu, priest of the Old Ones	Dagger, mace, sling, staff, sword (any),	Mundane animals, un-dead, demons, devils, monsters (e.g., basilisk or medusa), lycanthropes, perversions of nature (e.g., otyughs and slimes)
Chaos	Ahriman, god of death and disease Hidden Lord, god of secrets Azi Dahaka, demon prince of storms and waste Bobugbubilz, demon lord of evil amphibians Cadixtat, chaos titan Nimlurun, the unclean one, lord of filth and pollution Malotoch, the carrion crow god	Axe (any), bow (any), dagger, dart, flail	Angels, paladins, lawful dragons, Lords of Law, Lawful Primes, and good-aligned humanoids



THIEF



You are a hulking, skulking thug waiting for your next victim, a dexterous wall-climber cozening treasures from ostensibly impenetrable vaults, a fleet-footed cutpurse outrunning shouting pursuers through a crowded market, or a brooding killer stalking a difficult target.

Thieves can be big or small, fast or slow, tall or thin, but they all have one thing in common: they survive not by sword or spell, but by stealth and cunning.

Hit points: A thief gains 1d6 hit points at each level.

Weapon training: A thief is trained in these weapons: blackjack, crossbow, dagger, dart, longsword, short sword, sling, and staff. Thieves are careful in their choice of armor, as it affects the use of their skills.

Alignment: Although thieves have little regard for the laws of civilization, they are not necessarily chaotic.

Lawful thieves are ubiquitous, and they belong to institutions of organized crime: guilds of beggars who feign illness to fleece the generous, pirate gangs that hijack innocent travelers, or organized brigands who charge "protection fees" for certain routes. They are fences who dispose of stolen goods, enforcers who maintain the pecking order of the underworld, and petty burglars who work their way up to become mob bosses.

Chaotic thieves operate as independent agents. They are assassins and con artists, swindlers and sociopaths, or outright murderers and killers. They acknowledge no master aside from the glint of gold.

Neutral thieves are double agents: the kindly housekeeper who filches valuable baubles while the master sleeps, the "inside man" who leaves the vault unlocked one night, or

the urban spy who sells blackmail secrets to his court's enemies.

Thieves' Cant: Thieves speak a secret language called the cant known only to members of their class. This is a spoken language with no written alphabet. Teaching the cant to a non-thief is punished by death. Certain double-entendre phrases in Common have an alternate meaning in the cant and are used by thieves to identify their brethren covertly.

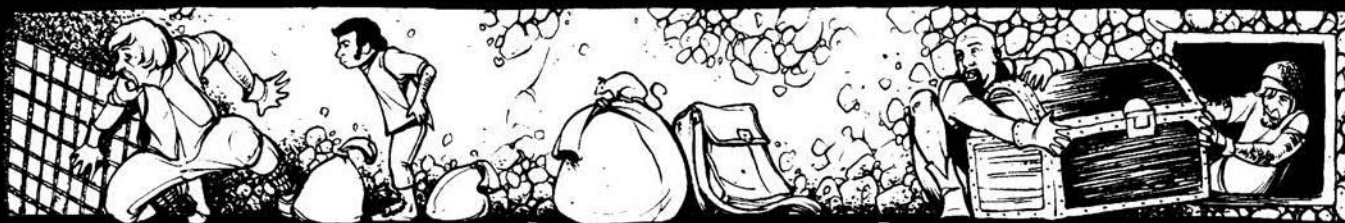
Backstabbing: The most successful thieves steal without their victims ever knowing. When attacking a target from behind or when the target is otherwise unaware, the thief receives an attack bonus. In addition, if he hits, the thief automatically achieves a critical hit, rolling on the crit table as per his level (see page 69).

Casting spells from scrolls: Thieves can attempt to read scrolls and cast the magical spells written upon them. They use a die for spell checks as shown on table 1-9.

Thieving skills: A thief learns certain skills which aid his illicit pursuits. A thief can pick locks, find and disable traps, creep silently, hide in shadows, climb sheer surfaces, forge documents, pick pockets, handle poison, and read languages.

The thief's alignment determines his interests, and those interests determine his rate of advancement in the various thieving skills. The thief receives a bonus to his skills based on level and alignment, as shown on table 1-9.

To use a thief skill, the player rolls d% and attempts to score under his modifier. Note that especially difficult challenges may entail penalties to the character's roll - for example, picking an extraordinarily well crafted lock, or picking the pocket of an alert guard. In some cases, the judge may make the roll for the character, where the result will not be



known until some trigger (e.g., a forged document may not be truly tested until presented to the king's commissary).

A thief needs tools to pick locks, find and disable traps, climb sheer surfaces, forge documents, and handle poisons. A 1st-level thief must purchase a set of thieves' tools that allows him to use these skills.

Generally speaking, success indicates the thief succeeded completely in the task. For example, a successful sneak silently check means the thief did indeed sneak completely silently. Except for demi-gods and extraordinary magic, the thief's movement cannot be heard. A successful hide in shadows check means the thief cannot be seen, and so on.

Luck and Wits: Thieves survive on their luck and their wits, and the most successful thieves live a life of fortune on guts and intuition. A thief gains additional bonuses when making a Luck check, as follows.

First, the thief rolls a luck die when he expends Luck. The luck die is indicated on Table 1-7: Thief. For each point of Luck expended, he rolls one die, and applies that modifier to his roll. This bonus can be applied to thief skills where each +1 = +5%. For example, a level 2 thief who burns 2 points of Luck adds +2d4 to a d20 roll or +2d4(x5)% to use of a thief skill.

Second, unlike other classes, the thief recovers lost Luck, to a limited extent. The thief's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum. For example, a level 1 thief attempts to disable a trap, and fails by 6% on his check. He has a Luck of 11. He burns 2 points of Luck to add 10% to his result, allowing him to succeed. His Luck is now 9. Because he is level 1, his Luck score will be restored by 1 point on the following morning, bringing it back up to 10. Then 1 additional point will be restored on the morning following that, bringing it to 11. It will not increase past that point.

Action dice: A thief uses his action dice for any normal activity, including attacks and skill checks.



TABLE 1-7: THIEF

Level	Attack	Crit Die/Table	Action Dice	Luck Die	Ref	Fort	Will
1	+0	1d10/II	1d20	d3	+1	+0	+1
2	+1	1d12/II	1d20	d4	+1	+0	+1
3	+1	1d14/II	1d20	d5	+2	+1	+1
4	+2	1d16/II	1d20	d6	+2	+1	+2
5	+2	1d20/II	1d20	d7	+3	+1	+2

TABLE 1-8: THIEF TITLES

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Bravo	Thug	Beggar
2	Apprentice	Murderer	Cutpurse
3	Rogue	Cutthroat	Burglar
4	Capo	Assassin	Robber
5	Boss	Master thief	Executioner



"Yes, well, you can't expect me to detect ALL the traps ALL the time..."

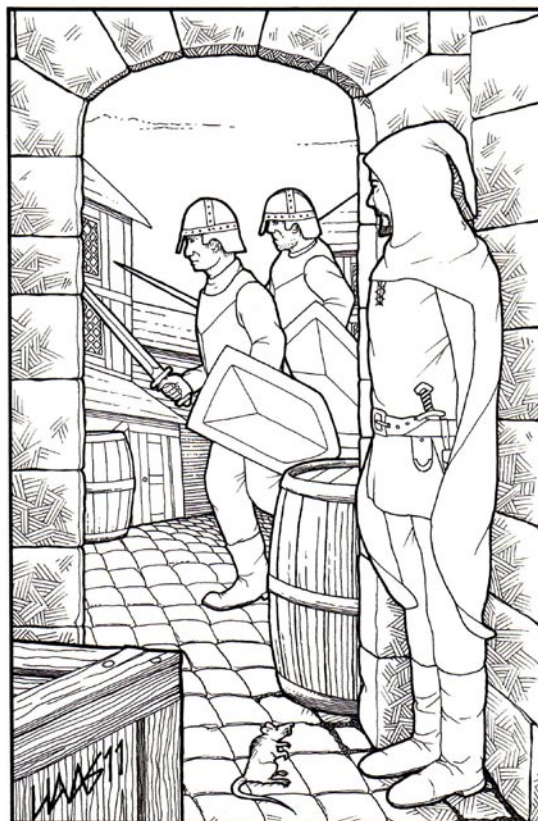


TABLE 1-9: THIEF SKILLS BY LEVEL AND ALIGNMENT

Skill	Bonus by Thief Level and Alignment														
	Path of Thug					Path of Assassin					Path of Swindler				
	Lawful					Chaotic					Neutral				
	1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
Backstab	+1	+2	+3	+4	+5	+1	+2	+3	+4	+5	+1	+2	+3	+4	+5
Sneak silently*	20%	25%	30%	35%	40%	20%	25%	30%	35%	40%	25%	30%	35%	40%	45%
Hide in shadows*	25%	30%	35%	40%	45%	20%	25%	30%	35%	40%	20%	25%	30%	35%	40%
Pick pocket*	20%	25%	30%	35%	40%	15%	20%	25%	30%	35%	25%	30%	35%	40%	45%
Climb sheer surfaces*	90%	91%	92%	93%	94%	85%	86%	87%	88%	89%	90%	91%	92%	93%	94%
Pick lock*	40%	45%	50%	55%	60%	45%	50%	55%	60%	65%	40%	45%	50%	55%	60%
Find trap	25%	30%	35%	40%	45%	20%	25%	30%	35%	40%	20%	25%	30%	35%	40%
Disable trap*	25%	30%	35%	40%	45%	15%	20%	25%	30%	35%	20%	25%	30%	35%	40%
Forge document*	15%	20%	25%	30%	35%	15%	20%	25%	30%	35%	25%	30%	35%	40%	45%
Disguise self	15%	20%	25%	30%	35%	25%	30%	35%	40%	45%	15%	20%	25%	30%	35%
Read languages	5%	10%	15%	20%	25%	5%	10%	15%	20%	25%	5%	10%	15%	20%	25%
Handle poison	15%	20%	25%	30%	35%	25%	30%	35%	40%	45%	15%	20%	25%	30%	35%
Cast spell from scroll	d10	d10	d12	d12	d14	d10	d10	d12	d12	d14	d12	d12	d14	d14	d16

* The thief's Agility modifier, if any, also modifies checks for these skills, where +1 = +5%.



WARRIOR



You are a mailed knight on a king's errand, a greedy brigand loyal to no man, a wild bear-skinned wanderer with an empty stomach, or a stout man-at-arms armored by a merchant's gold.

Of all the classes, warriors have the best attack bonus, the highest hit points, and the most potential for extra attack actions.

Hit points: A warrior gains 1d12 hit points at each level.

Weapon training: A warrior is trained in the use of these weapons: battleaxe, club, crossbow, dagger, dart, handaxe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

Alignment: Warriors can follow one of four paths based on their alignment. Titles differ by path. Royal warriors, employed by nobility, are lawful. Lawless warriors, fighting merely for profit or carnage, are chaotic. Wild warriors, natives of the barren steppes or deadly forests, are neutral or chaotic. Hired warriors, loyal to a cause, a man, or simply the fattest purse, are lawful, neutral, or chaotic.

Attack die: Unlike other classes, warriors do not receive a fixed attack modifier at each level. Instead, they receive an advancing attack die. At 1st level, this is a d3. The warrior rolls this d3 on each attack roll and applies it to both his attack roll *and* his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +3! The attack die advances with the warrior's level, climbing to d7 by 5th level. The warrior always makes a new roll with this die in each combat round. When the warrior has multiple attacks at 4th level, the same attack die applies to all attacks in the same combat round.

Mighty Deed of Arms: Warriors earn their gold with pure physical prowess. They rappel across chapels on chandelier chains, bash through iron-banded oaken doors, and leap over chasms in pursuit of their foes. When locked in mortal melee, their mighty deeds of arms turn the course of battle: a brazen bull rush to push back the enemy lines, a swinging flail to entangle the beastman's sword arm, or a well-placed dagger through the enemy knight's visor.

Prior to any attack roll, a warrior can declare a Mighty Deed of Arms, or for short, a Deed. This Deed is a dramatic combat maneuver within the scope of the current combat. For example, a warrior may try to disarm an enemy with his next attack, or trip the opponent, or smash him backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat effect: pushing back an enemy, tripping or entangling him, temporarily blinding him, and so on.

The warrior's attack die determines the Deed's success. This is the same die used for the warrior's attack and damage modifier each round. If the action die is a 3 or higher, *and the attack lands* (e.g., the total attack roll exceeds the target's AC), the Deed succeeds. If the action die is a 2 or less, or the overall attack fails, the Deed fails as well.

Example #1: A 1st-level warrior with a Strength of 16 (+2 bonus) has a d3 attack die. He is fighting a goat-headed demon that emerged from an extraplanar portal. The warrior declares his Deed will be to shove the demon back through the portal. He attacks, rolling 1d20 + 1d3 + 2 (due to his Str). The result is a 16 on the d20, and a 3 on the 1d3, plus his +2 Str modifier, for a total attack roll of 21 (16+3+2). The demon's AC is 17, so the attack lands. Because the attack die came up a 3, the Deed also succeeds. The warrior does 1d8+2 damage with his longsword and shoves the demon back through the portal! (Note, de-



pending on the size and strength of the opponent, the judge may still require an opposed Strength check for such a maneuver. In this case the demon is man-sized, and the judge rules that the pushback succeeds.)

Example #2: On his next combat round, the same warrior declares his Deed will be to shatter the demon's goat-horns, a grievous insult to any horned denizen of the Nine Hells. He rolls 5 on his d20, 3 on his d3, plus his +2 Str modifier, for a total attack of 10 (5+3+2). This is below the demon's AC of 17. The attack misses, and even though the attack die came up a 3, the Deed fails.

This game encourages the player and judge to develop creative Deeds, and a warrior may even devise a "signature move" that he frequently attempts. Generally speaking, Mighty Deeds of Arms are grouped into seven general categories (see below). Full details are given in the Combat chapter. However, it must be noted that the author strongly encourages creative attacks! (See the sidebar for more information.)

Blinding attacks: throwing sand in the eye, stabbing a knife through a visor, impaling an arrow in a target's eyeball.

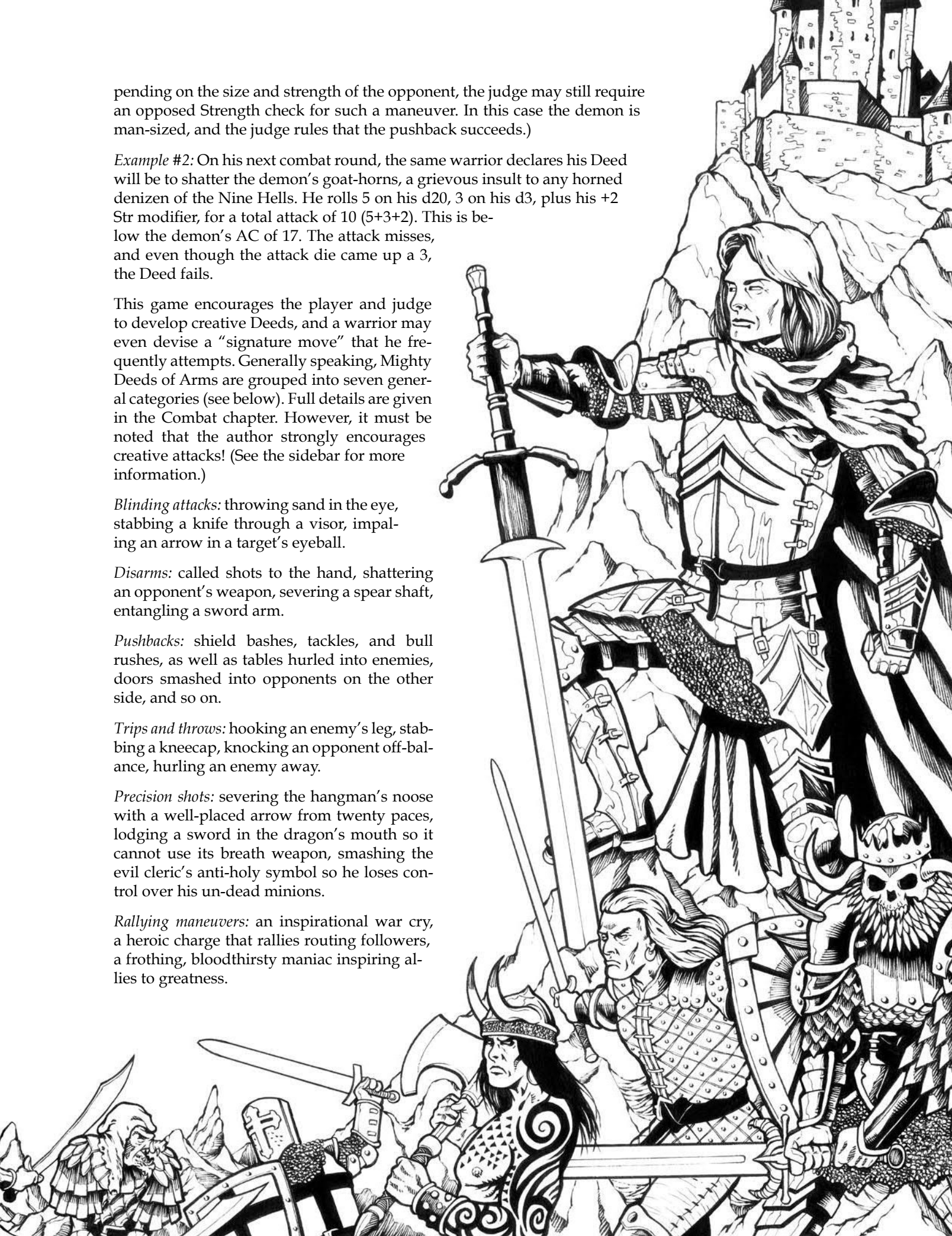
Disarms: called shots to the hand, shattering an opponent's weapon, severing a spear shaft, entangling a sword arm.

Pushbacks: shield bashes, tackles, and bull rushes, as well as tables hurled into enemies, doors smashed into opponents on the other side, and so on.

Trips and throws: hooking an enemy's leg, stabbing a kneecap, knocking an opponent off-balance, hurling an enemy away.

Precision shots: severing the hangman's noose with a well-placed arrow from twenty paces, lodging a sword in the dragon's mouth so it cannot use its breath weapon, smashing the evil cleric's anti-holy symbol so he loses control over his un-dead minions.

Rallying maneuvers: an inspirational war cry, a heroic charge that rallies routing followers, a frothing, bloodthirsty maniac inspiring allies to greatness.



Defensive maneuvers: shield walls, back-to-back combat positions, fighting withdrawals, and defensive positioning that improves survival odds for the warrior and his allies.

Critical hits: In combat, a warrior is most likely to score a critical hit and tends to get the most destructive effects when he does so. A warrior rolls the highest crit dice and rolls on tables with more devastating effects. In addition, a warrior scores critical hits more often. At 1st through 3rd level, a warrior scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of 18-20 at 4th level. See the

Combat section for more information on crits.

Initiative: A warrior adds his class level to his initiative rolls.

Luck: A warrior's Luck modifier applies to attack rolls with one specific kind of weapon. This kind of weapon must be chosen at first level and cannot change over the course of the warrior's career.

Action dice: A warrior always uses his action dice for attacks. At 4th level, a warrior gains a second attack each round with his second attack die.

TABLE 1-10: WARRIOR

Level	Attack	Crit Die/Table	Threat Range	Action Dice	Ref	Fort	Will
1	+d3*	1d12/III	19-20	1d20	+1	+1	+0
2	+d4*	1d14/III	19-20	1d20	+1	+1	+0
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1
4	+d6*	1d20/IV	18-20	1d20+1d14	+2	+2	+1
5	+d7*	1d24/V	18-20	1d20+1d16	+2	+3	+1

* A warrior's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls.

TABLE 1-11: WARRIOR TITLES

Level	Title by Alignment and Origin		
	Lawful	Chaotic	Neutral
1	Squire	Bandit	Wildling
2	Champion	Brigand	Barbarian
3	Knight	Marauder	Berserker
4	Cavalier	Ravager	Headman
5	Paladin	Reaver	Chieftain

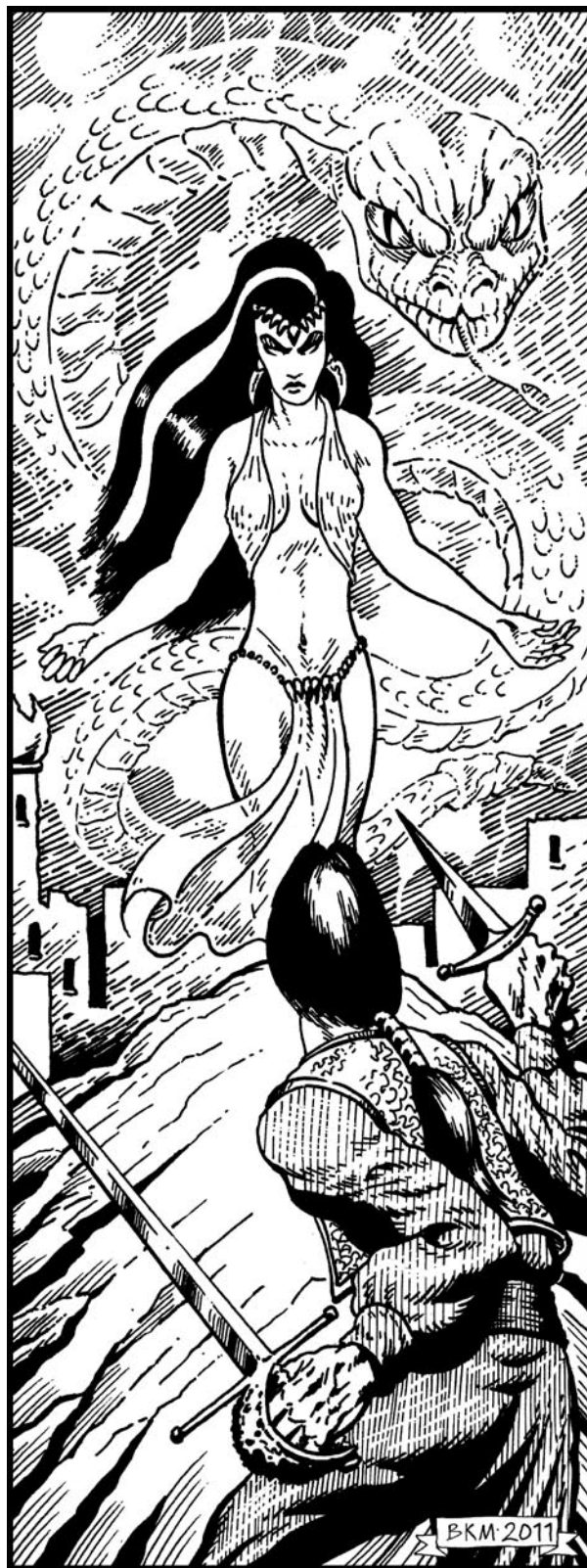


MIGHTY DEEDS IN ACTION



he mechanic for Mighty Deeds of Arms was designed to encourage exciting stunts by ambitious warriors in the tradition of literary heroes. The goal was to create a rules system that encouraged situation-specific freedom without creating a lot of cumbersome rules. The author's original expectation was that this system would be used for disarms, parries, and other traditional combat maneuvers, but in actual playtesting the Mighty Deeds of Arms have been exciting and unpredictable. It's clear now the system encourages creative actions, and the author believes it works best with creative warriors who devise interesting attacks. Here is a selection of actual Mighty Deeds of Arms performed by real players in real games, all of them declared on the spot in the midst of a grand adventure.

- When fighting opponents on a staircase, the character used a sword to stab an opponent and then lever him over the edge of the staircase. Later, the same character tried attacking the foe's legs to knock him over the edge.
- When facing a carved image with eyes that shot laser beams, the character used a mace to smash out the carved eyes (and thus disable the laser beams). In another game, a different player tried a similar attack to stab out the eyes of a basilisk and disarm its hypnotic gaze.
- When fighting a flying skull that was out of melee reach, a character leaped from the back of an ally into a flying lunge that brought him within reach of a melee swing at the skull.
- When hurling flasks of burning oil at a giant toad, the warrior aimed for the toad's open mouth to throw the oil down its gullet.
- When fighting enemies arrayed in a single-file line, a character hurled a javelin and tried to spear both of the front two enemies. He killed the first enemy, then speared the second enemy to his ally's corpse.
- When fighting a chaos beast with a scorpion tail, a character attempted to chop off the tail.
- When fighting a strange demon at the edge of a river, a character shoved the demon into the river to wash it downstream.
- When fighting a possessed skull at the top of a pillar, a warrior had his squire peek over the edge and provide "spotting instructions," then used his Mighty Deed of Arms to fire arrows in an arcing indirect-fire pattern to hit the skull sight-unseen.



- When fighting a demon holding a magical dagger, the warrior "disarmed" the demon by slicing off his hand.

WIZARD



You owe allegiance to no man, aye, but a demon or god may hold sway on your soul. You are a tight-lipped warlock studying ancient tomes, a witch corrupted by black magic, a demonologist trading soul-slivers for secrets, or an enchanter muttering chants in lost tongues. That, or one of many other foul mortals clutching at power. Will you succeed? Low level wizards are indeed very powerful. But high level wizards fear for their souls.

Wizards control magic. At least, they attempt to. Mortal magic is unpredictable and wild, but powerful. Unlike clerics whose faithful service is rewarded with divine powers, wizards wield magic through mastery and dominance of forces that are not always voluntary participants. Wizards are sometimes trained in combat, but are rarely a match for warriors or clerics in a clash of worldly weapons.

Hit points: A wizard gains 1d4 hit points at each level.

Weapon training: A wizard is trained in the use of the dagger, longbow, longsword, shortbow, short sword, and staff. Wizards rarely wear armor, as it hinders spellcasting.

Alignment: Wizards pursue magical arts according to their natural inclinations. Chaotic or evil wizards study black magic. Neutral or lawful wizards seek control over elements. Wizards of all persuasions practice enchantment.

Caster level: Caster level is a measurement of a wizard's power in channeling a spell's energy. A wizard's caster level is usually his level as a wizard. For example, a 2nd-level wizard usually has a caster level of 2.

Magic: Magic is unknown, dangerous, and inhuman. Even the best wizards occasionally fail to properly harness a spell, with unpredictable results. Wizards thus inculcate their preferred magicks, lest they err in casting a spell and corrupt

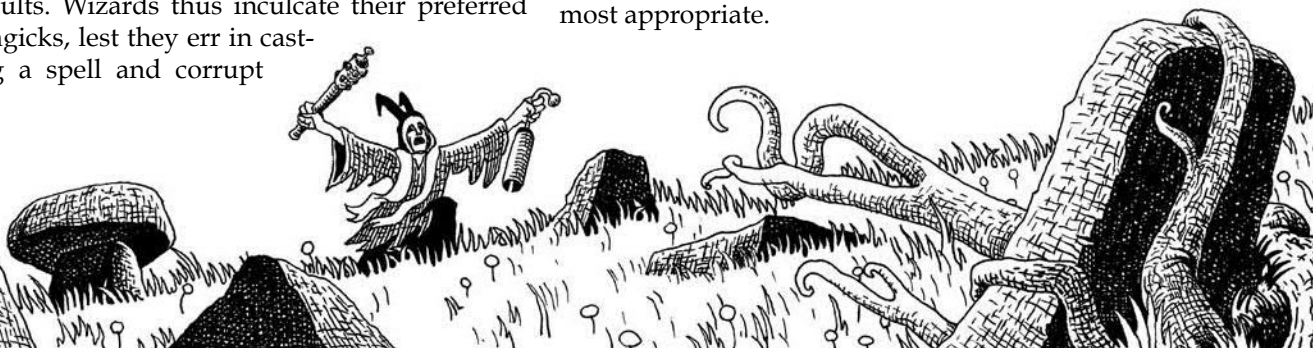
themselves with misdirected magical energies. At 1st level a wizard determines 4 spells that he knows, representing years of study and practice. As his comprehension expands, a wizard may learn more spells of progressively higher levels. A wizard knows a number of spells as shown on table 1-12, modified by his Intelligence score.

Known spells are determined randomly (see Chapter 5: Spells). They may be of any level for which the wizard is eligible, as shown by the max spell level column. The wizard chooses the level before making his die roll. Higher-level spells are more powerful but harder to cast – and there are consequences for failure.

Wizards cast spells by making a spell check. A wizard's spell check is usually $1d20 + \text{Intelligence modifier} + \text{caster level}$. In some cases, a wizard may roll a different die on the spell check (see Mercurial Magic).

Supernatural patrons: Wizards weave magic spells in consultation with powers from supernatural places and the outer planes. Demons and devils, angels, celestials, ghosts, outsiders, daevas, genies, elementals, Chaos Lords, spirits, elder gods, alien intelligences, and concepts foreign to mortal comprehension whisper secrets in exchange for favors best left unexplained. In everyday concourse, these secrets manifest as spells; in dire circumstances, the wizard can invoke one of his patrons directly and call for material assistance. This sort of request is called invoking a patron.

To invoke a patron, the wizard must spellburn at least 1 point of an ability score (see page 93) and cast the spell *invoke patron*. There may be additional requirements depending on the specific circumstances. Presuming the patron condescends to attend to the wizard, some negotiation may be required: a bauble exchanged, a secret name spoken, a sacrificial token burned, or maybe a quest performed. If the patron deigns to act, it sends an emissary to assist the wizard in the way the patron deems most appropriate.



Invoking a patron is powerful magic. Do not use it lightly.

Some common patrons include the following:

- Bobugbubilz, demon lord of amphibians
- Azi Dahaka, demon prince of storms and waste
- The King of Elfland, fey ruler of the lands beyond twilight
- Obitu-Que, Lord of the Five, pit fiend and balor
- Ithha, prince of elemental wind

Familiars: More than one wizard has found comfort in the company of a black cat, hissing snake, or clay homunculus. A wizard may utilize the spell *find familiar* to obtain such a partner.

Luck: A wizard's Luck modifier applies to all rolls for corruption (see page 97) and mercurial magic (see page 95).

Languages: A wizard knows *two* additional languages for every point of Int modifier, as described in Appendix L.

Action dice: A wizard's first action die can be used for attacks or spell checks, but his second attack die can only be used for spell checks. At 5th level, a wizard can cast two spells in a single round, the first with a d20 spell check and the second with a d14. Note that the results of mercurial magic supercede the action dice, so a wizard with a particularly high (or low) spell check die from mercurial magic uses that result instead (with his total actions still limited by his level).

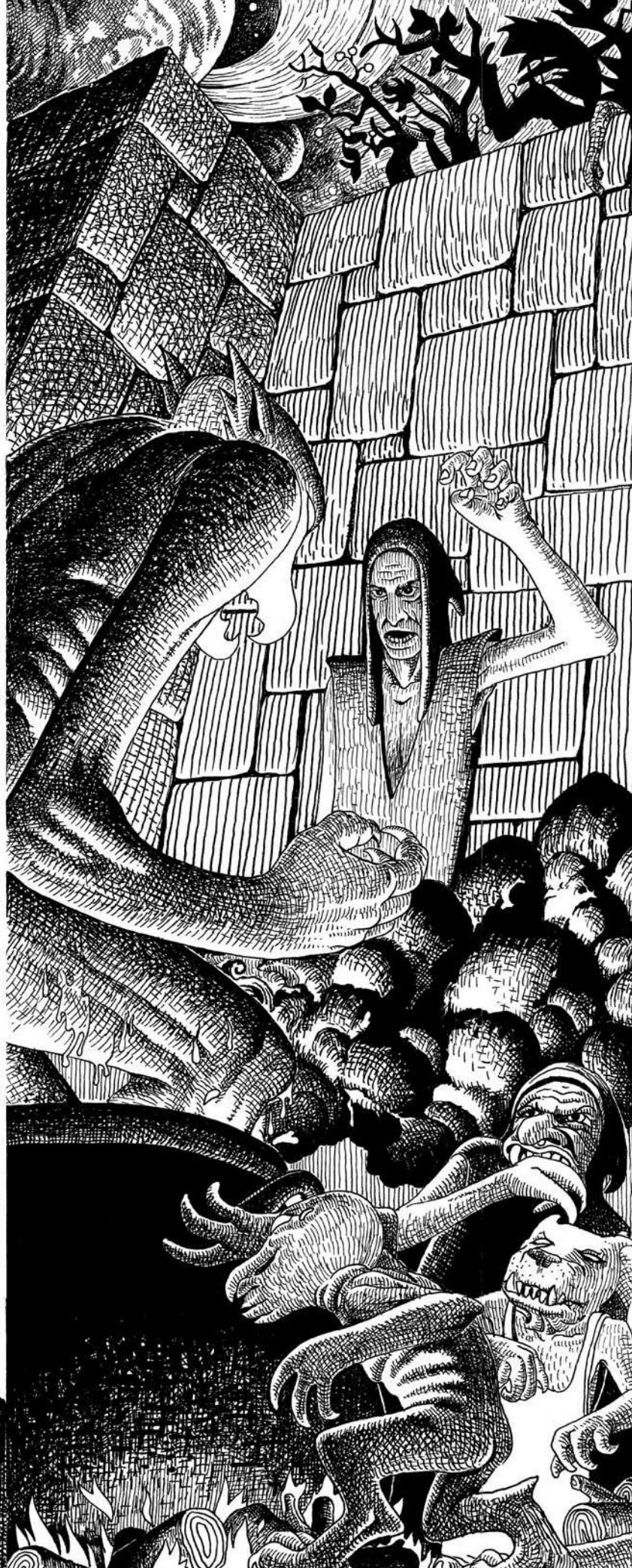


TABLE 1-12: WIZARD

Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d6/I	1d20	4	1	+1	+0	+1
2	+1	1d6/I	1d20	5	1	+1	+0	+1
3	+1	1d8/I	1d20	6	2	+1	+1	+2
4	+1	1d8/I	1d20	7	2	+2	+1	+2
5	+2	1d10/I	1d20+1d14	8	3	+2	+2	+3

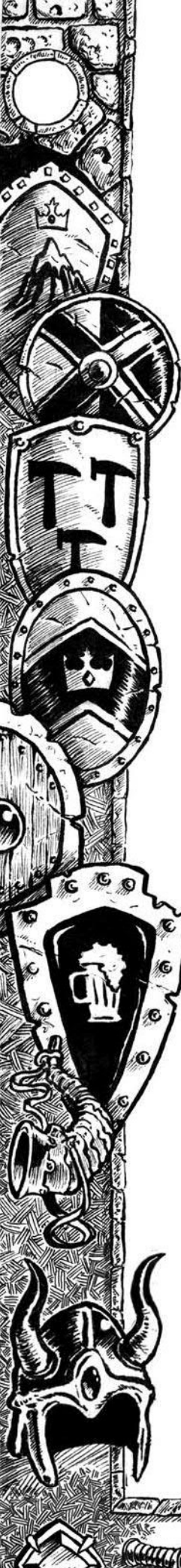
TABLE 1-13: WIZARD TITLES

Level	Title by Alignment and Specialty		
	Chaotic	Lawful	Neutral
1	Cultist	Evoker	Astrologist
2	Shaman	Controller	Enchanter
3	Diabolist	Conjurer	Magician
4	Warlock	Summoner	Thaumaturgist
5	Necromancer	Elementalist	Sorcerer





DWARF



You are a short, stout demi-human with an unabashed love of gold. Nothing pleases you more than the gleam of gems and the solidity of a gold ingot. You love to count your coins! The sight of treasure sometimes makes you lose your head – just as does the swirling chaos of combat. You love to fight wildly, swinging a weapon with brutal effectiveness as you chop your way through your foes.

Dwarves live far beneath the ground and rarely set foot above it. Dark caves and deep cities were once your home, but now you live a wandering life: you are an exiled defender selling your martial might, a curious craftsman trading your talents, or a bitter renegade unwilling to settle for your lot in life. You are an object of suspicion – to surface-worlders as well as other dwarves. Dwarven societies are rigid, orderly, and prescribed, with clearly defined roles and responsibilities bound by byzantine rules of age and occupation. Any dwarf who rejects this lawful model of insular defensiveness to pursue a vocation of gregarious curiosity is, to his fellows, a loose cannon or even a traitor.

Hit points: A dwarf gains 1d10 hit points at each level.

Weapon training: Dwarves prefer to battle with a weapon and shield. A dwarf is trained in the use of these melee weapons: battleaxe, club, dagger, handaxe, longsword, mace, short sword, spear, two-handed sword, and warhammer. A dwarf is also trained in these missile fire weapons: crossbow, javelin, shortbow, and sling. Dwarves wear whatever armor they can afford.

Alignment: Dwarven life impresses lawful behavior forcefully. A dwarf who rejects this must have a good reason. Adventuring dwarves of a lawful alignment are syndics: agents of their native governments sent to spy, reconnoiter, procure goods, or build alliances. They are often possessed of many useful skills that represent their nations favorably, chosen for the traveling role based on fortitude and attitude.

Chaotic dwarves are exceedingly rare in their

home countries. Death or exile is their natural fate; banishment due to rebellion and disobedience is the best they can hope for. Lacking the temperament to dedicate decades to learning a dwarven craft, they depend on martial skill and violence to endure their community's punishment for their tergiversation. Those who survive become adventurers.

Neutral dwarves adventure to learn of the world – a rare personality among this solipsistic race. A neutral dwarf is a master blacksmith, tanner, or miner seeking to expand his skills among the surface dwellers.

Attack die: Dwarves do not receive a fixed attack modifier at each level. Instead, they receive an advancing attack die. At 1st level, this is a d3. The dwarf rolls this d3 on each attack roll and applies it to both his attack roll *and* his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +3! The attack die advances with the dwarf's level, climbing to d7 by 5th level. The dwarf always makes a new roll with this die in each combat round. When the dwarf has multiple attacks at 4th level, the same attack die applies to all attacks in the same combat round.

Mighty Deed of Arms: Dwarves have a militant heritage that glorifies martial prowess. Like warriors, they can perform Mighty Deeds of Arms in combat. See the warrior entry for a complete description.

Sword and board: Dwarves excel at fighting with a shield in one hand and a weapon in the other. When fighting with a shield, a dwarf always gains a shield bash as a second attack. This shield bash uses a d14 to hit (instead of a d20). The dwarf adds his attack die to this number, as with all attacks, and can attempt Mighty Deeds of Arms involving the shield as well as his weapon. The shield bash does 1d3 damage. Some dwarves customize their shields with spikes or sharp edges to do more damage, while others magically enchant their shields with unique powers. Dwarves with multiple action dice (levels 5+) still receive only one

shield bash each round.

Infravision: A dwarf can see in the dark up to 60'.

Slow: A dwarf has a base movement speed of 20', as opposed to 30' for humans.

Underground Skills: Long life in the underground beneath the ground trains dwarves to detect certain kinds of construction. When underground, dwarves receive a bonus to detect traps, slanting passages, shifting walls, and other new construction equal to their class level. Additionally, a dwarf can smell gold and gems. A dwarf can tell the direction of a strong concentration of gold or gems within 100'. Smaller concentrations, down to a single coin, can still be smelled but require concentration and have scent ranges as low as 40' (for a single coin or gem).

Luck: A dwarf's Luck modifier applies to attack rolls with one *specific* kind of weapon (e.g., "longsword," not "swords"). This kind of weapon must be chosen at 1st level and cannot change over the course of the dwarf's career.

Languages: At 1st level, a dwarf automatically knows Common, the dwarven racial language, plus one additional randomly determined language. A dwarf knows one additional language for every point of Int modifier, as described in Appendix L.

Action dice: A dwarf receives a second attack die at 5th level. Dwarves always use their action dice for attacks. A dwarf's shield bash is always in addition to his base action dice.



TABLE 1-14: DWARF

Level	Attack	Crit Die/Table	Action Dice**	Ref	Fort	Will
1	+d3*	1d10/III	1d20	+1	+1	+1
2	+d4*	1d12/III	1d20	+1	+1	+1
3	+d5*	1d14/III	1d20	+1	+2	+1
4	+d6*	1d16/IV	1d20	+2	+2	+2
5	+d7*	1d20/IV	1d20+1d16	+2	+3	+2

* A dwarf's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls.

** In addition to this basic action die, the dwarf receives a shield bash using a d14 action die.

TABLE 1-15: DWARF TITLES

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Agent	Rebel	Apprentice
2	Broker	Dissident	Novice
3	Delegate	Exile	Journeyman
4	Envoy	Iconoclast	Craftsman
5	Syndic	Renegade	Master Craftsman





ELF



You are a strong, slender demi-human native to woodlands and shaded forests. You avoid the provincial oafs of the younger races, with their bumbling war-making and crude superstitions. Against the noisy backdrop of their empires rising, falling, and rising again, your magical enclaves advance the study of arts and crafts millennia in the making.

Elves live for more than a thousand years in small cities of like-minded individuals. Reproducing and maturing slowly, and likewise studying and practicing with great patience over many years, each elf masters his chosen area of expertise at a level of competency no man can hope to achieve. Those elves who study the martial or magical arts may find themselves in search of an arcane relic, a divine token, or a legendary weapon. These seekers comprise the rare elven adventurers encountered by humans.

Elves divide their race into castes not always evident to outsiders, each speaking specific sub-dialects of a common, ancient tongue. There are forest elves and plains-dwelling elves, undersea elves and elves who dwell on floating cloud-cities. A fallen race of black-skinned dark elves shuns the glare of sunlight.

Elven longevity, combined with their skill with magic, has created many legends about their racial roots. Whether elves really have traffic with demons and gods is for them to know and the other races to discover.

Elves can cast spells as wizards do. An elf of the same power level as a human wizard also has many decades of combat experience. As such, elves typically cast their spells just as competently as human wizards and also have martial skills.

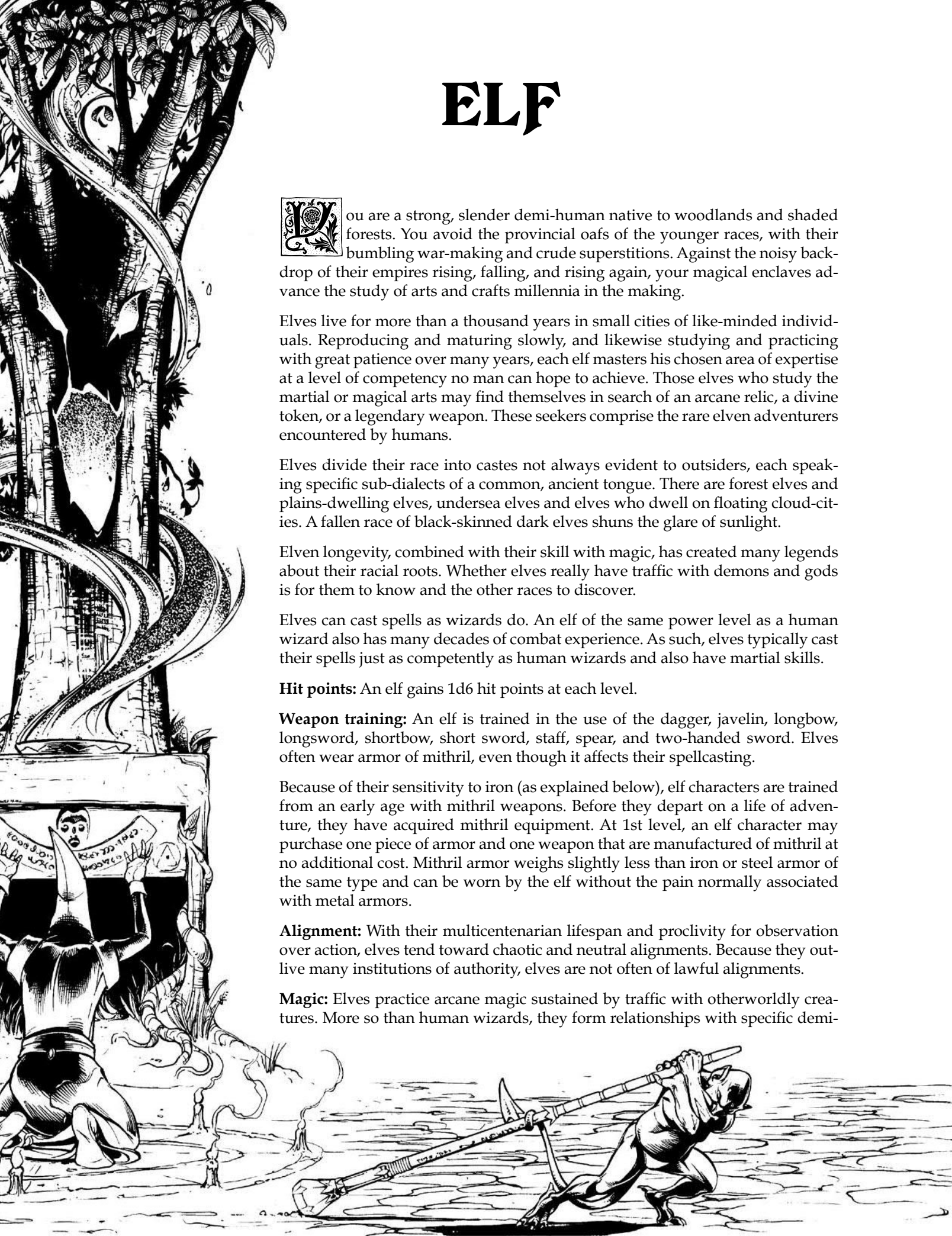
Hit points: An elf gains 1d6 hit points at each level.

Weapon training: An elf is trained in the use of the dagger, javelin, longbow, longsword, shortbow, short sword, staff, spear, and two-handed sword. Elves often wear armor of mithril, even though it affects their spellcasting.

Because of their sensitivity to iron (as explained below), elf characters are trained from an early age with mithril weapons. Before they depart on a life of adventure, they have acquired mithril equipment. At 1st level, an elf character may purchase one piece of armor and one weapon that are manufactured of mithril at no additional cost. Mithril armor weighs slightly less than iron or steel armor of the same type and can be worn by the elf without the pain normally associated with metal armors.

Alignment: With their multicenturarian lifespan and proclivity for observation over action, elves tend toward chaotic and neutral alignments. Because they outlive many institutions of authority, elves are not often of lawful alignments.

Magic: Elves practice arcane magic sustained by traffic with otherworldly creatures. More so than human wizards, they form relationships with specific demi-



beings and can directly request aid from beyond. Where a human wizard may cast a spell to summon a demon a few times in his life, an elf may converse repeatedly with the same demon so many times over so many centuries that long-term arrangements become feasible. All elves have one or more extraplanar patrons who sustain their magic. As such, their spells tend more toward those associated with elemental or demonic powers. Elf spells are determined randomly like a wizard's, except for *invoke patron* and *patron bond*, as described below.

Caster level: Caster level is a measurement of an elf's power in channeling a spell's energy. An elf's caster level is his level as an elf. For example, a 2nd-level elf has a caster level of 2.

Supernatural patrons: Like wizards, elves can invoke supernatural patrons. An elf *automatically* receives the spells *patron bond* and *invoke patron* at 1st level in addition to his other spells.

Infravision: An elf can see in the dark up to 60'.

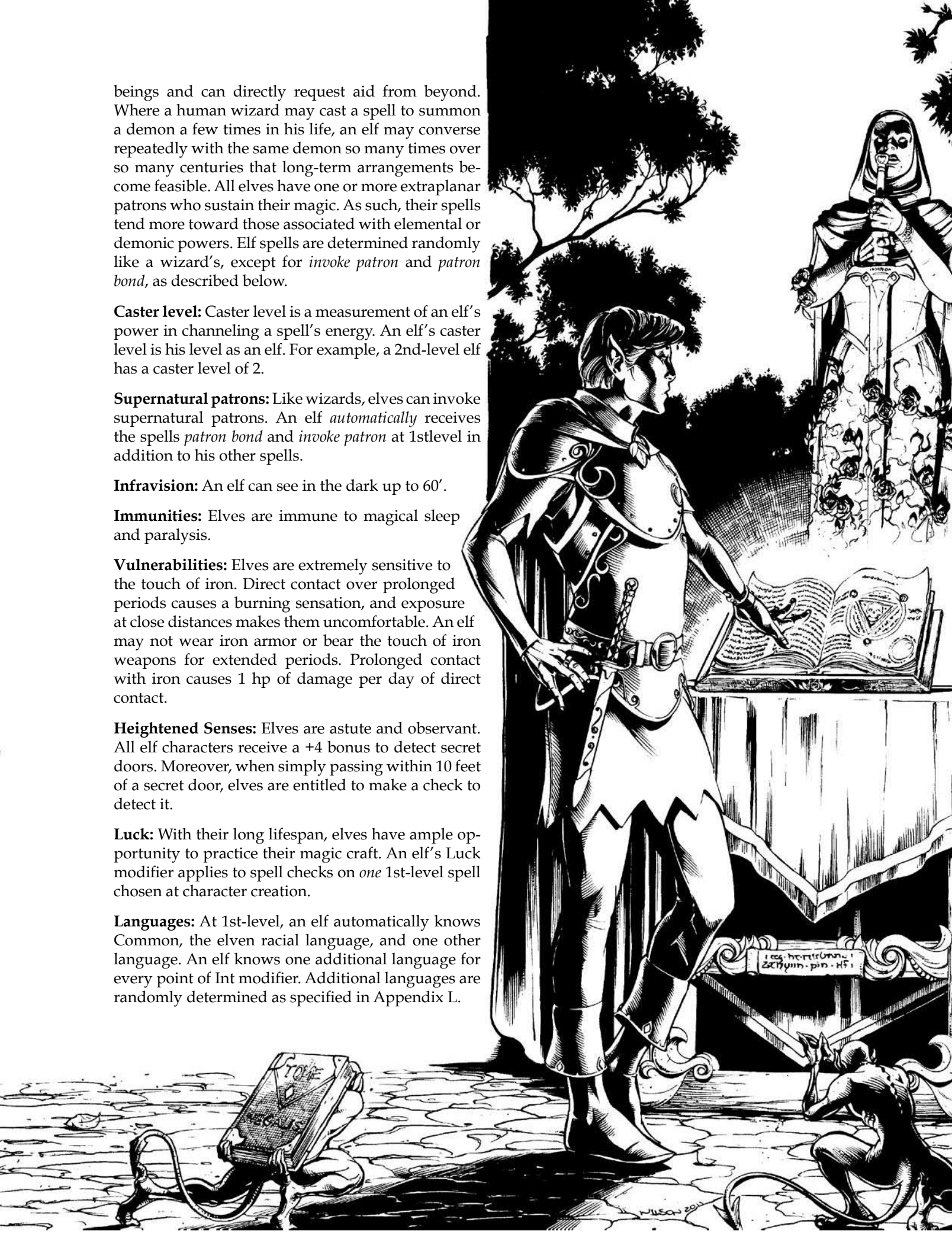
Immunities: Elves are immune to magical sleep and paralysis.

Vulnerabilities: Elves are extremely sensitive to the touch of iron. Direct contact over prolonged periods causes a burning sensation, and exposure at close distances makes them uncomfortable. An elf may not wear iron armor or bear the touch of iron weapons for extended periods. Prolonged contact with iron causes 1 hp of damage per day of direct contact.

Heightened Senses: Elves are astute and observant. All elf characters receive a +4 bonus to detect secret doors. Moreover, when simply passing within 10 feet of a secret door, elves are entitled to make a check to detect it.

Luck: With their long lifespan, elves have ample opportunity to practice their magic craft. An elf's Luck modifier applies to spell checks on *one* 1st-level spell chosen at character creation.

Languages: At 1st-level, an elf automatically knows Common, the elven racial language, and one other language. An elf knows one additional language for every point of Int modifier. Additional languages are randomly determined as specified in Appendix L.



Action dice: An elf's action dice can be used for attacks *or* spell checks at any level. At 5th level, an elf can cast two spells in a single round, the first with a d20 spell check and the second with a d14; or he can make two attacks, the first with a d20 attack roll and the second with a d14; or he may combine an attack with a spell check. Note that the results of mercurial magic supercede the action dice, so an elf with a particularly high (or low) spell check die from mercurial magic uses that result instead (with his total actions still limited by his level).

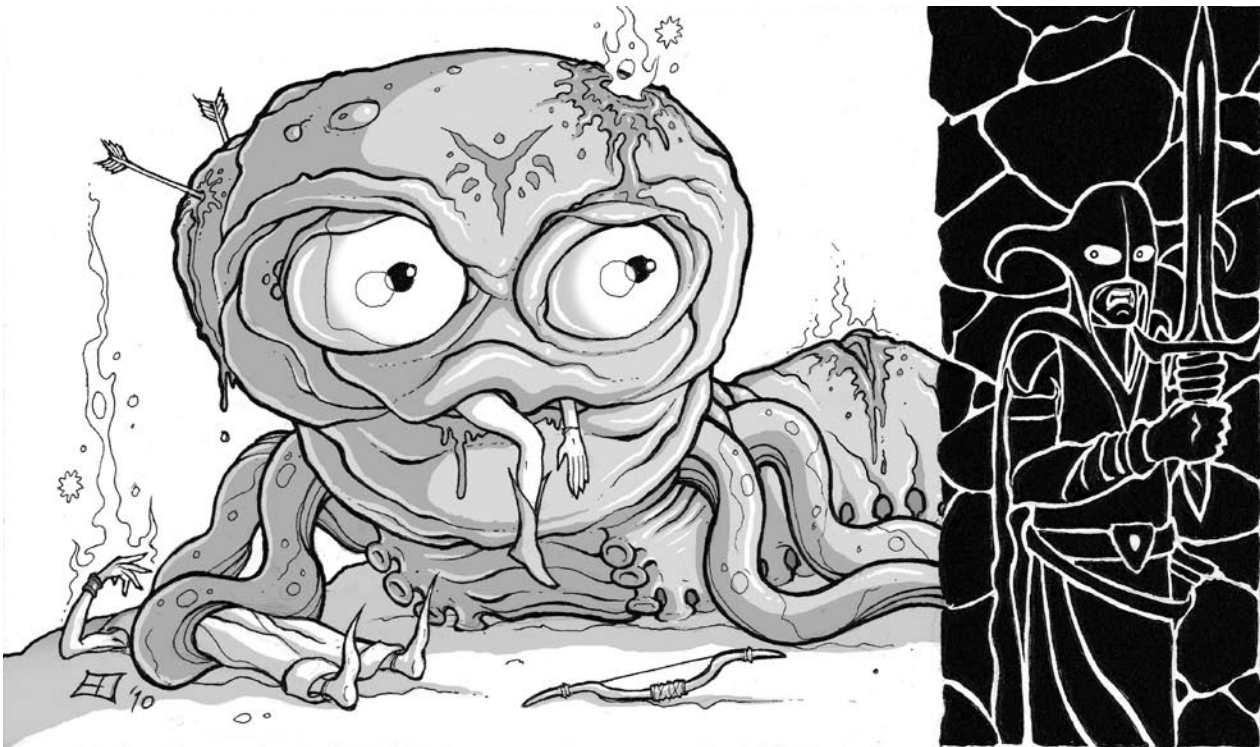
TABLE 1-16: ELF

Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+1	1d6/II	1d20	3*	1	+1	+0	+1
2	+2	1d8/II	1d20	3	1	+1	+0	+1
3	+2	1d8/II	1d20	4	2	+1	+1	+2
4	+3	1d10/II	1d20	5	2	+2	+1	+2
5	+3	1d10/II	1d20+1d14	6	3	+2	+2	+3

* Plus patron bond *and* invoke patron.

TABLE 1-17: ELF TITLES

Level	Title (all alignments)
1	Wanderer
2	Seer
3	Quester
4	Savant
5	Elder





HALFLING



You are a little man with a big appetite and a comfortable home, which you plan to return to as soon as this one little quest is completed. And once you're home, you plan to never leave again. The taller races might enjoy hunting for gold and glory, but all you ask for is a full stewpot, a cozy home, and pleasant interlocutors for teatime.

Halflings are un-ambitious country-dwellers who live in well-ordered peace and quiet. Their small stature and modest goals let them escape the notice of most major powers. They keep to themselves and make contact with others only when they are inadvertently drawn into the affairs of "the taller races," as they call elves, dwarves, and humans. Halflings prefer lives of farming, gardening, beer-brewing, and other simple crafts. The few that take up adventuring are usually traders or ne'er-do-wells who have somehow been thrust outside the ordered nature of their normal lives.

Hit points: A halfling gains 1d6 hit points at each level. They're small, but lucky.

Weapon training: Halflings prefer to battle with a weapon in each hand. A halfling is trained in the use of the club, crossbow, dagger, handaxe, javelin, shortbow, short sword, , sling, and staff. Halflings usually wear armor – it's much safer, you know.

Alignment: Halflings value community, family, and kinship. They are usually lawful, or at the very extreme, neutral. Chaotic and evil halflings are extremely rare.

Two-weapon Fighting: Halflings are masters at two-weapon fighting, as follows:

- Normally, two-weapon fighting depends on the character's Agility to be effective (see page 79). A halfling is always considered to have a minimum Agility of 16 when fighting with two weapons. This means he rolls 1d16 for his first attack, and 1d16 for his second.

- A halfling can fight with two equal-sized one-handed weapons, such as two handaxes or two short swords.
- Unlike other characters, when fighting with two weapons, a halfling scores a crit on any roll of a natural 16.
- If the halfling has an Agility higher than 16, he instead uses the normal two-weapon fighting rules for his Agility.
- When fighting with two weapons, the halfling fumbles only when *both* dice come up a 1.

Infravision: Halflings dwell in pleasant homes carved from the sod beneath hills. As such, halflings can see in the dark up to 30'.

Small size: Halflings are 2 to 4 feet tall, and the stoutest among them weighs no more than 70 pounds. This small size allows them to crawl into narrow passages and through tiny holes.

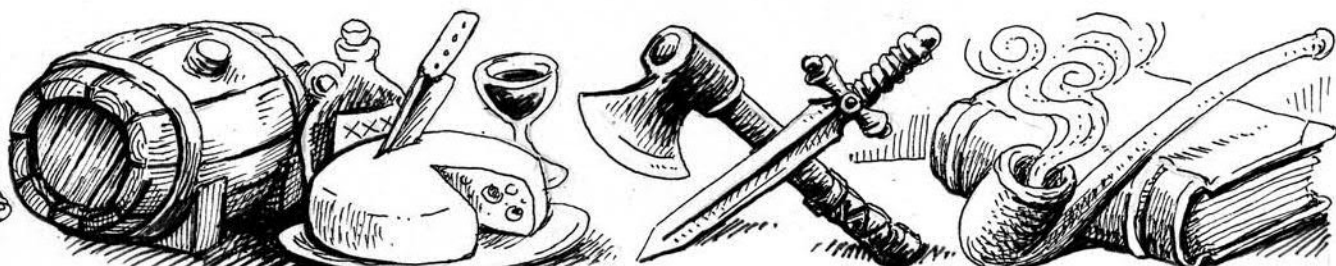
Stealth: Halflings are quite good at sneaking around. They receive a bonus to sneaking silently and hiding in shadows depending on their class level, as shown on table 1-18.

Good luck charm: Halflings are notoriously lucky. A halfling gains additional bonuses when making a Luck check, as follows.

First, a halfling doubles the bonus of a Luck check. For every 1 point of Luck expended, a halfling gains a +2 to his roll, rather than +1.

Second, unlike other classes, a halfling recovers lost Luck, to a limited extent. The halfling's Luck score is restored each night by a number of points equal to his level. This process cannot take his Luck score past its natural maximum. (The process works similar to how the thief ability is described, above.)

Third, a halfling's luck can rub off on those around him. The halfling can expend Luck to aid his allies. The ally in question must be nearby and visible to the halfling. The halfling



can act out of initiative order to burn Luck and apply it to the ally's rolls. The halfling loses the Luck, and the ally receives the benefit. The halfling's Luck modifier can apply to any roll made by an ally: attack rolls, damage rolls, saves, spell checks, thief skills (where +1 = +5%), and so on.

Note that the good luck charm ability applies to only *one* halfling in the party. There is luck to having *a* halfling with an adventuring party, but there is not "more luck" to having more than one halfling. If multiple halflings accompany an adventuring party, only one of them counts as a good luck charm, and that cannot change through rearranging or separating the party. Luck is a fickle thing governed by gods and game masters, and players would do well not to attempt to manipulate the spirit of this rule.

Languages: At 1st-level, a halfling automatically knows Common, the halfling racial language, plus one additional randomly determined language. A halfling knows one additional language for every point of Int modifier, as described in Appendix L.

Action dice: A halfling's action dice can be used for attacks or skill checks.



TABLE 1-18: HALFLING

Level	Attack	Crit Die/Table	Action Dice*	Ref	Fort	Will	Sneak & Hide
1	+1	1d8/III	1d20	+1	+1	+1	+3
2	+2	1d8/III	1d20	+1	+1	+1	+5
3	+2	1d10/III	1d20	+2	+1	+2	+7
4	+3	1d10/III	1d20	+2	+2	+2	+8
5	+3	1d12/III	1d20+1d14	+3	+2	+3	+9

** Applies to attacks with one weapon. A halfling fighting with two weapons follows special rules, as outlined in the halfling class description.*

TABLE 1-19: HALFLING TITLES

Level	Title (all alignments)
1	Journeyman
2	Explorer
3	Collector
4	Accumulator
5	Wise one





LOKERIMON
THE LAWFUL

CHAPTER TWO

SKILLS





Outside of the skills required for combat, thievery, and magic, your character knows the skills dictated by the occupation he had before choosing a life of adventure. When outside the dungeon – or even when inside the dungeon – there may be situations where a specific skill would be useful.

If your character's background supports his knowing such a skill, you may attempt a skill check. For example, a farmer would be able to identify seeds, a woodcutter could scale a wall, and a fisherman could swim an underground lake.

If your character's background does not support a skill use, your character is not familiar with the activity and cannot attempt to use the skill. For example, a former gravedigger could not identify strange seeds.

If there is ambiguity – for example, your character may have used the skill somewhat but not regularly – the character may make a check with a -4 penalty. For example, a former miller may have some knowledge of the seeds his mill worked upon.

Finally, if the skill is something that any adult could have a reasonable chance of attempting, then any character can make a check.

MAKING A SKILL CHECK



A skill check is made by rolling 1d20, adding the appropriate ability score modifier, and comparing the result to the DC for the challenge. If the roll beats the challenge, the skill check succeeds. Otherwise, it fails.

Example: A 2nd-level wizard was once a scribe. His friend, a 2nd-level warrior, was once a blacksmith. While adventuring, they discover a magical anvil. Any sword forged on the anvil gains special powers. The warrior can attempt to forge a sword, given his background in blacksmithing. The wizard cannot. Later in the adventure, they find a strange tome with foreign writing. The wizard, with his background as a scribe, can try to translate the tome. The warrior cannot.

DIFFICULTY LEVELS



Some tasks are harder than others and DC allows us to gauge this. DC 5 tasks are child's play. Typically, these minor challenges aren't rolled unless there is a consequence for failure. Example: walking on a four-foot-wide castle wall requires no check, but walking a four-foot-wide bridge across a yawning chasm does, as there is a significant consequence to failure for this easy task.

DC 10 tasks are a man's deed. The weak and unskilled could not achieve these tasks. Example: kick-



ing down a door, scaling a stone wall, or hearing the approach of a cautious footpad.

DC 15 tasks are feats of derring-do. It takes someone special to accomplish these tasks. Examples: leaping the gap between two city roofs, hurling a log at an oncoming bear, or grabbing a pouch lashed to the saddle of a galloping stallion.

DC 20 tasks are hero's work. Only the most super-human characters attempt and succeed at these tasks.

OPPOSED SKILL CHECKS

Sometimes two characters attempt opposite actions. For example, a warrior may try to bash down a door while the orc on the other side holds it shut. In this case, roll a skill check for both parties. The higher roll wins.

WHEN NOT TO MAKE A SKILL CHECK

Skill checks are designed for use when a system of abstract rules is necessary to adjudicate a situation. Only make a skill check when practical descriptions by the players will not suffice.

For example, imagine the characters are exploring a room whose walls are covered in clay tablets, one of which conceals a hidden door. Instead of asking the characters for a skill check, ask for their actions. If a player specifies that he is removing the clay tablets from the wall, his character will discover the hidden door. If the door is cleverly concealed behind a false wall, the players may have to further specify their characters tap the walls to listen for hollow sounds. No search check is necessary.

On the other hand, if the characters are in a dirt-walled cave attempting to sieve the floor until they find a dropped dagger, a search check may be perfectly appropriate to represent their chances of success.



SKILL CHECKS FOR COMMON ACTIVITIES

Here are the appropriate ability scores for common skill checks in the dungeon.

Balancing: Agility

Breaking down doors, bending bars, and lifting gates: Strength

Climbing: Strength or Agility, as appropriate. A sheer wall uses Strength; a craggy cliff or tree uses Agility.

Listening: Luck

Searching and spotting: Intelligence

Sneaking: Agility

CHAPTER THREE

EQUIPMENT





he tables below show the costs of weapons, armor, and equipment. Starting characters are peasants and serfs who have never held a gold piece in their own hands. Their limited wealth is rarely maintained in coinage; usually it takes the form of hides, grains, implements, garments, meat, or other trade goods associated with their profession.

Starting gold: All 0-level characters start with 5d12 copper pieces (cp), a weapon from their 0-level occupations, and some form of trade goods. The plate mail and sword of a noble knight costs more gold than a 0-level character earns in a lifetime – their only hope of wealth is a life of adventure. Thus, their spending is likely to be light until they advance in level.

If you start a campaign at a level higher than 0, use the following dice rolls to determine a character's starting gold based on their class:

Class	Level 1	Level 2	Level 3
Warrior	5d12	5d12 +500	5d12 +1,500
Wizard	3d10	3d10 +(2d4x100)	3d10 +(5d4x100)
Cleric	4d20	4d20 +400	4d20 +1,300
Thief	3d10	3d10 +(1d6x100)	3d10 +(3d6x100)
Elf	2d12	3d12 +500	3d12 +2,000
Halfling	3d20	3d20 +250	3d20 +1,500
Dwarf	5d12	5d12 +700	5d12 +2,000

Coinage: The value of copper, silver, gold, electrum, and platinum is as follows:

10 cp = 1 sp
100 cp = 10 sp = 1 gp
1,000 cp = 100 sp = 10 gp = 1 ep
10,000 cp = 1,000 sp = 100 gp = 10 ep = 1 pp

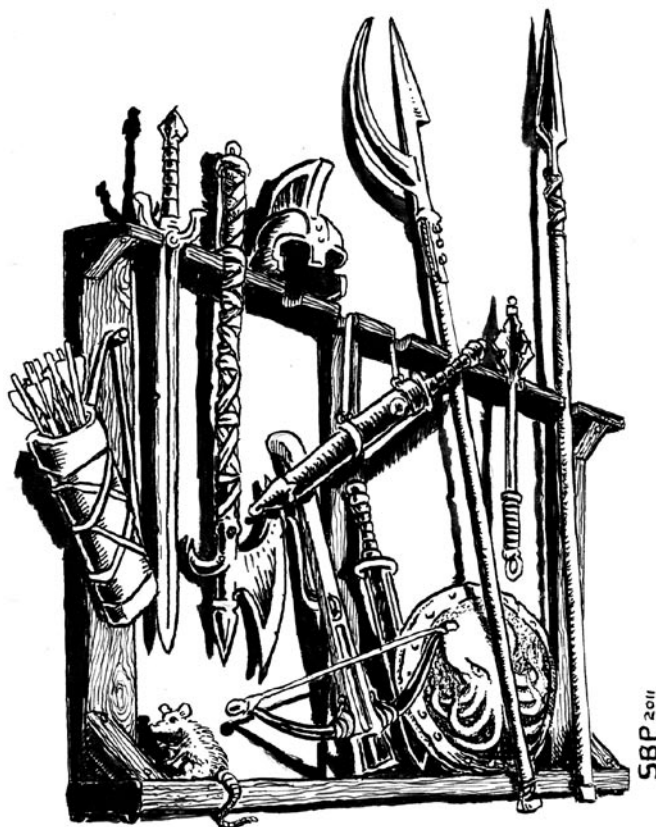
Check penalty, physical: Plate mail is bulky, ill-fitting, and inflexible. Warriors who wear plate mail find the weight inhibits their ability to jump chasms, as do thieves when they try to scale walls. The *physical* check penalty applies to checks to climb, jump, balance, swim, move silently, and other such physical activities.

Check penalty, arcane: Wizards who wear plate mail find it hard to trace runes correctly, and the high iron content interferes with their spellcasting. The *arcane* check penalty applies to wizard and elf spell checks made while using this kind of armor. Cleric spell checks are not affected by armor in this manner.

Note that armor manufactured from mithril, adamantine, or other materials not containing iron may reduce the spell check penalty.

Encumbrance: A character who carries too much weight is slowed down. Use common sense. Players must explain how they are carrying their equipment: which hand holds which weapon, which sack or backpack contains which objects, and so on. A character carrying a substantial ratio of his body weight is slowed to half speed. A character cannot carry more equipment than half his body weight.

Fumble die: Heavy armor is clumsy and awkward. When a fumble occurs, characters wearing heavy armor tend to be affected more significantly. Armor determines the die used for fumbles, as noted on the table below (refer to the Combat chapter for more information on fumbles).



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TABLE 3-1: WEAPONS

Weapon	Damage	Range	Cost in gp
Battleaxe*	1d8	–	7
Blackjack	1d3***	–	3
Club	1d4	–	3
Crossbow*	1d6	80/160/240	30
Dagger†	1d4	10/20/30**	3
Dart	1d4	20/40/60**	5 sp
Flail	1d6	–	6
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Longbow*	1d6	70/140/210	40
Longsword	1d8	–	10
Mace	1d6	–	5
Polearm*	1d10	–	7
Shortbow*	1d6	50/100/150	25
Short sword	1d6	–	7
Sling	1d4	40/80/160**	2
Spear	1d8	–	3
Staff	1d4	–	5 sp
Two-handed sword*	1d10	–	15
Warhammer	1d6	–	5



* Two-handed weapon. Characters using two-handed weapons suffer a -4 penalty to initiative checks.

** Strength damage bonus applies with this weapon at close range only. Strength penalties apply at all ranges.

*** Damage dealt is always subdual damage.

† Characters generally purchase normal straight-edged daggers, but cultists, cave-dwellers, evil priests, alien worshippers, and other bad guys carry curvy or ceremonial daggers known as athame, kris, or tumi.

TABLE 3-2: AMMUNITION

Ammunition	Quantity	Cost in gp
Arrows	20	5
Arrow, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1



"How come your plate mail gives the same Armor Bonus as mine?"

TABLE 3-3: ARMOR

Armor	AC Bonus	Check Penalty		Speed*	Fumble die	Cost in gp
		Physical	Arcane			
Padded	+1	-	-	-	d16	5
Leather	+2	-1	-1	-	d16	20
Studded leather	+3	-2	-2	-	d16	45
Hide	+3	-3	-1	-	d12	30
Scale mail	+4	-4	-5	-5'	d12	80
Chainmail	+5	-5	-5	-5'	d12	150
Banded mail	+6	-6	-6	-5'	d8	250
Half-plate	+7	-7	-8	-10'	d8	550
Full plate	+8	-8	-10	-10'	d8	1,200
Shield*	+1	-1	-2	-	-	10

* Shields cannot be used with two-handed weapons.

** Human and elf base speed is 30'. Dwarf and halfling base speed is 20'.





TABLE 3-4: EQUIPMENT

Roll*	Item	Cost
1	Backpack	2 gp
2	Candle	1 cp
3	Chain, 10'	30 gp
4	Chalk, 1 piece	1 cp
5	Chest, empty	2 gp
6	Crowbar	2 gp
7	Flask, empty	3 cp
8	Flint & steel	15 cp
9	Grappling hook	1 gp
10	Hammer, small	5 sp
11	Holy symbol	25 gp
12	Holy water, 1 vial**	25 gp
13	Iron spikes, each	1 sp
14	Lantern	10 gp
15	Mirror, hand-sized	10 gp
16	Oil, 1 flask***	2 sp
17	Pole, 10-foot	15 cp
18	Rations, per day	5 cp
19	Rope, 50'	25 cp
20	Sack, large	12 cp
21	Sack, small	8 cp
22	Thieves' tools	25 gp
23	Torch, each	1 cp
24	Waterskin	5 sp

* Roll 1d24 to randomly determine equipment for 0-level characters. Characters who purchase their equipment at a later level ignore this column.

** A half-pint vial of holy water inflicts 1d4 damage to any un-dead creature, as well as some demons and devils.

*** When ignited and thrown, oil causes 1d6 damage plus fire (DC 10 save vs. Reflex to put out or suffer additional 1d6 damage each round). One flask of oil burns for 6 hours in a lantern.



"Encumbrance? We always ignored that rule."

CHAPTER FOUR

COMBAT





bloody sword begets a wealthy adventurer. Combat is second nature to explorers, and all who would be mighty must master its

arts.

The *Dungeon Crawl Classics Role Playing Game* assumes experience on the part of the judge. We assume you are competent in designing encounters, populating a dungeon, and finding challenges appropriate to your party's level of play. This chapter presents the basics of combat, but you are left to expand or discard the information here as you see fit.

Combat does not require a battle map or grid or miniatures. If you find these game aids helpful, by all means use them; however, the rules are written on the assumption that miniatures are optional.

OVERVIEW

Combat is very simple. The basic sequence is as follows:

- Before the first round, the judge rolls for surprise.
- Based on the result of the surprise roll, each player (not character) rolls for initiative.
- Characters and monsters act in initiative order.

- Attacks are resolved by rolling dice, adding modifiers, and comparing the result to the defender's Armor Class.

TIME KEEPING

Combat takes place in rounds. Each round is approximately 10 seconds. Dungeon exploration outside of combat takes place in turns. Each turn is approximately 10 minutes. The length of a complete combat should be rounded up to the next turn, with the additional time being spent on mending wounds, resting, repairing armor or weapons, and other such tasks.

BASICS OF THE ENCOUNTER

The encounter between characters and monsters forms the basic structure of the game. A well crafted encounter includes deliberations by the judge regarding the monsters' reactions, their motivations, when they take actions, and whether they will negotiate or immediately enter combat. It is assumed the judge has considered these elements and properly adjudicated them in his adventures.

Be sure to account for the ability to see and hear the enemy, light sources, communication barriers such as different languages, and other such things.



MOVEMENT

Humans and elves move 30' per action. Dwarves and halflings move 20' per action. If characters are encumbered with metal armor or a heavy load, they move more slowly. Outside of armor movement penalties shown on table 3-3, the judge determines what kind of encumbrance system to use.

MARCHING ORDER

Prior to entering combat, the players should determine the order in which their characters march.

In low-level play with hordes of 0-level and 1st-level characters, we recommend the "table center" method of determining marching order. Each player arranges his character sheets in order so the one closest to the table center is closest to the front of the marching order, and the one closest to the player is in the rear of the marching order. The assortment of character sheets closest to the "table center" then forms the front rank of the party.

INITIATIVE

Character death is frequent and merciless in the *Dungeon Crawl Classics Role Playing Game*, so the rules encourage each player to run more than one character at low levels. As such, we recommend two kinds of initiative.

In low-level play, especially with large masses of characters, use group initiative. Roll once for each player, applying the highest initiative modifier among his characters, then roll once for the monsters. When each player acts, he declares actions for all his characters.

In higher-level play, when each player has no more than two characters, use individual initiative by character. Roll once for each character and apply all appropriate modifiers.

But first, determine surprise. If the characters were not aware of their opponents (or vice versa), they are surprised. Being aware of an opponent means visually sighting them, making a check to hear them approach, or otherwise noticing them through magical or mundane means.

An initiative check is conducted by rolling 1d20 and adding the appropriate modifier: Agility modifier, -4 for use of two-handed weapons, and, for warriors, class level. The highest initiative roll goes first, then next-highest, and so on to lowest.

ACTIONS

A character has 1 or more actions each round, expressed as action dice. Most characters have 1 action die, which is a d20. Higher-level characters may have 2 or more actions, expressed as action dice, such as d20+d16.

Each round, a character or monster may move its normal speed *and* do one thing for each of its action dice. The actions it can take depend on its class.

- All characters can take another movement for their actions.
- A warrior can make an attack for each of his actions, rolling d20 for the first one and his other die (generally d14 or d16) for the second.
- A wizard can attack *or* cast a spell with the first die and can *only* cast a spell with the second action die.
- An elf can attack *or* cast a spell with *any* action die.
- And so on, according to the class descriptions.

Spellcasting sometimes takes longer than one action. An action spent casting a spell either completes the spell if it can be cast in one action or contributes toward a total casting time if the spell requires more actions to cast.

In other words, a normal 0-level character with 1 action can move and attack once each round. A 4th-level warrior with action dice of d20+d16 can do any of the following combinations in one round: move only; move once, then attack once with a d20 roll; move, then attack once with a d20, then attack again with a d16; or simply stand and attack once with a d20 or a second time with a d16.



Other activities take time to complete as follows:

Activity	Time
Draw or sheathe a weapon	1 action*
Equip or drop a shield	1 action*
Open a door	1 action*
Light a torch or lantern	1 action
Uncork a potion or unfurl a scroll	1 action
Locate an item in a backpack	1 action
Stand up from a prone position	1 action
Mount or dismount a steed	1 action
Read a scroll or drink a potion	1 action

* Can be included as part of a movement action.

TYPES OF COMBAT

When creatures fight within arm's reach (generally considered 5' for man-sized creatures), it is considered melee combat. Strength modifies melee attack and damage rolls.

When creatures fight beyond arm's reach, it is considered missile fire. Agility modifies missile fire attacks.

ARMOR CLASS

Armor Class is determined by armor, shield, Agility, and magical modifiers.

Agility modifies the defender's Armor Class for all kinds of combat. However, the defender must be able

to maneuver in order to receive this modifier. If he is balancing on a pillar, climbing a wall, bound in rope, or otherwise constrained in his motion, the defender is not agile enough to receive the bonus from his Agility modifier.

THE ATTACK ROLL

The attacker rolls 1d20 (usually) and adds his attack bonus. He also adds any bonuses due to spells, magic items, or class abilities (such as a thief's backstab ability). If the attack is made with a melee weapon, he adds his Strength bonus. If the attack is made with a missile weapon, he adds his Agility bonus.

This roll is compared to the defender's Armor Class. If the roll is equal to or higher than the defender's Armor Class, the defender is wounded.

Modifiers to attack rolls apply as shown on table 4-1.

A natural roll of 1 is a fumble. Fumbles automatically miss, and the attacker must roll the appropriate die on the fumble table, with the result adjusted by the attacker's Luck modifier. Unarmored characters roll 1d16; others roll according to armor as indicated on table 3-3.

A natural roll of 20 is a critical hit. For some classes, other results may also score critical hits. See below for more details.

TABLE 4-1: ATTACK ROLL MODIFIERS

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-4
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing through a tight space	-4	-4
Entangled (in a net or otherwise)	-2	-2
Using an untrained weapon	-4	-4
Firing a missile weapon into melee*	-	-4
Defender is...		
Behind cover	-4	-4
Blinded	+2	+2
Entangled	+1	+1
Helpless (paralyzed, sleeping, bound)	+4	+4
Kneeling or sitting	+2	-2
Prone	+4	-4
Squeezing through a tight space	+4	+4

* And 50% chance of "friendly fire" if attack misses; see page 80.

A higher-level character with multiple attacks may roll a die other than 1d20. Similarly, a character attacking with two weapons may roll a die other than 1d20. A critical hit still requires a result of a natural 20 *or* the character's threat range, as detailed below – secondary dice results do not score critical hits as often.

FUMBLES



natural roll of 1 is a fumble. Fumbles automatically miss and the attacker must roll on the fumble table. The roll is modified by the character's Luck. The type of die rolled is determined by the attacker's armor, as follows:

Heavy armor: If a character is wearing banded mail, half-plate, or full plate mail, he rolls 1d8 on the table, with the result adjusted by his Luck modifier.

Moderate armor: If a character is wearing hide armor, scale mail, or chainmail, he rolls 1d12 on the table, with the result adjusted by his Luck modifier.

Light or no armor: If a character is wearing no armor or only padded, leather, or studded leather, he rolls 1d16 on the table, with the result adjusted by his Luck modifier.



TABLE 4-2: FUMBLES

Roll	Result
0 or less	You accidentally strike yourself for normal damage plus an extra 1 point.
1	You somehow manage to wound yourself, taking normal damage.
2	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
3	You inadvertently swing at one randomly determined ally within range. Make another attack roll against that ally.
4	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
5	Should have maintained your armor better! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
6	You stumble and leave yourself wide open to attack. Your enemy receives a +2 bonus on his next attack roll against you.
7	You accidentally smash your weapon against a rock or wall. Mundane weapons are ruined; magical weapons are not affected.
8	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
9	You drop your weapon. You must retrieve it or draw a new one on your next action.
10	Your weapon becomes entangled in your armor. You must spend your next round untangling them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
11	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
12	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
13	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
14	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
15	Your incompetent blow makes you the laughing stock of the party but otherwise causes no damage.
16+	You miss wildly but, miraculously, cause no other damage.



CRITICAL HITS



natural roll of 20 is a critical hit. A natural 20 automatically hits and the attacker must roll his crit die on the appropriate critical hit table, with the result adjusted by his Luck modifier.

Crit dice and table are determined by class and level; refer to the character class tables. All 0-level characters roll 1d4 on crit table I.

Note that while higher-level warriors threaten critical hits on rolls other than 20, only a natural 20 is an automatic hit. Strikes that fail to hit do not incur critical hits, even if they call in the natural threat range. For example, a warrior with a threat range of 19-20 rolls a natural 19 against a foe with AC 20. This attack does not hit, and thus does not score a critical hit, even though it is within the threat range.

Because a negative Luck modifier can take a result below 1, it is possible that a particularly unlucky character can produce ineffectual critical hit results. The critical hit tables thus include negative results that are, in effect, "useless crits."

Given the wide range of foes encountered by the PCs, the judge should always adjust the description of the critical hit to suit the foe and the adventurer's weapon. Similarly, critical hits scored by monsters should be narrated in accordance to the monster's chosen attack.



CRIT TABLE I: ALL 0-LEVEL CHARACTERS AND ALL WIZARDS

Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp. +1d6 damage and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.
10	Foe trips on own feet and falls prone for the remainder of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; his movement speed is reduced by half.
14	Strike grazes temple, and blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack, taking +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.

These footnotes apply to crit tables where indicated:

* Magical weapons never break due to critical fumbles. The target is disarmed instead, the weapon landing 1d10+5 feet away.

** A PC overcome by battle rage may temporarily expend points of his Personality or Intelligence score to enhance the damage on his critical hit. For every ability point he expends, he adds +1d12 to his damage roll.

Ability scores lost in this way return as the warrior heals. Each day thereafter where he does not succumb to battle rage, he recovers 1 point of the affected ability score. This rate is doubled if he rests.

CRIT TABLE II: ALL THIEVES AND ELVES

<u>Roll</u>	<u>Result</u>
0 or less	Miss! Hesitation costs you the perfect strike!
1	Strike misses critical organs. Inflict a paltry +2d3 damage with this strike.
2	Slashes to head removes foe's ear. Inflict +1d6 damage with this strike and leave the enemy with a nasty scar.
3	Clean strike to back. Inflict +2d6 damage with this strike.
4	Blow to chest staggers foe. You can make an immediate free attack.
5	Blow pierces foe's kidneys. Inflict +3d3 damage with this strike, and the foe is stunned for 1 round.
6	Foe dazed by ferocious attack; his speed and actions are reduced by half.
7	Strike to chest grazes vital organ. Inflict +3d4 damage with this strike.
8	Strike cuts a line down foe's face. He is blinded by blood for 1d4 rounds.
9	Foe stumbles over his own limbs, falling prone. Make another attack.
10	Masterful strike! Inflict +2d6 damage with this strike.
11	Strike severs larynx. Foe is reduced to making wet fish noises.
12	Savage strike! Foe must succeed on a Fort save (DC 10 + PC's level) or faint from the pain.
13	Foe disoriented by quick strikes. Foe suffers a -4 penalty to attack rolls for 1d4 rounds.
14	Strike to head. Foe must make a Fort save (DC 10 + PC level) or fall unconscious.
15	Blow drives foe to ground. Inflict +2d6 damage with this strike, and the enemy is knocked prone.
16	Lightning-fast shot to the face pops the foe's eye like a grape. Foe is permanently blinded in one eye and can take no actions for 1d3 rounds.
17	Strike pierces lung. Inflict +2d6 damage with this strike, and the foe's actions drop by half.
18	Devastating strike to back of head. Inflict +1d8 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious.
19	Attack severs major artery. Inflict +1d10 damage with this strike, and the foe must make a Fort save (DC 10 + PC level) or fall unconscious from shock and massive blood loss.
20	Throat slashed! Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
21	Strike pierces spinal column. Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.
22	Chest skewered, spearing a variety of organs. Inflict +2d6 damage with this strike, and the foe must make a Fort save (DC 13 + PC level) or die in 1d4 rounds.
23	Strike through ear canal enters the brain. Ear wax instantly removed, and the foe must make a Fort save (DC 15 + PC level) or dies instantly. Extra +2d6 damage on successful save.
24+	Strike through heart! Inflict +3d6 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die instantly.

CRIT TABLE III: CLERICS, HALFLINGS, LEVEL 1-2 WARRIORS, & LEVEL 1-3 DWARVES

<u>Roll</u>	<u>Result</u>	<u>Roll</u>	<u>Result</u>
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +1d12 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.	16	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
1	Savage attack! Inflict +1d6 damage with this strike.	17	Furious blows hammer target prone. Make another attack.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.	18	Blow hammers shards of bone into foe's forebrain; gray matter oozes out. Inflict +1d8 damage with this strike, and the foe suffers 1d4 points of Int and Per loss.
3	Foe steps into attack. Inflict +1d8 damage with this strike.	19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.	20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
5	Smash foe's nose in an explosion of blood. Inflict +1d6 damage with this strike, and the foe loses his sense of smell for 1d4 hours.	21	Strike to leg shatters femur, knocking foe to the ground. Foe's movement drops by half. Inflict +2d8 damage with this strike and make another attack.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.	22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.	23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.	24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.	25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
10	Sunder foe's weapon! Shards of metal fill the air.*	26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.	27	Crushing blow hammers chest. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or be knocked unconscious.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.	28+	Blow destroys spinal column. Inflict +3d8 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer paralysis.
13	Strike breaks foe's jaw. Blood and shattered teeth ooze down the foe's face. Inflict +1d8 damage with this strike.		
14	Attack hammers foe's torso. Inflict +2d8 damage with this strike.		
15	Strike dislocates shoulder! Inflict +1d8 damage and shield arm hangs loosely by muscle and skin; no AC bonus from shield.		

CRIT TABLE IV: LEVEL 3-4 WARRIORS, AND LEVEL 4-5 DWARVES

<u>Roll</u>	<u>Result</u>	<u>Roll</u>	<u>Result</u>
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +2d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage	12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!**
1	Herculean blow. Inflict +2d12 damage with this strike.	13	Hammering strike to torso crushes lesser organs into paste. Inflict +2d12 damage with this strike.
2	Ferocious strike leaves foe's weapon hand dangling from the stump of a wrist. Inflict +1d12 damage with this strike.	14	Blow to spinal column numbs lower limbs. The foe suffers a -4 penalty to AC as he learns to walk again.
3	Strike sweeps foe to the ground. Inflict +1d12 damage with this strike and make another attack on prone enemy.	15	Fearsome strike drives enemy to the blood-splattered floor. Foe cowers in fear, prone, for 1d4 rounds.
4	Hammering blow drives nose cartilage into brain. Inflict +1d12 damage with this strike, and the foe suffers 1d6 Int loss.	16	Blow shatters shield. Inflict +2d12 damage with this strike. If the foe has no shield, he is stunned by pain for 1d4 rounds.
5	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage with this strike.	17	Foe's kneecap explodes into red mist. Foe's movement drops to zero, and you make another attack.
6	Strike shatters foe's breastbone. The foe must make a Fort save (DC 15 + PC level) or foe fall unconscious as his internal organs collapse.	18	Frontal lobotomy. Inflict +1d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer amnesia. The foe is stunned for 1d4 rounds, regardless.
7	Foe driven back by furious assault. Inflict +2d12 damage with this strike, and the foe forgoes his next attack.	19	Strike to weapon arm. Foe takes triple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.
8	Concussive strike leaves foe dazed. Inflict +1d8 damage with this strike and make a second attack.	20	Blow crushes spinal cord. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or suffer permanent paralysis.
9	Blow to throat carries through to spinal column, reducing everything in between to pasty mush. Inflict +2d12 damage with this strike, and the foe loses speech for 1d4 weeks.	21	Blow reduces internal organs to jelly. Death is inevitable in 1d8 rounds.
10	Blow craters temple. The foe must make a Fort save (DC 15 + PC level) or be blinded by pain and blood for 1d4 rounds.	22	Target is disemboweled, spilling his entrails onto the ground. The foe dies of shock in 1d6 rounds.
11	Strike reduces face to a formless mass of flesh and bone fragments. Inflict +2d12 damage with this strike, and the foe has trouble making hard consonants.	23	Strike to chest explodes heart. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 15 + PC level) or die instantly.
		24+	Skull crushed like a melon. Inflict +3d12 damage with this strike, and the foe must make a Fort save (DC 20 + PC level) or die in 1d3 rounds.

CRIT TABLE V: LEVEL 5 WARRIORS

<u>Roll</u>	<u>Result</u>	<u>Roll</u>	<u>Result</u>
0 or less	Battle rage makes friend and foe indistinguishable. Foe is hit for +3d8 damage, and the ally nearest him is also hit by a rebounding blow for 1d4 damage.	18	Blow destroys target's face. Foe is immediately rendered blind and deaf and is now capable of only wet, gurgling sounds.
1	Foe's weapon shattered.* If the foe has no weapon, inflict +3d12 damage with this strike.	19	Strike removes crown of target's skull. Foe dies from exposed brain matter in 3d3 rounds.
2	Furious assault hurls foe back 1d10'. Any adjacent foes accidentally strike the target for damage.	20	Blow severs shield arm. Inflict +2d12 damage with this strike. Foe's hopes of two-handed weapon mastery dashed.
3	Blow to skull destroys ear. Inflict +1d12 damage with this strike, and the foe suffers permanent deafness.	21	Godly attack. Inflict +3d12 damage with this strike. If the target dies, move up to 10' and make another attack on any foe within 10'.
4	Strike to gut! The foe must make a Fort save (DC 20 + PC's level) or spend the next 2 rounds retching bile from a ruptured stomach.	22	Blow severs leg. Inflict +2d12 damage with this strike, and the foe's movement drops to zero. Foe does nothing but wail in agony for 1d4 rounds.
5	Foe casts weapon away and wails for mercy. Inflict +1d12 damage with this strike and make another attack.	23	Strike to skull stuns foe for 1d4+1 rounds and permanently reduces Int by 1d12. Make another attack on your inert foe.
6	Strike scalps foe. Blood courses down his face, and the foe is effectively blinded until healed.	24	Strike severs weapon arm. Inflict +2d12 damage with this strike, and the foe is disarmed, literally and figuratively.
7	Foe entangled on your weapon, reducing his AC by -6 while caught. Make another attack.	25	Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity.
8-12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!**	26	Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds.
13-14	Strike to weapon arm. Foe takes quadruple damage from his own weapon as it is hammered into his face. Foe drops weapon in dumbfounded awe.	27	Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis.
15	Blow sunders shield. Inflict +2d12 damage with this strike. If the foe has no shield, he must make a Fort save (DC 20 + PC level) or be knocked unconscious from the pain.	28+	Foe decapitated with a single strike. You are Death incarnate. Continue to make attacks against any foes within 10' until you miss.
16	Strike to top of skull shortens spinal column, shortening foe by 6". Resulting nerve damage reduces foe's AC by -4.		
17	Target is disemboweled, spilling his entrails onto the ground. Foe dies instantly of shock.		

MIGHTY DEEDS OF ARMS



A warrior can declare a Mighty Deed of Arms, or a Deed for short, prior to any attack. If his attack die comes up as a 3 or better and the attack lands (e.g., the total attack roll exceeds the target's AC), the Deed succeeds. The higher the attack die the more successful the Deed.

A warrior's Deeds should fit the situation at hand and reflect the might and daring of a great fighter. A terrific cleave of the axe that sunders an enemy's shield, a precise strike to the throat that silences the enemy leader, or a staggering uppercut that drops the gigantic gladiator are all examples of great Deeds. A warrior may even devise a "signature move" that he frequently attempts based on his particular proclivities. For example, he slashes a bloody red "Z" on an enemy's chest, or he lodges and leaves his bloody axe deep in the enemy's skull, inspiring terror among his opponents.

Certain magic weapons may grant a warrior particular prowess on certain kinds of Deeds, while some spells improve a warrior's ability to perform the same Deeds.

Performing a Deed: The following rules apply to Deeds:

1. The warrior must declare the Deed before his attack. If he rolls the dice before declaring what Deed he attempts, then no Deed takes place, even if he rolls well on his attack die.
2. The Deed must be within the reasonable ability of a warrior to perform, given the character's level and the enemy's size and power. Use the examples below and the judge's discretion to adjudicate. For example, a low-level warrior could not throw an arch-demon even with a great Deed roll, but a great Deed roll might let him throw a large orc that no normal man could budge.
3. The Deed succeeds at the most basic level if the attack hits and the attack die is a 3 or higher. The attack inflicts normal damage and the Deed takes place. The higher the attack die the greater the Deed. The judge may still allow the enemy a saving throw or require an opposed check of some kind, depending on circumstances.
4. Finally, note that a Deed does not interfere with a crit and may stack with a crit if both occur with the same blow.

Generally speaking, Mighty Deeds of Arms are grouped into seven general categories. The guidelines that follow should help the judge decide which benefits to apply to a high attack die roll.

Creative players will certainly come up with new Deeds. Encourage and allow this.

BLINDING ATTACKS

Blinding attacks usually involve making a called shot to an enemy's eyes. Examples include throwing sand in an enemy's face, stabbing a knife through a visor, or impaling a target's eyeball with an arrow. Blinding attacks obviously must take place where appropriate to the enemy: they are useless against oozes, for example. Against certain opponents, such as a cyclops, the judge may "bump up" results to the next higher level, given the more serious effect of blinding blows against such creatures.

ATTACK DIE ROLL: BLINDING RESULT

- 3: Opponent's eyes are irritated and stinging, and he has difficulty seeing. On his next attack, the opponent suffers a -2 attack penalty.
- 4: Opponent is temporarily blinded. He suffers a -4 penalty to his next attack roll and may only move at half speed.
- 5: Opponent is completely blinded for 1d4 rounds. He flails about with wild attacks, suffering a -8 penalty to attack rolls, and can move only in a random direction at half speed.
- 6: Opponent is completely blinded, as above, for 2d6 rounds.
- 7+: Opponent is blinded for the next 24 hours. Additionally, he must make a Fort save against the warrior's attack roll. On a failure, he is permanently blinded.

DISARMING ATTACKS

Disarming attacks include called shots to the hand, shattering an opponent's weapon, severing a spear shaft, entangling a sword arm, and using the flat of a blade to smack a weapon from an enemy's hand. Obviously, the opponent must have a weapon for this Deed to succeed; disarming an unarmed opponent would serve no purpose. Creatures with natural weapons – claws, fangs, horns, etc. – cannot be “disarmed” in the traditional sense but can have use of their weapons limited. See the table below for examples.

ATTACK DIE ROLL: DISARM RESULT

3: A humanoid creature with a weapon drops its weapon. There is a 50% chance the weapon is knocked out of reach. If the weapon is out of reach, the creature must move to retrieve it and cannot simultaneously attack on its next round (unless it chooses to fight unarmed or draw a new weapon). If the weapon is within reach, the creature can use its next action to recover the weapon and still attack. (Alternate results: stabbed hand throbs in pain, imposing a -1 attack penalty to future rolls; entangled sword arm is tied up, and as long as warrior devotes future combat rounds to maintain the entanglement, the enemy cannot attack.)

4: A humanoid creature with a weapon drops its weapon, which automatically lands out of reach (as above). There is a 50% chance a mundane weapon

is sundered in the process. A sundered weapon is shattered or broken and cannot be used (except as an improvised weapon). Magic weapons are never sundered. (Alternate results: stabbed hand is crippled, imposing a -4 attack penalty to future rolls.)

5: A humanoid creature with a mundane weapon has it automatically sundered; a magical weapon is disarmed and lands out of reach. A monster with a natural attack method, such as claws or a bite, has its claws or teeth shattered, imposing a -4 penalty to damage rolls with the affected natural attack for the rest of the combat. Very large monsters, such as dragons, may not be affected or may receive a lesser penalty to damage rolls. (Alternate results: targeted hand is completely severed, requiring attacker to use off-hand for the balance of combat (reference two-weapon combat, below); sword arm is so thoroughly entangled that the warrior can release his weapon and make attacks with a new one while the target struggles to free itself in 1d4 rounds.)

6: Both humanoids and monsters have a weapon completely compromised. Manufactured weapons are either sundered or disarmed and land out of reach, while natural weapons are shattered. Their attacking arm (or mouth or tentacle or whatever) is wounded and future attacks take at least a -4 penalty to damage rolls.

7+: As above, and the warrior can also affect creatures much larger and stronger than himself.



PUSHBACKS

Pushbacks include shield bashes, tackles, bull rushes, tables hurled into enemies, doors smashed into opponents on the other side, and so on. Generally speaking, any attempt to use brute strength to forcefully move an opponent is considered a pushback.

ATTACK DIE ROLL: PUSHBACK RESULT

3: A creature the same size as the warrior is pushed back a few feet – enough space to open access to a door or staircase the target was defending.

4: A creature the same size as the warrior is pushed back a distance equal to half the warrior's movement. A humanoid creature up to 50% larger than the warrior, such as a large orc or a small ogre, is pushed back a few feet. A stable, quadrupedal creature such as a horse or cow can also be pushed back a few feet.

5: The warrior can shove back a creature up to twice his size, such as a fully-grown ogre or a small giant, a distance equal to his full movement. Furthermore, he can pick up and hurl such a creature up to half his normal movement. This can allow the warrior to shove creatures off a nearby cliff, through a railing, out a chapel's stained-glass window, and so on.

6: The warrior can push back several oncoming opponents, such as a charging mass of goblins or a wall of marching men-at-arms. He can shove back a creature up to three times his size and can even budge creatures like small dragons and large basilisks.

7+: As above, and the warrior can affect creatures that would be seemingly impossible for someone his size to push back.

TRIPS AND THROWS

Trips and throws include any attempt to knock an enemy off its feet. Whether it's hooking an enemy's leg, stabbing a kneecap, knocking an opponent off-balance, hurling an enemy away, sweeping an enemy's legs, or some other maneuver, these Deeds allow the warrior to knock an enemy prone, limit his movement, and potentially keep him down.

ATTACK DIE ROLL: TRIPS AND THROWS RESULT

3: The warrior can knock an enemy off-balance. The enemy gets a Ref save against the warrior's attack roll. Failure means the enemy is knocked prone and must spend its next attack action standing up. Remember that melee attacks against a prone opponent receive a +4 bonus.

4: Against a normal human-sized opponent, the warrior automatically knocks the target prone. Creatures up to 50% larger than the warrior or those that are quadrupedal or otherwise sure-footed receive a Ref save to avoid being knocked prone.

5: A human-sized opponent is knocked down and thrown up to 10 feet away. Creatures up to twice the size of the warrior can be knocked down, but they receive a Ref save to avoid being knocked prone.

6: A creature up to twice the size of the warrior can be thrown up to 10 feet away automatically. Additionally, the warrior can use his next action to continue to pin down the opponent, forcing him to remain prone. Exceptionally strong opponents may be able to make an opposed Strength check to stand up.

7+: As above, and the warrior can trip or throw creatures that seem far too large to be affected.



"I don't care about the delicate ecosystem. just kill the damn thing!"

RALLYING MANEUVERS

The mighty hero, bounding to the front of combat, can restore order to broken ranks. A bellowing war cry, a heroic charge, a frothing bloodthirsty maniac exemplifying bloody prowess: the right rallying maneuver by a great warrior can make an army fight better than it ever has before.

ATTACK DIE ROLL: RALLYING MANEUVER RESULT

3: The warrior can let loose a war cry or perform some flashy maneuver that rallies his troops around him. Nearby hirelings and retainers that have failed a morale check get a second check and recover their wits if they succeed.

4: The warrior urges his allies to form up around him and leads the charge! He must be at the forefront of the battle, succeeding in his attacks and setting an example for his followers, who receive a +1 bonus to morale checks for the remainder of the round.

5: The warrior performs some dramatic combat maneuver that inspires courage. Allies and followers receive a +1 bonus to morale checks for the rest of the round. Additionally, if the warrior kills his opponent this round or causes a critical hit (or some other spectacular blow), all allies and followers receive a +1 attack bonus for the next round.

6: The warrior's incredible maneuver affects not only nearby allies and followers, but potentially an entire army. The benefits are as above, but extend to as many as 100 followers, as long as they can see the hero.

7+: As above, and the benefits extend to as many followers as can see the hero – potentially an entire army of thousands of men!

PRECISION SHOTS

A precision shot is one that boggles the mind with its accuracy. These feats of precision include severing the hangman's noose with a well-placed arrow from twenty paces, lodging a sword in the dragon's mouth so it cannot loose a breath weapon, and smashing the evil cleric's anti-holy symbol so he loses control over his un-dead minions. When declaring a precision shot, the warrior must declare exactly which target he is attempting to affect. For example, "I hurl my spear and try to shatter the hinge on the enemy's helmet visor" or "I swing my sword and try to sever the knight's stirrup."

This category also includes called shots that attempt to do additional damage. For example, aiming for an

opponent's head, trying to sever a monster neck, a belly shot against a lumbering chaos beast, and so on. Called shots may do additional damage based on the roll, as noted below.

ATTACK DIE ROLL: PRECISION SHOT RESULT

3: The warrior can hit a small object that is nearby – either at melee range or very close range via missile fire. For example, he can hit a holy symbol displayed by a cleric, a banner flown by a cavalier nearby, or an ogre's big ugly tusk. A called shot here may do up to 1d4 points of additional damage (judge's discretion).

4: The warrior can hit a target that is normally within the province of only the most skilled swordsmen or archers. For example, he can shoot an apple off someone's head or hit the bull's-eye at 100 yards. A called shot here may do up to 1d5 points of additional damage (judge's discretion).

5: The warrior can make a near-impossible precise shot that includes slicing a narrow rope with an arrow from 100 yards away, hurling a dagger into a coin from across a moat, or stabbing a sword through the one vulnerable scale on the vast scaly hide of an ancient dragon. A called shot here may do up to 1d6 points of additional damage (judge's discretion).

6: The warrior can make precise shots, such as the ones above, while also blinded and deafened – he relies on his other senses to attempt such an incredible maneuver. A called shot here may do up to 1d7 points of additional damage (judge's discretion).

7+: The warrior can make shots that seem beyond the abilities of mortal man – provided he can contrive an explanation. For example, he can shoot an arrow through a doorway to hit the evil wizard in the throat in the room beyond, explaining that the arrow actually went through the narrowest crack between the door and its frame. He can hurl a stone more than a half-mile to knock out the goblin kidnapper as he gallops away on horseback, explaining that a passing hawk carried the stone in its beak for several hundred yards, then let it continue on its original trajectory. A called shot here may do up to 1d8 points of additional damage (judge's discretion).

DEFENSIVE MANEUVERS

In certain circumstances, a warrior's greatest Deed may be allowing his comrades to live to fight another day. Shield walls, fighting withdrawals, and back-to-back combat maneuvers can sometimes allow the warrior to support his entire party.

ATTACK DIE ROLL: DEFENSIVE MANEUVER RESULT

3: The warrior fights defensively, improving his chances of surviving. He receives a +1 AC bonus for the next round.

4: The warrior organizes a defensive formation among his allies, such as a shield wall, that is well-suited to the opponent he fights. In addition to causing damage, he positions himself to "anchor" the defensive maneuver, granting a +1 AC bonus to himself and two allies who must be adjacent for the next round.

5: The warrior forms up his allies to best defend themselves. None of the participating allies can move or the defensive position is disrupted. As long as none of the allies move, the warrior and the allies receive a +1 AC bonus for the next round. Up to four allies can benefit.

6: As above, and the warrior organizes a particularly effective defensive position that grants a +2 AC bonus to himself and up to four allies, as long as no one moves. The warrior must continue using his Deed for this specific use to maintain the position. Subsequent Deed rolls do not need to roll 6 or higher, but the warrior cannot attempt another Deed without disrupting the defensive formation. If the warrior chooses to move and he scores an attack die roll of 6 or better, he can maintain a +1 AC bonus for himself and his four allies, provided they move in the same direction at the same speed and maintain their formation.

7+: As above, and the AC bonus is +3 if not moving or +2 if moving.



DAMAGE AND DEATH



If a defender is wounded, the attacker rolls for damage. Roll the appropriate die for the weapon.

If the attack was made with a melee weapon, add the attacker's Strength bonus. Add other bonuses due to spells, magic items, or class abilities.

Deduct this value from the defender's hit points.

A successful attack always inflicts a minimum of 1 point of damage, even if the attacker has a negative Strength modifier.

Bleeding out: A character or monster dies when it reaches 0 hit points. However, there is a chance of saving a dead character by healing him very quickly (such as with a cleric's ability to lay on hands). A 0-level character that reaches 0 hit points is irrevocably killed, but a 1st-level character that reaches 0 hit points collapses and begins bleeding out. Such a character has 1 round in which he can be healed to prevent his death. If he is healed on the round he's killed or the next round, he is healed per the result of the lay on hands check (treat his hit points as starting at 0). If he is not healed before the second round, he may be permanently killed (see below).

For each level past the first, a character has one more round of bleeding before he is permanently killed. For example, a 3rd-level character can be saved if he is healed within 3 rounds.

A character that was bleeding out but was saved suffers permanent physical trauma from his near-fatal injuries. Anyone who is saved from bleeding out suffers a *permanent* loss of 1 point of Stamina. In addition, he gains a terrible scar from the wound that downed him.

Recovering the body: If the body of a dead ally can be recovered, there is a chance the ally may not be truly killed. He may have been knocked unconscious or simply stunned. If a character reaches a dead ally's body within one hour, the dead character may make a DC 10 Luck check when his body is rolled over. On a successful check, the dead character was badly injured but is not permanently killed, and the ally is able to keep him alive. The "dead" character was simply knocked out, stunned, or otherwise incapacitated. Once an ally shakes the downed character awake, he recovers to 1 hit point. The character is groggy for the next hour (-4 penalty to all rolls) and sustains a permanent injury of some kind, reflected as a permanent -1 penalty to Strength, Agility, or Stamina (determine randomly).

HEALING

Wounds heal with rest. A healed character can never exceed his natural hit point maximum.

A character who actively adventures and gets a good night's rest heals 1 hit point. If the character gets a day of bed rest, he heals 2 hit points per night.

Critical hits heal when the associated damage heals. For example, imagine that a character takes a -10' penalty to speed due to a kneecap strike that also inflicted 4 extra points of damage. The wounded kneecap heals when the character has recovered 4 points of damage. Note that critical hits heal when the character recovers all lost hit points. If the same character had taken 7 points of damage in total, of which 4 points came from a kneecap strike, he would recover his normal movement rate when he recovered all 7 hit points.

Ability score loss, except for Luck, heals at the same rate: 1 point with a good night's rest and 2 points with a day of bed rest.

A character may heal both ability score loss and hit point loss on the same night's rest.

Luck, however, does not heal. Repeat: lost Luck does not heal. A character who burns Luck does so permanently. (The only exceptions are halflings and thieves, as noted in their class descriptions.) Luck can be restored in the same way that a man normally gains good or bad luck: by appealing to the gods. Great acts of courage in defense of one's deity may earn a boon, just as acts in opposition to a devil may earn a curse. The judge can tell you more about Luck...

SAVING THROWS

Saving throws represent the character's ability to resist extraordinary trauma, whether it's poison, magical flame, or a dangerous trap. A character's class and ability scores determine his saving throw modifier for Fortitude, Reflex, and Willpower. To make a saving throw, roll 1d20 and apply the character's modifier. If the result is equal to or greater than the appropriate DC, the saving throw succeeds. Otherwise, it fails.

MORALE

Not all monsters fight to the death – some flee or surrender. Monsters, retainers, and non-player characters make a morale check at certain times in battle. This determines if they stay to fight or retreat to live another day. Player characters never make morale checks; their behavior is up to the players.

A morale check is made at these times:

- With a group of monsters: when the first creature is slain and when half the creatures have been killed or incapacitated.
- With a single monster: when it has lost half its hit points.
- With a retainer: when he first encounters combat or danger (e.g., a trap) in each adventure and at the end of each adventure.

The morale check is made by rolling 1d20 and adding the creature's Will save. A result of 11 or higher is success – the creature can keep fighting. On a 10 or less, the check is failed – the creature attempts to escape the combat. Retainers also add their employer's Personality modifier. In some cases, the DC may be higher than 11, particularly when magical effects are involved.

The judge may apply a modifier of up to +4 or -4 to the check if the creature has sufficient motivation to fight or flee. For example, a mother defending her cubs would receive a +4 bonus as would a goblin shaman defending his sacred shrine. However, a goblin slave willing to see his ogre overlord slain might have a -4 modifier as would a mindless giant centipede that just wanted food, not a fight!

Some monsters are immune to morale checks. Automotons, animated statues, golems, and other mindless creations do not fear death and thus do not make morale checks. The same is true of unintelligent undead such as zombies and skeletons.

BURNING LUCK

As noted earlier, a character can permanently burn Luck to give a one-time bonus to a roll. For example, a character could burn 6 points to get a +6 modifier on a roll, but his Luck score is now 6 points lower. The following rules govern the burning of Luck:

- A character can only burn Luck to affect his own die rolls (except for halflings as noted in their class description). Luck cannot be burned to affect the die roll of other characters or monsters, even if they affect the character. (Note that the character's Luck modifier does apply to enemy crits against him, but this Luck *modifier* is different from burning off Luck.)
- Luck is typically used to affect a character's attack rolls, damage rolls, spell checks, thief checks, and saving throws, but it can also be used for other purposes.
- A character can declare his intent to burn Luck *before* or *after* his die roll. He then specifies how many points he will burn. But he can only burn Luck once per roll.

TWO-WEAPON FIGHTING

With sufficiently high Agility, a character can wield a lightweight secondary weapon (such as dagger, short sword, or knife) in his off hand while using a sword or other primary weapon in his natural hand. The character typically attacks using a smaller die, depending on the hand and the character's Agility, as shown on the table below.

TABLE 4-3: TWO-WEAPON ATTACKS

Agility	Primary Hand	Off Hand	Critical Hits
7 or less	Cannot fight two-handed	Cannot fight two-handed	N/A
8-9	1d12	1d10	Cannot crit fighting two-handed
10-11	1d14	1d12	Cannot crit fighting two-handed
12-13	1d16	1d14	Primary hand crits on attack result of <i>exactly</i> 20*; off hand cannot crit
14-15	1d16	1d16	Primary hand crits on attack result of <i>exactly</i> 20*; off hand cannot crit
16-17	1d16	1d16	Both hands crit on attack result of <i>exactly</i> 20*
18+	1d20	1d20	As normal

* Warriors who can crit on 19-20 (or better) are still limited to attacks that exactly sum to 20.

Two-weapon attacks are less likely to hit, but the character may make two attack rolls where he would normally make one. Because a character's off hand is usually not as strong or coordinated as his primary hand, his secondary attack rolls usually require a different attack die. Critical hits are determined as indicated on the table below.

Halflings are an exception to the two-weapon fighting rule, as described in the halfling class entry.

A character fighting two-handed cannot use a shield (obviously).

If the character uses a secondary action die for two-weapon fighting, neither the primary hand attack die nor the off-hand attack die can be larger than the character's secondary action die. For example, a warrior with action dice of 1d20+1d14 could choose to attack with two weapons. If his Agility was 14, his first action die would give him two attacks: 1d16 with the primary hand and 1d16 with the off hand. The second action die would also give him two attacks, but neither die could exceed his second action die of 1d14. So his second two attacks would both be at 1d14 despite his Agility score.

WITHDRAWAL

Once a character is engaged in melee, he cannot back away without opening himself up to attack. If a character or monster withdraws from an active melee – whether to retreat, move to a new position, or attempt some action – its combat opponents immediately receive a single free attack.

OTHER COMBAT RULES

Ability loss: Some attacks cause ability loss. A target reduced to 0 Personality or Intelligence is a babbling idiot incapable of feeding himself. A target reduced to 0 Strength or Agility is incapable of movement. A target reduced to 0 Stamina faints and remains unconscious. A target reduced to 0 Luck suffers such constant, bizarre mishaps that he is effectively unable to accomplish anything. Ability loss heals over time, as described on page 78.

Charge: Reckless warriors can use 1 action to declare a charge. They must move at least half their speed. They gain a +2 bonus to attack rolls but suffer a -2 penalty to AC until their next turn.

Dropping a torch: A torch dropped onto the ground has a 50% chance of being extinguished.

Falling: Falling causes 1d6 damage per 10' fallen. For every damage die that comes up a 6, the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character's functioning from then on.

Firing into melee: Combat is a constant swirl of activity. A character who uses a bow, crossbow, dart, thrown dagger, or other missile fire weapon against an opponent engaged in melee may hit an ally. If the attack misses the intended target, there is a 50% chance it hits an ally engaged in the melee. Determine that ally randomly.



"He had a pretty bad level drain last night."

Grappling: Each party makes opposed attack rolls, adding the higher of their Agility or Strength modifier. An attacker twice the opponent's size adds +4 to the opposed roll; an attacker triple the opponent's size adds +8 to the opposed roll; an attacker quadruple the opponent's size adds +16 to the opposed roll; and so on. If the attacker wins the opposed roll, he has grappled and pinned his opponent. If the attacker loses the opposed roll, the grapple fails.

A pinned target cannot move or take any significant action until he frees himself from the pin. This is done by succeeding in another grapple check, as above.

Melee attacks against a grappled creature are treated similar to firing a missile fire into melee. Any failed melee attack against a grappled creature has a 50% chance of wounding the ally who is maintaining the pin.

Recovering armor: When someone is slain, the armor he wears ends up pierced, dented, and otherwise compromised. Armor recovered from a fallen foe (or ally) has a 25% chance of being useless. It can be repaired by an armorer, typically for one-quarter to one-half the original cost of the armor.

Demi-humans are of an unusual physiognomy and cannot wear armor sized for a human. If not otherwise specified, there is a 75% chance that randomly discovered armor is human-sized.

Recovering missile fire weapons: Characters can recover missile weapons that miss their target. There is a 50% chance that recovered arrows, sling stones, javelins, and other weapons are destroyed; otherwise, they can be re-used.

Subdual damage: You can use the flat of your sword to subdue an opponent you wish to capture alive. If a character is proficient in one of the following weapons, he can inflict subdual damage with it: swords, axes, clubs, spears, and staves. There is no attack penalty, but subdual damage is one die lower than normal for the weapon, on this progression: 1d10 -> 1d8 -> 1d6 -> 1d4 -> 1d3. An opponent brought to 0 hit points via subdual damage collapses unconscious.

Touch attack: Some spells or items require the attacker to merely touch the defender. The attacker rolls a melee attack as usual. (Strength matters because it allows the attacker to power through blocks or parries.) The defender's Armor Class is treated as 10 + Agility modifier; on touch attacks, there is no benefit to wearing armor or carrying a shield.

Unarmed combat: Unarmed characters inflict subdual damage of 1d2 + Strength modifier.

TURNING UNHOLY

By wielding his holy symbol and uttering holy words, a cleric can turn away the enemies of his faith. A cleric can attempt to turn away un-dead, demons, and devils. Some clerics of particular faiths may be able to turn away other kinds of creatures, depending on what powers their deities award them.

A turn check is mechanically similar to a spell check, except that Luck matters. A d20 is rolled and added to the cleric's caster level. The cleric's Personality and Luck modifiers are also included. Compare the result of the turn check to table 4-4.

Turned monsters usually receive a Will save to resist being turned. The save is made against the cleric's spell check. At sufficiently high results, a cleric may turn groups of weaker creatures automatically; they do not receive a saving throw.

Each turn check results in a cumulative -1 penalty to future spell checks as normal for a spell cast by a cleric.

If a cleric raises his holy symbol to turn a group of mixed creatures, the player should indicate a specific target. Apply the results of the turn check based on the HD of the target creature. "Overflow" HD affect lower-HD creatures at the indicated effect. For example, if a cleric were charged by a band of 1 HD skeletons led by a 4 HD vampire commander, the player could designate whether he targets the skeletons or the vampire. If he targets the skeletons and rolls 19, he turns 1d4+CL of these lesser un-dead but does not affect the vampire. If he targets the vampire and his next check is 24, he turns 1d4+CL 4 HD creatures. If he rolls 5, that means he could turn the vampire and 4 of the skeletons.

TABLE 4-4: TURN UNHOLY RESULT BY HD

Check	Turn Range	Holy Smite	1 HD	2 HD	3-4 HD	5-6 HD	7-8 HD	9-10 HD	11-12 HD
1-11	-	-	NE	NE	NE	NE	NE	NE	NE
12-13	30'	-	T1	NE	NE	NE	NE	NE	NE
14-17	30'	-	T1d3+CL	NE	NE	NE	NE	NE	NE
18-19	30'	-	T1d4+CL	T1	NE	NE	NE	NE	NE
20-23	60'	-	T1d6+CL	T1d3+CL	T1	NE	NE	NE	NE
24-27	60'	Beam, 60', 1d3 dmg	T1d8+CL, D1d4 (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	Cone, 30', 1d4 dmg	T2d6+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	Cone, 60', 1d5 dmg	K1d8+CL (no save)	T1d8+CL, D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	Cone, 120', 1d6 dmg	K2d6+CL (no save)	T2d6+CL, D1d4 (no save)	T1d8+CL, D1d4	T1d6+CL	T1d4+CL	T1d3+CL	T1

NE = No Effect.

T = Creatures up to this HD are turned in a quantity indicated. For example, "T1" means one creature is turned; "T1d4+CL" means a number of creatures of this HD are turned equal to 1d4 + caster level. Unless indicated, turned creatures receive a saving throw (Will vs. spell check DC). A turned creature moves away from the cleric at maximum speed or cowers if unable to retreat. A turned creature continues to flee for 3d10 minutes.

D = Creatures are turned, *and* they take the indicated damage on the first round of turning. For example, T1d4+CL, D1d4 means the cleric can turn a number of creatures of this HD equal to 1d4+CL, and those creatures *also* take 1d4 damage.

K = Creatures are automatically killed. The number of creatures killed is indicated after the K. For example, K1d8+CL means the cleric kills a number of creatures of that HD equal to 1d8 + caster level.

Holy Smite = At high levels, a cleric's turn attempt produces holy energy that smites unholy creatures in close proximity. This is in addition to the turning effect and can be directed in the same direction as the cleric's line-of-sight for the turning attempt. The effect and range varies, as described below, and all unholy creatures affected take the indicated damage *automatically* with no save. The damage occurs once per turn attempt; another spell check is required the following round to attempt again.

Beam: a concentrated ray of light that the cleric can direct against one target within 60'. Cone: a cone 30' long and 30' wide at its end.

SPELL DUELS



wizard seeks superiority over his fellows and attains that through demonstration of magical ability...at any cost. When two wizards meet, there is always conflict; and when wizards conflict, there are spell duels. A clap of thunder, the smell of brimstone, the staggering concussion of contested dominance, and, finally, the pile of ash where once a man stood – these are the marks of a spell duel.

Spell duel resolution: A spell duel is where one spellcaster casts a spell that is countered by a second caster, and the two proceed to throw spells until one dominates. These are the basic rules of spell duels. Full details are described below.

1. Both wizards and clerics can spell duel. A wizard can counter the spells of a cleric and vice versa. In rare circumstances, other classes can also spell duel (e.g., a thief reading from scrolls).
2. Spell duels are a special rule subsystem that breaks some standard combat mechanics, specifically parts of the initiative system. Casters involved in a spell duel may find themselves acting in response to each other prior to actions by other party members.
3. Only some spells can be used to counter each other. Generally speaking, there are two kinds of counterspells: “same spell” (i.e., *fireball* used to counter *fireball*) and “defensive” (i.e., *magic shield* used to counter *magic missile* or *fire resistance* used to counter *fireball*).
4. Spell duels proceed in initiative order. A wizard later in the initiative order may counterspell the spell cast by a wizard who went before him. A caster who is last in the order cannot have his spells countered.
5. Counterspell mechanics involve the comparison of the attacker’s spell check to the defender’s spell check and a resolution based on that comparison.
6. Successes build and failures compound in a spell duel. A wizard who wins a few counterspells will find himself building momentum.
7. Finally, untoward things can occur in a spell duel. It is, after all, a direct collision of unearthly energies.

Initiative: When one wizard or cleric casts a spell, a wizard or cleric *later in the initiative order* may immediately declare he is counter-spelling. If multiple

casters attempt a counter-spell, the outcome is resolved in initiative order.

The combat round immediately pauses for resolution of the spellcaster actions. When each spellcaster has completed his action, combat initiative resumes.

The spellcasters effectively “skip ahead” strictly for purposes of counterspelling, and then lose their normal initiative action.

However, the spellcasters *remain in their same initiative order*. On the next round they may choose to act normally, and thus initiative order must be maintained.

When a spellcaster chooses to counterspell, he may cast a counterspell *and that is all*. He may not take any other action that round. The counterspell action lets him skip ahead in order but limits his options.

The spellcaster who is last in initiative order has the advantage of being able to counterspell anyone before him and the disadvantage of only being able to respond to spells, not initiate the spell duel. The spellcaster who is first in initiative order has the advantage of setting the tone for the spell duel by choosing the initiating spell, but he cannot counterspell.

Spells that counter: Generally speaking, common sense will dictate which spells can counter each other. Here is a general list:

OPPOSED SPELLS THAT CAN BE USED TO COUNTER EACH OTHER

Fire resistance : *Fireball*, *scorching ray*

Magic shield : *Magic missile*, *fireball*, *scorching ray*,
lightning bolt

Dispel magic : Any spell

Invoke patron : *Invoke patron* (depending on patrons)

Any attack spell : Counters same attack spell (for example, *fireball* counters *fireball*)

The Counterspell in Action: When a caster declares he is counterspelling, follow these steps:

1. First, at the very start of the spell duel, all casters set a d20 in front of them. This is the momentum tracker. At the start of the duel, all casters set the d20 to 10.
2. Next, the attacker declares the spell he is casting and makes his spell check.
3. The defender (counterspeller) declares a counterspell and makes his spell check.
4. The winner is the high roller. Increment the winner’s momentum tracker by 1. For example, if the

attacker wins, move his d20 to 11. If the defender wins, his d20 is incremented by 1.

5. Cross-reference the two spell checks on table 4-5: Spell Duel Check Comparison.
6. Roll the indicated die and compare to table 4-6: Counterspell Power. If the attacker had the higher spell check, use the "Attacker High" column; otherwise, use the "Defender High" column. Modify the result by the *difference between the two momentum trackers*. For example, if the attacker's momentum tracker now shows 13 because he had 3 successes, and the defender's is still at 10, the Counterspell Power would be at +3 if the attacker won or at -3 if the defender won.
7. There is one exception: if the two spell checks are identical, table 4-6: Spell Duel Check Comparison will refer to Table 4-7: Phlogiston Disturbance. This is the most dangerous arena of magic, where different effects become commingled and dangerous things may happen!
8. Resolve any spell effects at the resulting spell check.
9. Finally, proceed back to "normal" initiative. Other character classes receive their normal actions. When the counterspeller's count turns up, skip him and move onto the next character.

Special notes: Here are some clarifications on spell duels.

Spell check success: The attacker's spell check must succeed per the normal spell result table to have any effect (of course). The defender's spell check must also succeed (of course). This means that a level 1 spell check needs a minimum result of 12+ to counterspell; a level 2 spell needs a minimum result of 14+; and so on.

Who goes first? Generally speaking, the effects of counterspells happen simultaneously, unless noted otherwise. That means it is possible for two wizards to *both die* as they launch dueling fireballs. Sometimes the tables below will indicate that one wizard's spell takes effect first, which may affect the second spell. If order of resolution matters, the caster

with the higher spell check always acts first.

Multiple counterspellers: Two spellcasters may attempt to counterspell a single caster. Resolve all spell check comparisons, then refer to the spell tables to determine what happens. Again, generally speaking, the effects of spells and counterspells happen simultaneously, unless noted otherwise on the tables.

Aiding a counterspell: Wizards may not "aid each other" in a spell duel. Each counterspell is determined separately, though results may stack against the caster. For example, if a wizard casts *fireball* and three defenders counterspell with returning *fireballs*, the impact of multiple mitigations of the attacker's *fireball* could mean his spell has no effect.

Patron invocation: A wizard who invokes his patron can be countered by a wizard invoking *the same* or a



TABLE 4-5: SPELL DUEL CHECK COMPARISON

Compare attacker's spell check (column headers) to defender's spell check (row headers). If a die type is indicated, roll that die on table 4-6: Counterspell Power. If the two spell checks are the same result, the table shows PD and you should refer to table 4-7: Phlogiston Disturbance.

Invoke patron has special results – see accompanying text.

		Attacker's Spell Check*																
		12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28+
Defender's Spell Check*	12	PD	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12	d12	d14	d16
	13	d3	PD	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12	d12	d14
	14	d4	d3	PD	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12	d12
	15	d5	d4	d3	PD	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10	d12
	16	d5	d5	d4	d3	PD	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10	d10
	17	d6	d5	d5	d4	d3	PD	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8	d10
	18	d6	d6	d5	d5	d4	d3	PD	d3	d4	d5	d5	d6	d6	d7	d7	d8	d8
	19	d7	d6	d6	d5	d5	d4	d3	PD	d3	d4	d5	d5	d6	d6	d7	d7	d8
	20	d7	d7	d6	d6	d5	d5	d4	d3	PD	d3	d4	d5	d5	d6	d6	d7	d7
	21	d8	d7	d7	d6	d6	d5	d5	d4	d3	PD	d3	d4	d5	d5	d6	d6	d7
	22	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	PD	d3	d4	d5	d5	d6	d6
	23	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	PD	d3	d4	d5	d5	d6
	24	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	PD	d3	d4	d5	d5
	25	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	PD	d3	d4	d5
	26	d12	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	PD	d3	d4
	27	d14	d12	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	PD	d3
	28+	d16	d14	d12	d12	d10	d10	d8	d8	d7	d7	d6	d6	d5	d5	d4	d3	PD

* Note that both spell checks must succeed at the normal spell check threshold as a prerequisite to comparison on this table. For example, a level 2 spells need a minimum result of 14 to be useful in a spell duel.

different patron. If a defender invokes the same patron as the attacker, and both spell checks succeed, *both spells are automatically cancelled* – ignore the results of tables 4-5 and 4-6. If the defender and attacker invoke different patrons, resolve the effect as normal.

Loss of spell: Certain spell duel results can reduce the check result of the attacker or defender. A wizard loses a spell for the day only if his *initial, unmodified* spell check is below the minimum threshold. If his initial check summons sufficient eldritch power to set the spell duel in motion, he does not count as losing the spell. The same goes for the defender's *initial, unmodified* spell check. For clerics, the same rule applies in regards to their accumulation of casting penalties.

Delaying actions: Wizards who are first in initiative order may wish to delay their initiative to be in a better position for counterspelling. This is acceptable. But if multiple wizards all decide to delay, the final "order of actions" is still resolved by initiative order, with the highest roll going first and the lowest roll going last.

A counterspell is all: A caster may use the counterspell mechanic *only* to cast a spell that specifically counters a previously cast spell. The counterspell "special initiative action" may not be used to "cast just any old spell."

The counterspell may kill creatures out of initiative order: A counterspell allows a wizard with a later initiative count to effectively "skip ahead," and thus the counterspell may have consequences for creatures that, technically, had a higher initiative count than the counterspeller. For example, a *fireball* countered with a *fireball* – where both spells go off – may kill warriors whose initiative count was before that of the wizard who counterspelled. So be it: counterspells are special.

TABLE 4-6: COUNTERSPELL POWER

Roll	Defender High	Attacker High
1	Mitigate d4: roll d4 and subtract this from the attacker's spell check. Attacker's spell still carries through at this lower spell check; defender's spell is lost.	Push-through d4: roll d4 and subtract this from defender's spell check. Defender's spell takes effect at this lower result, and attacker's spell takes effect <i>simultaneously</i> at normal spell check result.
2	Mitigate d6: roll d6 and subtract this from the attacker's spell check. Attacker's spell still carries through at this lower spell check; defender's spell is lost.	Push-through d8: roll d8 and subtract this from defender's spell check. Defender's spell takes effect at this lower result, and attacker's spell takes effect <i>first</i> at normal spell check result.
3	Mitigate d8: roll d8 and subtract this from the attacker's spell check. Attacker's spell still carries through at this lower spell check; defender's spell is lost.	Overwhelm: attacker's spell takes effect and defender's spell is cancelled.
4	Mutual mitigation d10: roll d10 and subtract this from the attacker's spell check <i>and</i> the defender's spell check. <i>Both</i> spells take effect <i>simultaneously</i> at this lower spell check result.	Overwhelm: attacker's spell takes effect and defender's spell is cancelled.
5	Mutual cancellation: both attacker's and defender's spells are cancelled.	Overwhelm: attacker's spell takes effect and defender's spell is cancelled.
6	Push-through d6: roll d6 and subtract from defender's spell check. Defender's spell takes effect at this result, and attacker's spell is cancelled.	Overwhelm and reflect d8: roll d8 and subtract this from defender's spell check. Attacker's spell takes effect <i>simultaneously</i> at normal spell check result, and defender's spell check is reflected back on him at this lower spell check result.
7	Push-through d4: roll d4 and subtract from defender's spell check. Defender's spell takes effect at this result, and attacker's spell is cancelled.	Overwhelm and reflect d8: roll d8 and subtract this from defender's spell check. Attacker's spell takes effect <i>first</i> at normal spell check result, and defender's spell check is reflected back on him at this lower spell check result.
8	Overwhelm: attacker's spell is cancelled, and defender's spell takes effect at normal result.	Overwhelm and reflect d6: roll d6 and subtract this from defender's spell check. Attacker's spell takes effect <i>first</i> at normal spell check result, and defender's spell check is reflected back on him at this lower spell check result.
9	Reflect: defender's spell is cancelled, and attacker's spell reflects back on him at the spell check result rolled.	Overwhelm and reflect d4: roll d4 and subtract this from defender's spell check. Attacker's spell takes effect <i>first</i> at normal spell check result, and defender's spell check is reflected back on him at this lower spell check result.
10+	Reflect and overwhelm: defender's spell takes effect at normal result, and attacker's spell reflects back on him at the spell check result rolled.	Reflect and overwhelm: attacker's spell takes effect at normal spell check result, and defender's spell check is reflected back on him at normal spell check.

TABLE 4-7: PHLOGISTON DISTURBANCE

Roll 1d10, regardless of spells involved.

Roll Result

- 1 Pocket dimension. Both casters are instantaneously transferred to a pocket dimension that is spontaneously created by the interaction between their spells. They remain within the pocket dimension until one is killed, at which point the interaction of their spells ceases and the survivor is transferred back to the material plane one millisecond after his departure. Observers see only a brief flicker and the disappearance of the loser, whose body is lost forever. The pocket dimension appears as (roll 1d6) (1) a mountaintop surrounded by red clouds, (2) a bubble adrift in space, (3) a sweltering island in a sea of lava, (4) an upside-down forest where the trees grow down from the sky above, (5) a dust mote atop the point of a needle, (6) the left nostril of an intergalactic whale.
- 2 Alignment rift. Both casters are transferred to an alignment plane. If both are the same alignment, they go to that plane; if they are opposed, or if either is neutral, they transfer to the plane of neutrality. They return to the material plane after (roll 1d4) (1) one caster is killed (both bodies return), (2) 1d8 days, (3) 3d6 rounds for each caster, rolled separately, (4) The End of Days.
- 3 Time accelerates. Both casters see everything around them seem to slow; in reality, they are accelerating, and surrounding characters see them move at incredible speeds. Resolve an additional 2d4 rounds of combat between the casters *only*; no other characters may act in this time. At the end of this time, they slow back into the mainstream flow of time.
- 4 Time slows. The casters perceive the world around them as normal but observers see their reactions slow to a crawl. Roll 1d3 and resolve that many rounds of combat among *other participants* before the casters can react again.
- 5 Backward loop in time. The casters are tossed backward in time to relive the last few moments repeatedly. Roll 1d4 and repeat the last spell interaction that many times, re-rolling spell checks and incrementing momentum trackers but ignoring any subsequent Phlogiston Disturbance results (treat same-check results as “both spells cancelled”). For example, if the attacker cast *magic missile* and the defender cast *magic shield*, the two would repeat 1d4 repetitions of that same spell check result. No spell can be lost during this time – a below-minimum result indicates only a failure, and the spell cast repeats on the next loop. When this time loop is concluded, the two casters re-enter the normal initiative count.
- 6 Spells merge. In a freak of eldritch energy, the two spells merge to create something greater than both. This result requires judge mediation. Generally speaking, the resulting effect is centered directly between the two casters and is either: (a) twice as powerful as the normal spell (if two opposing spells had cancelled each other), or (b) some weird agglomeration of spell effects (if two different spells were used). For example, if two *fireballs* were cast, there may be a super-*fireball* that impacts between the two casters. Or, if *fire resistance* countered *fireball*, a flameless *fireball* could be set off, generating concussive noise and astounding force but no flames.
- 7 Supernatural influence. The casters create a rift in space and some supernatural influence filters through. Both spells fail and roll 1d4: (1) a randomly determined elemental energy suffuses the surrounding around, causing minor effects (for example, flames and heat fill the air to cause 1 damage to everyone within 50’ or a massive rainstorm erupts centered on the casters); (2) negative energy drains through, granting +1d8 hit points to all un-dead and demons nearby; (3) shadow energy fills the air, limiting eyesight to half normal range; (4) ethereal mists swirl about, and 1d4 randomly determined ghosts enter the world.
- 8 Supernatural summoning. The combined spell results inadvertently pull a supernatural creature through the fabric of space and time. Randomly determine the nature of the supernatural creature: (roll 1d3) (1) elemental, (2) demon, (3) celestial. The creature has 1d4+1 HD. Determine the creature’s reaction by rolling 1d5: (1) hostile to all, (2) hostile to one caster (randomly determined) and neutral to other, (3) friendly to one caster (randomly determined) and hostile to other, (4) neutral to all parties, (5) friendly to all parties.
- 9 Demonic invasion. 1d4 randomly determined demons are summoned at the exact midpoint between the two casters. Determine their reaction randomly as on result 8 above. The demons are of a type as determined here: (roll 1d4) (1) type I, (2) type II, (3) type III, (4) type IV.
- 10 Mutual corruption. Both spells fail, and both casters suffer 1d4+1 corruption results. Roll corruption as normal but ignore and re-roll any spell malfunctions that occur.

Example of Spell Dueling: The combat consists of The Emerald Sorcerer, his two emerald soldiers, his nemesis Magnus the Gray, and Magnus' apprentice Athle the Astounding. Initiative rolls are as follows:

17 = The Emerald Sorcerer

15 = the two emerald soldiers

12 = Magnus the Gray

6 = Athle the Astounding

Round one. The Emerald Sorcerer casts *magic missile*. Magnus immediately declares a counterspell of *magic shield*. Athle the Astounding declines to counterspell. Even though the emerald soldiers are next in initiative order, the spell duel is resolved first.

Both players lay a d20 momentum tracker in front of them, showing a starting figure of 10.

The Emerald Sorcerer rolls 13 on his spell check, while Magnus rolls 16. Both checks succeed. The defender's roll is high. Therefore, Magnus the Gray's momentum tracker is incremented to 11.

Comparing the spell check results of 16 and 13 on Table 4-5: Spell Duel Check Comparison, we get a roll of d5. The difference in momentum trackers is 1 (11 on one die and 10 on the other), so the defender rolls d5+1 on Table 4-6: Counterspell Power.

The result of 3 shows that Magnus's *magic shield* fails, but he reduces the *magic missile* check by d8. Magnus rolls 4 on the d8, so The Emerald Sorcerer's spell check of 13 becomes 9. That is below the minimum threshold of 12 for success, so *both* spells fail.

Even though both spells failed to take effect, both casters were able to summon sufficient energy to initiate their spells. Therefore, neither loses the ability to cast their spells.

Now that the spell duel is resolved, the combat round proceeds:

- The emerald soldiers attack Magnus and normal attack process is resolved.
- At Magnus' initiative count, he can take no action because he already counterspelled.
- Athle the Astounding did not counterspell, so he moves and casts *magic missile* against The Emerald Sorcerer. The Emerald Sorcerer could not counterspell anyway because he is first in initiative order, and because he already used his action. Magnus rolls 15, succeeds in his check, and damages The Emerald Sorcerer with a spell check.

Round two. In the second round, The Emerald Sorcerer launches another *magic missile*. In this round, both Magnus the Gray and Athle the Astounding choose to counterspell. Magnus casts *magic shield* again, while Athle casts *magic missile*.

The Emerald Sorcerer rolls an 18 on his spell check. Magnus rolls 19, and Athle rolls 14.

A d20 momentum tracker set at 10 is now placed in front of Athle, since he has now entered the spell duel. The Emerald Sorcerer lost his comparison to Magnus, so Magnus' existing 11 is incremented to 12. The Emerald Sorcerer won his comparison to Athle, so his 9 is now incremented back to 10.

Comparing The Emerald Sorcerer's 18 and Magnus' 19 spell checks to Table 4-5: Spell Duel Check Comparison, we get a roll of d3. The difference in momentum trackers is 2 (10 on The Emerald Sorcerer's die and 12 on Magnus'), so Magnus rolls d3+2 on the "defender high" column in Table 4-6: Counterspell Power.

Simultaneously, comparing the Emerald Sorcerer's 18 and Athle's 14 spell checks, we get a roll of d5. The difference in momentum trackers is 0 (10 on The Emerald Sorcerer's die and 10 on Athle's), so the Emerald Sorcerer rolls a straight d5 on the "attacker high" column in Table 4-6: Counterspell Power.

And now our example ends, but you get the drift of it. At this point you can see how there can be multiple defending and attacking spells interacting with each other.



CHAPTER FIVE
MAGIC





agic comes from gods and demons who are capricious and unconcerned with your character's flyspeck of a life. Those who would use magic are best served to always have a backup plan.

Summoning magical energies is arduous, expensive, and dangerous. No wizard does it lightly. As a result, there are no mundane magicks, no spells used simply to light a corridor, for example. Use a torch, fool; it is much safer.

KINDS OF MAGIC



izards and clerics tap into different kinds of magic. Wizards specialize in the better-known fields of black magic, elemental magic, and enchantment. Clerics receive the direct assistance of their gods in a style of magic called idol magic, which may or may not be similar to the powers of wizards.

Black magic is learned from demons' lips. It includes witchcraft, shamanism, and totems, as well as necromancy, diabolism, mind control, and other concentrations of negative energy. Black practitioners hold power over mortals but are slaves to their demon masters. Cthulhu cults practice black magic, as do zombie masters, witches, and voodoo shamans. Binding and summoning are considered black magic.

Elemental magic includes invocations relating to earth, air, fire, and water, including the energies and other forms associated with them (such as light, fog, flight, and other such things). Some elemental magicks harness the purest form of an element, while others are based on pacts with mighty elemental lords.

Enchantment, also known as white magic, is the most mundane of the magicks, as it is grounded in the overlap of the material plane of existence with other planes. White magicians manipulate the nature of things to conjure, divine, trick, and obfuscate. Astral projection, ethereal travel, and journeys to the lands of unnatural geometries are part of enchantment. Dwarves use runes to practice enchantment; gypsies do it with entrails. The best alchemists often know a bit of minor enchantment. Astrologists practice a quotidian form of the extraplanar aspects of enchantment.

Idol magic, or divine magic, is any magic granted by worship of a god or other higher power. Most clerics practice idol magic. Falling out of favor with one's idol will sever access to this kind of magic.

SPELL CHECKS



hen your character casts a spell, you roll 1d20 and add your caster level. This is called a spell check. You also add your Personality modifier if you are a cleric or your Intelligence modifier if you are a wizard. Wizards also apply modifiers for wearing bulky armor (see Table 3-3), and there may be other modifiers specific to certain situations.

Compare the result to the casting table for that spell. In general, your spell succeeds if your spell check is equal to or higher than a base DC of 10 + (2x spell level). The higher you roll, the more extraordinary the result, according to the casting table.

Make the spell check when the spell is first cast, even if the casting time is more than one round. High results may reduce casting time.

A novice wizard cannot cast magic beyond his comprehension, but he may attempt to cast a spell of any level he has learned. This means he may attempt to cast spells where he suffers a significant chance of failure, based on his spell check modifier. If he judges the attempt worthwhile, so be it; but there are consequences to failure.

Criticals and fumbles: A spell check result of a natural 20 is a critical success. The caster receives an *additional* bonus to his check equal to his caster level. Compare to the casting table for that specific spell for the result.

A spell check result of a natural 1 is always a failure. A result of 1 also results in corruption or disapproval, as described below.

Concentration: Some spells require concentration. While concentrating, a wizard or cleric can walk at half speed, but that is all. He may take no actions. Combat damage, a fall, or other significant interruptions require him to make a Will save against DC 11 or lose his concentration.

Spell checks by other classes: Foolish warriors have been known to read magical scrolls in dangerous attempts to wield magic. A warrior, thief, or other character untrained in magic may attempt to cast a spell from magical instructions he encounters. Characters of untrained classes roll 1d10 for their spell check instead of 1d20, and they do not add any modifier for an ability score or caster level. A trained thief may roll a higher die, as shown on Table 1-9.

Reversing spells: Some spells can be reversed to perform the opposite function they were intended for. As an example, *mend* can be reversed to *tear* an object, or

enlarge can be reversed to *shrink* an object. Although spell reversal sounds simple and straightforward as a concept, think about it in practical terms: it's not that easy. To use an analogy, can you un-cook a chicken pot pie by following the instructions in reverse? No. Magic cannot be simply reversed. To reflect the difficulty of reverse-spellcasting in practical terms, these simple rules apply:

- A wizard can learn a spell in one of its versions, normal or reversed. For example, he can learn *mend* as a spell slot, or he can learn *tear* as a spell slot. He casts either of these spells as normal.
- If the wizard attempts to cast the reverse of a spell in his repertoire, he makes the spell check at one die lower than normal, using this progression: d30 -> d24 -> d20 -> d16 -> d14 -> d12.

SPELLBURN

Blood aids great sorcery," quoth the mummy, and he was right. A magic-user can harness more magical energies if he is willing to make mortal sacrifice: offer part of his soul to a demon, foster a demi-god's greedy growth by leeching his strength, or even burn the very life energy in his own cells. Before rolling any spell check, a wizard may declare he will attempt spellburn. In attempting spellburn, the wizard temporarily expends points of his Strength, Agility, or Stamina score to enhance his spell check. For every ability point he expends, he adds +1 to his spell check.

For example, a wizard in a life-or-death situation may need absolute certainty that his next spell functions. He calls to an archdemon fiend with whom he has had past dealings. In offering the demon a share of his life-force, he trades 7 points of Strength to give himself a +7 bonus to his next spell check.

Ability scores lost in this way return as the spellcaster heals. Each day thereafter where he does not attempt spellburn, he recovers 1 point of ability score.

Some spells and magical items require spellburn to function, as noted in their descriptions.

Automatic criticals: There is one additional option for spellburn. A wizard who sacrifices a full 20 points of ability scores in one fell swoop automatically treats his next spell check as roll of natural 20.

Regaining spells via spellburn: A wizard may use spellburn to cast spells he has lost for the day. If a wizard expends the spell's level in ability score points, he can cast the spell as if he still had it. For example, a wizard could burn 2 points of ability scores to cast a level 2 spell he had lost for the day. The wizard

must expend additional spellburn to gain a bonus to the spell check. For example, a wizard could burn 4 points of ability scores to cast a level 2 spell at a +2 bonus to the spell check.

Failed spellburn: Any magic-user who rolls a natural 1 on a spell check while using spellburn suffers the loss of ability points and the associated corruption (see below), and also loses 1 point of ability score *permanently*.

Spellburn by clerics: Spellburn is a form of magic generally reserved for wizards. However, under highly unusual circumstances (mostly associated with great magic items or rare formulae), clerics can also utilize spellburn. Clerics can never utilize spellburn for normal spells; only under specialized circumstances which the judge will specify. When a cleric does utilize spellburn, it invariably involves ritualized behavior associated with the worship rites of his deity.

Spellburn in practical terms: The wizard player should role-play the action that drives spellburn, as appropriate to the ability score sacrificed. Alternately, you can roll on table 5-1 to provide some illustration.



TABLE 5-1: SPELLBURN ACTIONS

Roll (d20)	Result
1	The wizard sacrifices one pound of flesh per spell level, which he must carve from his own body with a knife that is holy to a powerful outsider.
2	The wizard must spill his own blood – one tablespoon per spell level.
3	The wizard swears an oath to a minor demi-god, who aids him in his time of need but curses him with weakness until the oath is fulfilled.
4	The wizard cuts off one of his fingertips.
5	The wizard must yank out his hair and burn it.
6	The wizard magically enervates his body in order to fuel the spell.
7	The wizard promises his soul to serve a powerful demon in the afterlife.
8	The wizard agrees to aid followers of a patron saint.
9	The wizard uses a hot iron to brand a supernatural symbol on his arm or torso.
10	The wizard must tattoo a mystical symbol on his cheek, forehead, or hand.
11	The wizard must pull out a fingernail and burn it with incense.
12	The wizard must speak aloud his own true name, weakening himself as a result.
13	The wizard develops a bleeding sore that will not heal until he pays back the aid of the power that assisted him.
14	The wizard must notch his ear in acknowledgment of each time he has been aided.
15	The wizard is required to ritually scarify his back, chest, or biceps with the symbol of a powerful supernatural creature.
16	The wizard sees maggots drip from his sleeves. When not wearing a shirt, nothing happens and his torso appears normal. However, when wearing a shirt, he constantly sees maggots falling from his sleeves.
17	The wizard starts to itch! He has strange, uncontrollable itches and scratches constantly.
18	The wizard develops an odd tic: he twitches his nose, tilts his head, or blinks one eye constantly.
19	The wizard begins muttering under his breath, repeating the name of the entity that has aided him. He can't stop.
20	Roll again twice.

REGAINING SPELLS

Spellcasting is draining. A spellcaster can exert himself a finite number of times in one day before he is exhausted and unable to cast another spell. Depending on the kind of magic, this can be a reflection of mental recall, godly favor, access to a demon's plane, soul-drain, magical ingredients, or other factors.

Each spell's casting table will indicate "lost" or "not lost" in each result entry. A result of "lost" means your character cannot cast that spell again in that day. "Not lost" means the character retains the use of that spell. Generally, only wizard spells are lost when a casting fails.

Clerics suffer a different difficulty. Each time a cleric attempts to cast a spell, he suffers a cumulative penalty to future casting checks for the balance of the day. More information on this penalty is in the cleric class description.

In general, spells are regained within a day of being lost. The exact trigger depends on the magic in question. White magic is regained at the next sunrise; black magic upon the moon crossing the sky in full; demon magic after a full eight hours of rest; divine magic after resting and praying to the cleric's god; and so on, as agreed between player and judge based on the nature of the character's magic.

MERCURIAL MAGIC

The firstborn son of a witch hanged at trial wields black magic adroitly. An orphan raised by satyrs is a precocious student of druidry. Cosmic caprice determines skill in magic: birth order, family lineage, horoscope, and matters even more abstruse have as much influence on a wizard's spellcasting as his hard work and native intelligence.

As a result, the effect of a magical spell varies according to he who casts it. A magical rite invoked by one mage may be more powerful – or even *different* – than the same ritual exercised by a peer. These variegations are not predictable, as the subtleties that produce them can never be fully catalogued.

The mercurial nature of magic is reflected in game terms. When a wizard learns a new spell, he rolls on table 5-2 to determine how that spell manifests *in his hands*. This 1d20 roll is adjusted by his Luck modifier.

The player rolls on table 5-2 for every spell he learns, with the effects being specific to that spell.



TABLE 5-2: MERCURIAL MAGIC

Roll	Adjustment to spell effect
0 or less	Extremely difficult to cast. Instead of rolling 1d20 on a spell check, the wizard rolls 1d14.
1	Difficult to cast. Instead of rolling 1d20 on a spell check, the wizard rolls 1d16.
2	Luck distortion. For 1d4 rounds following the spell, the wizard suffers a -2 penalty to all rolls.
3	Anima drain. The wizard suffers corruption every time he casts the spell, regardless of spell check, <i>unless</i> he spellburns.
4	Magical reverb. For 1d4 rounds after the spell is cast, a backwash of eldritch energy passes over the wizard. Any spell checks the wizard makes during that time suffer a -4 penalty.
5	Primordial channel. Memories from before the time of Man flood the caster's mind as he takes on a primitive demeanor. Every time he casts this spell, the wizard devolves to sub-human tendencies for 1d4 rounds thereafter. During this time, he cannot speak intelligently, cannot cast other spells, cannot use complex devices, cannot read or write, etc.
6	A great rush of wind occurs every time the spell is cast, originating from the caster toward his target. Torches flicker and may go out (50% chance).
7	Prismatic distortion. Nearby light is distorted. Roll 1d6: (1) area within 20' darkens to shadow; (2) all light sources (torches, lanterns, etc.) within 20' are extinguished magically; (3) incandescent flash upon completion of spell; (4) all colors are drained from within 20' of wizard for 1d4 rounds; (5) light takes on a green/orange/blue/yellow hue for 1d4 rounds; (6) shadows multiply from different directions, as if there were additional, invisible light sources, for 1d4 rounds after completion.
8	Auditory feedback. Spell is always associated with unusual sounds. Roll 1d6: (1) crack of thunder, (2) loud buzzing, (3) faint whispers; (4) rush of water; (5) roaring of animals; (6) wailing of bereavement.
9	Strange growths appear in immediate area whenever spell is cast. Roll 1d6: (1) toadstools; (2) pools of slime; (3) flowers; (4) black fungus; (5) crystals; (6) fields of wheat.
10-13	No change – spell manifests as standard.
14	Silenced. At his discretion, the wizard is able to cast the spell completely silently. He need not speak, and any auditory effects of the spell can be suppressed.
15	Mentalism. The wizard can cast the spell using ESP alone. He need not move, speak, breathe, or use any material ingredients to invoke the effects.
16	Terrible to behold. The wizard becomes fearsome when casting the spell. Roll 1d6: (1) he appears to grow in size; (2) he takes on a horrid expression; (3) he glows a fiery red; (4) his body is shadowed while his face is brightly lit; (5) the aspect of his patron towers above him; (6) the wind whirls around him.
17	Energy burst. When successfully casting this spell, the wizard is surrounded by a burst of energy. Roll 1d6: (1) wreathes of flame, which do not affect the wizard but ignite flammable objects within 5' and cause 1d6 damage to melee opponents; (2) crackles of electricity, which arc to the nearest enemy within 10' and cause 1d6 damage; (3) aura of frost, which causes 1d4 cold damage to everything within 10' and automatically snuff torches and lanterns in range; (4) cloud of ash, which the wizard can see through but obscures the sight of all others within 5'; (5-6) instead of determining effect at time of spell acquisition, roll 1d4 each time the spell is cast and compare to above results.
18	Gibbering allies. Chittering, mephitic, rat-sized demons scurry forth from the wizard's pockets and sleeves, scattering around him in a scratching fury. They attack enemies within 10' (atk +2, 1d4 dmg) and aid the spell as appropriate before dissipating in a cloud of ash after 1 minute.
19	Psychic focus. Casting this spell clears the caster's mind and prepares him to channel further energy. For 1d4 rounds after the spell is cast, the wizard receives a +4 bonus to <i>other</i> spell checks. This effect does not stack with itself.
20	Powerful caster. Instead of rolling 1d20 on a spell check, the wizard rolls 1d24.
21+	Natural born talent. Instead of rolling 1d20 on a spell check, the wizard rolls 1d30.

CORRUPTION



ow-level wizards are powerful. High-level wizards fear for their souls. Continual use of magic results in...changes. Exposure to demons, radiation from other planes, elemental energies in toxic quantities, the servants of Chaos: these and other factors affect a wizard over the course of his career. Higher-level wizards seek pacts with demons and elementals to sustain their health so they may continue to advance.

Each and every time a wizard rolls a natural 1 on a spell check, he suffers the effect of the spell failure. Moreover, he must roll on table 5-3: Corruption. The roll is 1d20 minus spell level plus the wizard's Luck modifier. In select circumstances, other modifiers may apply as well (e.g., a curse). Certain kinds of black magic may trigger corruption more often, as indicated and adjusted by the spell table.



TABLE 5-3: CORRUPTION

Roll	Corruption
-10 or lower	A sliver of soul energy is claimed by a demon lord. Character experiences unearthly pain, suffering 3d6 damage, -2 to all ability scores, and an additional -2 to Luck.
-9	Decay. Character's flesh falls off in zombie-like chunks. Character loses 1d4 hp per day. Only magical healing can stave off the decay.
-8	Character's head transforms into bestial form in a painful overnight transformation. Roll 1d6: (1) snake; (2) goat; (3) bull; (4) rat; (5) insect; (6) fish.
-7	Character's limbs replaced by suckered tentacles. One limb is replaced at random each week for four months. At end of four months, it is impossible to hide the character's inhuman nature.
-6	Small tentacles grow around the character's mouth and ears. The tentacles are maggot-sized at first, but grow at rate of 1" per month to a mature length of 12".
-5	Third eye. Roll 1d4 for location: (1) middle of forehead; (2) palm of hand; (3) chest; (4) back of head.
-4	Fingers on one hand fuse while the thumb enlarges. After one week, the hand has transformed into a crab claw. Character gains a natural attack for 1d6 damage and can no longer grasp normal weapons and objects.
-3	Character grows a tail over 1d7 days. Roll 1d6: (1) scorpion tail that can attack for 1d4 damage plus poison (DC 10 Endurance check or target loses 1d4 Str permanently); (2) scaly snake tail; (3) forked demon tail (grants +1 Agility); (4) fleshy tail ending in a useable third hand; (5) fused cartilaginous links ending in spiked stump that can attack for 1d6 damage; (6) bushy horse's tail.
-2	Bodily transformation. Roll 1d6: (1) character grows scales across his entire body; (2) character grows gills; (3) character sprouts feathers; (4) character develops webbed toes and feet.
-1	Character grows a beak in place of his mouth. Transformation starts as a puckering of the lips that slowly turns into a full-fledged bird or squid beak over the next 1d12 months. Character gains a bite attack for 1d3 damage.
0	Febrile. Character slowly weakens over 1d4 months, suffering a -1 penalty to Strength for each month.
1	A duplicate of the character's face grows on his back. It looks just like his normal face. The eyes, nose, and mouth can be operated independently.
2	Consumption. Character's body feeds on its own mass. Character loses 2d10 pounds in one month and suffers a -1 to Stamina.
3	Corpulence. Character gains 6d12 pounds in one month. The weight gain imposes a -1 penalty to Agility, and the character's speed is reduced by 5'.
4	Character crackles with energy of a type associated with the spells he most commonly casts. The energy could manifest as flames, lightning, cold waves, etc.
5	Character's height changes by 1d20-10 inches. There is no change in weight; the character's body grows thin and tall or short and fat.
6	Demonic taint. Roll 1d3: (1) character's fingers elongate into claws, and he gains an attack for 1d6 damage; (2) character's feet transform into cloven hoofs; (3) character's legs become goat-like.
7	Character's skin changes to unearthly shade. Roll 1d8: (1) albino; (2) pitch black; (3) clear; (4) shimmering quality; (5) deep blue; (6) malevolent yellow; (7) ashen and pallid; (8) texture and color of fishy scales; (9) thick bear-like fur; (10) reptilian scales.
8	Small horns grow on the character's forehead. This appears as a ridge-like, simian forehead for the first month; then buds for the second month; goat horns after the third month; and finally, bull horns after six months.

TABLE 5-3: CORRUPTION, CONTINUED

Roll	Corruption
9	Character's tongue forks and his nostrils narrow to slits. The character is able to smell with his tongue like a snake.
10	Character's hair suffused with dark energy. Roll 1d4: (1) hair turns bone white; (2) hair turns pitch black; (3) hair falls out completely; (4) hair sticks straight up.
11	Eyes affected. Roll 1d4: (1) eyes glow with unearthly color; (2) eyes gain light sensitivity (-1 to all rolls in daylight); (3) character gains infravision (see heat signatures at range of 100'); (4) eyes become large and unblinking, like a fish.
12	One of the character's legs grows 1d6". Character now walks with odd gait.
13	Character develops horrid pustules on his face. These pustules do not heal and impose a -1 penalty to Personality.
14	Character develops painful lesions on his chest and legs and open sores on his hands and feet that do not heal.
15	Ears mutate. Roll 1d5: (1) ears become pointed; (2) ears fall off (character still hears normally); (3) ears enlarge and look like an elephant's; (4) ears elongate and look like a donkey's (character also gains braying laugh); (5) ears shrivel and fold back.
16	Chills. Character shakes constantly and cannot remain quiet due to chattering teeth.
17	Character's facial appearance is permanently disfigured according to the magic that was summoned. If fire magic was used, his eyebrows are scorched and his skin glows red; if cold magic was used, his skin is pasty white and his lips are blue. If ambiguous magic was used, his appearance grows gaunt and he permanently lose 5 pounds.
18-20	Spell fumble. Roll 1d6 on table 5-4: Spell Fumbles.
21+	Character passes out. He is unconscious for 1d6 hours or until awakened by vigorous means.

TABLE 5-4: SPELL FUMBLE

Roll	Spell Fumble
1	Nearest ally is partially transformed into an animal (Will save to resist; DC = 10 + (2x spell level)). Roll 1d6 to determine body part: 1 = arms; 2 = legs; 3 = skin; 4 = head; 5-6 = body. Roll 1d8 for animal type: 1 = chicken; 2 = gorilla; 3 = cow; 4 = lizard; 5 = snake; 6 = horse; 7 = dragon; 8 = eagle. The duration of this effect is 1d7 days. On a roll of 7, re-roll as 1d7 weeks. On a second 7, re-roll as 1d7 months.
2	Different spell effect! The wizard inadvertently channels the wrong spell energies. Randomly determine a different spell of the same level. Have the wizard make a spell check roll for that spell. If the spell check is a failure, nothing happens. If it is a success, follow the results.
3	Rain! But it's not water. The wizard inadvertently causes a torrential downpour of (roll 1d6): 1 = flower petals; 2 = garden snails; 3 = cow dung; 4 = rotten vegetables; 5 = iron ingots; 6 = snakes (5% chance they are poisonous).
4	Explosion centered on nearest creature! That creature takes 1d3 damage per spell level.
5	Transformation! One randomly determined creature among the six closest is transformed into (roll 1d6): 1 = stone; 2 = crystal; 3 = earth; 4 = iron; 5 = water; 6 = fire. (Will save to resist, DC = 10 + (2x spell level)). There is a 10% chance the transformation is permanent; otherwise, the creature returns to normal in 1d7 days.
6	Inadvertent corruption! Roll d12+5 on the corruption table and apply the result to one randomly determined creature among the six closest (no Will save to resist).
7	Fireworks! Brilliant colored lights explode all around the caster, creating thundering booms. This effect deals no damage but draws attention to the caster.
8	Cloud of ash! Everyone within 20' of the caster is coated in fine ash.

DEITY DISAPPROVAL

A cleric must serve his immortal master well, lest he fall in disfavor. The cleric who risks disapproval by his deity finds that he quickly loses access to the extraordinary benefits of being a cleric.

Each and every time a cleric rolls a natural 1 on a spell check, he must roll 1d20 on table 5-5: Disapproval. The roll is 1d20 plus the cleric's Luck modifier.

THE WIZARD GRIMOIRE

All wizards are jealous with their knowledge, as a wizard's safety is only ensured insofar as he can best his strongest rival. There are no schools of magic, only masters willing to take apprentices. Yet masters are miserly in their training, lest the prices of their devil-bargains be bargained higher by too many callers. There are secrets in the deep places, and he who knows the most gains an advantage.

As such, a wizard's spell book, or grimoire, is never particularly thick. Its contents are determined as much by the chance falling of cosmic dust as by anything else. Every spell is rare and powerful. Ingredients are scarce, rituals are lengthy, and mind, soul, and body can be threatened with each casting. Thus, grimoires are guarded fiercely.

A grimoire can have many forms. White wizards use spell books; shamans use strings of carved bones; necromancers record spells on scrolls of flayed flesh; Cthulhu cults have rune-inscribed stones; clerics use prayer beads; idolaters utilize sacred gongs; and star-sayers record constellations whose forms contains power.

An experienced wizard learns to recognize magic in all its form, so that he can better steal it.

Determining spells at a new level: A wizard knows spells as indicated on table 1-12: Wizard. At each level, the wizard chooses the level of spell he wishes to learn, as limited by the Max Spell Level for his wizard level, and randomly determines which spell it is. Duplicate results may be re-rolled.

The random results reflects the cacophony of fate: a spell is a result of finding a transcription, translating and understanding it, communing with whatever powers are necessary to cast it, acquiring the requisite ingredients, and, finally, succeeding in the associated rituals. At any given time a wizard may be working on unlocking a variety of spells, but the ones in which he succeeds are limited.

In the course of his travels, a wizard may come across recordings of spells. He may steal another wizard's grimoire. He may find etchings in a lost tomb. He may make acquaintance with a generous demon. Should a wizard have a source of knowledge for a new spell, he may *choose* to learn that spell when he reaches a new level instead of rolling randomly.

Learning a spell: Just because a wizard finds a description of how to cast a spell doesn't mean he can actually pull it off. Your character must make a check to learn the new spell to which he is exposed. Your judge will give you the criteria for this check.

Picking and rolling: Although the concept of randomly determined spells is entertaining and fits with the original concept of Vancian magic, the author has found that it can be disruptive in actual play. No one wants to play the wizard with four useless spells! If the random determination results in a level 1 wizard with useless spells, the author recommends allowing the player to drop up to half the randomly produced spells and choose replacements.

RITUALIZED MAGIC

The spells listed here are primarily oriented around an adventuring wizard. As such, they do not include the great rites and rituals of the era: those magical invocations which take days or weeks to complete and which can tap into recondite energies beyond the scope of this work. Know that there are more powerful rituals, of a longer duration and more difficult casting time, than described here. These rituals typically mandate spellburn and sacrifices of various kinds and can summon forth unearthly creatures from beyond space and time, whose powers are not limited by the physics we know. Such works of magic are reserved for future volumes.



"My henchmen have been so much more loyal since I turned them all into zombies."

TABLE 5-5: DISAPPROVAL

Roll	Disapproval
2 or less	The cleric's deity wishes to test whether the cleric is a man of the faith or a man of the flesh. Calculate the cleric's total net worth in gold pieces. The cleric immediately incurs a <i>permanent</i> -4 penalty to all spell checks. The <i>only</i> way to remove this penalty is for the cleric to sacrifice his material possessions. For every 20% of his net worth sacrificed to the deity, one point of penalty is removed. Or, in other words, sacrificing 80% of what he owns will return the cleric to a normal spell check penalty. A sacrifice can be destruction, consecration, donation, transformation into a temple or statue, etc.
3	The cleric must endure a test of faith. He gains an illness that costs him 1d4+1 points each of Strength, Agility, and Stamina. The ability score loss heals at the normal rate of 1 point per day. The cleric may not use magic to heal the loss. If the cleric endures the test adequately to the satisfaction of the deity, he retains his magical abilities.
4	The cleric incurs an immediate -4 penalty to all attempts to lay on hands until he goes on a quest to heal the crippled. This quest is of his own design, but generally speaking, must result in significant aid to the crippled, blind, lamed, sickly, etc. Once the quest is completed, the deity revokes the penalty. While the penalty remains, it applies to all attempts to lay on hands, even if the "normal" spell check penalty has been reduced back to 0.
5	The cleric immediately incurs an additional -4 penalty to all spell checks. Mark off as if the cleric had incurred a -4 penalty through normal failed spell checks. This penalty can be mitigated through the normal means; i.e., rites, sacrifices, etc.
6	The cleric immediately incurs an additional -2 penalty to all spell checks. Mark off as if the cleric had incurred a -4 penalty through normal failed spell checks. This penalty can be mitigated through the normal means; i.e., rites, sacrifices, etc.
7	The cleric loses access to 1d4+1 spells, randomly determined from all the character knows. These spells cannot be cast for the next 24 hours.
8	The cleric is ordered by his deity to meditate on his faith and come to a better understanding of what he has done to earn disapproval. The cleric incurs an immediate and permanent -2 penalty to all spell checks. The only way to lift this penalty is for the cleric to meditate. For every full day of meditation, the cleric can make a DC 15 Will save. Success means the spell check penalties are removed.
9	The cleric loses access to two randomly determined level 1 spells. These spells cannot be cast for the next 24 hours.
10	The cleric is temporarily disowned by his deity. For the rest of the day, the character cannot accumulate XP and may not gain class levels as a cleric. After the time period expires, the character begins to accumulate XP again as normal but does not accrue "back pay" (so to speak) for XP missed while he was disowned.
11	The deity is not forgiving on this day. When the cleric rests for the night, he does not "reset" his spell check penalties at the next morning - they carry over from this day to the next. The following day they will reset as normal.
12	The cleric loses access to one randomly determined level 1 spell. This spell cannot be cast for the next 24 hours.
13	Cleric is temporarily barred from use of his lay on hands ability. The deity will not grant healing powers for the next 1d4 days. After that time, the cleric regains the use of his healing abilities.
14-15	Cleric is temporarily unable to turn unholy creatures. The cleric regains the ability after 1d4 days.
16-17	The cleric is stained with the mark of the unfaithful. This physical mark appears like a brand, tattoo, or birthmark, with the symbol determined by the cleric's faith. The symbol is automatically visible to all worshippers of the cleric's faith, even through clothing, but may be invisible to others. To all who see and comment on the mark, the cleric must explain his sin and describe what he is doing as penance. If he continues to sustain his faith for a week while retaining the mark, it disappears.
18+	The cleric's ability to lay on hands is restricted. The ability works only once per day per creature healed - no one character can be healed more than once per day. After 24 hours, the ability's use reverts to normal.

KNOWN SPELLS OF THE CURRENT ERA



here are 716 wizard spells. No more, no less. This number is known because Leetore the Limicker, a great mage of the fourth aeon, successfully contacted a somnolent elder god that sussurated several secrets (in limerick form, of course) before drowsing off forever. It is the measure of success for every wizard to fill his spell book with as many of these 716 spells as can be found in his lifetime.

Thus, the spells that follow are by no means all the spells in the world. They are merely some that are known among the more quotidian wizards of Aereth. As most wizards will never see more than a few of these spells recorded together, they are listed here together as a convenience for play, nothing more. Should your character ever know more than this many spells, he will be a great mage.

Cleric spells are not so rigidly defined. Each god's domain offers both powers and limitations, such that the boundaries of a cleric's magic are a bit more flexible. And the gods themselves change over time, of course.

Spells are organized alphabetically. The tables below organize the spells by level, while each spell entry provides more detail. (Note to reader: for purposes of this public beta, we have only included 1st-level spells. A more complete spell table appears in the complete DCC RPG.)

LEVEL 1 WIZARD SPELLS

- 1 Animal summoning
- 2 Cantrip
- 3 Charm person
- 4 Chill touch
- 5 Choking cloud
- 6 Color spray
- 7 Comprehend languages
- 8 Detect magic
- 9 Enlarge
- 10 Find familiar
- 11 Invoke patron*
- 12 Magic missile
- 13 Magic shield
- 14 Mending
- 15 Patron bond*
- 16 Read magic
- 17 Ropework
- 18 Runic alphabet, mortal
- 19 Sleep
- 20 Spider climb
- 21 Ventriloquism
- 22 Ward portal
- 23 (Patron spell)**

* If either *patron bond* or *invoke patron* is rolled, the wizard receives *both* of these spells, but they count as only one spell slot.

** Ignore this result if the wizard does not have the spell *patron bond*. If the wizard has that spell, he also gains the appropriate patron spell. Consult your judge for more information.

LEVEL 1 CLERIC SPELLS

- Blessing
- Darkness
- Detect evil
- Detect magic
- Holy sanctuary
- Paralysis
- Protection from evil
- Resist cold
- Second sight
- Word of command



TABLE OF SPELL RESULTS

LEVEL 1 WIZARD SPELLS

Animal Summoning	
Level	1
Range	20'
Duration	Varies
Casting time	1 round
Save	None
Manifestation	Roll 1d6: (1) an egg shimmers into existence, then hatches into the animal summoned; (2) a flash of dark clouds and the animal appears; (3) the animal's skeleton appears first, then organs appear, then muscles knit them together, then skin grows, and the animal appears; (4) animal erupts from the ground fully formed.
General	You invoke animal spirits to summon forth a mundane animal. You must be familiar with the animal type and have some material remnant to expend in casting the spell (e.g., hair, fur, paw, tooth, skull, etc.).
1-11	Lost. Failure.
12-13	You summon one mundane animal of 1 HD or less. Animal will remain for up to 1 hour, though it hungers, thirsts, and rests as normal. Animal will obey your commands within normal bounds; suicidal commands or those contrary to its nature (e.g., ordering a rabbit to consume meat) have a 50% chance of releasing the animal from service, in which case it returns to whence it came. Due to the nature of the summoning, you cannot directly harm the creature summoned.
14-17	As above, but you may summon up to two 1 HD animals or one 2 HD animal.
18-19	As above, but the spell's duration is extended to 2 hours.
20-23	As above, but suicidal or contrary commands have only a 25% chance of failure.
24-27	As above, but you may summon up to four 1 HD creatures, two 2 HD creatures, or one 4 HD creature.
28-29	As above, but the spell's duration is extended to 4 hours. In addition, suicidal or contrary commands have only a 10% chance of failure.
30-31	As above, but you may summon up to eight 1 HD creatures, four 2 HD creatures, two 4 HD creatures, or one 8 HD creatures.
32+	As above, but the spell's duration is extended to 24 hours and contrary or suicidal commands have only a 1% chance of failure.

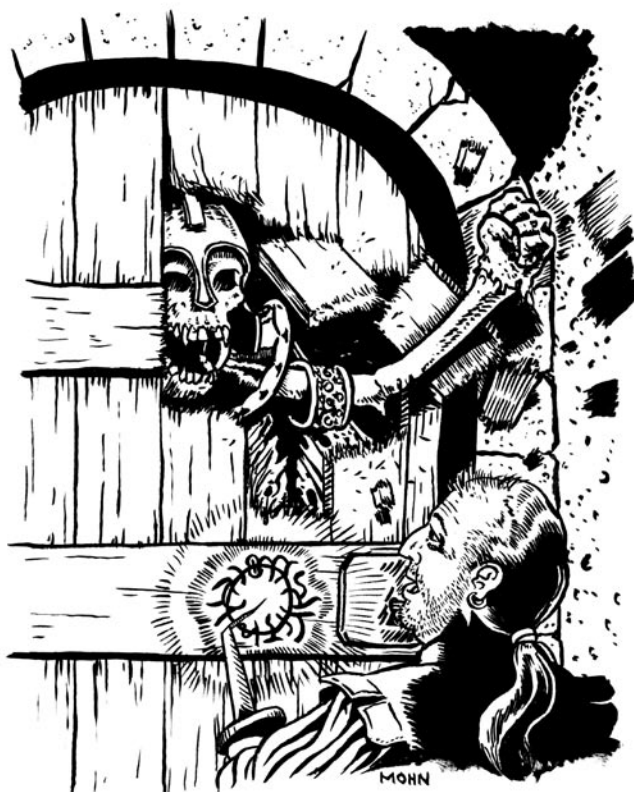
Cantrip	
Level	1
Range	Varies
Duration	Varies
Casting time	1 action
Save	Will vs. spell check as applicable
Manifestation	Varies
General	As wizards learn their craft, they practice many minor incantations that produce simple visual or auditory effects. This spell can be used to apply magical energy to many minor tasks. With the inherent risks that come from spellcasting, few wizards are so bold as to frequently invoke <i>cantrips</i> , but their availability is sometimes valuable. The <i>cantrip</i> spell can be used to enact any effect the caster pronounces at casting, within the limits of the spell, as outlined on the spell check table below.
1-11	Lost. Failure.
12-13	You can create a simple visual effect at a distance of up to 20' per caster level. For example, a flash of light, dancing lights, a ray of moonlight, or a patch of darkness.
14-17	As above, <i>or</i> you can create a simple auditory effect at similar range. For example, a whispered sentence, enhancing his voice to a booming shout, a fake dog bark, or basic ventriloquism.
18-19	As above, <i>or</i> you can create a simple kinetic effect at similar range. For example, shove a mug off a table, tear the buttons off a dress, twist a knob, or cause a deck of cards to shuffle itself.
20-23	As above, <i>or</i> you can generate a dangerous fluid or energy of some kind, that does up to 1d3 damage. For example, a dollop of acid or a freezing chill.
24-27	As above.
28-29	As above.
30-31	As above.
32+	As above.



Charm Person	
Level	1
Range	120'
Duration	Varies
Casting time	1 round
Save	Will vs. check
Manifestation	Roll 1d6: (1) flash of light' (2) lulling harmony; (3) black cloud; (4) glittering pixie dust; (5) black beam; (6) moonbeam from above
General	You charm an enemy to become your friend! Any mundane living humanoid can be affected normally. Druids can also use this spell on animals. Wizards can attempt this spell on monsters and un-dead with a -2 check penalty and attempt to affect outsiders and demons with a -4 check penalty.
1-11	Lost. Failure.
12-13	The target must make a Will save or be dazed for 1d4 rounds. Dazed targets can move at half speed but can perform no other actions.
14-17	The target must make a Will save or fall under your complete control, as if it were your friend. However, the target will not perform actions that are suicidal or which a devoted friend would not otherwise perform. Unfortunately, the target's willpower must be forcibly subverted for you to exercise control, so it is but a shell of its former self, operating at a -4 penalty to all ability scores while under your control. The target receives another save to break the charm according to its original Intelligence, as follows: Int 3-6 = one month; Int 7-9 = three weeks; Int 10-11 = two weeks; Int 12-15 = one week; Int 16-17 = three days; Int 18+ = next day. While affected by the spell, the target is marked by a sign of your control. Roll 1d4: (1) odd facial tic; (2) deep bags under eyes; (3) posture and facial expressions resemble caster; (4) hair stands straight up.
18-19	As above, but the target willfully submits with no penalty to ability scores.
20-23	As above, but there are no signs of control.
24-27	As above, but the spell affects a number of targets equal to caster level.
28-29	As above, but the spell affects a number of targets equal to 1d6 + caster level.
30-31	As above.
32+	As above, but the spell affects a number of targets equal to 2d6 + caster level.



Chill Touch	
Level	1
Range	Touch
Duration	Varies
Casting time	1 action
Save	Will vs. check
Manifestation	Roll 1d4: (1) your hands glow blue; (2) your hands turn black; (3) you emit a strong odor of corruption; (4) your hands appear skeletal.
General	This necromantic spell delivers the chill touch of the dead. You must spellburn at least 1 point when casting this spell.
1-11	Lost. Failure.
12-13	Your hands are charged with necromancy. On the next round, the next creature you attack takes an additional 1d6 damage. Un-dead creatures take an additional +2 points of damage.
14-17	As above, and you gain a +2 bonus to the attack roll.
18-19	As above, and your hands stay charged with negative energy for 1 turn. During that time, you can continue to touch enemies and inflict damage.
20-23	As above, and your touch also inflicts 1d4 Strength damage.
24-27	Your touch inflicts an additional 2d6 damage plus an additional 1d4 points of Strength loss. You receive a +4 bonus to the attack roll, and the effect continues for 1 turn.
28-29	As above, and the spell's duration is 2 turns.
30-31	As above, and you receive a +6 bonus to the attack roll.
32+	As above, and the spell's duration is 1 hour.



Choking Cloud	
Level	1
Range	20'
Duration	Varies
Casting time	1 action
Save	None
Manifestation	Roll 1d8: (1) black cloud; (2) translucent mist; (3) explosion of ash; (4) geyser that erupts from the ground below the target; (5) yellow-green cloud; (6) red mist; (7) thick, oily fog; (8) blue cloud.
General	You summon forth a cloud of caustic, acidic mist that chokes your target.
1-11	Lost. Failure.
12-13	One target is engulfed in a caustic, stinking cloud for 1d4 rounds, suffering a -1 penalty to attack rolls, damage rolls, and saves during that time. The cloud follows the target; it cannot escape.
14-17	As above, but up to 1d4 small individual clouds appear around selected multiple targets.
18-19	A single acidic, poisonous cloud appears with a radius of 20'. For 1d6 rounds, targets in the cloud suffer a -2 penalty to attacks rolls, damage rolls, and saves, <i>and</i> take 1 point of damage each round. You can direct the cloud by concentrating; it moves up to 50' per round at his command.
20-23	As above, but the cloud lasts 2d6 rounds. In addition, targets must make a one-time Fort save or be poisoned (-1d4 to Agility).
24-27	As above, but the cloud causes 2 points of damage for every round of exposure.
28-29	As above, but the cloud causes 4 points of damage for every round of exposure.
30-31	As above, but you can conjure two clouds, each with a radius of 40'.
32+	As above, but you can summon one cloud per caster level.

Color Spray	
Level	1
Range	40'
Duration	Instantaneous
Casting time	1 action
Save	Will vs. check
Manifestation	Roll 1d8: (1) spray of colored arrows; (2) rainbow from above; (3) flash of variegated hues; (4) spotlight of rotating colors from the sky; (5) cloud of many colors or a single color; (6) shadow of subdued, washed-out colors; (7) inversion of colors in the affected area; (8) rope-like coils of light that emanate from the caster's fingertips.
General	You summon forth a spray of brilliant colors that blind and dazzle your target.
1-11	Lost. Failure.
12-13	One target within range must make a Will save vs. spell check DC or be blinded for 1d4 rounds. Sightless creatures are immune.
14-17	As above, but up to two targets.
18-19	As above, but up to three targets are knocked unconscious <i>and</i> blinded for 2d4+1 rounds.
20-23	As above, but creatures of 2 HD or less receive no saving throw.
24-27	A blast of colored chaos affects all targets in a cone 40' long and from 10' to 30' wide (attacker can decide). All targets, including your allies, within the cone are knocked unconscious and blinded for 3d4+1 rounds. Creatures of 2 HD or less receive no save; others can attempt a Will save to resist. Sightless creatures are immune.
28-29	As above, but creatures of 4 HD or less receive no saving throw.
30-31	As above, but the cone can be up to 100' long and from 10' to 30' wide.
32+	As above, but creatures of 6 HD or less receive no saving throw.



Comprehend Languages	
Level	1
Range	Self
Duration	Varies
Casting time	1 turn
Save	None
Manifestation	Roll 1d4: (1) your eyes glow; (2) text glows; (3) letters of text flow into new, legible shapes; (4) none.
General	You are able to understand non-magical words or images (such as treasure maps) that would otherwise be unintelligible.
1-11	Lost. Failure.
12-13	You can read writing in one terrestrial language for 1 turn. Terrestrial languages are those spoken by mortal, earthbound creatures, such as dwarves, giants, and goblins. Some sample of the language in question must be visible in front of you.
14-17	As above, and you can also understand the language in spoken form.
18-19	As above, and you can also speak the language in a very simple form, at the speech level of a young child. For example, you can communicate basic desires but nothing complex.
20-23	As above, but the language can be supernatural or extraplanar in origin. For example, you could speak with a demon or an elemental.
24-27	As above, and the spell's duration is extended to 1 turn per caster level.
28-29	As above, <i>or</i> you can opt to cast this spell on a target to allow it to comprehend a language, either terrestrial or supernatural in origin, as per the effect above. If the target is unwilling, it receives a Will save against your spell check.
30-31	As above, but the spell's duration is extended to 1 hour per caster level.
32+	As above, but the spell's duration is extended to 1 day per caster level.



Enlarge	
Level	1
Range	Touch
Duration	1 turn per caster level
Casting time	1 round
Save	None
Manifestation	Roll 1d4: (1) target visibly enlarges; (2) target disappears then re-appears at greater size; (3) hundreds of tiny workmen appear to chop apart the target's body and re-assemble it in greater volume; (4) target reverse-ages to the size and appearance of a baby, then amazingly grows back to adult appearance at larger than its former size.
General	By touching a creature or object, you cause it grow in size! In this manner, ropes can become longer, doors thicker, tables heavier, swords larger, and so on. Magical objects so increased retain their original magical potency; e.g., a +1 <i>sword</i> does not become a +2 <i>sword</i> , it simply becomes a larger magical sword. You can learn the reverse of this spell, <i>reduce</i> , which is used to make things smaller. Multiple castings of this spell do not stack, though <i>reduce</i> may be used to cancel <i>enlarge</i> .
1-11	Lost. Failure.
12-13	The target increases in size and mass by 10%. It becomes visibly larger and potentially intimidating, but not enough to confer statistical bonuses. Armor and equipment worn by the target are similar enlarged.
14-17	The target increases in size by 25%, conferring a +1 bonus to Strength for living creatures.
18-19	The target increases in size by 50%, conferring a +2 bonus to Strength for living creatures.
20-23	The target doubles in size. A normal man becomes ogre-sized with this result, receiving a +3 bonus to Strength.
24-27	The target triples in size. A normal man is becomes giant-sized with this result, receiving a +4 bonus to Strength.
28-29	As above, but the sum of 200% growth may be spread among a number of targets equal to caster level, within a range of 20'. For example, one target may grow 200% (to become 3x normal size), or two targets may each grow 100% (to each become 2x normal size), or four targets may each grow 50%, or eight targets may each grow 25%, and so on.
30-31	As above, but the spell's duration is doubled to 2 turns per caster level.
32+	As above, but the spell's range is extended to 40' and its duration to 3 turns per caster level.

Find Familiar	
Level	1
Range	Self
Duration	Lifetime
Casting time	1 week
Save	None
Manifestation	Varies
General	This lengthy ritual prepares you to bond with a familiar. The familiar makes itself known during the ceremony 50% of the time; otherwise, you make its acquaintance sometime in the weeks following the ritual. The spell check is made upon completion of the ritual, and a minimum spellburn of 10 points is required to cast this spell. You gain hit points equal to the familiar's and other powers as well, depending on the creature summoned. Once you have summoned a familiar (whether you have met it or not), you cannot summon another until the current one dies and a full moon passes. If your familiar dies, you immediately keel over in intense pain, lose twice the familiar's hit points permanently, and suffer a -5 spell check penalty until the next full moon. Your judge will provide more information.
1-11	Failure. Unlike normal spells, the spell is lost for an entire month, not simply one day.
12-13	Per judge.
14-17	Per judge.
18-19	Per judge.
20-23	Per judge.
24-27	Per judge.
28-29	Per judge.
30-31	Per judge.
32+	Per judge.



Invoke Patron	
Level	1
Range	Self
Duration	Varies
Casting time	1 round, and the spell may be cast only a limited number of times, according to results of <i>patron bond</i> .
Save	None
Manifestation	Varies
General	In order to learn this spell, you must first cast <i>patron bond</i> . The particulars of this spell vary according to the terms of your patron. In casting this spell, you invoke the name of your supernatural patron to request aid. This spell requires at least 1 point of spellburn. The patron responds by sending aid according to the nature of its followers; your judge will provide specifics. Note that continued casting of this spell may taint the wizard spiritually and physically.
1-11	Failure. Unlike other spells, <i>invoke patron</i> may not be lost for the day. Depending on the results of <i>patron bond</i> , you may still be able to cast it.
12-13	Per judge.
14-17	Per judge.
18-19	Per judge.
20-23	Per judge.
24-27	Per judge.
28-29	Per judge.
30-31	Per judge.
32+	Per judge.



Magic Missile	
Level	1
Range	150' or more
Duration	Instantaneous
Casting time	1 action or 1 turn (see below)
Save	None
Manifestation	Roll 1d10: (1) meteor; (2) flaming arrow; (3) force arrow; (4) screaming, clawing eagle; (5) black beam; (6) ball lightning; (7) splash of acid; (8) ray of frost; (9) force dagger; (10) force axe.
General	You hurl a magical missile that automatically hits your enemy.
1-11	Lost. Failure.
12-13	You can throw a single missile that does 1 point of damage. You must have line of sight to the target. The missile flows unerringly and never misses, though it may be blocked by certain magic (e.g., <i>magic shield</i>).
14-17	As above, but you hurl a single missile that does damage equal to 1d4 + caster level.
18-19	As above, but you hurl 1d4 missiles that each do damage equal to 1d4 + caster level. All missiles must be aimed at a single target.
20-23	As above, but you hurl 1d4+2 missiles that each do damage equal to 1d6 + caster level. Each missile can be aimed at a separate target.
24-27	As above, but you hurl one extremely powerful missile that does damage equal to 4d12 + caster level. Range is increased to 1,000', provided line of sight is maintained.
28-29	As above, but you hurl 1d6+2 missiles that each do damage equal to 1d8 + caster level. Range is increased to line of sight, as long as the missiles travel in a direct path.
30-31	As above, but you hurl 2d6+1 missiles that each do damage equal to 1d8 + caster level. Each missile can be aimed at a separate target. Range is line of sight, regardless of whether a direct path exists; e.g., you may launch a magic missile through a crystal ball or other scrying device. These missiles have limited ability to defy <i>magic shield</i> and other protections; compare this spell check against the spell check used to create the <i>magic shield</i> . If the <i>magic missile</i> check is higher, the <i>magic shield</i> has only a 50% chance of absorbing the missiles (roll individually for each missile). Any missiles that make it through do damage equal to 1d8 + caster level, as noted above.
32+	As above, but you hurl 3d4+2 missiles that each do damage equal to 1d10 + caster level. You may direct these missiles individually as a single action, or you may direct them <i>all</i> at a <i>single target</i> that is not present or visible, provided you have specific knowledge of that target. In this case, you must have a physical memento of the target (hair, fingernail, vial of blood, etc.) and spend 1 turn concentrating to cast the spell, then continue concentrating as the missiles seek their target. The missiles seek out this target even if it is concealed or invisible, though they have a maximum range of 100 miles. The missiles turn, curve, re-trace their route, and make every effort to reach the target, although they cannot cross planes. The missiles can travel up to 10 miles per second provided no obstacles are present, but speed is much lower if, for example, they must navigate underground caverns. Provided a direct route exists, the missiles strike the target unerringly.

Magic Shield	
Level	1
Range	Touch
Duration	Varies
Casting time	1 action
Save	None
Manifestation	Roll 1d6: (1) disc of shimmering blue force; (2) yellowish force-field; (3) giant hand that picks off attacks; (4) buckler that emits radiant light; (5) black, bottomless tear in the seam of reality; (6) whirlwind of air that buffets attackers.
General	You conjure up a magical shield that defends you from opponents.
1-11	Lost. Failure.
12-13	You receive a weak shield that provides a +2 bonus to AC for 1d6 rounds.
14-17	You receive a shield that provides a +4 bonus to AC for 2d6 rounds.
18-19	You are able to control a shield that provides a +4 bonus to AC for 1d4 turns. When casting the spell, you can apply the shield to yourself or one target you can touch.
20-23	As above, but the shield also blocks <i>magic missiles</i> automatically (missiles usually have no effect; see <i>magic missile</i> spell description).
24-27	As above, and the shield also blocks attacks from mundane projectiles. You reduce damage from any arrow, sling stone, bolt, dart, or other ranged weapon by 10 points per attack for the duration of the spell.
28-29	As above, but <i>two</i> shields are created. You are automatically shielded, <i>and</i> you can apply the other shield to one other you touches while casting the spell.
30-31	As above, but the shield provides a +6 bonus to AC.
32+	As above, but you can shield yourself and up to 1d6 other creatures you touch when casting the spell (e.g., by linking hands).



Mending	
Level	1
Range	5'
Duration	Varies
Casting time	1 round
Save	None
Manifestation	Roll 1d4: (1) object glows; (2) object disappears then reappears mended; (3) swarm of tiny gnomes crawl out from under nooks and crannies to repair object with hammer and anvil; then they run away; (4) object melts and then reforms mended.
General	You can repair damaged objects, generally of a simple and mundane nature. The reverse spell, <i>tear</i> , can cause minor defects and offers a Fort save to the affected object.
1-11	Lost. Failure.
12-13	You can repair a minor defect in a simple object of non-magical, non-living nature. The defect to be repaired must be of a single material, be no more than 1 cubic foot in volume, and contain no moving parts or complex mechanisms. Once repaired, the object is as good as new. Examples: mend a torn shirt, repair a dent in a helmet, connect the two halves of a broken sword, or restring a broken bow. The repair lasts for 24 hours.
14-17	As above, but the repair lasts for one week.
18-19	As above, but the repair is permanent. There is a 10% chance that the repaired object is actually substituted for a similar whole object. For example, instead of mending a torn tunic, an intact but different tunic appears. Somewhere, someone's intact tunic was replaced by your torn one!
20-23	You can permanently repair one complex object with moving parts and multiple elements. For example, you could repair a crossbow or a locked door. The size of the object can be up to your weight or volume. There is no chance of substitution.
24-27	As above, but the spell's range is extended to 100'.
28-29	As above, but you can repair large, complex objects up to a weight of one ton per caster level. For example, you could reform the broken battlements of a tower with this spell. Larger objects take longer to mend, typically requiring concentration of one round per ton of weight.
30-31	As above, but you can now repair magical objects as well. Note that the specific object in question may require additional components beyond the scope of the normal casting of this spell. For example, a chinked magic sword could be mended normally, but mending a broken wizard staff may require the same elemental energies that were present when it was created.
32+	As above, but you can now mend living things. Casting this spell on a living creature heals one wound per casting, or the equivalent of 2d6 hit points of damage.

Patron Bond		
Level	1	
Range	Self or touch (see below)	
Duration	Lifetime	
Casting time	1 week + quests as ordered	
Save	None	
Manifestation	Varies	
General	You commit yourself to the service of a supernatural lord, forming a pact to gain its support as your patron so long as you continue to please it with your service. Your patron may be a demon, devil, ghost, spirit, elemental, angel, chaos lord, or other supernatural being who accepts your service. The initial ceremony takes one week to complete. Once the pact is made, you may invoke your patron's support with the spell <i>invoke patron</i>, and it may or may not answer as it sees fit. In return for your patron's assistance, it may ask you to do certain things. You must act faithfully in its service at all times, lest it cast you off. You may perform more than one ceremony to serve multiple masters, but doing so may raise questions as to your true loyalties. Be advised that this is dangerous magic. A supernatural patron is not the same as the deity that a cleric may worship. You are in communion with almighty spirits: be forewarned. Alternately, once you have formed a bond with your patron, this spell may be cast to create a bond between another mortal and your patron. The mortal need not be a spell-caster; in fact, they usually are not. In this case, both you and the recipient must spend a week on the ceremony, which requires a mighty oath to declare allegiance to the patron. Very powerful creatures are more likely to successfully bond with patrons (who look more favorably upon powerful followers). Typically, a casting of <i>patron bond</i> on behalf of another receives a bonus of +2 if the subject is of 5th-level (5 HD) or higher, and +4 if the subject is of 9th-level (9 HD) or higher. At the end of the ceremony, the casting of the spell seals the bond. Recruiting additional followers for your patron will bring you favor, and may grant boons to the other followers; though, their patron will ask fealty of them in exchange. Note that continued casting of this spell may taint you, both spiritually and physically.	
	When Cast on Self	When Cast on Other
1-11	Failure. Unlike normal spells, this spell is lost for an entire month, not simply one day.	
12-13	You make contact with your patron and successfully negotiate the terms of your compact. You learn the spell <i>invoke patron</i> as it relates to your patron, but you may only cast it once per week. Each time you cast <i>invoke patron</i>, you are indebted to your patron, who will call in the debt at some point. Your patron marks you as its servant via an inconspicuous brand or symbol somewhere on your body.	You form a simple bond between the subject and your patron. The patron is aware of this subject, who is one among many. The subject may attempt a DC 20 Luck check once per month to ask a <i>minor</i> favor from the patron, which manifests in a non-magical manner. (For example, if short of gold to pay for a ferry crossing, the subject may be lucky enough to find a fisherman willing to offer a free trip across the river.) Each time such a Luck check is attempted, there is a 1% cumulative chance that the patron asks for something in return. You are looked upon favorably for bringing more followers to your patron; for every 10 followers recruited and bonded, you receive a +1 bonus to future <i>patron bond</i> and <i>invoke patron</i> checks (max +5 bonus).

Patron Bond (continued)		
14-17	As above, and you are considered a useful pawn. You receive a prominent mark of the patron on your hand or face. You may cast <i>invoke patron</i> once per day.	As above, and the subject is more attuned to the desires of his patron. The subject receives a prominent mark of the patron on his hand or face, and his once-monthly Luck check has a DC 18 threshold.
18-19	As above, and the patron offers you a mark of favor. The mark grants a +1 bonus to your spell checks when casting <i>invoke patron</i> .	As above, and the subject is important to the patron. The once-monthly Luck check has a DC 16 threshold.
20-23	As above, and you can cast <i>invoke patron</i> up to twice per day.	As above, and the patron is inexplicably fond of the subject. The patron probably has some use for this subject in the future, which both of you will discover when the time is right. The patron bestows a minor boon to both you and the subject, in the form of (roll 1d4): (1) +1 hit point; (2) +1 to the ability favored by the patron; (3) +50 XP; (4) +1 Luck.
24-27	As above, and the patron gives a gift (for which a counter-gift is to be expected, of course). The gift grants a +2 bonus to one attribute as long as you maintain your pact.	As above, and this subject can make a DC 16 Luck check once a month to ask a <i>minor</i> favor from the patron (at a 1% chance per request of a counter-favor being requested), and he also receives a randomly determined minor boon. Additionally, the subject finds himself to be extremely useful to the patron. The patron sends followers to aid the subject's natural actions. The followers consist of 1d4+1 warriors, each of level 1d3. All bear the mark of the patron. They serve with absolute loyalty (no morale checks are ever required) and ask for nothing in return save adherence to the principles of your mutual patron.
28-29	As above, and your patron considers you indispensable to his long-term goals. He is eager to solicit your service. You can cast <i>invoke patron</i> up to three times per day.	As above, and the subject may ask for <i>major</i> favors with his DC 16 Luck check, which may manifest in a magical manner. For example, if attempting the same ferry crossing referenced above, the subject may suddenly find a giant eagle comes to fly him across the river. Each request now comes with a 2% cumulative chance that the patron asks for something in return.
30-31	As above, and you receive a +2 bonus to spell checks for <i>invoke patron</i> .	As above, and the patron grants a major boon (in addition to the minor boon) to both you and the subject. The major boon consist of (roll 1d4): (1) +1d4 hit points; (2) +100 XP; (3) +2 Luck; (4) +1 to saving throw of your choice.
32+	As above, and you can cast <i>invoke patron</i> up to four times per day.	As above, and the threshold for favors is reduced to a DC 14 Luck check.

Ropework	
Level	1
Range	30' or more
Duration	Varies
Casting time	1 round
Save	None
Manifestation	Roll 1d4: (1) normal rope appears from thin air; (2) rope drops down from above; (3) rope explodes from the ground like a serpent, then changes to look like rope; (4) multi-colored threads sprout from the ground and coalesce into a rope.
General	You are able to summon a rope from nowhere and command it to do your bidding. The rope can be used to entangle foes, climb walls, cross ravines, lift friends or enemies, shape itself into writing, or do other amazing things. Unlike other spells, casting <i>ropework</i> allows you to choose any result at or below your spell check.
1-11	Lost. Failure.
12-13	You can summon a rope of up to 100' in length from nowhere. The rope remains in existence for 1 turn.
14-17	You can summon a rope as above. Using an existing rope or the summoned one, you can command the rope to rearrange itself into any shape. This can be a symbol (such as an arrow or square), writing (cursive or block), numbers, or anything else. The rope takes 1d4 rounds to arrange itself, depending on the complexity of the request.
18-19	You can summon a rope as above. Using an existing rope or the summoned one, you can command the rope to entangle one target. The rope rapidly loops itself around the target, then constricts. The target receives a Reflex save against the spell check DC to escape; otherwise, it is constrained. A constrained target cannot move or take any action other than to talk. Once constrained, the target can attempt on future rounds to escape with a Strength or Agility check (to burst the rope or wiggle free) against the spell check DC.
20-23	You can summon a rope as above. Using an existing rope or the summoned one, you can command the rope to rise into the air. The rope can rise straight up, at an angle, or hang in the air horizontally. It does not need to be anchored to anything and will support up to 400 pounds of weight without being anchored (anchoring it may allow it to support more weight). The rope can be climbed as normal. The rope will remain in this position, magically floating in the air, for up to 1 turn, at which point it drops to the ground.
24-27	You can summon a rope as above. Using an existing rope or the summoned one, you can command the rope to lift a target into the air. The rope will loop itself lightly around the legs and waist of the target (requiring about 5 feet of its total length), then lift the target to whatever height you indicate, as long as the base of the rope still touches the ground. The rope can lift a target that weighs up to 400 pounds. The target can be lifted straight up or at an angle, at a speed of 50' per round.
28-29	You can summon a rope as above. Using an existing rope or the summoned one, you can command the rope to entangle a target (as result 18-19 above) or lift it up (as result 24-27 above), and then <i>also</i> have the rope move as an inchworm, holding the target, at a speed of up to 30' per round. The rope can be commanded to move up to 1 turn as long as one end of it is within 30' of you.
30-31	As any result above, and the spell's range is extended to 300'.
32+	As any result above, and the spell's duration is increased to 1 hour.

Runic Alphabet, Mortal	
Level	1
Range	One inscribed rune
Duration	Until triggered
Casting time	1 turn
Save	Will save vs. spell check; -2 penalty if of opposed alignment to caster
Manifestation	Inscribed rune
General	Wizards learn alphabets of magic symbols, which, when traced, cause incredible things to happen. There are different alphabets: dwarven runes, elder sigils, the hieroglyphs of the sphinxes, and the signs of individual mages. With this spell, you can render the simplest runes, those comprehensible to mortals. Your alignment is imbued in the rune you trace, and a being triggering the rune of an opposing alignment suffers more dire effects. You trace the sign using costly rare materials that must be purchased ahead of time for 50 gp per rune. The spell check is made, determining which energies you can imbue in your rune; you can choose <i>one</i> rune at or below the result of the check, with the choice made when the rune is inscribed. The rune can be traced in any object: brooch, book, tombstone, archway, door, floor, tabletop, etc. Subtract -2 from the spell check to trace the run in mid-air; -4 to trace the run invisibly; or -8 to trace the rune permanently (does not vanish when triggered). The effect is triggered per the specific sign as described below: when touched, passed, gazed upon, etc. On a failed spell check, the sign fizzles and dissolves, and the materials use to make it are lost. On a success, the spell check becomes the DC for the opposing save. You can identify an unknown rune with a successful spell check against the caster's check result.
1-11	Lost. Failure.
12-13	<i>Alarm.</i> A loud alarm sounds when the target object (up to man-sized) is disturbed (no save). At +4 to the spell check DC, you can cause the alarm to notify you mentally and emit no audible noise.
14-17	<i>Message.</i> The rune chants a predetermined message when triggered (no save). The message may be repeated up to three times.
18-19	<i>Block.</i> Creatures are unable to pass through or by the target door, window, portal, or inanimate object (Will save resists).
20-23	<i>Immobility.</i> Creatures attempting to move the target object (up to man-sized, including aggregated objects such as a pile of coins) cannot lift or move it (Will save resists).
24-27	<i>Veracity.</i> Creatures cannot lie or deceive within sight of this rune (Will save resists).
28-29	<i>Forgetfulness.</i> Creatures viewing the target object (up to size of one man per caster level) forget that it exists the moment their attention is removed from it (Will save resists).
30-31	<i>Sleep.</i> Creatures viewing the triggering rune fall asleep (Will save resists). The sleep is normal and the target can be awakened through normal means.
32+	<i>Curse.</i> The rune delivers a minor curse to the creature that views it (Will save resists). The curse drains 1d6 points of Luck and may have one other irritating secondary effect. (See appendix C for more info.)

Sleep	
Level	1
Range	60'
Duration	Varies
Casting time	1 action
Save	Will vs. check
Manifestation	Roll 1d4: (1) ray of shimmering dust; (2) swan's wings which rise from the earth to enfold target; (3) soft white clouds that engulf target's head; (4) waves of blue light.
General	You lull a target into a deep, sound sleep.
1-11	Lost. Failure.
12-13	One target within range must make Will save vs. spell check DC or fall asleep for 1d6 turns. Target can be awakened through normal means. When casting the spell, you must specify an interrupt condition which automatically awakens the target. For example, being kissed by a prince, smelling the fragrance of a rose, or hearing a clock strike midnight. You must possess material components related to the interrupt condition.
14-17	As above, but up to two targets.
18-19	As above, but up to three targets, and they sleep for 1d4 hours.
20-23	Four targets as above <i>or</i> one single target that is placed in supernatural sleep for 1d4 hours. Aside from the interrupt condition, this sleep cannot be disrupted by mortal means. Only a <i>dispel magic</i> spell, the touch of an extraplanar creature, or similar anti-magic or cancellation effects disrupts the sleep.
24-27	As above, but up to eight targets are placed into a supernatural sleep for 1d7 days <i>or</i> one target suffers the same effect with no saving throw.
28-29	As above, but the spell's duration is 3d10 weeks.
30-31	As above, but the spell's duration is 2d6 years.
32+	As above, but the spell's duration is indefinite until interrupted.



Spider Climb	
Level	1
Range	Self or touch (see below)
Duration	1 turn per caster level
Casting time	1 action
Save	None
Manifestation	Roll 1d4: (1) four extra spider-like limbs sprout from your torso; (2) your hands and feet ooze sticky goo; (3) your fingers and toes glow with a strange orange light; (4) you grow six additional eyes.
General	You are gifted with the spider's ability to climb vertical surfaces.
1-11	Lost. Failure.
12-13	You become much more skilled at climbing, gaining a +10 bonus to Climb checks as long as your hands and feet are bare. Items weighing less than 5 lbs. stick to your hands during this time, making spellcasting impossible for the duration.
14-17	As above, but you gain a +20 bonus to Climb checks.
18-19	You gain the actual climbing ability of a spider. You can hang upside down, climb completely vertical surfaces with no hand holds, move across spider webs, and even scurry along upside down at obtuse angles. You move at your normal speed and need never make Climb checks. You are immune to <i>web</i> spells. Your hands and feet must remain bare, and your ability to handle objects is limited as above.
20-23	As above, but you need not have bare hands or feet.
24-27	As above, but you can affect yourself <i>or</i> one other person you touch when casting the spell.
28-29	As above, but your ability to handle objects is not hindered. You can cast other spells while under the effects of this one.
30-31	As above, but the spell's duration is extended to 1 hour per caster level.
32+	As above, but the spell's duration is extended to 1 day per caster level.



Ventriloquism	
Level	1
Range	Varies
Duration	Varies
Casting time	1 action
Save	Will vs. check
Manifestation	Varies with check (see below). Roll 1d4: (1) “heat waves” in area of sound; (2) puffs of air and disturbance of dust, as if someone were speaking from that position; (3) sparkling air; (4) echo or reverberation.
General	You project the sound of your voice from another place, such as an adjacent room, an animal or statue, down a hallway, etc.
1-11	Lost. Failure.
12-13	You can project one short phrase in your own voice to a place within 30’ and within line of sight. The position of origin is subject to the visual manifestation described above. Listeners receive a Will save (rolled by judge), or they hear the voice from its true origin (your mouth).
14-17	As above, but you can simulate another sound or voice you have heard. For example, you can make the goblin captain appear to shout “Retreat!” in the goblin’s own voice.
18-19	As above, but there is no visual manifestation.
20-23	As above, but there is no visual manifestation, and listeners receive no save. In short, you project your own voice or a sound or voice you have heard to a spot within 30’.
24-27	As above, but the spell’s range is extended to 60’, and you can issue forth ongoing sounds for up to 1 turn, as long as you concentrate. The sounds can be alternating voices, such that you can simulate a conversation.
28-29	As above, but the spell’s range is extended up to 300’, and the spell persists as long as you concentrate, for up to 24 hours.
30-31	As above, but the spell’s range is extended to 1 mile.
32+	As above, but the spell’s range is effectively unlimited, as long as you have visibility to the location where you throw your voice. This can include using the spell through scrying objects and crystal balls. Transfer of your voice to another plane or dimension requires a separate, additional spell check against DC 30.

Ward Portal	
Level	1
Range	10'
Duration	Varies
Casting time	1 action
Save	None
Manifestation	Roll 1d6: (1) sigil engraved upon portal; (2) portal clouded by unnatural shadow; (3) portal turns to stone/iron/steel/rock; (4) magic circle encloses portal; (5) mass of chains and ropes binds portal; (6) no visible effect.
General	You magically ward a portal against passage. Any door, trap door, gate, portcullis, grate, or other such portal can be affected.
1-11	Lost. Failure.
12-13	Portal is stuck fast but can still be opened by mortal means with immense effort (DC 30 Strength check).
14-17	Portal is held in place for 2d6x10 minutes. It cannot be opened by mortal means, though a <i>knock</i> spell or powerful magical creature can open it.
18-19	Portal is held in place as above but for 2d6 x 10 hours.
20-23	Portal completely disappears, leaving in its place only a blank space of wall. During this time, no passage is possible via normal means. Portal can be detected with a <i>detect invisibility</i> spell; if detected, it is treated as locked, per above. Portal re-appears in 2d6 x10 hours, at which point it is locked as above.
24-27	As above, but the portal disappears for 2d6 x10 days and is locked thereafter for 2x6 x10 weeks. Additionally, any creature that opens the portal during this time (through magical means, of course) is subject to a curse: Will save or -4 Luck (permanent).
28-29	As above, but the spell's duration is doubled.
30-31	As above, and a guardian is summoned. Any creature that attempts to open the door is attacked by something that lashes out from the door: (1) tentacles; (2) fangs; (3) claws; (4) barbed tail. The attacking appendage has the following statistics: Atk +12, 2d6 dmg, AC 18, 40 hp.
32+	As above, but the portal disappears for entire period.



LEVEL 1 CLERIC SPELLS

Blessing			
Level	1		
Range	Self or touch		
Duration	1 turn or more		
Casting time	1 action or more (see below)		
Save	N/A		
Manifestation	Roll 1d4: (1) target glows; (2) target receives a brilliant aura; (3) target manifests an angelic crown; (4) the heavenly host sings softly when the blessing is present.		
General	You beseech the blessing of your god. If bestowed, this blessing can be a great boon to the success of your endeavors. You can cast the spell on yourself, on an object, or on an ally. The spell is most effective on allies with the same alignment. Casting this spell on a target with a different alignment incurs a -2 penalty to the spell, and casting on a target with an opposite alignment incurs a -4 penalty. The casting time reflects prayer and meditation as you use your holy symbol to conduct the blessing ritual. Blessings cast under auspicious circumstances receive a bonus of +1 to +4, according to your judge's discretion. Such circumstances include casting in the temple of your god, casting on a sacred holiday, or casting with the use of a holy relic. Likewise, casting under inauspicious circumstances, such as in an unholy enemy temple, receives a -1 penalty.		
	When Cast on Self	When Cast on Ally	When Cast on Object
1-11	Failure.		
12-13	A god's favor grants success to your efforts. You receive a +1 bonus to all attack rolls for 1 turn.	The ally receives a +1 bonus to all attack rolls for 1 round.	Failure.
14-17	You receive a +1 bonus to all attack rolls, damage rolls, saving throws, and checks for 1 turn.	The ally receives a +1 bonus to all attack rolls for 1 turn.	You can bless a vial of liquid to create holy water. The holy water does 1d4 damage when splashed upon unholy creatures. It remains holy for 1 day, as long as it is still used in the service of your deity.
18-19	You receive a +2 bonus to all attack rolls, damage rolls, saving throws, and checks for 1 turn.	The ally receives a +1 bonus to all attack rolls, damage rolls, saving throws, and checks for 1 turn.	You can create holy water (as above) or bless a small amulet. The amulet is considered holy and magical for the duration of the spell, which is 1 day. The amulet grants a +1 bonus to the saving throws of its wearer, as long as it is used in the service of your deity.

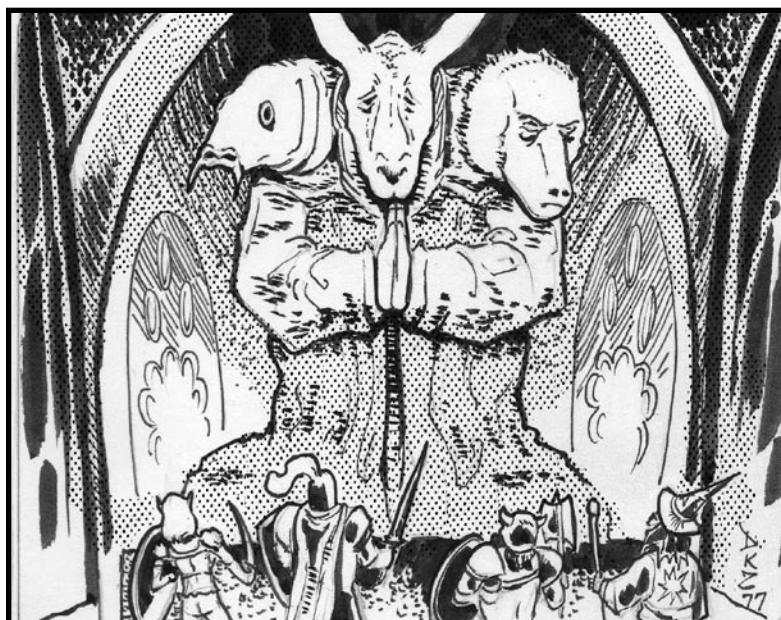
Blessing (continued)			
20-23	You receive a bonus to all attack rolls, damage rolls, saving throws, and checks. The bonus is equal to 1d3+1 (rolled at time of casting) and lasts for 1 turn. In addition, you radiate a holy aura. Allies within 5' of you also receive the same blessing as long as they remain within the aura.	The ally receives a +2 bonus to all attack rolls, damage rolls, saving throws, and checks for 1 turn.	You can create holy water, a holy amulet (as above), or bless a weapon. A blessed weapon grants a +1 bonus to attack and damage rolls or a +2 bonus to attack and damage rolls against unholy creatures. The weapon remains holy for 1 day and is considered magical.
24-27	As above, except you radiate a holy aura within 10'. All allies within 10' receive the same blessing as you.	The ally receives a bonus to all attack rolls, damage rolls, saving throws, and checks. The bonus is equal to 1d3+1 (rolled at time of casting) and lasts for 1 turn.	You can create holy water, a holy amulet, or a holy weapon, as above with the following changes: holy water remains potent permanently, holy amulets grant a +2 bonus, and holy weapons grant a +2/+3 bonus. You ask much of your deity, and you lose the ability to cast this spell for the remainder of the day.
28-29	You radiate an aura of exquisite holiness. Everyone within 30' of you receives a blessing that grants a +4 bonus to all attack rolls, damage rolls, saving throws, and checks. The bonus lasts for one hour.	The ally receives a bonus to all attack rolls, damage rolls, saving throws, and checks. The bonus is equal to 1d3+1 (rolled at time of casting) and lasts for 1 turn. In addition, the ally radiates a holy aura. Allies within 5' of the ally also receive the same blessing as long as they remain within the aura.	As above, and holy amulets and weapons remain potent for a full month. As above, you lose the ability to cast this spell for the remainder of the day.

Blessing (continued)

30-31	At this level of power, the blessing applies not just to you, but also to an enterprise you serve in the name of your deity. This can be an army, a mission to liberate a princess, a castle, a sea voyage to new lands, or other such endeavors. The judge's discretion governs this power; it is intended to be the blessing of a cleric on, for example, a sacred pilgrimage to a distant shrine. All persons involved in the enterprise with you receive a +1 bonus to all activities associated with the enterprise, as long as it remains in the service of your deity. The bonus lasts for 7 days. This is such a mighty drain of strength than you lose the ability to cast this spell for the same 7 days. If at any point you fall out of favor with your deity, the blessing is revoked. The blessing is magical in nature and can be dispelled temporarily.	As above, except the aura is a 10' area.	As above, and holy amulets and weapons remain potent for a full year. You ask much of your god, and cannot cast this spell again for 1d7 days.
32+	As above, except the blessing you bestow to an ongoing enterprise is permanent, as long as it is favored by your deity. You cannot cast this spell again for 1d20 days. The bonus is equal to +1 at a spell check result of 32-33; +2 at 34-35; +3 at 36-37; or +4 at 38 or above. It is magical in nature and can be dispelled temporarily.	As above, except the aura is a 20' area.	As above, and the duration is increased to permanent as long as the object remains in the service of your deity. You cannot cast this spell again for 4d7 days or until you have performed an act of cleansing in the eyes of your deity.

Darkness	
Level	1
Range	20' radius or more
Duration	1 turn or more
Casting time	1 action or more
Save	N/A
Manifestation	Roll 1d3: (1) shadowy cloud of darkness; (2) absolute blackness; (3) thick oily black mist.
General	You extinguish the light of the sun, demonstrating the great power of your deity. From a distance, the darkness appears to be a space of deepest night; no light will penetrate it. Creatures within are blinded.
1-11	Failure.
12-13	The space immediately surrounding you, to a radius of 20', goes completely dark, as if all light had been extinguished. The darkness remains fixed to its location (it does not follow you) and lasts for 1 turn.
14-17	You can designate a point within 20' and create a 20'-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.
18-19	You can designate a point within 100' and create a 20'-radius sphere of darkness that remains fixed at that point for a duration of 1 turn.
20-23	As above, and you can move the darkness up to 40' per round when you concentrate.
24-27	As above, except all values are doubled: range 200', radius 40', movement speed 80', duration of 2 turns.
28-29	You can actually extinguish sources of light. You designate a point within 200' and a sphere of darkness 40' in radius appears there, which you can move at a speed of 80' with concentration. It lasts for 1 hour. In addition, all terrestrial sources of light within the darkness are extinguished. Torches go out, lanterns sputter and die, glowworms fade,
30-31	As above, and you can see through the darkness. Furthermore, you can designate that the sphere of darkness follow you at a certain pace (for example, remain always 100' behind you). It will do so without concentration on your part for 1 hour.
32+	You can blot out the sun, the moon, the stars, or other sources of light. This extraordinary display of divine power requires great concentration. If this result is achieved, you may continue to concentrate. <i>All</i> light sources that illuminate a space 500' from you in all directions begin to fade. For every round you concentrate, they fade 1d20%. Torches still burn, but their flames seem to emit less light each round. The judge rolls each round you continue to concentrate. When the total breaks 100%, they have been completely extinguished, and the countryside around you is completely darkened (at least to the eyes of all within 500' – the sun still seems to shine in other kingdoms). The effect continues as long as you concentrate. When your concentration is broken, the light reappears at the same rate it was extinguished; e.g., if it took 7 rounds to fade, it takes 7 rounds to reach full strength again.

Detect Evil	
Level	1
Range	60' or more
Duration	6 turns
Casting time	1 action
Save	Will vs. spell check DC (sometimes)
Manifestation	
General	You hold up your holy symbol and detect emanations of evil within a ray that extends straight out 5' wide and 60' (or more) ahead of the symbol. Depending on the strength of the spell, it may detect evil alignments, evil intentions, or even subtle dangers. This spell does not reveal creatures that are otherwise hidden, but does let you know that evil intentions radiate from a certain position. This spell may be reversed to detect good.
1-11	Failure.
12-13	Creatures of evil alignment are potentially detected, as well as objects inherently evil in nature (such as cursed weapons). Evil creatures receive a Will save vs. spell check DC to remain undetected by this spell.
14-17	As above, but no save is allowed. You are immediately aware of all evil creatures and objects within range.
18-19	As above, but the spell's range is extended to 120'.
20-23	You are immediately aware of all evil creatures and objects within 180'. In addition, evil creatures and objects shine with a faint, unearthly glow that is also obvious to allies.
24-27	As above, but you are also aware of creatures with intentions harmful to you, even if the creatures are not evil in alignment. For example, a mindless but aggressive spider would be detected, as would a hungry bear thinking of eating you.
28-29	As above, but evil creatures are pained by the light of truth, suffering a -1 penalty to attacks and saves while in range.
30-31	As above, but the penalty is increased to -2.
32+	As above, but the spell's range is extended to 240'.



Detect Magic	
Level	1
Range	30' or more
Duration	2 turns
Casting time	2 actions
Save	Will vs. spell check DC (sometimes)
Manifestation	
General	You know if there has been an enchantment laid upon a person, place or thing within range. The range is a cone, 30' long and 30' wide at its end, emanating from your holy symbol.
1-11	Failure.
12-13	You are aware of magical enchantment on any object or creature within range. This includes weapons or armor worn by a creature, as well as spells. A creature enchanted by a spell registers simply as "magical," as does a creature completely enclosed in a magical cloak, so the true extent and nature of the magic is not always evident. You do not receive any information on the nature of the magical enchantment, only its existence. Intelligent magic creatures and creations that wish to hide their magical nature can do so with a Will save. Objects behind 3' of wood, 1" of solid metal, of 1' of wood are not detected.
14-17	As above, but no Will save is available to resist detection.
18-19	As above, but you can precisely determine exactly which objects are enchanted. Further, you receive a rough gauge of the magic's strength, revealed as the approximately level of a spell, the general range of bonus (or "plus") for weapons or armor, and so on.
20-23	As above, but the spell also reveals creatures of non-mortal origin (e.g., extraplanar creatures, demons, devils, celestials, un-dead, etc.). You can distinguish between magical creatures and non-mortal creatures.
24-27	As above, and you are also able to discern the type and level of magic with precision (e.g., +2 sword or 3rd-level <i>ward portal</i> spell).
28-29	As above, but the spell's range is extended to 120'.
30-31	As above, but the spell's duration is extended to 4 turns.
32+	As above, but the spell's range is extended to 240'.

Holy Sanctuary	
Level	1
Range	Self or more
Duration	1 round or more
Casting time	1 action
Save	Will save vs. spell check
Manifestation	Roll 1d4: (1) glowing aura;;(2) angelic halo; (3) beam of light from above;;(4) “lightness of feet” that makes you seem to float just above the ground.
General	You invoke a place of sanctuary where you and your friends are safe from harm.
1-11	Failure.
12-13	Enemies find it difficult to focus on attacking you. They are distracted, and you are more easily able to dodge their attacks. All attacks against you for the next round suffer a -2 penalty.
14-17	Enemies are compelled to focus their attacks against other targets. As long as an attacker can reasonably attack some other enemy instead of you, it must choose to do so. In order to resist this compulsion and attack you, it must make a Will save vs. spell check DC. If you are the only reasonable target, the creature need not make a save to attack you. This effect lasts for 1 turn. It is immediately dispelled if you attack or take aggressive action in any way.
18-19	As above, except enemies must make a Will save to attack you, even if you are the only reasonable target nearby.
20-23	As above, and any creature of 4 HD or less simply cannot attack you. Creatures of 5 HD or more or those armed with magical weapons may attempt a Will save vs. spell check DC to attack.
24-27	As above, and you can extend the sanctuary to encompass your allies. You may designate up to 2 additional creatures to share the holy sanctuary. They must remain within 5’ of you or the effect is broken. If anyone affected by this spell attacks, the spell is lost.
28-29	You may designate a place as a holy sanctuary. This must be a single building or self-contained location; e.g., a church, forest grove, or cave. This effect lasts for 1d7 days. Creatures within this place share the benefits of a <i>holy sanctuary</i> as follows, provided they are in the service of your deity: enemies of less than 6 HD cannot attack unless they use magical weapons, and enemies of 7+ HD or those using magical weapons must make a Will save vs. spell check DC to attack. The effect on any one individual is dispelled if that creature makes an aggressive action. Note that enemies can still <i>enter</i> the place and converse with its residents; they simply cannot attack or make other aggressive actions.
30-31	As above, except the spell’s duration is 1d12 months.
32+	As above, except the place you designate as a holy sanctuary becomes sanctified forever, as long as your deity retains respects for your work and actions.

Paralysis	
Level	1
Range	Touch or more
Duration	1 round or more
Casting time	1 action
Save	Will save vs. spell check
Manifestation	Roll 1d4: (1) crackle of electricity; (2) black ropy binds; (3) white pallor; (4) ethereal gray mist.
General	The light of your lord prevents your enemies from raising a hand to perform baleful deeds.
1-11	Failure.
12-13	Your touch is charged with the energy of paralysis. You must make an attack on your next round. If it succeeds, your enemy must make a Will save or be paralyzed. The paralyzed creature is unable to move or take any physical action for 1d6 rounds.
14-17	As above, except your touch is charged with the energy of paralysis for the next 1d4+1 rounds. During this time, every opponent hit with your attack must make a Will save or be paralyzed.
18-19	As above, except you may also paralyze creatures with missile fire attacks – your sling stones and arrows also cause paralysis.
20-23	You designate one creature within 30' and paralyze him with a word. If the creature is 2 HD or less, it is automatically paralyzed. If 3 HD or more, it receives a Will save to resist. Paralysis lasts for 1d8 rounds.
24-27	You may designate up to three targets within 50' and attempt to paralyze all of them. Any creature of 4 HD or less is automatically paralyzed. Creatures of 5 HD or more receive a Will save. Paralysis lasts for 2d6 rounds.
28-29	You imbue your touch with the power to paralyze an enemy, but the power is not discharged until you need it. You retain the latent paralysis touch for up to 24 hours. At any point during that time, you may discharge the paralysis with a spoken word. A melee attack may be necessary to touch a resisting target. The creature you touch that round is automatically paralyzed if 6 HD or less. Creatures of 7+ HD receive a Will save. The paralysis lasts 4d6 hours.
30-31	You may choose any one of the effects above, and the duration of the paralysis is doubled.
32+	You may choose any one of the effects above, the duration of the paralysis is permanent.

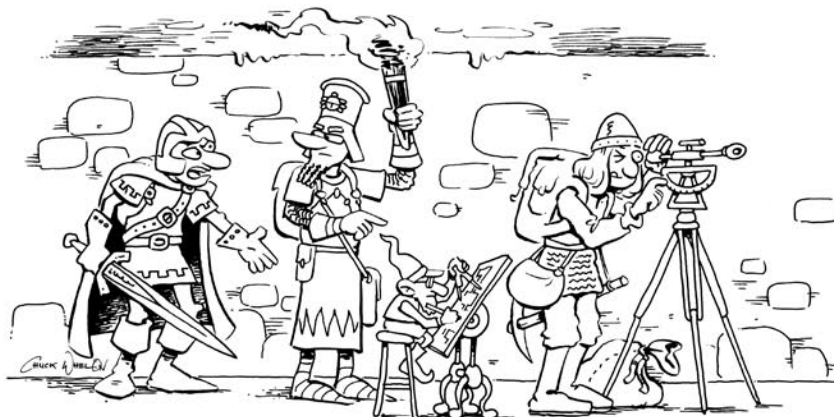
Protection from Evil	
Level	1
Range	Self or more
Duration	1 turn
Casting time	1 action
Save	Varies
Manifestation	Roll 1d3: (1) translucent holy symbol; (2) soft, protective aura; (3) glowing halo.
General	You call upon your deity to protect you from harm. You are protected even if you are not aware of the danger. This spell may be reversed to protect from good.
1-11	Failure.
12-13	You receive a +1 bonus to saving throws made against evil effects, evil creatures, undead, demons, and anything else unholy to your faith.
14-17	As above, and all attempts to attack you by evil or unholy creatures are made at a -1 penalty by the attacker.
18-19	As above, and all wounds suffered from evil or unholy sources have their damage reduced by 1 point per die (minimum damage 1 point per die).
20-23	As above, but the benefit of +1 to save, -1 per die of damage, and -1 to enemy attacks are extended to all allies within a 10' radius.
24-27	As above, but all modifiers are 2 instead of 1.
28-29	As above, but protection aura extends to all creatures within 20' of caster.
30-31	As above, but all modifiers are 3 instead of 2.
32+	As above, but the spell's range is 30'.



Resist Cold	
Level	1
Range	Self or more
Duration	1 round or more
Casting time	1 action
Save	N/A
Manifestation	Roll 1d3: (1) reddish aura; (2) shimmering heat waves; (3) bluish skin tone.
General	You repel the chilling effects of cold, protecting yourself and others. You can withstand arctic conditions without discomfort.
1-11	Failure.
12-13	You counteract the harmful effects of cold upon your body. You can ignore up to 5 points of cold damage in the next round. If more than 5 points is sustained, subtract 5 from the total dice result to determine the final damage suffered.
14-17	As above, but you can ignore up to 5 points of cold damage per round for the next 1d6 rounds.
18-19	As above, but you can resist up to 10 points of cold damage per round for the next 1d8 rounds.
20-23	As above, and you also receive a +4 bonus to all saving throws to resist cold-based effects.
24-27	You are able to protect others as well as yourself. You produce a sphere of cold resistance that emanates 10' from your location. Everyone within this sphere can resist up to 10 points of cold damage per round, and all receive a +2 bonus to all saving throws against cold-based effects. You must concentrate to maintain the sphere for up to 1 turn.
28-29	As above, but the sphere has a radius of 20'. All inside the sphere resist up to 20 points of cold damage per round and receive a +4 bonus to saving throws against cold-based effects. You must concentrate to maintain the sphere, but you may maintain it indefinitely.
30-31	As above, except you do not need to continuously concentrate to maintain the sphere. It lasts 1d10 rounds with no concentration. Each time it is about to expire, you can concentrate for one round to extend the effect another 1d10 rounds.
32+	As above, except the range is 50', and the duration is 6d10 rounds between spates of concentration.

Second Sight	
Level	1
Range	Self
Duration	1 round or more
Casting time	1 turn
Save	N/A
Manifestation	Roll 1d3: (1) a third eye appears in your forehead; (2) your eyes glow; (3) your eyes are fused shut but you can still see
General	Using sortilege, haruspicy, or some other method appropriate to your character, you augur the future. In doing so, you can insight about the consequences your actions will bring.
1-11	Failure.
12-13	For one round, you glimpse the screed of the future. In doing so, you gain great insight into the most effective manner to complete any action. You receive a +4 bonus to a single roll of your choosing on your next round, whether it's an attack roll, damage roll, skill check, or something else.
14-17	You have a hint of possible outcomes. You may spend the following round concentrating on a choice that must be made in the next 3 turns. For example, you may be deciding which direction to turn in a dungeon or whether to enter a room. You get a sense of whether the action will be to your benefit or harm. There is a 75% chance that the sense you receive is accurate.
18-19	You receive insight on a single choice, as above, but you may opt to concentrate on that choice at any time in the next hour. At the time you concentrate, the choice must lie 3 turns or less in your future. At that time you receive insight.
20-23	As above, except that the chance of success is raised to 80%.
24-27	For the next turn you receive a premonition regarding every action you take – a sense of foreboding or certitude depending on whether the action bodes well for you (or not). For any given action, there is a 75% chance that the sense is accurate. By concentrating, you can receive a sense of whether a future action (one to be taken within in the next hour) will be a bane or boon.
28-29	As above, but the chance of success is 80%.
30-31	As above, and the base chance of success is 85%. In addition, the duration of the spell is extended to 2 hours, and you can get a sense of the consequences of actions not to be taken until the following day. The general sense of success is always focused on the effect on the caster but can be broader than mere physical consequences. For example, a cleric could divine the results of a great battle to be fought on the morrow, and gain a sense that although he will emerge unharmed from the battle, it will be harmful to his church.
32+	You have read the tablets of time. As above, and the base chance of success is 90%. In addition, you receive a +1 bonus to all rolls while the second sight is active, reflecting your general insight into the consequences of all actions.

Word of Command	
Level	1
Range	30' or more
Duration	1 round or more
Casting time	1 round
Save	Will save vs. spell check
Manifestation	Roll 1d4: (1) word resounds in booming voice; (2) word echoes many times; (3) word seems to come from all around, including the air and ground; (4) word appears in the sky in fiery letters before dissipating
General	You speak a powerful Word that carries with it the commanding will of your deity. Creatures hearing the word are bound to obey.
1-11	Failure.
12-13	You speak a single word, which must describe an action. For example, "go," "attack," "retreat," "speak," "swim," "grovel," "silence," and so on. The word must be spoken in the direction of a single sentient target within 30'. That target receives a Will save to resist; if failed, it must obey the command for its next round. The command is interpreted by the creature's natural thought processes; e.g., issuing an "attack" command to an herbivore may have a different response than to a carnivore. The word of command cannot be longer in length than a single word and may be subject to misinterpretation. If the command is completely contrary to a creature's natural instinct, it receives a second Will save at +4 to resist; for example, commanding a desert lizard to "swim" or any command of "suicide."
14-17	As above, and the target must obey the command for 1d6 rounds.
18-19	As above, and the word of command may be combined with a gesture that clarifies its intent. For example, "attack" or "go" with a pointed finger.
20-23	As above, and the duration is increased to 1d6 turns.
24-27	As above, and the word of command may be issued to up to 6 targets within 30'. You decide which targets are affected. Each target still receives a Will save.
28-29	As above, and the duration is increased to 1d7 days. The target receives a new Will save each morning.
30-31	As above, and the spell's range is increased to 60'.
32+	As above, and the spell's range is increased to 120'. Additionally, if you possess a physical memento of a specific target (for example, a lock of hair, fingernail, or favored weapon), the spell may be cast against that target at a range of up to 1 mile without line of sight.



"I really don't think the map needs to be **THAT** accurate!"



CHAPTER SIX

JUDGE'S RULES



WIZARD SPELLS



Wizard spells are not easily learned. While divine entities may place knowledge in the hearts of clerics, wizard spells result from dangerous interactions that do not follow predictable rules. Magic is not like physics. It is imprecise and the decimal point is hard to place, so to speak; as Harold Shea learned, summoning 1 dragon, 0.1 dragon, or 100 dragons is a matter of inculcation, not equations. A supernatural display can be accomplished in more than way; one wizard may chant, another might practice a strange ritual, and a third may burn incense, all to produce the same result. Moreover, one wizard's method of magic may not work for another wizard, due to some trick of bloodline, extraplanar allegiances, or simple cosmic fate. Magic is just that: *magic*.

The wizard's class progression table shows how many spells he knows. He does not simply learn new spells upon advancing a level, however. This rules convention of "spells known" plays out in game terms as follows.

General principles of wizard spells: In all conversations with a player about wizard spells, the judge should remember these principles.

1. Knowledge is scarce. There is no "encyclopedia of magic." The internet doesn't exist. Even the Gutenberg press does not exist! This is a medieval, feudal society without bookbinding technology. Knowledge is rare, and knowledge of spells and magic is even rarer. Obtaining that knowledge is as often as much a process of adventure than of reading. "Research" in the modern sense of going to a library with organized indices to retrieve certain books does not exist. Simply learning that a spell *exists* is a great accomplishment – much less learning how to cast it.
2. Wizards are jealous bastards. No offense, but it's true. When knowledge is scarce, he with the most knowledge holds an advantage over his peers – and wizards want that advantage. Identifying, obtaining, and learning a spell represents a significant investment; no wizard gives away that investment for free. A wizard must pay some price to loosen the lips of those who would share with him.
3. The means are mysterious. Even when a wizard learns that a spell exists, and finds a source to teach him, the process of spellcasting may be beyond his grasp. Practice, practice, practice!
4. Obtaining magical knowledge should be part of the adventure. Finding new spells and mag-

ical knowledge should be a motivational goal for any wizard player.

5. Wizards seek understanding but are ever imperfect. While clerics *use* magic to further a cause, wizards seek to *understand* magic for its own sake. But they are human, and their minds are finite. The fickle hand of fate – reflected in the randomness of the d20 die roll – shall always influence their efforts.

SUPERNATURAL PATRONS

Patron magic is powerful. It is the means by which wizards surmount the limits of mortal magic. At lower levels, an invoked patron provides material aid; at higher levels, it can substantially elevate the caster's level of magical ability.

Acquiring a Patron: While a cleric worships a deity out of shared belief, common alignment, similar ethics, and an affiliation for the deity's value, a wizard pursues a patron strictly in the pursuit of power – nothing more. A cleric may come to his deity after a life-long quest for meaning; a wizard discovers a terrible invocation that binds demon power to mortal control, and from thenceforth, demands service from said demon. Patron invocation is a function of a wizard gaining the upper hand on – or at least a good negotiation position with – a demon, ghost, spirit, elemental, or other supernatural being capable of supporting his spellcasting.

The bond between wizard and patron is established after the supplicant completes the appropriate ceremony using the *patron bond* spell. He then makes a single spell check. Failure means he must try the ceremony again; success means the patron accepts his new servant. Thenceforth, the wizard may invoke his patron with *invoke patron* at least once a day, and possibly more often depending on the success of the *patron bond* spell.

Quid Pro Quo: The patron will ask things in return for his service. These may be sacrifices, quests, or objects. The judge should convey to the player what these requests may be. They may arrive as a whispered request at each invocation of the patron, come as dreams, or actually be spoken messages delivered by servants of the patron. A wizard who refuses to obey his patron – or is slow in acting – may find his patron less apt to aid him in the future.

A patron pact is not the same as worship. The patron's clerics smite his enemies, build temples in his name, and reinforce his creed with action; but a wizard patron simply negotiates for power, offering services for aid. It is mercenary exchange, nothing more.

Patrons are not always gods. A patron can be any powerful supernatural creature. In fact they are usually demons, devils, and demi-gods, not full deities. To deign low enough to engage in compacts with mortals would not be flattering to a deity's ego.

Patron Spells: Invoking the aid of a patron is a highly unpredictable process. The whims of a demon are such that the aid sought is not always the aid that is given. When *invoke patron* is cast, the results can vary widely, as described below. But in some cases, a patron can also grant access to specific spells, according to its nature and whims.

The spell tables include an entry for a "patron spell" at each level. The examples below describe level 1, 2, and 3 patron spells for Bobugbubilz in detail. The judge should feel free to develop similar spells for other patrons.

Note that patron spells are, generally speaking, slightly more powerful than other spells of the same level. This comes at a cost. Just as with *invoke patron*, every casting of a patron spell represents an act performed on the wizard's behalf by the patron – who may demand recompense at some future date.

Spellburn: The player portion of this work includes a table for randomly determining the requests associated with spellburn. Role-playing the spellburn interaction reinforces the connection between character and patron, and the judge is encouraged to always remind the players exactly what is happening when spellburn occurs: it is not just a mechanical game term, but a transaction between a mortal and an immortal. Once patron magic is introduced into your game, the spellburn process can become even more engaging. As you create your own patrons, we encourage you to create customized spellburn tables for those patrons, and perhaps even keep a handy list of what favors they currently have "available for lending," so to speak. That way, whenever a character spellburns, you can easily reinforce the patron bond and create adventure seeds as well. See below for examples of this in practice with Bobugbubilz.

Patron Taint: The spells cast by patron-based wizards eventually take on the aspect of the wizard's patron. A wizard of Azi Dahaka, for example, may find small clouds of dust kicked up when he casts *magic missile*, even though that spell is unrelated to his patron.

The first time a wizard casts *invoke patron*, *patron bond*, or any other patron-based spell, there is a 1% chance that his spellcasting becomes tainted by the patron. At each subsequent casting, that chance increases by 1%. The chance after the second casting is 2%, then 3%, then 4%, and so on.

The patron taint indicates that the wizard's ability to use magic is now so deeply integrated with the patron's aid that almost any spellcasting carries some engagement from the patron. This has visual implications, as noted below, and may also carry some benefit. But, again, the wizard is now even more indebted to the patron. The only way to remove a patron taint is to exorcise the relationship between patron and wizard once and for all.

If the dice indicate a patron taint is acquired, use the examples below to determine what it is. Each patron will have a number of indications of taint, and each die roll indicating taint gives the opportunity for one kind of taint to manifest. Eventually a spellcaster will acquire all the signs of taint, at which point there is no need to continue rolling.

Once a patron taint is obtained, the chance to gain a taint resets to 1% on each casting of a patron-based spell. It then increases to 2%, 3%, 4%, and so on until another taint is earned, at which point it resets again.

Full examples are given on the pages that follow for Bobugbubilz, and the judge is encouraged to develop detail for the other patrons given and for his own campaign.

Common Patrons: The following pages include detailed descriptions for some patrons well-known to those who seek power. They are:

Patrons with full invoke patron results, example spells, and taint descriptions:

Bobugbubilz, demon lord of amphibians (included in the beta rules)

The King of Elfland, ruler of the fey lands beyond the twilight (not included in the beta rules)

Patrons with full invoke patron results, but no example spells or taint descriptions (not in the beta rules):

Yddgrl, the World Root

Obitu-Que, Lord of the Five

Ithha, Prince of Elemental Wind

Azi Dahaka, demon lord of storms and waste

Efftitin, Elemental Lord of Flame

BOBUGBUBILZ

Patron	Bobugbubilz
Overview	The demon lord of amphibians, Bobugbubilz demands that his servants protect frogs, toads, and salamanders; spread chaos; and revere the dark swamplands. The putrid week-long ceremony must be completed in the slimy lair of the Toadfiend. After any major assistance, Bobugbubilz demands minor acts of fealty, usually related to slaying the snakes and other creatures that so often eat his amphibious thralls.
Invoke Patron check results:	
12-13	Bobugbubilz is preoccupied. The ground oozes muck, rain falls from a clear sky, and other signs of the Toadfiend manifest, giving the wizard a surge of energy in the form of +1d6 Strength for the next hour. This may be spellburned as normal.
14-17	Bobugbubilz sends a plague of toads. The squishy horde hops onto the scene in 1d6 rounds. The thousands of toads collectively occupy approximately a space of 20'x20', which can overlap with other creatures. The toads attack all enemies of Bobugbubilz, and the caster, within their space. The swarm disperses in 1d6 rounds. Toad horde: Init +0; Atk bite +2 melee against all in 20'x20' space (dmg 1d4); AC 8; HP 40; MV 10'; Act 1; SV Fort +4, Ref +0, Will +0; AL CN.
18-19	The ground surrounding the wizard's most dangerous nearby opponent grows suddenly moist. It falls away as a yawning toad's mouth bursts up, crushing the enemy between its lipless jaws. The enemy suffers 2d6 points of damage (DC 20 Fort save for half).
20-23	Bobugbubilz sends a devil frog. It arrives in 1d6 rounds. It obeys the caster's commands until Bobugbubilz needs it elsewhere (caster must make DC 20 spell check every hour or it departs; or judge's discretion). The devil frog is large enough to be ridden as a mount.
24-27	As above, but Bobugbubilz sends a barbed salamander. This demonic salamander is large enough to be ridden as a mount, provided the character has a saddle that overcomes the barbs.
28-29	Bobugbubilz sends a weak Toadfiend. This horrid crossbreed of man and amphibian rises immediately from a muddy pit and lurches about chaotically, striking down foes in between croaking gurgles. It remains for one hour.
30-31	The evil god of amphibians sends an avatar. This dark-skinned monstrous toad covered in boils drops from above to attack the caster's enemies. It remains for 2d6 rounds, during which time it fights ferociously.
32+	Bobugbubilz sends an avatar, as above, and also imbues the wizard with a supernatural burst of toad-strength. The wizard gains a +6 bonus to Strength as long as the avatar remains present.

PATRON SPELLS: BOBUGBUBILZ

The demon lord of amphibians grants three unique spells, as follows:

Level 1: *Tadpole transformation*

Level 2: *Glorious mire*

Level 3: *Bottomfeeder bond*

PATRON TAINT: BOBUGBUBILZ

When patron taint is indicated for Bobugbubilz, roll 1d6 on the table below. When a wizard has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

- 1 Buzzing, biting flies appear when the wizard casts *any* spell. They distract and annoy but otherwise do no harm. If this result is rolled a second time, the effect is amplified such that a large black swarm of flies appears with each spell. The swarm is large enough to distract nearby creatures within 10', both friend and foe (DC 8 Will save or -1 to all rolls for one round), though the caster is immune. If this result is rolled a third time, the swarm of flies follows the wizard constantly, day and night, whether he is casting spells or doing something else.
- 2 The wizard is constantly wet with moisture, as if he were in a sauna or a humid swampland. His brow moistens, he sweats constantly, and by the end of every day his clothes are soaked through. This affects his ability to carry scrolls, paper books, and other such things. If this result is rolled a second time, the wizard sweats so profusely that his clothes are soaked by noontime every day. If this result is rolled a third time, the wizard actually exudes a constant trickle of moisture. He is constantly thirsty and must continually re-hydrate his body, and he leaves puddles behind when he stops moving.
- 3 The wizard's face gains a distinctly batrachian air. His eyes move apart, his brow thickens, and his lips extend and tighten. His voice deepens and takes on a croaking echo. If this result is rolled a second time, the wizard's face transforms even further to resemble a frog, including the lengthening of his tongue and the appearance of eye ridges. At night he involuntarily and subconsciously makes croaking noises in his sleep. He can still pass for human, some of the time, although only by claiming he's deformed or otherwise strange. If this result is rolled a third time, the wizard's head transforms completely into a frog's head. He can still speak, in a strange amphibious overtone, but there is absolutely no way he can pass for a normal human.
- 4 Every time the wizard casts any spell, the area of effect is filled with a horrid swampland odor. Like a mix of rotting vegetation and fishy overtones, the smell is in no way pleasant. If this result is rolled again, a noxious smell accompanies the wizard at all times, and is sufficiently vile that passersby comment on it. If this result is rolled a third time, the wizard stinks so badly he is not welcome in polite company (but is considered fragrant and delicious by the followers of Bobugbubilz).
- 5 Whenever the wizard casts a spell, his legs extend and change their joint structure. They look deformed, and the wizard must then move in short hops for a period of 1d4 rounds, at which point his legs return to normal. (If a spell effect interacts with this, the spell effect takes precedent.) If this result is rolled a second time, the transformation is more complete, such that the wizard's legs truly resemble frog's legs for 1d4 turns. He does not gain any extraordinary leaping ability but must move in hops rather than steps, which looks strange. If this result is rolled a third time, the wizard's legs permanently change into frog's legs. He gains the ability to leap his full movement speed in a single hop (e.g., if he moves 30' he can cover a full 30' with one hop, allowing him to jump across ravines and pits).
- 6 When the wizard casts a spell, tiny toads appear around him. They drop from the air, crawl from the folds of his clothing, dig out of the ground beneath his feet, and sometimes materialize as part of the spell being cast. Then they scamper off into the underbrush. If this result is rolled a second time, the toads appear not just when the wizard casts a spell, but also 1d4 times randomly each day. It may be when the wizard sits down to dinner, or tries to study a spellbook, or draws his dagger for combat: the toads just appear. If this result is rolled a third time, the toads become a permanent accompaniment to the wizard. He is always followed by a retinue of croaking, burrowing, hopping frogs and toads of various sizes, ranging from newly natured tadpoles up to bullfrogs. No matter how many times he shoos them, new ones arrive from unexpected sources. The wizard has a very hard time fitting into polite society.

Tadpole Transformation	
Level	1 (Bobugbubilz)
Range	Self
Duration	Varies
Casting time	1 round
Save	None
Manifestation	See below
General	A true servant of Bobugbubilz enjoys the calm the deep swamp. The relaxing buzz of mosquitoes and biting flies, the cooling touch of muddy water, the irregular splashes of frogs and fishes, and the deep-throated calls of the swampland bullfrogs: these are the sounds and sights that bring happiness to Bobugbubilz and his thralls. This spell enables you to enjoy such sensations, by changing your body to best accommodate them.
1-11	Lost. Failure.
12-13	Your legs double in girth, your ankle joint extend, and your legs double-back like a frog's. You can now hop distances equal to twice your normal walking speed. This means you can make a standing leap clear across chasms and pits or hop rapidly to move at twice your normal speed. The transformation lasts for 1d6 turns.
14-17	You grow a stiff, tadpole-like tail. You can now swim at a speed equal to double your normal walking speed. The transformation lasts for 1d6 turns.
18-19	You grow gills in the side of your neck. You can now breathe underwater for 1d6 turns.
20-23	Your mouth distorts into the wide, gulping maw of a frog, and your tongue lengthens. You gain a bite attack that deals 1d4 damage plus your Strength modifier. Additionally, you can extend your sticky tongue with great accuracy. As a ranged attack, you can target any object within 40' with your tongue. Success indicates you latch onto the object and can reel it back with an effective Strength of 20 (for purposes of the sticky tongue only) – the target must make an opposed Strength check to resist. The effect lasts for 1d6 turns.
24-27	You undergo a broad transformation that grants you frog legs, a stiff tadpole tail, gills, and a frog mouth, as the above four results. The effect lasts for 1d6 turns.
28-29	You gain all effects from results 24-27 above, and the duration is extended to 1d6 hours.
30-31	The wizard is transformed into a walking avatar of Bobugbubilz. His girth and mass grows to roughly double normal. His arms and legs thicken, he grows a tadpole-like tail, and his frog-like mouth is imposing in size. He gains the hopping, swimming, breathing, biting, and tongue-lashing abilities outlined above for a period of 1d6 hours. In addition, due to his larger size and constitution, he gains 2d6 temporary hit points and is treated as having a Strength of 18 for all normal purposes (including melee combat).
32+	As above, and the duration is extended to 24 hours, although you can cut the spell short at any point you desire.

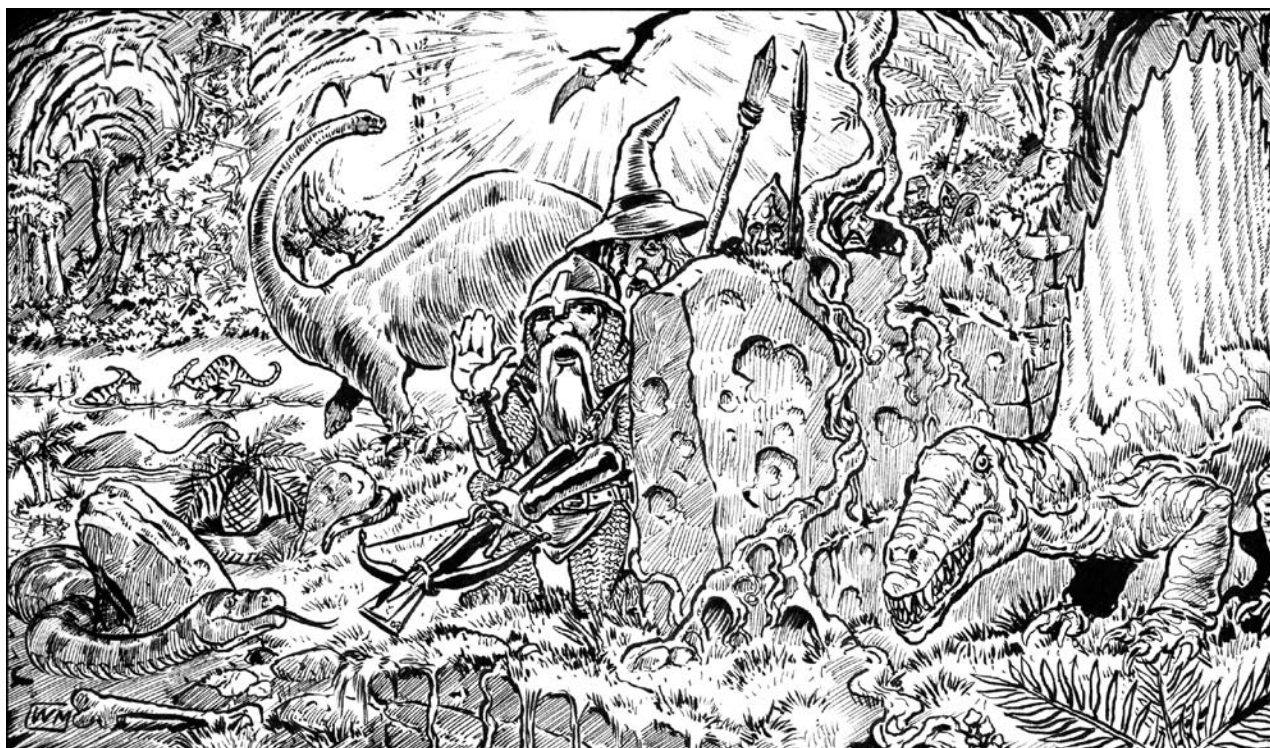
Glorious Mire	
Level	2 (Bobugbubilz)
Range	Touch
Duration	Varies
Casting time	1 round
Save	None
Manifestation	See below
General	The demon lord of amphibians is most comfortable in the endless swamplands of his home plane. These pits of briny mud extend endlessly toward a low brown horizon, entangled in roots, and sunk amidst stiff gray plants and furry mildewed ruins. With this spell, you transform your immediate surroundings into the swampland that Bobugbubilz calls home. Stone floors soften and change to mud, trees destabilize and wobble on their newly liquid foundation, and castles sink into the mire. At low levels you can affect only a small volume of space, but at high levels, this spell can bring down castles.
1-13	Lost. Failure.
14-15	You can transform a small space to swamp. You must touch the object to be affected. The space is equal to eight cubic feet, or roughly the size of a human-sized door or a 2' cube. Any mundane, non-living material can be affected (wood, stone, gold, dirt, etc.). The space changes into a semi-liquid muddy pool. If cast on a door, the door slides to the ground into a pool of gunk. If cast on a dungeon floor, the floor turns into a muddy pool a few inches deep. Living creatures are not affected, but their belongings (such as armor or a sword) can be. Magical items are not affected. The spell lasts for 1d6 turns, at which point the object reforms to its original dimensions and nature.
16-19	As above, but you can affect a larger space equal to 250 square feet, or roughly the size of a large boulder 10' x 5' x 5'. The spell lasts for 1d6 turns, at which point the object reforms to its original dimensions and nature. Living creatures that were sitting on the affected area sink into the mud as if they had been dropped into a swamp. If they are lightweight or can swim, there may be no impact, but heavily armored creatures may fall below the surface and drown.
20-21	As above, but the spell's duration is extended to 1d6 hours.
22-25	You can transform a large battlefield into swamp. You touch the point of origin, then guide the dimensions of the space to be affected. You must have line of sight to the edges of the space. You can define a space up to 100' wide on each side, which is transformed into a swampy pool of mud, muck, and shallow water up to a few feet deep at various points. The battlefield becomes difficult terrain. Lightly armored creatures move at half speed, but heavily armored warriors, as well as heavy creatures such as cows, horses, or minotaurs, become mired and unable to move. Some creatures may actually drown in the shallow water if they cannot be freed. The swampland remains intact for 1d6 days. Alternately, you can affect a large solid mass up to the size of a large house. Only mundane, non-living materials are affected (wood, stone, gold, dirt, etc.). The solid mass liquefies into a pile of mud and goo. The effect lasts for 1d6 days, at which point the object reforms to its original shape.
26-29	You can transform a battlefield or large mass to mud, as above, but the duration is <i>permanent</i> .
30-31	You can <i>permanently</i> transform a vast expanse to swampy muck. The space is equal to up to 20,000 cubic feet, or a battlefield 200' x 100' to a depth of about a foot. This is also sufficient to affect a solid mass of almost 60' x 60' x 60', or a large castle.
32-33	As above, and you can also affect a single magical object. Affecting a magical object counts as the entire use of the spell. You cannot affect a large cubic volume of normal matter and a magical item; you must choose one or the other. Magical objects receive a Fort saving throw to resist the effect. Otherwise, they are transformed to mud.
34+	As above, and you can also affect a single living creature. A living creature must be touched to be affected, and the living creature counts as the entire focus of the spell: you must choose to affect a large cubic volume, a magic item, or a living creature. Living creatures receive a Fort saving throw to resist the effect. Success indicates they are unaffected. Failure indicates they are transformed to mud and instantly slain.

Bottomfeeder Bond	
Level	3 (Bobugbubilz)
Range	30' or more
Duration	1 turn or more
Casting time	2 rounds
Save	Will vs. spell check DC for intelligent creatures
Manifestation	See below
General	Bobugbubilz holds court on a distant plane populated by endless horizons of swamp-land. In this place he is lord of all amphibians, as well as many other swamp dwellers, including crocodiles, catfish, venomous snakes, and biting flies. This spell reinforces your bond to Bobugbubilz in the eyes of mortal incarnations of his followers, and with such a bond you gain some degree of control over such creatures.
1-15	Lost. Failure.
16-17	All mundane swampland creatures that come within 30' of you regard you with a neutral disposition. You are just like a rock or tree to them: not an enemy and not food. Swampland creatures include all amphibians, as well as crocodiles, fish, snakes and other reptiles, insects, and any other mundane creature that lives in a swamp. Intelligent swamp-dwellers, such as lizardmen, receive a Will save to resist the spell effect. If failed, they perceive you as non-threatening. The effect continues for 1 turn, or until you take an action that threatens or harms the creatures.
18-21	As above, except even magical, un-dead, or extra-planar swampland creatures regard you as non-threatening. This includes lacedons (water-dwelling ghouls), swamp zombies, witch doctors, scraggs (water-dwelling trolls), and primal variants of swamp-dwellers. Intelligent creatures receive a Will save to resist, as above.
22-23	As above, and you are regarded as non-threatening by <i>all</i> reptilian, amphibian, piscine, and insectoid creatures, as well as the specific swamp-dwelling varieties. Dragons are <i>not</i> considered reptilian for these purposes. Intelligent creatures receive a Will save to resist, as above.
24-26	As above, and the spell's range is extended to 100'.
27-31	As above, and the spell's duration is extended to 1 hour.
32-33	All reptilian, amphibian, piscine, and insectoid creatures within 100' regard you as not only neutral but potentially as a friend and ally. Unintelligent and mundane creatures of 4 HD or less are automatically affected, while intelligent, magical, and extraplanar creatures, or those of 5 or more HD receive a Will save to resist. Affected creatures hop, slither, and slide to your side in an effort to nuzzle and offer their assistance. The effect lasts for 1d6+2 turns. While under this friendly influence, the creatures obey your commands to the best of their ability (limited by their intelligence and physical capabilities, of course). Creatures sent into dangerous situations or those that oppose their nature receive another Will save at a +4 bonus to break the effect. Examples would include fish ordered out of the water, frogs ordered to fight a creature much larger than themselves, and so on.
34-35	As above, and the effect extends to 200' with a duration of 2d6+4 turns.
36+	As above, and the effect is ongoing for 1d6 days, to a range of 200'. Creatures affected remain under the spell's influence until its duration ends. By the time the spell ends, you are like the Pied Piper of swampland creatures, trailed by a train of crocodiles, snakes, fish, toads, frogs, and tadpoles, along with a veritable cloud of insects. When the effect disperses this mass of creatures slithers off into the muck.

SPELLBURN: BOBUGBUBILZ

Bobugbubilz does not reason like Man, and his requests do not always have an immediate end goal. When a wizard utilizes spellburn, roll 1d4 on the table below when a request is made. These ideas should hopefully give you room to expand in your own campaign.

- 1 Bobugbubilz needs the blood of a dry-dweller (that is, a creature that lives only on land). The caster's blood will do (expressed as Stamina, Strength, or Agility loss).
- 2 The demon lord of amphibians needs the feet of a man-creature. In this special situation, the character can spellburn up to 10 points of ability score loss, but need not take any physical action or damage. If he sacrifices the feet of a man-creature (any humanoid will do) to Bobugbubilz before the next sunrise, the character takes no spellburn. If he fails to find such a sacrifice, he takes the full 10 points, distributed across ability scores at the judge's discretion, at the next sunrise.
- 3 Bobugbubilz requires the sweet voice of the caster to make an invocation that his own amphibious servants cannot pronounce properly. Time slows to a crawl as the wizard character is whisked away to a dizzying plane of close-quartered, moist, womb-like caverns, where is forced to read an text written in the words of his native language but with a recondite meaning utterly beyond his comprehension. Upon completing the invocation, he appears back on his native plane. No time seems to have passed, and he finds himself weakened by whatever extent he sacrificed ability score points for spellburn.
- 4 A slithering host of foul serpents wriggles forth from the ground at the caster's feet, where they promptly bite his ankles and begin sucking his blood. If the caster resists, the serpents flee and the spellburn fails. If he does not resist, the serpents suck blood until the spellburn is complete as normal, then they wriggle back into the earth. As they disappear below the ground, one turns its head back to offer thanks from Bobugbubilz...then it is gone.



CHAPTER SEVEN

MONSTERS





The *Dungeon Crawl Classics Role Playing Game* dispenses with traditional monster assumptions. There are no “generic” monsters. The orcs that live in one region may differ from those in another region, and all monster statistics presented here are local variations. This is a world where more is learned from the lips of man than the ink of pen, and accurate knowledge is a rare and valuable thing; thus, both judge and players know the creatures of their town and surrounding valleys, but what monsters lurk in the next mountain pass remains a thing of mystery.

With that caveat, judges will need some basic creatures to use as opponents for the heroes when they playtest this game. Here is a short selection of monster statistics for classic creatures. Judges should have a frame of reference for each of these creatures, from prior editions and other games, which should give them a sense of how DCC RPG interprets them.

BASILISK

Basilisk: Init -1; Atk bite +5 melee (dmg 1d10) or claw +3 melee (dmg 1d4) or gaze (special); AC 16; HD 5d8; MV 40'; Act 2d20; SP gaze (DC 14 Will); SV Fort +6, Ref +1, Will +1; AL C; XP XXX.

Basilisks are stout, six-legged lizards with tough hides and a paralyzing gaze. They came once from another plane, and now haunt mountains, hills, and dungeons in relentless search of prey. A basilisk can use an action to lock eyes with a living creature; the target that looks a basilisk in the eye must make a DC 14 Will save or be paralyzed for 2d6 turns. Typically, a basilisk gazes to cause paralysis, then uses its second action to bite the target that same round. Ten percent of basilisks have eight legs and the ability to climb vertical surfaces at a speed of 40'. Five percent of basilisks have a gaze that instead turns their victim to stone permanently. The rarest type of basilisk is a variety that recently arrived from the Abyss; the abyssal basilisk possesses 8 HD and gains a +2 bonus to attack rolls.



BUGBEAR

Bugbear: Init +1; Atk mace +5 melee (1d6+5); AC 16; HD 4d8+4; MV 30'; Act 1d20; SP infravision 60'; SV Fort +4, Ref +0, Will +2; AL LE; XP XXX.

Bugbears share a common ancestor with goblins, whom they dominate. A bugbear stands 8' tall but is a pudgy pear-shaped thing, like a bear that gorged on summer berries far too long. Its uninspiring appearance belies 500 pounds of mass, however, and the strength that goes with this mass is impressive. Bugbears are not intellectually impressive but are smart enough to install themselves as the rulers of goblin tribes, who they abuse and misuse as their personal slaves. Typically, there will be one or two families of 3-4 bugbears for every band of goblins. Bugbears rule by brute strength from shabby throne rooms, sending their goblin slaves on raids against easy targets. If forced into direct combat, a bugbear fights with an enormous spiked mace and a mish-mash of armored odds and ends. However, a threatened bugbear would rather retreat to find another easy life of ruling goblin slaves than stand and fight heroes!

CHIMERA

Chimera: Init +0; Atk lion bite +5 melee (dmg 2d4) or goat gore +4 melee (dmg 2d4) or snake bite +6 melee (dmg 1d10+2) or claws +4 melee (dmg 1d3) or breathe fire; AC 18; HD 5d8+8; MV 30' or fly 30'; Act 3d20; SP breathe fire 3/day; SV Fort +4, Ref +2, Will +2; AL CE; XP XXX.

The chimera is a winged creature with the body and head of a lion, a second head of a goat, and a snake-headed tail. It is a flying predator that hunts the lowlands where its livestock prey gather. Each round, it has three attacks, one from each head. The snake head can breathe fire 3/day in a cone measuring 90'x30', causing 3d8 damage (DC 15 Ref save for half). Ten percent of chimeras have a dragon's head at the shoulder instead of a snake-headed tail, and five percent have a bull's head in place of the goat head. Prime chimeras have double HD, masses of tentacles at the joints, elongated claws granting another attack, and a *chimeric touch* ability (DC 18 Will save or target's touched body part mutates to lion, goat, snake, dragon, or bull).



GHOUL

Ghoul: Init +1; Atk bite +3 melee (dmg 1d4 plus paralyzation) or claw +1 melee (dmg 1d3); AC 12; HD 2d6; MV 30'; Act 2d20; SP un-dead traits, paralyzation, darkvision 100'; SV Fort +1, Ref +0, Will +0; AL CE; XP XXX.

A ghoulish corpse that will not die. Granted eternal locomotion by means of black magic or demoniac compulsion, these un-dead beasts roam in packs, hunting the night for living flesh. They appear as ragged dead men and attack with ferocious biting and clawing.

A man-type creature bitten by a ghoulish must make a DC 14 Will save or be paralyzed, unable to move or take any physical action for 1d6 hours. Elves are not affected by this paralyzation. A creature killed by a ghoulish is usually eaten. Those not eaten arise as ghoulish on the next full moon unless the corpse is blessed.

Ghoulish do not make any noise whatsoever. They are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *hold* spells, as well as other mental effects and cold damage.

Smaller ghoulish of 1 HD or less are formed from the corpses of goblins or kobolds, and larger ghoulish of up to 8 HD are formed from the corpses of ogres, giants, bugbears, and such. There exists a marine form of a ghoulish called a lacedon, which can swim quickly.

GOBLIN

Goblin: Init -1; Atk bite -1 melee (dmg 1d3) or as weapon -1; AC 10 + armor; HD 1d6-1; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL LE; XP XXX.

Goblins are small, crooked-faced, bendy-backed, two-legged man-things with gray, tan, brown, or green skin and yellow or red beady eyes. They live in caves, under large rocks, and in the ruins of civilized lands, being incapable of architectural accomplishments. They are inveterate cowards and avoid conflict at all costs, prostrating and genuflecting with slaving, whimpering protestations of innocence. Typically, they would rather run than fight unless accompanied by their evolutionary cousins, the bugbears and hobgoblins, who rule some goblin tribes and motivate them to aggression with lashes and beatings. If a goblin tribes' bugbear or hobgoblin leader is killed, goblins in combat must make a DC 16 morale check or rout.

Goblins can see in the dark to 60' and attack with a -1 penalty in bright light. One quarter of goblins ride dire wolves or hunt with them. Goblins fight with slings, clubs, or dull swords, and are armored in padded, leather, or hide.



HOBGOBLIN

Hobgoblin: Init +2; Atk sword +2 melee (dmg 1d8+2) or whip +2 melee (1d6 plus DC 14 Ref save or be entangled); AC 14 (scale mail); HD 1d8+2; MV 30'; Act 1d20; SP infravision 60'; SV Fort +1, Ref +1, Will -1; AL LE; XP XXX.

Hobgoblins are the evolutionary superiors to goblins. They superficially resemble goblins in skin tone and facial features, but stand straight and tall as a man, are intelligent, utilize manufactured armor and arms, and demonstrate a proclivity for military organization. They battle in formation, designating sergeants and lieutenants to serve under a general, with each officer commanding a band of conscripted goblins. Were it not for hobgoblins, the goblin race would rarely be encountered by man, but hobgoblins have a racial affinity to ruling goblins (much as an older brother can command his younger siblings) and goblins are loath to disobey them. The relationship is a strange mixture of respect and fear. Where bugbears rule by force alone, hobgoblins do instill discipline and trust in their goblin charges.

Usually there is one hobgoblin corporal for every 10-20 goblins. There are three or four hobgoblin corporals to a sergeant, who has 2 HD and attacks with a +4 bonus to attack rolls. For every two or three sergeants, there is a lieutenant with 4 HD and a +6 bonus to attack rolls. Above the lieutenants is a general, with 6 HD and +8 bonus to attack rolls.

Hobgoblins attack elves, which they hate above all else, on sight. They treat bugbears as rivals for leadership of their goblin minions.

KOBOLD

Kobold: Init +1; Atk tiny sword -2 melee (1d4-1); AC 11; HD 1d4; MV 20'; Act 1d20; SP darkvision 100'; SV Fort -2, Ref +0, Will -2; AL N; XP XXX.

Kobolds are rusty-skinned dog-headed demi-humans who despise fey. They hail from the deep pits underneath the lands of pixies, nixies, sprites, brownies, gnomes, and leprechauns. Some wizards believe kobolds are the reincarnations of damned fey. Kobolds associate elves with their fey enemies and seek to ambush and torture them.

A tall kobold stands barely four feet tall, with sharp, bared teeth, pert horns, hideous red eyes, and clothing that tend toward warm hues. In their natural state, kobolds are squabbling, noisy creatures, and on the material plane they live in squalid swamps, oppressively dank jungles, and claustrophobic tunnels. However, they are sociable, at least with their own kind; kobolds are never found in numbers smaller



than thirty, and they often live in overcrowded warrens with hundreds of occupants, including domesticated boars and weasels, as well as large incubation chambers for kobold eggs and young. For every thirty kobolds there is a leader and two guards with 6 hp each. For every hundred kobolds, there is a tribal leader with 9 hp and his retinue of five guards.

Kobolds have infravision to 60' but suffer a -1 penalty to attacks in bright light.

LIZARD, GIANT

Lizard, giant: Init -3; Atk bite +5 melee (dmg 3d4); AC 17; HD 3d8; MV 40' or climb 20'; Act 1d20; SP camou-
flage; SV Fort +2, Ref -2, Will -2; AL N; XP XXX.

The giant lizard is found in many varieties. Crocodiles guard the bogs, iguanas hang from trees, and geckos traverse cave walls. Regardless of type, all giant lizards are masters at camouflage; they receive a +10 bonus to all attempts at hiding.

LIZARDMAN

Lizardman: Init -2; Atk bite +3 melee (dmg 1d4 and roll) or club +2 melee (dmg 1d4); AC 14; HD 1d8; MV 30' or swim 30'; Act 1d20; SP roll, move silently; SV Fort +2, Ref -1, Will -1; AL NE; XP XXX.

Lizardmen are the furtive, silent witnesses of the swamp. Hermitic by nature and living only in small family groups, they glide silently twixt the hollow reeds, slitted eyes watching eternal. When a fox is lamed, a fish trapped, or a man mired, the lizardman creeps forth to drag it into the shallow mud, gummy slaverling jaws submerging its victim's last breath 'neath the gurgling muck.

A lizardman moves silently in swamp or water (treat as +10 to all checks related to stealth). It attacks with a blunt-toothed bite. Any creature hit by the bite must succeed on an opposed Strength check. For purposes of this check, the lizard man's prognathous jaw and powerful bite grant it a +8 modifier. If the lizard man wins, it rolls the target under water. While trapped in this manner, the victim begins drowning. Each round it takes 1d6 temporary Stamina damage. When Stamina is reduced to 0, the target dies. A lizardman occupied in this manner cannot attack other targets, and the ensnared victim can attack only at a -4 penalty.



"I told you not to turn on the light!"

Lizardmen hunting parties consist of 1d3+1 blood-related adults. There is a 25% chance they are accompanied by a tamed giant snake or giant crocodile (treat as giant lizard). Five percent of lizardmen are shamans (treat as 1st- or 2nd-level clerics).

MANTICORE

Manticore: Init +5; Atk bite +6 melee (dmg 1d8) or claw +4 melee (dmg 1d3); AC 16; HD 6d8+6; MV 40', fly 50'; Act 3d20; SP tail spikes or barbed tail; SV Fort +5, Ref +4, Will +6; AL CN; XP XXX.

The mantichore is a lazy predator that eschews battle in favor of opportunistic meals. It has the body of a lion, great bat-like wings, and the face of a bearded man. It craves the taste of man-flesh, and willingly attacks women and children, lone travelers, and the wounded survivors of battle – but is not often found seeking a meal from mail-armored swordsmen. It typically follows demi-human hunting parties, only to alight and steal their kills before they can react.

Fifty percent of manticores have iron tail spikes embedded in their lion-tails. As a single action, the mantichore can loose a volley of 6 tail spikes, which attack at +6 missile fire (range 100') for 1d6 damage each. A mantichore can release four such volleys per day.

The other 50% of manticores have barbed scorpion-tails. In combat, they can use an action to lash out with a single tail strike per round, at +8 melee (dmg 1d10 + poison). The poison requires a DC 16 Fort save or the target loses 1d6 Stamina with each strike.

MINOTAUR

Minotaur: Init +8; Atk gore +8 melee (dmg 1d8+4) or axe +8 melee (dmg 1d10+4); AC 15; HD 6d8+6; MV 30'; Act 1d20; SP bull charge, never surprised; SV Fort +6, Ref +8, Will +2 (see below); AL CN; XP XXX.

Minotaurs are mighty bull-headed men created with divine purpose. They do not reproduce naturally and are rarely encountered in places not preordained by the gods. Little do the minotaurs understand their great purpose other than to rend, gore, and kill, functions they serve admirably.

A minotaur initiates combat with a powerful bull rush ending in its gore. This counts as a special charge: in addition to a +2 attack bonus and a -2 AC penalty, the minotaur gets an extra 1d8 damage (for total of 2d8+4) and the target must make an opposed Strength check (treat the minotaur as Str 24) or be hurled back 20'.

Minotaurs are never surprised and are utterly

fearless. They are not smart but are cunning, like a hunting predator. Minotaurs are resistant to spells that affect their mental faculties (such as *charm*, *fear*, and so on), receiving an additional +6 bonus to Will saves against these spells.

OGRE

Ogre: Init +2; Atk slam +5 melee (dmg 1d6+6) or great mace +5 melee (dmg 1d8+6); AC 16; HD 4d8+4; MV 20'; Act 1d20; SP bear hug; SV Fort +4, Ref +2, Will +1; AL CN; XP XXX.

A gray-skinned ape with short legs, long arms, rotund torso, and the thick-featured face of a man, the ogre is a stupid bully easily conquered with guile. Living in fetid caves littered with bones, ogres scavenge and terrorize, but never plan further than their next meal. Their prodigious strength is put to use by the clever and the brave, who beguile them with promises of rich feasts and richer plunder. When not alone in their country lairs, ogres serve as men-at-arms and mercenaries with the armies of giants, sorcerers, and desperate kings.

In single combat, an ogre grasps its enemy in a mighty bear hug to break his spine. If an ogre lands a slam successfully, its opponent must succeed at an opposed Strength check against the ogre's 22 Strength (+6). Failure means he has been trapped in a bear hug. Each round thereafter, the ogre automatically inflicts another 1d6+6 damage. The victim can attempt to escape each round with another Strength check on his action.

ORC

Orc: Init +1; Atk claw +1 melee (dmg 1d4) or as weapon +1; AC 11 + armor; HD 1d8+1; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -1; AL CE; XP XXX.

Orcs are brutish humanoids created in magical cauldrons by a long-dead wizard. They are a product of dark sorceries and sutured body parts. Once commanded by a great general, orcs now wander the wilderness in small bands, raiding and squabbling, never settling. They have piggy faces with tusked mouths and green or grey skin. Female orcs are as muscular as the males. Orcs are always prepared for war, wielding maces, bows, swords, axes, and shields, with armor of chain or plate. Every band has a boss with 4d8+4 HD and an attack bonus of +4. Bands with more than 30 orcs also have a witch doctor of 2d8 HD who knows 1d4 1st-level cleric spells and 1d3-1 2nd-level spells at a +3 spell check. Prime orcs are enormous and powerful, up to triple HD with an additional +4 bonus to attack and damage rolls from their earthy strength.

PRIMEVAL SLIME

Slime: Init (always last); Atk pseudopod +4 melee (dmg 1d4); AC 10; HD 1d8 per 5' square; MV 5', climb 5'; Act 1d20 per 5' square; SP half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N; XP XXX.

Man evolved from croaking protoplasm, and his descendants still crawl amidst the murky swamps and tenebrous caves. Primeval slimes come in many varieties, none of them safe, all of them oozing slowly in search of organic matter suitable for dissolution.

Known to peasants as oozes, jellies, puddings, or slimes, these things are typically a few centimeters or inches thick and up to a quarter-mile in size. Most cover an area of 50 or 100 square feet but can ooze through openings as narrow as one centimeter. Some are lumpy masses many feet in depth, or cubic in shape. All can cling to vertical surfaces and hang upside-down.

For every 5'x5' square, a slime has 1d8 hit points and can deploy one pseudopod in its defense. Slimes suffer half damage from slicing and piercing weapons (swords, daggers, arrows, axes, etc.), as their primordial mass quickly re-knits such wounds. They may be vulnerable to other attacks, as indicated below.

Roll 1d8 to determine a primeval slime's color: (1) yellow; (2) green; (3) red; (4) ochre; (5) black; (6) gray; (7) tan; (8) clear.

A slime has 1d4-1 special properties. Roll 1d10 to determine them randomly:

- 1 Acidic touch. Pseudopods do an additional 1d6 damage. Additionally, any creature that steps on the slime takes 1d6 damage. The slime will attempt to move over adjacent targets and engulf them. Targets engulfed take 1d6 damage and cannot escape or take any action without making an opposed Strength check against the slime (treat the slime as Str 12 + 2 per 5' section).
- 2 Paralyzing touch. Pseudopods or slime's touch requires target to make DC 14 Fort save. Failure causes paralysis for 1d6 hours.
- 3 Sticky. Any creature touched by the slime must make a DC 15 Str check to pull away. Stuck creatures attack at a -2 penalty to attack rolls and are dragged along by the slime until they pull free. The sticky skin of the slime is encrusted with 2d4 random objects picked up by its sticky travels.
- 4 Protoplasmic breakdown. The slime digests

its food by emitting acidic juices on contact. Any creature that contacts the slime (including by attack from a pseudopod) temporarily loses 1d4 Stamina from the digestive juices. A creature that reaches 0 Stamina is immediately killed.

- 5 Metal digestive. Any metal weapon touched by the slime or that strikes the slime is damaged. A weapon is rendered useless after one touch and metal armor loses one "plus" to Armor Class every round of contact. Magic articles receive a save against DC 12 (add the weapon's "plus" to the d20 roll).
- 6 Rapid reproduction. For every 5 hit points of damage inflicted by the slime, its area grows by another 5'x5' and it gains 5 hit points.
- 7 Sensitive to light. The ooze is either drawn to light or takes 1 point of damage per round of exposure (50% chance of either).
- 8 Psionic. The ooze has a latent, primitive intelligence. It hurls mental blasts against nearby targets in an attempt to subdue them. Each round it gains a new action which is a psychic blast. It can target any living creature within 100' with a psychic blast. A creature struck by the psychic blast must make a DC 14 Will save or take 1d6 points of damage as it reels back in intense mental pain, its nose and ears bleeding from the pressure within its cranium.
- 9 Takes double damage from one source. Roll 1d6: (1) fire; (2) cold; (3) acid; (4) lightning; (5) force energy (e.g., *magic missile*); (6) necromancy (e.g., *chill touch*).
- 10 Immune to one kind of attack. Roll 1d6: (1) fire; (2) cold; (3) acid; (4) lightning; (5) force energy (e.g., *magic missile*); (6) necromancy (e.g., *chill touch*).

SKELETON

Skeleton: Init +0; Atk claw +0 melee (dmg 1d3) or by weapon +0 melee; AC 9; HD 1d6; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL CE; XP XXX.

Brittle bones held together by eldritch energies, skeletons are un-dead creatures raised from the grave to do disservice to the living. They rattle and creak as they move across the graveyards and tombs where they can be found. If under the command of a wizard or cleric, they understand and obey orders of a sentence or two in length. If found free-willed, they

are always in places of death and attack the living on sight. Skeletons attack with claws or the pitted, rusted remains of whatever weapons they carried in life.

Skeletons take half damage from piercing and slashing weapons (such as swords, axes, spears, arrows, and pitchforks). They are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *hold* spells, as well as other mental effects and cold damage.

The skeletons of larger or small creatures – from goblins to giants – may have less than 1 HD or up to 12 HD. Skeletons can be animated by many means, and some have special traits. Determine special traits randomly with d%:

- | | |
|-------|---|
| 01-60 | No special trait. |
| 61-65 | The skeleton was cursed before it reanimated. On any successful attack, there is a 25% chance that it also invokes a minor curse (see Appendix C). |
| 66-70 | Carrier of grave rot. Any creature damaged by the skeleton must make a DC 12 Fort save or contract grave rot. Grave rot can take one of many forms (roll 1d4): (1) loss of 1 hp per day, and no natural healing; (2) temporary loss of -1d4 Strength; (3) temporary loss of -1d4 Stamina; (4) loss of touch sensation, resulting in a -2 penalty to all attack rolls. Grave rot can be healed only through magical means. |
| 71-75 | Animated by harnessed lightning. Electricity courses through the skeleton's body, giving off brief sparks periodically. A lightning-charged skeleton inflicts an additional 1d4 points of shock damage on each hit. |
| 76-80 | Reanimated with gemstones in its eye socket. Roll 1d5 to determine gemstone: (1) pearl eyes affect a viewer as a <i>sleep</i> spell; (2) obsidian eyes radiate darkness (as the spell); (3) emerald eyes issue forth a <i>ray of enfeeblement</i> ; (4) ruby eyes launch flaming bolts (as if a <i>magic missile</i>); (5) diamond eyes accelerate the skeleton's speed such that it has an extra action each round. All spell effects are as if a +4 spell check. |
| 81-85 | The bones are animated independently of the skeleton itself. When this skeleton |

is killed, it collapses into shards of bone that continue to attack. The shards have 1d6 hp and attack with a slash at +0 melee (dmg 1d3). Great piles of these animated bone shards can move at a speed of 5' and engulf creatures, inflicting an automatic 1d3 damage each round, and can hold the target in place (opposed Str check vs. Str 16). Piles of bone shards have 1d6 hp per 5'x5' square.

- 86-90 This skeleton is formed from a higher-level warriors or the more recently dead. It has an additional 1d3 HD, attacks with a +3 bonus to attack rolls, and carries intact plate mail armor, shield, and sword. These creatures are much more deadly and sometimes lead their more decayed brethren.
- 91-95 Chilling touch. Any creature touched by the skeleton takes an additional 1d3 points of cold damage.
- 96-100 Necromantic touch. Any creature touched by the skeleton loses 1d2 points of Strength.



TROGLODYTE

Troglodyte: Init +2; Atk bite +2 melee (dmg 1d6) or spear +5 melee (dmg 1d8+4); AC 15 (chain mail); HD 1d8+4; MV 30' or climb 10'; Act 2d20; SP infravision 100'; SV Fort +2, Ref +2, Will +3; AL LE; XP XXX.

Degenerate reptilians of the deep, troglodytes are sub-humanoid conquerors whose nomadic raiding parties are greatly feared. Hunchbacked and cruel, they lurch forward on crooked legs with hissing sounds and flickering forked tongues. Despite crooked spines and odd musculature, they are immensely powerful, and many a careless warrior has died transfixed by a troglodyte spear.

Troglodyte raiding parties consist of 10-30 fighters led by a chief. The chief has 4 HD and an additional +4 to attack and damage rolls. Every chief has 4-6 henchmen with 2 HD and an additional +2 to attack and damage rolls. Magic-wielders are rare amongst troglodytes.

DUNGEON CRAWL CLASSICS

ROLE PLAYING GAME

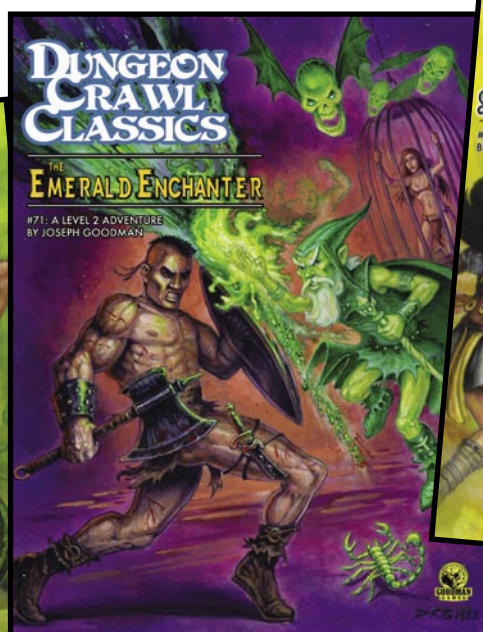
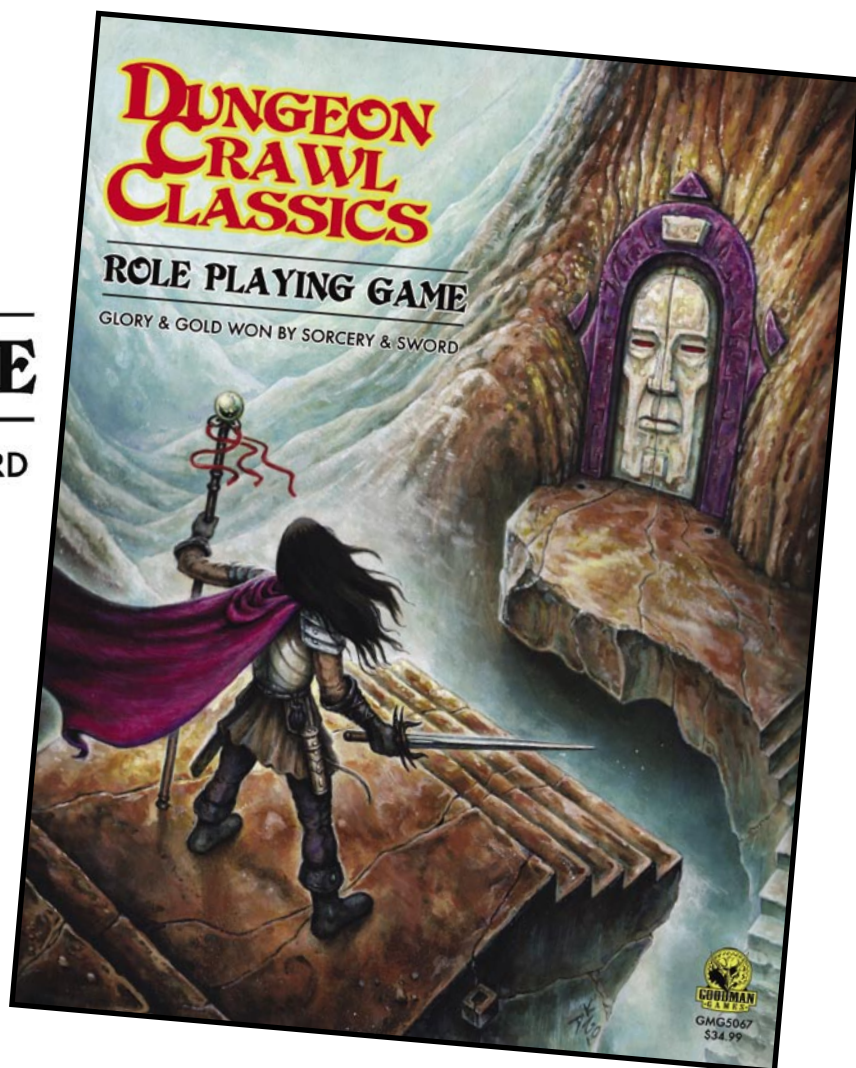
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DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name _____		Title _____	
Occupation _____	Class _____	Alignment _____	Speed _____
AC		Hit Points Max: _____	Level XP
Combat Basics Initiative: _____ Action dice: _____ Attack: _____ Crit die: _____ Crit table: _____			
Weapons		Equipment	
Armor		Treasure	
Notes			

Strength		Melee Attack	Melee Damage
Modifier: _____			
Agility		Missile Attack	Missile Damage
Modifier: _____			
Stamina			
Modifier: _____			
Personality			
Modifier: _____			
Intelligence		Languages	
Modifier: _____			
Luck		Lucky Roll	
Modifier: _____			

Ref Save	
Fort Save	
Will Save	

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name

Occupation

Title

Class

Alignment

Speed

AC

Hit Points

Max:

Level

XP

Strength

Agility

Stamina

Personality

Intelligence

Luck

Modifier:

Modifier:

Modifier:

Modifier:

Modifier:

Modifier:

Melee Attack

Melee Damage

Missile Attack

Missile Damage

Combat Basics

Initiative:

Action dice:

Attack:

Crit die:

Crit table:

Ref Save

Fort Save

Will Save

Languages

Lucky Roll

Weapons

Equipment

Armor

Treasure

Cleric Spells & Abilities

Deity: Starting spell check: Daily penalties:

Abilities: divine aid, turn unholy (+Luck mod), lay on hands.

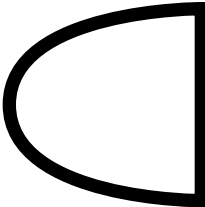
Lay On Hands (names / alignment step)	12	14	20	22+
(same)	1d6+CL	1d8+CL	2d8+CL	3d8+CL
(adjacent)	1d4+CL	1d6+CL	1d8+CL	2d8+CL
(opposed)	1d3	1d4	1d6	1d8

Level 1 Spells

Level 2 Spells

Level 3 Spells

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name _____		Title _____	
Occupation _____	Class _____	Alignment _____	Speed _____
AC 		Level _____	XP _____
Hit Points Max: _____		Combat Basics Initiative: _____ Action dice: _____ Attack: _____ Crit die: _____ Crit table: _____	
Weapons			
Armor			
Equipment			
Treasure			
Notes			
Thief Abilities			
Luck die _____ d _____			
Backstab _____ + _____			
Sneak silently* _____ %			
Hide in shadows* _____ %			
Pick pocket* _____ %			
Climb sheer surfaces* _____ %			
Pick lock* _____ %			
Find trap _____ %			
Disable trap* _____ %			
Forge document* _____ %			
Disguise self _____ %			
Read languages _____ %			
Handle poison _____ %			
Cast spell from scroll _____ d _____			
* Agility modifier applies			

Strength		Melee Attack	Melee Damage
Modifier: _____			
Agility		Missile Attack	Missile Damage
Modifier: _____			
Stamina			
Modifier: _____			
Personality			
Modifier: _____			
Intelligence			
Modifier: _____			
Luck			
Modifier: _____			

Max

Current

Ref Save	
Fort Save	
Will Save	

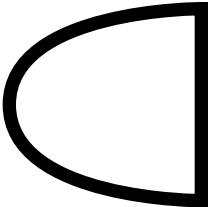
Max

Current

Languages

Lucky Roll

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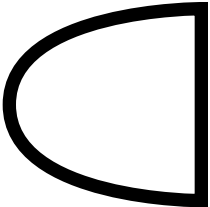
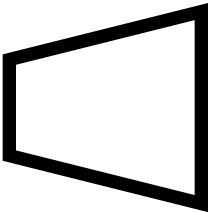
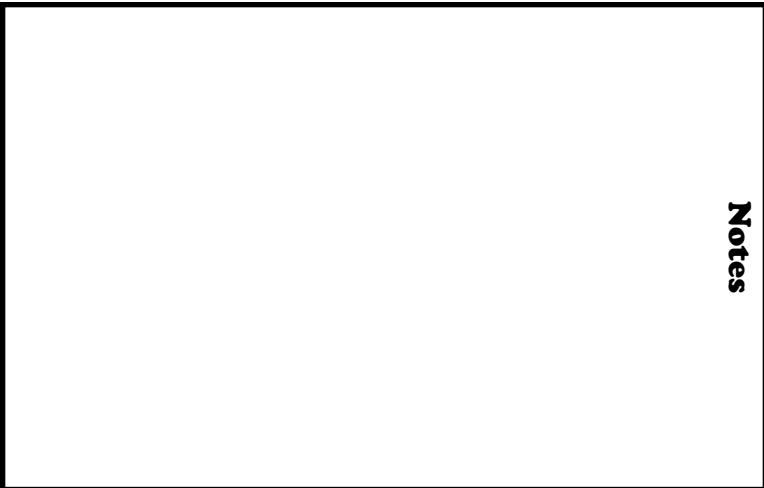
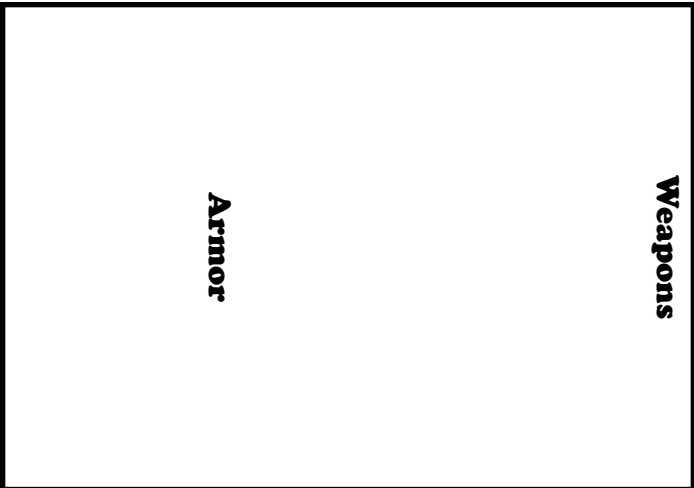
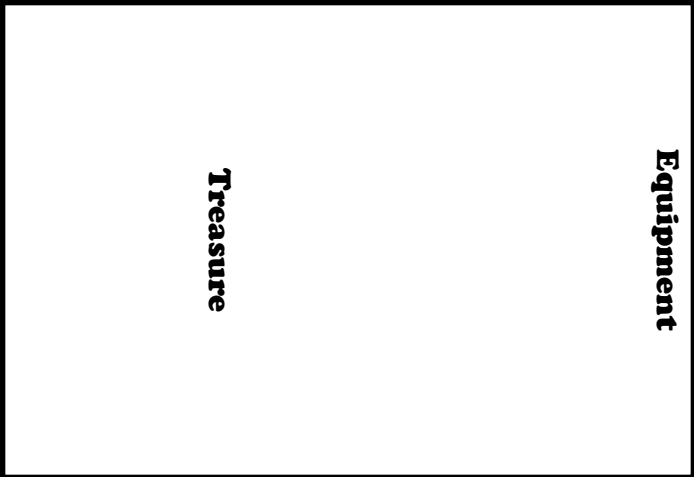
Name _____		Title _____	
Occupation _____	Class _____	Alignment _____	Speed _____
AC 		Level _____ XP _____	
Hit Points Max: _____		Combat Basics Initiative: _____ Action dice: _____ Attack: _____ Crit die: _____ Crit table: _____	
Weapons			
Armor			
Equipment			
Treasure			
Notes			
Warrior Abilities Critical threat range: _____ Lucky weapon: _____ Add class level to initiative Mighty Deeds of Arms			
Strength Modifier: _____		Melee Attack Melee Damage	
Agility Modifier: _____		Missile Attack Missile Damage	
Stamina Modifier: _____		Fort Save	
Personality Modifier: _____		Will Save	
Intelligence Modifier: _____		Languages	
Luck Modifier: _____		Lucky Roll	

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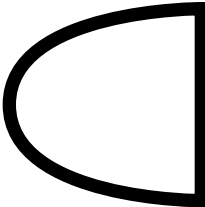
Name		Title	
Occupation	Class	Alignment	Speed
AC		Level	XP
Hit Points Max:		Combat Basics Initiative: _____ Action dice: _____ Attack: _____ Crit die: _____ Crit table: _____	
Strength	Agility	Ref Save	
Stamina	Stamina	Fort Save	
Personality	Intelligence	Will Save	
Luck	Luck	Languages	
Melee Attack		Melee Damage	
Missile Attack		Missile Damage	
Languages		Lucky Roll	

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DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name _____		Title _____		Weapons		Equipment	
Occupation _____		Class _____		Alignment _____		Speed _____	
AC 		Hit Points 		Level _____		XP _____	
		Max: _____		Combat Basics Initiative: _____ Action dice: _____ Attack: _____ Crit die: _____ Crit table: _____			
Strength				Melee AttackMelee Damage			
Modifier: _____							
Agility				Missile AttackMissile Damage			
Modifier: _____							
Stamina							
Modifier: _____							
Personality							
Modifier: _____							
Intelligence							
Modifier: _____							
Luck							
Modifier: _____							
Notes				Armor			
							
Dwarf Abilities				Treasure			
Infravision Underground skills (small gold/ gems, find construction) Lucky weapon: _____ Mighty Deeds of Arms Shield bash (d14 action die)							

DUNGEON CRAWL CLASSICS CHARACTER RECORD SHEET

Name _____		Title _____	
Occupation _____	Class _____	Alignment _____	Speed _____
AC 		Level _____	XP _____
Hit Points Max: _____		Combat Basics Initiative: _____ Action dice: _____ Attack: _____ Crit die: _____ Crit table: _____	
Strength Modifier: _____		Melee Attack Melee Damage	
Agility Modifier: _____		Missile Attack Missile Damage	
Stamina Modifier: _____			
Personality Modifier: _____		Ref Save Fort Save Will Save	
Intelligence Modifier: _____		Languages	
Luck Modifier: _____		Lucky Roll	
Max Current			
Weapons		Equipment	
Armor		Treasure	
Notes		Halfling Abilities Infravision Stealth: _____ Lucky Two-weapon fighting • Action dice d16+d16 • Crit on nat 16 • Fumble only on 2x 1 • If Agi >16, use normal rules	