



DKZB



REFERENCE SHEETS

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PREFACE

I assembled the first iteration of these reference sheets while the DCC RPG was still in beta testing. I made them for my own use, found them to be immensely helpful, and Joseph Goodman was kind enough to give me permission to share my efforts, even though the whole thing basically consists of his intellectual property. That was over three years ago. Since then, the final version of the game has been released (with many different covers - all of which I own!), and the reference sheets I assembled have seen countless downloads and are doubtless used in dozens, maybe even hundreds of games. Thus, I decided it was time for an upgrade. You'll notice a few additional tables included, as well as what I hope you'll agree is a cleaner and more aesthetically pleasing layout.

However, understand that this is still very much an amateur effort, cobbled-together by a fan with perhaps more enthusiasm than talent; but hopefully you will find it to be an improvement over the previous versions. I've made every effort to keep the organization logical, with just the tiniest bit of shuffling to make things fit better. After a few games' worth of use (and perhaps a few dog-ears for the most heavily-referenced charts) you should be breezing through your lookups without missing a beat.

If the DCC game itself had an alignment, I would say that it would be *chaotic awesome*. What this booklet does for the DCC judge is shift just a bit of the emphasis off of *chaotic* and onto *awesome*. The net result of the time savings with regard to chart lookups will be more time for the adventurers to spend getting into new, interesting, terrible, and deadly situations. Having a minor hand in that is all the reward I could ever ask for.

Your Humblest Copy/Paste Homunculus,
Jeremy Deram



TABLE 1-1: ABILITY SCORE MODIFIERS

Ability Score	Modifier	Bonus Wizard Spells Known	Max Spell Level**
3	-3	no spellcasting	no spellcasting
4	-2	-2*	1
5	-2	-2*	1
6	-1	-1*	1
7	-1	-1*	1
8	-1	no adjustment	2
9	0	no adjustment	2
10	0	no adjustment	3
11	0	no adjustment	3
12	0	no adjustment	4
13	+1	no adjustment	4
14	+1	+1	4
15	+1	+1	5
16	+2	+1	5
17	+2	+2	5
18	+3	+2	5

* Minimum of 1 spell

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

**TABLE 1-4: XP LEVEL
THRESHOLDS**

Level	XP Required
0	0
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090

**SKILL CHECK DC
GUIDELINES**

Difficulty	DC
Child's Play	5
A Man's Deed	10
Feats of Derring-Do	15
Hero's Work, Super-Human	20

TABLE 1-2: LUCK SCORE

d30	Birth Augur	Lucky Roll
1	Harsh Winter	All Attack Rolls
2	The Bull	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 Starting 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 vs. 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/-1 = +5'/-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.

TABLE 1-3: OCCUPATION

Roll	Occupation	Items
01	Alchemist	Staff, Flask of Oil
02	Animal trainer	Club, Pony
03	Armorer	Hammer (as club), Iron helmet
04	Astrologer	Dagger, Spyglass
05	Barber	Razor (as dagger), Scissors
06	Beadle	Staff, Holy symbol
07	Beekeeper	Staff, Jar of honey
08	Blacksmith	Hammer (as club), Steel tongs
09	Butcher	Cleaver (as axe), Side of beef
10	Caravan guard	Short sword, Linen (1 yard)
11	Cheesemaker	Cudgel (as staff), Stinky cheese
12	Cobbler	Awl (as dagger), Shoehorn
13	Confidence artist	Dagger, Quality cloak
14	Cooper	Crowbar (as club), Barrel
15	Costermonger	Knife (as dagger), Fruit
16	Cutpurse	Dagger, Small chest
17	Ditch digger	Shovel (as staff), Fine dirt (1 lb.)
18	Dwarven Apothecarist	Cudgel (as staff), Steel vial
19-20	Dwarven Blacksmith	Hammer (as club), Mithril (1 oz.)
21	Dwarven Chest-maker	Chisel (as dagger), Wood (10 lbs.)
22	Dwarven Herder	Staff, Sow**
23-24	Dwarven Miner	Pick (as club), Lantern
25	Dwarven Mushroom-farmer	Shovel, Sack
26	Dwarven Rat-catcher	Club, Net
27-28	Dwarven Stonemason	Hammer, Fine stone (10 lbs.)
29	Elven Artisan	Staff, Clay (1 lb.)
30	Elven Barrister	Quill (as dart), Book
31	Elven Chandler	Scissors (as dagger), Candles (20)
32	Elven Falconer	Dagger, Falcon
33-34	Elven Forester	Staff, Herbs (1 lb.)
35	Elven Glassblower	Hammer, Glass beads
36	Elven Navigator	Bow, Spyglass
37-38	Elven Sage	Dagger, Parchment, Quill
39-47	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	Halfling Chicken butcher	Hand axe, Chicken meat (5 lbs.)
56-57	Halfling Dyer	Staff, Fabric (3 yards)
58	Halfling Glovemaker	Awl (as dagger), Gloves (4 pairs)
59	Halfling Gypsy	Sling, Hex doll
60	Halfling Haberdasher	Scissors (as dagger), Fine suits (3 sets)
61	Halfling Mariner	Knife (as dagger), Sailcloth (2 yards)
62	Halfling Moneylender	Short sword, 5 gp, 10 sp, 200 cp
63	Halfling Trader	Short sword, 20 sp

TABLE 1-3: OCCUPATION

Roll	Occupation	Items
64	Halfling Vagrant	Club, Begging bowl
65	Healer	Club, Vial of Holy water
66	Herbalist	Club, Herbs (1 lb.)
67	Herder	Staff, Herding dog**
68-69	Hunter	Shortbow, Deer pelt
70	Indentured servant	Staff, Locket
71	Jester	Dart, Silk clothes
72	Jeweler	Dagger, Gem worth 20 gp
73	Locksmith	Dagger, Fine tools
74	Mendicant	Club, Cheese dip
75	Mercenary	Longsword, Hide armor
76	Merchant	Dagger, 4 gp, 14 sp, 27 cp
77	Miller/baker	Club, Flour (1 lb.)
78	Minstrel	Dagger, Ukulele
79	Noble	Longsword, Gold ring worth 10 gp
80	Orphan	Club, Rag doll
81	Ostler	Staff, Bridle
82	Outlaw	Short sword, Leather armor
83	Rope maker	Knife (as dagger), Rope (100')
84	Scribe	Dart, Parchment (10 sheets)
85	Shaman	Mace, Herbs (1 lb.)
86	Slave	Club, Strange-looking rock
87	Smuggler	Sling, Waterproof sack
88	Soldier	Spear, Shield
89-90	Squire	Longsword, Steel helmet
91	Tax collector	Longsword, 100 cp
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.

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	5	-	-	-	-
3	+2	1d10/III	1d20	+1	+1	+2	5	3	-	-	-
4	+2	1d10/III	1d20	+1	+2	+2	6	4	-	-	-
5	+3	1d12/III	1d20	+1	+2	+3	6	5	2	-	-
6	+4	1d12/III	1d20+1d14	+2	+2	+4	7	5	3	-	-
7	+5	1d14/III	1d20+1d16	+2	+3	+4	7	6	4	1	-
8	+5	1d14/III	1d20+1d20	+2	+3	+5	8	6	5	2	-
9	+6	1d16/III	1d20+1d20	+3	+3	+5	8	7	5	3	1
10	+7	1d16/III	1d20+1d20	+3	+4	+6	9	7	6	4	2

LAY ON HANDS

Healing Lost Hit Points				Condition Healing	
Spell Check	Same	Adjacent	Opposed	Condition	Dice
1-11	fail	fail	fail	Broken Limbs	1
12-13	2 dice	1 die	1 die	Organ Damage	2
14-19	3 dice	2 dice	1 die	Disease	2
20-21	4 dice	3 dice	2 dice	Paralysis or Poison	3
22+	5 dice	4 dice	3 dice	Blindness or Deafness	4

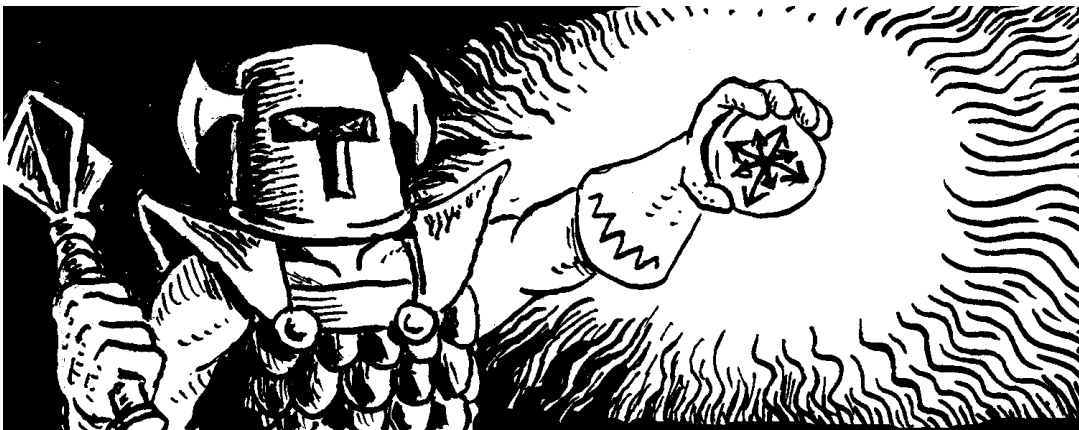


TABLE 4-4: TURN UNHOLY

Turn Check	Range	Holy Smite	Creature HD						
			1	2	3-4	5-6	7-8	9-10	11-12
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'	60' Beam 1d3 dmg	T1d8+CL D1d4 (no save)	T1d4+CL	T1d3+CL	T1	NE	NE	NE
28-29	60'	30' Cone 1d4 dmg	T2d6+CL D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE	NE
30-31	120'	60' Cone 1d5 dmg	K1d8+CL (no save)	T1d8+CL D1d4 (no save)	T1d6+CL	T1d4+CL	T1d3+CL	T1	NE
32+	240'	120' Cone 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 = turn

D = damage to each creature turned

K = destroy

Will Save DC = Spell Check Result

Turned creatures flee or cower for 3d10 min. or until attacked.



TABLE 1-7: THIEF

Level	Attack	Crit Die/Table	Action Dice	Luck Die	Ref	Fort	Will
1	+0	1d10/II	1d20	d3	+1	+1	+0
2	+1	1d12/II	1d20	d4	+1	+1	+0
3	+2	1d14/II	1d20	d5	+2	+1	+1
4	+2	1d16/II	1d20	d6	+2	+2	+1
5	+3	1d20/II	1d20	d7	+3	+2	+1
6	+4	1d24/II	1d20+1d14	d8	+4	+2	+2
7	+5	1d30/II	1d20+1d16	d10	+4	+3	+2
8	+5	1d30+2/II	1d20+1d20	d12	+5	+3	+2
9	+6	1d30+4/II	1d20+1d20	d14	+5	+3	+3
10	+7	1d30+6/II	1d20+1d20	d16	+6	+4	+3

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	+4	1d12/III	1d20	+3	+2	+3	+9
6	+5	1d12/III	1d20+1d14	+4	+2	+4	+11
7	+5	1d14/III	1d20+1d16	+4	+3	+4	+12
8	+6	1d14/III	1d20+1d20	+5	+3	+5	+13
9	+7	1d16/III	1d20+1d20	+5	+3	+5	+14
10	+8	1d16/III	1d20+1d20	+6	+4	+6	+15

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

TABLE 1-9: THIEF SKILLS BY LEVEL AND ALIGNMENT

Skill	Bonus for LAWFUL Thieves									
	1	2	3	4	5	6	7	8	9	10
Backstab	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Sneak Silently*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Hide in Shadows*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick Pockets*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Climb Sheer Surfaces*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick Lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find Trap†	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disable Trap*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Forge Document*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Disguise Self‡	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Read Languages†	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle Poison	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Use Scroll†	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20

Skill	Bonus for CHAOTIC Thieves									
	1	2	3	4	5	6	7	8	9	10
Backstab	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Sneak Silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in Shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick Pockets*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Climb Sheer Surfaces*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick Lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find Trap†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable Trap*	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Forge Document*	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Disguise Self‡	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Read Languages†	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Handle Poison	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Use Scroll†	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20

Skill	Bonus for NEUTRAL Thieves									
	1	2	3	4	5	6	7	8	9	10
Backstab	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Sneak Silently*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Hide in Shadows*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Pick Pockets*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Climb Sheer Surfaces*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Pick Lock*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Find Trap†	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Disable Trap*	+1	+3	+5	+7	+8	+9	+10	+11	+12	+13
Forge Document*	+3	+5	+7	+8	+9	+11	+12	+13	+14	+15
Disguise Self‡	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Read Languages†	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Handle Poison	+0	+0	+1	+2	+3	+4	+5	+6	+7	+8
Use Scroll†	d12	d12	d14	d14	d16	d16	d20	d20	d20	d20

* Add AGI modifier † Add INT modifier ‡ Add PER modifier

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	19-20	1d20	+2	+2	+1
5	+d7	1d24/V	18-20	1d20+1d14	+2	+3	+1
6	+d8	1d30/V	18-20	1d20+1d16	+2	+4	+2
7	+d10+1	1d30/V	18-20	1d20+1d20	+3	+4	+2
8	+d10+2	2d20/V	18-20	1d20+1d20	+3	+5	+2
9	+d10+3	2d20/V	17-20	1d20+1d20	+3	+5	+3
10	+d10+4	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+3

* A warrior's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the warrior adds both a die and a fixed value.

TABLE 1-12: WIZARD

Level	Attack	Crit Die/ Table	Action Dice	Spells Known	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	+1	+3
6	+2	1d10/I	1d20+1d16	9	3	+2	+2	+4
7	+3	1d12/I	1d20+1d20	10	4	+3	+2	+4
8	+3	1d12/I	1d20+1d20	12	4	+3	+2	+5
9	+4	1d14/I	1d20+1d20	14	5	+3	+3	+5
10	+4	1d14/I	1d20+1d20+1d14	16	5	+4	+3	+6

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+1d14	+2	+3	+2
6	+d8*	1d24/V	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	1d20+1d20	+3	+4	+3
8	+d10+2*	1d30/V	1d20+1d20	+3	+5	+3
9	+d10+3*	2d20/V	1d20+1d20	+3	+5	+3
10	+d10+4*	2d20/V	1d20+1d20+1d14	+4	+6	+4

* A dwarf's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the dwarf adds both a die and a fixed value.

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

TABLE 1-16: ELF

Level	Attack	Crit Die/ Table	Action Dice	Spells Known*	Max Spell Level	Ref	Fort	Will
1	+1	1d6/II	1d20	3	1	+1	+1	+1
2	+1	1d8/II	1d20	4	1	+1	+1	+1
3	+2	1d8/II	1d20	5	2	+1	+1	+2
4	+2	1d10/II	1d20	6	2	+2	+2	+2
5	+3	1d10/II	1d20+1d14	7	3	+2	+2	+3
6	+3	1d12/II	1d20+1d16	8	3	+2	+2	+4
7	+4	1d12/II	1d20+1d20	9	4	+3	+3	+4
8	+4	1d14/II	1d20+1d20	10	4	+3	+3	+5
9	+5	1d14/II	1d20+1d20	12	5	+3	+3	+5
10	+5	1d16/II	1d20+1d20+1d14	14	5	+4	+4	+6

* Plus patron bond and invoke patron.

TABLE 3-1: WEAPONS

Weapon	Damage	Range	Cost (gp)
Battleaxe*	1d10	-	7
Blackjack†	1d3/2d6***	-	3
Blowgun†	1d3/1d5	20/40/60	6
Club	1d4	-	3
Crossbow*	1d6	80/160/240	30
Dagger‡	1d4/1d10	10/20/30**	3
Dart	1d4	20/40/60**	5 sp
Flail	1d6	-	6
Garrote†	1/3d4	-	2
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Lance#	1d12	-	25
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	1d8	-	5

* Two-handed weapon. Characters using two-handed weapons use a d16 on initiative checks.

** Strength modifier applies to damage with this weapon at close range only.

*** Damage dealt is always subdual damage.

† These weapons are particularly effective when used with the element of surprise. A thief who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other thief attacks use the first value.

‡ Characters generally purchase normal straight-edged daggers, but cultists, cave-dwellers, evil priests, alien worshipers, and other menacing villains carry curvy or ceremonial daggers known as athame, kris, or tumi.

These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.

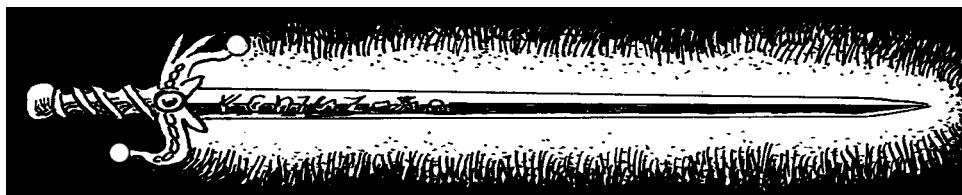


TABLE 3-2: AMMUNITION

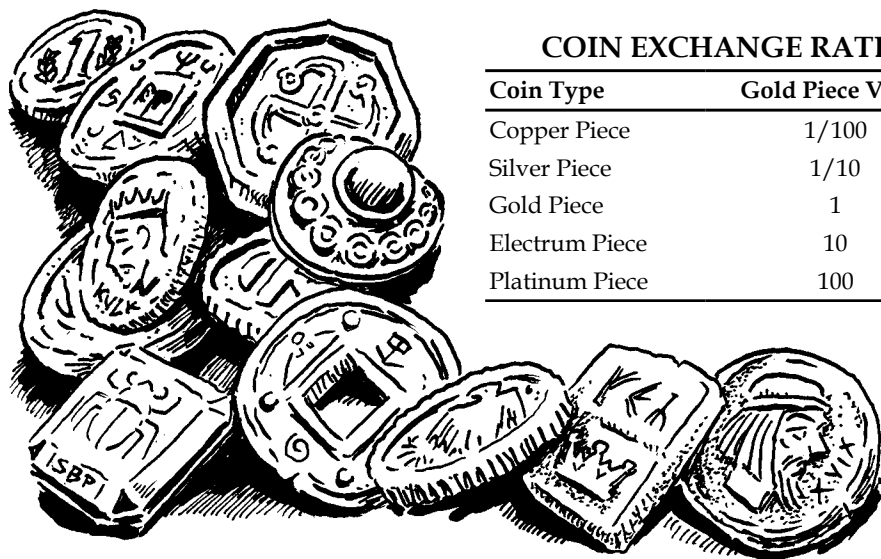
Ammunition	Quantity	Cost (gp)
Arrows	20	5
Arrows, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1

TABLE 3-3: ARMOR

Armor	AC Bonus	Check Penalty	Speed**	Fumble Die	Cost (gp)
Unarmored	+0	-	-	d4	0
Padded	+1	-	-	d8	5
Leather	+2	-1	-	d8	20
Studded Leather	+3	-2	-	d8	45
Hide	+3	-3	-	d12	30
Scale Mail	+4	-4	-5'	d12	80
Chainmail	+5	-5	-5'	d12	150
Banded Mail	+6	-6	-5'	d16	250
Half-Plate	+7	-7	-10'	d16	550
Full Plate	+8	-8	-10'	d16	1,200
Shield*	+1	-1	-	-	10

* Shields cannot be used with two-handed weapons.

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



COIN EXCHANGE RATES

Coin Type	Gold Piece Value
Copper Piece	1/100
Silver Piece	1/10
Gold Piece	1
Electrum Piece	10
Platinum Piece	100

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.

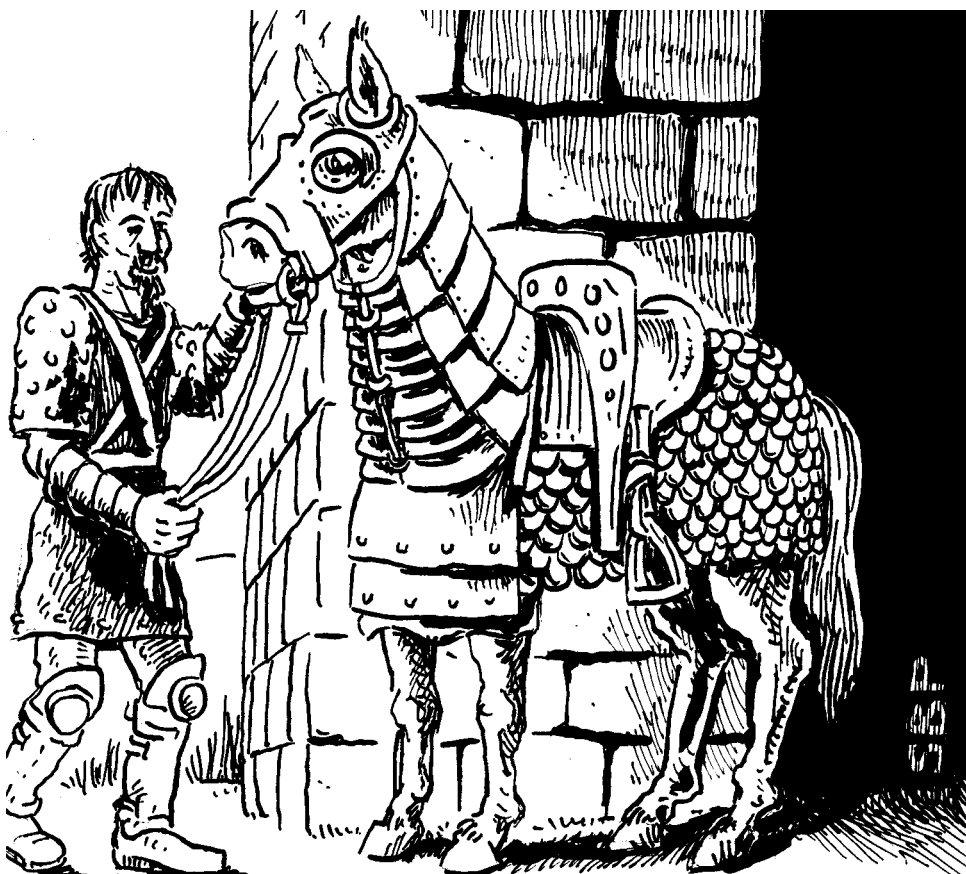
** A half-pint vial of holy water inflicts 1d4 damage to any un-dead creature, as well as some demons and devils.

*** 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.

TABLE 3-5: MOUNTS AND RELATED GEAR

Item	Weight	Cost
Barding	x2*	x4*
Bridle and Bit	1 lb.	2 gp
Donkey or Mule	-	8 gp
Feed (per day)	-	5 cp
Horse, regular	-	75 gp
Horse, warhorse	-	200 gp
Pony	-	30 gp
Saddle, pack	20 lbs.	15 gp
Saddle, riding	30 lbs.	30 gp
Saddlebags	8 lbs.	2 gp
Stabling (per day)	-	5 sp

* Relative to normal man-sized armor of this type.



EXAMPLES OF SINGLE ACTIONS

Draw or sheathe a weapon*

Equip or drop a shield*

Open a door*

Light a torch or lantern

Uncork a potion or unfurl a scroll

Locate an item in a backpack

Stand up from a prone position

Mount or dismount a steed

Read a scroll or drink a potion.

** Can be included as part of a movement action.*

TABLE 4-1: ATTACK ROLL MODIFIERS

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

** And 50% chance of “friendly fire” if attack misses. See page 96.*

TABLE 4-2: FUMBLES

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	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.
4	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.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	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.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! 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.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	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.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.

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. Inflict +1d6 damage with this strike 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 his 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; 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. He takes +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 the character rests.

CRIT TABLE II: ALL THIEVES AND ELVES

Roll	Result
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 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 can take only one action on his next turn.
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 die instantly. Inflict an 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, AND LEVEL 1-3 DWARVES

Roll	Result
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.**
1	Savage attack! Inflict +1d6 damage with this strike.
2	Attack sweeps foe off his feet. Next round, the enemy is prone.
3	Foe steps into attack. Inflict +1d8 damage with this strike.
4	Powerful strike hammers foe to his knees. Make another attack.
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.
6	Brutal strike to torso. Inflict +1d8 damage with this strike, and the foe suffers multiple broken ribs.
7	Strike to hand knocks weapon into the air. The weapon lands 1d20+5' away.
8	Blow caroms off skull, deafening foe for 1d6 days. Inflict +1d6 damage with this strike.
9	Strike to leg splinters femur. Inflict +2d6 damage with this strike and foe loses 10' of movement until healed.
10	Sunder foe's weapon! Shards of metal fill the air.*
11	Strike hammers foe's belly causing massive internal bleeding. Unless he receives magical healing, the foe dies in 1d5 hours.
12	Blow to cranium staggers foe. The foe must make a Fort save (10 + PC level) or sink to floor, unconscious.
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.
16	Attack reduces foe's attack hand to formless tissue; -4 penalty to future attacks.
17	Furious blows hammer target prone. Make another attack.
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.
19	Devastating strike to the chest. Inflict +2d8 damage with this strike.
20	Chest strike stuns foe for 1d3 rounds. Inflict +1d8 damage with this strike.
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.
22	Weapon arm sundered by strike. The weapon is lost along with any chance of making an attack with this arm.
23	Blow craters skull. Inflict +2d8 damage with this strike, and the target permanently loses 1d4 Int and Per.
24	Masterful strike to throat. Inflict +2d8 damage with this strike and the foe staggers about gasping for air for 1d4 rounds.
25	Attack punches shattered ribs through lungs. Foe loses 50% of his remaining hit points and vomits copious amounts of blood.
26	Attack shatters foe's face, destroying both eyes. Inflict +2d8 damage with this strike, and the foe is permanently blinded.
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.
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.

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

Roll	Result
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.**
1	Herculean blow. 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.
3	Strike sweeps foe to the ground. Inflict +1d12 damage with this strike and make another attack on prone enemy.
4	Hammering blow drives nose cartilage into brain. Inflict +1d12 damage with this strike, and the foe suffers 1d6 Int loss.
5	Foe's weapon shattered.* If the foe has no weapon, inflict +2d12 damage with this strike.
6	Strike shatters foe's breastbone. The foe must make a Fort save (DC 15 + PC level) or fall unconscious as his internal organs collapse.
7	Foe driven back by furious assault. Inflict +2d12 damage with this strike, and the foe forgoes his next attack.
8	Concussive strike leaves foe dazed. Inflict +1d8 damage with this strike and make a second attack.
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.
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.
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.
12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage!***
13	Hammering strike to torso crushes lesser organs into paste. Inflict +2d12 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.
15	Fearsome strike drives enemy to the bloodsplattered floor. Foe cowers in fear, prone, for 1d4 rounds.
16	Blow shatters shield. Inflict +2d12 damage with this strike. If the foe has no shield, he is stunned by pain for 1d4 rounds.
17	Foe's kneecap explodes into red mist. Foe's movement drops to 0', and you make another attack.
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.
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.
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.
21	Blow reduces internal organs to jelly. Death is inevitable in 1d8 rounds.
22	Target is disemboweled, spilling his entrails onto the ground. The foe dies of shock in 1d6 rounds.
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

Roll	Result
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.
1	Foe's weapon shattered.* If the foe has no weapon, inflict +3d12 damage with this strike.
2	Furious assault hurls foe back 1d10'. Any adjacent foes accidentally strike the target for damage.
3	Blow to skull destroys ear. Inflict +1d12 damage with this strike, and the foe suffers permanent deafness.
4	Strike to gut! The foe must make a Fort save (DC 20 + PC level) or spend the next 2 rounds retching bile from a ruptured stomach.
5	Foe casts weapon away and wails for mercy. Inflict +1d12 damage with this strike and make another attack.
6	Strike scalps foe. Blood courses down his face, and the foe is effectively blinded until healed.
7	Foe entangled on your weapon, reducing his AC by -6 while caught. Make another attack.
8-12	You see red! Inflict +1d12 damage with this strike as you are overcome by battle rage! **
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.
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.
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.
18	Blow destroys target's face. Foe is immediately rendered blind and deaf and is now capable of only wet, gurgling sounds.
19	Strike removes crown of target's skull. Foe dies from exposed brain matter in 3d3 rounds.
20	Blow severs shield arm. Inflict +2d12 damage with this strike. Foe's hopes of two-handed weapon mastery dashed.
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'.
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.
23	Strike to skull stuns foe for 1d4+1 rounds and permanently reduces Int by 1d12. Make another attack on your inert foe.
24	Strike severs weapon arm. Inflict +2d12 damage with this strike, and the foe is disarmed, literally and figuratively.
25	Devastating strike to torso voids foe's bowels and crushes organs into paste. Foe loses 50% of current hit points and all dignity.
26	Strike crushes throat. Foe begins drowning in his own blood and expires in 1d4 rounds.
27	Crippling blow to spine. Inflict +4d12 damage with this strike, and the foe suffers permanent paralysis.
28+	Foe decapitated with a single strike. You are Death incarnate. Continue to make attacks against any foes within 10' until you miss.

MIGHTY DEEDS OF ARMS

Mighty Deeds of Arms include the following types of attacks:

- Blinding Attacks
- Disarming Attacks
- Pushback Attacks
- Trips and Throws
- Rallying Maneuvers
- Defensive Maneuvers
- Precision Shots

BLINDING ATTACKS

Roll	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

Roll	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.

PUSHBACK ATTACKS

Roll	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

Roll	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 +2 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.

RALLYING MANEUVERS

Roll	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!

DEFENSIVE MANEUVERS

Roll	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.

PRECISION SHOTS

Roll	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).

TABLE 4-3: TWO-WEAPON ATTACKS

Agility	Primary Hand	Off Hand	Critical Hits*
3-8	-3 dice	-4 dice	cannot crit fighting two-handed
9-11	-2 dice	-3 dice	cannot crit fighting two-handed
12-15	-1 die	-2 dice	cannot crit fighting two-handed
16-17	-1 die	-1 die	primary hand crits on max die roll (e.g. 16 on a d16) that also beats defender’s AC (no automatic hit)
18+	Normal die	-1 die	primary hand crits as normal

** Warriors and others with improved crit threat ranges (i.e., those who can crit on 19-20 or better) lose that ability when fighting two-handed.*

TABLE 4-7: PHLOGISTON DISTURBANCE

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 slow down; 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.

TABLE 4-7: PHLOGISTON DISTURBANCE

Roll	Result
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 with 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 for the spells involved.

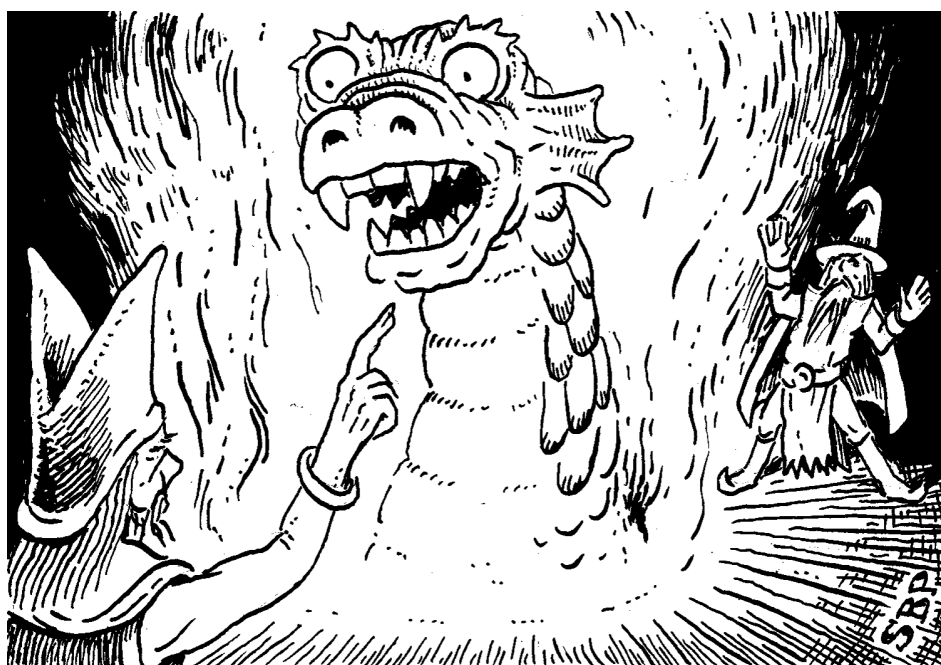


TABLE 5-1: SPELLBURN ACTIONS

d24	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	The wizard must cut his cheeks and let the blood flow down his face.
21	The wizard must place his hand into an open flame.
22	The wizard must sacrifice one of his most favored possessions.
23	The wizard must walk on one leg for the remainder of the day.
24	Roll again twice.

TABLE 5-2: MERCURIAL MAGIC

d%	Adjustment to spell effect
01	At great cost. Every time the wizard casts the spell, someone he knows dies (judge's choice).
02	Extremely difficult to cast. Instead of rolling as normal on a spell check, the wizard rolls a die type reduced by two steps on the dice chain (e.g., if he normally rolls 1d20, he now rolls 1d14).
03	Soul dedication. In order to cast the spell, the wizard must either dedicate the soul of the target to his patron or the soul of a creature with hit dice equal to that of the target. If the caster fails to claim the soul for his patron, the spell cannot be recast until the patron is appeased.
04	Health bane. Casting this spell always temporarily reduces the wizard's Stamina by 1d3 points. This ability loss is in addition to any spellburn and is deducted before spellburn occurs.
05	Difficult to cast. Instead of rolling as normal on a spell check, the wizard rolls a reduced die (based on the dice chain; i.e., d20 becomes d16).
06	Counter-magic bubble. In the round following the casting of this spell, all other spells (including the wizard's own) cast within 100' suffer a -4 penalty to spell checks.
07	Luck distortion. For 1d4 rounds following the spell, the wizard suffers a -2 penalty to all rolls.
08	Count of ten. Each time the wizard casts this spell, one of his fingers (or toes at the judge's discretion) melts away. For every two digits lost, he suffers a permanent -1 penalty to Agility. The digits can be replaced by magic, but if the wizard ever runs out of them, he cannot cast this spell.
09	Anima drain. The wizard suffers corruption every time he casts the spell, regardless of spell check, unless he spellburns.
10	Blood magic. The power of this spell is partially drawn from spilled blood, a sacrifice to the unknowable lords of Magic. A living creature with hit points equal to or greater than the spell's level must be offered up before the spell is cast; otherwise, the spell check suffers a -4 penalty or patron taint (judge's choice). The creature need not be sentient; chickens, goats, and other simple animals with the proper amount of hit points will suffice.
11	Planar rift. Casting the spell tears jagged hole in the warp and weft of the multiverse. There is a cumulative 1% chance that a horror from the outer dark steps through the rift. The fearsome creature has HD equal to the caster's level + 5. Roll 1d3: (1) the monster steals the spell from the PC's mind before vanishing forever; (2) the monster attacks the PC with the intent to slay the caster; (3) the monster seeks to strike a bargain with the caster, offering the PC forbidden knowledge (judge's choice) in exchange for the souls of the caster's party.
12	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.
13	Slow cast. The spell requires twice the normal time to cast.
14	Sleep of ages. After casting this spell, the wizard must make a Fort save (DC 5 + the spell's level) or fall into a deep sleep for 1 day for each level of the spell. He cannot be awakened by any mundane or magical means during this time.
15	Material magic. The spell requires the caster to possess an uncommon substance or item to power its magic, beyond the normal components. This material component is determined by the judge and its rarity should be indicative of the spell's power. The object or item is consumed by a successful casting.

TABLE 5-2: MERCURIAL MAGIC

d%	Adjustment to spell effect
16	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.
17	Stolen knowledge. The formula for the spell was stolen from a powerful extraplanar being. Each time the spell is cast there is a 1% chance per spell level that the being emerges to take back its occult knowledge... the hard way. Roll 1d7: (1) Grand Sultan of the Efrete; (2) the great Cthulhu; (3) a Grand Prince of Hell; (4) an elephant-faced godling of the Outer Dark; (5) the spirit of a long dead archmage; (6) a mechanized brain from the distant future; (7) an elemental prince.
18	Vermin attractor. The spell attracts a swarm of bothersome insects to the caster's location that arrive 1d4 rounds after the spell is completed. These insects mill about the caster, biting for 1 point of damage and causing the caster to suffer a -1 penalty to all saving throws, initiative rolls, and spell checks for 1d10 rounds or until he takes adequate measures to disperse or escape the swarm.
19	Siphon magic. Casting this spell has a 50% chance of causing the caster or another nearby person to forget a spell of equal level for the day as if they had failed a spell check. If it is determined that a spell caster loses a spell, there is a 3 in 4 chance it is the wizard himself and a 1 in 4 chance it affects the next closest spell caster. If the affected spell caster does not have a spell of the appropriate level, he takes damage equal 1d6 + the spell's level.
20	Rush of wind. 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).
21	Corrosion touch. The casting of this spell causes a randomly determined item of steel or iron to corrode and pit in a 15' radius around the caster. The item corroded by the casting is always of dagger-size or larger and chosen at random. If the wizard voluntarily holds or touches a metal item of the appropriate size while casting, that object is destroyed and no other.
22	Sympathetic magic. The spell requires that the caster have a personal belonging or a physical piece of its target in order to function normally. The spell can be cast without this sympathetic connection, but the wizard suffers a -4 penalty to his spell check.
23	Cannibal magic. The caster suffers damage equal to 1d4+the spell's level each time he casts it, unless he is physically touching another individual willing to suffer the damage in his stead. Unwilling or unknowing individuals cannot be forced to suffer for the wizard.
24	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.
25	Terror-inducing. Casting the spell inspires terror in animals and creatures with an Intelligence score of 3 or less. All such creatures within 50' flee the caster as quickly as possible for 1d14 rounds. If restrained, the animals panic, insensate to all commands. The caster's familiar, if any, is immune.
26	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.

TABLE 5-2: MERCURIAL MAGIC

d%	Adjustment to spell effect
27	No range. The spell has no range, and can only be cast by touching the target. If the spell normally has a range of only touch, it can only be cast exactly 10 feet away from the target.
28	Odd growths. 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.
29	Fear and loathing. The caster's forbidden knowledge inspires fearsome antipathy in intelligent beings. Friendly allies are immune, but all others are affected as follows: those of half the caster's HD or less must make a morale check or flee, those of greater HD focus all their attacks on the caster.
30	Memories of a dying god. Casting the spell accesses the memories of a dying god. The caster must succeed on a DC 13 Will save or be overcome by hallucinations of a bloody god-war that last 1d3 rounds. If the caster ever succeeds on the Will save with a natural 20, he triumphs over the god and is never troubled by the hallucinations again. Once dispelled, all future spell checks for this spell are made with 1d24.
31	Unwanted attention. Casting the spell draws the attention of a powerful supernatural being, who watches the wizard for 10 minutes. Roll 1d4: (1) a bloodshot eye opens on the wizard's forehead, seeing everything the wizard sees; (2) a small animal (crow, frog, cat, etc.) appears and follows the wizard around; (3) the wizard and his allies feel as if something huge and terrible is standing right behind them; (4) an agent of the supernatural being appears and interrogates the wizard on his use of the spell.
32	Circumstantial magic. The wizard can only cast this spell under specific environmental or personal conditions. Roll 1d10 to determine the condition: (1) in the dark of night; (2) under the brightness of the sun; (3) while immersed in water; (4) while intoxicated; (5) after fasting for 24 hours; (6) underground; (7) during the cold of winter; (8) while naked; (9) from an elevated position; (10) when reduced to 50% or less of total hit points.
33	Hairy magic. The wizard's head hair (hair, beard, eyebrows, ear hair, etc.) grows 1" each time this spell is cast.
34	Thunderstruck. A clap of thunder and flash of heat lightning accompanies the casting of this spell, revealing the wizard's position to all within sight of him. This likely draws both attention and arrows.
35	Joe Average. Instead of a d20, the caster rolls 2d10 for spell checks on this spell. If his check die is another type, he rolls two "half-dice" instead (i.e., 2d7 instead of 1d14, 2d8 instead of 1d16, etc.).
36	Demonic voice. The words of the spell are in a demonic tongue unknown to mortals. A demon is compelled/allowed to speak the spell through the wizard's own throat. The strain of channeling the unnatural voice leaves the wizard unable to speak for 1d4 rounds after the spell has been cast.
37	Aura of decay. The spell drains the physical form of all material of a certain type within 20 feet of the caster, causing it to age quickly. Roll 1d6: (1) metal tarnishes and spots of rust appear on it; (2) wood dries out, becoming brittle and cracked; (3) stone becomes smooth and worn, with small cracks appearing in it; (4) fabrics and leathers fray and tear; (5) food and drink spoils; (6) flesh ages and all creatures within the effect age one year.
38	Whimsical patron. The spell draws upon the wizard's patron to succeed, but this entity's attentions are notoriously fickle. Whenever this spell is cast, roll 1d6 to determine what die is used whenever this spell is cast: (1-2) d16; (3-4) d20; (5) d24; (6) d30. This d6 roll supersedes the wizard's normal action die and the dice chain.
39	Blood sweat. Casting the spell causes blood to ooze from the wizard's pores. No damage is inflicted, but the wizard looks a gory mess. At the judge's discretion, this may also attract predators.

TABLE 5-2: MERCURIAL MAGIC

d%	Adjustment to spell effect
40	Ravenous. The wizard becomes ravenously hungry after casting the spell. Hungry people are often cranky, so the wizard suffers a -2 Personality until he is able to eat.
41-60	No change. The spell manifests as standard.
61	Loud enough for you? Due to the ineffable demands of magic, this spell must be shouted when cast, effectively negating any chance of the caster remaining undetected before the casting is completed.
62	Gender bender. Casting the spell causes the wizard to temporarily transform into the opposite gender. This sex change remains in effect for one hour per level of the spell. Recasting the spell shifts the caster back into his original sex, but a failure on the spell check causes the wizard to remain as the shifted gender until a full 24 hours have passed.
63	Diurnal/nocturnal magic. The spell's power is tied to either night or day. During the ascendant period, the wizard rolls 1d24 for spell checks; during the descendent hours he rolls 1d16. If the wizard's spell check does not use a 1d20, roll an appropriately higher and lower die according to the dice chain.
64	Wealful/woeful magic. Each time this spell is cast, there is a random 10%-60% chance that the wizard's Luck score is altered by its magic. If the wizard's Luck is affected, it is either raised 1d3 points (50% chance) or lowered 1d3 points (50% chance).
65	Casting circle. The spell's power can be amplified with the assistance of other wizards. For each wizard present and willing to assist the caster, the casting wizard gets a +1 modifier to his spell check. Assisting in spell casting does not require knowledge of the spell, but the assistant mages can perform no other action until the spell is cast.
66	Accidental alchemist. Each time the spell is cast, one random item within 20 feet of the caster is turned to lead and another is turned to gold. Both objects probably weigh more than they previously did, and the gold object is worth twice its normal cost or 1 gp, whichever is more.
67	St. Gygakk's fire. Casting this spell results in the wizard being limned by flickering chartreuse fire for 1d4 rounds, granting opponents a +2 bonus to attacks against the caster. It also negates any concealment and invisibility enjoyed by the caster, but does provide a faint illumination to the area immediately surrounding the wizard.
68	Mirror magic. This spell causes an eldritch echo that duplicates the wizard's appearance as if he had cast a mirror image spell with a spell check of 16-19. However, each duplicate image created saps the caster of a single point of Personality until the image is dispersed.
69	Skeletal caster. The wizard's skin and internal organs become transparent for 1d4 rounds after casting this spell, making him appear as a clothed skeleton. Although likely to be mistaken as an un-dead, the wizard also enjoys a +2 bonus to his AC against missile attacks.
70	Temporal echo. Each time the wizard casts this spell, he predicts the numerical result of his spell check roll. If he rolls this number exactly, the spell automatically re-casts itself each round for 1d3 rounds. The predicted result must be a successful spell check; predicting a failed result has no effect.
71	Worms of the earth. Pale white worms crawl forth from the earth whenever the wizard casts this spell, writhing in fiery agony (or unholy delight) before expiring on the open ground. Easily crushed underfoot, the worms disintegrate into greasy ash after 1d6 rounds.
72	Chain casting. Each successive casting of the spell grants a +1 bonus to wizard's spell check, up to a total bonus equal to the caster's Int or Luck modifier (whichever is higher). If the wizard casts another spell, he breaks the chain, resetting the modifier back to +0.

TABLE 5-2: MERCURIAL MAGIC

d%	Adjustment to spell effect
73	Karmic casting. Before making the spell check, the wizard can choose to add or subtract 1d5 from the roll. If the caster adds 1d5, the next time he casts the spell he must subtract 1d5, and vice versa. After two castings, the karma is reset, and the wizard again gets to choose what modifier to use, if any.
74	Tide of ash. All living vegetative matter within 10' per spell level is reduced to ash. Vegetative creatures caught within this radius take 1d14 points of damage per spell level. Dead vegetative matter is unaffected.
75	Spell by proxy. The wizard can choose another person or object to deliver this spell in his stead. He must first touch the proxy and then cast the spell, which does not take effect at that time. The proxy releases the spell a number of rounds later equal to 1d4+the spell's level. Non-intelligent proxies automatically release the spell at this time; intelligent proxies can release it at will at any point prior to the time indicated.
76	Silenced. At his discretion, the wizard is able to cast the spell silently. He need not speak, and any auditory effects of the spell can be suppressed.
77	Call of the Outer Dark. Strange chimes scream in the air and foreign stars waver above the wizard. All looking at the caster must make DC 10 Will saves or be entranced for 1d3 rounds. Attacking entranced characters instantly frees them from their enchantment.
78	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.
79	Plague of rats. Thousands of rats, mice, moles and voles pour from the caster's sleeves, robes and pockets, scattering in every direction. Physical attacks against the caster are softened by 1d4 points of damage, the blow cushioned by the squealing tide of rodents.
80	Dimensional schism. By casting the spell, the wizard hurls himself into the warp of multiple realities. 1d7+1 duplicates of the caster appear, identical in nearly every respect, but each drawn from its own parallel universe. Attacks against the caster are randomly assigned across the doppelgangers. The doppelgangers remain for 1 round per spell level. There is a 1% chance per spell level that the original caster vanishes into one of the alternate realities, replaced by a nearly identical incarnation of opposite alignment and patron.
81	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.
82	Spell killer. Casting the spell steals energy from a dying world, and any use of the spell causes the death of untold thousands. Every night following a casting of the spell, the wizard is haunted by dream-communications from an ancient sorcerer-king desperate to save his people.
83	Blue star. A blue, seven-pointed star flares brightly on the wizard's forehead each time the spell is cast. The star casts a circle of glaring light 25' in diameter per spell level.
84	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.
85	Psychic shield. In the round immediately following the casting of this spell, the wizard gains a +2 bonus to his AC and any Will saves, as he is encased in a protective barrier of psychic energy. It disperses the following round.

TABLE 5-2: MERCURIAL MAGIC

d%	Adjustment to spell effect
86	Mystic twin. Casting the spell causes a fully functioning twin face to appear in the caster's chest. The face remains for 1d3 rounds. During that time, this dual face has its own 1d20 action die under the control of the player, with which it can speak, cast spells as the caster, or spout cryptic wisdom.
87	Planar blink. After casting the spell, the caster unpredictably blinks in and out of this plane of existence, granting a +4 bonus to the wizard's AC at cost of a -4 penalty to all the wizard's attacks. The effect lasts for 1 round per spell level. There is a 1% chance per spell level that the wizard does not return from his involuntary jaunt across the cosmos.
88	Rain of frogs. Casting this spell sparks a tempest of amphibians that fall in a 30' diameter centered on the caster. All within that area must make a Ref and Fort save (DC 10+caster's Int modifier). Failing the Reflex save indicates the character slips on a frog and falls prone; failing the Fort save means the character has been hit by large batrachians for 1d3 points of damage.
89	Phase out. After casting this spell, the wizard shifts out of phase with the world, making him invisible and invulnerable to attack but preventing him from interacting with his environment. This state lasts for 1d6 rounds +1 round per level of the spell.
90	Weatherman. Casting the spell upsets local weather patterns. Roll 1d7: (1) drought: no rain or moisture falls on the land for 1d12 years; (2) bitter winter sweeps over the land for 1d3 years; (3) incessant rain douses the land for 1d20 weeks; (4) a freak lightning storm hammers the area for 1d100 hours; (5) hurricane-like wind scours the earth for 1d7 weeks; (6) a localized eclipse blots out the sun for 1d20 days; (7) no stars are seen in the sky for 1d100 years. The area of effect is up to the judge's determination.
91	Breath of life. Casting this spell imbues the caster and those around him with beneficial energies. All within 15' of the caster (both friend and foe) are healed 1d6 points of damage for every level of the spell (i.e., a level 3 spell heals 3d6 damage).
92	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.
93	Greater power. The caster is allowed to roll twice for any random element of the spell (duration, damage, number affected, etc.) and take whichever result he wishes.
94	Fine control. The wizard is adept at reigning in the magical energies of the spell and can choose any result on the spell chart equal to or lower than the one rolled.
95	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 other spell checks. This effect does not stack with itself.
96	Powerful caster. Instead of rolling as normal on a spell check, the wizard rolls a die improved by one step on the dice chain (e.g., d20 becomes d24).
97	Necrotic drain. The spell is powered by the energies of the living. The nearest creature (other than the caster) takes 1d6 hp of damage per spell level. For every 2 hp lost, the spell check result is increased by +1.
98	Natural-born talent. Instead of rolling as normal on a spell check, the wizard rolls a die type improved by two steps on the dice chain (e.g., if he normally rolls 1d20, he now rolls 1d30).
99	Roll again twice.
00	Roll again twice, but instead of rolling d%, roll 4d20 modified by the wizard's Luck adjustment (in increments of 10%).

CORRUPTION

Corruption Roll = 1d10 - Spell Level + Luck Mod.

Luck to avoid corruption: A wizard that suffers corruption may burn a point of Luck to avoid the corruption. The Luck can be burned after the player rolls to determine the specific corruption result. Note that Luck cannot be burned to avoid a spell misfire, only to avoid corruption. Patron taint is considered corruption for these purposes.

TABLE 5-3: MINOR CORRUPTION

d10	Result
1 or less	Character develops horrid pustules on his face. These pustules do not heal and impose a -1 penalty to Personality.
2	Character's skin on one random portion of his body appears to melt. Like wax, it flows and reforms into odd puddles and shapes. This is an ongoing, constant motion that itches constantly and repulses others. Determine location randomly (1d6): (1) face; (2) arms; (3) legs; (4) torso; (5) hands; (6) feet.
3	One of the character's legs grows 1d6". Character now walks with an odd gait.
4	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 (sees heat signatures at range of 100'); (4) eyes become large and unblinking, like a fish.
5	Character develops painful lesions on his chest and legs and open sores on his hands and feet that do not heal.
6	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.
7	Chills. Character shakes constantly and cannot remain quiet due to chattering teeth.
8	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 loses 5 pounds.
9	Character's hair is 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.
10+	Character passes out. He is unconscious for 1d6 hours or until awakened by vigorous means.

TABLE 5-4: MAJOR CORRUPTION

d10	Result
1 or less	Febrile. Character slowly weakens over 1d4 months, suffering a -1 penalty to Strength for each month.
2	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.
3	Consumption. Character's body feeds on its own mass. Character loses 2d10 pounds in one month and suffers a -1 penalty to Stamina.
4	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'.
5	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.
6	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.
7	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.
8	Character's skin changes to an 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.
9	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.
10+	Character's tongue forks and his nostrils narrow to slits. The character is able to smell with his tongue like a snake.



TABLE 5-5: GREATER CORRUPTION

d10	Result
1 or less	A sliver of soul energy is claimed by a demon lord. Character experiences unearthly pain, suffering 3d6 damage, a permanent -2 penalty to all ability scores, and an additional -2 penalty to Luck.
2	Decay. Character's flesh falls off in zombie-like chunks. Character loses 1d4 hp per day. Only magical healing can stave off the decay.
3	Character's head becomes bestial in a painful overnight transformation. Roll 1d6: (1) snake; (2) goat; (3) bull; (4) rat; (5) insect; (6) fish.
4	Character's limbs are replaced by suckered tentacles. One limb is replaced at random each month for four months. At the end of four months, it is impossible to hide the character's inhuman nature.
5	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".
6	Third eye. Roll 1d4 for location: (1) middle of forehead; (2) palm of hand; (3) chest; (4) back of head.
7	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.
8	Character grows a tail over 1d7 days. Roll 1d6: (1) scorpion tail that can attack for 1d4 damage plus poison (DC 10 Fort save 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.
9	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.
10+	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.

TABLE 5-6: GENERIC SPELL MISFIRE

d8	Spell Misfire
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 minor 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.



Upon disapproval, roll 1d4 per point of spell check result and subtract Luck Mod.

TABLE 5-7: DISAPPROVAL

Roll	Disapproval
1	The cleric must atone for his sins. He must do nothing but utter chants and intonations for the next 10 minutes, starting as soon as he is able (i.e., if he is in combat, he can wait until the danger is over).
2	The cleric must pray for forgiveness immediately. He must spend at least one hour in prayer, beginning as soon as he is able (i.e., if he is in combat, he can wait until the danger is over). Failure to finish the full hour of prayers within the next 120 minutes is looked upon unfavorably; he incurs a -1 penalty to all spell checks until he completes the full hour.
3	The cleric must increase his god's power by recruiting a new follower. If he does not convert one new follower to his deity's worship by the next sunrise, he takes a -1 penalty to all checks on the following day. This penalty resets after 24 hours.
4	The cleric immediately incurs an additional -1 penalty to all spell checks that lasts until the next day.
5	The cleric must undergo the test of humility. For the remainder of the day, he must defer to all other characters and creatures as if they were his superiors. Failure (at the discretion of the judge) means he immediately loses all spellcasting ability (including healing and laying on hands) for the remainder of the day.
6	The cleric incurs an immediate -1 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" disapproval range has been reduced back to a natural 1.
7	The cleric must endure a test of faith. He gains an illness that costs him 1 point 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 to the satisfaction of the deity, he retains his magical abilities. If not (judge's discretion), his disapproval range immediately increases by another point.
8	The cleric immediately incurs a -4 penalty to spell checks on the specific spell that resulted in disapproval (including laying on hands and turning unholy, if those were the acts that produced disapproval). This lasts until the next day.
9	The cleric immediately incurs an additional -2 penalty to all spell checks that lasts until the next day.
10	The cleric loses access to one randomly determined level 1 spell. This spell cannot be cast until the next day.
11	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.

TABLE 5-7: DISAPPROVAL

Roll	Disapproval
12	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.
13	The cleric loses access to two randomly determined level 1 spells. These spells cannot be cast until the next day.
14	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 permanent -4 penalty to all spell checks. The only way to remove this penalty is for the cleric to sacrifice his material possessions. For every 10% of his net worth sacrificed to the deity, one point of penalty is removed. Or, in other words, sacrificing 40% 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.
15	The deity is not forgiving on this day. When the cleric rests for the night, he does not "reset" his disapproval range at the next morning – it carries over from this day to the next. The disapproval ranged resets as normal on the following day.
16	Cleric is temporarily barred from using 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.
17	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.
18	Cleric is temporarily unable to turn unholy creatures. The cleric regains the ability after 1d4 days.
19	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.
20+	The cleric's ability to lay on hands is restricted. The ability works only once per day per creature healed – no single character can be healed more than once per day. After 24 hours, the ability's use reverts to normal.

TABLE 5-8: WIZARD SPELLS (with page number)

1st Level	2nd Level	3rd Level	4th Level	5th Level
1 Animal Summoning 129	Arcane Affinity 162	Binding* 270	Control Fire 238	Hepsoj's Fecund Fungi 247
2 Cantrip 130	Detect Evil* 259	Breathe Life 202	Control Ice 239	Lokerimon's Unerring Hunter 249
3 Charm Person 131	Detect Invisible 165	Consult Spirit 204	Lokerimon's Orderly Assistance 241	Magic Bulwark 251
4 Chill Touch 133	ESP 166	Demon Summoning 206	Polymorph 243	Mind Purge 252
5 Choking Cloud 134	Fire Resistance 169	Dispel Magic 208	Transmute Earth 244	Replication 253
6 Color Spray 135	Forget 170	Eldritch Hound 211	Wizard Sense 245	
7 Comprehend Languages 136	Invisibility 172	Emirikol's Entropic Maelstrom 213		
8 Detect Magic* 260	Invisible Companion 173	Eternal Champion 214		
9 Ekim's Mystical Mask 137	Knock 175	Fireball 216		
10 Enlarge 139	Levitate 176	Fly 217		
11 Feather Fall 140	Locate Object 178	Gust of Wind 219		
12 Find Familiar 141	Magic Mouth 180	Haste 221		
13 Flaming Hands 142	Mirror Image 182	Lightning Bolt 222		
14 Force Manipulation 143	Monster Summoning 184	Make Potion 223		
15 Invoke Patron** 144	Nythuul's Porcupine Coat 186	Paralysis* 264		

TABLE 5-8: WIZARD SPELLS (with page number)

	1st Level	2nd Level	3rd Level	4th Level	5th Level
16	Magic Missile 144	Phantasm 187	Planar Step 225		
17	Magic Shield 146	Ray of Enfeeblement 190	Runic Alphabet, Fey 227		
18	Mending 147	Scare 191	Slow 228		
19	Patron Bond** 148	Scorching Ray 192	Sword Magic 229		
20	Read Magic 152	Shatter 193	Transference 232		
21	Ropework 153	Spider Web 196	Turn to Stone 233		
22	Runic Alphabet, Mortal 154	Strength 198	Water Breathing 235		
23	Sleep 155	Wizard Staff 199	Write Magic 236		
24	Spider Climb 156	(Patron spell)***	(Patron spell)***		
25	Ventriloquism 158				
26	Ward Portal 160				
27	(Patron spell)***				

* As per cleric spell of same name. Because the wizard version of the spell is a different spell level, the wizard receives a -2 penalty to spell checks when casting it. For example, binding is a level 2 cleric spell but a level 3 wizard spell; therefore, when rolling on the spell table, the wizard applies a -2 penalty to spell checks. On a result of natural 1, the wizard suffers a 50% chance of major corruption or misfire, rolling on the generic tables as appropriate.

** 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.

TABLE 5-9: CLERIC SPELLS (with page number)

	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Blessing 255	Banish 269	Animate Dead 285	Affliction of the Gods 295	Righteous Fire 301
2	Darkness 258	Binding 270	Bolt from the Blue 287	Cause Earthquake 296	Weather Control 302
3	Detect Evil 259	Cure Paralysis 272	Exorcise 288	Sanctify / Desecrate 298	Whirling Doom 303
4	Detect Magic 260	Curse 273	Remove Curse 289	Vermin Blight 300	
5	Food of the Gods 262	Divine Symbol 275	Speak with the Dead 290		
6	Holy Sanctuary 263	Lotus Stare 276	Spiritual Weapon 291		
7	Paralysis 264	Neutralize Poison or Disease 277	True Name 293		
8	Protection from Evil 265	Restore Vitality 278			
9	Resist Cold or Heat 266	Snake Charm 280			
10	Second Sight 267	Stinging Stone 282			
11	Word of Command 268	Wood Wyrding 284			



TABLE 5-10: PATRON SPELLS (with page number)

Patron spells are described in the judge's chapter. They are summarized here for easy reference.

Patron	Invoke Patron results	1st Level	2nd Level	3rd Level
Bobugbubilz	Page 322	Tadpole Transformation 325	Glorious Mire 326	Bottomfeeder Bond 328
Azi Dahaka	Page 330	Snake Trick 333	Kith of the Hydra 334	Reap the Whirlwind 335
Sezrekan	Page 336	Sequester 339	Shield Maiden 340	Phylactery of the Soul 341
The King of Elfland	Page 342	Forest Walk 345	Warhorn of Elfland 346	The Dreaming 347
The Three Fates	Page 348	Blade of Atropos 351	Curse of Moirae 352	Warp & Weft 353
Yddgrrl, the World Root	Page 354	N/A	N/A	N/A
Obitue-Que	Page 355	N/A	N/A	N/A
Ithha, Prince of Elemental Wind	Page 366	N/A	N/A	N/A



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TABLE 9-10: MONSTER CRITICAL HIT MATRIX

Monster HD	Crit Table and Die by Monster Type					
	Humanoids w/ Weapons*	Dragons	Demons	Giants	Un-dead	All Other
Less than 1	III/d4	DR/d4	DN/d3	–	U/d4	M/d4
1	III/d6	DR/d6	DN/d4	–	U/d6	M/d6
2	III/d8	DR/d8	DN/d4	–	U/d6	M/d8
3	III/d8	DR/d10	DN/d4	–	U/d8	M/d8
4	III/d10	DR/d12	DN/d4	G/d4	U/d8	M/d10
5	III/d10	DR/d14	DN/d6	G/d4	U/d10	M/d10
6	IV/d12	DR/d16	DN/d6	G/d4	U/d10	M/d12
7	IV/d12	DR/d20	DN/d8	G/d4	U/d12	M/d12
8	IV/d14	DR/d20	DN/d8	G/d4	U/d12	M/d14
9	IV/d14	DR/d24	DN/d10	G/d4	U/d14	M/d14
10	IV/d16	DR/d24	DN/d10	G/d4	U/d14	M/d16
11	V/d16	DR/2d14	DN/d12	G/d4	U/d16	M/d16
12	V/d20	DR/2d14	DN/d12	G/d6	U/d16	M/d20
13	V/d20	DR/d30	DN/d14	G/d6	U/d20	M/d20
14	V/2d10	DR/d30	DN/d14	G/d7	U/d20	M/d20
15	V/2d10	DR/2d16	DN/d16	G/d7	U/d24	M/d20
16	V/2d12	DR/2d16	DN/d16	G/d8	U/d24	M/d24
17	V/2d12	DR/2d20	DN/d20	G/d8	U/d30	M/d24
18	V/2d14	DR/2d20	DN/d20	G/d10	U/d30	M/d24
19	V/2d14	DR/3d20	DN/d24	G/d10	U/d30	M/d30
20	V/3d10	DR/3d20	DN/d24	G/d12	U/d30	M/d30
21+	V/3d10	DR/4d20	DN/d30	G/d12	U/d30	M/d30

* Includes orcs, kobolds, goblins, bugbears, lizardmen, etc.

CRIT TABLE DR: DRAGONS

Roll Result	
1 or less	Dragon rakes target with its spiny hide. This attack inflicts +1d6 damage.
2	Dragon crushes PC's head between its jaws! The PC is stunned and falls to the bottom of the initiative count for remainder of battle.
3	Dragon smashes the PC's legs, knocking the PC prone. The character suffers -5' speed until healed.
4	Dragon targets the character's weapon. The character takes half damage, but must make an opposed Strength check against the dragon. Treat dragon as Strength equal to 10 + HD. If the check fails, dragon grabs weapon and hurls it 3d10x10' feet away.
5	Blow to shield arm! Normal damage and the shield is destroyed. If no shield, this attack inflicts +1d6 damage.
6	Scale, tooth, or claw lodged in the PC's chest! This attack inflicts +2d6 damage, plus an additional 1d6 damage next round.
7	Breath weapon splash! Spittle laced with dragon's breath weapon causes an additional 1d8 damage and any other side effects of breath weapon (poison, sleep, etc.) if appropriate.
8	Arm ripped from socket! Dragon hurls the arm away. This attack inflicts +1d12 damage, and the arm is forever useless unless recovered and magically healed.
9	Tail-sling! Dragon wraps its tail around the PC and slingshots him into the distance. The character is flung 3d6x10' away in a random direction. If a wall or other obstruction is in the way, the character slams into it. The PC takes normal damage from the blow plus an additional 1d4 damage per 30' (or portion thereof) he is thrown, plus an additional 1d6 if he hits a wall or obstruction.
10	Combination strike! Normal damage and the dragon follows up with a second attack of same type.
11	Claw through the throat! The PC can't speak until healed and spends the next round struggling to breathe (unable to act).
12	Dragon targets the PC's kneecap. PC's movement cut by half and this attack inflicts +1d10 damage.
13	Awe-inspiring blow! This attack inflicts +1d12 damage, and all nearby retainers and henchmen are forced to make a morale check. Additionally, PCs must make a Will save (vs. DC of 10 + dragon's HD) or take a -2 penalty to their remaining attacks this round.
14	Breath weapon combo attack! Dragon unleashes a tiny fraction of its power against the character. This does not count against its daily breath weapon use. The PC takes normal damage plus a breath weapon strike at half normal damage – in most cases this means half damage on a failed save and quarter damage on a save.
15	Dragon spears the PC with one of its leg spines, then moves away. The PC flails about trying to free himself from impalement. This attack inflicts +2d12 damage, and the PC can only free himself with a DC 16 Agility check. The PC can take no actions until freed, and moves with the dragon while impaled.
16	Dragon finishes its strike with a mighty head-butt! The character is sent flying 2d4x10' away from the dragon and takes an additional +3d6 damage from the head-butt and subsequent fall.
17	Dragon bends back the PC's leg in a way it was never meant to, snapping the leg in half. The character's movement is reduced by half, and he takes an extra 2d6 damage.
18	Dragon pins the character down with one claw before slashing with another. Dragon inflicts +1d6 damage and gets a bonus claw attack at +4 to hit.
19	Rag doll smash! Dragon locks onto the character's ankle, swings him up, and smashes him to the ground head-first. This attack inflicts +1d16 damage, and the PC must make a Fort save (DC 15 + HD) or fall unconscious.

CRIT TABLE DR: DRAGONS

Roll Result

- 20 Dragon's spines pierce the character in 1d7 places. Long, sharp, lance-like dragon scales emerge from the character's back, piercing multiple important organs. The character takes double damage, and if he survives, he is automatically reduced to 1 Strength and 1 Agility as his organs fail one by one. However, the character is now stuck to the dragon (its head, claw, wing, or whatever part the dragon attacked with). The dragon must spend its next attack with that limb prying off the bleeding PC before it can use that attack mode again. Once the PC is pried off, he takes 1d8 damage per round from massive hemorrhaging. Only magical healing can arrest the bleeding and prevent death.
- 21 Dragon hooks the PC with its wing and does a lift-and-smash. The character takes an additional +2d8 damage and is automatically stunned for 1d4 rounds.
- 22 Dragon captures the PC with its tail and begins constricting like an anaconda. The PC automatically takes an extra 1d8 crushing damage. Additionally, the PC is held in place and begins suffocating. The character must make a Fort save each round thereafter (DC equals 10 + dragon's HD) or die of suffocation. The PC cannot escape (or move in any way) until he succeeds on an opposed Strength check (treat dragon as 10 + HD). The dragon cannot use its tail to attack while holding PC.
- 23 Dragon uses one claw to hold down the PC while it rips his limbs off with the other. The character loses 1d3+1 limbs, taking an extra 1d14 damage for each limb lost. The result is probably a paraplegic or quadriplegic PC. The dragon proceeds to swallow the limbs. Limbs can only be restored if they are recovered from the dragon's gullet and then magically reattached.
- 24 Dragon embeds its claw/tooth/spine in the PC and shreds the character's internal organs. The character takes an additional 1d16 damage and is pinned in place, unable to take any action. On the following round, the dragon finishes this attack by ripping out the character's guts. The character is disemboweled. The character automatically dies in 1d4 rounds as he bleeds out. The dragon proceeds to hurl the character's internal organs at another opponent, forcing a DC 20 morale check.
- 25 With staggering precision, the dragon plucks out both the character's eyes in a single strike. The character takes no additional damage but is permanently blinded. The dragon flings the eyeballs back at the PC, who, in his now-sightless state, fails to see them go rolling out of reach.
- 26 The dragon swallows the character whole in a single massive bite. The character takes normal damage and is now trapped in the dragon's gullet. The character automatically takes an additional 3d8 damage each round thereafter from suffocation, constriction, and stomach acids. If the character succeeds in a DC 22 Strength check he can force his hands to move against the crushing strength of the dragon's stomach, allowing an attack of some kind (e.g., drawing a dagger to try to cut his way out), but he cannot be freed until the dragon is killed and he is cut out.
- 27 The dragon's razor-sharp talons (or teeth or spines, as appropriate) slash the character in perfect synchronicity, rendering the character's body into equal thirds. Instant death!
- 28 Practicing a difficult draconic maneuver, the dragon executes a "reverse breath weapon," breathing out in a short burst then immediately inhaling. This focused attack does not count against the dragon's daily breath weapon use. The PC takes normal damage, plus a full breath weapon hit (with a normal save allowed). There is no area of effect, as the dragon immediately cuts off the breath weapon after a microsecond of attack.
- 29 The dragon pins the character down, cracks his rib cage open, reaches into his chest cavity, and rips out his heart. The character dies instantly. Brandishing the heart as a bludgeoning weapon, the dragon then makes one free claw attack against the nearest ally of the PC, splattering the character's heart on the ally.
- 30+ The dragon explodes the character's head into splinters with an incredible blow, causing instant death. Everyone who witnesses the attack must make a morale check vs. DC 25 or flee (for retainers) or remain stunned and motionless on their next round (for PCs). The dragon makes a free claw attack against the nearest PC, and may continue making additional claw attacks until it misses.

CRIT TABLE DN: DEVILS AND DEMONS

Roll	Result
1 or less	Piercing blow. The character takes an additional 1d8 damage.
2	Life burn. The character permanently loses an additional 2 hit points.
3	Head strike. The character takes an additional 1d10 damage.
4	Major life burn. The character permanently loses an additional 4 hit points.
5	Corruption. Character takes on corruption, similar to a wizard casting spells. Roll 1d10 on a corruption table. If the demon has 5 HD or less, use the minor corruption table; if 6-10 HD, use the major corruption table; if 11+ HD, use the greater corruption table.
6	Aging. The character ages 1d10 years instantly. If cumulative aging from this and other effects exceeds 20 years, the character suffers a -1 penalty to all physical ability scores.
7	Infernal weakening I. The PC loses 1d4 points of ability score for one week. Determine randomly: (roll 1d5) (1) Strength, (2) Agility, (3) Stamina, (4) Intelligence, (5) Personality.
8	Soul wound. The character loses 1 XP from the soul-burning touch of the demon.
9	Soul trade. The character's soul is swapped with that of a soul already owned by the demon. The demon takes possession of the character's soul while his body is now controlled by another life force. The character's physical stats remain unchanged, but re-roll the character's new Intelligence, Personality, and Luck with 3d6. The character loses all his normal memories and takes on the memories of the soul now in his body, including its most recent memories of infernal brimstone. He retains his class abilities and other training, but his new mental statistics may change the skill with which he uses his abilities. The character can recover his stolen soul only by journeying to the demon's home plane and recovering it. The judge is encouraged to come up with a new history for the soul now in his body.
10	Double corruption! The PC takes on corruption twice, similar to a wizard casting spells. Roll 1d10 twice on a corruption table. If the demon has 5 HD or less, use the minor corruption table; if 6-10 HD, use the major corruption table; if 11+ HD, use the greater corruption table.
11	Infernal weakening II. The PC loses 1 point of one ability score permanently. Determine randomly: (roll 1d5) (1) Strength, (2) Agility, (3) Stamina, (4) Intelligence, (5) Personality.
12	Luck burn. The touch of the demon brings bad luck upon the character! He loses 1 point of Luck. A halfling or thief can recover this loss through normal class means.
13	Severe soul wound. The character loses 3 XP from the demon's soul-searing touch.
14	Astral drift. The character's soul is sent adrift on the astral plane! The character drops to the ground, catatonic, and cannot be revived until his soul is located and returned to his body.
15	Confinement. The demon's strike breaks the magic bonds holding it on this plane and confines the character to the demon's current location. The character sees a burning circle of flame appear around him, sputtering black with dark energy. The circle is approximately 5 feet in diameter and traps the character within. It is considered powerful magic (treat as spell check 25 to dispel). The character cannot pass through it by any means until it is dispelled or the character is freed or "banished" back to his native free state. The demon, on the other hand, is now freed from any confinement or banishment to this plane and can return to its home plane at will.
16+	Banishment. The demon's strike banishes the character to the demon's home plane! The character vanishes from sight as he is instantly transported back to the demon's home. For all intents and purposes, the character is out of the game unless his allies immediately follow to save him.

CRIT TABLE G: GIANTS

Roll	Result
1 or less	Crushing blow. This attack inflicts +1d8 damage, and the character's spine is compressed. The PC permanently loses 1d6" of height.
2	Broken arm. This attack inflicts +1d10 damage and one arm is crippled. The character suffers permanent loss of 1 Strength (arm never heals back to original position properly), and the arm cannot be used until healed.
3	Broken leg. This attack inflicts +1d10 damage and one leg is crippled. The PC suffers permanent loss of 5' of speed (leg never heals properly) and moves at half speed until healed.
4	Crushed chest. This attack inflicts +1d12 damage and chest is caved in. Until completely healed, any sort of exertion (including combat, running, swimming, jumping, etc.) requires DC 6 Fort save. Failure indicates permanent loss of 1 Stamina (due to several organ damage; e.g., heart attack, lung failure, etc.).
5	Flattened. The PC is literally flattened into the ground by the sheer force of the blow, with multiple broken bones and several shattered ribs. The character takes an additional 1d12 damage and permanently loses 1 Stamina.
6	Ricochet blow. The giant's staggering attack sends the target hurling through the air up to 3d30' to collide with another victim (randomly determined). Both the original target and the secondary target take 1d10 damage from the collision (in addition to the giant's normal damage against the first target).
7	Colossal head strike. This attack inflicts +2d6 damage and the PC permanently loses 1 point of Intelligence. In addition, there is a 25% chance the character forgets the last 24 hours of his life.
8	Weapon smash. The giant's massive blow causes an additional 1d8 damage and splinters the character's weapons and equipment. The PC's weapons and equipment each have a 50% chance of being destroyed; roll for each item: armor is busted loose (straps broken and plates dented), shields are shattered, weapons splintered or cracked, etc. Magic items are destroyed only 10% of the time instead of 50%.
9	Sweeping blow. The giant's strike bowls over the character, and he takes an extra 1d8 damage and is knocked prone (must spend his next action to stand). In addition, the giant can make another attack as long as it is directed against a different target, who must be within melee range and adjacent to the first target. If this second attack hits, the giant can attack another target, up to five in total, as it sweeps through its opponents.
10	Legs crushed into ground. The giant's blow hits the PC square on the head, driving him into the earth like a nail into a board. The character takes an additional 2d8 damage, and both his legs are broken as he is propelled 1d4 feet into the earth (reduced to 1d4 inches if surface is stone). The character suffers a permanent loss of 10' of speed and 1 Agility (legs never heal properly) and is temporarily reduced to a speed of 1' (yes, one foot per round) until his two broken legs are healed.
11	Roll again twice.
12	Roll again three times.

CRIT TABLE U: UN-DEAD

Roll Result

- 1 or less The unnatural boils sprout spontaneously around the wound. These are extremely painful to the touch, and automatically inflict 1 point of damage in any round where the character exerts himself physically (such as running, jumping, and fighting). The boils can only be healed with magical healing.
- 2 The cold touch of un-death spreads across the wound. This attack inflicts +1d4 damage and the PC gets the chills, chattering his teeth noisily until magically healed.
- 3 The numbness of death spreads around the wounded area. This attack inflicts +1d4 damage and the PC slowly loses sensation. On the next round, he must make a Fort save against DC 2. Failure means he is paralyzed. This first save is easy, but he must make another save against DC 3 on the next round, then against DC 4, then DC 5, and so on. If he makes every save to DC 20, he shakes off the numbness and is unaffected. If a single save is failed, the PC is paralyzed – he is insensitive to any sensation and completely numb and unable to move. The paralysis can be cured by any magical healing.
- 4 The horrifying visage of life after death infects the PC's thoughts as the un-dead leers into his eyes with its attack. The PC must make a DC 15 Fort save or be shaken and unable to move or attack for the next 1d4 rounds.
- 5 The character is cursed from beyond the grave! Depending on his actions and the intelligence of the undead creature, the curse may have specific terms associated with the wishes of the un-dead (judge's discretion; see Appendix C). Alternately, the curse causes a -1 penalty to Luck and all dice rolls until lifted.
- 6 The wound blackens immediately and a horrid infection from beyond the grave begins to spread. The character must make a DC 10 Fort save or temporarily lose 1d4 Stamina. The infection continues to attack each day, forcing another DC 10 Fort save each morning (failure results in the loss of another 1d4 Stamina) until the infection is magically expunged. The character does not heal while infected.
- 7 Supernatural frost spreads out from the wound in a lacy web, causing an additional 1d8 damage and intense pain. The frost dissipates on the next round but until the next full moon, the PC takes an extra 1 point of damage from all cold-based attacks.
- 8 Necrotic energies leap from the un-dead in a sizzling flash, enervating the character. The PC loses 2d4 Stamina temporarily.
- 9 Faced with the very real prospect of unnatural un-death, the PC becomes unhinged. He immediately loses 1d4 Personality and goes temporarily insane, behaving erratically and strangely until the next new moon. The controlling player must make a percentile roll before any action, and on 01-10 the character makes an insane action (as determined by the judge) instead of what was intended. On 11-00 the intended action occurs.
- 10 The visage of rotting un-death brings the horror of the grave to the character's thoughts. He must make a DC 16 Fort save or be shaken with fear, unable to attack or do anything except quake in fear for 1d4 rounds.
- 11 Strange electrical sparks leap from the attacking un-dead, causing an additional 1d10 damage.
- 12 The attack is imbued with some unnatural remnant of un-dead slumber. The character must make a DC 16 Fort save or fall asleep, instantly and deeply. He will not awaken for 1d7 hours or until shaken violently.
- 13 The attack is infused with powerful necromantic energies which cause the character's skin to flake and rot! His flesh begins to fall off in large chunks, exposing the muscle and bone below. This is extremely painful and debilitating. The character loses an extra 1d8 hit points and 1 point of Personality immediately and again every morning thereafter as his flesh slowly rots. He dies when his Personality reaches 0. The rot can be arrested only by powerful magical healing.
- 14 The strike of un-death saps the PC's energy. The character temporarily loses 1d4 Str and must make a DC 12 Fort save or lose an additional 1d4 Str.
- 15 Strange spectral energies arc to the PC's body, making him temporarily incorporeal for 1d4 rounds. The PC cannot grasp physical objects. He cannot speak, make noise, attack, or be seen in bright light. He can fly at his normal movement rate and can pass through solid objects at half speed. He is considered un-dead while incorporeal. There is a 1% chance the transition is

CRIT TABLE U: UN-DEAD

Roll Result	
	permanent.
16	A disgusting grave rot immediately spreads around the wound, causing an additional 2d6 damage and forcing a DC 16 Fort save. Failure on the save causes an additional temporary loss of 1d4 Stamina. The rot gets progressively worse until magically cured, forcing another save each morning against the loss of another 1d4 Stamina.
17	The brief brush with death affects the PCs' memory. He loses all memory of the last 24 hours and must make a DC 16 Fort save or also lose memories of the past 1d7 days.
18	The blow smashes against the PC's temple and gives him a glimpse of his own death sometime in the future. This brush with death paralyzes the PC with fear for 1d6 rounds.
19	The wound immediately turns a deep yellow color and a dizzying madness infects the character. He temporarily loses 1d6 Intelligence and 1d6 Personality.
20	The wound takes the shape of an unholy mark. The character takes an additional 1d6 damage and is marked. Un-dead creatures are attracted to the PC from miles around. He cannot hide from un-dead, and they relentlessly hound him. The mark can only be removed by a blessing, holy cleansing, exorcism, or the like.
21	The character's soul is scarred by un-death. He permanently loses 1 point of Luck.
22	The wound erupts in a disgusting infestation of maggots. They cause an additional 2d6 damage plus an ongoing 1d6 damage per round until the wound is healed via magical means.
23	The un-dead's intensely concentrated aura of unholiness infects the PC with an unholy aura. Any magical blessings or similar effects are automatically cancelled, and the character takes 1d4 points of temporary Personality loss.
24	Grave rot! The wound bubbles and festers like a thing not from this earth. The rot causes an additional 1d12 damage and 1d6 Strength loss immediately, and the wound will not heal naturally. The damage and Strength loss can only be recovered via magical healing.
25	In a supernatural display, flesh melts away from the wound, revealing the bones beneath and causing an additional 1d6 damage and 1 point of Stamina loss. Each round thereafter, the radius of melted flesh expands, causing an additional 1d6 damage 1 point of Stamina loss. The melting flesh continues to expand until the PC dies. It can only be suspended via magical healing with a spell check of 20 or greater.
26	Death rattle! The stench of un-death chokes the character, who collapses in a fit of gagging that slowly begins to suffocate him. He must make a DC 20 Fort save or lose 1d4 points of Stamina. If he fails the Fort save, he must make another save on the next round. If that fails, he takes additional Stamina damage and must make another save. The pattern continues until he makes a save or dies.
27	The un-dead creature sucks life force from the character. The PC takes an additional 1d20 damage, and the un-dead creature heals that same amount (not to exceed its original total hit points).
28	The wizening. The character immediately ages 1d20 years. If the result is 15 or more, he permanently loses 1 point of Strength, Agility, and Stamina as his body weakens.
29	The end is always dust: the wounded area crumbles to dust, inflicting an extra 2d12 damage and permanently disfiguring the character. He loses the use of that arm, leg, hand, or whatever area was struck. On the following round, the area adjacent to the wound in turn crumbles to dust, inflicting an additional 1d6 damage. The radius of dust transformation continues to expand, inflicting an additional 1d6 damage each round until the character is dead. The transformation to dust can only be stopped by very powerful magic.
30+	Un-death seeks un-death: in a flash of thick black smoke, the un-dead creature expends some of the necromantic energies that sustain it to transform the PC into un-death. The un-dead attacker automatically loses 1d6 hit points and may be killed as a result. The PC collapses in a state of apparent death, only to arise 1d6 rounds later as an un-dead creature under the control of the judge. Roll 1d8 to determine the type of creature that arises: (1-4) zombie, (5-6) skeleton, (7) ghoul, (8) ghost.

CRIT TABLE M: MONSTERS

Roll	Result
1 or less	Strike to chest, breaking ribs. This attack inflicts +1d6 damage.
2	Stunning blow! The PC falls to the bottom of the initiative count for the remainder of the battle.
3	Legs knocked out from beneath the character, knocking him prone.
4	PC disarmed. Weapon lands 1d12+5' away.
5	Blow to shield arm! If no shield, this attack inflicts +1d6 damage.
6	Weapon lodged in PC's chest! This attack inflicts +2d6 damage and an additional 1d6 damage next round.
7	Blow to jaw! The PC loses 1d8 hp and the same number of teeth.
8	Blow shatters PC's forearm. This attack inflicts +1d6 damage, and the arm is useless until healed.
9	Strike to helm! If no helmet, this attack inflicts +1d8 damage and forces a Fort save (DC 10 + HD). On a failed save, the PC falls unconscious.
10	Stunning blow! The world spins as the fell monster makes a second attack!
11	Strike to throat! The PC can't speak until healed and spends the next round struggling to breathe.
12	Blow smashes PC's kneecap. The character's movement is cut by half and this attack inflicts +1d10 damage.
13	Crushing blow! This attack inflicts +1d12 damage.
14	PC's weapon sundered in the violent assault.*
15	Strike to torso crushes internal organs. This attack inflicts +1d12 damage, and force the PC to make Fort save (DC 15 + HD) to remain conscious through the pain.
16	Devastating strike! This attack inflicts +1d16 damage.
17	PC's Achilles tendon is torn, snapping back into his thigh. The character's movement drops to 5' and the screaming can be heard for leagues.
18	Monster seizes PC by the neck. This attack inflicts +1d12 damage and the monster makes a second attack at +4 to hit.
19	Blow to cranium! This attack inflicts +1d16 damage and the PC must make a Fort save (DC 15 + HD) or fall unconscious.
20	Terrifying blow pierces several important organs. The PC spends the next 1d4 days dying a slow, painful death. Powerful magic (healing by a cleric of level 3 or higher) can arrest the dying.
21	Strike crushes skull, destroying the optic nerve and resulting in instant, permanent blindness.
22	PC's leg is shorn from his body. The character cannot move. This attack inflicts +2d12 damage.
23	Both the PC's arms are torn from his body. This attack inflicts +3d12 damage. Exceptionally cruel monsters may proceed to use PC's arms as weapons.
24	PC is disemboweled. Bloody guts spill to the ground. The PC spends the next 8 rounds dying as he futilely tries to feed the spooling intestines back into his body.
25	Attack craters PC's skull. This attack inflicts 1d8 Intelligence and Personality damage and puts the PC into an instant coma.
26	Strike crushes throat. The PC drowns in his own blood for 6 rounds.
27	Attack snaps the PC's spinal column like a twig. The attack causes permanent paralysis, and the PC watches the remainder of the battle from the floor.
28	Throat torn asunder. The panicked PC gargles wetly as blood gouts down his chest. He dies in 4 rounds.
29	Terrible blow to the chest explodes the PC's heart. Immediate and instantaneous death.
30+	Attack rends PC's head from his torso. Blood gouts from the collapsing body, and the monster moves on to the next foe, making attacks until it misses.

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

Notes

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